



Introduction

When the worlds of Burnout and Twisted Metal collide, things are bound break. Just don't let it be you.

Looking to conquer the plethora of Full Auto career events? Want to unlock every bonus vehicle and special car skin? Or do you just want to blow the snot out of first place and steal the lead? Our complete strategy guide uncovers everything Full Auto has to offer, with tips for each individual career event and details to help you complete your list of Xbox 360 Achievements. Whether your aim is to be the best racer online or to simply boost your Gamerscore, our guide has what you need.

In this Full Auto strategy guide, you'll find:

- Basic tips for racing and earning wreck points with whichever set of weapons you're packing.
- Full Auto career mode walkthrough with strategy for earning Full Auto medals in every event.
- Vehicle details and ratings, plus info on how to unlock the Warlord mega car.
- All Full Auto Xbox 360 Achievements to help boost your Gamerscore.



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Basics

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In events where you need to earn a lot of wreck points or simply need to kill a specified number of opponents, it's important that you take care of the fighting as soon as possible. Try to earn wreck points and kills early in the race. It's perfectly fine to slow down your racing so that you can fire at enemies from behind and quickly bring 'em down.



Shoot first. Race later.

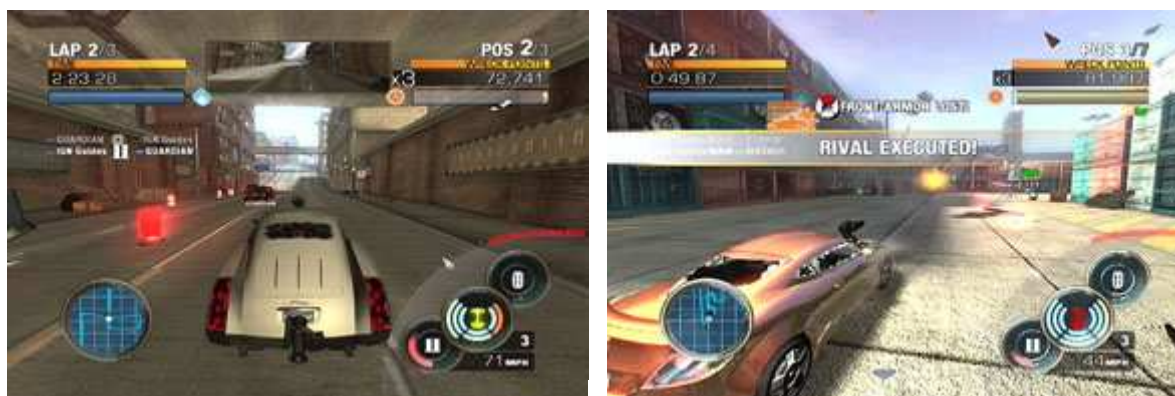
By the time you reach the final laps of the race, you should be done with all the combat you need. Spend the last lap of the race just getting into first place and staying there. If you're still trying to fight for points at the end of the race, you can easily get slowed down to a point where it's impossible to finish the race in first.

Earning Wreck Points

Most career mode challenges give you a couple of goals to aim for in order to earn the Full Auto medal. Getting first place in the race is a no-brainer, but it's the required number of wreck points that can often lead to problems. Wrecking stuff and making a big mess should come natural to most of us, but there is a bit of strategy you can employ to greater increase your wreck points score.

The weapon pack you select will greatly impact your ability to score wreck points. For more details on the individual weapon packs, check out the [Weapons](#) portion of this guide. It's good to know the strengths and weaknesses of any particular weapon set so you can plan your offense accordingly.

Perhaps the best advice for boosting your wreck points score is to focus on building a wreck point multiplier. The more stuff you damage the higher your multiplier goes. That part's not hard. The real challenge is in maintaining your wreck point multiplier so that you can take advantage of it. Having a healthy multiplier as you bring down a rival racer will often give you all the wreck points you need to complete an event.



Build up a wreck point multiplier, then kill a rival.

The key to maintaining your wreck point multiplier is to keep the destruction constant. Even if you don't have opponents to shoot at, you can still wreck stuff by slamming into traffic or lobbing grenades into surrounding buildings. Avoid overheating your weapons by moderating your fire, but keep a constant stream of ammo flowing into the environment so that you'll have your wreck point multiplier ready for a rival kill.

Solid Driving

Though the driving mechanics of Full Auto aren't as complex as something like Gran Turismo, there certainly are strategies that can give you an edge on the competition. When it's time to buckle down and race like a champ, follow these tips.

Boost Meter

Effectively using boost meter will help you in all races, but it's especially important in events that have you racing against the clock. Though the effects of boost aren't extreme, boost *will* help you quickly pick up speed and recover from minor mistakes.



Build boost with slides, then use it to recover from mistakes.

There are three ways to build boost meter, only one of which is actually conducive to good racing. Taking jumps and "stunting" will give you a healthy chunk of boost meter, but both actions will almost always slow you down. In short, avoid jumping or pulling any crazy tricks in your car if your goal is to actually win the race. Instead, focus solely on effective, concise power sliding to build your boost meter. Some courses (like most of the desert tracks) aren't good for power sliding, but the majority of courses have plenty of sharp turns that'll let you cleanly slide for boost. Quickly tap the handbrake button as you enter a corner to throw your tail end out and slide through the bend. If you keep up your speed while sliding, you can build up a full boost meter in just a few turns.

Shortcuts

Not all courses have shortcuts, and even the courses that do have shortcuts don't always have alternate paths that are actually *worth* taking. Some shortcuts are downright risky and can lead to nasty wrecks and lost time. Knowing when and when not to chance a shortcut is vital to racing success.



Most shortcuts are good, but off-road paths are overly risky.

In general, we advise against using shortcuts on the desert tracks. Period. These shortcuts take you on off-road stretches of course that are bumpy and narrow, a combination that just reeks of danger. However, pretty much every other course in the game has shortcuts that are worth taking. Some are riskier than others, but as long as you've got unwreck meter at your disposal you can usually recover from any mistakes they cause. However, if you're in a race

event that *doesn't* have unwreck meter available you may want to hold off on risking dangerous shortcuts. The little bit of time you could save is often not worth the risk of losing the entire race.

Dying Isn't Always Bad

Though getting killed in Full Auto isn't something you should usually strive for, it's certainly not the end-all of things (at least not in most race events). You usually have an infinite pool of lives, so while getting killed will slow you down it typically won't end your race.



Get killed early in a lap and you'll still have time (and new armor) to finish the race in first.

In fact, sometimes dying isn't a bad thing, as long as you die at the right time. Early-race scuffles can leave you with very little armor, and trying to cling to life for the remainder of a race can often cost you a first place finish. If you're low on armor at the end of a race, you may end up getting killed just before the finish. If you're really low on armor, it's not a bad idea to purposely die early in a lap. You'll be revived with full armor and should still have plenty of time to catch up with first place.

General Tips	Weapons
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There's a wide variety of weapon packs in Full Auto, and each has its own uses. Knowing how to effectively use the sets of weapons is key to success in Full Auto. Use these tips to make the most of whatever weapons you're given or to simply help you choose which weapon pack is best suited for the event you're aiming to conquer.

Assault	Good balance of offense and defense. Machineguns mow down enemies quickly and mines are powerful enough to score kills while in first.
Tactical	Possibly the worst weapon pack. Missiles lack power and smokescreen is useless on most courses. However, smokescreen is effective off-road.
Melee	Decent balance of offense and defense. Shotgun is only useful point-blank. Grenades are good for blanket coverage of the road.
Hunter	Solid offensive power. Two front-firing weapons are great for building wreck point multiplier. Unfortunately, no defensive measures equipped.
Buckler	Good offensive power, but weak defensive power. Rear-firing shotgun is enough to deter attackers but not enough to kill. Move power to cannon for more kills.
Ravager	Good balance of offense and defense. Rockets are powerful, but overheat quickly. Mines are powerful enough to score kills while in first.
Brawler	Great for earning wreck points and maintaining a wreck point multiplier. Unfortunately, this weapon pack offers no defensive measures. Drive quickly.
Annihilator	Great offensive power, but prone to overheating. Alternate between weapons to keep wreck point multiplier. Unfortunately, no defensive measures equipped.
Devastator	A balance of offense and defense that's not as effective as other weapon packs. Missiles lack power and grenades, while good, are not as powerful as mines.
Demolisher	Outstanding offensive power. Capable of kills in mere seconds. Unfortunately, this weapon pack offers no defensive measures.
Defender	Good balance of offense and defense. For quicker kills, move power to cannon and use mines only for defense (don't rely on them for kills).

Career Mode Walkthrough

TUTORIALS

Racing

Recommended: Vulcan

Unlocks: Jupiter color, Guardian color

This is a simple, no frills race event. Just focus on driving clean laps and avoiding making too much of a mess. Time is of the utmost importance.



Get used to using handbrake induced power slides around the sharper turns of the course (like the very first right-hand corner). Also, watch for a long, sweeping right-hand bend that takes you through some fairly dense traffic. You can avoid all traffic by riding on the curb to the right, and that'll save you loads of time each lap.

