

PRIMA[®] OFFICIAL GAME GUIDE

PURSUIT SECRETS ✓
EVERY TRACK MAP ✓
BEAT EVERY BLACKLIST BOSS ✓

NINTENDO GAMECUBE™

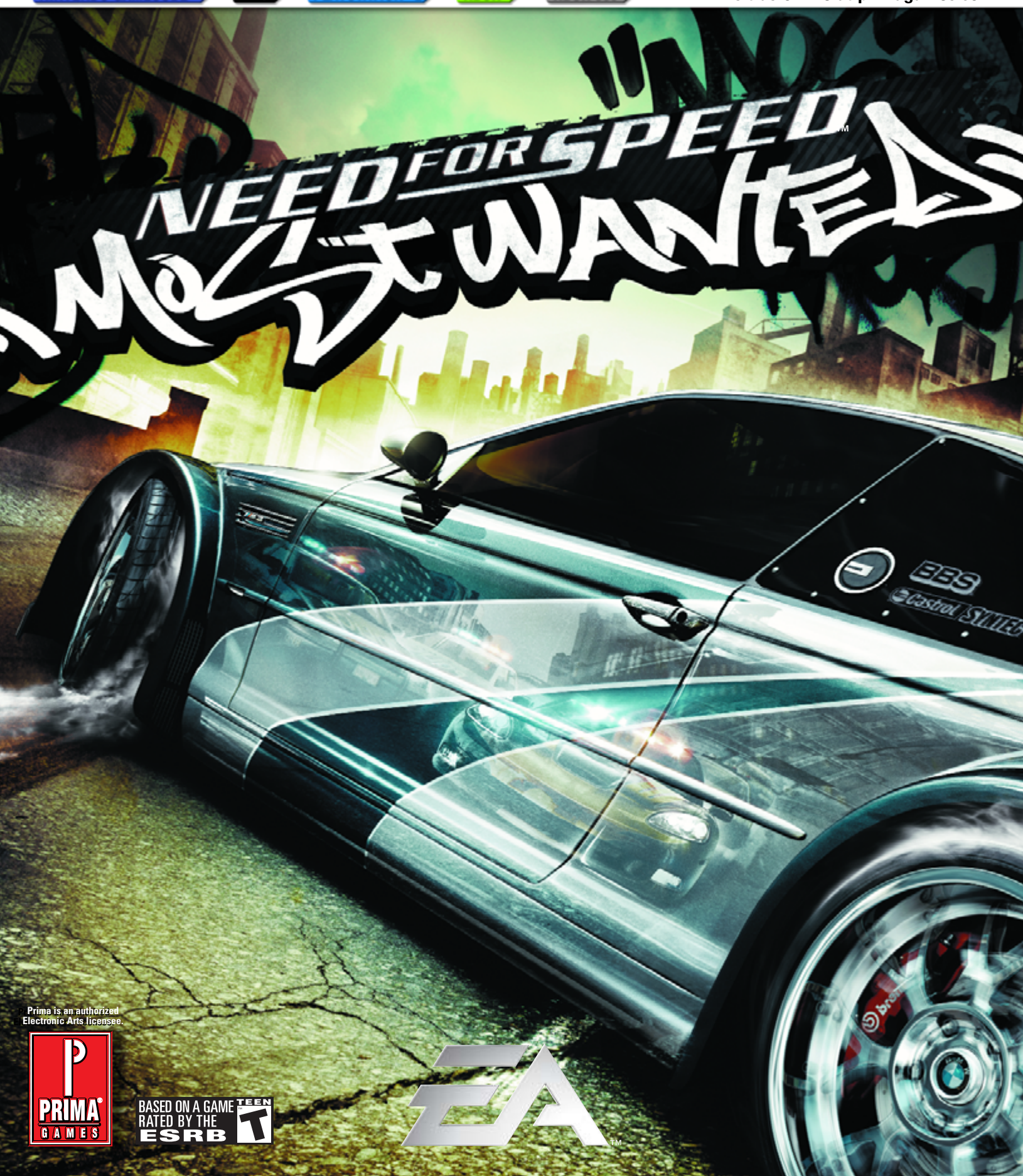
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PRIMA OFFICIAL GAME GUIDE

BRAD ANTHONY



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ISBN: 0-7615-5097-6

Library of Congress Catalog Card Number: 2005904596

PRIMA GAMES

A Division of Random House, Inc.

3000 Lava Ridge Court, Ste. 100

Roseville, CA 95661

1-800-733-3000

www.primagames.com

» ACKNOWLEDGMENTS

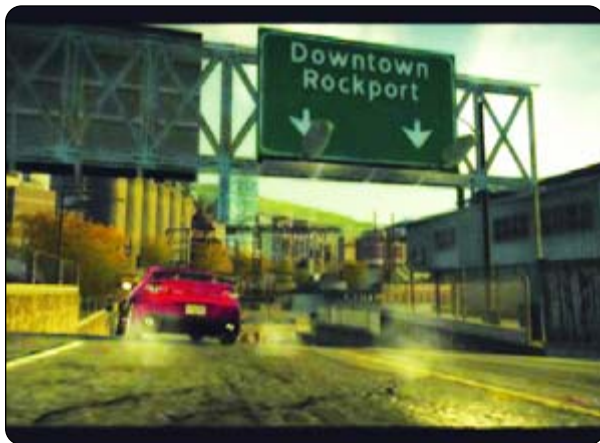
Huge thanks to the EA team for taking time out of their hectic schedules to help out on this guide; it was great working with all of you. Big high-fives in no particular order to: Peter Lykke Nielsen, Habib "The Habbinator" Zargarpour, Mataio Gardi, Michael Upton, Kristian von Fersen, Justin Wiebe, and Adrian Vershinin. And of course, to my mother Barb, who keeps me alive by sending tons of canned fruit via courier.

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*INTERNET CONNECTION required for online play. Online play may not be available on all platforms. See product pack for details.

BASICS



Welcome to Rockport! It's a new year and a new city; in time you will own the streets. This year, *Need for Speed™ Most Wanted* ups the ante, bringing you both a fresh new feel and hot new looks—and it's all covered inside this guide.



In the following pages, you'll find all you need to know to make it through Career mode while working your way up the Blacklist and taking on the best of the best in underground racing. Beating the 15 bosses isn't easy, but we supply you with everything you need, from car details to strategies on avoiding the local authorities.

That's not all. We've included details on car customization (with visual, part, and performance upgrades), everything you need to know about the 15 bosses, full outlines of Career mode, a master unlocks list, and maps for the nearly 200 tracks in the game, revealing shortcuts and pursuit breakers. Plus, we give you exclusive material—behind the scenes of *Need for Speed™ Most Wanted* with Josie Maran and some awesome facts about the making of *Need for Speed*.



» GAME MODES

From the start of the game, there is no shortage of racing to be done. Hone your skills on a variety of tracks, challenge your friends, and gain valuable experience for Career mode. In this section, we cover the race types available in *Need for Speed™ Most Wanted*.

» QUICK PLAY



Quick Play is by far the best way to progress in all-around racing skills. The game shuffles through race types, tracks, and cars to give you a fully randomized race experience (relative to your progress in Career mode). You must play the hand you're dealt. It could be a drag race through Bayshore & Boardwalk or a speedtrap race through Bond & Riverside—you never know what you'll get. Practice often in this mode and you'll be ready for anything, anytime, anywhere.

» CUSTOM RACE

Custom Race is the opposite of Quick Play: you choose the track, the event, your car, and several other game-specific options, including laps (if applicable), traffic level, and so forth. The following are descriptions of the different race types in Custom Race mode.

» CIRCUIT RACE



Doing a lap doesn't necessarily mean you're just going around in a big circle. The circuit races around Rockport vary from short, straightforward routes in the Highlands, to long tracks with series of complicated turns that run all around the fringes of the city. Use the first lap to gauge the track at high speed; by the second lap, you should be hitting the turns perfectly. If a circuit gives you trouble, practice it a few times before challenging other racers.

tip

You have a few laps to work with, allowing time for mistakes, crashes, even for hanging back and watching the other racers to find new routes through shortcuts. Go easy on the first lap, assessing everything you can, then step it up for the win.

» SPRINT RACE

**tip**

Sometimes flying blind leads to success—with a whole lot of adrenaline and maybe some sheer luck! When racing a sprint track for the first time, check your minimap every couple of seconds. You don't have time to be caught off guard by a surprise corner.

There is no time to practice in a sprint race from one end of Rockport to the other. If you want to do well, you must practice this track well in advance of your official race event. There is an army of sprint tracks to rip it up on—from short sections in Bristol & Bayshore to long, fast blasts through the Lions & State area. The secret to doing well on sprints is knowing the tracks perfectly. You get only one chance to access the features on the map as you race past them at blistering speeds.

» DRAG RACE

**tip**

Timing, timing, timing—these are the three best words of advice for aspiring drag racers. You must learn to hit perfect shifts every time, no exceptions.

Drag racing is all rush: Go big or go home! These events are run on short tracks at maximum speed. The key to winning on the drag strip is honed intuition and superfast reflexes, but preparation goes a long way.

Learn the rhythm of your car. Always watch the indicators, and eventually you'll be able to anticipate the shift indicator popping up, to gain a millisecond of advantage. Sometimes that's your margin of victory when the competition is fierce.

Tracks usually have a lane-change rhythm that gives you a clear shot through traffic and obstacles. Pay close attention to which sequence of lanes and lane changes work and which ones don't. Do a practice run on a track—hang back and watch the lead car to see which lanes it follows. Remember that you don't need to steer in drag races. Just tap the controller in the direction you want to go; the rest is automatic.

The best use of Nitrous Oxide often determines the winner. It's arguable whether it's best to use it off the start for maximum acceleration or to save it for later to get up into the top gears. Both strategies work, but it's most important to get in front of your opponents and block them from passing. That means always either keeping an eye on your rearview mirror or using the look-back button.

» LAP KNOCKOUT RACE

**tip**

You must be aggressive to win lap knockout races—get out in front right from the start and defend your position with solid blocking.

Lap knockout races are new this year. The principle is simple—the last person around the circuit each lap is eliminated. These lap tracks have a size range comparable to those of circuit tracks, from short

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tracks like Hickley Field to an epic track of nearly 30 kilometers in Riverside.

In these races, you can't afford to hang back to see how things go. Any stalling usually results in elimination. You must know the ins and outs of these courses to become serious competition.

» SPEEDTRAP RACE



tip

It doesn't matter what your speed is between speed traps—the important thing is to get your speed maxed out by the time you pass the next speed trap.

Speedtrap races are another new feature this year and may even be the best way to promote high-speed driving. Along the course, speed traps are detected by your car's radar and show up on the minimap.

Speed traps clock your speed as you pass by them; the highest cumulative value of all the clock entries wins the race. It doesn't matter who comes in first, second, third or fourth; the racer with the highest total speed throughout the track wins.

Nitro is key to winning in these events.

Regenerate your Nitro and keep it blasting away to maintain the highest possible speed. If you find yourself lagging behind and you're in front of a speed trap, use a shot of Nitro to boost your speed as much as you can before you're clocked going through it.

caution

Don't fall behind—points are lost after the first car crosses the finish line.

» CHALLENGE SERIES

The Challenge series contains more than 60 events, either Tollbooth Time Trials or milestone challenges that involve being pursued by the authorities. All these events unlock progressively as you beat previous challenges. The series starts at a very low difficulty rating, which becomes incredibly high by the time you reach the last events. Here's an explanation of the two types of challenges:

» TOLLBOOTH TIME TRIALS



Tollbooth time trials are timed events: You must get from tollbooth to tollbooth within a designated period of time. Conditions differ between events—you drive different cars and race on various tracks—but the objective is the same: Don't run out of time. The initial challenges are fairly easy; they soon become more difficult. It doesn't



take long to figure out that you need perfect driving to meet these challenges. The margin for mistakes is infinitely small. That means no collisions and definitely no speed loss from friction on the walls.

» PURSUIT CHALLENGES



Pursuit challenges automatically start with a police chase—that is a huge part of the game, after all. There are several types of pursuit challenges, but usually only one for each milestone event. Here's a list of the different types of pursuit challenges:

- **Pursuit Length**—Maintain a pursuit for at least the given minimum amount of time, then evade the authorities.
- **Bounty**—Gain a given amount of bounty during your pursuit, then evade the authorities.
- **Trade Paint-Tag** (bump into) a given number of police cars during your pursuit, then evade the authorities.
- **Cost to State**—Attain a given amount of CTS (cost to state) during your pursuit, then evade the authorities.
- **Spike Strip**—Avoid a given number of spike strips during your pursuit, then evade the authorities.
- **Road Block**—Avoid a given number of road blocks during your pursuit, then evade the authorities.
- **Infractions**—Get a given number of infractions, then evade the authorities.

» SPLIT SCREEN



Here is where you find the true head-to-head experience. In Split Screen mode you can challenge your friends in circuit races, sprint races, drag races, or speedtrap races.

When you set up the races, you determine the number of laps, traffic level, and difficulty level, and whether Catch-up mode is off or on.

» **note**

You can change many options, even when a race is in progress. Audio, game play, player, and controller options menus are all accessible by pressing "Start" during a race.

» RACING 101

Practice, practice, practice! These are the three most important words you'll hear when learning to race. Get to know your tracks very well; run through them over and over to identify all the obstacles. Most important, get closely acquainted with all the best lines.



AUTOMATIC VS. MANUAL

In the game, automatic transmissions work the same way as in real life. Once you hit a set RPM, the transmission shifts gears up or down accordingly.

Manual transmissions also work the same way they do in real life. The learning curve is steep, but once shifting becomes second nature, the greater level of control over your transmission makes you faster on the track.

Race with an automatic transmission until you're comfortable with the controls, car handling, and race events. With fewer distractions, it will be easier to concentrate on winning. You can play through the entire game without having to switch from an automatic car, so don't feel pressured to change to a manual.

» BRAKING

Skillful use of the brake undoubtedly makes you a better racer. Every racer should have working knowledge of and experience with several braking techniques.

Every corner is divided into three segments; the turn entry, the apex of the curve, and the turn exit. Learn to recognize these segments in every corner to master the essential art of technical braking.

» STRAIGHT-LINE BRAKING



This principle is the holy grail of braking. Always brake the hardest when traveling in a straight line before a turn entry. Given sufficient speed, any turn in the wheels could force your car to understeer or oversteer, resulting in an uncontrolled drift. Learn the

threshold of your car's brakes to anticipate just how hard to brake without losing traction.

When approaching a corner, apply the brakes to near maximum in the straight section immediately in front of the entry point; once at the turn apex, release the brakes and accelerate to rip out of the turn's exit.

» TRAIL BRAKING



A more difficult technique to master, trail braking involves delaying your braking until you are just ahead of the turn entry, then braking through the turn to the apex, where you can begin to accelerate out of the corner. The

trick here is not to force your car to drift as you brake through the turn. Learn your car's braking threshold so you know how hard to brake without causing it to oversteer and slide into a wall.

» ENGINE BRAKING

On manual transmissions, gearing down once slows the engine and results in reduced speeds. Excessive downshifting will over-rev your engine, reducing speed and adding costly seconds to your time. Engine braking is sometimes favored by racers who want that extra torque coming out of a turn.

OVERSTEERING vs. UNDERSTEERING



Oversteering and understeering are common when driving a high-performance vehicle on the race track.

In oversteering, the rear of the car slides away from the car's direction of travel. The front wheels

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OVERSTEERING vs. UNDERSTEERING (CONT.)

track in the right direction, but the rear of the car veers away from the direction of the front wheels. When it can be controlled, oversteering is often beneficial in finding the tightest line through a course. But when the rear of the car loses traction and slides out uncontrollably (in oversteering, the rear always slides to the outside of a curve), it can send you into a spin. Correct this condition by throttling up (which adds more weight and force to the rear of the car) and steering in the direction of the skid.

In understeering, the front wheels are not steering the car effectively. They have lost the traction needed to drive the car around a corner, and the car generally goes straight into the wall or off the road, no matter how much the front wheels are turned. Correct this condition by slowing down and returning more weight to the front of the vehicle. But be cautious when recovering from understeering, because the car will have a tendency to suddenly grab the road, possibly throwing the back end into an oversteering condition. This is called fish-tailing, and it is why understeering is often more hazardous than oversteering.

» STREET LINES



Imaginary lines on the track follow a path of least resistance that allow for either the safest or fastest route. There are several types of lines in racing theory, but generally there is one standard line for each turn alignment. Remember that the shortest distance between two points is a straight line. The lines can be slightly altered depending on your situation, speed, and track conditions. Use mild curves between the apex of a curve and around its corners, straightening them out as much as possible. How you want to exit the turn depends on how you enter it, so set up your turn entry correctly.

Remember, these lines are theoretical and cornering success depends on you. Read the conditions of each turn in the course, and follow these basic guidelines to build racing skill.

» RIGHT-ANGLE TURNS



This line has a good balance between entry and exit speeds, and passes evenly through the apex of the turn. Right-angle turns are the most common type. Experiment in time trials to find the best line through them.

« tip

“Slow in–Fast Out”: make this your braking mantra and chant it over and over. The sooner you slow down before taking a turn, the faster you can accelerate out of it. Using this technique will avoid costly seconds of added lap time by preventing uncontrolled slides or disastrous collisions.

Its natural opposite, **“Fast in–Slow Out,”** is a terrible racing technique, commonly executed by amateurs because it is the natural tendency of inexperienced drivers.

» 180°-TURNS (HAIRPINS)



Hairpin turns generally have two accepted lines, which depend on circumstances. For safety (low-risk cornering), the easiest line to execute is the one that hugs the inside of the turn, keeping wide on both the entry and exit.

The other line is faster, but it is more challenging and requires more practice. Start at the center of the turn entry, move to the outside edge of the turn when you pass the middle of the apex and follow the outside to the turn exit; you should still be hugging the outside edge, maximizing your exit speed, when you shoot out of the corner.

» CHICANES



Chicanes create a horizontal diversion in the track. Treat them as S-turns with a narrower path between the curve apexes. In city driving, chicanes are used to divert the path of travel, shifting it sideways. On closed circuits, they are a short, tight challenge.

Chicanes get even more complicated when elevation changes are thrown into the mix. Try to go through them in as straight a line as possible, from the inside line of one curve to the inside line of the next. The straighter your line, the faster your exit.

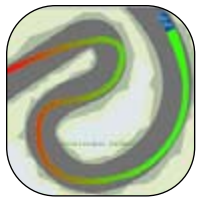
» DOUBLE APEXES



Double apexes can be treated like hairpin corners. The difference is that they have a straightaway within the corner, effectively separating it into two parts.

Base your decision on which line to take on the track conditions before and after the turn. How do you want—or how are you able—to enter and exit?

» DECREASING AND INCREASING TURNS



Decreasing turns start with a wider radius and become tighter as you get deeper into the corner. These are possibly the most challenging turns in terms of maintaining proper alignment and speed. They are also the most frequent cause of spins and collisions with the outer guard rail at the turn exit. Cut in close to the inside as you enter the turn, then move to the outside as you exit, applying full throttle.

These become wider in radius as you get deeper into the turn. Start cornering early and keep tight to the apex as you exit the corner.

» NITRO



The Nitrous Oxide system has been redesigned this year, into a perpetually regenerating supply, with one condition: You must reach 50 mph to start the refill process. The faster you go, the faster it fills up. The Nitrous gauge fills up much more rapidly if you're going over 100 mph. There are no fancy tricks needed to regenerate it, just speed. You must, however, install a Nitrous Oxide performance upgrade on your car before you can reap the benefits.

When the upgrade is installed, you will see Nitro gauges on your in-game HUD screen. This gauge tracks your current N_2O level and indicates when your tank is empty and in need of regeneration. Check the gauge often to know when the extra boost is available.

How you use your Nitro is up to you. You can use it off the starting line to get into the middle gears quicker, or to push your ride to new top speeds. Either way, hang on to your hat!

» SPEEDBREAKER



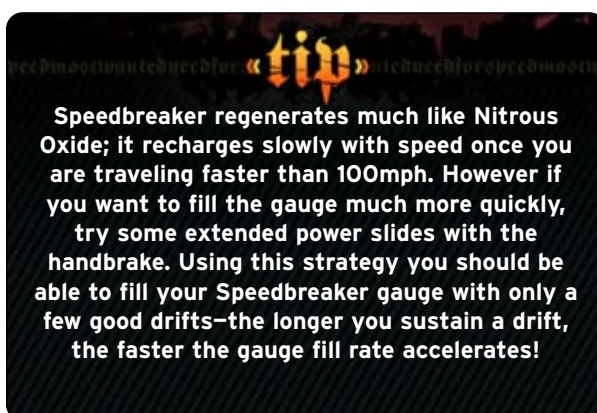
Speedbreaker, a new feature this year, brings a fresh element to high-speed racing. Imagine yourself a pro racer, with supernatural reflexes and razor-sharp intuition. When you get into your groove on the course, things seem to slow down. Everything moves in slow motion, giving you the ability to react to impossible circumstances or pull off dangerous and unbelievably daring maneuvers.

No need to use your imagination—Speedbreaker gives you the ability to slow down time. When you activate it, you have a limited time to pull off your moves before normal time resumes (you can, however, hit the button again to come out of Speedbreaker mode). Conserve it and use it wisely when it is truly needed. This is one thing you don't want to be short of in dire circumstances.

Another important aspect of Speedbreaker is that when you're in this mode, your car takes on incredible characteristics:

- Vehicle mass increases
- Traction increases
- Steering increases

With these changes to your ride in mind, imagine hitting a roadblock normally, and then imagine a train plowing through a roadblock. For much more drama and significant effect, activate Speedbreaker just before you contact the cars in a roadblock. Be sure to deactivate once you get away.



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THE RIDES

ASTON MARTIN



DB9

DRIVE TYPE: RWD HP: 450@6,000 TORQUE (LB-FT): 420@5,000 PRICE: \$80,000 UNLOCKED: BEAT BLACKLIST BOSS #7

AUDI



A3 3.2 QUATTRO

DRIVE TYPE: AWD HP: 250@6,300 TORQUE (LB-FT): 236@3,000 PRICE: \$32,000 UNLOCKED: BEAT BLACKLIST BOSS #15



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A4 3.2 FSI QUATTRO

DRIVE TYPE: AWD HP: 200@6,000 TORQUE (LB-FT): 207@5,000 PRICE: \$35,000 UNLOCKED: BEAT BLACKLIST BOSS #14



TT 3.2 QUATTRO

DRIVE TYPE: AWD HP: 250@6,300 TORQUE (LB-FT): 236@3,000 PRICE: \$35,000 UNLOCKED: BEAT BLACKLIST BOSS #15

CADILLAC



CTS

DRIVE TYPE: RWD HP: 255@6,200 TORQUE (LB-FT): 252@3,200 PRICE: \$32,000 UNLOCKED: BEAT BLACKLIST BOSS #12

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- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

BLACK EDITION EXCLUSIVE CARS

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DODGE



VIPER SRT10

DRIVE TYPE: RWD HP: 500@5,600 TORQUE (LB-FT): 525@4,200 PRICE: \$88,000 UNLOCKED: BEAT BLACKLIST BOSS #6

FIAT



PUNTO

DRIVE TYPE: FWD HP: UNDISCLOSED TORQUE (LB-FT): UNDISCLOSED PRICE: \$27,000 UNLOCKED: AUTOMATIC

FORD



FORD GT

DRIVE TYPE: RWD HP: 550@6,500 TORQUE (LB-FT): 500@3,750 PRICE: \$270,000 UNLOCKED: BEAT BLACKLIST BOSS #4



MUSTANG GT

DRIVE TYPE: RWD HP: 300@5,800 TORQUE (LB-FT): 315@4,400 PRICE: \$36,000 UNLOCKED: BEAT BLACKLIST BOSS #12

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BONUS CARS

- BMW
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GENERAL MOTORS



CHEVROLET COBALT SS

DRIVE TYPE: FWD HP: 205@5,600 TORQUE (LB-FT): 200@4,400 PRICE: \$26,000 UNLOCKED: AUTOMATIC



CORVETTE C6

DRIVE TYPE: RWD HP: 400@6,000 TORQUE (LB-FT): 400@4,400 PRICE: \$80,000 UNLOCKED: BEAT BLACKLIST BOSS #5

LAMBORGHINI



GALLARDO

DRIVE TYPE: AWD HP: 493@7,800 TORQUE (LB-FT): 376@4,500 PRICE: \$120,000 UNLOCKED: BEAT BLACKLIST BOSS #6



MURCIÉLAGO

DRIVE TYPE: AWD HP: 570@7,500 TORQUE (LB-FT): 479@5,400 PRICE: \$265,000 UNLOCKED: BEAT BLACKLIST BOSS #4

LEXUS



IS300

DRIVE TYPE: RWD HP: 215@5,800 TORQUE (LB-FT): 218@3,800 PRICE: \$27,000 UNLOCKED: AUTOMATIC



CHAPTER

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LOTUS

**ELISE**

DRIVE TYPE: RWD **HP:** 190@7,800 **TORQUE (LB-FT):** 138@6,800 **PRICE:** \$48,000 **UNLOCKED:** BEAT BLACKLIST BOSS #8

MAZDA

**RX-7**

DRIVE TYPE: RWD **HP:** 255@6,500 **TORQUE (LB-FT):** 217@5,000 **PRICE:** \$31,000 **UNLOCKED:** BEAT BLACKLIST BOSS #9

**RX-8**

DRIVE TYPE: RWD **HP:** 238@6,500 **TORQUE (LB-FT):** 159@5,500 **PRICE:** \$32,000 **UNLOCKED:** BEAT BLACKLIST BOSS #12

BASICS**THE RIDES**

- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

**BLACK EDITION
EXCLUSIVE CARS**

- BMW
- CHEVROLET
- LOTUS
- MERCEDES-BENZ
- PORSCHE
- TOYOTA

UPGRADES**CAREER
MODE****TRACKS****ONLINE
PLAY****BEHIND THE
SCENES****APPENDIX**

MERCEDES-BENZ



CLK 500

DRIVE TYPE: RWD HP: 302@5,600 TORQUE (LB-FT): 339@2,700 PRICE: \$75,000 UNLOCKED: BEAT BLACKLIST BOSS #8



SL 500

DRIVE TYPE: RWD HP: 302@5,600 TORQUE (LB-FT): 339@4,750 PRICE: \$75,000 UNLOCKED: BEAT BLACKLIST BOSS #11



SLR MCLAREN

DRIVE TYPE: RWD HP: 626@6,500 TORQUE (LB-FT): 575@5,000 PRICE: \$300,000 UNLOCKED: BEAT BLACKLIST BOSS #3



CHAPTER

CHAPTER TWO: THE RIDES

REMAINING



MITSUBISHI MOTORS



ECLIPSE

DRIVE TYPE: FWD HP: 263@5,750 TORQUE (LB-FT): 260@4,500 PRICE: \$30,000 UNLOCKED: BEAT BLACKLIST BOSS #14



LANCER EVOLUTION VIII

DRIVE TYPE: AWD HP: 271@6,500 TORQUE (LB-FT): 273@3,500 PRICE: \$36,000 UNLOCKED: BEAT BLACKLIST BOSS #11

PONTIAC



GTO

DRIVE TYPE: RWD HP: 350@5,200 TORQUE (LB-FT): 365@4,000 PRICE: \$35,000 UNLOCKED: BEAT BLACKLIST BOSS #10

BASICS

THE RIDES

- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

BLACK EDITION EXCLUSIVE CARS

- BMW
- CHEVROLET
- LOTUS
- MERCEDES-BENZ
- PORSCHE
- TOYOTA

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PORSCHE



911 CARRERA S

DRIVE TYPE: RWD HP: 355@6,600 TORQUE (LB-FT): 295@4,600 PRICE: \$75,000 UNLOCKED: BEAT BLACKLIST BOSS #7



911 TURBO S

DRIVE TYPE: AWD HP: 420@6,000 TORQUE (LB-FT): 413@4,600 PRICE: \$105,000 UNLOCKED: BEAT BLACKLIST BOSS #5



CARRERA GT

DRIVE TYPE: RWD HP: 604@8,000 TORQUE (LB-FT): 435@5,750 PRICE: \$280,000 UNLOCKED: BEAT BLACKLIST BOSS #3



CHAPT

REMAINING
CHAPTER TWO: THE RIDES

**CAYMAN S**

DRIVE TYPE: RWD **HP:** 295@6,250 **TORQUE (LB-FT):** 255@5,000 **PRICE:** \$60,000 **UNLOCKED:** BEAT BLACKLIST BOSS #10

RENAULT

**CLIO V6**

DRIVE TYPE: RWD **HP:** 230@6,000 **TORQUE (LB-FT):** 221@3,750 **PRICE:** \$40,000 **UNLOCKED:** BEAT BLACKLIST BOSS #13

SUBARU

**IMPREZA WRX STI**

DRIVE TYPE: AWD **HP:** 300@6,000 **TORQUE (LB-FT):** 300@4,000 **PRICE:** \$42,000 **UNLOCKED:** BEAT BLACKLIST BOSS #9

BASICS

THE RIDES

- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

BLACK EDITION
EXCLUSIVE CARS

- BMW
- CHEVROLET
- LOTUS
- MERCEDES-BENZ
- PORSCHE
- TOYOTA

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TOYOTA



SUPRA

DRIVE TYPE: RWD HP: 225@5,800 TORQUE (LB-FT): 210@4,800 PRICE: \$40,000 UNLOCKED: BEAT BLACKLIST BOSS #13

Vauxhall



MONARO VXR

DRIVE TYPE: RWD HP: 350@5,200 TORQUE (LB-FT): 365@4,000 PRICE: \$35,000 UNLOCKED: BEAT BLACKLIST BOSS #10

Volkswagen



GOLF GTI

DRIVE TYPE: FWD HP: 200@5,100 TORQUE (LB-FT): 207@1,800 PRICE: \$35,000 UNLOCKED: AUTOMATIC



CHAPTER

CHAPTER TWO: THE RIDES

REMAINING



BONUS CARS

BMW


**BMW M3 GTR
(RACE VERSION)**

DRIVE TYPE: RWD **HP:** UNDISCLOSED
TORQUE (LB-FT): UNDISCLOSED **PRICE:** N/A
UNLOCKED: BEAT BLACKLIST BOSS #1

CHEVROLET


CORVETTE C6.R

DRIVE TYPE: RWD **HP:** UNDISCLOSED
TORQUE (LB-FT): UNDISCLOSED **PRICE:** N/A
UNLOCKED: BY COMPLETING 100% OF THE GAME

FORD


**CASTROL SYNTEC
FORD GT**

DRIVE TYPE: RWD **HP:** 550@6500
TORQUE (LB-FT): 500@3750 **PRICE:** N/A
UNLOCKED: CHEAT CODE ONLY


Castrol SYNTEC Ford GT Cheat Code

From the "Press Start to Begin" screen enter the following commands:

Left, Right, Left, Right, Up, Down, Up, Down

"Congratulations! A Castrol SYNTEC version of the Ford GT has just been added to your bonus cars."

When you go to the bonus car list you should see the Castrol SYNTEC Ford GT now available.

MERCEDES-BENZ


SL65 AMG

DRIVE TYPE: RWD **HP:** 604@5,500
TORQUE (LB-FT): 738@2,000 **PRICE:** N/A
UNLOCKED: BY COMPLETING EVENT #68 IN THE CHALLENGE SERIES

BASICS

THE RIDES

- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

BLACK EDITION
EXCLUSIVE CARS

- BMW
- CHEVROLET
- LOTUS
- MERCEDES-BENZ
- PORSCHE
- TOYOTA

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PORSCHE



911 GT2

DRIVE TYPE: RWD **HP:** 475@5,700
TORQUE (LB-FT): 457@3,500 **PRICE:** N/A
UNLOCKED: BY COMPLETING EVERY EVENT IN THE CHALLENGE SERIES

CHEVROLET



CAMARO SS

DRIVE TYPE: RWD **HP:** UNDISCLOSED
TORQUE (LB-FT): UNDISCLOSED **PRICE:** N/A
UNLOCKED: AUTOMATIC

BLACK EDITION EXCLUSIVE CARS

BMW



M3 GTR (STREET VERSION)

DRIVE TYPE: RWD **HP:** 350@7,250
TORQUE (LB-FT): 270@5,000 **PRICE:** N/A
UNLOCKED: AUTOMATIC



CORVETTE C6.R

DRIVE TYPE: RWD **HP:** UNDISCLOSED
TORQUE (LB-FT): UNDISCLOSED **PRICE:** N/A
UNLOCKED: AUTOMATIC



CORVETTE C6

DRIVE TYPE: RWD **HP:** 400@6,000
TORQUE (LB-FT): 400@4,400 **PRICE:** N/A
UNLOCKED: AUTOMATIC

LOTUS

**ELISE**

DRIVE TYPE: RWD **HP:** 190@7,800
TORQUE (LB-FT): 138@6,800 **PRICE:** N/A
UNLOCKED: AUTOMATIC

MERCEDES-BENZ

**SL65 AMG**

DRIVE TYPE: RWD **HP:** 604@5,500
TORQUE (LB-FT): 738@2,000 **PRICE:** N/A
UNLOCKED: AUTOMATIC

**SL 500**

DRIVE TYPE: RWD **HP:** 302@5,600
TORQUE (LB-FT): 339@4,750 **PRICE:** N/A
UNLOCKED: AUTOMATIC

PORSCHE

**911 CARRERA S**

DRIVE TYPE: RWD **HP:** 355@6,600
TORQUE (LB-FT): 295@4,600 **PRICE:** N/A
UNLOCKED: AUTOMATIC

**911 GT2**

DRIVE TYPE: RWD **HP:** 475@5,700
TORQUE (LB-FT): 457@3,500 **PRICE:** N/A
UNLOCKED: AUTOMATIC

TOYOTA

**SUPRA**

DRIVE TYPE: RWD **HP:** 225@5,800
TORQUE (LB-FT): 210@4,800 **PRICE:** N/A
UNLOCKED: AUTOMATIC

BASICS

THE RIDES

- ASTON MARTIN
- AUDI
- CADILLAC
- DODGE
- FIAT
- FORD
- GENERAL MOTORS
- LAMBORGHINI
- LEXUS
- LOTUS
- MAZDA
- MERCEDES-BENZ
- MITSUBISHI MOTORS
- PONTIAC
- PORSCHE
- RENAULT
- SUBARU
- TOYOTA
- VAUXHALL
- VOLKSWAGEN

BONUS CARS

- BMW
- CHEVROLET
- FORD
- MERCEDES-BENZ
- PORSCHE

BLACK EDITION
EXCLUSIVE CARS

- BMW
- CHEVROLET
- LOTUS
- MERCEDES-BENZ
- PORSCHE
- TOYOTA

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BIG PIMPIN'

upgrading your rides

» PERFORMANCE UPGRADES



Performance upgrades are where to spend your cash if you want to increase your car's acceleration, handling, or top speed. There are seven performance

packages to help you win on the tracks: engine, transmission, suspension, Nitrous Oxide, tires, brakes, and turbo/supercharger. The turbo and supercharger packages are considered one package, because any given car can have only one or the other.

There are four levels of upgrades: Race, Pro, Super Pro, and Ultimate. Entry-level cars usually have all four levels of upgrades available, but high-end cars like the Gallardo have fewer performance upgrades available. That's because, well, it's a Lamborghini and it doesn't need much to make it eat any track alive. If a package (such as Race level) doesn't show up as an option for your current car, it means you're above that level already, so look to the next performance-boosting packages.

Many manufacturers have taken part to provide the best performance-upgrade packages available. Here's a breakdown of the various packages:

«note»

Customizing your car can be done in two places. Go to My Cars from the main menu to access the customization area, where you can pimp out all the cars you have unlocked and added, but not your career cars. To customize your career cars, you must go to a shop in Rockport City while in Free Roam mode.

ENGINE/EXHAUST PACKAGES: INCREASES TOP SPEED & ACCELERATION



» RACE PACKAGE

Cold Air Intake
Sports Muffler
Intake Manifold

» PRO PACKAGE

Forged Pistons
Racing Throttle Body
Racing Crankshaft

» SUPER PRO PACKAGE

Racing Valves
Cat-Black Exhaust System
Replace Headers

» ULTIMATE PACKAGE

Racing Pistons
High-Flow Fuel Injectors
High-Capacity Oil Cooler

TRANSMISSION PACKAGES: INCREASES TOP SPEED & ACCELERATION



» RACE PACKAGE

Short Throw Shifter
Lightweight Flywheel
Racing Transmission

» SUPER PRO PACKAGE

Limited Slip Differential
Twin Disc Clutch

» PRO PACKAGE

Upgraded Differential
High-Performance Clutch

» ULTIMATE PACKAGE

Racing Clutch
Racing Flywheel

SUSPENSION PACKAGES: INCREASES HANDLING



» RACE PACKAGE

Not Available

» SUPER PRO PACKAGE

Large-Diameter Sway Bars
Racing Shocks

» PRO PACKAGE

Strut Tower Bars
Sport Springs and Shocks
Front and Rear Sway Bars

» ULTIMATE PACKAGE

Engine Torque Damper
Camber Kit
Coil-Over Suspension System

NITROUS PACKAGES: TEMPORARY SPEED BOOST



» RACE PACKAGE

Not Available

» SUPER PRO PACKAGE

Wet Shot of Nitrous

» PRO PACKAGE

Dry Shot of Nitrous

» ULTIMATE PACKAGE

Direct Port Nitrous System

TIRE PACKAGES: INCREASES HANDLING



» RACE PACKAGE

Not Available

» SUPER PRO PACKAGE

High Performance Tires

» PRO PACKAGE

Sport Tires

» ULTIMATE PACKAGE

Racing Tires

BASICS

THE RIDES

UPGRADES

- PERFORMANCE UPGRADES
- PARTS UPGRADES
- VISUAL UPGRADES

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BRAKES PACKAGES: INCREASES HANDLING



» **RACE PACKAGE**
Street Compound Pads
Stainless Steel Brake Lines

» **SUPER PRO PACKAGE**
Slotted and Drilled Rotors
Titanium Brake Kit

» **PRO PACKAGE**
Cross-Drilled Rotors
Sport Compound Pads

» **ULTIMATE PACKAGE**
6-Piston Racing Calipers
Ceramic Brake Kit
Racing Compound Pads

TURBO PACKAGES: INCREASES TOP SPEED & ACCELERATION



» **RACE PACKAGE**
Not Available

» **SUPER PRO PACKAGE**
Stage 2 Turbo
Upgraded Turbo Manifold
Blow-Off Valve

» **PRO PACKAGE**
Stage 1 Turbo
Racing Intercooler

» **ULTIMATE PACKAGE**
Stage 3 Turbo
Custom Wastegate

SUPERCHARGER PACKAGES: INCREASES TOP SPEED & ACCELERATION

» **RACE PACKAGE**
Not Available

» **SUPER PRO PACKAGE**
Stage 2 Supercharger

» **PRO PACKAGE**
Stage 1 Supercharger

» **ULTIMATE PACKAGE**
Stage 3 Supercharger

» PARTS UPGRADES



To push your ride's appearance away from stock, consider spending some hard-earned cash on some new aftermarket parts. You can turn even the most basic entry-level car into a custom masterpiece if you have the time and the money to invest.