Wreck Points

Recommended: Guardian / Banger

Unlocks: Guardian color, Magnus color

As the name of the event implies, the goal here is to wreck a lot of stuff. The key to earning the Full Auto medal is to constantly keep up your wreck point multiplier. As you destroy more stuff, your multiplier will grow to up to 5x, giving you lots of points for your destruction.



Take aim with your missiles and *constantly* fire them at your surroundings. Target other vehicles first and take out environmental objects if there are no cars around you. If you stop firing your missiles your multiplier will fade away, so try to always be shooting, even if you don't really have much to shoot at. Once you've earned the necessary amount of wreck points, focus just on driving fast so you can get to the finish in time.

Unwreck Meter

Recommended: Hitman / Ripper

Unlocks: Demon color, Guardian color

This is a pretty easy event. You don't have to worry about wrecking stuff, so focus your efforts on driving two clean laps. In order to fulfill the goals of the event, you *must* use your unwreck meter at least once. You can quickly use it right at the start of the event to get it over with, or wait until later in the race so you can correct any mistakes you make.



If you use all of your unwreck meter and want to earn more, use your machineguns to destroy some stuff. Destruction builds up your unwreck meter (ironic, isn't it?), allowing you to always have a way out of sticky situations.

Boost Meter

Recommended: TEC / Banger

Unlocks: Warlord color, Magnus color

Here's another easy event. Without enemies or wreck points to worry about, you can keep your attention on the road ahead. You've got to use your boost for at least one second in the race, but since you start with *zero* boost you'll have to earn it first.



There are three ways to build boost. You can either take a jump and get air, perform a crazy stunt (like a 360 mid-race), or you can execute a power slide. Power sliding is by far the most practical way of building boost. As you approach a sharp corner, turn in hard and hit the handbrake. Your car should fling out sideways and slide around the turn. It'll usually take a few good power slides before your meter is full enough to use. Once the meter is glowing blue, hit the boost button to fulfill the event's objective.

Two Weapons

Recommended: Honcho / Annihilator

Unlocks: Magnus color, Guardian color

It'll take a *lot* of wreck points to earn gold on this event. Luckily, you've got unlimited ammo to abet the destruction of the town.



Your guns will never overheat in this event, so there's no reason to not be constantly firing. Just drive down the streets while mashing on both fire buttons (remember that you have two weapons) to build up a wreck point multiplier and earn a massive amount of points. Of course, aim for other vehicles when you see them, and be *sure* you target the explosive gas trucks that you'll occasionally run by.

Rampage

Recommended: Hitman / Hunter

Unlocks: Demon color, Guardian color

Wreck points aren't as important as actual kills in this event, but you're likely to build up both pretty quickly. Again, your weapons will *not* overheat, giving you carte blanche for destruction. At all times, hold down the machinegun fire and use your missiles to carefully aim at traffic.



Don't sweat it if you don't rack up loads of kills right away. There are a couple of spots on the track that are *packed* with traffic and should deliver plenty of frags. Just drive down the center of the road blasting both your machineguns and your missiles and you'll be able to take out both lanes of traffic at once.

Rivals

Recommended: Opulent / Hunter

Unlocks: Enforcer color, Ardent color

You've got opponents to deal with here, only a select few of which are of real concern. Track down your rivals—they're the opponents with the yellow badge icon—and blow 'em to smithereens.

There's no point in taking down cars that aren't your rivals, so don't bother with them. Your main focus should be driving fast so that you can catch up with more of your rivals. When you've got a rival in sight, hold down the machinegun fire and unload so well-aimed missiles. When you've blown one up, drive fast to make it to the next rival before the race ends.



Be sure to make use of your unwreck and boost meters to catch up to your opponents. Power slide to build up boost and blast through the track with speed. As long as you focus on driving well and taking down *only* your rivals (don't fool with the other cars), you should come out with a Full Auto medal.

Defense

Recommended: Honcho / Peacock

Unlocks: Enforcer color, Magnus color

Killing enemies behind you is key to success in some of the more difficult races, so it's good to get in some practice here. Unfortunately, the *only* weapon at your disposal is your set of grenades, so all combat must be done from the rear.

First things first: catch up with your rivals. When you've got your rivals in your sights (they drive pretty slow), pass 'em up and swing the camera around to look backwards. Driving while looking backwards may be a challenge, but if you make any mistakes you can easily correct them with your unwreck meter.



Try to stay directly in front of the opposing drivers and drop grenades in their faces. Since your car is quicker than theirs,

you'll likely need to let up off the gas to keep pace with them and force feed them some explosions. Try to focus on taking down just a couple of the rivals without moving on to the next. You can waste a lot of time if you're trying to fight multiple enemies at once. Take down one at a time and then speed off to the finish.

Aiming

Recommended: TEC / Spiker

Unlocks: Enforcer color, Ardent color

Again, you must first catch up with your rivals to take 'em down with your weapons. This time, you've got a shotgun on the front of your vehicle to counter the rear-firing blasts of your rivals.

As you approach a rival, pull up along side him instead of bumping straight into his butt. From the side, you can avoid most of the enemy fire while you deal your own destruction. The shotgun weapon you've got is pretty powerful, and just two or three good blasts can bring down a rival.



When you've got the required number of kills for a medal, ignore the rivals and focus on driving. Make it to the finish in time and you'll earn yourself a Full Auto medal.

Survival Medal

Recommended: TEC / Melee

Unlocks: Warlord color, Magnus color

We definitely recommend going with the Melee weapon pack for this event. If you can take an early lead, the rear-firing grenades will help you hold onto it throughout the race.

You're going to have all opposing racers gunning for you once you take the lead so continually drop grenades behind you in an effort to slow them down. You should start getting plenty of kills with the grenades if you keep dropping them, but if you let up you'll find the other racers quickly catching up.



Be sure to have a full boost meter at all times. If a rival tries to pass you, quickly get on the boost and drop grenades

behind you to create some distance. You should be able to hang onto the lead throughout the event and avoid getting knocked out of the race.

Semi Auto Medal

Recommended: TEC / Hunter

Unlocks: Warlord color, Demon Color

The title of this event doesn't really mean much if you're aiming for the Full Auto medal anyway. Pick a car you're comfortable with (we recommend the TEC, but the others work well, too) and conjure thoughts of destruction.



In order to earn the required number of wreck points you'll have to focus on taking out opposing drivers. Your weapons will overheat, so don't go wasting ammo, but you do want to try and keep a constant stream of fire (alternating between missiles and machineguns) to keep up your wreck point multiplier. When you've got the required number of points, get on the boost and take first or second place to win the event.

Full Auto Medal

Recommended: TEC / Melee

Unlocks: Warlord color, Enforcer color

Though the Hunter weapon pack will help you take out enemies right off the bat, the Melee pack will do better for helping you keep the lead. We recommend taking the Melee weapon pack.

As the race starts, blast your way towards the front of the pack without passing up your rival. Be sure you take out your rival with the shotgun to be rewarded a *ton* of wreck points. If you build up a wreck point multiplier just before taking out the rival, you could find yourself with well over two million wreck points.



With the rival and wreck points taken care of, the only thing to worry about is racing. Hang onto your lead by constantly dropping grenades behind you. Be sure to make the most of your unwreck and boost meters and you should be good for a Full Auto medal.

TOUGH GUYS

Kick Off

Recommended: Jupiter / Assault

Unlocks: Hitman color, Jupiter color, Jupiter color

Spend the first part of the race trying to earn the required number of wreck points. Do whatever it takes to bring down opponents and keep up your multiplier by destroying surrounding objects. Don't sweat it too much if your racing isn't top notch. You'll have the rest of the race to make up for it.



Once you've got the required wreck points, floor it! Don't worry about taking down enemies with your machineguns, instead relying on your mines to fend off enemies from behind.

Raging Bull

Recommended: Rampart / Assault

Unlocks: Rampart color, Rampart color, Rampart car

Again, you want to score most of your wreck points at the beginning of the race so that you can spend the last half of the event securing first place. Unload your machineguns as soon as possible and focus on taking down your rival at the head of the pack. With him blown away, you'll earn most of the wreck points you need.



After that, it's a matter of hanging onto first place. Use your mines to litter the road behind you. At the beginning of each lap is a part of the track that runs through the center of a building. This narrow path is a perfect place to drop lots of mines as it'll force your opponents to ride over them. Reserve your boost for the end of the race and rocket to an easy win.

Trail Breaker

Recommended: Roughneck / Assault

Unlocks: Roughneck color, Roughneck color, Roughneck car and Twisted track

This track is pretty rough to race, and the opponents won't let up. Unlike on some other events, it's probably best to focus *first* on getting into first place. Once you're ahead of the pack, hold onto position while dropping mines everywhere.



The track is pretty narrow in most spots, making it perfect for laying mine traps. It's also a reason why it's important to get ahead of the pack as soon as possible. Rival racers will drop mines as well, making it difficult to stay on the road throughout this curvy course.