«note»

Customizing (or making any changes to) your ride decreases the Heat level for that car. The authorities have a more difficult time recognizing your ride after it's been a little more pimped out—this change is shown by the lower Heat level. Watch the Heat indicator to see how each selected part affects your car's rating.

Aftermarket parts come in the following forms:

- Body Kits
- Spoilers
- Rims
- Hoods
- Roof Scoops

BODY KITS



Two body kits are available for the higher-end cars; as many as five kits are available for entry-level cars.

RIMS



What would your ride be without the latest and greatest rims on the market? Choose from more than 30 sets of rims by these aftermarket manufacturers:

- 5Zigen
- ADR
- BBS
- Enkei
- König
- Löwenhart
- Racinghart
- OZ
- Volk
- Roja

SPOILERS



Choose from over 50 spoilers in four categories to give your ride that special winged appearance.

- Sport
- Tuner
- Sport Carbon
- Tuner Carbon

When selecting a spoiler, use the left and right triggers to switch between categories.

HOODS



To customize your ride's nose, choose from more than 30 different hoods. There are 17 original hood styles, most with a carbon-fiber version for that crisp, lightweight look. Your opponents may only see the back of your ride, but at least it will look hot in the showcase!

BASICS

THE RIDES

UPGRADES

- PERFORMANCE UPGRADES
- PARTS UPGRADES
- VISUAL UPGRADES

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ROOF SCOOPS



To get that extra bit of airflow, take a look at these accessories. There are 10 models in three placements, and carbon-fiber versions of them all. If you want extra air, there is no shortage of ways to get it—the hardest decision is which one looks best on your ride.

» VISUAL UPGRADES



Visual upgrades are the way to add ultimate flair to any of your cars. This is undoubtedly where racer pride most comes into play—and you will spend countless hours here fine-tuning your rides for the showcase. Visual upgrades come in the following categories:

- Paint
- Vinyls
- Rim Paint
- Window Tint
- Decals
- Numbers
- Custom Gauges



PAINT



Choosing the right paint is often difficult, but it just comes down to the kind of feeling you want to get from your ride. Darker colors tend to be ominous and intimidating, while lighter colors are more showy and flamboyant. Your choices aren't limited, that's for certain.

There are 200 colors available in three categories: 80 in gloss, 80 in metallic, and 40 in custom. Trial and error works just as well as anything when finding just the right color. Don't be afraid to try a color scheme that wouldn't be your first choice for a showcase car. It may end up looking really hot on the track.

VINYLS



Vinyls are probably the easiest and quickest way to dramatically change the appearance of your whip. You can take a stock car, put on a body vinyl, and suddenly it looks like it can do some damage on the track. Even if just for show, vinyls are an excellent way to express yourself through graphics. What are you all about as a racer? Do you want something symbolic, artistic or abstract? It's all here!

VINYLS (CONT.)

Choose from eight categories of vinyls, each with varying amounts of designs:

- 12 Flames
- 14 Tribal
- 16 Stripes
- 9 Race Flags
- 22 National Flags
- 40 Body Vinyls
- 2+ Unique Vinyls per car
- 5 Contest Winners

RIM PAINT



There's nothing like putting a fresh powder coat on a new set of rims to really put the icing on the cake. This is high-end street fashion; the wrong color choice can make or break the overall look of your ride. You can choose from 60 powder coat colors, and it's worth going through them all to see how they match up with your color scheme.



For your rim's powder coat, pick a color that matches a splash of color in the body paint. It's a great trick to accentuate the overall color scheme and make your ride look really punchy.

WINDOW TINT



Every racer should invest in tinted glass; it's more than stylish, it also protects your eyes from harsh light. Choose from 30 different colors and styles, in varying degrees of opacity. The really sweet ones are usually the last to unlock: the dark pearl colors look sick with the sun glinting off them!

DECALS



Do you want to keep your ride's skin clean and spotless, or show your support for your generous sponsors and favorite parts companies? The choice is yours, but if you want to make your whip stand out and look like a professional racer's, decals are the way to go.

There are more than a hundred decals, available in either black or white, to slap on in any of these locations:

- Windshield
- Rear Window
- Left Door (six spots)
- Right Door (six spots)
- Left Quarter Panel
- Right Quarter Panel

BASICS

THE RIDES

UPGRADES

- PERFORMANCE UPGRADES
- PARTS UPGRADES
- VISUAL UPGRADES

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NUMBERS



Got a favorite number? A racing number? Or just want to look the part? Pick a number, any number, from 00-99 and it's automatically included in the visual design for both the left and right doors of your ride.

CUSTOM GAUGES



For the ultimate personalized accessory, pick from 10 styles of custom gauges. Not only can you vary the overall style, you can also choose the color scheme for the needles, numbers, and faceplates. We recommend using high-contrast colors that are easy to see in various lighting conditions—for example, bright needles on dark backgrounds or vice versa.

» SHOPPING CART



The shopping cart feature is new this year. It gives you the opportunity to shop for single upgrades and to create something of a custom order list. Selected items are displayed on your car while shopping; you make the final decision when you're ready to check out.

After you've completed your shopping, review your cart to see the inventory of purchases. If you are running low on cash or simply decide against a certain part, you can delete it or exclude it from the purchase order by unchecking it from the list. Once you've made your decision, press the checkout button to leave the shop with your sweet new ride.

CAREER MODE



» INTRO

Career mode is where the full *Need for Speed™ Most Wanted* experience comes to life. It's here in Rockport City where your practice in the front end of the game is worth so much. Career mode also unlocks features like customer race tracks that you'll be able to check out later on. Spend time playing both sides of the game to get the most out of *Need for Speed™ Most Wanted*.

In this section, we take you through Career mode and explain everything you need to know to reach the top of the Blacklist. Make no mistake: Aside from our valuable directions, the only other way you're going to win is with some hot racing skills—the Blacklist bosses are unbelievably fast!

» FREE ROAM



Rockport City is a massive expanse of city spread across several regions including Rosewood, Gray Point, Downtown Rockport, and Point Camden. The area around Collegetown and Rosewood is where you begin Career mode; by moving up the Blacklist you eventually unlock the other regions. There is a lot of terrain to get to

know, so spend some time exploring the various regions when they become available so you know what to look for. Drive around making mental notes of all the interesting features, especially the pursuit breakers (which we cover later in this section).

» WORLD MAP & MINIMAP



You will be referring to the world map often, so get up to speed on how it works. This is the big-picture version of what you see in your minimap, but with interactive elements like zoom, event toggles, and GPS functionality.

Zoom is used to get a better view of map areas that you want to see at a larger scale. Use the thumbstick to toggle the display icons to show either the currently available races and events or the safe houses, shops, and car lots.

If you want help finding a feature on the map in the world of Rockport City, put the cursor over an item and click the GPS activation button. After the text prompt, you are put back in the city and the GPS arrow is ready to direct you to your selected feature. GPS is extremely useful if you don't know the city that well yet; use it often to make your travels more efficient.

» SAFE HOUSES, SHOPS & CAR LOTS



Your safe house is home base, where you can chill out and change your cars, check out your next Blacklist race or milestone event, and investigate your rap sheet with the authorities to track your progress. You will use your safe house often, so get comfortable with all of its menus.



Several shops are located around Rockport; look for them on your world map. This is where you go to upgrade your whips throughout your career. You have

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- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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to be winning all of your current level's races to earn enough money to pimp your ride, though, so don't think that you can skip and just jump ahead—this tactic may work earlier on in Career mode if you're hot on the controls, but later you need all the help you can get. If you spend all your money on paint, you'll find out just how tough the competition can be without the adequate performance upgrades.

Head on down to the car lots when you think you're ready to take on another whip. Sometimes you can get pretty good deals by trading in your current ride, but we all know how hard it is to sell something you built up. If you've been winning all your races, you may not have to trade it in at all, just buy that new whip and start working on your collection!

«note»

When you buy a new whip, you can choose to either drive it off the lot or have it delivered to your safe house to drive and pimp out later on. In that case, you keep driving your current vehicle until you head back to the safe house to switch it up.

» RACE EVENTS & MILESTONES



The races identified on your world map and minimap are all associated with your current position on the Blacklist. If you just beat the #15 Blacklist boss and are now on Level 14, all of the race events and milestones appearing on your world map are for the new level. Keep in mind that you don't have to complete all of the events for each level, just enough to qualify to challenge the level's boss. The number of races or events required is indicated on the Blacklist race summary screen in the safe house.

» PHOTO TICKETS



These milestones are also found on both the world map and minimap. They represent additional events for the current level, as they do for the race events. All of these milestone events are listed in the Blacklist menu under the photo ticket events. Once

the one-shot photo tickets have been activated, they disappear from the map and count as completed events toward your current level's milestone events.

«tip»

Watch your radar HUD—it warns you when you're approaching one of the many photo tickets in Rockport City.

» SMS



New calls and text messages come in on your SMS. Pay attention to this, because new and important information comes through the pipe from Mia, Rog, and even members of the Blacklist from time to time. You can delete messages, but there's plenty of room to store them, so keep them all for reference.

» PURSUITS



The authorities don't have much patience or tolerance for racers, and they have many ways of dealing with you. First, though, we need to discuss the various displays that are constantly relaying to you

the big 411 on your situation. You need to be very much in tune with several parts of your HUD for the greatest chance of success.

The HUD is just the information side of things, though. We'll explain gameplay features, too, including pursuit breakers, Cooldown mode, and hiding spots.

» PURSUIT INFORMATION TECHNOLOGY



This is just our fancy way of saying that there's a lot of information to process when it comes to evading the authorities during a pursuit. Not only that, but you must take the pursuit to completion by successfully sitting out your Cooldown mode; only then do you get

credit for your efforts. So, on to the HUD and its many uses: minimap, map ring, radar, pursuit HUD. Refer to your game manual if you're not sure which is which.

The **minimap** is your best friend; check this puppy as often as you check your mirrors. It indicates all the immediately important information about your current situation, including the pursuit cops, pursuit breakers, and hiding spots, depending on what stage of a pursuit you're in. If you know what's out there, you're better prepared when it appears in the road in front of you.

Around the minimap is the **Heat indicator**—which consists of two parts. The Heat indicator number tells you at which level the authorities have your current ride listed; this affects their behavior toward you. We'll discuss this more later on in The Heat Is On! section. The Heat indicator map ring is the progress timer; you must spend several minutes at Heat Level 1 as the map ring gradually fills before the authorities call in the bigger guns and upgrade the pursuit to Heat Level 2. At that point, the Heat indicator number changes to x2. It's important to note that the progression from level to level is time-based and not related to the infractions you incur while engaged in a pursuit.

«note»

The higher your Heat level, the more Bounty you can earn.



You have a **radar detector** that warns you when radar traps or actual police units are in the area. Watch the indicator arrow as it moves, showing where the detection is coming from. You occasionally see the radar blipping crazily, as if the authorities are right on top of you, and then shutting off. This sometimes happens when the radar detects a unit on a different elevation (on the highway above, for example, while you squeak by through the underpass) and it is almost immediately out of range as you pass by.

The **pursuit HUD** is your most important indicator. It works like a spectrum: at the red end, you have a chance of being busted by the authorities; at the green end, you have the chance of evading the authorities. The indicator bar changes color according to what your odds are during the pursuit. If you see any red in your pursuit indicator bar, get out of there quickly! The goal of any pursuit is evasion.

Once you're far enough away from any police units, you should see the green start to appear on your pursuit HUD. If you are having difficulty getting away, there are other options. Let's go on to the pursuit breakers.

«tip»

The middle number on top of the pursuit HUD is the current wave of police vehicles. Each wave has a set number of remaining vehicles that triggers the backup timer (BUT). That's how much time you have before the next wave shows up to continue the pursuit. The best time to evade a pursuit is between waves of cops, so watch your wave counter. When it gets low, start thinking about using pursuit breakers and finding hiding spots!

Look through the Heat level summary table (page 46) to find the ideal time to make a break for it. Pay specific attention to the backup timers for each Heat level.

» PURSUIT BREAKERS



Many features scattered around Rockport City present something of a danger to the public if they were to, say, topple over into the street or accidentally fall down, blocking a certain passageway after you have come and gone.

A feature like that is a pursuit breaker (PB for short), and they all show up on your minimap and world map during a pursuit. At every indicated PB icon on the map, there is some type of structure or physical feature that can stop the pursuing authorities in their tracks.

«tip»

The huge arena (located in Rosewood) has two entrances, both with pursuit breakers present. If you're very sneaky you can temporarily trap yourself inside the arena to evade the police, then use the hiding spot inside the arena to complete the pursuit.



Look for gas stations, water towers, large signs, construction scaffolding, and dry-docked boats; these

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are all PB features. The action is always triggered by driving your car through the physical part of the feature—look for the colored and floating icon at the trigger area—but you must make contact with some part of the physical structure to trigger it.

In the case of gas stations, for instance, the icon may show up between the gas pumps. But you could drive right between the two pumps and nothing would happen. To trigger the PB action, you must actually drive over or through one of the pumps to cause an explosion.

Keep in mind that pursuit breakers have an area-specific effect. What this means is that when a PB is triggered, all pursuing police units within a certain radius stop and provide assistance at the site of the new emergency—often leaving the road ahead wide open for your escape. If the PB is triggered at the wrong time or if there are many staggered police units involved in the pursuit, the area effect may not be great enough to capture all of the units' attention, leaving a few to continue the pursuit.

tip

Try to have as many police units as possible right behind you when you trigger a pursuit breaker to have the maximum effect. Get them as close to the PB as you can so they are affected by the PB's emergency radius.

» COOLDOWN



Now that you've evaded the authorities and the pursuit has gone into its final stage, you must wait out Cooldown mode. This is a critical time: the police have lost track of you and are scouring your last known position, so you either need to hightail it out of there before they find you or stealthily make your way to a hiding spot.

tip

After Heat Level 2, the police start setting up roadblocks and quadrants around your last known location once you hit Cooldown mode. Don't let them see you again during this critical time or the pursuit will restart.

Notice that the pursuit HUD has changed from the spectrum-like graph to a Cooldown meter. The meter gradually fills up as you wait in Cooldown, and indicates how close you are to completing the evasion and winning the pursuit. The Cooldown meter is a timer, and you must wait out each Heat level for

a specific amount of time. Refer to the Heat Level Summary table under "The Heat Is On!"

Instead of waiting out in the open for the timer to tick down, you can make your way to nearby hiding spots indicated on the minimap.

tip

The radar detector and scanner are your early warning systems during Cooldown mode. Rely on them to keep you moving in the right direction (away from the police) on your way to a hiding spot.

» HIDING SPOTS



Once you're in Cooldown mode, hiding spots are displayed on the minimap and the world map. These areas are well concealed, usually underneath or between buildings, difficult to see from the outside. If you can make it to a hiding spot during Cooldown mode, notice that the meter fills up much more quickly than it would if you were driving around or just parked somewhere waiting it out.

It is well worth the effort to get into a hiding spot to reduce the chances of a nearby patrol spotting you and reinitiating the pursuit—and this can happen repeatedly if you don't fully complete the pursuit. Refer to the Tracks section for all the official hiding spots in Rockport City.

» THE HEAT IS ON!



On the streets, there is no doubt you will have issues with the authorities. In this section, we outline everything you need to know about them, so your time in Rockport is not all spent getting busted and having your sweet rides impounded. We cover all of the Heat levels, including unit types, their tactics, and strategies to use against them to assist in your pursuit evasion.

Once you have all this down, you will have a much easier time retaining your freedom and continuing your racing career.

Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3603
Re: Initiating Pursuits

Attention: All Units

It is our new policy to initiate pursuits against racers according to the following conditions:

* **Heat Level 1-3:** Racers must be committing a speeding infraction and clocked at over 65 mph. Alternately, you will initiate pursuit if a racer collides intentionally or unintentionally with a police vehicle.

* **Heat Level 4-5:** Pursuit is to be initiated automatically upon recognizing the confirmed or suspected racers' vehicle.

In the Heat Level Summary table, we list the most pertinent pursuit info. Some of these items are mentioned elsewhere but to recap it all here:

Heat Level: Your current Heat level.

Units Deployed: The number of cops actively chasing you at any given time during a pursuit.

Wave Count: The total number of cops you must evade or immobilize before getting a chance to enter Cooldown mode.

New Wave Trigger: The number of remaining police vehicles in the wave counter that triggers a call from the RPD for backup.

Backup Timer: The amount of time you have before RPD backup arrives.

Cooldown Timer: The amount of time you have to wait in Cooldown if not concealed in a hiding spot.

Tactics Used: The tactics, both ground or air, that the RPD uses to bring your pursuit to an end.

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HEAT LEVEL SUMMARY

Heat Level	Vehicle Type	Wave Count	Units Deployed	Cooldown Timer (s)	Backup Timer (s)	Tactics Used
1	4 civic cruisers	5	2	180	20	Follow, rolling roadblocks
2	5 civic undercover	10	2	120	45	Box, stationary roadblocks
3	7 state pursuit/ maybe a few light SUVs	15	2	120	75	Box, herd, pit, rolling roadblocks, stationary roadblocks (low chance of light SUV roadblock), light SUV ram (low chance)
4	8 state undercover/ helicopter (passive)/ heavy SUVs	20	2	120	90	All ground tactics/ helicopter patrol only (180 seconds before needing to refuel) spike strips, heavy SUV ram, heavy roadblock
5	6-10 federal sports/helicopter (aggressive)/heavy SUVs/cross	25	2	90	120	All tactics, including ram and heavy roadblocks are common; 5% chance that cross becomes involved in pursuit
6	8-10 federal sport undercover/ helicopter/supercharged heavy SUVs/cross	30	2	90	120	Epic pursuit and challenge race only; all tactics; cross is guaranteed to be involved in pursuit at this Heat level.
7 (Black Edition Only)	Supercharged heavy SUVs/helicopter	15	2	90	120	Challenge Series Event #69 in Black Edition only



tip

Heat levels are capped at certain points in your career. For example, if you've only just beaten Blacklist Boss #14, you can only raise your Heat level to 2. It takes a mid-Blacklist position to unlock Heat Levels 4 and up.

» UNIT TYPES

You need to be familiar with a whole host of police units. We know many of them look similar and elicit similar emotions with the lights and sirens on, but soon you'll know the subtle differences—and knowing works to your benefit.

note

All police unit tactics (with explanations) are listed later in this chapter, in the "Tactics" section.

» CIVIC CRUISERS



Heat Level: 1
Base Bounty: 250
Tactics Used: Follow, rolling roadblocks

» CIVIC UNDERCOVER



Heat Level: 2
Base Bounty: 500
Tactics Used: Box, stationary roadblocks

» STATE CRUISERS



Heat Level: 3
Base Bounty: 2,500
Tactics Used: Box, herd, pit, rolling roadblocks

» STATE UNDERCOVER



Heat Level: 4
Base Bounty: 5,000
Tactics Used: All

» LIGHT SUV



Heat Level: 3
Base Bounty: 10,000
Tactics Used: Ram, stationary roadblocks

» HEAVY SUV (NORMAL)



Heat Level: 4
Base Bounty: 15,000/25,000 for supercharged heavy SUVs
Tactics Used: Ram, stationary roadblocks (super SUVs—All Tactics)

» HEAVY SUV (SUPERCHARGED)

Heat Level: 6 (also 7 in Black Edition)
Base Bounty: 25,000
Tactics Used: All

tip

Black Edition has some supercharged Rhinos, or heavy SUVs, in the Challenge Series Event #69. They only occur at Heat Level 7 and they are even more deadly than the ones in the regular game edition. They're faster and have a deadly punch when in close. Get out onto the freeway and outrun them—don't waste time fighting them in close quarters.

» FEDERAL SPORT CRUISER



Heat Level: 5
Base Bounty: 20,000
Tactics Used All

» FEDERAL SPORT UNDERCOVER



Heat Level: 6
Base Bounty: 25,000
Tactics Used: All

» CROSS-CUSTOM



Heat Level: 5 (5% chance)/6 (100%)
Base Bounty: 100,000
Tactics Used: All

» POLICE HELICOPTER (PASSIVE)



Heat Level: 4
Base Bounty: N/A
Tactics Used: Patrol

» POLICE HELICOPTER (AGGRESSIVE)

Heat Level: 5
Base Bounty: N/A
Tactics Used: Patrol, skid hit

» note

There is a bonus multiplier that allows you to quickly add up your Bounty during a pursuit. The secret timer starts when one police vehicle is immobilized; from that instant, you have 10 seconds to immobilize other vehicles to take advantage of the bonus multiplier. If you do manage to accomplish several immobilizations in a row, a text display onscreen informs you of your bonus.

» tip



A great way to take advantage of the bonus multiplier is to lead pursuing police vehicles through one of their own roadblocks. This usually causes enough chaos to trigger some bonus Bounty.

» TACTICS

We've managed to get our hands on some confidential documents from the Rockport Police Department. We'll use these to brief you on all the police tactics you can expect to see throughout many pursuits across Rockport City. There is everything from passive following (used by the civic police), to the highly aggressive police helicopter tactics. Take this information and use it to your utmost benefit.

» AIR SUPPORT



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Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3606
Re: Helicopter Pursuit Participation

Due to this year's budget cutbacks, senior managers will only authorize helicopter involvement in a pursuit if the suspect vehicle is well known to the department.

Also, only one helicopter is to be authorized per pursuit and involvement is of course limited by fuel capacity. For our fleet, that usually amounts to three minutes of flight time.

While our heli is in the air, ground units must fully support Fast Air's involvement in the pursuit to get the most out of those three minutes. There must be ground units present and interacting with the suspect vehicle.

In order to maintain and maximize your contact time on the ground, all units are currently rescheduled to update their high-speed pursuit tactics courses by next month.

The department has developed a two-pronged protocol for bringing racers to a quick and safe halt. It is important for all units to understand the role of our chopper in a pursuit, for each of the two scenarios.

Passive Pursuit Tactics

Passive involvement and tactics are authorized for pursuits involving cars well known to the department that have been assigned a Heat Level 4 and below only.

All units should understand the strengths and weaknesses of helicopter involvement—it is a complement to the ground forces in the pursuit, not a replacement! Our chopper is fast and not limited by the road network, but if the pursuit lasts longer than three minutes, the heli must return to the department for refueling.

It is important to note that passive helicopter tactics include only patrolling—they are your eyes in the sky and will under no circumstances become directly involved with a racer's vehicle; that is your responsibility.

Ground units must remain diligent with their pursuit tactics and execute proper radio communications at all times. Refer to the updated department radio contact protocol sheet attached.

Aggressive Pursuit Tactics

Aggressive involvement and tactics are authorized for serious pursuits involving cars well known to the department that have been assigned a Heat Level 5 and above only.

Please be advised that at this Heat level, RPD ground units will be used only at the request of the NCIC. So until requested, relinquish control of the pursuit to the feds and return to mobile duty.

The RPD chopper will directly engage the racer's vehicle at this Heat level. Not only does the chopper provide long-range pursuit capabilities, but it is also an intimidating physical presence to enforce the end of a serious pursuit before it becomes critical.

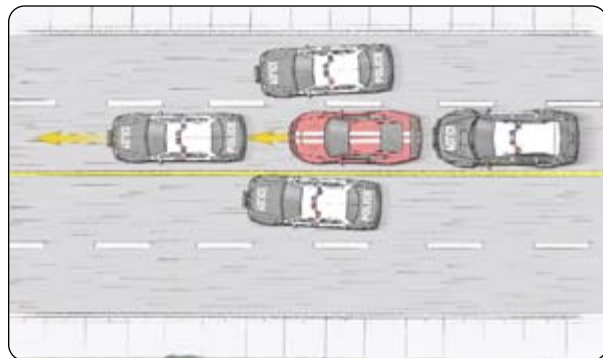
As a physical tool, Fast Air is authorized to make direct contact with a suspect vehicle—with a technique commonly known as a skid hit. For those units having little experience with aggressive helicopter tactics, the following section pertains to you.

A skid hit is executed when the chopper comes down low enough to the ground that it can make physical contact with the vehicle. The helicopter pilot attempts to use the skid to force the vehicle off the road in a sideswiping motion. This type of contact at high speed is extremely efficient in causing loss of control and ending dangerous pursuits.

Tip

Use tunnels to hide from helicopters during a pursuit. Or, wait until they run out of fuel and disappear from the minimap before making a serious run for it.

» BOX



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3672
Re: Box Technique

At Heat Level 2, all units will utilize the Box maneuver against aggressive racers. This technique is designed to be a coordinated action between at least two mobile pursuit units. It is crucial to update dispatch in the event that additional units are required to execute this formation.

Officers taking "lead" car position must be in place in front of the suspect vehicle before the "wing" cars can move into their positions. When the "wing" cars are in place, the "six" car blocks any retreat route.

When the formation is complete, all cars should “collapse” or abruptly apply their brakes in one coordinated action. This in effect is where the formation takes its name—the suspect’s vehicle is boxed in with little or no room to move and allows for quick apprehension of the driver.

While often very successful, this technique is not without its weaknesses. Skilled racers have at times taken advantage of pursuit officers who are not aggressive enough. If the sides of the box are not tight, high powered cars can effectively push through the seams. As pursuit officers you must strive to prevent the seams from appearing.

Note: The box formation can be used against a side wall. In this case only one wing car is required. All units must comply with Dept. protocol to break formation at civic intersections.

Tip

Use their own weaknesses against them; wait for them to break formation at an intersection and jet out of one of the gaps fast! Alternately, if you prevent the lead box car from getting in front, the police can't fully execute this formation against you.

Tip

If you do get boxed in and slowed down, don't panic. The units let up in a few seconds. This presents you with an opportunity to push through one of the openings. Always push the lighter rear end of their cars don't try to move the end with the engine.

Caution

At very slow speeds, pursuing cops will forgo all attempts at conventional tactics and just try to collapse in around you with all of their cars effectively blocking most escape routes. This is extremely difficult to escape at higher Heat levels, so keep your speed as high as possible.

» FOLLOW



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3673
Re: Follow Technique

At Heat Level 1, civic pursuit units are authorized to use this basic technique against known or suspected racers. From the onset of a pursuit, follow the racer from a distance to ascertain his destination.

Units in pursuit may use their emergency equipment (lights and sirens) and notify the car driver via radio to pull over and stop the vehicle.

If the racer does not comply, notify dispatch and additional mobile units will be called in to assist the pursuit.

Because of the more passive nature of this pursuit technique, skilled racers are aware of the inherent weaknesses. Today's street legal cars, which nearly parallel racing machines, coupled with drivers that go through private racing schools make our jobs that much more challenging. In light of that, the department is ordering mandatory autocross track training for all mobile unit officers.

Tip

At Heat Level 1, this maneuver should be fairly easy to evade. The cops only want to find out where you're going, so they'll just hang back and attempt to keep you in sight outrun, outsmart, or ignore them.

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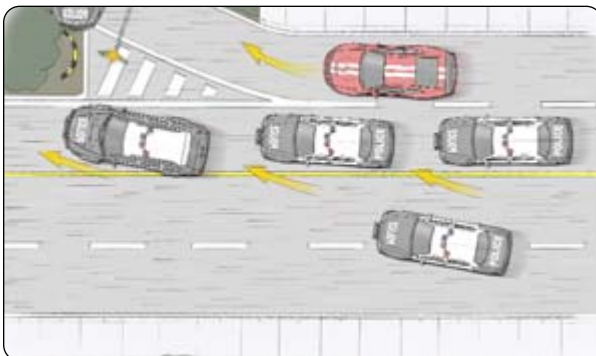
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Watch the backup timer on your pursuit HUD to pick the ideal timeframe for your escape before other police units arrive to help in the pursuit.

» HERD



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3674
Re: Herd Technique

"Herd" as most units should be well aware, is only utilized against racers that the department has assigned a Heat Level 3 or greater. The tactic is designed to be used only when two or more pursuit vehicles are available to herd the racer in one direction. Usually the direction is off the wide, open roadway and into constricting areas more suitable for ending a pursuit.

Units coordinating to use this tactic must work with other units utilizing additional tactics. Herding alone is commonly not enough to force an end to a pursuit. Once the herd formation is being executed, additional units must move in quickly to complement the formation with other tactics. Consequently, if additional units do not respond quickly enough, the one-sided herd will fail as the racer turns away to the open side of the formation.

It is with this issue in mind that all units should have at least 20 hours of joint pursuit tactics training at the RPD test track by the end of the next shift cycle.

Note: All units should now be carrying spike belts in their vehicles to buffer roadblocks. This will assist unit tactics such as herding, where the racing vehicle will be directed toward the spike strip.

Tip

If the RPD are setting up a herd formation, they want you to go in a specific direction. Take that as a hint and don't go that way! Evade the formation to the open side as soon as possible and before additional units can employ other tactics against you.

» PIT (PRECISION IMMOBILIZATION TECHNIQUE)



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3675
Re: PIT Technique

When a pursuit escalates to a dangerous level, units are authorized to execute the PIT technique against racers designated Heat Level 3 or greater.

Pursuit units utilizing this tactic must be well versed in high-speed emergency maneuvers. As the PIT requires intentional contact between pursuit and suspect vehicles, the officer driving must be able to recover immediately if the technique is not successful upon first attempt. All units attempting PIT maneuvers will use the front quarter-panel of your vehicles only. Remember that the object of this tactic is to force the suspect vehicle into a spin and not to cause a chain MVA.

Note: All units should differentiate between the PIT and the ram. Your pursuit vehicles (excluding Rhino units) are not designed to withstand front-end impact damage to the engine.

Tip

If you hear a cop on the scanner calling for a PIT maneuver, you need to book it out of there quick. Look back often to keep tabs on where the units are. Sharp turns away from the unit hot on your tail can eliminate the threat of spins and loss of control.

» RAM



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3676
Re: Ram Technique

ATTN: Rhino Units

All Rhino units have been specially customized with high-performance safety and driver protection equipment. The use of the Ram tactic is authorized only as a last resort and against racers designated by the department as Heat Level 3 or higher.

Light Rhino units are always to be the first response unit, unless the racer's status is upgraded to Heat Level 4. In this latter case, Heavy Rhinos will be deployed to assist the pursuit.

High-impact collisions are extremely dangerous and only authorized in special circumstances. When a pursuit is judged to cause sufficient concern for public safety, notify dispatch of your request and this tactic may be granted. All Ram tactics are to be executed from the front, or side/front. Two high-speed SUVs are to initiate forcible contact with the racer's vehicle to successfully end the pursuit, whereupon the driver may be apprehended.

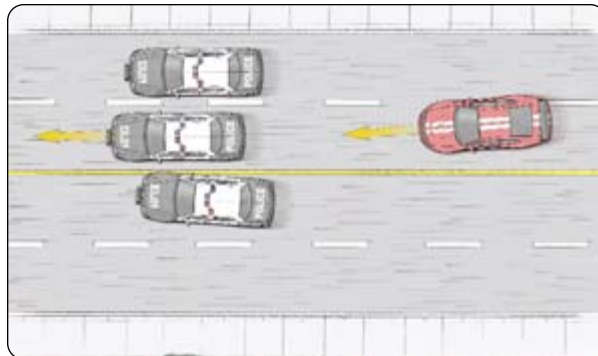
Note: Committing to this tactic is a one-shot deal in a high-speed pursuit. If the tactic fails to make contact with the suspect vehicle,

there is little chance of recovery and continued participation in the pursuit. In this situation, update dispatch to have additional Rhinos deployed.

Tip

If your ride is Heat Level 3 or higher, count on seeing this tactic more and more frequently. The key to avoiding contact with the charging Rhinos is expecting them. You must be on your guard and listening to your radio scanner. Use Speedbreaker to take advantage of the few seconds you have to react and dodge to the side of the charging SUVs.

» ROLLING ROADBLOCKS



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3677
Re: Rolling Roadblocks

Be advised that all units are required to immediately implement rolling roadblocks as part of their pursuit tactics for racers on all Heat levels. This tactic is very effective and relatively low risk; consequently the department wishes to promote its use over more challenging formations.

When executing an RR, units should attempt to get at least two cars abreast in front of the racer. Four cars abreast is ideal, but is entirely dependent on the road width. Once the formation is complete, all units are to quickly engage their brakes and bring the racer to an abrupt halt. Following units should be staggered in place to cover the rear.

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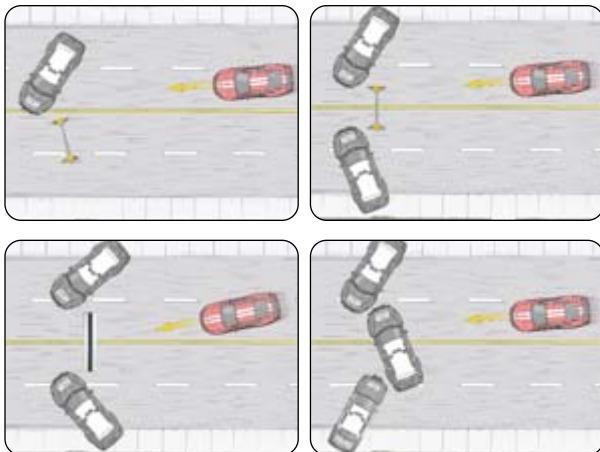
This tactic is known to be very effective across all jurisdictions and is also used by the state and federal pursuit units. In enclosed roadways, the RR is commonly fail-safe. On the open freeway, however, racers can sometimes crack the formation and elude the units. To avoid presenting these types of openings, all participating RR units should be ready to get into place in the formation as soon as the lead car is established.

Note: All units must comply and break formation at public intersections according to department safety protocol.

Tip

They're trying to create a rolling wall in front of you and then jam on the brakes. There are two easy ways out: evade the lead car before it gets into position or, once in formation, wait until they break at an intersection and book it through one of the openings by using Nitro. Alternately, you could just pull a Speedbreaker 180 and rip off in the opposite direction.

» STATIONARY ROADBLOCKS



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3678
Re: Stationary Roadblocks

Roadblocks are to be used in concert with pursuit units once a racer's destination is

anticipated. All pursuits will involve racers officially designated at Heat Level 2 and above.

Units in pursuit must notify dispatch and additional units will be deployed to set up roadblocks at suitable chokepoint locations. The size of the roadblock will be determined by the road dimensions. The number of units deployed will be increased for setting up SRs on freeways and open roadways where applicable.

In the case of interchange locations with multiple routes of travel, the SR will be situated at the racer's most likely anticipated route of travel. Should sufficient units be unavailable to cover all alternate routes, however, units should be prepared to break from the SR and involve themselves directly in the pursuit or move to another location and form another stationary roadblock.

Note: Spike strips will be used for racers designated Heat Level 4 and above. Safety signs must be present at all roadblocks; including warning sawhorses and stop signs.

Tip

Look for the sweet spot in every roadblock often indicated by the presence of warning sawhorses or a stop sign. If you must try to bypass a roadblock, that's where to do it. Think of it as a bull's-eye.

If you really want to make an impact, hit your Speedbreaker the instant before making contact with the roadblock vehicles. The added mass is often enough to send them flying for some really sick drama! Remember to hit the lighter end of the vehicles; if you hit the engine end, you'll stop dead.

If you don't want to try to get through the block, U-turns always work well. At higher Heat levels, when the S-O start using spike strips, look for them at the obvious openings in the roadblock; it's better to go through cars than take the "easy" way through and potentially lose your tires.

Tip

There is another roadblock version called a dynamic roadblock that appears suddenly in the road ahead. Two or more police vehicles approach quickly from the sides and skid into place, creating a stationary roadblock immediately in front of you. Speedbreaker is a great tool to dodge cops using this tactic.

» RADIO CONTACT PROTOCOLS



Official Memo

Rockport, Police Department

Rockport Police Department
Internal Memorandum
File No. RPD-3606b
Re: RPD Radio Contact Protocols

All units are responsible for understanding all of the following radio protocols. Commit them to memory, write them on your bathroom wall, do whatever you must. Senior department managers are not forgiving with mistakes, especially when we are dealing with serious pursuits that have progressed from civic to state and god forbid, federal control.

- 10-4—OK, message received
- 10-6—Responding from a distance
- 10-7—Detailed, out of service
- 10-8—In service
- 10-10—Negative, standing by
- 10-20—My Location Is _____
- 10-23—On scene
- 10-25—Out of service
- 10-29—Run for wants and warrants
- 10-32—Wanted suspect
- 10-33—EMERGENCY, OFFICER NEEDS ASSISTANCE
- 10-34—Request Zulu unit
- 10-36—Police unit traffic collision
- 10-37—Request wrecker
- 10-38—Request ambulance
- 10-39—PIT maneuver
- 10-41—Self PIT
- 10-42—Traffic accident
- 10-43—Traffic tie-up
- 10-44—Request Rhino
- 10-45—Ram suspect
- 10-50—Hit & run
- 10-59—Herding
- 10-63—Offset
- 10-65—Vehicle box
- 10-67—Spike strip
- 10-70—Notify city engineering
- 10-71—Request air support
- 10-73—Roadblock
- 10-75—Rolling roadblock
- 10-83—Set up quadrant

- 10-85—Need additional unit
- 10-87—Vehicle pursuit
- 10-96—Traffic stop

Unit Request Handles

- Fast Air**—Eagle 1 helicopter
- Rhino**—SUV units
- Zulu**—Sport pursuit cruiser
- SRU**—Street racing unit

Pursuit Stage Codes

- Code 1**—Situation under control
- Code 2**—ASAP, no lights or sirens
- Code 3**—Lights and sirens
- Code 4**—Suspect under arrest
- Code 6**—High-risk racer

Supplemental Codes

- "Positive hit"**—After running the suspect on a 28/29 the officer has had a positive hit, showing information on file (the race has a criminal record)
- 28/29**—Run the suspect for wants and warrants
- EMS**—Emergency medical services
- MVA**—Motor vehicle accident
- NCIC**—National Criminal Information Center
- PC**—Police car/cruiser
- PDT**—Portable data transmitter
- Wrecker**—Tow truck

BUSTED!



So what happens when you get busted? Well, a few things: you must pay the fines for all the infractions you've committed. Also, depending on how many impound strikes you have against your car, it could be impounded until you can get it back by using impound markers. Or you can choose to sell it and recoup some of your financial losses.

A few criteria must be met before you can be busted in a pursuit:

- Must be involved in a pursuit,
- Must be reduced in speed to less than 30mph long enough for the police to apprehend you (your pursuit HUD goes completely red), or
- Must drive over a spike strip which stops your ride immediately.

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«note»

It is possible, but unlikely, to escape after losing a tire to a spike strip. One tire is a manageable loss if it's not one of your driving wheels. But even if you are still able to drive, evading the pursuing police is another story.

» INFRACTIONS



If a cop has a line of sight on your car in a pursuit and witnesses any of the infractions listed here, they are counted towards your final total whether you evade or are busted. If you evade, they remain as unserved infractions against your car; if you're busted, they are served infractions because you must pay them off with either a bonus marker or cash.

Here's the breakdown of the infractions you can incur during a pursuit:

Damage to Property: Incurred whenever you drive through or over public property, including signs, highway barrels, tollbooths, kiosks, and so forth.

Driving Off Roadway: Incurred when your ride leaves the pavement or other areas officially designated for driving on.

Excessive Speeding: Incurred when you are clocked traveling faster than 180mph.

Hit & Run: Incurred when you are seen colliding with a civilian vehicle.

Ramming a Police Vehicle: Incurred when you collide with a police vehicle, intentionally or not.

Reckless Driving: Incurred when you are clocked traveling faster than 200mph.

Resisting Arrest: Incurred when you evade the police during a pursuit (by entering Cooldown mode).

Speeding: Incurred when you are clocked traveling faster than 150 mph.

«note»

The Trading Paint milestone that occurs when you collide with police vehicles only adds unique cars to the total. Colliding with the same vehicle over and over doesn't add to your Trading Paint total.

» RAP SHEET



When you reach position #13 on the Blacklist, you earn a rap sheet—this is your own personal file with the Rockport Police Department. It's also where you track your progress from the perspective of the authorities.

From the safe house, you can hack into the local authority's computer system and access their database. From the login screen you gain admittance to the main page and several subdirectories containing various record types, which we explain below:

» SUMMARY



As a summary, this entry lists the basics of the department's records on you. The most basic information is your current Bounty, CTS (Cost to State), and

how many of your cars they have impounded so far.

The notification box in the middle of the screen outlines how the cops are told to handle you if you're ever apprehended. Dispatch forwards this info to the deployed units during a pursuit so they know who they're dealing with.

At the bottom the screen, both unserved and served infractions are tallied, along with your pursuit success figures, fines information, and the number of police vehicles that have been affected by your pursuits.

» VEHICLE DATABASE



The vehicle database tracks all of the cars you're either known to drive or suspected of driving. Until you're busted in a car, they don't know it's you behind the wheel.

This database details your

preferred cars and keeps stats on each of them, including just how active each of the cars have been with the authorities. Earned Bounty is listed by the amount earned by each car.

Use this record to help decide which car you should be driving in case the Heat on another ride is getting too much to handle. Check for cars that the authorities haven't confirmed that you drive—this way you can keep driving the car with the lowest Heat level.

» INFRINGEMENTS

INFRINGEMENTS		
NAME: ROCKET	BOUNTY: 11,095,120	
UNSERVED INFRINGEMENTS: 28		
FILES IN: 8,875		
UNSERVED	TOTAL	
EXCESSIVE SPEEDING	0	10
RACING	0	0
RECKLESS DRIVING	0	0
DAMAGING A POLICE VEHICLE	0	10
HIT AND RUN	0	0
DAMAGE TO PROPERTY TICKETS	0	10
RESISTING ARREST	0	20
DRIVING OFF ROADWAY	0	10

This record tracks all of the infractions you've incurred in your racing career. They are split into two screens for unserved and served infractions. Keeping track of your unserved

infractions is a good idea so you know what to expect if you're busted.

If there are myriad unserved infractions, you will have a heavy bill to pay should the authorities get their hands on you. It would serve your interests to use a low-Heat car and avoid the cops at all costs until you can lower your overall Heat level for all cars.



» COST TO STATE

COST TO STATE		
NAME: ROCKET	BOUNTY: 11,095,120	
QTY	CATEGORY	COST
1,819	DAMAGE TO PROPERTY TICKETS	1,869,700
90	INSURANCE CLAIMS	90,000
294	PATROL VEHICLES DEPLOYED	79,750
70	SPECIAL UNITS DEPLOYED	31,500
199	DAMAGED POLICE VEHICLES	99,750
179	IMMOBILIZED POLICE VEHICLES	89,000
94	ROADBLOCKS DEPLOYED	47,000
190	SPRINKLERS DEPLOYED	45,000
9	HELICOPTERS DEPLOYED	18,000
0	HELICOPTER SPIKE BELTS DROPPED	0
COST TO STATE: 2,829,000		

Want to know how much carnage you've caused in your career? The Cost to State records break it all down for you. Most are very straightforward, but a few warrant some discussion.

Damage to Property: Incurred any time you damage public property by crashing through signs, kiosks, doughnut shops, and so forth. The more objects you hit, the more tickets are written up.

Insurance Claims: Every time you're involved in a hit and run with a privately owned vehicle, an additional insurance claim is filed.

Patrol Units Deployed: These are all the regular patrol units that have taken part in your pursuits.

Special Units Deployed: These are all the support units (such as SUVs) that have participated in your pursuits.

» TOP EVADED PURSUITS

TOP EVADED PURSUITS		
NAME: ROCKET	BOUNTY: 11,095,120	
1 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00
2 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00
3 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00
4 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00
5 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00
6 CAR USED: Lexus LS600	10: MIN 17:00:00	LENGTH: 0:37:00

This directory contains everything you need to know about all of the top-ranked pursuits you've completed in your career. The first screen shows the summary entries for each of

the best pursuits, including the vehicle you were driving, the pursuit length, and the amount of Bounty achieved.

Select the pursuit you're interested in and another screen pops up, detailing the full 411 on that pursuit. This record includes all pursuit information including length, vehicles involved, roadblocks dodged, and overall damage done.

» RANKINGS

RANKINGS		
BOUNTY ACCUMULATED	B-MILE PURSUIT	
1 ROCKET Lexus LS600	4,829,000	
2 Rocket BMW M3 GTR	899,000	
3 Whistler Corvette C6	800,000	
4 Bolt Mercedes-Benz SLR McLaren	800,000	
5 Ronnie Aston Martin DB9	545,000	
6 Jax Dodge Viper-RT10	309,000	
7 Ming Lamborghini Gallardo	109,000	
8 Race Mercedes-Benz CLK 500	89,000	
9 Jax Ford Mustang GT	89,000	
10 Earl Mitsubishi Lancer EVOLUTION VII	82,000	

The rankings directory keeps files on the top 15 racers in every pursuit category available. The summary screen shows your ranking in all of the categories. If you want to make it to

No. 1 in each category, this is the screen to use to compare your performance to other racers'.

You can select a category and see the comprehensive ranking list that shows your level in relation to the other top racers. Use this screen to determine what you need to do to move up in rank. For example, Rocket (that's us) is ranked #4 in pursuit length at 27:03. Ronnie is ranked #3 with a pursuit length of 30:00—we should be able to move into his spot quite easily on the next pursuit.

» THE BLACKLIST



Think of it in terms of the rungs of a ladder: you start at the bottom rung, Level 15, and must complete the required events to qualify to challenge that level's boss. To beat a Blacklist boss, you then need to challenge them in the series of events in which they excel.

BASICS

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UPGRADES

CAREER MODE

- INTRO
- PURSUITS
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» BLACKLIST BOSS # 15: SONNY



» BIO

Name: Ho Seun

Ride: VW Golf GTi

Strength: Circuit Races

This is Sonny. He's dumped a whole lot of cash into his car. That ride is worked, so don't be fooled, it's a rocket. He does anything he can to get hold of parts before they hit the streets.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	3
Milestones Completed	3
Total Bounty	20,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Ironwood Estates

Drag: N/A

Lap Knockout: Hickley Field

Speedtrap: N/A

Sprint: Diamond & Union

Tollbooth: N/A

Milestone Options

- Trade Paint
- Pursuit Evasion
- Pursuit Time
- Photo Ticket



TO BEAT SONNY AND BECOME #15 ON THE BLACKLIST

Circuits: Campus Way; Highlands

Winner's Take: \$5,000

tip

You are required to win a minimum number of races before you can go up against the next rival on the Blacklist. The races are specific to each Blacklist member and could include circuit, sprint, lap knockout, drag, speedtrap, or tollbooth races. There is only one consistent rule—you have to win to make it count.

» BLACKLIST BOSS #14: TAZ



» BIO

Name: Vince Kilic

Ride: Lexus IS300

Strength: Sprint Races

This crazy fool is a major Heat score. Blacklist gave him the name Taz. He hates cops and they hate him. Watch yourself around this guy. He prowls the streets of Rosewood looking for newbies.



» RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	4
Milestones Completed	3
Total Bounty	50,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Petersburg; Heritage Heights

Drag: N/A

Lap Knockout: Rosewood College

Speedtrap: N/A

Sprint: Hwy 99 & State; Clubhouse & Hollis

Tollbooth: Skyview & Campus

Milestone Options

- Bounty
- Cost to State
- Infractions
- 2 Photo Tickets

TO BEAT TAZ AND BECOME #14
ON THE BLACKLIST

Sprints: Stadium & Hwy 99; Rosewood & State

Winner's Take: \$6,000



BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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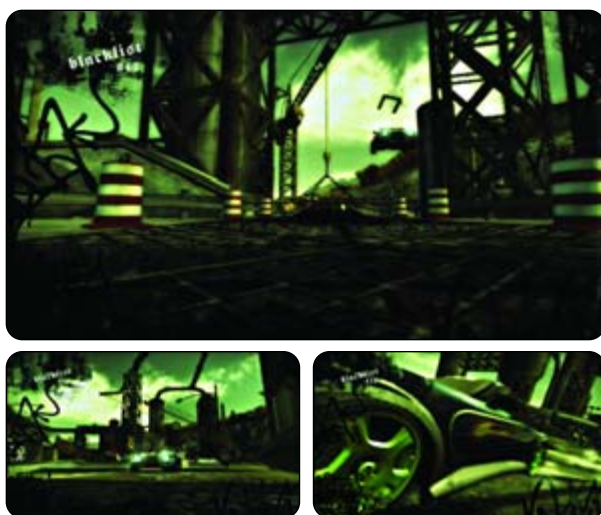
» BLACKLIST BOSS #13: VIC



» BIO

Name: Victor Vasquez
Ride: Toyota Supra
Strength: Pursuit Length

This dude's been holding it down in the #13 slot for a while now. He can't break out of his rut and no one can run him out. He's slack and dangerous but knows how to handle his ride. He'll smoke you if he gets the chance.



RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	4
Milestones Completed	3
Total Bounty	100,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: N/A
Drag: N/A
Lap Knockout: City Center; Rosewood Drive
Speedtrap: Diamond & State; Forest & Ironwood
Sprint: Rosewood & Lyons
Tollbooth: Hwy 99 & Highlands; Hwy 4 & Forest Green

Milestone Options

- Trade Paint
- Bounty
- Pursuit Evasion
- 2 Photo Tickets



TO BEAT VIC AND BECOME #13 ON THE BLACKLIST

Sprint: Union & Hollis; Heritage & Campus
Winner's Take: \$6,000



» BLACKLIST BOSS #12: IZZY



» BIO

Name: Isabel Diaz**Ride:** Mazda RX-8**Strength:** Lap Knockout Races

Izzy is definitely a chick you don't want to mess with. She knows everything there is about cars, on and off the road. She's got her ride wired tight. She comes from a long line of race fanatics. Everybody she runs with is a cousin, friend, or uncle. They all stick close, so don't get on her bad side.



RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	4
Milestones Completed	3
Total Bounty	180,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Omega**Drag:** Bayshore & Boardwalk**Lap Knockout:** N/A**Speedtrap:** Hwy 4 & Clubhouse**Sprint:** Campus & Chancellor; Rockridge & Union**Tollbooth:** Hwy 99 & Route 55; North Bay & Chase

Milestone Options

- Trade Paint
- Pursuit Evasion
- Pursuit Time
- 2 Photo Tickets

TO BEAT IZZY AND BECOME #12
ON THE BLACKLIST**Circuit:** Diamond**Sprint:** Chase & Bristol**Winner's Take:** \$8,000

BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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» BLACKLIST BOSS #11: BIG LOU



» BIO

Name: Lou Park

Ride: Mitsubishi Eclipse

Strength: Tollbooth Time Trials

This slab of Korean muscle considers himself a real ladies' man. He's all show. Rumor has it, he panics around the cops and bails on races the first chance he gets. Along with that, they say he has problems working the clutch so he's slow off the line. I wouldn't count on it.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	5
Milestones Completed	3
Total Bounty	300,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Hillcrest Boundary

Drag: Heritage & Rosewood

Lap Knockout: N/A

Speedtrap: Seaside & Fisher; Rosewood & Hwy 99

Sprint: Beacon & Station; Bristol & Bayshore

Tollbooth: Chase & Waterfront; Route 55 & North Bay

Milestone Options

- Cost to State
- Roadblock
- Infractions
- 2 Photo Tickets



TO BEAT BIG LOU AND BECOME #11 ON THE BLACKLIST

Circuits: Circle Rose; Switchback
Winner's Take: \$10,000



» BLACKLIST BOSS #10:
BARON

» BIO

Name: Karl Smit**Ride:** Porsche Cayman S**Strength:** Infractions

This flake calls himself Baron. He's a rich guy from the coast. He thinks garage custom is an excuse for being broke. As far as he's concerned, "If it's not name brand, it's nothing." Go show 'im what home-grown rides can do.



» RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	5
Milestones Completed	4
Total Bounty	500,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Hospital Switchback**Drag:** N/A**Lap Knockout:** Ocean Hills; Bayshore**Speedtrap:** North Bay & Seaside**Sprint:** Boundary & Marina; Stadium & Hwy 1**Tollbooth:** Hwy 99 & Union; Waterfront & Bristol

Milestone Options

- Bounty
- Cost to State
- Pursuit Time
- Roadblock
- 3 Photo Tickets

TO BEAT BARON AND BECOME
#10 ON THE BLACKLIST**Drag:** Harbor & Ocean**Sprint:** North Bay & Harbor**Winner's Take:** \$12,000

BONUS MARKERS



Every time you beat a Blacklist boss, you win the opportunity to choose a couple of bonus markers

BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
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BONUS MARKERS (CONT.)

from a group of six. The first three of the six are unknown (they're the ones with question marks), and the second three in the list are unique parts upgrades, performance upgrades, or visual upgrades.

The pink slip to your opponent's car is hidden behind one of the bonus markers with a question mark—you definitely want to try to find it, it's the only way to access that car. Other bonus markers add an impound box to a ride (allowing you one more strike against it before it's impounded), get your ride out of impound after being busted too many times, pay fines, and give you cash.



Save all your unique upgrade bonus markers until later in your career. Competition gets incredibly tight near the top of the Blacklist; you want access to rare and valuable parts to give you an edge when it's needed most.

» BLACKLIST BOSS #9: EARL



» BIO

Name: Eugene James

Ride: Mitsubishi Lancer Evolution VIII

Strength: Sprint Races

This guy hails from the lower east side of Rockport City but now rides on the coast. He's a big fan of imports and goes out of his way to take on the big blocks.



» RACE EVENTS

BOSS CHALLENGE Prerequisite Events

SUMMARY TABLE

Item	Targets
Race Wins	5
Milestones Completed	4
Total Bounty	790,000

Race Options

Circuit: Dunwich Bay; Boundary

Drag: Seaside & Camden

Lap Knockout: Fisher Road

Speedtrap: Seagate & Horn; Hollis & Chancellor

Sprint: N/A

Tollbooth: Skyview & Waterfront; Bristol & Route 55

Milestone Options

- Trade Paint
- Roadblocks
- Bounty
- 3 Photo Tickets
- Pursuit Evasion



TO BEAT EARL AND BECOME #9 ON THE BLACKLIST

Speedtrap: North Bay Cannery

Sprint: Camden & Route 55

Winner's Take: \$16,000

» **BLACKLIST BOSS #8:
JEWELS**» **BIO****Name:** Jade Barrett**Ride:** Ford Mustang GT**Strength:** Drag Races

This sweet thing goes by the name Jewels. She's all about big block and muscle. She has a lot of mileage under her wheels and serious power under the hood, so don't be tempted to do anything stupid.

» **RACE EVENTS****BOSS CHALLENGE
PREREQUISITE EVENTS****SUMMARY TABLE**

Item	Targets
Race Wins	5
Milestones Completed	4
Total Bounty	1,180,000

**BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)****Race Options****Circuit:** N/A**Drag:** N/A**Lap Knockout:** Cascade; Hwy 201**Speedtrap:** Dunwich & Bayshore; Rose & Rockridge**Sprint:** Heritage & Diamond**Tollbooth:** Union & Hwy 99; Waterfront & Hwy 99**Milestone Options**

- Trade Paint
- Pursuit Time
- Spike Strips
- Infractions
- 3 Photo Tickets

**TO BEAT JEWELS AND BECOME
#8 ON THE BLACKLIST****Drag:** Union & Rockridge**Sprint:** Camden & Ironwood**Winner's Take:** \$20,000**BASICS****THE RIDES****UPGRADES****CAREER MODE**

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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» BLACKLIST BOSS #7: KAZE



» BIO

Name: Kira Nakazato
Ride: Mercedes-Benz CLK 500
Strength: Cost to State

Kaze is crazy. What she can't conquer with skill, she demolishes with speed. Don't let her sweet looks fool ya. She'll trash anything she sees, including you. She's not afraid to ding her ride to put you out of commission.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	7
Milestones Completed	4
Total Bounty	1,680,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Century Square; Heritage & Omega
Drag: Ocean & Harbor
Lap Knockout: Century
Speedtrap: Fisher & Interchange
Sprint: Interchange & Bond; Union Row & Ocean
Tollbooth: Route 55 & Projects; Hwy 201 & Hwy 99; Beach & Skyview

Milestone Options

- Bounty
- Cost to State
- Pursuit Evasion
- Roadblocks
- 3 Photo Tickets



TO BEAT KAZE AND BECOME #7 ON THE BLACKLIST

Sprints: Diamond Valley; Stadium & Chase
Winner's Take: \$24,000



» BLACKLIST BOSS #6: MING



» BIO

Name: Hector Domingo
Ride: Lamborghini Gallardo
Strength: Speed Traps

This here is Ming. He prides himself on keeping his ride looking stock. He's fast and shreds radar traps everywhere he can. He's the straight goods. Word is he got his ride from some rich cat who talked when he should have been listening. Don't take 'im on until you're ready.



» RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	7
Milestones Completed	4
Total Bounty	2,300,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: N/A
Drag: Riverside & Terrace
Lap Knockout: Coastal; Rosewood Hillcrest
Speedtrap: Boardwalk; Hwy 99 & Campus
Sprint: West Park & Lyons; Hwy 201 & Lyons;
 Bond & Country Club
Tollbooth: Interchange & Tunnel; Penitentiary;
 Hwy 201 & Forest

Milestone Options

- Trade Paint
- Pursuit Time
- Roadblocks
- Spike Strips
- 3 Photo Tickets

TO BEAT MING AND BECOME #6
ON THE BLACKLIST

Circuit: Little Italy
Speedtrap: North Bay & College
Winner's Take: \$28,000



BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
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» BLACKLIST BOSS #5: WEBSTER



» BIO

Name: Wes Allen

Ride: Corvette C6.R

Strength: Escaping Pursuits

Webster's always talking about rides, performance, racers, blah, blah, blah. Won't shut up. He's got some crazy idea that he's gonna make it big. When he ain't street racing, he's hanging out at shops. His ride is tuned to the max. Apparently the interior is stripped of everything that isn't related to speed.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	7
Milestones Completed	4
Total Bounty	3,050,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Ironhorse

Drag: N/A

Lap Knockout: Dunwich Village

Speedtrap: Country Club; Fairmont & Clubhouse; Bond & Riverside

Sprint: Lyons & State; Camden & Fisher

Tollbooth: Stadium & Beacon; Bay Bridge & Forest; Skyview & Coast

Milestone Options

- Bounty
- Cost to State
- Pursuit Evasion
- Spike Strips
- 3 Photo Tickets



TO BEAT WEBSTER AND BECOME #5 ON THE BLACKLIST

Speedtrap: State & Petersburg

Sprints: Beach & Chancellor; State & Warrent

Winner's Take: \$48,000



» BLACKLIST BOSS #4: JV



» BIO

Name: Joe Vega

Ride: Dodge Viper SRT10

Strength: Speed Trap Races

I don't know how JV does it, man. His nights are spent in the clubs and days on the streets. This guy's got a lot of street rep. Cops hate him and racers want to be like him. His flash green Dodge Viper has cops swarming around it all the time.



» RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	7
Milestones Completed	5
Total Bounty	4,050,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Waterfront; Gray Point

Drag: N/A

Lap Knockout: Chancellor Way; Industrial Front

Speedtrap: Terminal & Financial; Hwy 99;
Green & Fairmont

Sprint: Valley & State

Tollbooth: North Bay & Beacon; Beacon &
Riverfront; Industrial & Omega

Milestone Options

- Trade Paint
- Bounty
- Cost to State
- Infractions
- 3 Photo Tickets

TO BEAT JV AND BECOME #4
ON THE BLACKLIST

Drag: Rosewood & Heritage

Speedtrap: Dunwich & Hills; Petersburg &
Hwy 201

Winner's Take: \$54,000



BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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» BLACKLIST BOSS #3: RONNIE



» BIO

Name: Ronald McCrea

Ride: Aston Martin DB9

Strength: Immobilizing Police Vehicles

You know Ronnie. He's one of those rich freaks who thinks he's ghetto. He definitely ain't from around the way. Got his car as a graduation gift from his parents. Don't be fooled though, the guy knows how to drive. He's been to every race school you can think of.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	8
Milestones Completed	5
Total Bounty	5,550,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Omega & Industries

Drag: Boardwalk & Bayshore

Lap Knockout: Riverside; College Switchback

Speedtrap: Heritage & Warrant; Masterson & Route 55

Sprint: Seagate & Camden; Bond & Forest Green; Hwy 99 & Projects

Tollbooth: Petersburg Projects; Petersburg & Project; Wharf & North Bay

Milestone Options

- Trade Paint
- Bounty
- Pursuit Evasion
- Pursuit Time
- 3 Photo Tickets



TO BEAT RONNIE AND BECOME #3

Circuit: Bay Bridge; Camden Tunnel

Sprint: Seaside & Lennox

Winner's Take: \$60,000



» BLACKLIST BOSS #2: BULL



» BIO

Name: Toru Sato

Ride: Mercedes-Benz SLR McLaren

Strength: Sprint Races

If it weren't for Razor, Toru would still be hanging down at the docks, dreamin' of the Blacklist. This fool thinks he's got a sleeper, calls it reverse psychology. The only thing stock on his ride is the paint. Toru likes to keep his car mint, so give him a bump when you can.



» RACE EVENTS

BOSS CHALLENGE
PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	8
Milestones Completed	5
Total Bounty	7,550,000

BOSS CHALLENGE
PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Campus Interchange; Country Club; East Park

Drag: Camden & Seaside

Lap Knockout: Petersburg Crossing; Valley & Hwy 201

Speedtrap: Lennox & Camden; Industrial & Green

Sprint: Camden & Dunwich

Tollbooth: Beacon & Petersburg; Petersburg & Bond; Bond & Beacon Bridge

Milestone Options

- Cost to State
- Pursuit Time
- Roadblocks
- Spike Strips
- 3 Photo Tickets

TO BEAT BULL AND BECOME #2
ON THE BLACKLIST

Circuit: Oil Refinery

Sprint: Ironhorse & Coast; Seaside Interchange

Winner's Take: \$75,000



BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

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» BLACKLIST BOSS # 1: RAZOR



» BIO

Name: Clarence Callahan

Ride: BMW M3 GTR

Strength: Everything

Razor rocketed to the top of the Blacklist using your ride. Now he's holding it down and rolling the streets like he owns them. He'll do anything he can to give himself an edge. That includes messin' with your head. Remember, you can't trust anything he says.



» RACE EVENTS

BOSS CHALLENGE PREREQUISITE EVENTS

SUMMARY TABLE

Item	Targets
Race Wins	9
Milestones Completed	5
Total Bounty	10,000,000

BOSS CHALLENGE PREREQUISITE EVENTS (CONT.)

Race Options

Circuit: Hastings

Drag: N/A

Lap Knockout: Smuggler's Wharf

Speedtrap: Union Row & Seaside; Ironhorse & Bristol

Sprint: Hwy 2001; Diamond Park; Industrial & Bristol; Bay Bridge & Seaside

Tollbooth: Route 55 & Chase; Petersburg & Camden; Marine & Lennox

Milestone Options

- Trade Paint
- Bounty
- Pursuit Evasion
- Pursuit Time
- 3 Photo Tickets



TO BEAT RAZOR AND BECOME #1 ON THE BLACKLIST

Circuit: Clubhouse

Drag: Terrace & Riverside

Speedtrap: Warrent

Sprint: Forest Green; Clubhouse & Lennox

Winner's Take: Jail time or freedom—it's up to you.

EPIC PURSUIT



EPIC PURSUIT (CONT.)



Once you've beaten Razor, the endgame begins. In this final pursuit, Cross and the RPD have you and you alone in their sights—they've even created a brand-new Heat level—Heat Level 6—just for this pursuit.

You must evade the police and make it to the bridge jump in Collegetown. It's right off the highway at the road construction area. You must have seen it by now—remember the huge piles of dirt blocking the road off the highway? Construction is now complete and the road beyond is open. You must get there and make the final bridge jump to finish the game. Get that whip crackin'!



You need to harness all your horses to make the bridge jump. Get up to top speed and blast off all your Nitro to make this dramatic escape.

» BLACKLIST CARS



BLACKLIST BOSS # 15: SONNY



BLACKLIST BOSS # 14: TAZ

BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

TRACKS

ONLINE
PLAYBEHIND THE
SCENES

APPENDIX



REMAINING
CHAPTER FOUR: CAREER MODE
CHAPT





BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

TRACKS

**ONLINE
PLAY**

**BEHIND THE
SCENES**

APPENDIX



REMAINING
CHAPTER FOUR: CAREER MODE



BLACKLIST BOSS #7: KAMIKAZE



BLACKLIST BOSS #6: MING



BLACKLIST BOSS #5: WEBSTER



BASICS

THE RIDES

UPGRADES

CAREER MODE

- INTRO
- PURSUITS
- THE HEAT IS ON!
- RAP SHEET
- THE BLACKLIST

TRACKS

**ONLINE
PLAY**

**BEHIND THE
SCENES**

APPENDIX



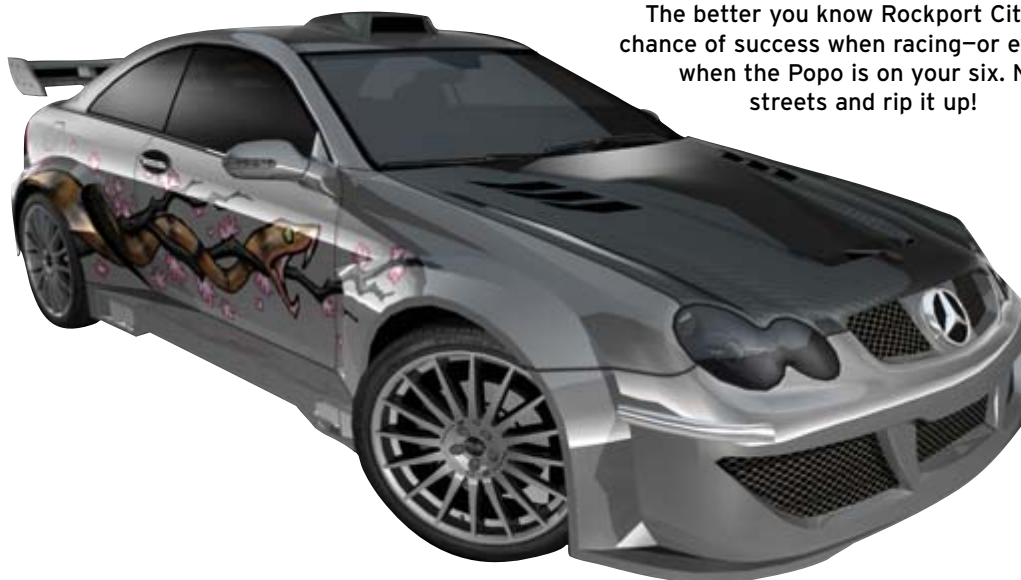
ROCKPORT CITY TRACKS

» INTRODUCTION

Whether by playing through Career mode or working through the Race and Challenge events via the front end of the game, you're going to be spending a lot of time in the streets of Rockport City. Give it a couple weeks and you'll know Rockport like the back of your hand. Aside from direct experience on the tracks or exploring the available regions in Free Roam, the only other way to get your bearings is this chapter, which gives you an overview all of the race event tracks.

In order to help you learn the streets faster, we've designed a visual key for the many tracks to streamline the learning process. At a glance you can see the track and where the identified features are located. That's where the key fits in—right away you'll see whether the feature is a recommended fastest route, a time-saving shortcut, a warning about sharp corners or obstacles, or even a general orientation photo so you learn to recognize the area when you get there.

The better you know Rockport City, the better your chance of success when racing—or even more critical, when the Popo is on your six. Now hit the streets and rip it up!

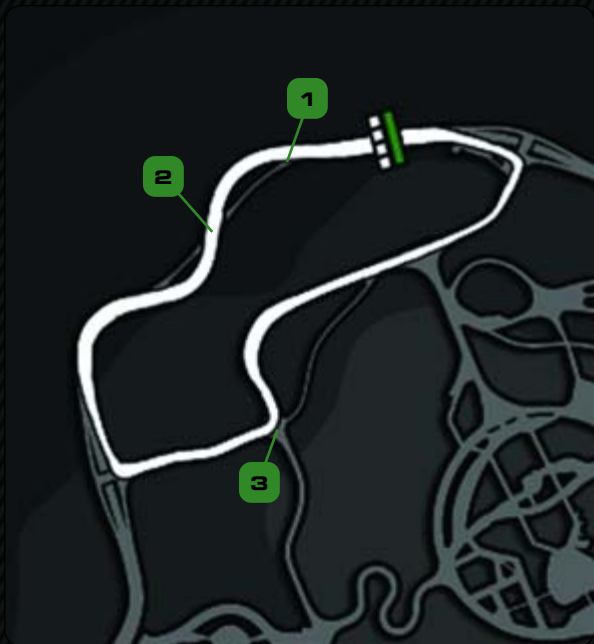


ROCKPORT CITY TRACKS

» CIRCUIT TRACKS

IRONWOOD ESTATES

SERIES: 1/28 LENGTH: 4.2 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

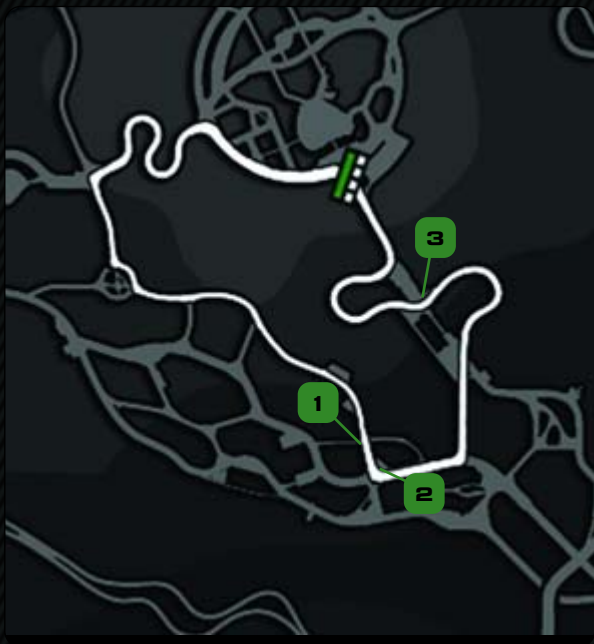
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

CAMPUS WAY

SERIES: 2/28 LENGTH: 5.6 MILES



tip

Pursuit Breakers can be used to block other racers-not just the police!

KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

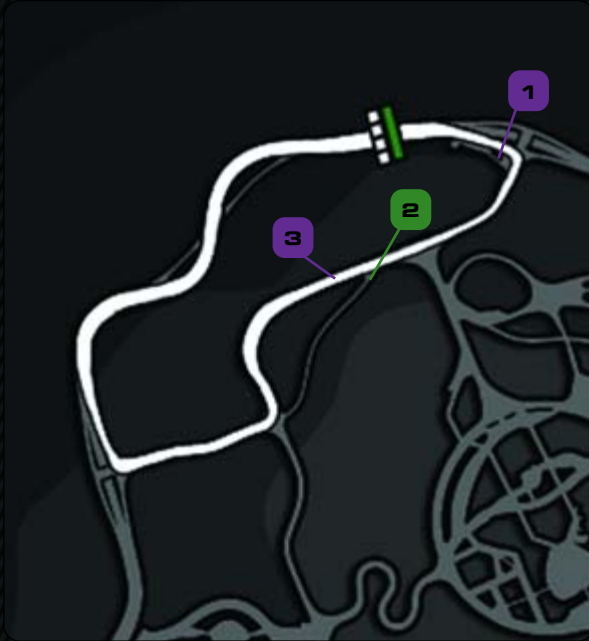
● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

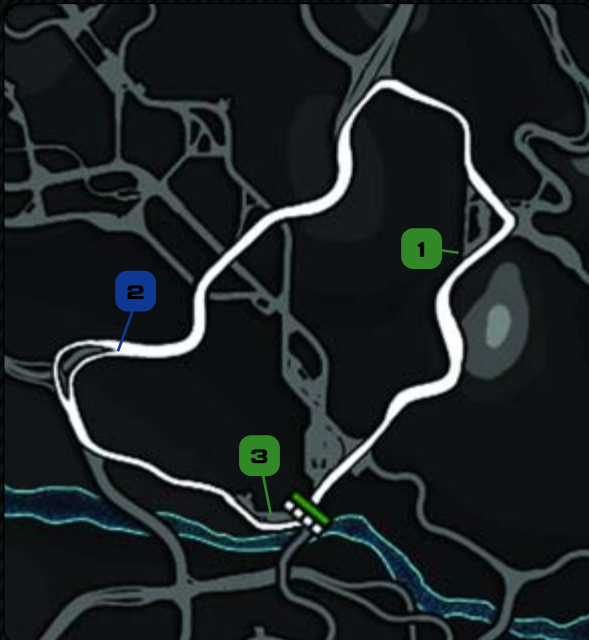
HIGHLANDS

SERIES: 3/28 LENGTH: 4.3 MILES



PETERSBURG

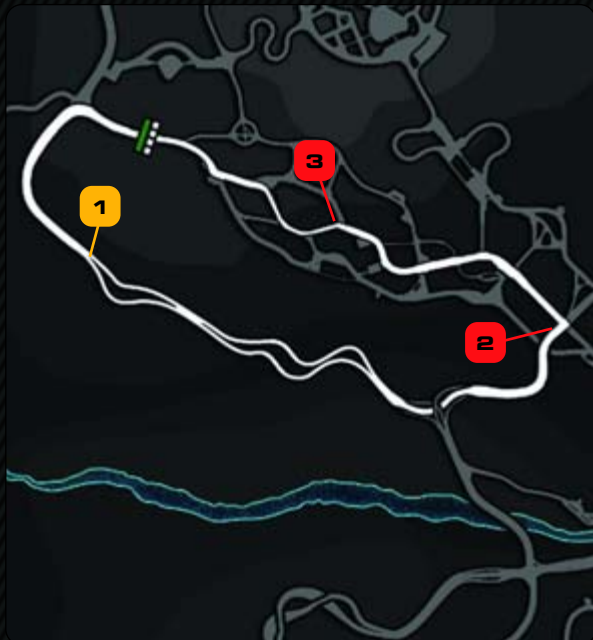
SERIES: 4/28 LENGTH: 5.7 MILES



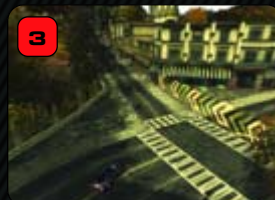
ROCKPORT CITY TRACKS

HERITAGE HEIGHTS

SERIES: 5/28 **LENGTH:** 7.5 MILES



1 Note: your choice.



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

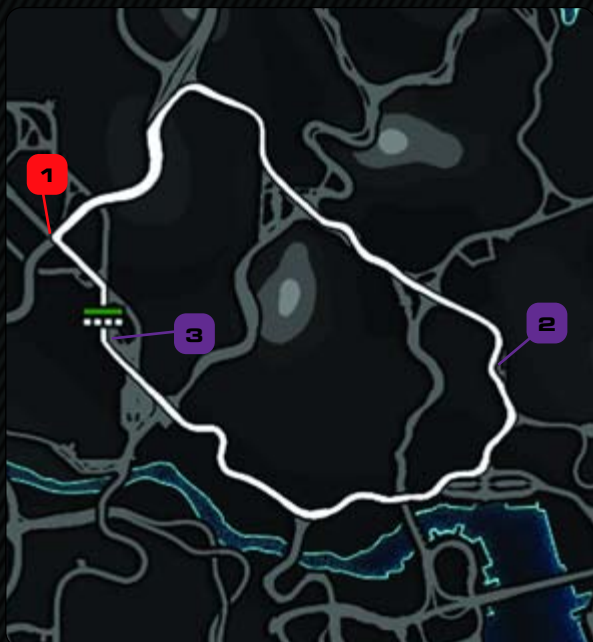
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

OMEGA

SERIES: 6/28 **LENGTH:** 6.5 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

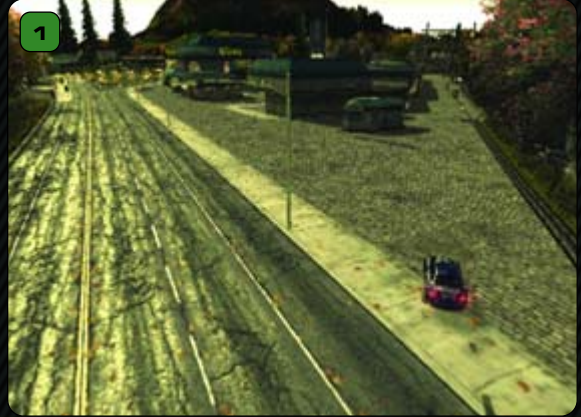
● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

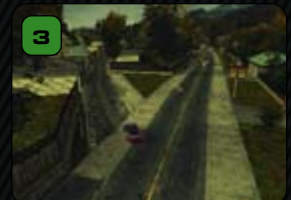
DIAMOND

SERIES: 7/28 LENGTH: 8.9 MILES



HILLCREST BOUNDARY

SERIES: 8/28 LENGTH: 9.2 MILES



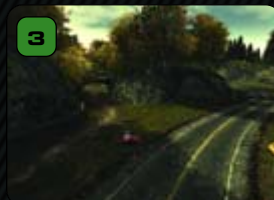
KEY

● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● NOTE ● FASTEST ROUTE

ROCKPORT CITY TRACKS

CIRCLE ROSE

SERIES: 9/28 LENGTH: 6.8 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

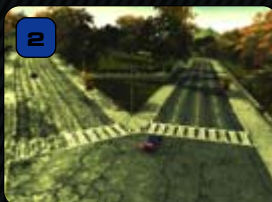
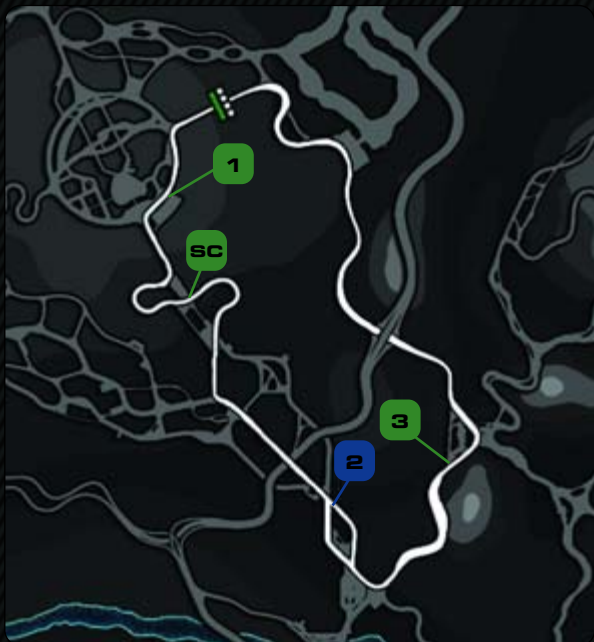
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

SWITCHBACK

SERIES: 10/28 LENGTH: 8.9 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

HOSPITAL SWITCHBACK

SERIES: 11/28 LENGTH: 7.0 MILES



SUNWICH BAY

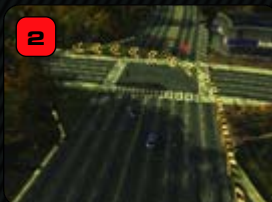
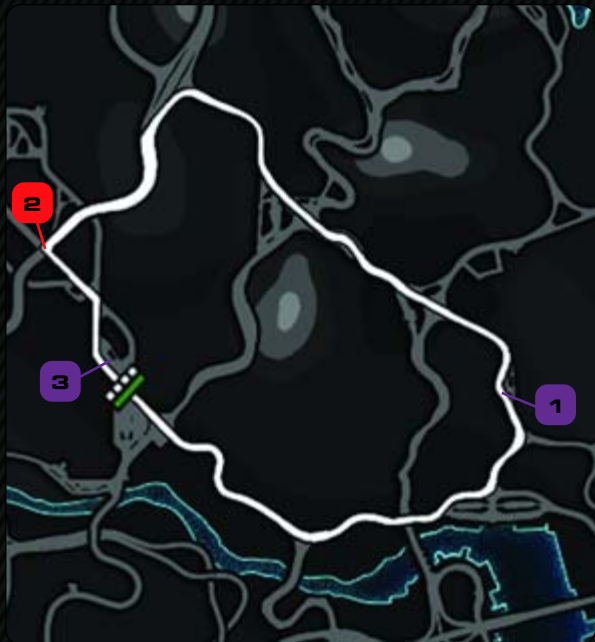
SERIES: 12/28 LENGTH: 7.4 MILES



ROCKPORT CITY TRACKS

BOUNDARY

SERIES: 13/28 LENGTH: 6.5 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

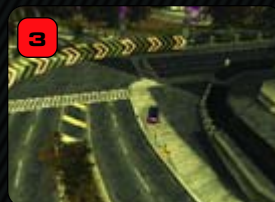
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

CENTURY SQUAKE

SERIES: 14/28 LENGTH: 4.1 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



NOTE



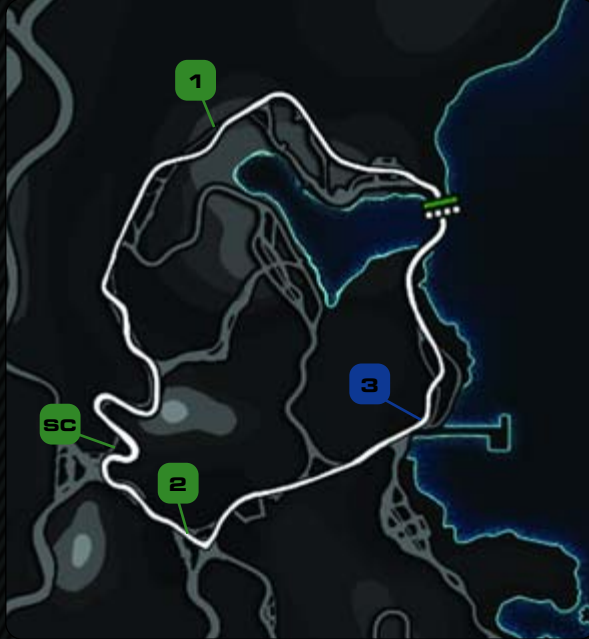
FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

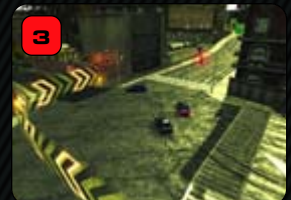
HERITAGE & OMEGA

SERIES: 15/28 LENGTH: 7.1 MILES



LITTLE ITALY

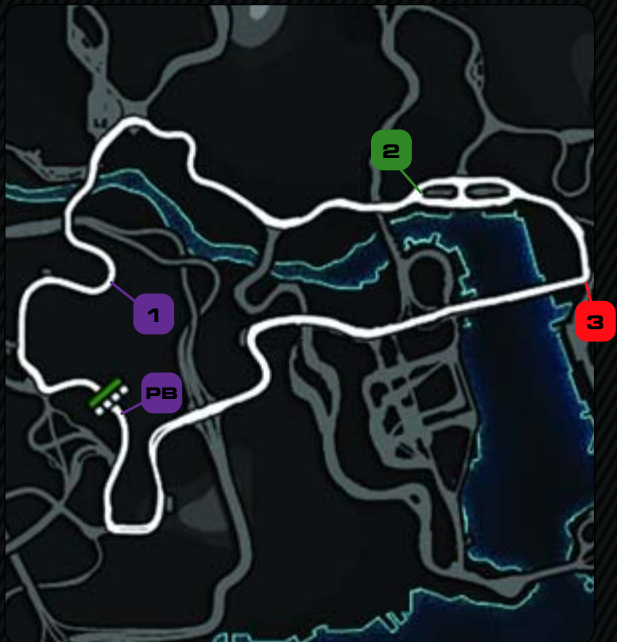
SERIES: 16/28 LENGTH: 5.0 MILES



ROCKPORT CITY TRACKS

IRONHORSE

SERIES: 17/28 LENGTH: 8.4 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

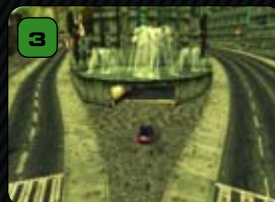
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

WATERFRONT

SERIES: 18/28 LENGTH: 5.3 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

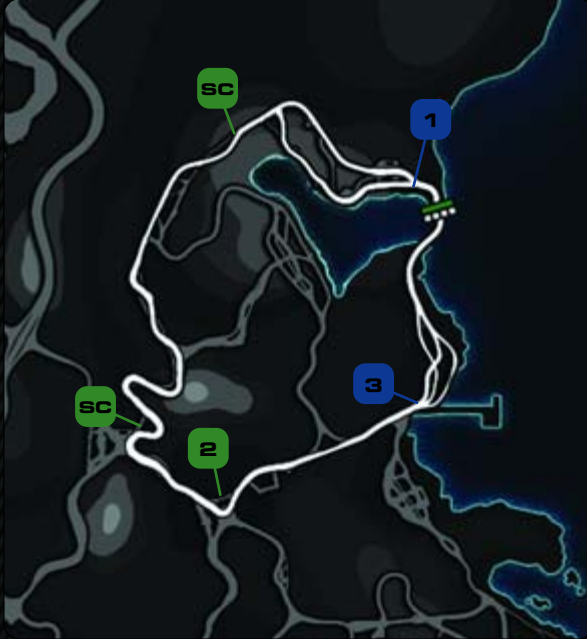
● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

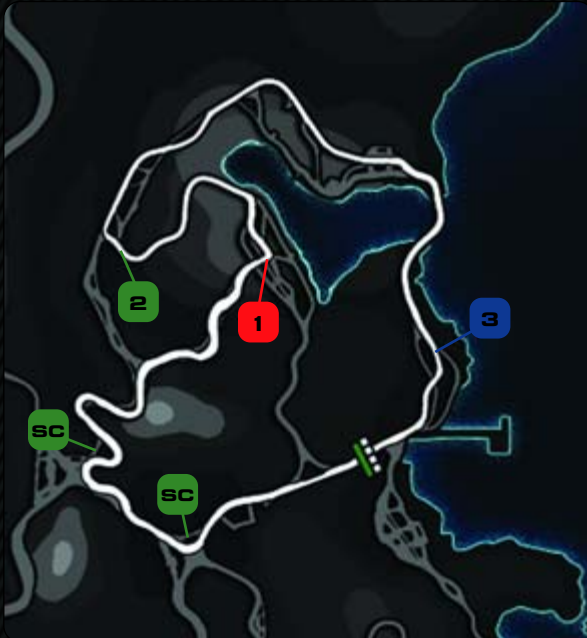
GRAY POINT

SERIES: 19/28 LENGTH: 7.1 MILES



OMEGA & INDUSTRIES

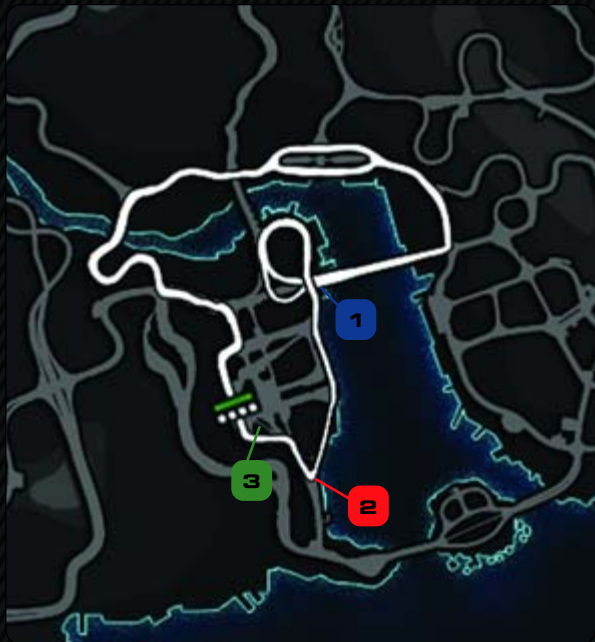
SERIES: 20/28 LENGTH: 8.5 MILES



ROCKPORT CITY TRACKS

BAY BRIDGE

SERIES: 21/28 **LENGTH:** 7.8 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

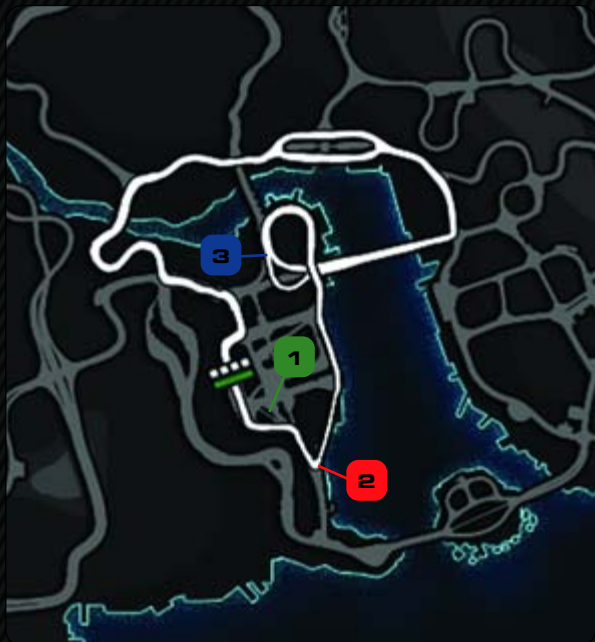
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

CAMDEN TUNNEL

SERIES: 22/28 **LENGTH:** 7.9 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

CAMPUS INTERCHANGE

SERIES: 23/28 LENGTH: 13.9 MILES



COUNTRY CLUB

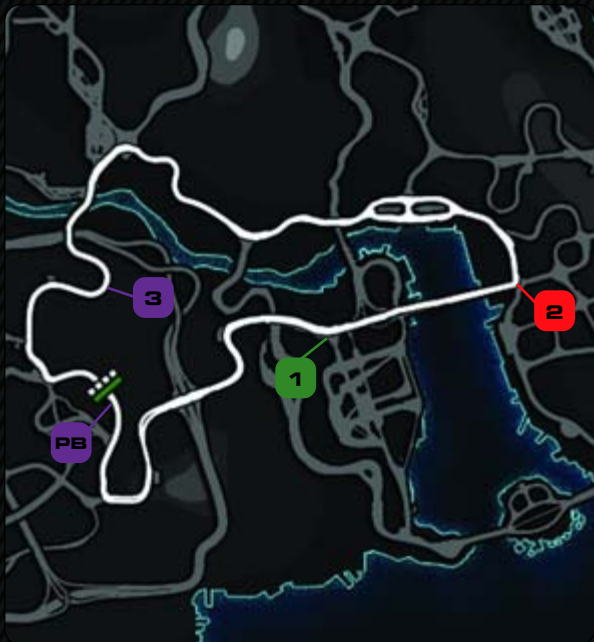
SERIES: 24/28 LENGTH: 13.9 MILES



ROCKPORT CITY TRACKS

EAST PARK

SERIES: 25/28 LENGTH: 8.5 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

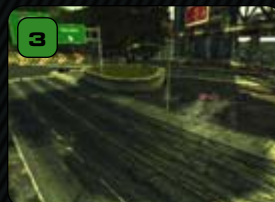
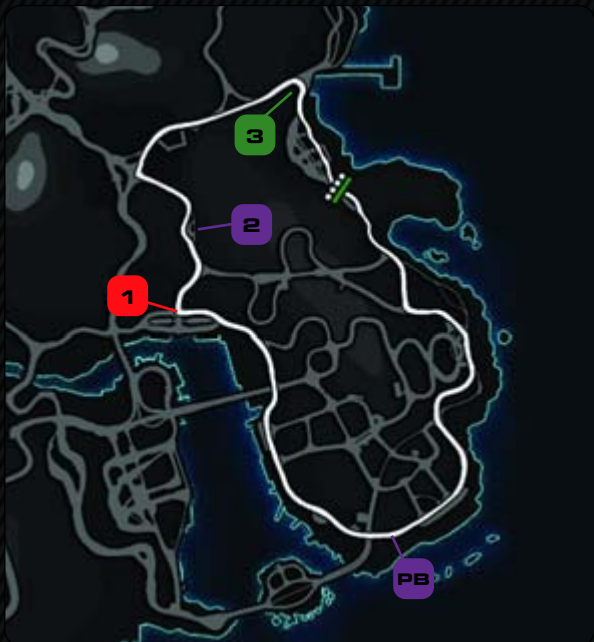
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

OIL REFINERY

SERIES: 26/28 LENGTH: 8.4 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



NOTE



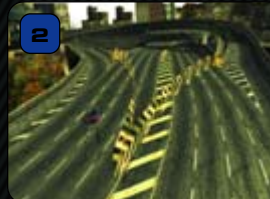
FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

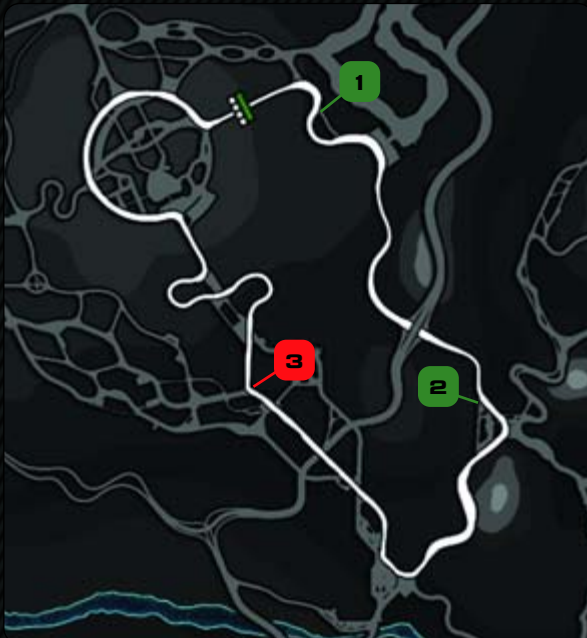
HASTINGS

SERIES: 27/28 LENGTH: 17.9 MILES



CLUBHOUSE

SERIES: 28/28 LENGTH: 10.4 MILES

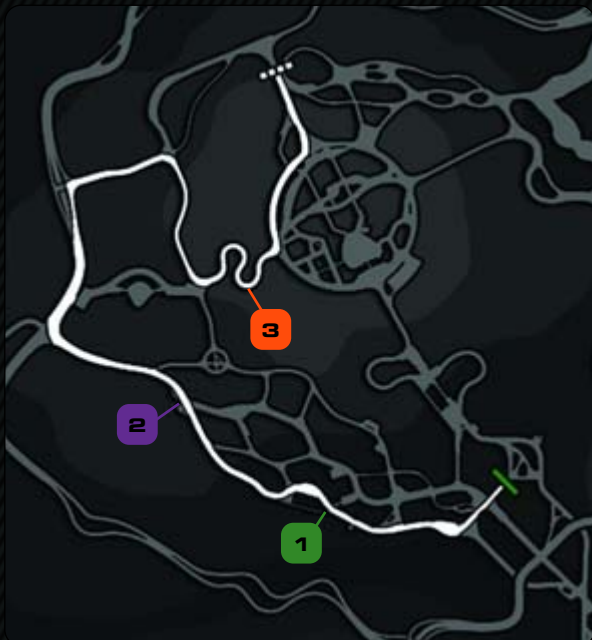


ROCKPORT CITY TRACKS

» SPRINT TRACKS

DIAMOND & UNION

SERIES: 1/44 LENGTH: 3.5 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

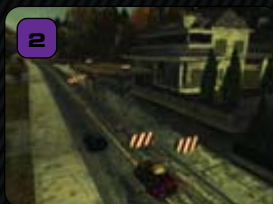
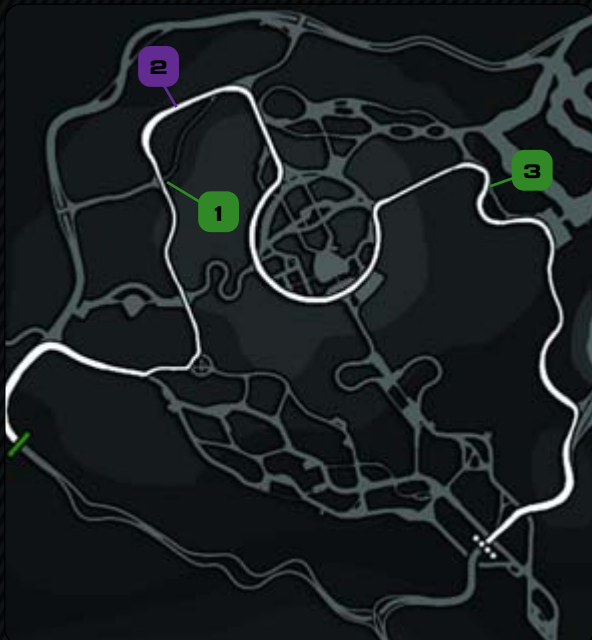
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

HWY 99 & STATE

SERIES: 2/44 LENGTH: 5.0 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



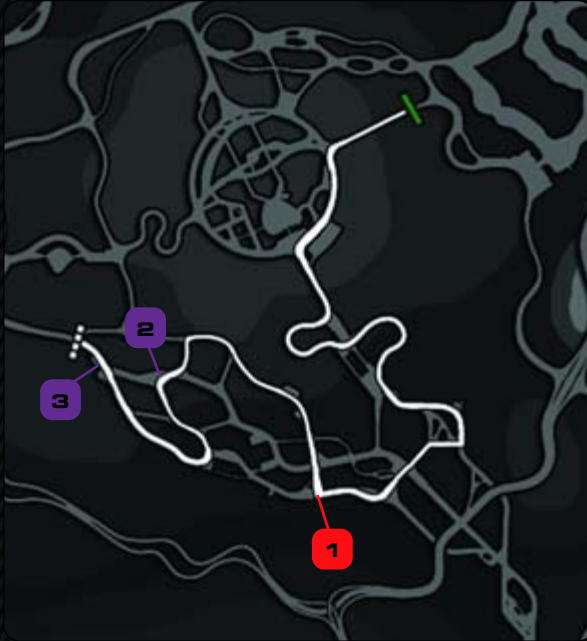
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

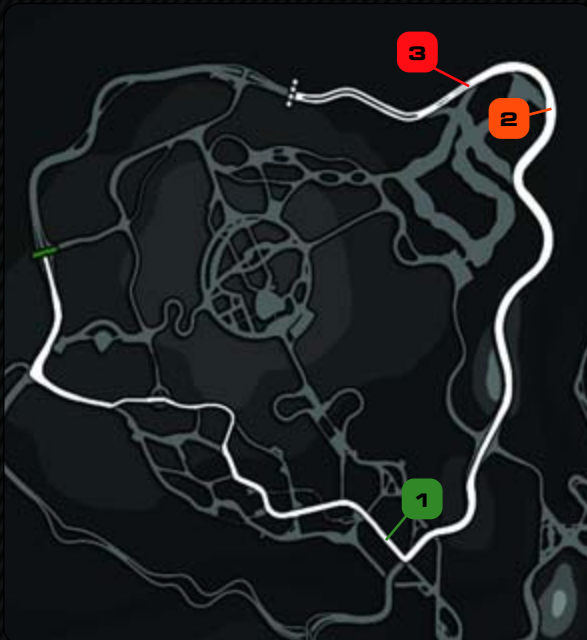
CLUBHOUSE & HOUSE

SERIES: 3/44 LENGTH: 3.7 MILES



STADIUM & HWY 99

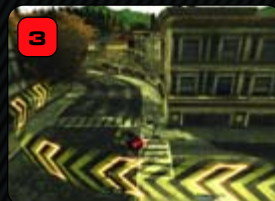
SERIES: 6/28 LENGTH: 4.9 MILES



ROCKPORT CITY TRACKS

ROSEWOOD & STATE

SERIES: 5/44 LENGTH: 4.1 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

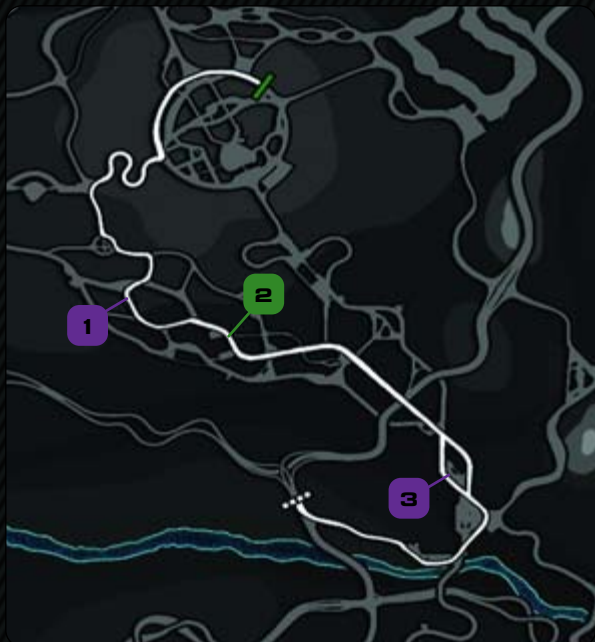
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

ROSEWOOD & LYONS

SERIES: 6/44 LENGTH: 3.7 MILES



tip

While power-sliding around sharp corners, wait until you're pointed in the right direction, then engage your Nitro to straighten out more easily and recover lost speed.

KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



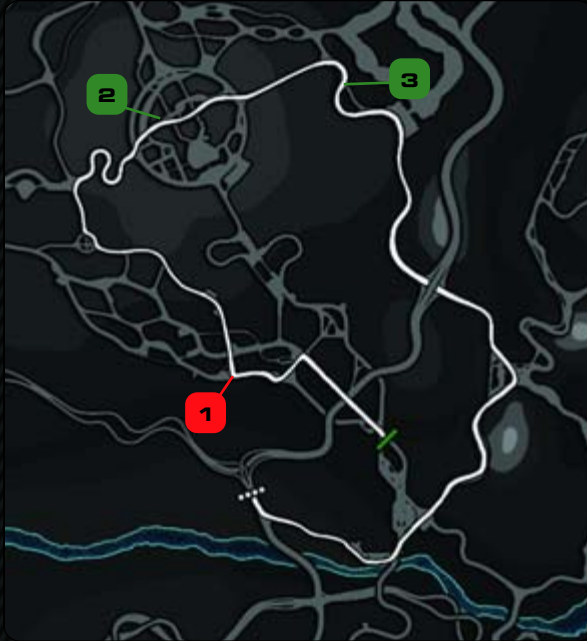
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

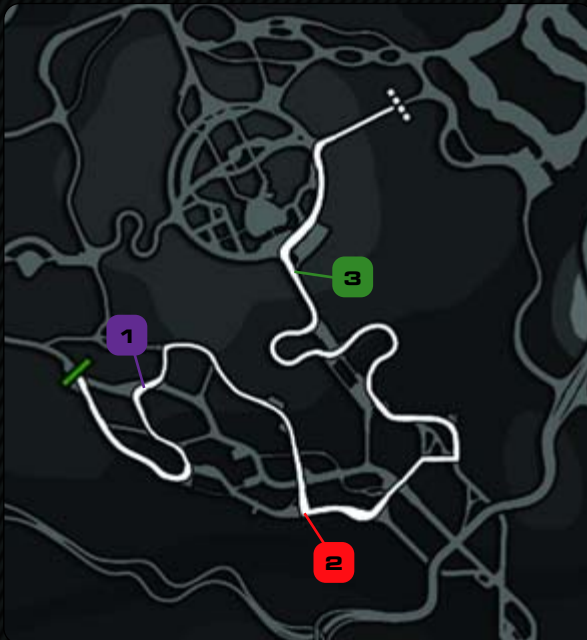
UNION & HOLLIS

SERIES: 7/44 LENGTH: 5.6 MILES



HERITAGE & CAMPUS

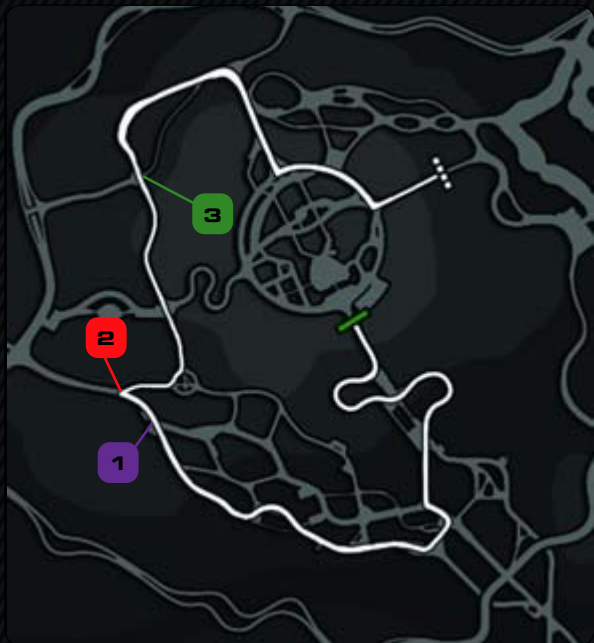
SERIES: 8/44 LENGTH: 3.6 MILES



ROCKPORT CITY TRACKS

CAMPUS & CHANCELLOR

SERIES: 9/44 LENGTH: 4.2 MILES



INTRO

BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

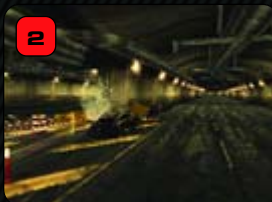
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

ROCKRIDGE & UNION

SERIES: 10/44 LENGTH: 5.1 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

CHASE & BRISTOL

SERIES: 11/44 LENGTH: 3.8 MILES



BEACON & STATION

SERIES: 12/44 LENGTH: 3.4 MILES



tip

To be really hot through the corners, tap your handbrake to force a slight slide even before starting to turn. This must be done accurately just before the corner starts so you're in the slide when the track changes direction.

KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

BRISTOL & BAYSHORE

SERIES: 13/44 LENGTH: 3.8 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

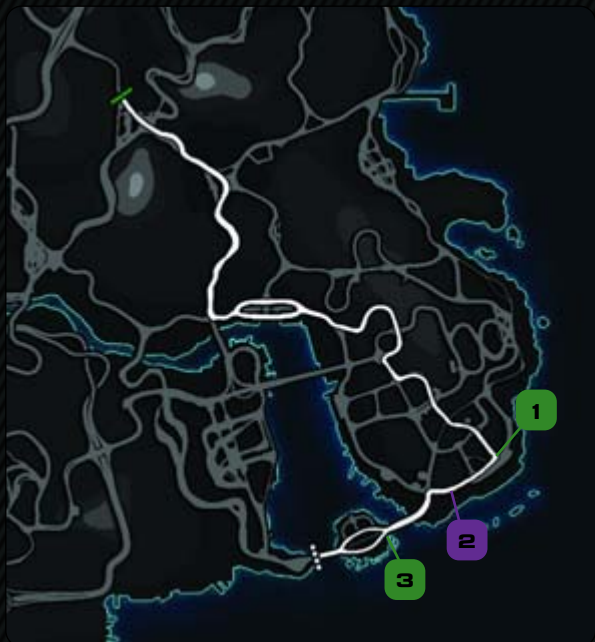
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

BOUNDARY & MARINA

SERIES: 14/44 LENGTH: 3.2 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

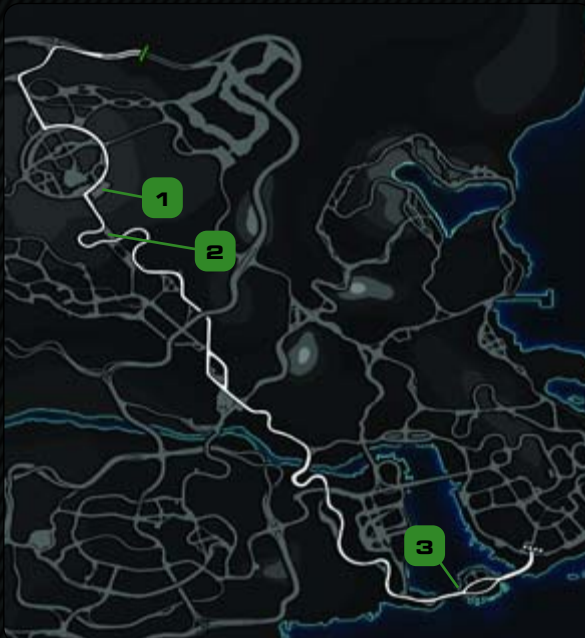
STADIUM & HWY 1

SERIES: 15/44 LENGTH: 6.4 MILES



NORTH BAY & HARBOR

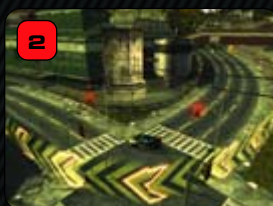
SERIES: 16/44 LENGTH: 4.7 MILES



ROCKPORT CITY TRACKS

CAMDEN & ROUTE 55

SERIES: 17/44 LENGTH: 8.1 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE
PLAY

BEHIND THE
SCENES

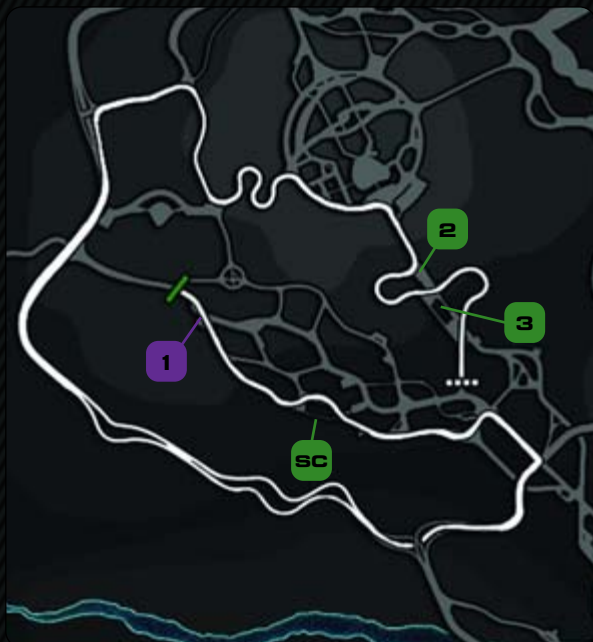
APPENDIX

tip

You can often slow down enough for a corner just by letting off the gas for a few seconds. We never use our regular brakes, only the handbrake if it's really needed.