Tommygunner

Recommended: Hitman / Assault

Unlocks: Hitman color, Hitman color, Hitman car and Turnpike track

Hey, it's another straight-forward event! As before, start knocking out enemies for wreck points right away to build up your wreck point multiplier, then take out your rival to earn all the points you'll need. Once you've got that down, get ahead of the pack and start dropping mines.



There are plenty of corners you can cut throughout the track, giving you quicker racing lines. Your opponents will often try to take these shortcuts as well, so litter the paths (especially the route through the gas station) with mines.

King of Bling

Recommended: Honcho / Assault

Unlocks: Honcho color, Honcho color, Honcho car and Switchback track

Here's another race through the desert that poses similar challenges to the last. Try to jump to an early lead while tearing through the opponents with your weapons. You don't necessarily have to destroy them right away, but weaken them enough so that they'll soon explode after running over your mines.



Again, the track is narrow and makes your mines especially lethal. Leave 'em everywhere and watch your kill count rise. The track branches off in a few spots with one semi-hidden path leading off-road. Typically, these off-road portions of the track are slightly shorter to run but they're a *lot* harder to drive. We recommend sticking to the streets unless you're desperate to make up time.

Short Stretch

Recommended: Guardian / Assault

Unlocks: Guardian color, Guardian color, Guardian car and Revolver track

This race is pretty short, forcing you to work hard and fast for both position and points. As you move up the pack, start dropping bullets into opposing racers to build up your multiplier. Even if you don't actually kill anyone else, a good multiplier combined with a rival frag should give you plenty of points for the race.



With your rival taken care of, you should easily move into first place. Hang onto your position by dropping mines behind you and causing as much chaos as possible to distract your opponents behind you. The track is great for building boost via power slides, and that should be enough to keep you in front of the pack.

No Parking

Recommended: Hookzilla / Assault

Unlocks: Hookzilla color, Hookzilla color, Hookzilla car and Marathon track

The car you're given has *loads* of armor, and can thus take plenty of punishment before it implodes. Use this to your advantage, ramming right up behind other cars and unloading your machineguns to take 'em out. As always, it helps to build up a multiplier before you take out the rival. That alone should give you most of the wreck points you need.

Now to focus on the race. The track is relatively straight-forward, save for the left-hand bend at the beginning that *could* launch you into the bay. To avoid flying off the track on this corner, try to keep on the inside of other racers. They'll form a wall that should keep you glued to the track.



Another thing to watch for is the track's midsection. Halfway through the race, you'll have to pull a U-turn to double back the way you came. Use the handbrake to flip the truck 180 degrees. If you've got some boost, it's a good chance to take advantage of its effect on acceleration, letting you get out of the mess before too much trouble goes down.

Class C Showdown

Recommended: Hitman / Melee

Unlocks: Hookzilla color, Hookzilla color, Melee preset

What makes this event most interesting is your choice of vehicles and weapons. Most of the vehicles are pretty even in effectiveness, so pick whichever suits your style best, but we really suggest the Melee weapon pack for maximum destruction. As you've no doubt learned by now, your opposition is keen on dropping mines and grenades while you try to light 'em up from behind. Use the shotgun's aiming function to hit them from the side and bring them down.



The shotgun's sideways shot is useful for taking down non-racer traffic, as well. While driving down the streets, take aim at other traffic and dump a single shot into another car to blow it up. This'll build your multiplier and keep adding to your score to ensure you reach your wreck point goal. Also be sure to litter the road with grenades, especially on the narrow freeway ramps near the end of the track. A well-placed grenade could save you from being passed.

FINE BALANCE

Hit the Jackpot

Recommended: Python / Melee

Unlocks: Honcho color, Python color, Python color

Move to the head of the pack as soon as possible while damaging anyone in your way. You don't need to get a lot of wreck points right away—because the track narrows in a number of places, you can get plenty of kills using your rear-firing grenades.



At the beginning of the track is a stretch that runs through an alley. Litter the alley with grenades and you'll likely earn a kill or two. Later in the track, you'll drive through the center of a large building (do *not* take the jumps before the building—they'll only slow you down). Again, drop grenades everywhere while cruising through the narrow building passage and you'll thin out the pack behind you.

Boxed In

Recommended: Ardent / Melee

Unlocks: Ardent color, Ardent color, Ardent car and Containment track

This is a tough race. Your opponents are very quick to catch up with you, though their armor is relatively weak. Using the Melee weapon pack, you can drop most enemies in just a couple of shots, especially if you've weakened them with grenades.



After the first U-turn of the track is a straight that leads to a shortcut. This shortcut, which passes through a small opening in the stack of shipping containers, will give you a quicker run than most of your opponents. Be certain to drop grenades in the passage as you drive through it to foil the efforts of any other racers that try to follow your lead.

Laps of Luxury

Recommended: Opulent / Melee

Unlocks: Opulent color, Opulent car, Opulent car and Marketcrash track

Opponents in this event are pretty ruthless, and while you've got a number of laps to complete each one is rather short. It's okay to be behind for the first few laps, but be sure you hang onto a lead in the final lap.



As always, your rival should provide enough wreck points to fulfill the event's objective. His weapons are pretty weak, so get right up behind him and unload with your shotgun. When he's toast, focus on holding onto first place. Drop grenades everywhere, especially in the narrow alley stretch, to keep your opponents at bay.

Catch My Drift

Recommended: Vulcan / Melee

Unlocks: Vulcan color, Vulcan car, Vulcan car and Contraband track

This shipyard track is a bit different from the last one you drove through; it's shorter and has a different set of shortcuts to take. As always, try to get your wreck points early so you can focus on being first near the end of the race.



The shortcut you really want to take is near the end of the lap. The main road bends left and goes around a building, but the best path to take is actually *through* the building. Cut in early so you can easily slide into the building's opening and follow the path through a second building before turning hard right just before the end.

Over/Under

Recommended: TEC / Melee

Unlocks: TEC S2 color, TEC S2 color, TEC S2 car and Tempest track

You need to earn a *lot* of wreck points on this event to get a Full Auto medal, and making matters worse is the lack of a rival. Luckily, the narrow on- and off-ramps of the course provide excellent passages for laying traps.



Be sure to have grenades or mines ready every time you reach one of the on- or off-ramps in the course. Litter the track with them and you should score loads of kills without trying too hard. Unfortunately, that likely won't be enough. You'll have to be more aggressive, letting opponents pass you early in the race so you can get points from their kills. Once you reach the third or fourth lap, though, focus all your efforts on driving fast.

Heads Up

Recommended: Magnus / Melee

Unlocks: Magnus color, Magnus color, Magnus car and Landslide track

Once again, you're racing desert roads and this time your vehicle has plenty more armor than your opponents. Use your extra armor to your advantage, bumping right up against the other racers. There's no rival to help you score wreck points, but your grenades should help on the narrow roads.



There are dirt paths that branch off from the course, and while they're often shorter than the regular road their almost always a lot harder to drive. We suggest sticking to the beaten path to play it safe. Halfway through the race, you'll have to pull a U-turn in the middle of the road to double back the other way. As you leave the turn-around area, lay lots of grenades or mines. The cars behind you will have to drive through the area twice, making it very likely that they'll hit something and explode.

Monster Mash

Recommended: Kodiak / Melee

Unlocks: Kodiak color, Kodiak color, Kodiak car

The objective requires you to earn a lot of wreck points, but there's thankfully a rival to help jack up the score. Before taking down your rival, build up a healthy wreck point multiplier by destroying other cars on the road. When you've got that, ride up behind the rival and blast him away. He should be equipped only with a smokescreen, so you don't have to worry about running over his mines.



Avoid the dirt paths as much as possible and try to save your boost for the end of the race. There aren't a lot of chances for building boost on this track, so you've got to make the most of what you've got. Again, the track requires you pull a U-turn at the halfway point, doubling back towards the start/finish line. Litter the area with grenades or mines to cause all sorts of havoc.

Class B Showdown

Recommended: Python / Melee

Unlocks: Kodiak color, Kodiak color, Tactical preset

There's a whole bunch of wreck points to earn and no rival to help you out. Because of this, we recommend you go with a weapon set that'll give you the most possible destruction. In our opinion, the best weapon pack is the Melee pack, giving you power to kill enemies both in front of you and behind you.



It's a good idea to spend the first couple of laps near the back of the pack so that you can earn lots of kills and keep up your multiplier. However, be careful not to fall into last place as you near the end of each lap. This is a knockout race, and last place at the end of each lap gets kicked out of the event. There are plenty of chances to build up boost, so use your boost to put yourself into a safe position at the end of the lap before dropping back to kill more opponents.

SPEED KILLS

Shore Leave

Recommended: Streamline / Melee

Unlocks: Streamline color, Streamline color, Streamline car

There are six laps to run around this shipping yard track, but the course is very, very short. Not only is it short but it's also got a great shortcut that's easy to take. After the very first turn, watch for an opening in a building to your left. Cut inside and lay grenades or mines inside the building to mess with anyone that tries to follow you.