HERITAGE & DIAMONDS

SERIES: 18/44 LENGTH: 6.3 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● VIEW

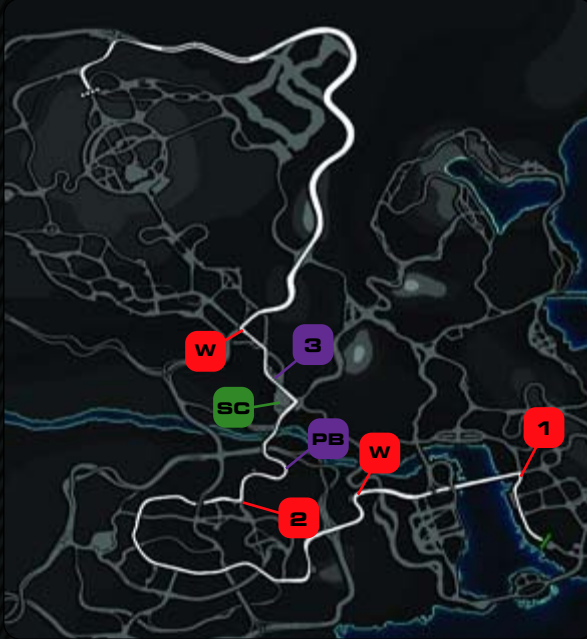
● FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

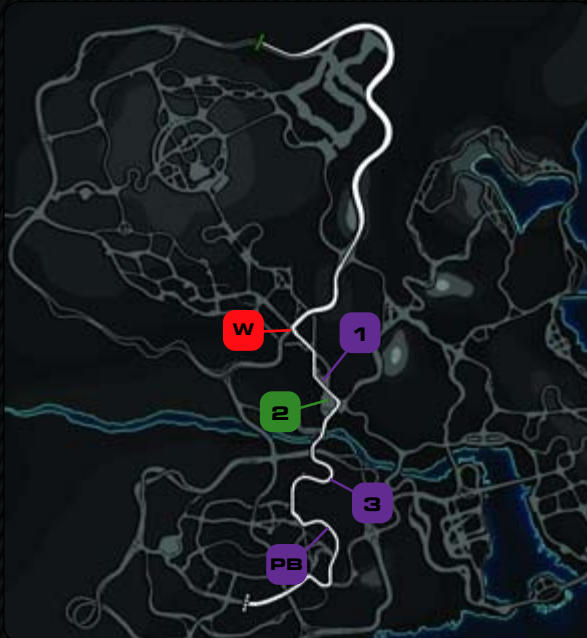
CAMDEN & IRONWOOD

SERIES: 19/44 LENGTH: 7.7 MILES



INTERCHANGE & BOND

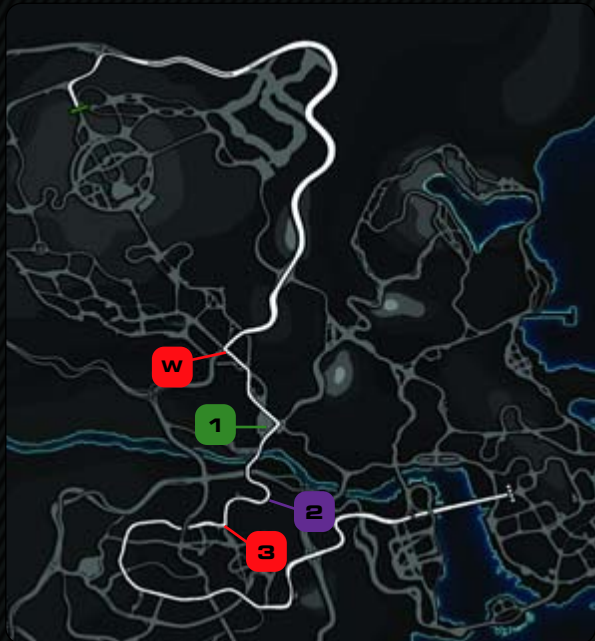
SERIES: 20/44 LENGTH: 4.9 MILES



ROCKPORT CITY TRACKS

UNION ROW & OCEAN

SERIES: 21/44 LENGTH: 7.7 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

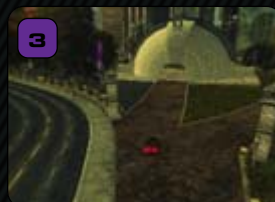
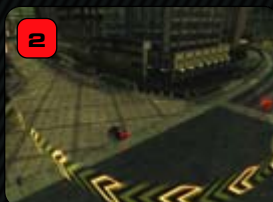
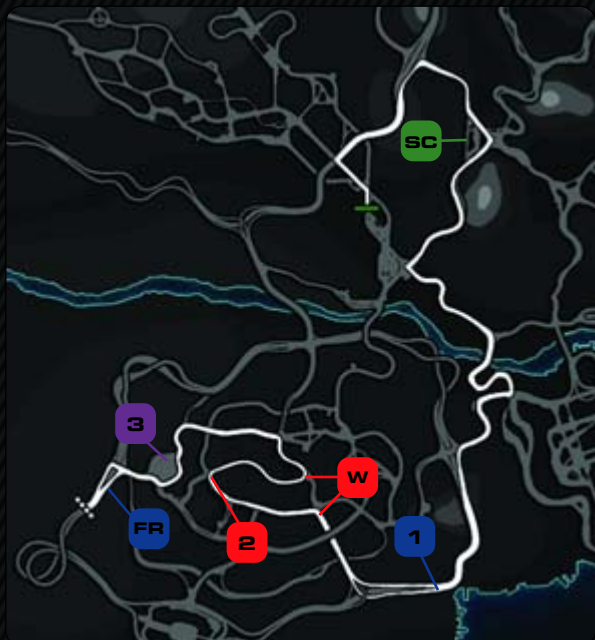
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

DIAMOND VALLEY

SERIES: 22/44 LENGTH: 6.1 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



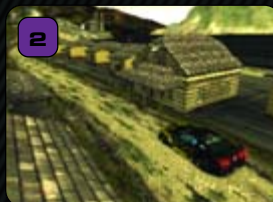
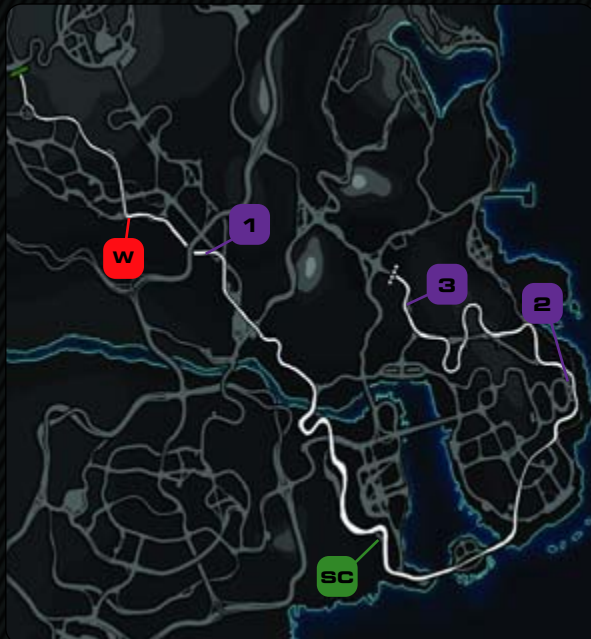
VIEW



FASTEST ROUTE (FR)

STADIUM & CHASE

SERIES: 23/44 LENGTH: 6.6 MILES



tip

The key to perfect power-sliding is counter-steering. To stop your slide in one direction, steer in the opposite direction to counteract the spin. This finesse is used by drifting masters.

WEST PARK & LYONS

SERIES: 24/44 LENGTH: 3.2 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

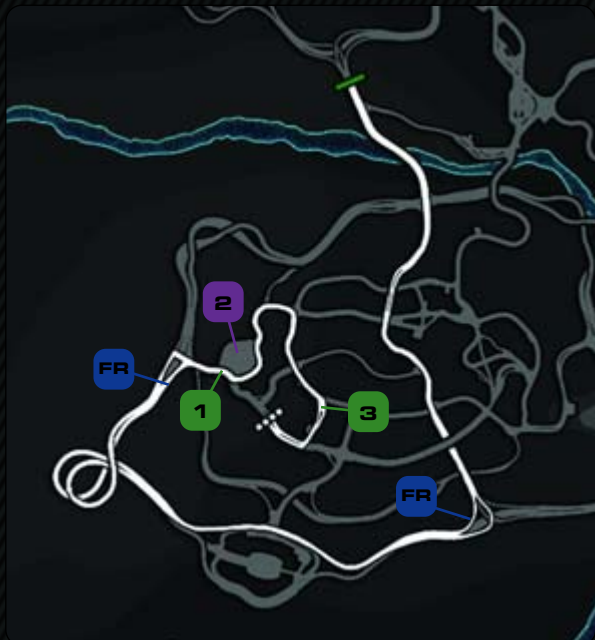
● VIEW

● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

HWY 201 & LYONS

SERIES: 25/44 LENGTH: 4.5 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

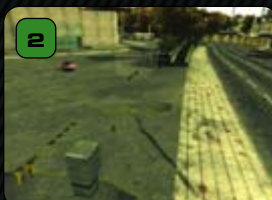
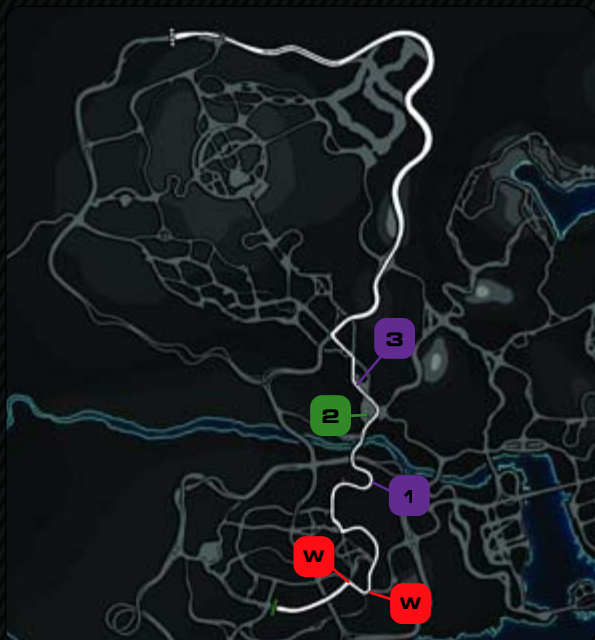
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

BOND & COUNTRY CLUB

SERIES: 26/44 LENGTH: 5.7 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



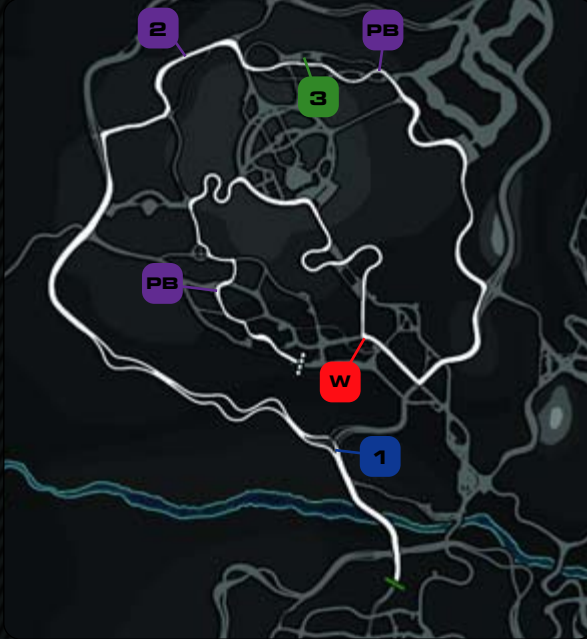
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

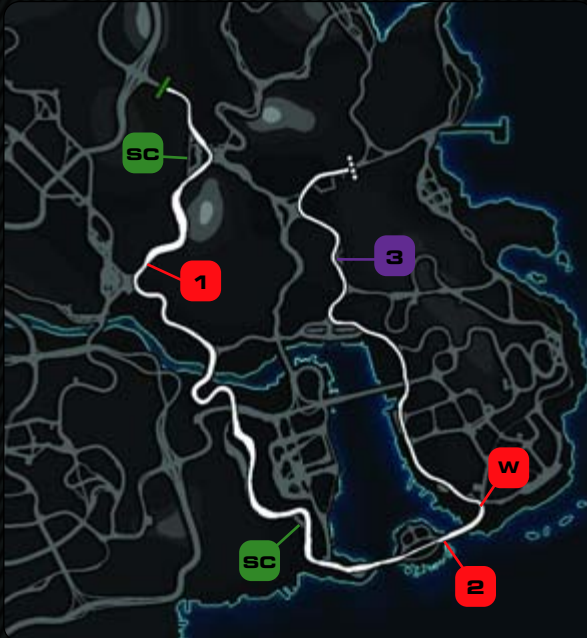
LYONS & STATE

SERIES: 27/44 LENGTH: 8.8 MILES



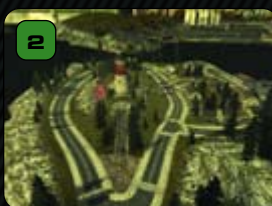
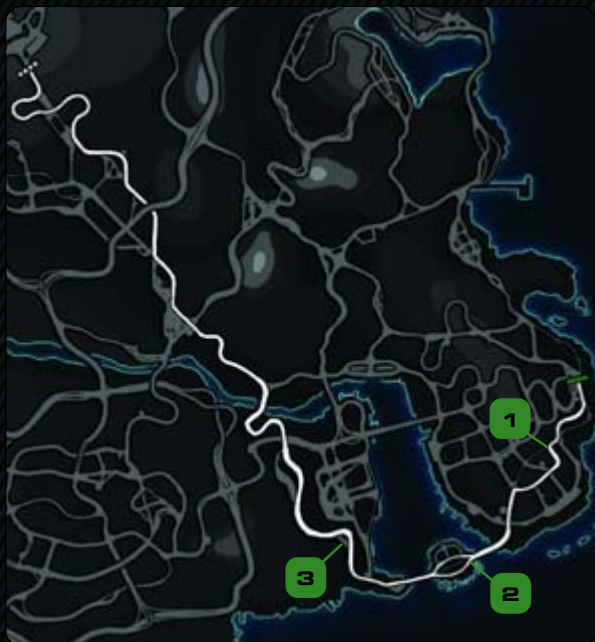
CAMDEN & FISHER

SERIES: 28/44 LENGTH: 5.0 MILES



ROCKPORT CITY TRACKS

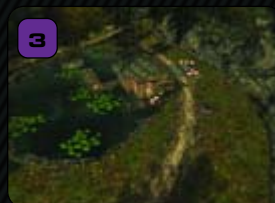
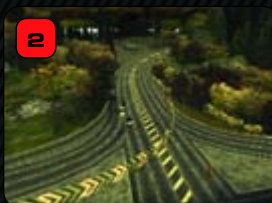
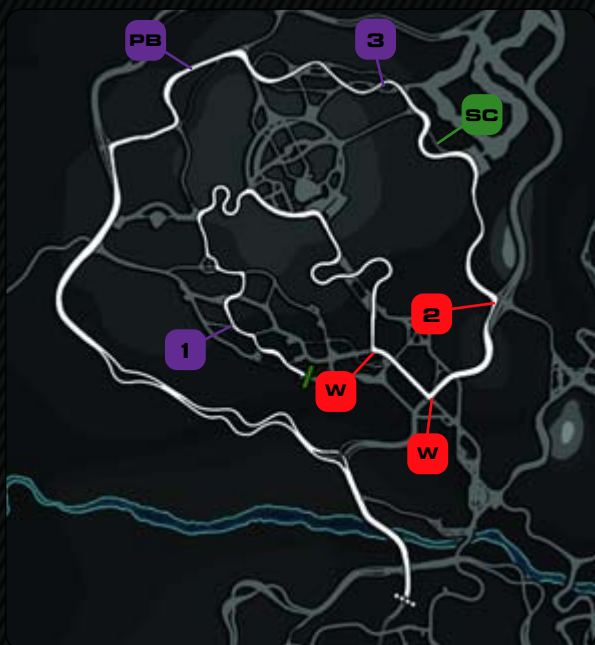
BEACH & CHANCELOK SERIES: 29/44 LENGTH: 4.9 MILES


BASICS
THE RIDES
UPGRADES
**CAREER
MODE**
TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

**ONLINE
PLAY**
**BEHIND THE
SCENES**
APPENDIX

STATE & WARRENT SERIES: 30/44 LENGTH: 8.8 MILES


tip

When given the choice of two routes, the inside route is generally the fastest.

KEY

SHORTCUT (SC)

PURSUIT BREAKER (PB)

WARNING! (W)

VIEW

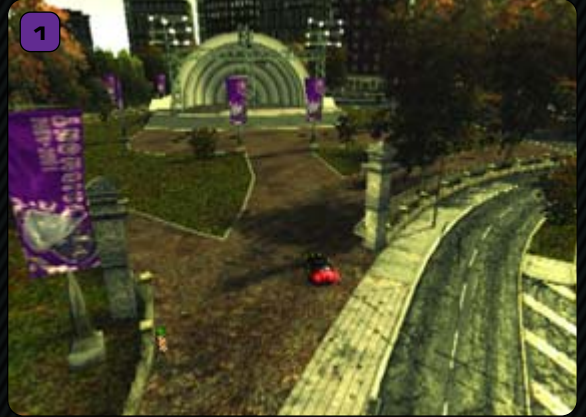
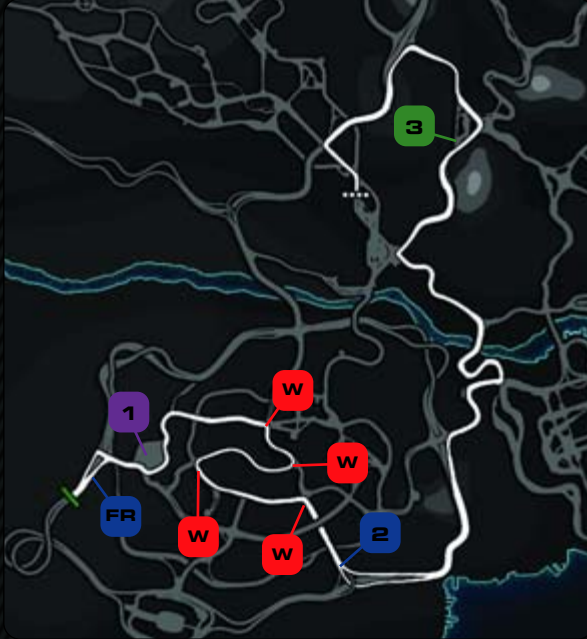
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

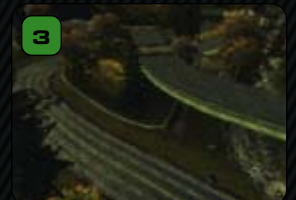
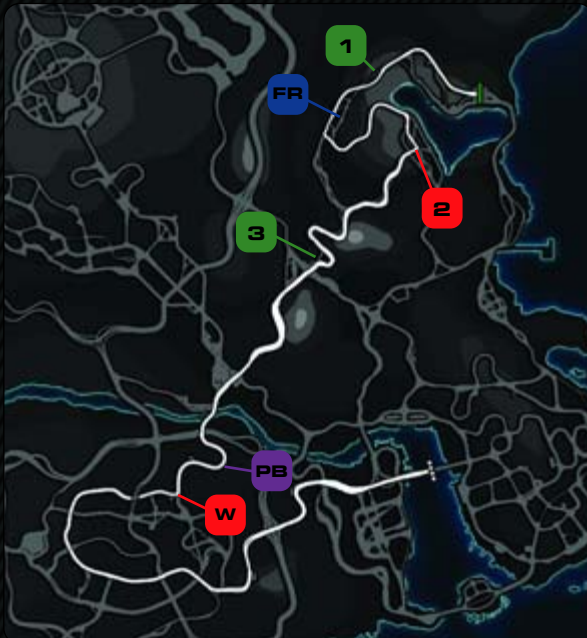
VALLEY & STATE

SERIES: 31/44 LENGTH: 6.1 MILES



SEAGATE & CAMDEN

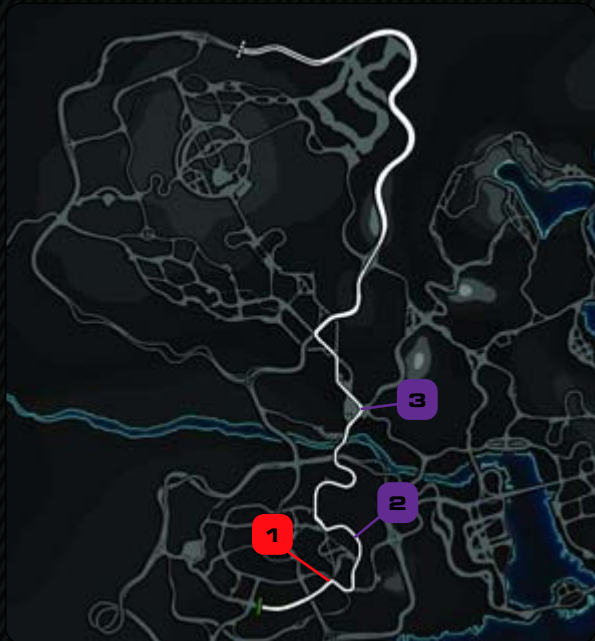
SERIES: 32/44 LENGTH: 7.0 MILES



ROCKPORT CITY TRACKS

BOND & FOREST GREEN

SERIES: 33/44 LENGTH: 5.2 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE PLAY

BEHIND THE SCENES

APPENDIX

HWY 99 & PROJECTS

SERIES: 34/44 LENGTH: 7.5 MILES



KEY

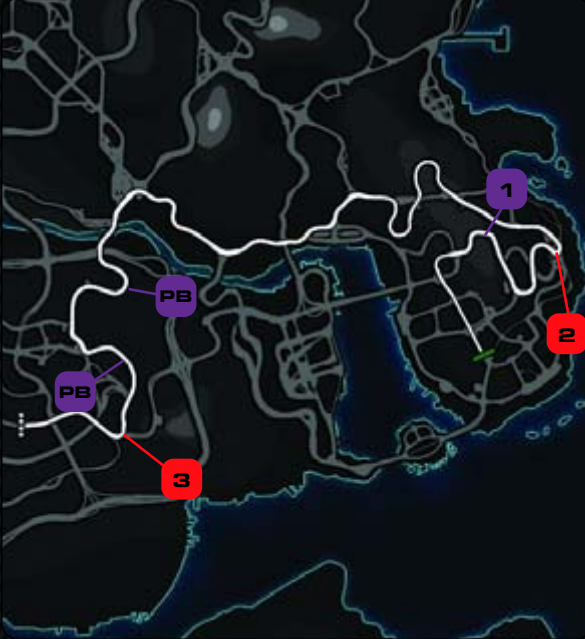
- SHORTCUT (SC)
- PURSUIT BREAKER (PB)
- WARNING! (W)
- VIEW
- FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

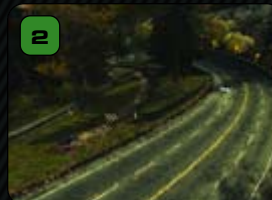
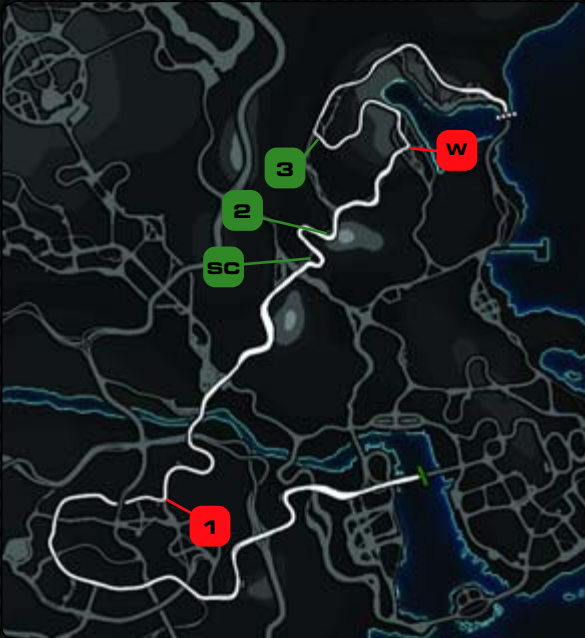
SEASIDE & LENNOX

SERIES: 35/44 LENGTH: 5.4 MILES



CAMDEN & DUNWICH

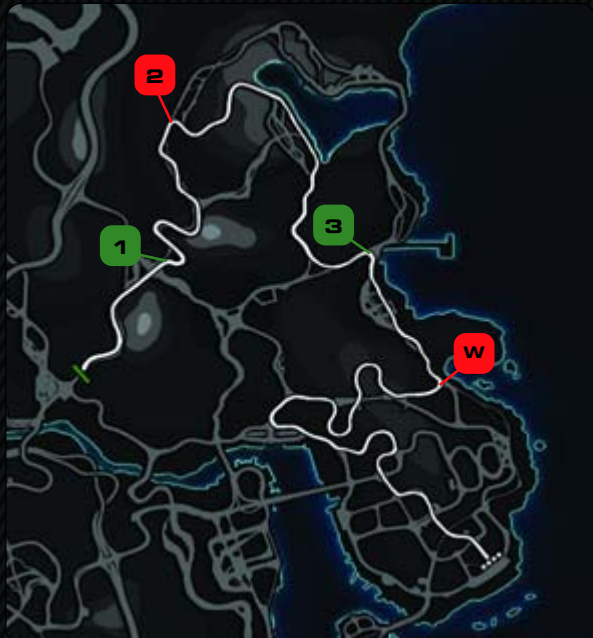
SERIES: 36/44 LENGTH: 7.2 MILES



ROCKPORT CITY TRACKS

IRONHORSE & COAST

SERIES: 37/44 LENGTH: 5.9 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

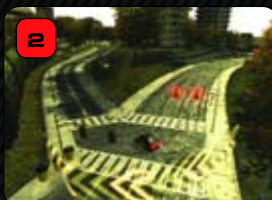
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

SEASIDE INTERCHANGE

SERIES: 38/44 LENGTH: 8.4 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



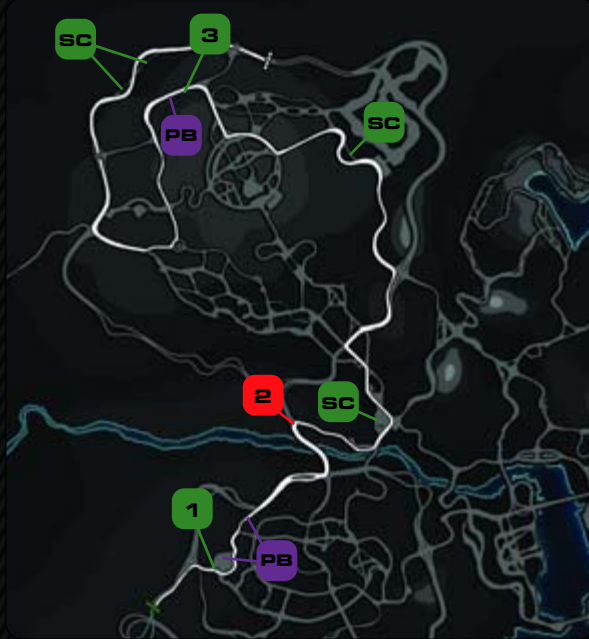
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

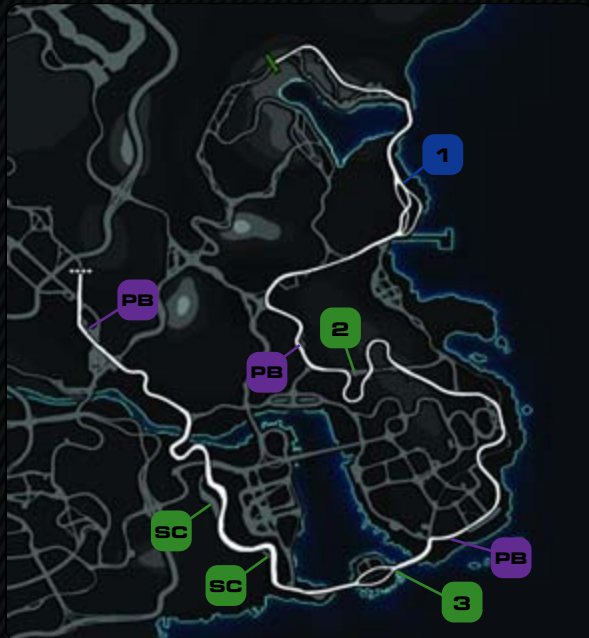
HWY 2001

SERIES: 39/44 LENGTH: 8.5 MILES



DIAMOND PARK

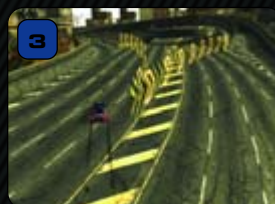
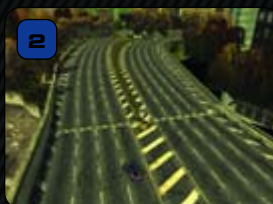
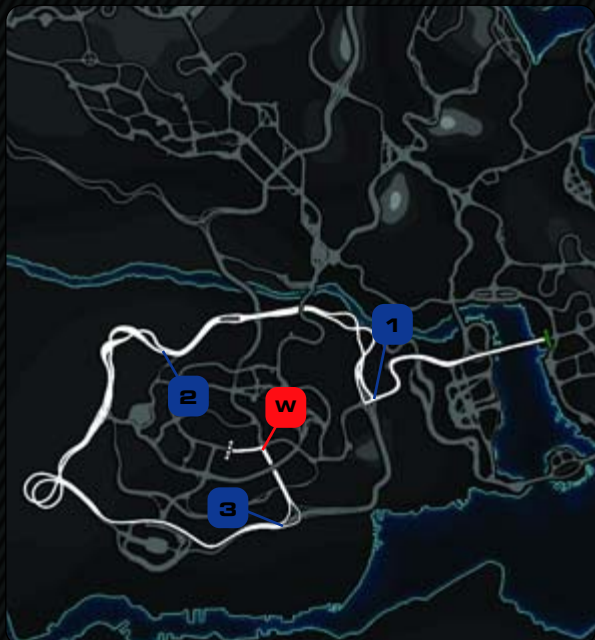
SERIES: 40/44 LENGTH: 7.4 MILES



ROCKPORT CITY TRACKS

INDUSTRIAL & BRISTOL

SERIES: 41/44 **LENGTH:** 5.7 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

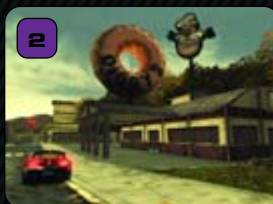
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

BNY BRIDGE & SEASIDE

SERIES: 42/44 **LENGTH:** 8.3 MILES



KEY

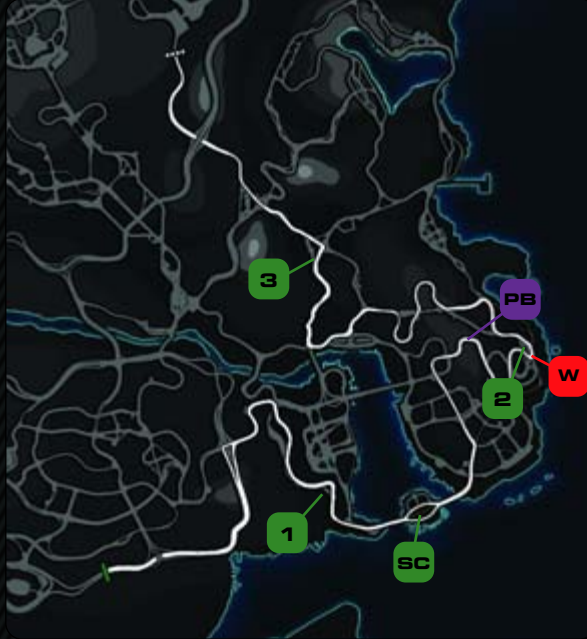
● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

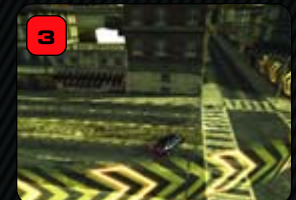
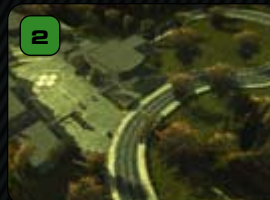
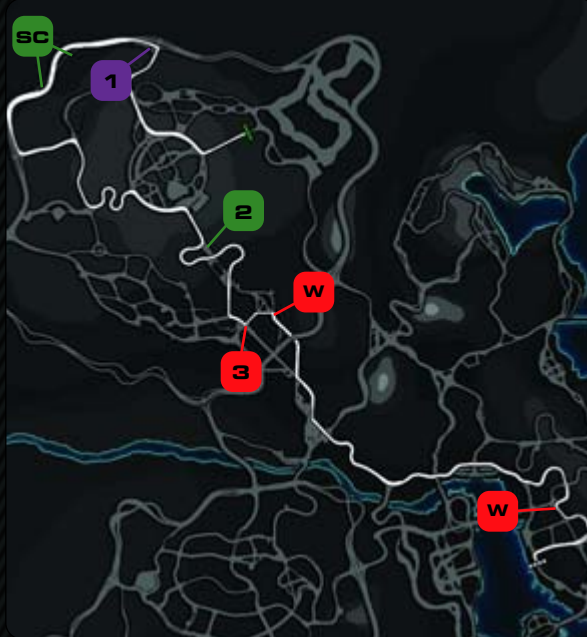
FOREST GREEN

SERIES: 43/44 LENGTH: 7.5 MILES



CLUBHOUSE & LENNOX

SERIES: 44/44 LENGTH: 10.0 MILES



» **DRAG TRACKS**

There is nothing like the rush of drag racing—maximum torque and nailing perfect shifts! Your knowledge of the drag tracks can make or break you, however. There is no substitute for field testing, but definitely watch for the features listed for each track.

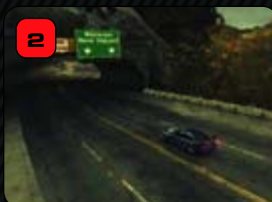
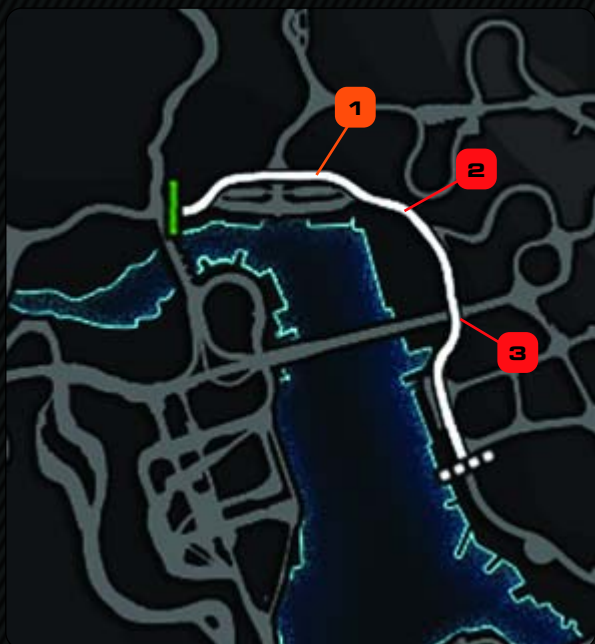
The warning categories for drag racing are different from those you've seen so far. They are similar to those used for other events, but in this case they call your attention to intersections that have constant cross traffic, or to bottlenecks (track sections that constrict to two lanes from four).

Safe lanes, a new visual feature that you'll see on a couple of tracks, are exclusive to drag racing. These are single traffic-free lanes on one side of the track. The benefit is brief, but it can let you avoid cars in an emergency and keep from being totaled.

Enough gab; let's have a look at the tracks.

BAYSHORE & BOARDWALK

SERIES: 1/11 **LENGTH:** 0.9 MILES



BASICS

THE RIDES

UPGRADES

**CAREER
MODE**

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

**ONLINE
PLAY**

**BEHIND THE
SCENES**

APPENDIX

tip

Every car has its own ideal RPM range for maximum torque applied to the asphalt. Watch the needle on your tachometer; when it goes blue is when you've got the most grip. Time your perfect launch to the start of the race, and take off ahead of the group right off the line.

KEY

● VIEW

● WARNING! (W)

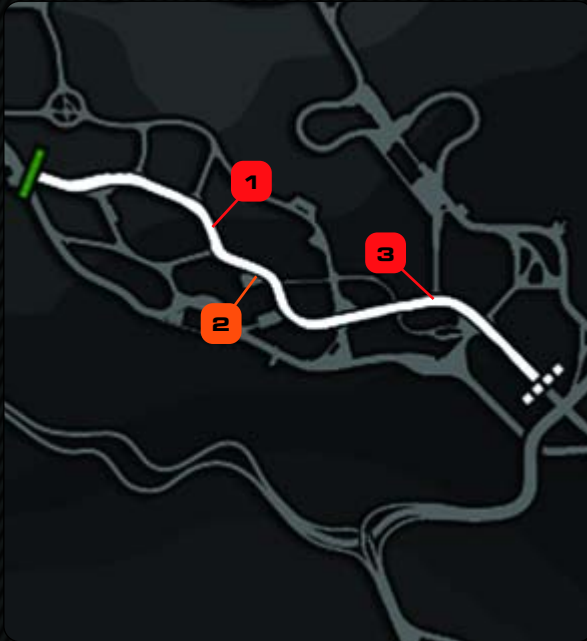
● SAFE LANE (SL)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

HERITAGE & ROSEWOOD

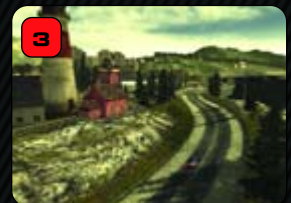
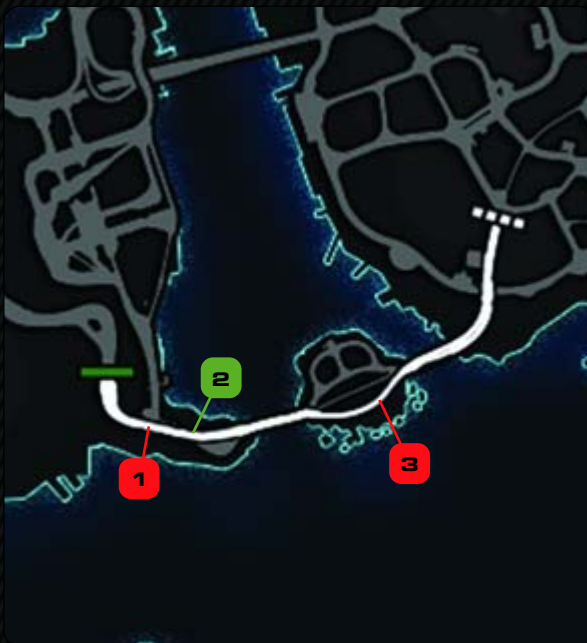
SERIES: 2/11 LENGTH: 1.7 MILES



If you're ever faced with a large semi across the road ahead, try to thread the needle underneath its trailer. The risk is high, but the rewards are great.