The most difficult part of the course is the very first turn. At high speeds, sliding around the corner is difficult to do without coming to a near standstill. It's best to start braking early without turning, letting you slow down before pitching your car sideways for the nasty U-turn. If you've got turbo, use a bit to get your car back up to speed and resume the racing.

Rod Rage

Recommended: Demon / Melee

Unlocks: Demon color, Demon color, Demon car and Sentinel track

Right away, start trying to earn wreck points and build up your multiplier. Your rival is usually at the very front of the pack, giving you plenty of time to get a multiplier before decimating him to earn lots of points. If you've got a healthy chunk of points early, you can slowly build up to the required number of points by dropping grenades and mines, causing destruction in your wake.

The course is rather unique, but only at the end of the track. Just before the final turn of the course is a hidden shortcut you can take to the left. Blast through the fence and over the grass to launch your car into the final turn. It's difficult to aim properly, so it's probably safer to *not* take the shortcut, but you will build up boost and take a quicker line around the track.



Also, the last stretch of track takes you along the docks on the water. Do not drive on the docks! Your car will fall through the weak wood and force you through some pretty hairy roads. Stick to the streets above and you'll blast by opponents.

Bayside Brawl

Recommended: Phantom / Melee

Unlocks: Phantom color, Phantom color, Phantom car and Boardwalk track

The very first turn of this course is a mega-sharp U-turn to the left. It's easy to slide too much and end up stalled on the course if you head in with too much speed, so don't hesitate to brake early and slow to a speed at which you can reasonably control a slide through the turn. If you've got boost, use a bit to get back up to speed and then start dropping rear-firing weapons behind as you leave the other racers in the dust.



The last turn of the track is also tricky. If you take it too wide, you'll either fling yourself into the bay or be forced to drive along the messy docks. Cut sharply into the corner to try and stay on the road inside. It'll make you a lot faster around the track, and it'll let you drop grenades on the narrow roadway.

Swift Justice

Recommended: Enforcer / Melee

Unlocks: Enforcer color, Enforcer color, Enforcer car and Roadkill track

This is a short course on which you need to quickly earn a decent chunk of wreck points. And since there's no rival to fall back on, it'll take all you've got to quickly boost your score.



The race requires you to double-back at the halfway point. Try to get most of your damage done before the turnaround point so you can spend the last half of the race securing first place. Because the course is so short, you can't really rely on your grenades to earn your points. Instead, you'll have to hang back with the pack and unload with shotgun blasts. Luckily, there's plenty of non-racer traffic on the course that you can use to keep up your wreck point multiplier.

Killer Curves

Recommended: Wraith / Melee

Unlocks: Wraith color, Wraith color, Wraith car and Takeover track

With a rival on the field, it's not too hard to earn the required number of wreck points. Just fight your way through the pack, taking out everyone in your way, and try to finish off the rival to inflate your score. Even if you don't hit the target score right away, you should be able to slowly build up more than enough points by dropping grenades behind you.



The vehicle you drive in this event is *very* weak on armor, so don't be surprised if you start hurting after going toe-to-toe with other racers. Since you're likely to do most of your fighting at the beginning of the race, don't worry if you get destroyed. You'll come back with full armor for the second lap of the race, and that'll give you enough time and protection to get into first place and stay there.

Toll 'N' Thunder

Recommended: Outlaw / Melee

Unlocks: Outlaw color, Outlaw color, Outlaw car

Earning the required number of wreck points here shouldn't be a problem (there's a rival that'll give you lots of points). What's challenging here is holding onto first place once you get it. The car you're given has *terrible* armor. It's so weak that you'll be heavily crippled by nearly every skirmish you're in.



Because your car is so weak, don't be surprised (or dismayed) if you get exploded in the first lap. Once you're out in front, use grenades to try and divert enemy fire. Unfortunately, grenades won't always be enough. If you suffer a really damaging hit, don't be afraid to use a bit of your unwreck meter to redo the stretch of track and swerve a bit to dodge fire. Even if the shot doesn't kill you, un-doing hurtful shots will prevent you from a costly implosion late in the race.

Class A Showdown

Recommended: Phantom / Melee

Unlocks: Outlaw color, Outlaw color, Tune Weapons option and Payload track

Opponents in this event are pretty ferocious, so we recommend going with the Phantom vehicle (it's got a good balance of armor and speed). This version of the shipyard has two shortcuts you can take that'll really improve your lap times, the first of which is right at the beginning of the course. Take a sharp left turn to drive through a building and stay straight to drive through a second. You'll cut off a couple of significant turns, making you quicker to the following straight.

The second shortcut comes pretty late in the course. After driving along the docks, you'll make a big U-turn that leads to a right-hand bend. Instead of turning right, though, stay straight and cut between two stacks of containers. You'll get a nice straight line instead of a wicked turn. Both shortcuts are narrow, so litter them with grenades or mines to keep enemies from using them.



Of course, racing fast is only half of the challenge. You have to earn a significant number of wreck points to earn a Full Auto medal, and you can't do that while holding onto first place. For the first lap or two, hang back with the crowd of cars and don't bother with the shortcuts. You want to get in as much damage as possible early on so that you can spend the later laps struggling to hang onto first.

HUNTER

Minions

Recommended: Phantom / Assault

Unlocks: Guardian skin, TEC S2 color, TEC S2 color

This event is an interesting change of a pace. You're not really racing anyone, per se, but you've got to get in as many kills as you can in a short amount of time. There are five rivals on the track and you need to kill all of them in order to earn the Full Auto medal. Luckily, they have no weapons with which to defend themselves.



You'll need to drive fast to catch up with all five of your rivals before crossing the finish. If you make a mistake that slows you down, rewind time to re-do the stretch of track. The course is pretty straight-forward, so you shouldn't have much trouble there. Just focus on unloading your weapons into your rivals to bring 'em down. Remember, they have *no* weapons. You can get right behind them and fire away without fear of retaliation.

Big Bounty

Recommended: Kodiak / Melee

Unlocks: Phantom color, Jupiter color, Jupiter color

Again, you're not really racing anyone, just trying to get four kills before you reach the finish. What makes this event difficult is the car you're given to drive.



The Kodiak is very tall, putting its shotgun blast above your rival racers. You'll have to constantly aim downward to hit them, and even with well-aimed shots the blast won't have its full power. Keep the rival racers always in front of you and unload with your gun. It'll be a challenge to bring down all four rivals before the finish, but remember that your shotgun is the key.

Spy Killer

Recommended: Phantom / Assault

Unlocks: Hitman color, Hitman color, Phantom color

To get through this event with a Full Auto medal, you absolutely *must* go with the Assault weapon pack. Though you've only got one target to kill, it's good to have weapons in both front and back to help build up a wreck point multiplier before sending the rival to a fiery fate.



The rival in this event is a long limo that may be driving significantly slower than other cars. Keep an eye out for him and don't pass him! You need to make use of every second you've got to quickly bring him down while causing destruction around you with rogue bullets and dropped mines. When you've destroyed the rival, you should have all the wreck points you need. If you do, just drive! Don't worry about shooting anyone else. Just focus on getting to the finish in time for a Full Auto medal.

Busted

Recommended: Enforcer / Melee

Unlocks: Phantom color, Demon color, Demon color

This race through the shipyard takes you on a new path, but you'll cover ground similar to the tracks you've run before. Look out for the same shortcuts, including the path through a pair of buildings that cuts off two hairpin turns, and watch for one very sharp U-turn at high speed. Instead of using the handbrake on the U-turn, use your normal brakes to slow down early and keep your grip to avoid a stall.



Though there are multiple opponents in the race, only the rival is your real concern. You likely won't catch up to the rival until near the end of the first lap, but you can definitely spend the first part of the race earning wreck points and a multiplier so that your rival kill gets you the necessary score. Once you've killed the rival and earned your points, just race as fast as you can while laying lots of grenades or mines to keep the aggressive opponents at bay.

Bad Boys

Recommended: Enforcer / Tactical

Unlocks: Enforcer skin, Enforcer color, Enforcer color

This is one of the harder events yet. In just two short laps, you've got to bring down all five rivals on the track and still keep driving fast. Since wreck points aren't an issue here, we recommend the Tactical weapon set. If you're good with the missiles, you can score some pretty sweet kills from far away.



The track is very straight-forward and also short. Don't hesitate to use your unwreck meter to correct even small mistakes. When you kill an opponent, they'll completely exit the race. You need to clear the road of *all* opponents in order to achieve Full Auto.

Border Run

Recommended: Kodiak / Melee

Unlocks: Ardent color, Ardent color, Brawler preset

Once again, we recommend the Melee weapon pack for ultimate destruction. As the mission starts, start causing havoc with your weapons and go for a couple of kills on the nearby opponents. They may not be your main target, but they'll help boost your wreck score.



About halfway down the track, you'll run into your rival (he's marked with a special badge). Unload your shotgun blasts into him while dropping grenades to boost your wreck point multiplier. When the rival finally goes down, you should have plenty of points. Spend the rest of the race just driving well to come out with a good race time.