HARBOR & OCEAN

SERIES: 3/11 LENGTH: 1.0 MILE



KEY



VIEW



WARNING! (W)



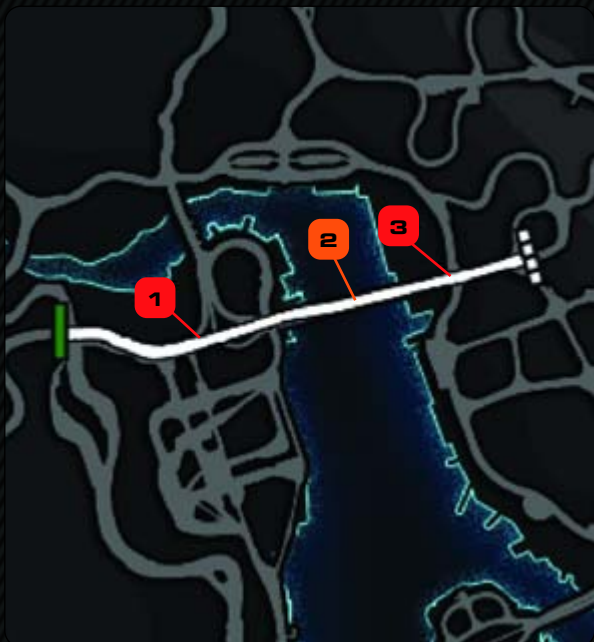
SAFE LANE (SL)

ROCKPORT CITY TRACKS

SEASIDE & CAMDEN

SERIES: 4/11

LENGTH: 0.8 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE
PLAYBEHIND THE
SCENES

APPENDIX

tip

After you pass a vehicle, it's a good idea to switch into its lane. There is usually only one vehicle in any one lane for at least a short distance.

UNION & ROCKRIDGE

SERIES: 5/11

LENGTH: 1.2 MILES



KEY



VIEW



WARNING! (W)



SAFE LANE (SL)

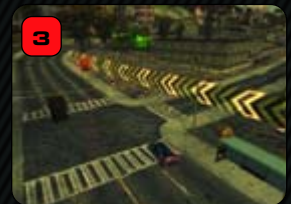
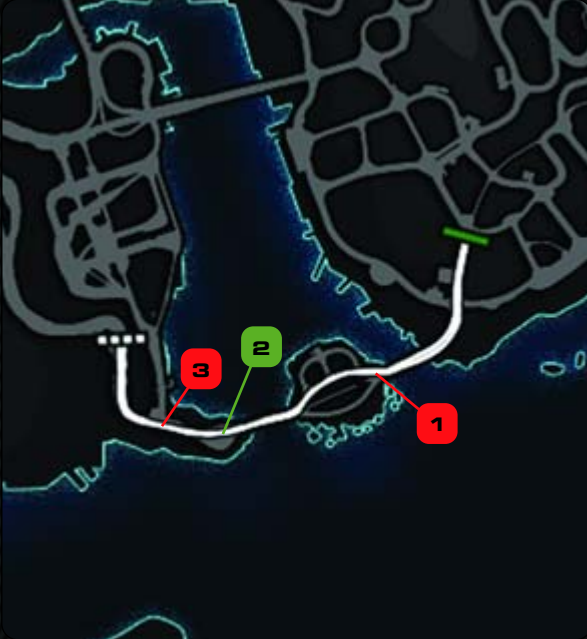


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

OCEAN & HARBOR

SERIES: 6/11

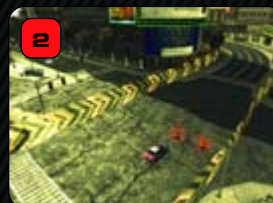
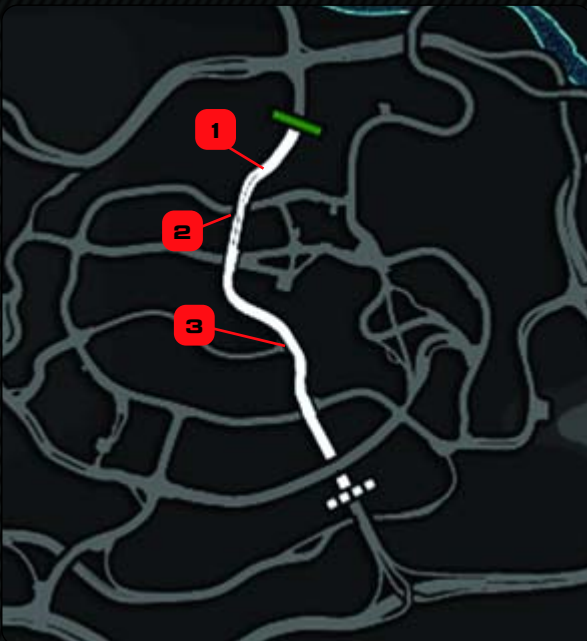
LENGTH: 1.0 MILE



RIVERSIDE & TERRACE

SERIES: 7/11

LENGTH: 0.8 MILES



Practice with your car to get used to its transmission. To hit the perfect shift every time, you must learn to anticipate your shift indicator. Early shifts and over-revving your engine cost you precious seconds, and probably the race.

KEY



VIEW



WARNING! (W)

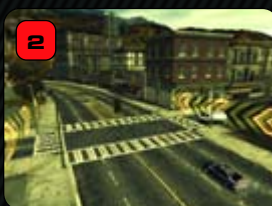
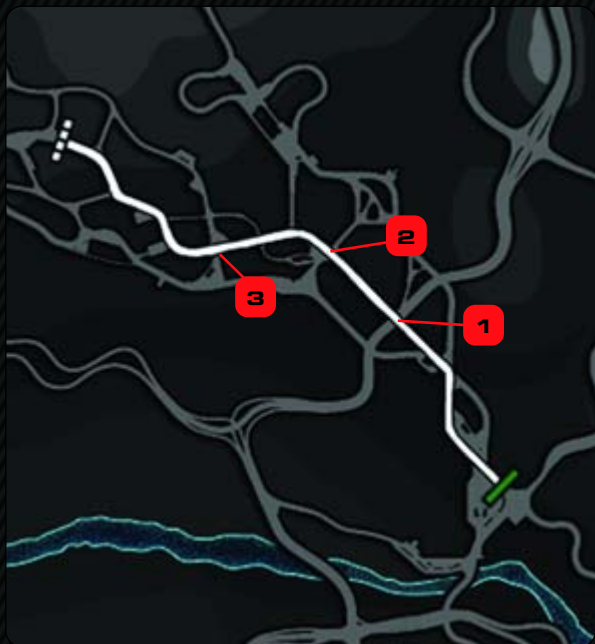


SAFE LANE (SL)

ROCKPORT CITY TRACKS

ROSEWOOD & HERITAGE

SERIES: 8/11 LENGTH: 1.3 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

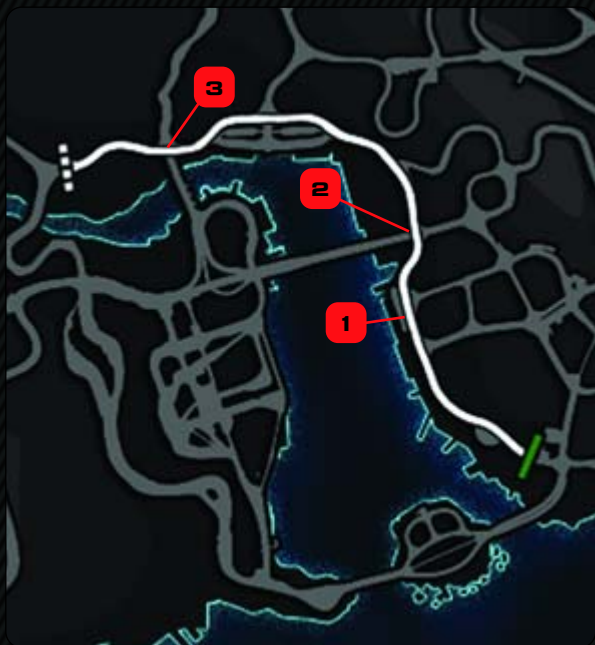
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

BOARDWALK & BAYSHORE

SERIES: 9/11 LENGTH: 1.3 MILES



tip

You only have to tap in the desired direction to switch lanes—there is no regular steering in drag races.

KEY



VIEW



WARNING! (W)



SAFE LANE (SL)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

CAMDEN & SEASIDE

SERIES: 10/11 LENGTH: 1.3 MILES



TERRACE & RIVERSIDE

SERIES: 11/11 LENGTH: 0.9 MILES

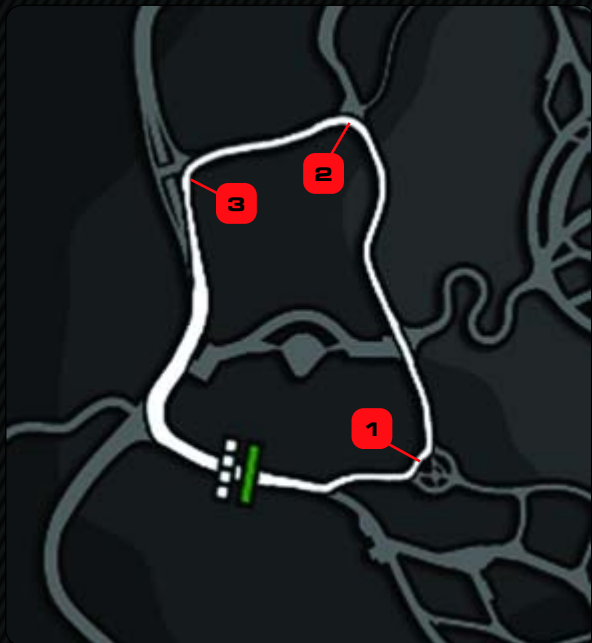


ROCKPORT CITY TRACKS

» LAP KNOCKOUT TRACKS

HICKLEY FIELD

SERIES: 1/20 LENGTH: 5.0 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

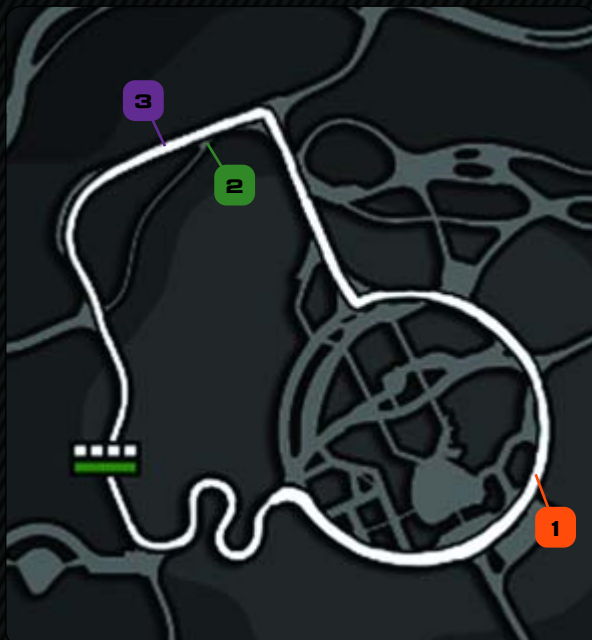
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

ROSEWOOD COLLEGE

SERIES: 2/20 LENGTH: 7.4 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

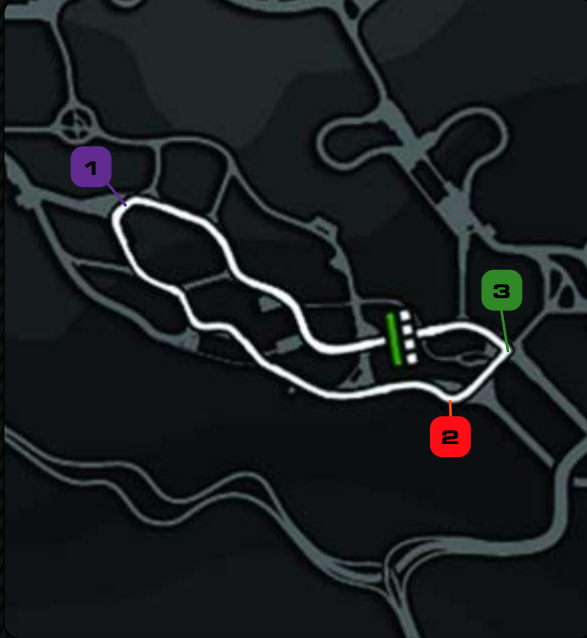
● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

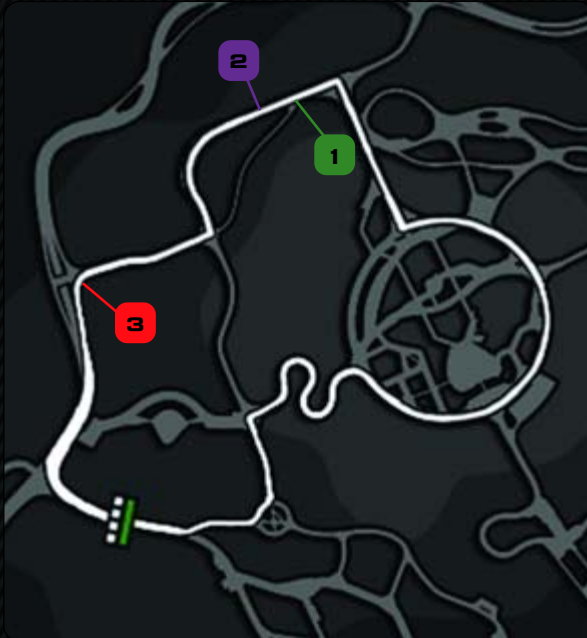
CITY CENTER

SERIES: 3/20 LENGTH: 4.8 MILES



ROSEWOOD DRIVE

SERIES: 4/20 LENGTH: 10.2 MILES



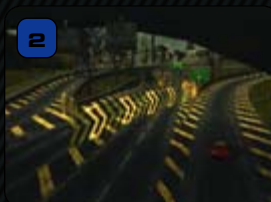
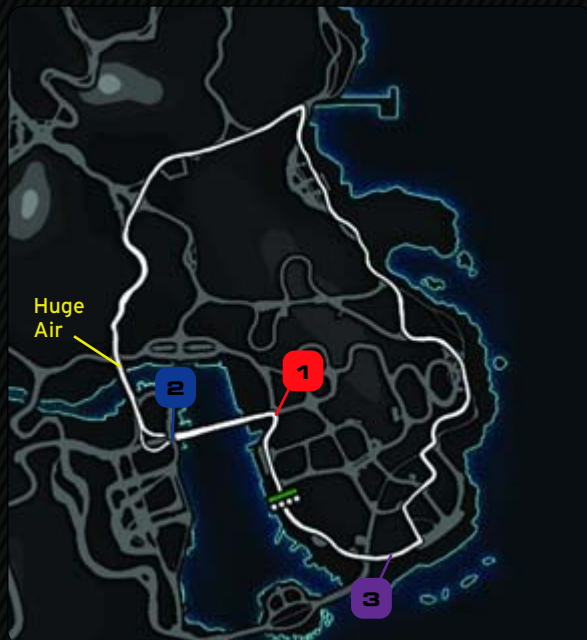
KEY

● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● NOTE ● FASTEST ROUTE

ROCKPORT CITY TRACKS

OCEAN HILLS

SERIES: 5/20 LENGTH: 12.9 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE PLAY

BEHIND THE SCENES

APPENDIX

BAVESHORE

SERIES: 6/20 LENGTH: 9.6 MILES



KEY

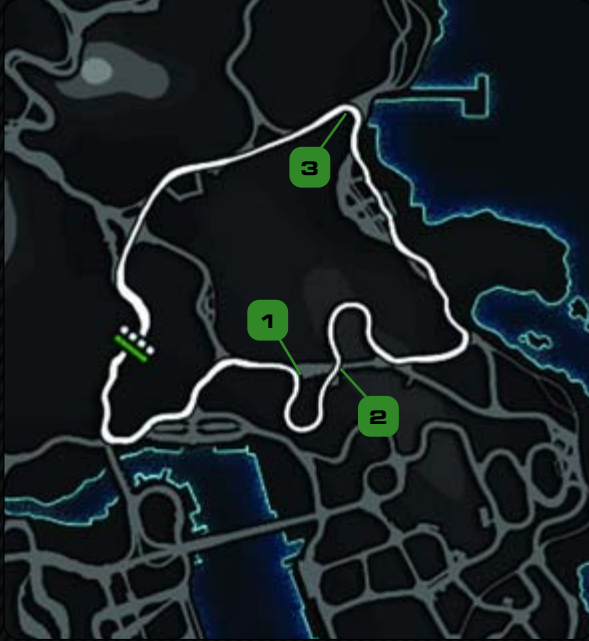
- SHORTCUT (SC)
- PURSUIT BREAKER (PB)
- WARNING! (W)
- NOTE
- FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

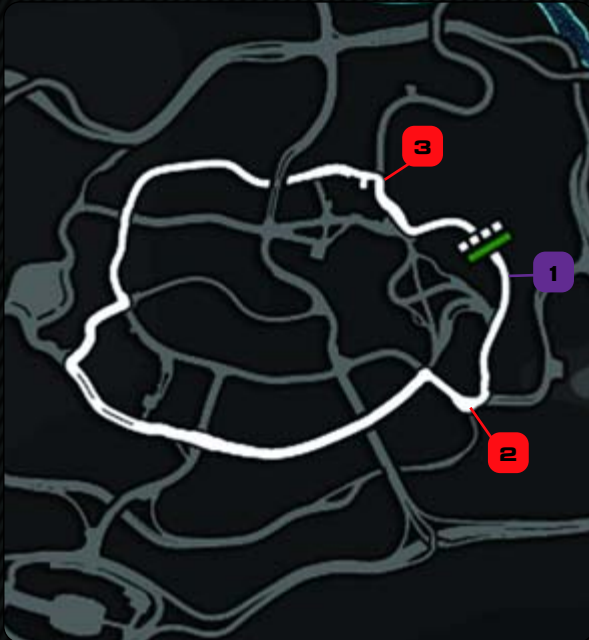
FISHER ROAD

SERIES: 7/20 LENGTH: 9.3 MILES



CASCADE

SERIES: 8/20 LENGTH: 7.1 MILES



ROCKPORT CITY TRACKS

HW4 201

SERIES: 9/20 LENGTH: 9.3 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

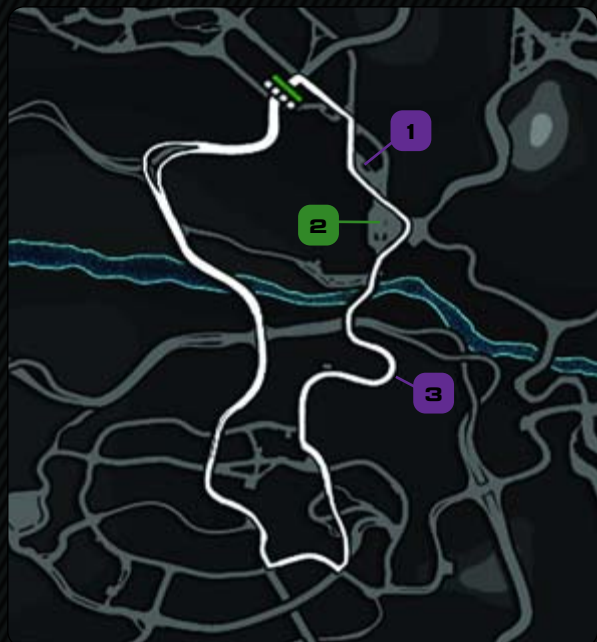
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

CENTURY

SERIES: 10/20 LENGTH: 10.5 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

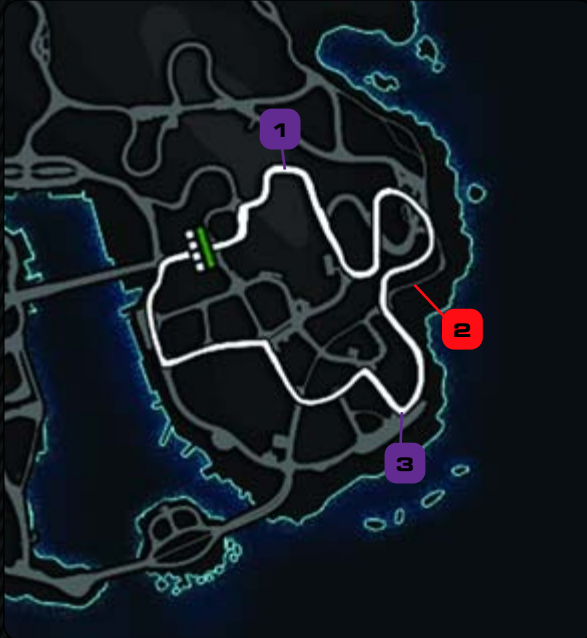
● NOTE

● FASTEST ROUTE

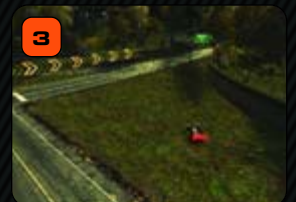


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

COASTAL SERIES: 11/20 LENGTH: 7.2 MILES



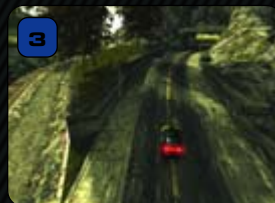
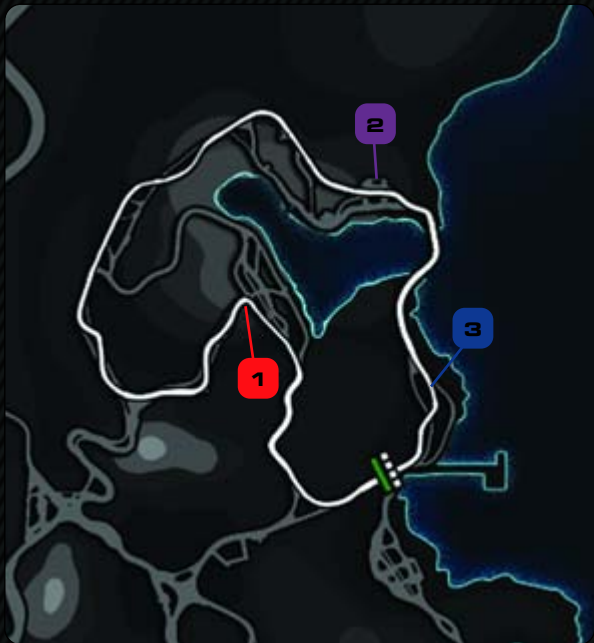
ROSEWOOD HILLCREST SERIES: 12/20 LENGTH: 7.2 MILES



ROCKPORT CITY TRACKS

SUNWICH VILLAGE

SERIES: 13/20 **LENGTH:** 10.4 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

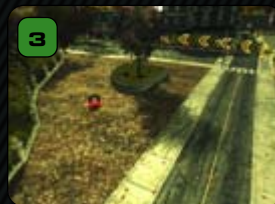
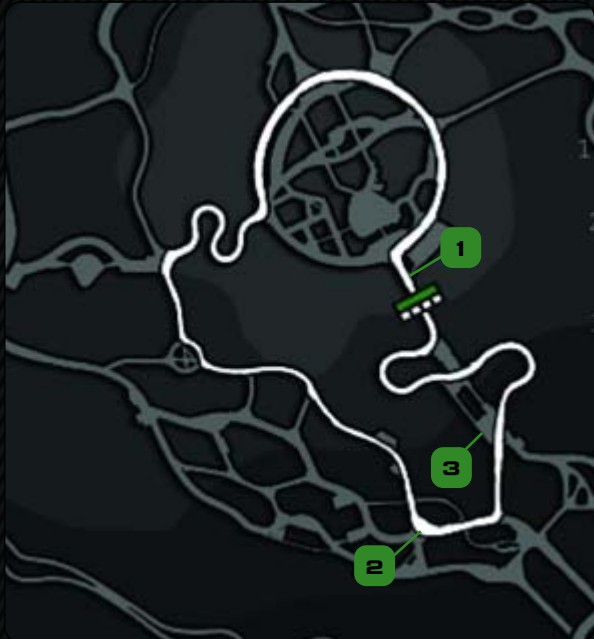
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

CHANCELLOR WAY

SERIES: 14/20 **LENGTH:** 9.5 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

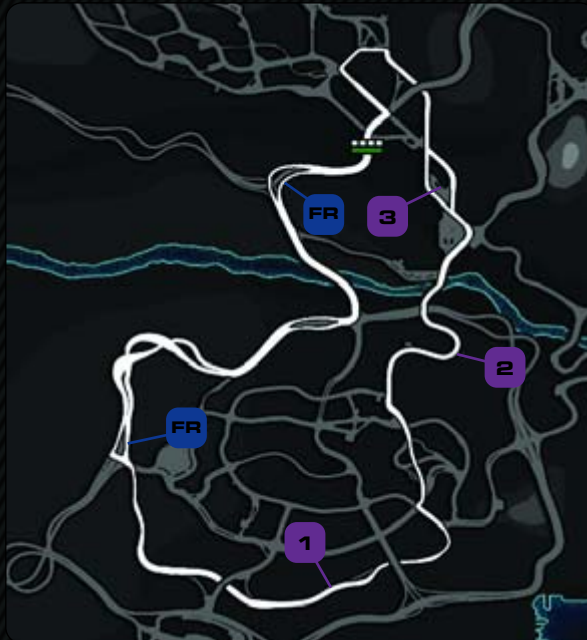
INDUSTRIAL FRONT

SERIES: 15/20 LENGTH: 7.2 MILES



RIVERSIDE

SERIES: 16/20 LENGTH: 17.6 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

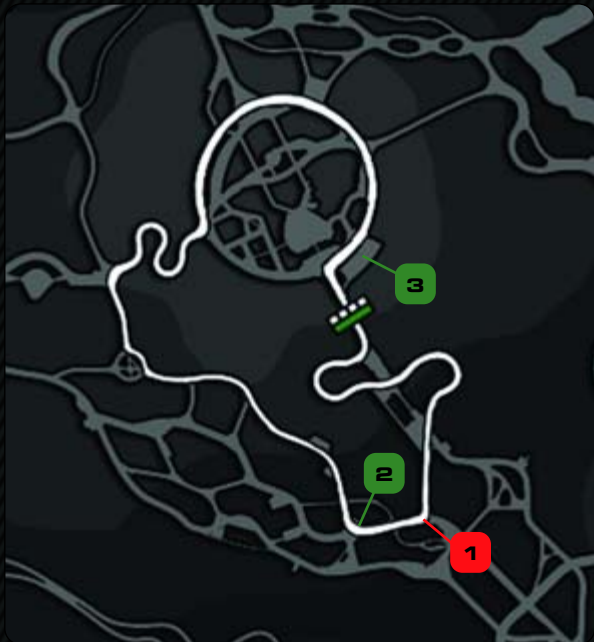
● NOTE

● FASTEST ROUTE

ROCKPORT CITY TRACKS

COLLEGE SWITCHBACK

SERIES: 17/20 LENGTH: 9.5 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

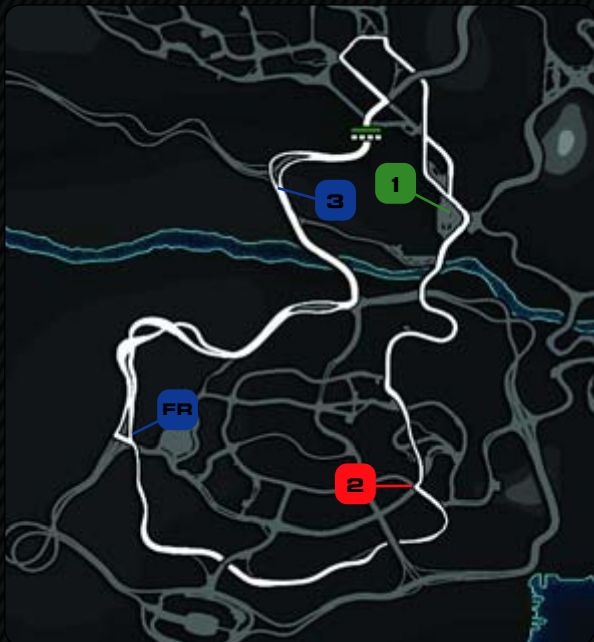
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

PETERSBURG CROSSING

SERIES: 18/20 LENGTH: 17.8 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

● NOTE

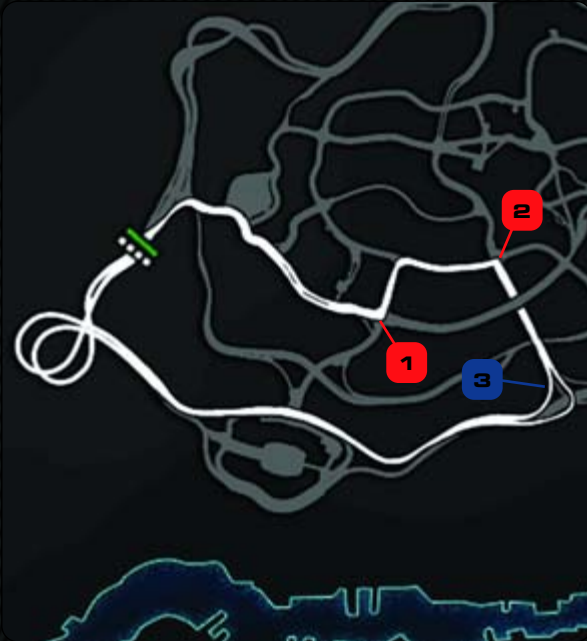
● FASTEST ROUTE



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

VALLEY & HWY 201

SERIES: 19/20 LENGTH: 10.0 MILES



SMUGGLER'S WHARF

SERIES: 20/20 LENGTH: 11.6 MILES



ROCKPORT CITY TRACKS

» SPEED TRAP TRACKS

DIAMOND & STATE

SERIES: 1/31 LENGTH: 3.3 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

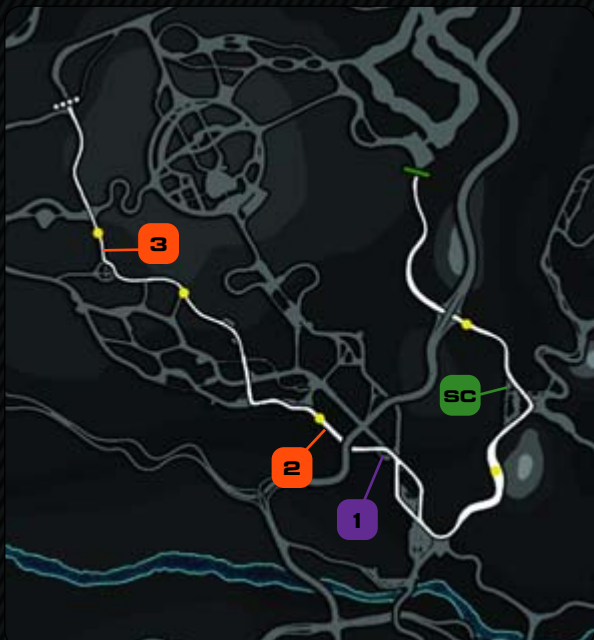
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

FOREST & IRONWOOD

SERIES: 2/31 LENGTH: 3.9 MILES



KEY

- SHORTCUT (SC)
- PURSUIT BREAKER (PB)
- WARNING! (W)
- VIEW
- FASTEST ROUTE (FR)

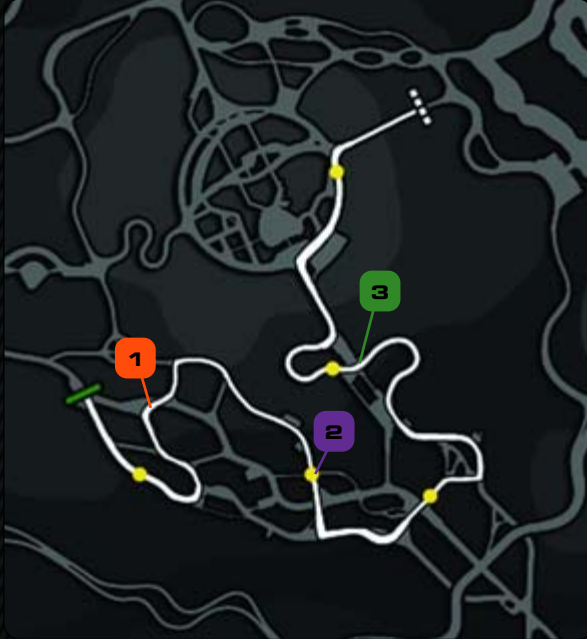


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

HWY 4 & CLUBHOUSE

SERIES: 3/31

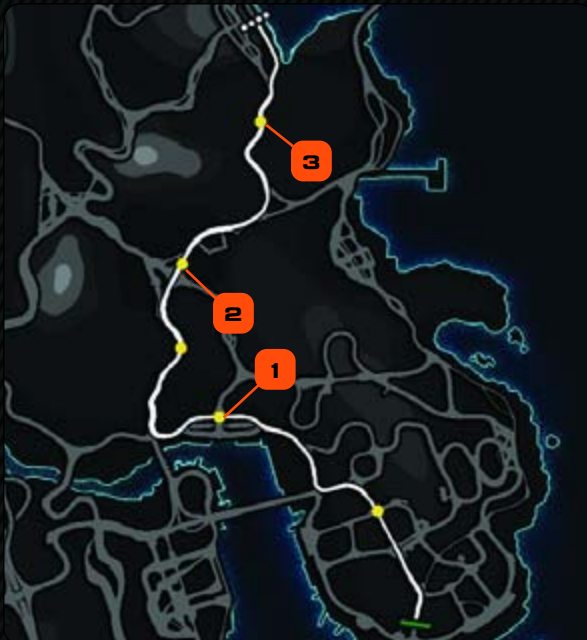
LENGTH: 3.6 MILES



SEASIDE & FISHER

SERIES: 4/31

LENGTH: 2.7 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

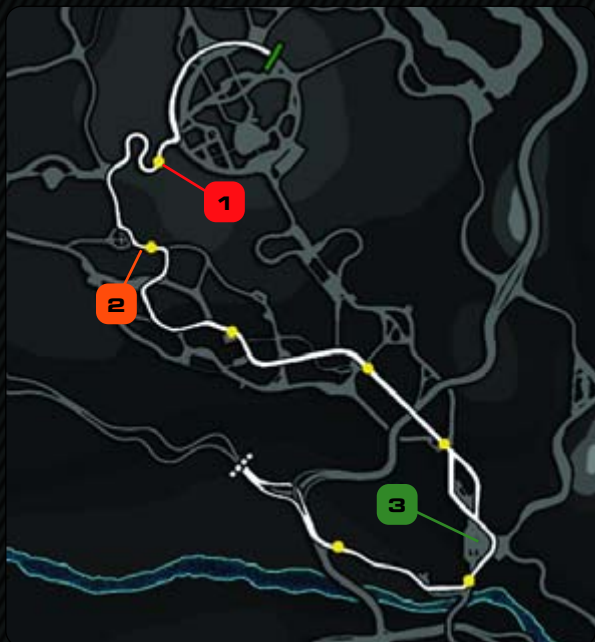
● VIEW

● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

ROSEWOOD & HWY 99

SERIES: 5/31 LENGTH: 3.9 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

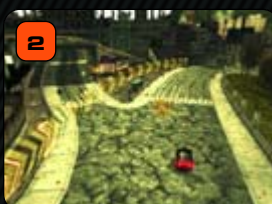
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

NORTH BAY & SEASIDE

SERIES: 6/31 LENGTH: 2.7 MILES



tip

To master speedtrap racing, you must master efficient use of your Nitro. Winning is all about the timing of use and quick regeneration of more Nitro for upcoming traps.