TIME TRIALS

Punch the Clock

Recommended: Ardent

Unlocks: Ardent skin, Wraith color, Wraith color

In the this event and the following, you have no weapons or opponents to worry about. Instead, you just need to drive the course as quickly as possible. That means making few mistakes, especially since you don't have weapons with which to rebuild your unwreck meter. Unless you go smashing through stuff, what you have is what you get.



What you can do to improve your times is build up lots of boost meter. Perform huge power slides to build your meter and use it when you get a chance to boost your speed. This course in particular is very straight-forward. The most difficult part is the smoky drive through fire truck rubble—be sure to save some unwreck meter for this part, and the rest should be cake.

Moonshine Run

Recommended: Vulcan

Unlocks: Demon skin, Jupiter color, Jupiter color

You start with a full wreck meter as usual, but with no weapons for destruction you won't be able to build up much more. Use the wreck meter you've got wisely. Luckily, the race is very short and shouldn't throw too many wrenches your way.



As per usual on these desert courses, you'll drive by plenty of off-road shortcuts. In general, don't take them. They're a lot harder to navigate and more likely to force you into using your wreck meter. Just stick to the regular roads and you'll find yourself with simple turns and little traffic. Just what you need to make it to the end in time.

Seaside Sprint

Recommended: Enforcer

Unlocks: Ardent color, Ardent color, TEC S2 color

Though this track is pretty familiar, the event is still rather tough. You can't afford to make any mistakes if you want to earn a Full Auto medal, and there are a couple of spots where mistakes might be made. Right off the bat is a right-hand turn that takes you along the bay. Taking this turn well is absolutely key to getting a good lap time here, so don't be afraid to use a bit of your unwreck meter to ensure you stay on the road and off the docks.



The course has lots of wide 90-degree turns, letting you slide and build loads of boost. Be on the boost whenever you slow down to quickly accelerate and reach the finish.

Blink of an Eye

Recommended: Wraith

Unlocks: Wraith skin, TEC S2 color, TEC S2 color

As the event description states, you'll have to be absolutely perfect on this track to get the Full Auto medal. When you approach other traffic, be certain not to touch them. Instead, drive onto the road's shoulder to get around them and continue without losing a bit of speed.



The most difficult part of the course is the second tunnel you enter. It curves quite a bit to the left and you'll find yourself smashing against the wall if you're not careful. Slow down a bit before heading into the turn, then cut in fast and early to avoid the outside wall. If you can make it through here quickly, you'll be well on your way to a Full Auto medal.

Crush Hour

Recommended: Outlaw

Unlocks: Roughneck color, Roughneck color, Buckler preset

You will have to race nearly *perfectly* in order to get a Full Auto medal on this race. The course is relatively short, but it's still got plenty of room for mistakes.

Right at the start of the race, the course branches in two directions. Take the path to the right and ready yourself for a hard right-turn at the bottom of the ramp. It's okay to slow a bit before taking the turn to ensure that you don't slam into the outside wall and lose valuable speed on the turn's exit.



Near the end of the course, another branch in the path takes you back onto the freeway. This time, we recommend the path on the left. The ramp winds upwards and turns sharply near the end. Let off the gas just a bit to make the turn, then use whatever boost meter you've got to get back up to speed for the final stretch.

UNDERDOGS

Hot Seat

Recommended: Hitman / Assault

Unlocks: Hitman skin, Phantom color, Phantom color

This is a tough event. The race is pretty short and you've got to earn a lot of wreck points while moving your way to first position. To make matters worse, the opponents in this event are faster than normal. Oh what to do?

We recommend going with the Assault weapon pack for ultimate point scoring potential. Right off the bat, start laying into the racers in front of you as you chase them into the narrow burning building. The narrow path funnels enemies into a tight space, letting you focus your bullet spray to earn a kill or two. If you're driving faster than an opponent you're shooting, just weaken him a bit before passing and laying mines everywhere.



Because the opponents in this event are fast, you'll have to spend time driving well while you fight off the stragglers at the back of the pack. If you pull into first place and don't have enough points, let off the gas a bit to let one of your opponents pass. Drill him with your machineguns while dropping mines and you should come up with the points required to earn Full Auto.

Roughin' It

Recommended: Roughneck / Assault

Unlocks: Streamline skin, Rampart color, Rampart color

Again, you need to score a lot of points in not-a-lot of time. The Assault weapon pack gives you a better chance of achieving the score, as the spray of bullets from your machineguns will cause plenty of collateral damage.



It's best to spend the first part of the race going for wreck points so you can spend the last half getting into first place. Weaken opponents as you pass them and then drop loads of mines behind you to finish 'em off. There are a couple of alleys you drive through on the course. Be sure to litter these areas with mines. With such narrow roadways, it's nearly

impossible for your opponents to avoid the booby traps.

Heavy Burden

Recommended: Honcho / Assault

Unlocks: Ardent skin, Phantom color, TEC S2 color

The key to success in this event is definitely the Assault weapon pack. The powerful mines that come with the weapon set are absolutely deadly on the narrow roadways of this course. Whenever you've got opponents driving behind you, start laying mines like crazy. Mines are especially effective on the on- and off-ramps that connect to either side of the freeway stretch.



The most challenging portion of the course is the hairpin turns that lead back onto the freeway. You'll have to perform some crazy slides while maintaining control and speed enough to get back on the road. If you've got boost meter, we recommend using it as you get onto the freeway. It'll boost you back up to speed a lot quicker than most of your opponents and give you a good opportunity to get some mine kills.

Riches to Rags

Recommended: Opulent / Assault

Unlocks: Opulent skin, Vulcan color, Vulcan color

There are lots of laps to race here, and lots of wreck points to earn. Luckily, it shouldn't be too hard to build up your score if you go with the Assault weapon pack. Start tearing through opponents as you move towards the head of the pack. By the time you're nearing first place, you should have amassed nearly half of your required points with machinegun and mine kills.



Once you're in first, drop mines like crazy. You can also let opponents pass you one at a time, giving you a target for your machineguns while you build up points. Once you've hit the required number of wreck points, focus just on driving and dropping mines. You'll likely continue to build even more points just from booby trap kills, making it relatively easy to hang onto first place.

Snake Eyes

Recommended: Python / Assault

Unlocks: Guardian skin, Demon color, Demon color

There are only two laps in which to score a decent bit of wreck points, but the laps are long enough that it shouldn't be a problem. At the beginning of the course is a very narrow alley that's perfect for mine-laying. If you can get ahead of a few opponents quickly, you can soften 'em up with mines early and finish them off with later booby traps.



Another narrow alley is just ahead and it's equally good for mine laying. Late in the lap, you'll get the chance to either jump over a building or drive through the center. Drive through the center to avoid catching air and losing valuable speed.

Feel the Burn

Recommended: Vulcan / Assault

Unlocks: Opulent skin, Honcho color, Devastator preset

This course is a down-and-back track, and it's plenty long enough to let you score the required number of points. As you make the very first turn (near the docks), follow the other racers onto the docks instead of taking the superior path and sticking to the roads. If you stick to the road above the docks, you'll pass up all of your opponents...and miss a lot of chances for wreck points.



Wreck points are a big part of this event. Be constantly laying mines when you're ahead of someone and use your machineguns to try and maintain a wreck point multiplier by taking down surrounding buildings and traffic. When you reach the turnaround point of the race, drop mines to litter the field. Other cars will have to drive through your mine field twice (once on the way in, once on the way out), making them twice as likely to get caught in the mess.

AMBUSH

Hammer and Anvil

Recommended: Vulcan / Assault

Unlocks: Vulcan skin, Python color, Python color

This down-and-back event is pretty long, giving you plenty of opportunity for scoring wreck points. As such, points shouldn't be a problem in this event. Your opponents, however, are quite dangerous.



Not only are the other racers deadly accurate with their weapons, but you'll also have to be on the look out for an opposing ambush. Near the end of the first half of the race, a pack of two trucks will appear with guns blazing. Use your boost meter to get away from them and continue the race.

Lowdown Showdown

Recommended: Honcho / Assault

Unlocks: Rampart color, Rampart color, Hitman color

Things get pretty crazy in this event. Your opponents alone are enough to deal with, but once again you'll have to also contend with an ambush late in the race. Before you run into the ambush, use your machineguns to whittle away the armor of your opposing racers. You should be able to get a number of kills before the mayhem truly begins.



The ambush racers are very aggressive, so don't be surprised if you get taken out. It's fine to get killed in the early part of the second lap, but by the late half of the lap you'll want to be sure you're in first position. Drop mines to try and keep the ambush at bay and use your boost meter to put distance between you and the brawl. Lots of power slides around the corners will keep your boost meter full, giving you all you need to stay ahead.

Spy Trap

Recommended: Phantom / Assault

Unlocks: Phantom skin, Opulent color, Wraith color

The other racers in this event are only there for your amusement. Use them to build up wreck points, but don't get too caught up with fighting them. You've got to finish this point-to-point race in a very limited amount of time.