KEY

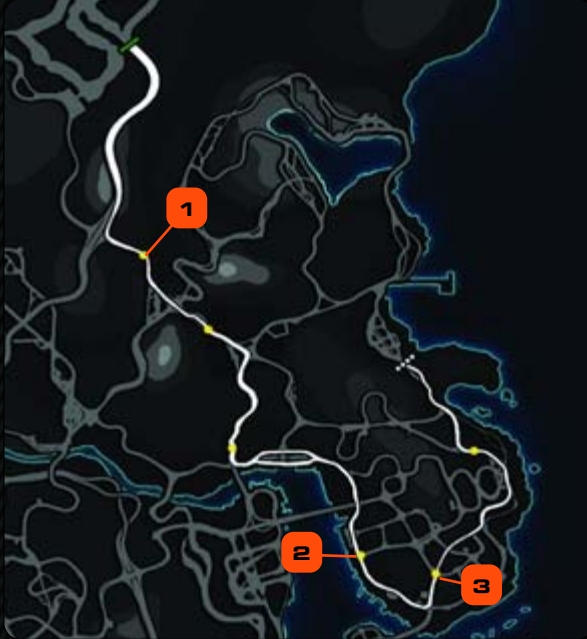
● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

SEAGATE & HORN

SERIES: 7/31 LENGTH: 4.9 MILES



HOLLIS & CHANCELOK

SERIES: 8/31 LENGTH: 6.3 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW

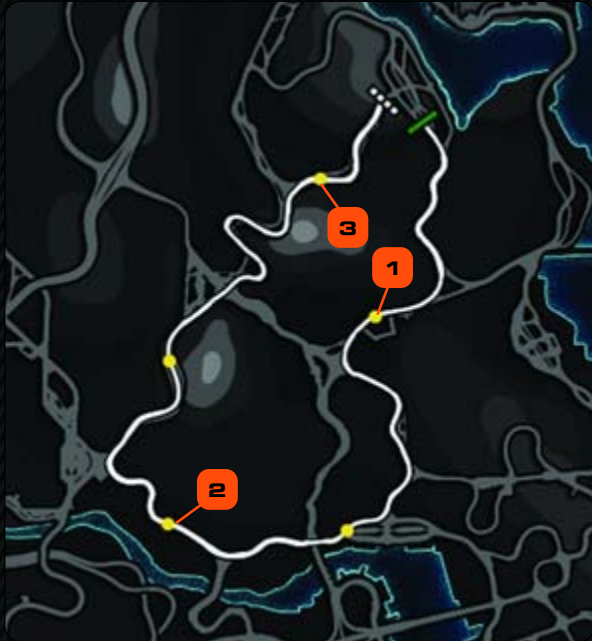


FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

NORTH BAY CANNERY

SERIES: 9/31 LENGTH: 3.7 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

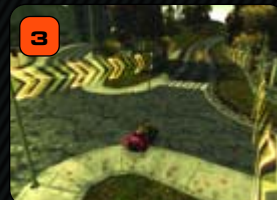
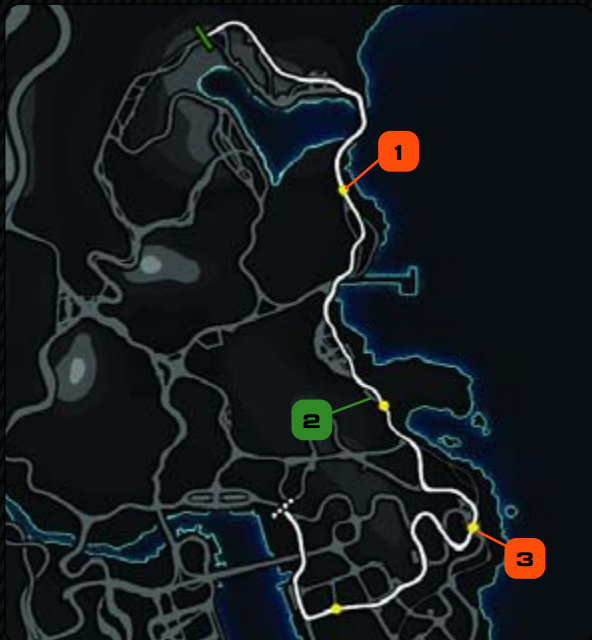
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

DUNWICH & BAYSHORE

SERIES: 10/31 LENGTH: 3.8 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

ROSE & ROCKRIDGE

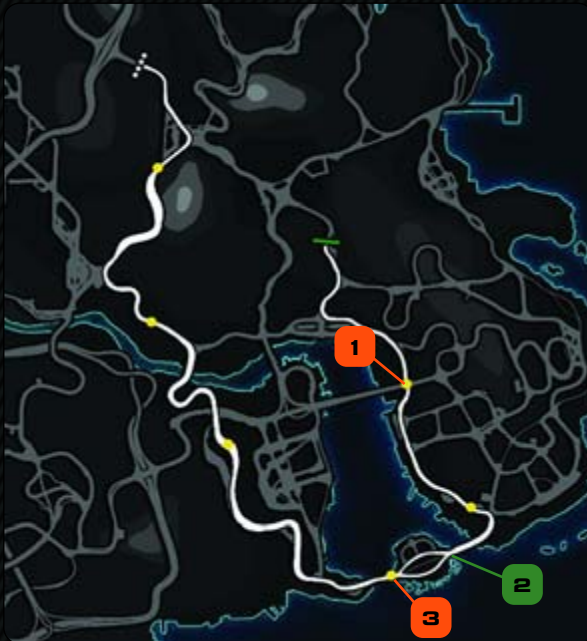
SERIES: 11/31 LENGTH: 6.0 MILES



Always blast off some Nitro at least a few seconds before each speed trap.

FISHER & INTERCHANGE

SERIES: 12/31 LENGTH: 5.1 MILES



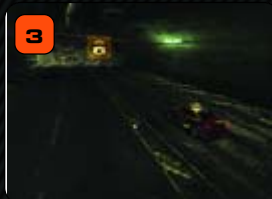
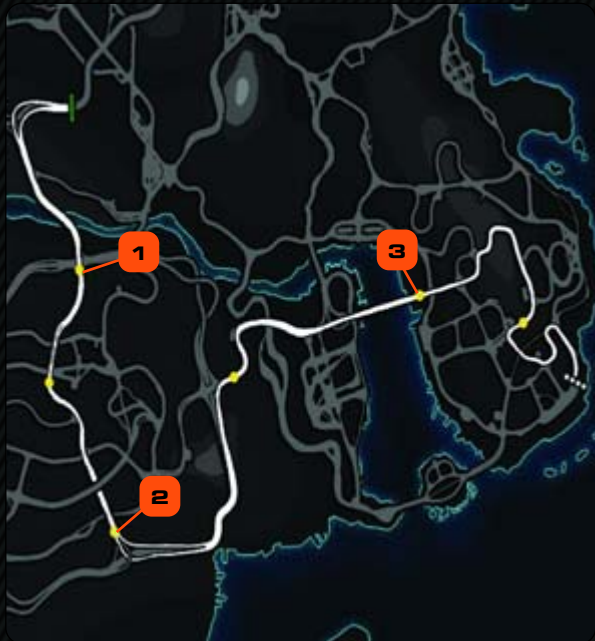
KEY

● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

BOARDWALK

SERIES: 13/31 LENGTH: 5.1 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

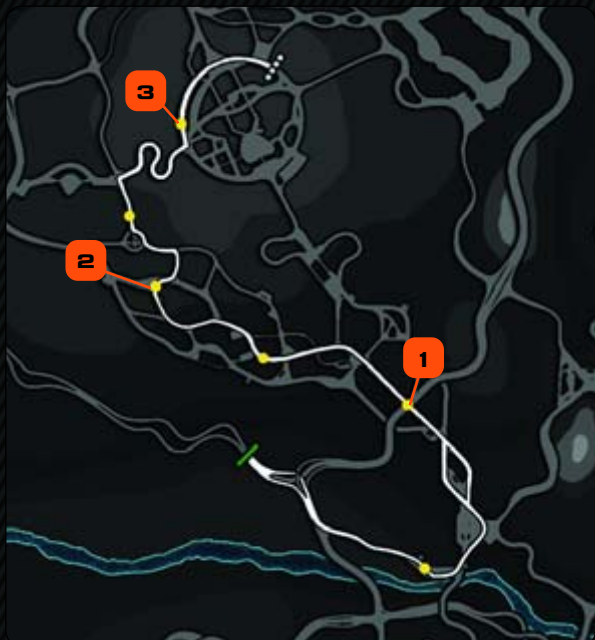
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

HWY 99 & CAMPUS

SERIES: 14/31 LENGTH: 3.9 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



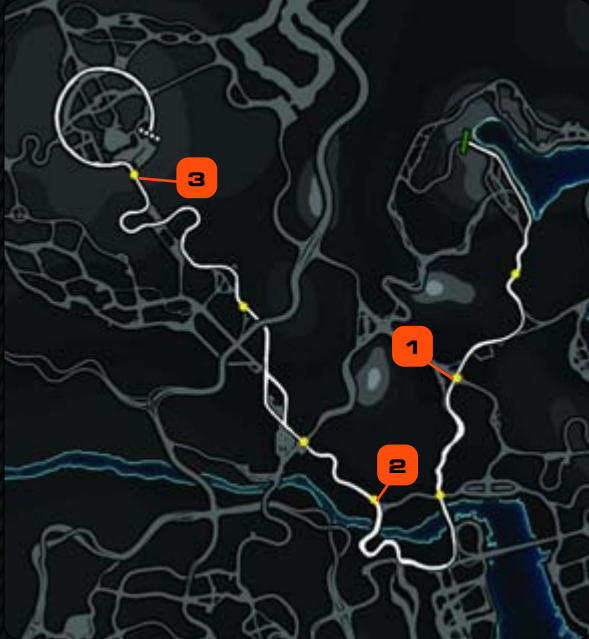
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

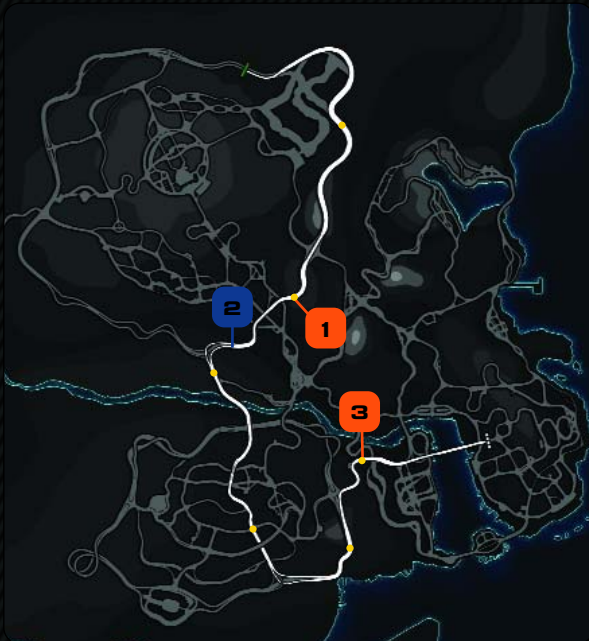
NORTH BAY & COLLEGE

SERIES: 15/31 LENGTH: 6.1 MILES



COUNTRY CLUB

SERIES: 16/31 LENGTH: 6.5 MILES



tip

Don't pay much attention to the shortcuts you see during speedtrap races unless they are in a straight line with the next trap. In that rare case, the shortcut allows for more speed by the time you rip through the trap.

KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

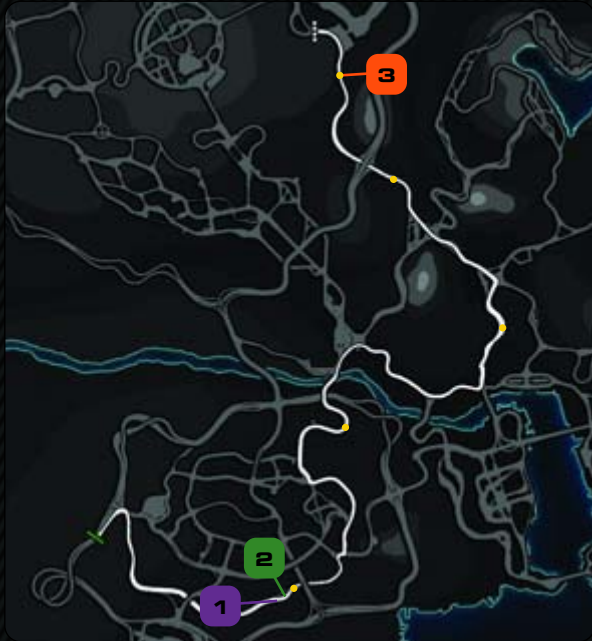
● VIEW

● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

FAIRMONT & CLUBHOUSE

SERIES: 17/31 **LENGTH:** 5.6 MILES



BASICS

THE RIDES

UPGRADES

**CAREER
MODE**

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

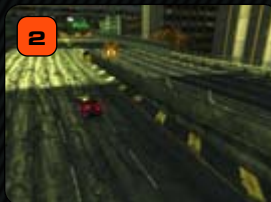
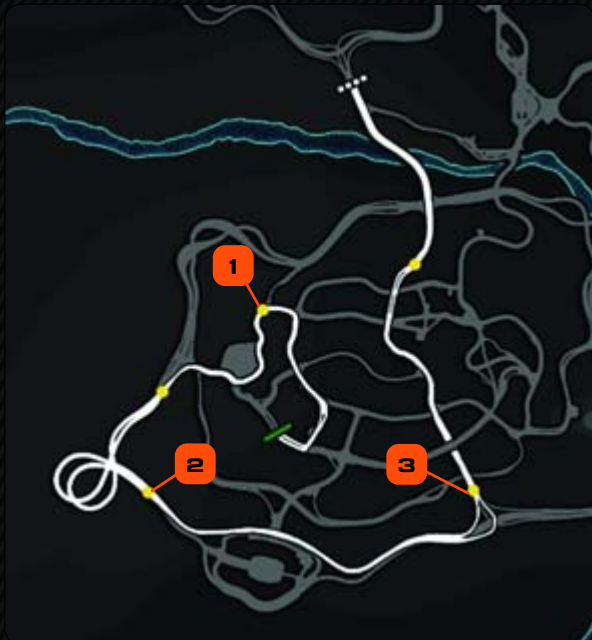
**ONLINE
PLAY**

**BEHIND THE
SCENES**

APPENDIX

BOND & RIVERSIDE

SERIES: 18/31 **LENGTH:** 4.5 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

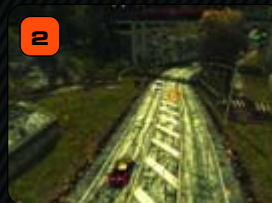
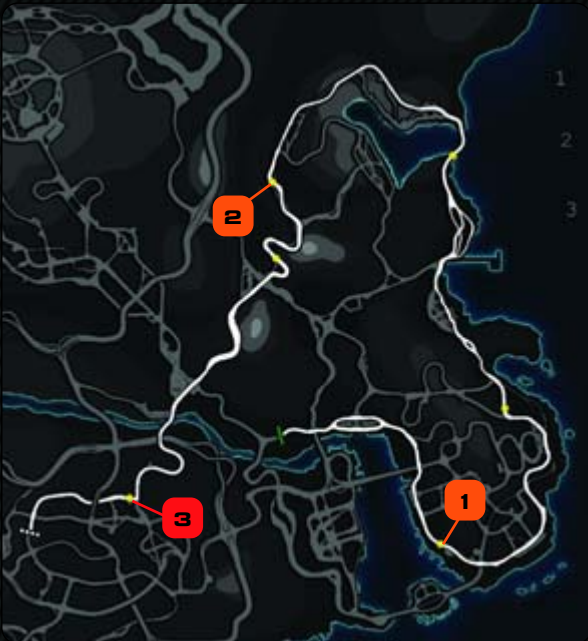
STATE & PETERSBURG

SERIES: 19/31 LENGTH: 8.8 MILES



TERMINAL & FINANCIAL

SERIES: 20/31 LENGTH: 8.0 MILES



Between traps, always maximize your speed so you can regenerate as much Nitro as possible!

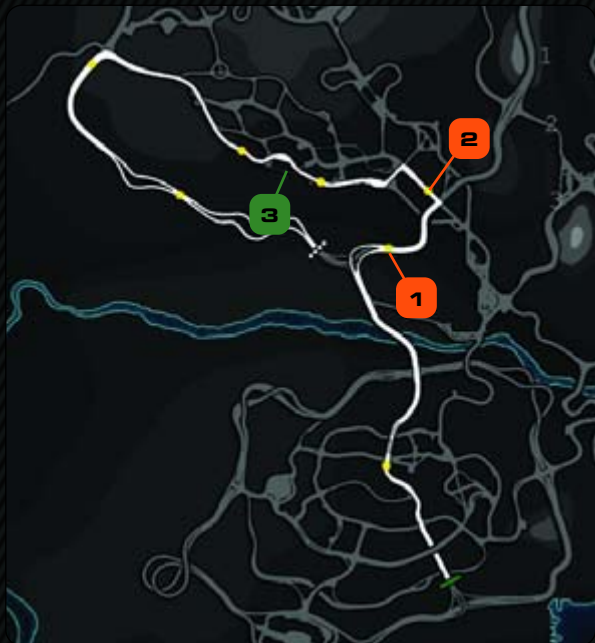
KEY

● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

HWY 99

SERIES: 21/31 LENGTH: 5.0 MILES



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

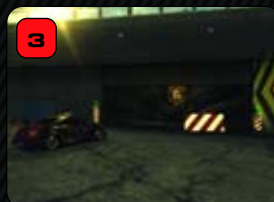
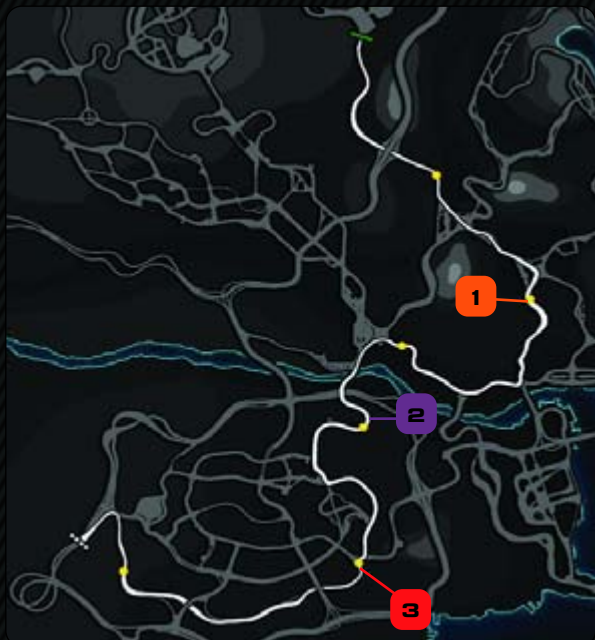
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

GREEN & FAIRMONT

SERIES: 22/31 LENGTH: 5.4 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



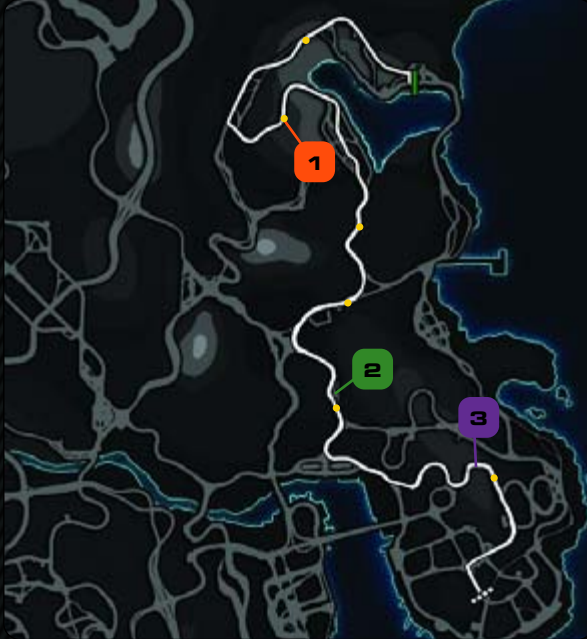
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

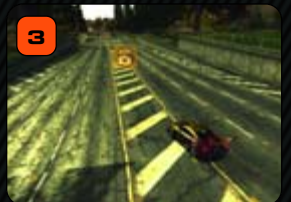
DUNWICH & HILLS

SERIES: 23/31 LENGTH: 4.4 MILES



PETERSBURG & HWY 201

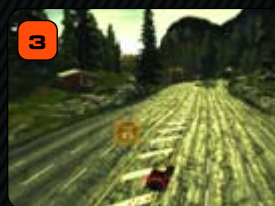
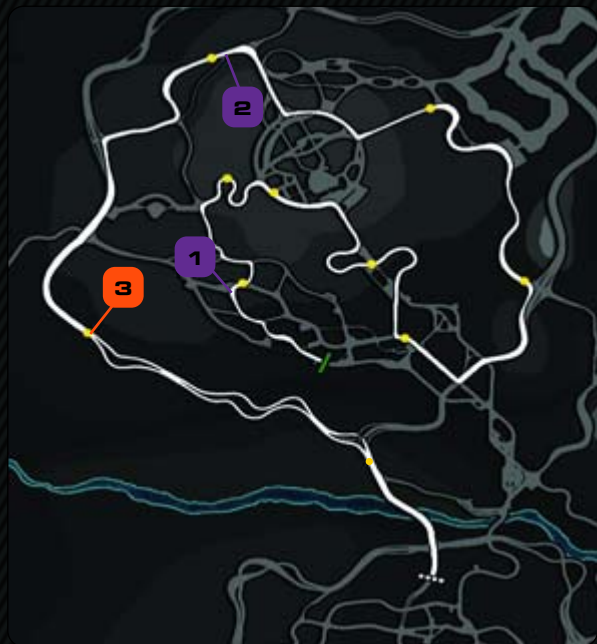
SERIES: 24/31 LENGTH: 5.0 MILES



ROCKPORT CITY TRACKS

HERITAGE & WARRENT

SERIES: 25/31 LENGTH: 8.9 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

ONLINE
PLAY

BEHIND THE
SCENES

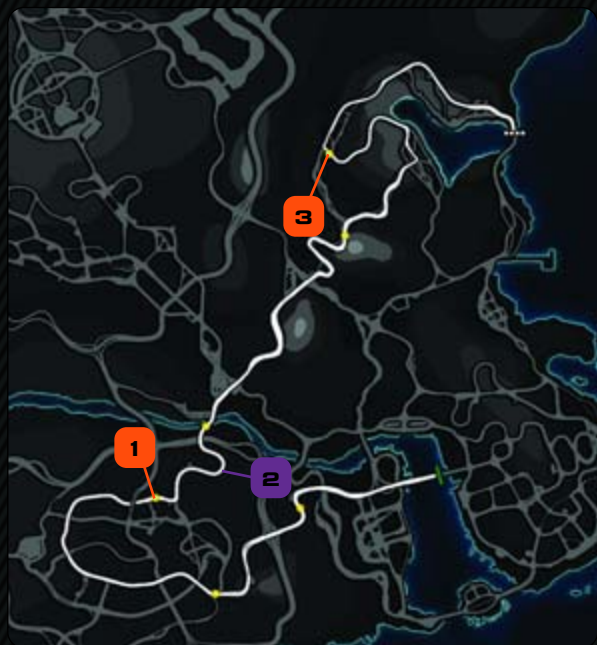
APPENDIX

tip

It is possible to "miss" a trap if, for example, you're driving too slowly after an accident. If the trap doesn't trigger, go back and take a good run at it. Winning is decided by total speed, not by who comes in across the line first.

MASTEKSON & ROUTE 55

SERIES: 26/31 LENGTH: 7.0 MILES



KEY

● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)

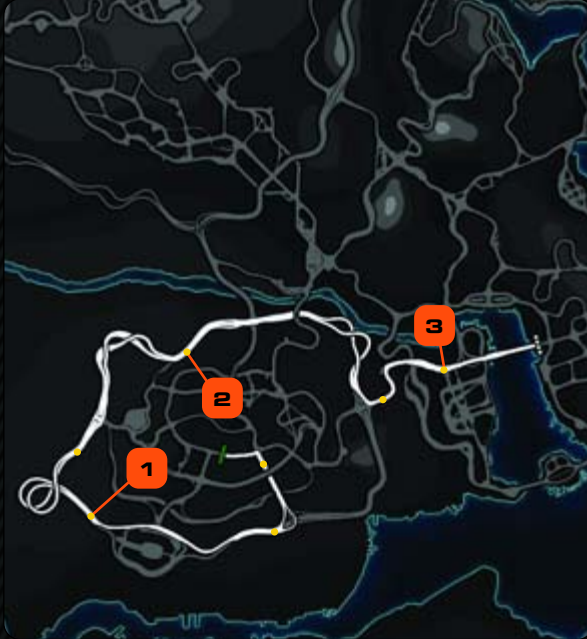


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

LENNOX & CAMDEN

SERIES: 27/31

LENGTH: 5.7 MILES



INDUSTRIAL & GREEN

SERIES: 28/31

LENGTH: 6.8 MILES



KEY

● SHORTCUT (SC)

● PURSUIT BREAKER (PB)

● WARNING! (W)

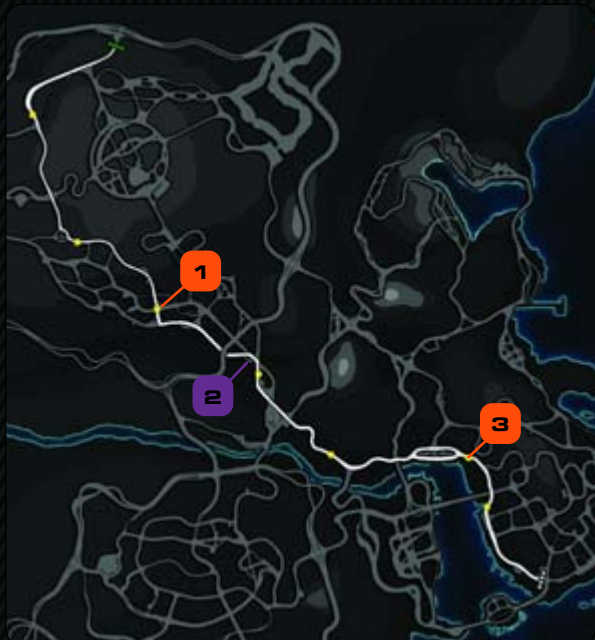
● VIEW

● FASTEST ROUTE (FR)

ROCKPORT CITY TRACKS

UNION ROW & SEASIDE

SERIES: 29/31 LENGTH: 4.8 MILES



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES

ONLINE
PLAY

BEHIND THE
SCENES

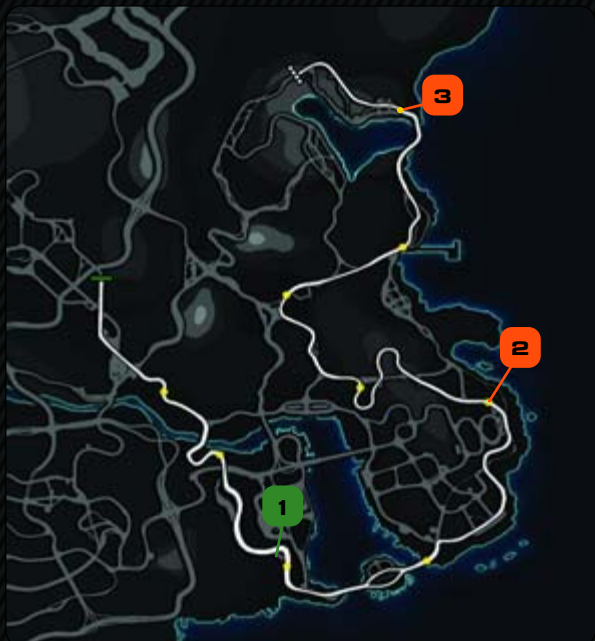
APPENDIX

tip

Ignore all pursuit breakers in a course except for the ones located immediately before a trap. If you time it right, your opponents may react poorly and get clocked at a reduced speed when passing through the trap.

IRONHORSE & BRISTOL

SERIES: 30/31 LENGTH: 7.4 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



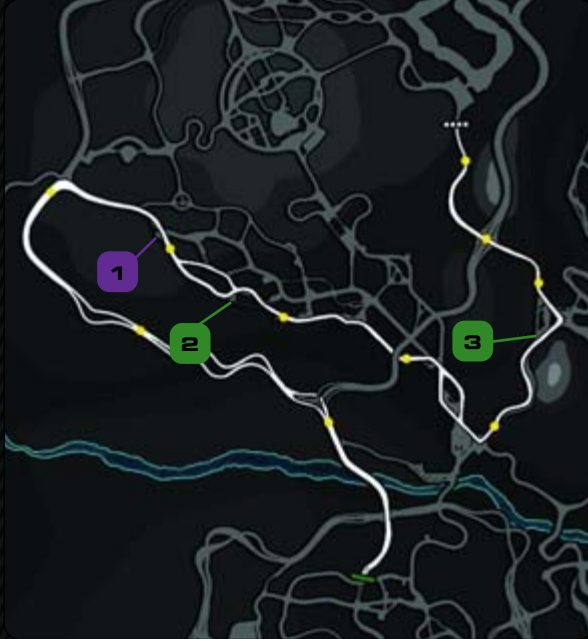
FASTEST ROUTE (FR)



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

WARRANT

SERIES: 31/31 LENGTH: 6.0 MILES



KEY



SHORTCUT (SC)



PURSUIT BREAKER (PB)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



» TOLLBOOTH TIME TRIALS

Tollbooth Time Trials are the track-based events in the challenge series. The only thing you need to be concerned with is the main track, which almost always allows the fastest overall time. You must get from tollbooth to tollbooth in the allotted time per stage or you lose the event. Shortcuts, if available, rarely save time, so keep to the open road.



A single crash is often enough to lose a tollbooth time trial. Practice with the various vehicles to learn how each handles.

ROCKPORT CITY TRACKS

TRIAL 1

SERIES: 1/70 TIME LIMIT: 2:40



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

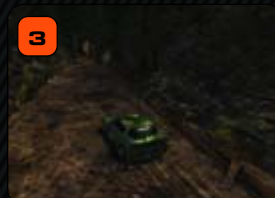
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

TRIAL 2

SERIES: 3/70 TIME LIMIT: 2:45



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

■ ■ ■ ■ TOLLBOOTH

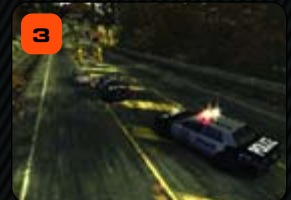


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

TRIAL 3 SERIES: 5/70 TIME LIMIT: 3:30



TRIAL 4 SERIES: 7/70 TIME LIMIT: 3:00



ROCKPORT CITY TRACKS

TRIAL 5

SERIES: 9/70 TIME LIMIT: 2:50



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

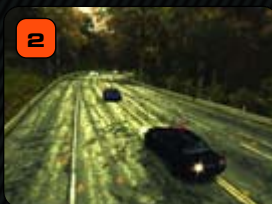
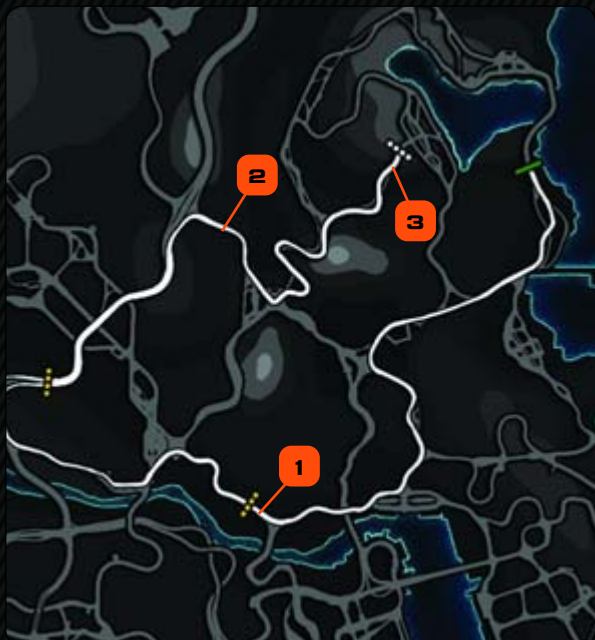
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

TRIAL 6

SERIES: 11/70 TIME LIMIT: 3:30



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

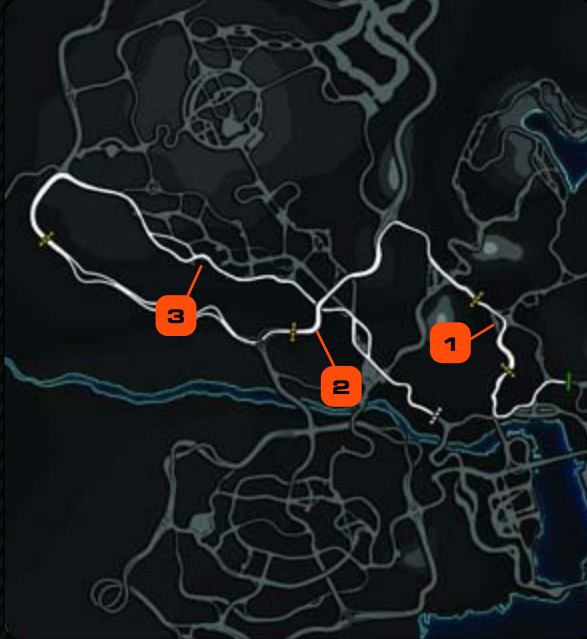
● FASTEST ROUTE (FR)

■ ■ ■ ■ ■ TOLLBOOTH

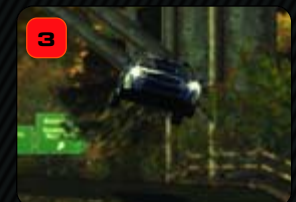


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

TRIAL 7 SERIES: 13/70 TIME LIMIT: 3:45



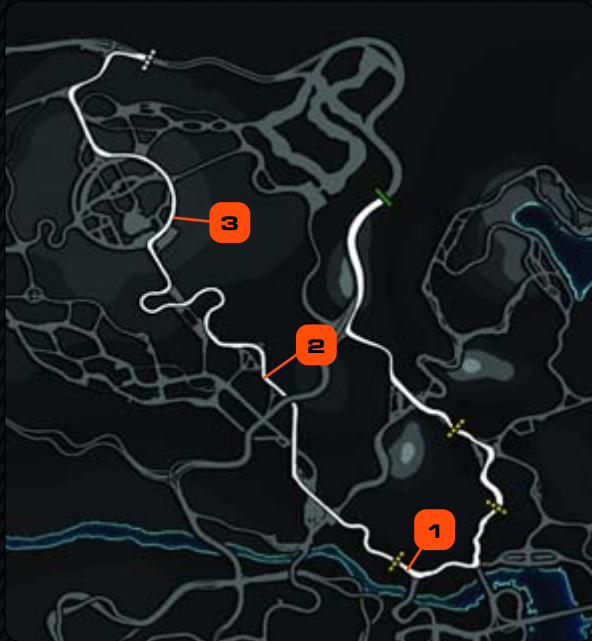
TRIAL 8 SERIES: 15/70 TIME LIMIT: 4:00



ROCKPORT CITY TRACKS

TRIAL 9

SERIES: 17/70 TIME LIMIT: 3:20



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

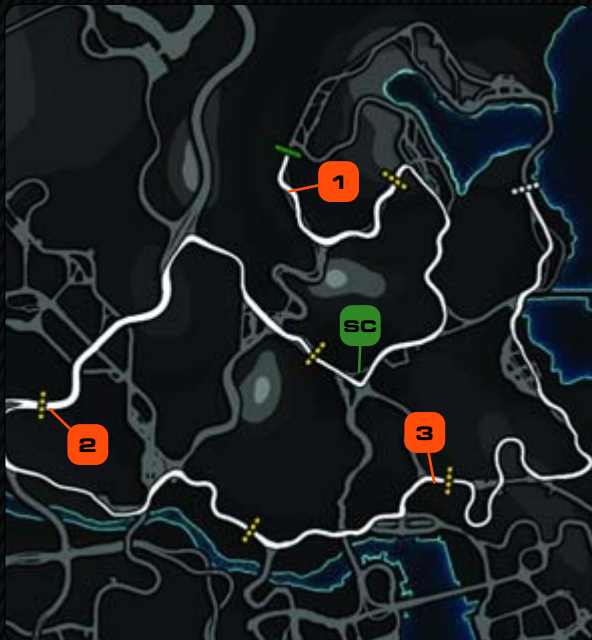
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

TRIAL 10

SERIES: 19/70 TIME LIMIT: 4:05



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

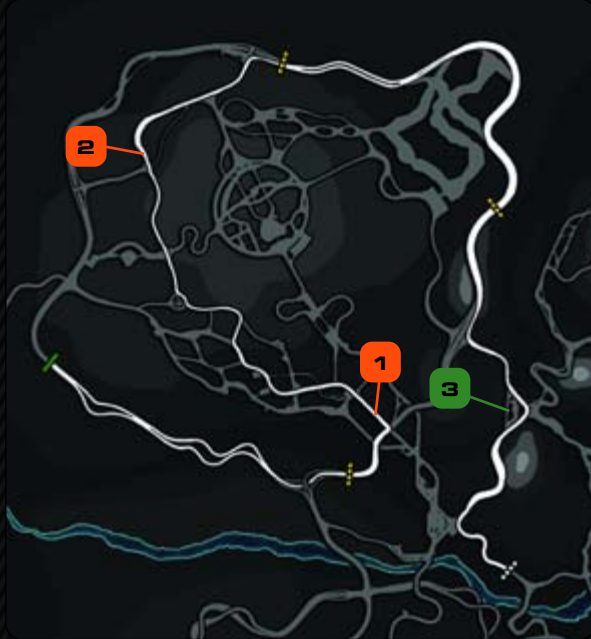
■■■■ TOLLBOOTH



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

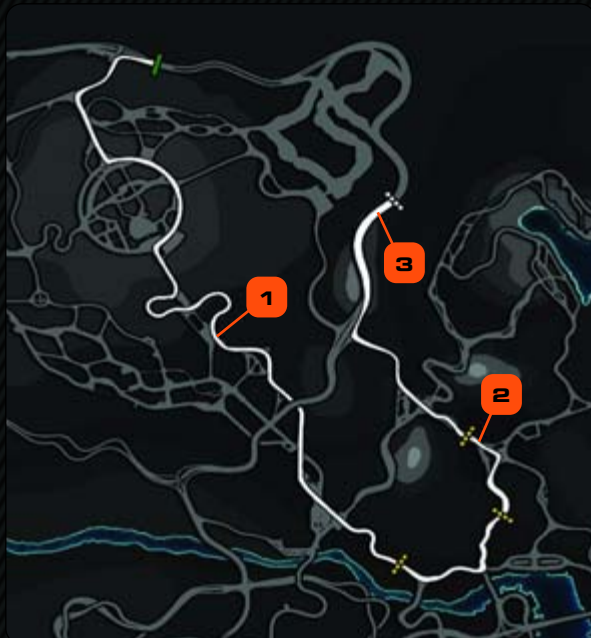
TRIAL II

SERIES: 21/70 TIME LIMIT: 4:00



TRIAL 12

SERIES: 23/70 TIME LIMIT: 3:15



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

■■■■ TOLLBOOTH

ROCKPORT CITY TRACKS

TRIAL 13

SERIES: 25/70 TIME LIMIT: 4:00



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE PLAY

BEHIND THE SCENES

APPENDIX

TRIAL 14

SERIES: 27/70 TIME LIMIT: 3:30



KEY



SHORTCUT (SC)



WARNING! (W)



VIEW



FASTEST ROUTE (FR)