As you kill off racers, others will replace them, including a rival. Be sure you take out your rival in order to earn the Full Auto medal in this event. Luckily, most cars in this race are very light on armor, so you shouldn't have to waste much time trying to bring down other racers. Save some boost meter for the very last turn. As you turn right, away from the docks, boost to get back up to speed and cross the finish.

Four Horsemen

Recommended: Demon / Assault

Unlocks: TEC S2 color, Hitman color, Ravager preset, Reverse Tracks

Just three other racers are on the track, but they're probably the most ruthless opponents you've yet faced. Staying alive in this event is a challenge enough, and it becomes doubly hard when you have to earn wreck points. Because your opponents are so deadly, it's not a bad idea to hang back for a while and stay behind everyone while you wait on them with your machineguns. Use power slides to build your boost meter as you rack up your wreck points, then get ready for a sprint.



Once you have the points you need, you need to quickly take first and get the heck away from the other racers! Use boost to fly past them and drop mines to try and stay ahead. The last turn of the course is a hairpin right-hander. Slow down early for it so that you can slide while maintaining some forward momentum. If you nail it right, you can hit the boost meter and be back up to top speed in no time for the final stretch.

DOMINATOR

Boardwalk Bully

Recommended: Vulcan / Buckler

Unlocks: Magnus skin, Hitman color, Wraith color

The Buckler weapon set is available to you in this event, and it's definitely not a bad one to go with. Though the rear-firing shotgun is nearly useless, a powered-up cannon will let you drop most opponents in just a couple of shots. Best of all, its range is nearly limitless.

It should be no trouble taking out the required number of rivals to earn a Full Auto medal for the event. What may be challenging is holding onto first place with such a weak rear weapon. Because the shotgun is so lousy, don't waste too much effort on hitting opponents behind you. Instead, let 'em pass you and quickly show them the business end of your cannon.



There's a shortcut available near the end of the race. Just before a left-hand turn that leads to the final hairpin, look to the left for a fence you can bust through. You'll drive over some grass and launch into the air and back onto the track, giving you a better line through the hairpin.

Downtown Pound

Recommended: Rampart / Annihilator

Unlocks: Outlaw skin, Opulent color, Wraith color

Put all of your weapon power towards your cannon. The shot is so powerful that you'll be able to bring down other racers with just a few shots, making it plenty easy to score the required number of rival kills in this event. Once you've got your kills out of the way, focus on driving.



The Annihilator weapon pack doesn't have a rear-firing weapon, but that's alright. If you get passed, be aggressive and quickly kill your opponents. Use lots of power slides around the corners to build up your boost meter, letting you

periodically put distance between you and the pack. With boosts and cannon fire, you should be able to win this event (and earn Full Auto) without problems.

Warehouse Whomp

Recommended: Hitman / Assault

Unlocks: Jupiter skin, Magnus color, Annihilator preset

This event poses an interesting challenge. There are four rivals in the race and you've got to kill each of them to earn a Full Auto medal. That's typical. What's interesting about this event is that some of your rivals are awful racers. If you try gunning for the first place rivals right away, you'll find yourself way ahead of other rival racers. You won't be able to kill what's behind you, forcing you to slow down late in the race.



Because some rivals are so slow, hang back at the beginning of the race and pick on the stragglers. Don't fire at any racers that aren't your rivals. Just focus on the rivals that are at the back of the pack and take 'em out. Move through the ranks, stopping to kill each rival you come to, until you finally reach first place. If you've killed all four rivals, then there's no reason to bother with anything but driving fast. Use power slides to build boost meter so you can get away from the other aggressive racers to finish first and earn a Full Auto medal.

RAMPAGES

Factory Clearance

Recommended: Magnus / Hunter

Unlocks: Phantom skin, Honcho color, Outlaw color

Getting the required number of kills for a Full Auto medal won't be difficult here. Near the beginning of the course is a stretch of track that goes through *loads* of traffic. With weapons that don't overheat, you can simply blaze through this area while holding down both fire buttons to rack up all the kills you need. Unfortunately, you also have to race fast.



Even while you're going for kills, try to keep a relatively fast pace on the course. If you slam into something hard and stop in your tracks, use some wreck meter to correct your mistake. Once you've got the required number of kills, stop

shooting. There's no point to continuing with the destruction. Just focus on power slides and boost meter to get to the end in time.

Highway Hostility

Recommended: Rampart / Hunter

Unlocks: Honcho skin, Kodiak color, Kodiak color

Again, you've got weapons that will *not* overheat, so start the event with guns-a-blazin'. Try to keep up your speed while you rack up the kills and avoid being slowed down by running into traffic.



It shouldn't take long for you to build up the required number of kills. When you've got the kills taken care of, focus just on driving and dodging traffic. The lanes of traffic on this course are tight, making it difficult to fit between cars. To make things easier, drive on the shoulder of the road to move around cars without slamming into anything. You're going to need all the speed you can muster to make it to the end of the track in time.

Shopping Spree

Recommended: Kodiak / Hunter

Unlocks: Kodiak skin, Outlaw color, Kodiak color

It's pretty easy to earn a Full Auto medal on this event. The most challenging part of it all is the very first left-hand turn that takes you near the docks. Take the turn hard and stay on the road (and off the docks). As long as you make this turn and make use of your infinitely cool weapons, you should finish the event without problems.



As with the other rampage events, focus first on getting the required number of kills, then stop the mayhem and simply drive as fast as possible. Plenty of the course's turns are good for power sliding, giving you lots of boost meter with which to expedite your completion of the race.

Tow Jam

Recommended: Hookzilla / Annihilator

Unlocks: TEC S2 skin, Hitman color, Hitman color

Piece of cake. It won't take any fancy driving to complete this event, but it will take a lot of button mashing. As you drive through the course, continually mash the weapon buttons to create a world of hurt in front of your truck.



Unfortunately, your truck is very slow and the turns of the course aren't good for building boost meter. You need to make use of every bit of speed you've got, so don't be afraid to use some unwreck meter to correct mistakes that slow you down. When you've got as many kills as you need, don't bother with firing your weapons anymore. You'll only slow yourself down (unless you're firing to blow other cars out of your way).

Berserker

Recommended: Demon / Brawler

Unlocks: Demon skin, Outlaw color, Hunter preset

You don't have to get a lot of kills to earn Full Auto on this event, but that's because it's hard to get any at all. Many of the vehicles on the road will take a lot of punishment before being destroyed.



There are a couple spots on the track that are congested with easier-to-kill traffic. Be sure to grab as many kills as you can, but try to not run into other traffic. Slamming into cars will slow you down a lot and will make it hard to finish the track in the allotted bit of time. It's also a good idea to save your boost meter for the very last stretch of track. As you get back onto the freeway, it's hard to avoid hitting the wall and slowing down. If you do, just hit the boost and charge your way to the finish.

OVERTAKE

Headhunter

Recommended: Vulcan / Hunter

Unlocks: Roughneck skin, Streamline color, Hookzilla color

The Hunter weapon pack will give you a big advantage in this event. Since you don't actually have to worry about holding onto first place in this event, you want as much power as possible for killing. Among the weapon packs available to you, Hunter is the best.

As you approach another racer, slow down and hammer him from behind. Watch out for any rear-firing weapons and use your missiles to shoot at him from an angle. The combination of missiles and machinegun fire should bring down your opponents quickly, letting you take off to reach the next driver.



Once you've got your five kills, start passing other drivers without attacking them. Just focus on driving and building boost meter with power slides to reach the end of the course within the not-so-strict time limit.

Darkstalker

Recommended: Demon / Brawler

Unlocks: Jupiter skin, Rampart color, Hookzilla color

Ready your car with the Brawler weapon pack and you'll blast through this event with ease. Just drive right up behind opponents and hold down your machinegun fire while mashing on the grenade fire. The other racers will explode in a matter of seconds, without getting much of a chance to fight back. When one's down, quickly move to the next, looking out for floating arrows that mark your targets.



Again, you're given plenty of time to complete the challenge and earn a Full Auto medal. As long as you don't make any terrible mistakes while driving, you should have no problem making it to the finish in time.

Grim Reaper

Recommended: Wraith / Brawler

Unlocks: Streamline skin, Outlaw color, Demolisher preset

Third verse, same as the first. With the right weapon pack, you can drive right up behind your opponents and bring 'em down in mere seconds. What makes things even easier here is that most of the other drivers don't have any rear-firing weapons (just smokescreen). Be aggressive and kill quick! (Also be sure to not drive in front of them—their powerful weapons will kill you quick.)



You may eventually catch up to an opponent or two that're armed with some powerful weapons. Keep your distance and fire with your machineguns to bring 'em down. When you've got your five kills, you can focus just on driving and not worry about killing any other racers. However, because your car's armor is so weak, you may find that racers you pass will take you down in an instant. You've got plenty of time in which to complete the race, so don't hesitate to rewind time and kill a rival if he kills you the moment you pass him.

SUDDEN DEATH

No Mercy

Recommended: Jupiter / Assault

Unlocks: Outlaw skin, Streamline color, Python color

This is one tough event. With only one life to live, you'll likely be making constant use of your unwreck meter to un-do crashes and avoid mines dropped from your opponents. You've also got to score a lot of points while you race clean. Start early by taking out the opponents in the back of the pack, then slowly move up the ranks while avoiding enemy mines.

The course winds through the dirt roads often, and cars ahead like to let out their smokescreen during these dangerous stretches of track. During the first half of the race, it's alright to drop back a bit so you can clearly see the road. If it helps you save your armor for the last half of the race then it's definitely worth doing.



Try to have all of your wreck points (or near all) by the middle of the event. After the turnaround, use boost meter to put distance between you and the other racers while dropping mines everywhere you go. Mines are your only way of building more unwreck meter, so don't forget to lay 'em.

Last Chance

Recommended: TEC / Assault

Unlocks: Honcho color, Honcho color, Jupiter color

This is a pretty long race event, with six laps you must survive. You also need to score a lot of wreck points in those six laps. If you want to go the distance, you're best off trying to score them all in the first lap.

Your rival starts out right next to you at the race's beginning, but don't attack him first. Instead, take out some other racers to build up your wreck point multiplier before dropping the rival with your machineguns. If you've got a 5x multiplier when you kill your rival, you should earn all the points you need to get a Full Auto medal.



Once you've got the required points, just start driving and ignore the other racers. Use mines to keep opponents at bay, and power slide to build boost meter that you can use to put distance between you and the pack.

Pure Clutch

Recommended: Outlaw / Brawler

Unlocks: TEC S2 skin, Outlaw color, Defender preset

Want a tough challenge? You've got one. This event is pretty rough, forcing you to score a lot of wreck points while escaping death for a grueling five laps. To make matters worse, the car you have to drive is awful in armor.

Because your armor is so terrible, you don't want to spend a lot of time fighting with other racers. Try to get all of your combat done in the first minute of the race so that you can preserve your health for later. In order to score the points you need, you need to first build up a healthy wreck point multiplier, then take down your rival to catapult your score. If you kill your rival without a wreck point multiplier, it'll be nearly impossible ever make up the points you need without driving your car into the ground.

Once you have the wreck points you need, it's time to start playing defensively. Since we recommend the Brawler weapon set, you won't have any defensive weapons. Luckily, your car is very quick. Perform a lot of power slides to keep your boost meter built up so that you can boost at every opportunity to get away from the racers behind you. Also, it's a good idea to constantly lay down grenades in front of you. Though they're not likely to hurt anyone behind you, they will cause damage and continually rebuild your unwreck meter.



Midway through the course is a nice shortcut you can take. The fact that it's shorter than the normal route isn't even the best part of it. While you're driving through the narrow building passages, you'll usually be out of sight. Your opposing racers will most often drive the normal route, letting you be safe for at least a little bit. Watch for this shortcut as the course turns left. Stay straight, blasting through a fence before turning hard left to drive through a building.

WARLORD

Alpha Male

Recommended: Warlord / Demolisher

Unlocks: Warlord skin, Guardian color, TEC S2 color

You're given one monster of a car for this event, but that doesn't make things easy. You'll need to stay very quick in this race to knock out the four laps within the required time limit. Luckily, you've got some big guns at your disposal.



As you approach another racer, get right up behind him and unload with a quick one-two shot from both of your guns. For most of the opponents, it takes just one shot from both weapons to bring death. As long as you don't get too caught up in a car wreck, you should be able to make it through the event with a bit of time to spare.

Interceptor

Recommended: Warlord / Defender

Unlocks: Warlord color, Warlord color, Warlord color

You compete against other Warlords in this event, but you luckily don't *have* to kill any. To earn a Full Auto medal, you'll need to kill off your rivals, all of whom are driving lesser vehicles. As with the previous event, just a couple of shots from your powerful weapon will bring each of the rivals down. When you've killed as many as you need, focus on the driving.

Though the weaker cars are marked as your rivals, you'll still have to beat the Warlords in the race. They're tough competitors, and they make it hard to hold onto first place. Use power slides to build boost meter so that you can distance yourself from the other Warlords while you drop mines behind you.



The final turn of the course is a nasty hairpin that leads into a long straight. Try to have a full boost meter ready each time you come out of the turn, letting you quickly get back up to speed so that you can litter the narrow road with explosives.

Armageddon

Recommended: Warlord / Demolisher
Unlocks: Warlord car, Warlord skin, Warlord color

Every one of your opponents is driving the Warlord car, yet you've still got to earn a massive amount of wreck points in order to conquer the event. We suggest using the Demolisher weapon pack. You can drive right up behind an opponent and quickly unload two powerful shots—one from each weapon—to cause some serious damage. It takes only a couple rounds of this to bring down a Warlord.

There are six laps in the race, so be patient. For the first few laps, it's completely okay to hang out at the back of the pack and simply take pot-shots at your opponents to build up your wreck point score. Since you'll be so focused on fighting, don't be surprised (or worried) if you get killed. Just shrug it off and push forward.



Once you get to the final laps, you'll want to buckle down (or buckle up?) and start racing. The corners of the course are great for power slides, letting you build lots of boost meter.

GANG WARS

Bling vs. Sting

Recommended: Honcho / Assault
Unlocks: Hookzilla skin, Honcho color, Rampart color

This is a pretty short race, but it's also very tough. First thing, you need to understand that half of the racers are "on your side." The other Honcho vehicles are theoretically a part of your team, so don't bother shooting at them. Just focus on taking down the other cars and keeping ahead of them.



You'll need to constantly be killing enemies in order to earn the required number of wreck points. Watch out for the grenades they often drop and use your machineguns to pick 'em off from afar. Avoid passing up opponents without killing them, as they'll quickly target you with their shotguns. Instead, try to bring them down before using boost meter to take off.

Old vs. New

Recommended: Python / Assault

Unlocks: Roughneck skin, Honcho color, Streamline color

Once again, you've got half a pack of teammates and another half that's your enemy. Try to earn all of your wreck points in the first three laps of the race, hanging back a bit to keep the enemy racers ahead of you.



When you've got the required points, use boost meter to get ahead of everyone and try to stay there. You'll lose wreck points and unwreck meter if you hurt your teammates so try to avoid dropping lots of mines. Because mines won't be a big part of your game plan in this event, it might be a good idea to take some of their power and put it towards your machineguns before you start the event.

Rebels vs. The Law

Recommended: Demon / Assault

Unlocks: Magnus skin, Roughneck color, Roughneck color

A new challenge is thrown your way in this event. Half of the racers are driving in the opposite direction of the race, forcing you to both dodge oncoming traffic while trying to hit it with your weapons to build up wreck points. You'll have to be careful not to hit your teammates, though the unwreck meter should correct any mistakes you make. If you're heading down a straight and see an enemy drive by, rewind time and throw some fire where your opponent will soon drive.



It's best to hang back behind your opponents until you've built up the wreck points you need. Luckily, you don't need too many points before you can start racing to stay in first place. Use power slides on the very sharp corners of the course to build boost meter to claim victory.

Hookz' vs. Honchos

Recommended: Hookzilla / Assault

Unlocks: Python skin, Vulcan color, Vulcan color

This is probably the easiest of the Gang Wars events, but there's still plenty here to get under your skin. Once again, half of the racing pack is driving in the opposite direction, forcing you into a game of chicken while you try to earn the required wreck points.



Again, let your rivals race ahead of you at the start of the event. This will let you fire at them from behind to build up wreck points. Without long straights (like in the previous event), hitting oncoming racers is difficult here. What you can do, however, is drop mines in the paths of oncoming traffic. If you see red arrows heading your way, drop a mine or two and get lucky!

PINK SLIPS

Class C Race

Recommended: Hitman

Unlocks: Python skin, Roughneck color, Roughneck color

Of the three cars you have at your disposal, we like the Hitman best. It's got the best stats all-around, which is something you really look for in a racing car!



The event is very simple. You've got a short race and just one other opponent. No weapons, no unwreck meter, just driving. Because you have no unwreck meter, we advise you not try any of the tricky shortcuts (there's one risky path on this course). Consistent driving with power slides for boost meter will win the event for you.

Class B Race

Recommended: TEC

Unlocks: Kodiak skin, Streamline color, Hookzilla color

All of the Class B cars are relatively equal, but we recommend the TEC for being ultra sexy. Again, you've got no weapons or unwreck meter to use. And again, we suggest you don't use any risky shortcuts. If you screw up, there's no way to rewind time and try again, making it difficult to earn a Full Auto medal.



Solid, consistent racing will win the race. Don't get too fancy and don't pull anything tricky—just power slide for boost meter and use your boost to speed up on the final stretch.

Class A Race

Recommended: Wraith

Unlocks: Rampart skin, Opulent color, Opulent color

The Wraith is simply the fastest car available in Class A...so pick it. Since there are no weapons to speak of, it really doesn't matter that the car's armor rating is terrible. As long as you don't slam into anything you'll be in no danger of dying.



The course is very easy to race. There's no traffic to speak of, but there are some other challenges to deal with. While driving under the freeway, be certain to avoid the columns holding up the road above you. Slamming into one of those will kill you instantly. Also, at either end of the freeway is a hairpin turn you'll have to make. Use your handbrake to slide around it and build up lots of boost meter. As long as your slides are solid, you'll be able to boost back onto the freeway after every hairpin turn.

ENDURO

Pier Pressure

Recommended: Hitman / Assault

Unlocks: Enforcer skin, Python color, Python color

Your first enduro event takes you on a six lap race around the shipyard. Use the first few laps to build up the necessary wreck points by hanging back and killing opponents from behind. Just be sure that you're not dead-last when you complete a lap (you'll get knocked out).



When you've got the points you need, start racing to win. There are a few shortcuts you can take, including one at the very start of the track. Power slide early around one of the first corners and you can drive through the insides of two buildings. Drop mines behind you and you'll prevent other racers from following suit.

The shipyard course has plenty of opportunities for massive power slides. Use the sharp corners to build up boost meter

that'll help you when you want to take off into the straights.

True Grit

Recommended: Streamline / Assault

Unlocks: Hitman skin, Kodiak color, Kodiak color

This long race event is just like any other. Spend the first few laps of the race building wreck points. Use your machineguns to mow down competitors from behind and amass a wreck point multiplier by keeping the destruction constant. It shouldn't take more than a few laps to earn the required number of points, allowing you to spend the rest of the long race gunning for first position.



You've raced this course plenty before, so it should be completely familiar. The only real shortcut to be found is near the end of the course. Just before a left-hander that leads into the final hairpin turn, veer left through a fence and over a grassy hill. You'll take a huge jump that'll drop you into the hairpin turn. The stunt should give you enough boost meter to get back up to speed for the final stretch.

Baja Battle

Recommended: Kodiak / Ravager

Unlocks: Rampart skin, Python color, Python color

We're not entirely sure how this event fits into the enduro category. It's relatively short, but you luckily don't have too many wreck points to earn. The race is a down-and-back event. Try to get all of your wreck points taken care of by the time you reach the turnaround point of the course.



Even while you're in first, you should still earn a healthy bit of wreck points by dropping mines on the very narrow dirt paths. Don't hesitate to use your unwreck meter to correct nasty mistakes made on the off-road bits of track. Even a minor slip-up can lead to an instant wreck if you're not careful.

Streets of Thunder

Recommended: Outlaw / Ravager

Unlocks: Honcho skin, Opulent color, Opulent color

Finally, a race that lives up to the enduro name. This *loong* race event doesn't require a whole lot of wreck points. You can spend the first lap or two just killing other racers, then focus on securing first place for the rest of the race. Even if you don't have all the wreck points you need, you can quickly build up more by dropping mines on the course.



The course is straight-forward, though a branch at the end gives you some room for choice. Either freeway ramp is fine to take. Drop lots of mines on the narrow ramps and you'll be sure to score a couple of easy kills. As you come off of the ramp, use boost meter to get back up to speed for the long straight ahead.

IMPOSSIBLES

Zero Tolerance

Recommended: Hitman / Assault

Unlocks: Wraith skin, Streamline color, Streamline color

The race is pretty short, but with no unwreck meter to speak of (and only one life) it can still be quite the challenge. As the race begins, keep at the back of the pack so that you can unload on your opponents ahead. Try to build up a nice multiplier before dropping your rival. If you've got a 3x or better multiplier, you should get all the wreck points you need.



Once you've got your points, start worrying about first place. We recommend you execute some crazy power slides to build up your boost meter before you start thinking about getting into first place. If you move in front of everyone without any boost, you'll be a sitting duck and open to loads of fire. With boost, you can get in first place and then rocket away from the rest of the competitors to avoid taking shots.

No Way Out

Recommended: Opulent / Assault

Unlocks: Vulcan skin, Hookzilla color, Wraith color

There are *two* rivals in this event, giving you plenty of opportunity to score the required wreck points. As before, build up a multiplier by shooting other cars before you fully bring down a rival. This will give you *loads* of wreck points and minimize the amount of fighting you have to do. In an event where you only have one life, that's a very good thing.

Again, we recommend building up a full boost meter before you take over first place. You'll be under fire from every other competitor when you're in front, so you better have some boost to pull away from the pack. Make frequent use of boost meter on the course to stay ahead while you drop mines on the track.

The End?

Recommended: Phantom / Brawler

Unlocks: Hookzilla Skin, Vulcan color, Vulcan color

It's fitting that this is the last event because it's probably the hardest of all. Though the race is short, it's still very challenging to survive both laps. To make matters worse, you've got to score a lot of wreck points.

That's not all! Though you do have two rivals in this event, bringing them down to boost your wreck points won't be easy. Why? Because they're Warlords, the most powerful vehicles in the game. Completing unloading your weapons on a Warlord is about the only way to bring one down, and you'll have to kill one in order to get the points you need. For this event, we recommend the Brawler weapon pack.

What makes the Brawler good is its ability to quickly build up a wreck point multiplier. You can maintain the multiplier by alternating fire between your two front-firing weapons, letting you keep a constant stream of shots in front of you without ever overheating your weapons. Quickly build up a 3x or 5x multiplier and immediately gun for a rival. Try to take him down quickly while taking as little damage as possible. It's not easy to do, but you want to save as much armor as possible for the rest of the race.



If you drop a Warlord with a nice wreck point multiplier, you'll get all the points need for the rest of the race. Time to drive fast! Use power slides to build as much boost meter as possible, and then use that boost to put distance between you and the rest of the pack. Hang on for just two laps and you'll come out the victor of the most grueling Full Auto battle of all.

Enforcer

How to Unlock:

Earn any medal in the Swift Justice event.



Phantom

How to Unlock:

Earn any medal in the Bayside Brawl event.



Wraith

How to Unlock:

Earn any medal in the Killer Curves event.



Streamline

How to Unlock:

Earn any medal in the Shore Leave event.



Demon

How to Unlock:

Earn any medal in the Rod Rage event.



Outlaw

How to Unlock:

Earn any medal in the Toll 'N' Thunder event.



Vulcan

How to Unlock:

Earn any medal in the Catch My Drift event.



TEC

How to Unlock:

Earn any medal in the Over/Under event.



Magnus

How to Unlock:

Earn any medal in the Heads Up event.



Opulent

How to Unlock:

Earn any medal in the Laps of Luxury event.



Ardent

How to Unlock:

Earn any medal in the Boxed In event.



Python

How to Unlock:

Unlocked by default.



Kodiak

How to Unlock:

Earn any medal in the Monster Mash event.



Jupiter

How to Unlock:

Unlocked by default.



Honcho

How to Unlock:

Earn any medal in the King of Bling event.



Guardian

How to Unlock:

Earn any medal in the Short Stretch event.



Roughneck

How to Unlock:

Earn any medal in the Trail Breaker event.



Hitman

How to Unlock:

Earn any medal in the Tommygunner event.



Rampart

How to Unlock:

Earn any medal in the Raging Bull event.



Hookzilla

How to Unlock:

Earn any medal in the No Parking event.



Warlord

How to Unlock:

Earn a Full Auto medal in the Armageddon event.



Achievement	Points
CAREER MODE	
Complete Tough Guys Series	25
Complete Fine Balance Series	75
Complete Speed Kills Series	100
Complete Hunter Series	20
Complete Time Trials Series	20
Complete Underdogs Series	20
Complete Ambush Series	20
Complete Dominator Series	20
Complete Rampage Series	20
Complete Overtake Series	20
Complete Sudden Death Series	20
Complete Gang Wars Series	20
Complete Warlord Series	20
Complete Pink Slips Series	20
Complete Enduro Series	20
Complete Impossibles Series	30
Earn Every Full Auto Medal	75
Earn Every Semi Auto Medal	25
ARCADE MODE	
Get 1st in a Master Circuit Race	10
Get 1st in a Master Point-to-Point Race	10
Get 1st in a Master Down-and-Back Race	10
Get 1st in a Master Lap Knockout Race	10
XBOX LIVE	
Achieve Rank 1	5
Achieve Rank 2	5
Achieve Rank 3	5
Achieve Rank 4	10
Achieve Rank 5	10
Achieve Rank 6	10
Achieve Rank 7	15
Achieve Rank 8	15
Achieve Rank 9	15
Achieve Rank 10	30
OTHER TASKS	
Earn One Full Auto Medal	10
Earn One Semi Auto Medal	5
Get "Three-in-a-Row"	10
Get "Five-in-a-Row"	15
Get "Eight-in-a-Row"	25
First Place in 10 Races	10
First Place in 25 Races	10
First Place in 50 Races	10
First Place in 100 Races	10

Kill 100 Opponents	15
Kill 250 Opponents	15
Kill 500 Opponents	15
Kill 1,000 Opponents	40
Earn 10,000 Wreck Points	5
Earn 50,000 Wreck Points	10
Earn 100,000 Wreck Points	10
Earn 500,000 Wreck Points	15
Earn 1,000,000 Wreck Points	40