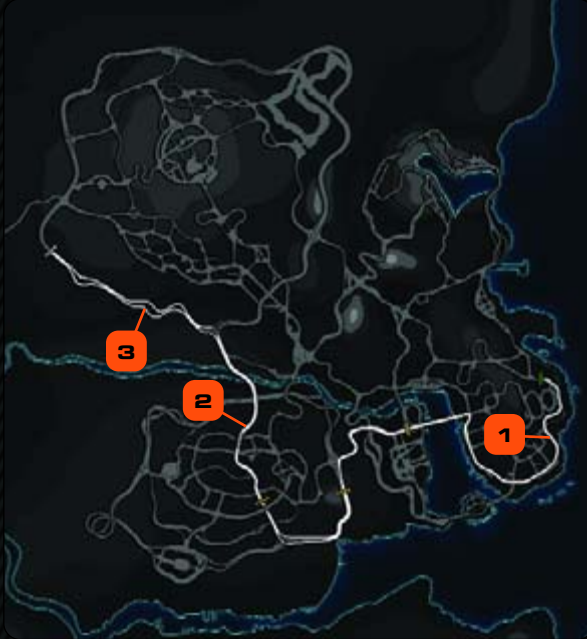
TOLLBOOTH



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

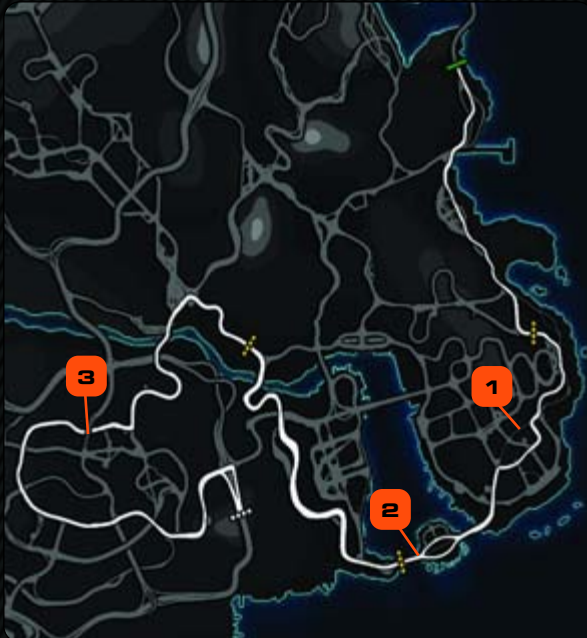
TRIAL 15

SERIES: 29/70 TIME LIMIT: 3:00



TRIAL 16

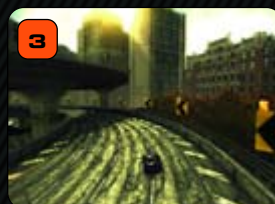
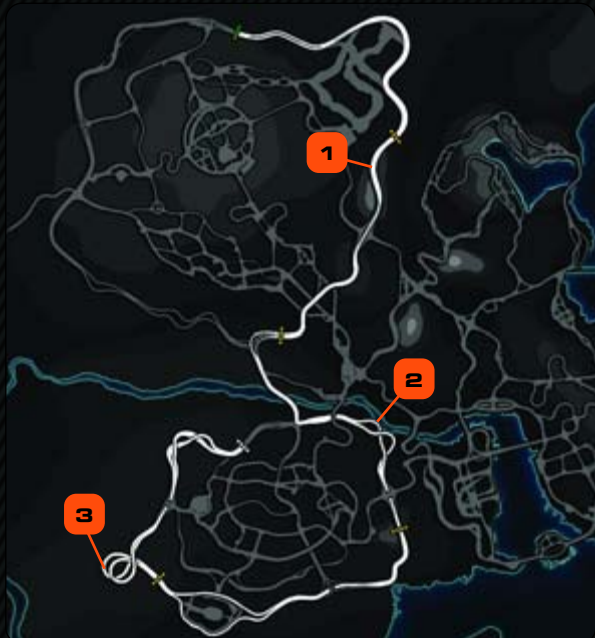
SERIES: 31/70 TIME LIMIT: 3:45



ROCKPORT CITY TRACKS

TRIAL 17

SERIES: 33/70 TIME LIMIT: 3:30



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

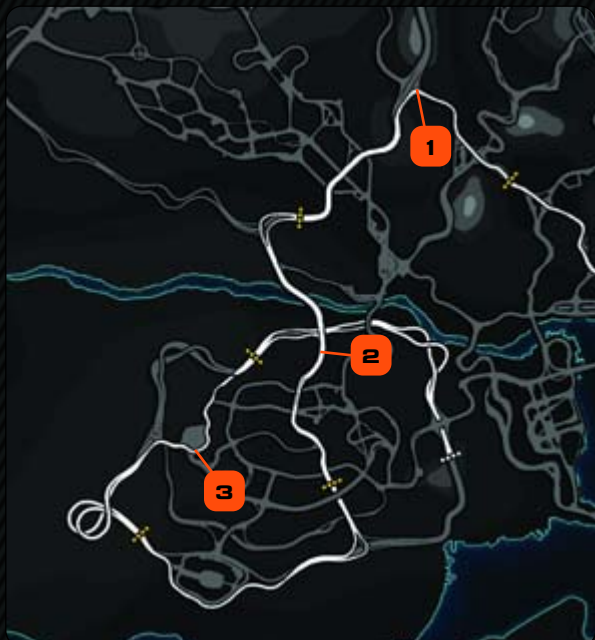
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

TRIAL 18

SERIES: 35/70 TIME LIMIT: 3:35



KEY

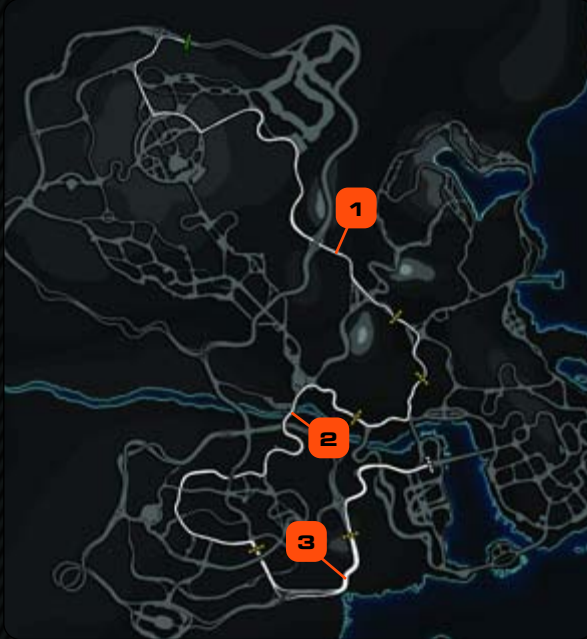
● SHORTCUT (SC) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR) ■ ■ ■ ■ ■ TOLLBOOTH



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

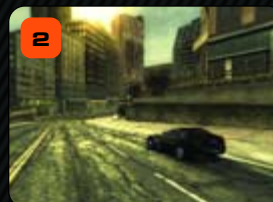
TRIAL 19

SERIES: 37/70 TIME LIMIT: 3:35



TRIAL 20

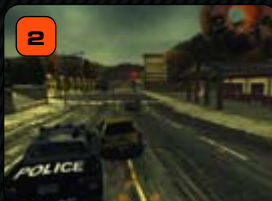
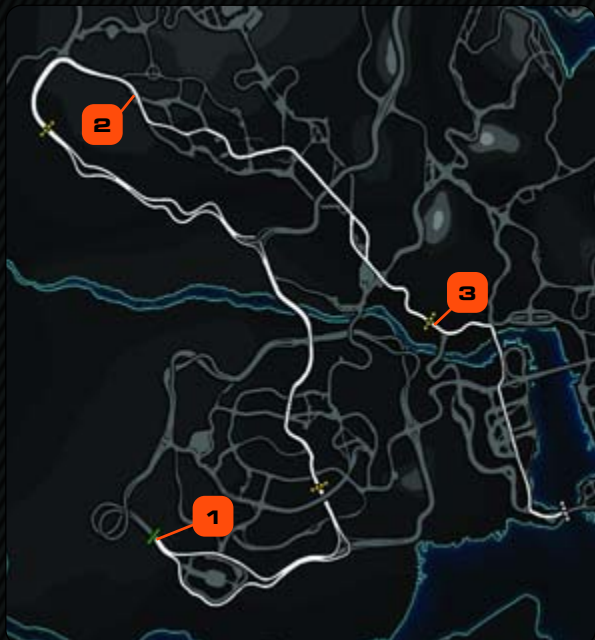
SERIES: 39/70 TIME LIMIT: 2:40



ROCKPORT CITY TRACKS

TRIAL 21

SERIES: 41/70 TIME LIMIT: 4:33



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

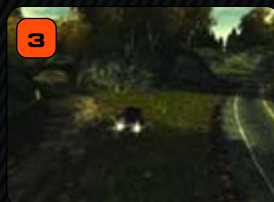
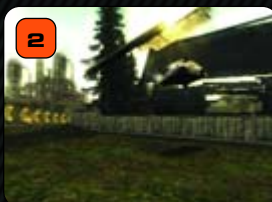
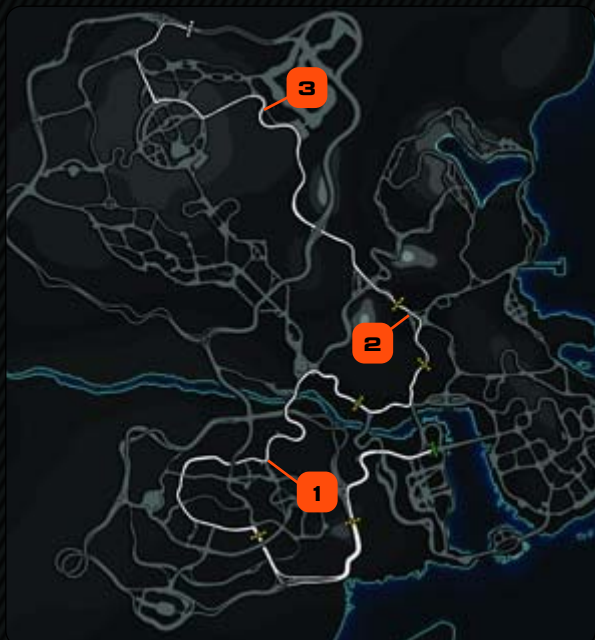
ONLINE
PLAY

BEHIND THE
SCENES

APPENDIX

TRIAL 22

SERIES: 43/70 TIME LIMIT: 4:30



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

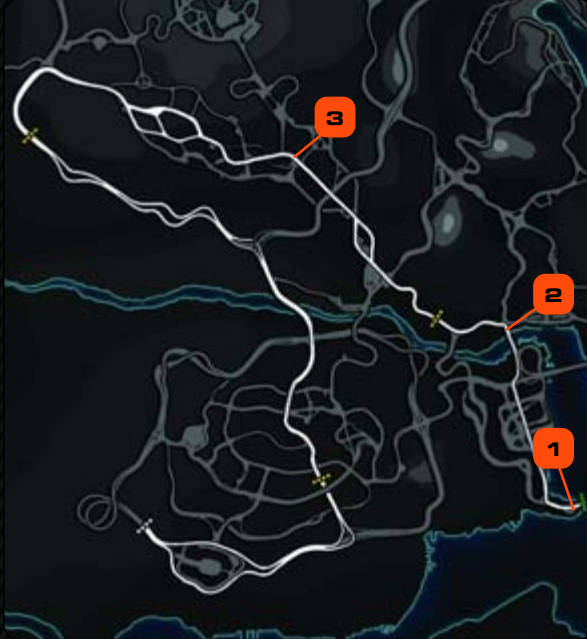
■■■■ TOLLBOOTH



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

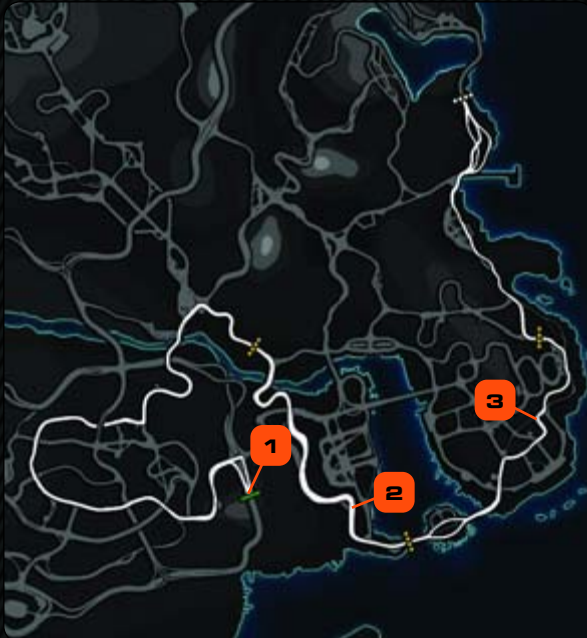
TRIAL 23

SERIES: 45/70 TIME LIMIT: 3:35



TRIAL 24

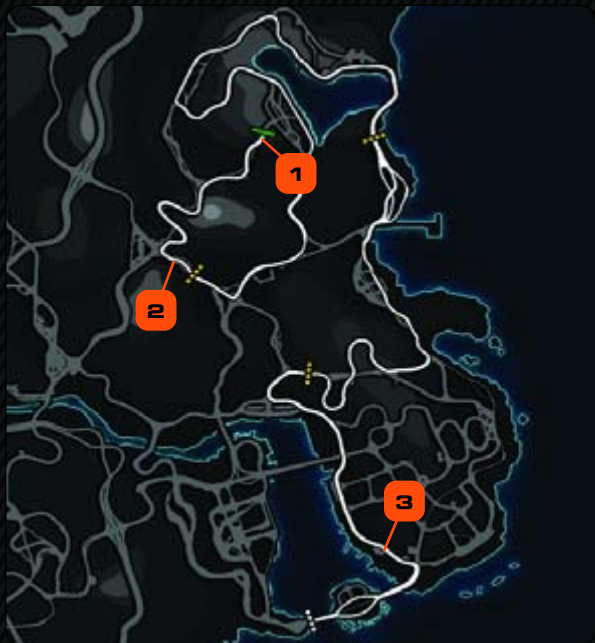
SERIES: 47/70 TIME LIMIT: 4:30



ROCKPORT CITY TRACKS

TRIAL 25

SERIES: 49/70 TIME LIMIT: 3:45



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

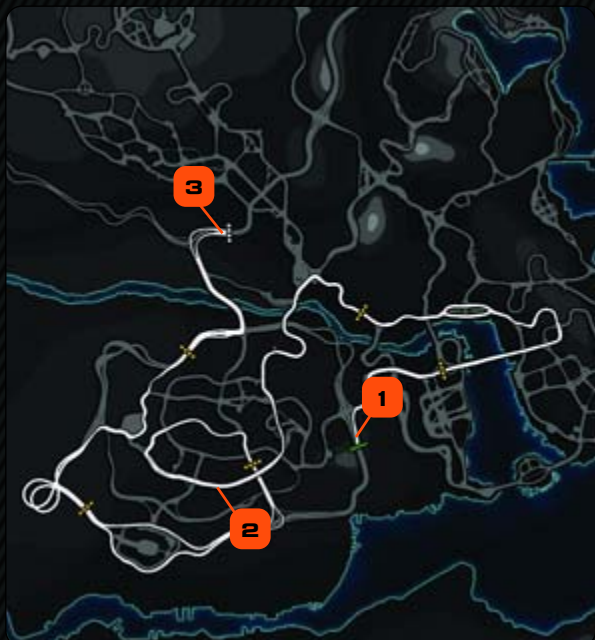
ONLINE
PLAY

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TRIAL 26

SERIES: 51/70 TIME LIMIT: 4:10



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

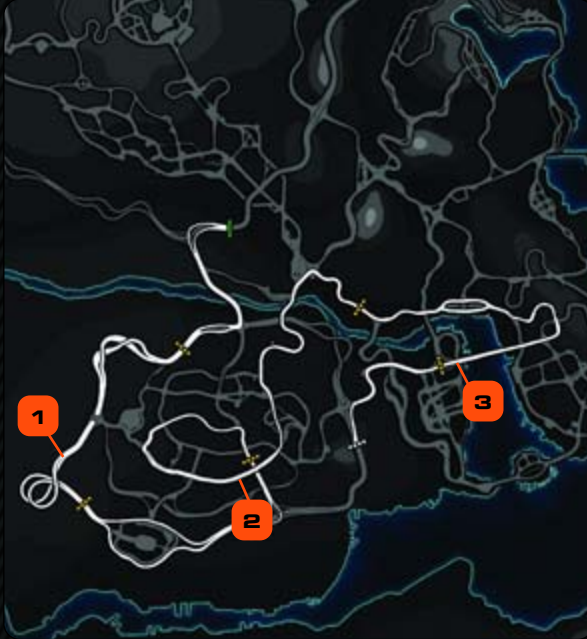
■■■■ TOLLBOOTH



REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

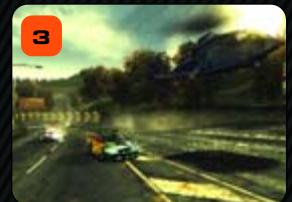
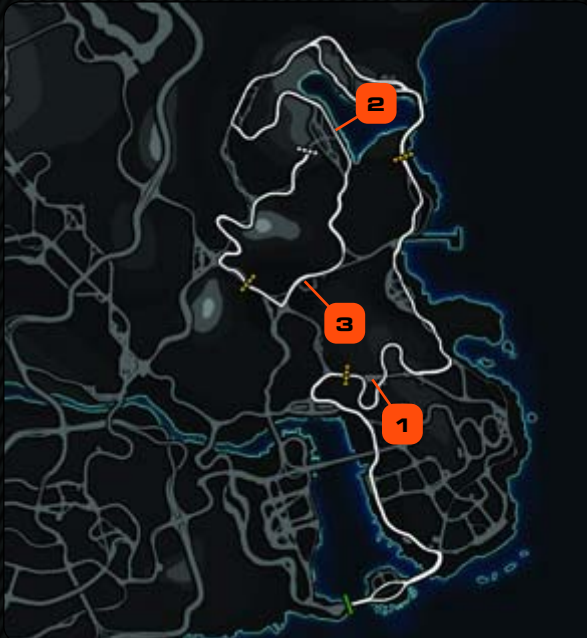
TRIAL 27

SERIES: 53/70 TIME LIMIT: 4:10



TRIAL 28

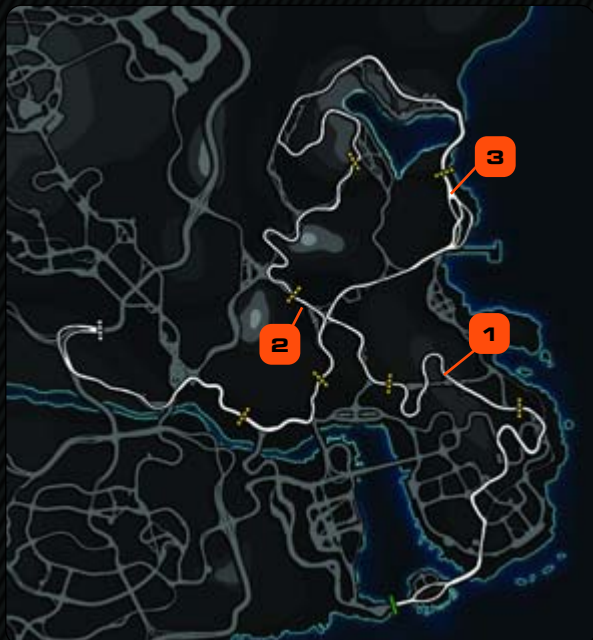
SERIES: 55/70 TIME LIMIT: 3:45



ROCKPORT CITY TRACKS

TRIAL 29

SERIES: 57/70 TIME LIMIT: 4:35



BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

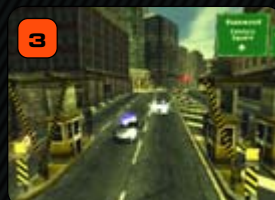
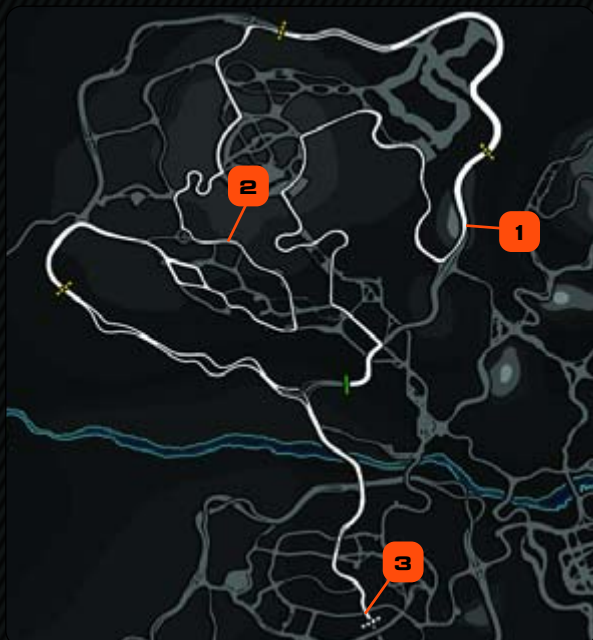
ONLINE PLAY

BEHIND THE SCENES

APPENDIX

TRIAL 30

SERIES: 59/70 TIME LIMIT: 5:05



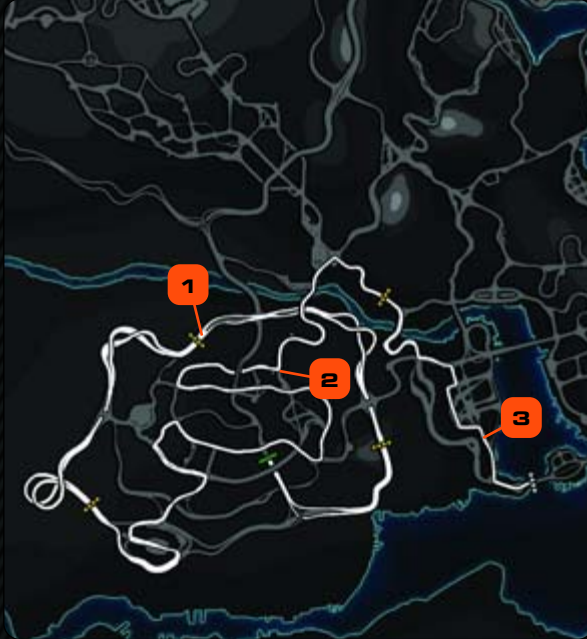
KEY

● SHORTCUT (SC) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR) ■ ■ ■ ■ ■ TOLLBOOTH

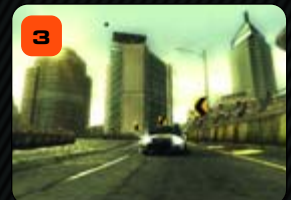
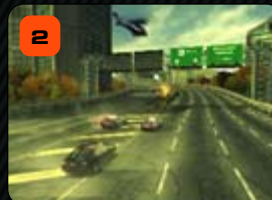
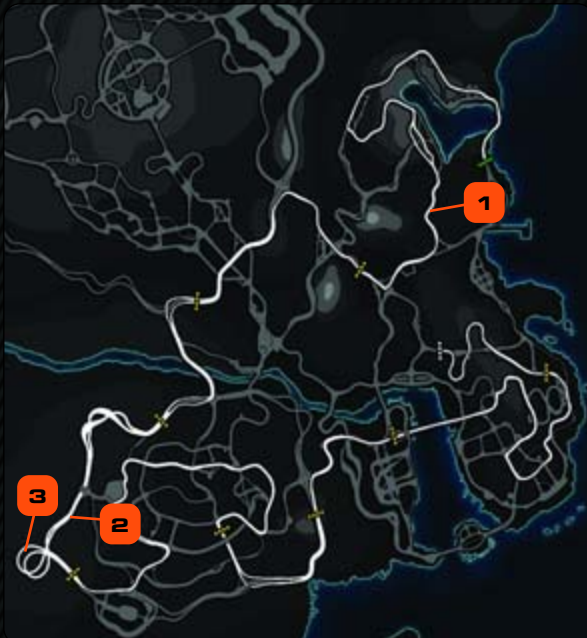


REMAINING
CHAPTER FIVE: ROCKPORT CITY TRACKS

TRIAL 31 SERIES: 61/70 TIME LIMIT: 5:00



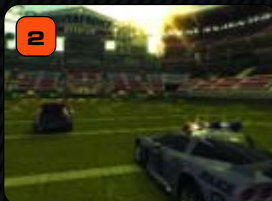
TRIAL 32 SERIES: 63/70 TIME LIMIT: 7:00



ROCKPORT CITY TRACKS

TRIAL 33

SERIES: 65/70 TIME LIMIT: 4:50



BASICS

THE RIDES

UPGRADES

CAREER
MODE

TRACKS

- CIRCUIT
- SPRINT
- DRAG
- LAP KNOCKOUT
- SPEEDTRAP
- CHALLENGE SERIES
- BLACK EDITION
- EXCLUSIVE TRACKS

ONLINE
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BEHIND THE
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TRIAL 34

SERIES: 67/70 TIME LIMIT: 8:50



KEY

● SHORTCUT (SC)

● WARNING! (W)

● VIEW

● FASTEST ROUTE (FR)

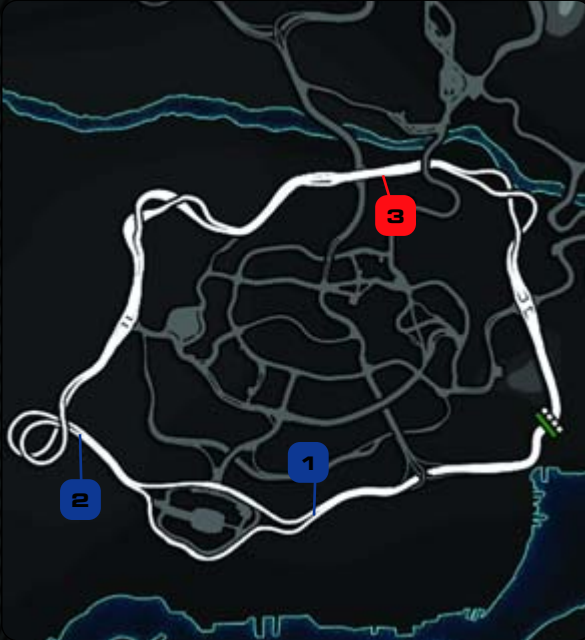
■■■■ TOLLBOOTH

» BLACK EDITION EXCLUSIVE TRACKS

» CIRCUIT TRACK

CITY PERIMETER

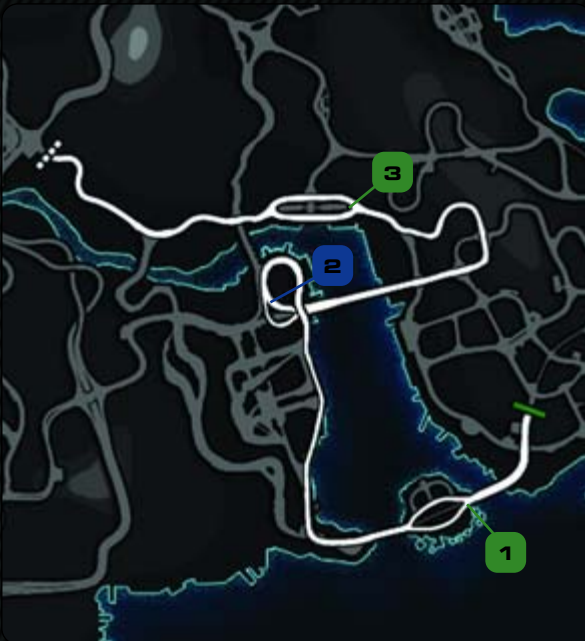
SERIES: 1/29 LENGTH: 9.9 MILES



» SPRINT TRACKS

SEASIDE & POWER STATION

SERIES: 1/46 LENGTH: 3.8 MILES



KEY ● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)

NFS WORLD LOOP SERIES: 2/46 LENGTH: 16.9 MILES






KEY ● SHORTCUT (SC) ● PURSUIT BREAKER (PB) ● WARNING! (W) ● VIEW ● FASTEST ROUTE (FR)

BASICS

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ONLINE PLAY

The EA team has been working hard to streamline the online experience and make it easier for gamers to do what they love—playing, not waiting to play. Once into the online system you will find the layout of the menus familiar, but that's where the similarities end. This new system is quick to get you to the action.

Use the lobby to find active games. It's easier now to find races at random, or you can search according to your preferred options. You can search not only for races that haven't started but also for races in progress. This way, you can join a group of racers and play immediately when their current race is completed.

» LOBBY



note

By default, the lobby sorts by connection quality—all of the first game rooms in the list should have the best connection. Alternatively, you can select and sort by name or by number of players.

» GAME ROOM



Once you have found a game room, you're guaranteed to race in mere moments. As soon as the minimum number of racers (2-4) is in the game room, the automatic timer begins.

This time can't be stopped, nor can anyone kick you out of the game room.

When the race is complete, you and your group (or opponents) return to the game room. The process begins again, cycling you almost immediately into the next race.

tip

Players can come and go from the game room as long as there are free slots available. Invite your online friends to fill your game room for action-packed races!

FINISH EVERY RACE!

To guarantee a quality racing experience in *Need for Speed™ Most Wanted*, you can set up races that are private or allow only racers who have a DNF% (Did Not Finish percentage) below a specified level.

Your DNF increases if you do not complete a race for *any* reason—and this is a bad thing! If your DNF% is too high, you may be prevented from participating in some events. Work hard and diligently to lower your DNF% by completing all races from that point on; gradually the percentage will drop.



Most of the options for the online races are straightforward, but two deserve special discussion: performance matching and collision detection.

Performance matching equalizes the performance attributes of all cars in a race to those of the highest-performing car in the current game. For example, if you are driving a stock Volkswagen GTI and the group host is driving a McLaren, the GTI's performance will be boosted to match the McLaren's. This option creates an even playing field for all players.

Collision detection affects the physical elements of everyone's vehicles. When it's on, cars have an impact on each other; turning it off creates something of a ghost effect—you can drive right through another player's car as if it weren't there. Turning collision detection off is an interesting option

to try when you want to focus on best track time and limit the race variables. You still have the same motivation, because you can see other racers, but you avoid costly collisions.

note

With the improvements to the online system, players now spend more time playing than waiting in menu screens for the game to start.

» ONLINE BLACKLIST



The online Blacklist is similar in principle to the story mode Blacklist, but it's always changing, with new talent arriving to challenge the 15 most skilled racers. You must complete at least 20

ranked races to be listed in the online Blacklist.

The online Blacklist has two variations: Weekly, which tracks the best overall racers each week, and All Time, compiled from the continual tally of daily results.

note

If you make it onto either the Weekly or All Time Blacklist, pat yourself on the back. You've got some mad skills, playa! Not many people ever get good enough to make it into these rankings.

» LEADERBOARD



The Leaderboard is a more specific version of the Blacklist that tracks the best players in various events (circuit, sprints, and so forth). Use this screen info to follow your progress as you move up or down in

rank, compared to the Top 100. To be ranked on the Leaderboard, you must complete at least 20 ranked races.

This menu tracks your win percentage, top speed, use of Nitro and other factors, all contributing to your position on the Leaderboard.

There is an important distinction between rank and rating; in this section we'll discuss rank, because it is most relevant to the Leaderboard.

Your rank is determined by your values in the various column headers on the Leaderboard screen. For example, the highest-ranked player in the Win% column is the player with the highest percentage of wins. The #1 ranked player in the Top Speed column is the player with the highest top speed. Essentially, you are ranked in comparison with everyone else in each of the categories.

» PERSONAL STATS



The Personal Stats screen stores all of the race-specific information relevant to your online career. Use this info to track your skill rating, win/loss statistics, current rank, games played, even right down to how many pounds of Nitrous Oxide you've consumed in total.

Your skill rating is listed in the main window of the Personal Stats screen. You want to keep this value moving up instead of down, obviously, but here is how it works:

Skill rating is a mathematical measurement of your racing abilities, created by using the ELO-Kiernan mechanism, similar to the ranking system used in chess. The formula includes how many people were in a race, what their ratings were before the race, and what each racer earned based on the results of the race.



BEHIND THE SCENES

» JOSIE MARAN AS MIA



Prima: You play Mia in this year's *Need for Speed™ Most Wanted*. Who is Mia and how does she fit into the storyline?

Josie: Mia is a hot street-racing babe that helps you get

into the scene. She gives you tips about how to race against the No. 1 racer on the Blacklist and avoid cops. Ultimately you begin to find out there's more to her than you originally thought.



Prima: Yes, so it would seem. All of your scenes were filmed in front of a green screen. How did that go?

Josie: A bit disorienting at first, but working with the director, David Footman, and seeing the environments we were going to be inserted in right there on the set really helped us imagine ourselves in that world. After a few shots the whole cast was really into it.

Prima: I can imagine that would be a bit of a challenge. How did you like working on a video game?

Josie: At first I wasn't sure how I would fit into the game, but once they did some tests and showed me, it was very cool. It felt like being in a full-on FX movie but I knew they would do their magic to make me look computer-generated.

Prima: Okay, so we know Mia's a great driver, but what about Josie?

Josie: Of course! I'd like to think so.

BASICS

THE RIDES

UPGRADES

CAREER MODE

TRACKS

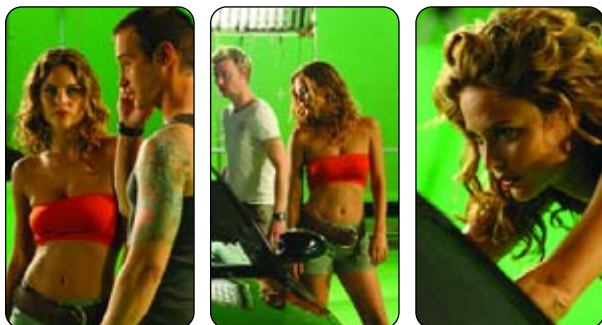
ONLINE PLAY

DID YOU KNOW...

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Prima: Hmmm, so how does that compare to your racing game skills?

Josie: I can hold my own. Nobody dares see my angry side when I lose.



Prima: Sounds like trouble. How similar are you to your character, Mia?

Josie: There's a bit of me in there. The script and the rest of the cast made it very easy to be in the racing scene and I like to tease people and be the center of attention.

Prima: You chose the right line of work for that! What do you like best about the game?

Josie: The cop chases. I like ramming into roadblocks.

Prima: We heard there were many test shoots for wardrobe. What did Electronic Arts ask you to wear while shooting tests? I'm sure the fans were hoping to see you in a bikini somewhere in the game.

Josie: They had me try on all kinds of things. They were doing this research on how to make clothes look computer-generated and they would treat them with different substances and test them on me. The fine wrinkles in clothes, they felt, were what made people look more real than virtual. I've worn lots of different clothes as part of my job but this was something completely different. Some of them were too tight but they picked the ones that looked best.

Prima: What's your favorite car in the game? And your favorite car in real life?

Josie: In the game my car is a tuned Mazda RX-8, but I like the BMW GTR the best, with the blue and silver vinyl. In real life I drive a Volvo S60R.



Prima: A Volvo? We wouldn't have guessed that. Do you have any tips for our players on either *Need for Speed* or dating models?

Josie: Don't judge a girl by her cover. There's more to Mia than meets the eye. I would say the same thing about dating models. Don't assume they are a certain way or are all the same.



Prima: Fair enough. What's next for you?

Josie: Not sure yet.

Prima: The next time you're here we need to sit down and test your racing skills. Can we pencil you in?

Josie: Sure, you're on, but get ready to lose.



» DID YOU KNOW?

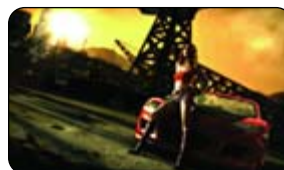
During the writing of this guide we had the opportunity to sit down with several members of the *Need for Speed™ Most Wanted* production team to do research for the guide, gather resources, and get their insights on the game's development. The following is a glimpse into what we found out inside the high security areas of EA Black Box.

» DID YOU KNOW...

...all of the footage for the characters in the full motion videos were filmed in front of a green screen at Lion's Gate Studios? Electronic Arts shot the live-action footage on a massive 220-foot motion picture green screen stage over the course of five days, all in HD [high definition]. The same type of camera was used during the making of *Star Wars: Episode II—Attack of the Clones*.



...there are three main stages in game design: preproduction, full production, and finalizing? During preproduction the team brainstorms with new ideas, tries out all sort of wacky proposals, and does many exciting things (such as photo shoots of exotic cars). Full production involves creating the game's building blocks; usually this is the longest part of the project and the one with the most people involved.



Finalizing is all about polish, tuning, and bug-fixing. A lot of time is

spent getting feedback from people who are new to

the game, so they can see what needs to be improved to make sure the learning curve and difficulty is as well-balanced as possible.

...that developing this title for the next generation platforms such as the Xbox 360 has opened up a new era in gaming? Graphics are pushing into new areas, the quality of which we've never seen before. Soon we'll be able to transition between the interactive game world into the more passive storytelling cinematics world without even noticing it.

...that the Senior Art Director—Habib "The Habibinator" Zargarpour is the same special effects wizard responsible for the magic we've seen in big screen movies? Some of his work includes the pod races and crash scenes in *Star Wars: Episode I—The Phantom Menace*, the tornados in *Twister*, the story seas in *The Perfect Storm*, Spawn's cape in *Spawn*, space anomalies for *Star Trek: First Contact* and *Star Trek: First Contact*, underwater scenes in *Star Trek: First Contact*, and the alien creatures in *Signs*, just to name a few.

...that *Need for Speed™ Most Wanted* employs the same camera tricks used to give the *Star Wars: Episode I—The Phantom Menace* pod races their sense of speed? The techniques were taken to a new level for this year's *Need for Speed*.

...that the game features a dynamic visual filter that causes location and activity specific unique tones and color treatments? For example, the mood of the screen changes if you're being pursued by the police. This is similar to effects used in the movie *Traffic*.

...that film-specific processes were used to give the game a more illicit and gritty feel? One such process used was bleach-bypassing, where the silver chemical in the film laboratory printing process is not bleached out, resulting in deeper blacks and more contrast with blown-out highlights. This technique was used in films such as *A.I.* and *Minority Report*.

...next generation platforms like the Xbox 360 have enough power to use dynamic lighting? Game developers can light everything in a game world with real-time shadows and lighting effects, giving a dynamic time of day. In *Need for Speed*, this means that players witness a moving sun for the first time in the history of the franchise.

It takes about a half-hour for the sun to rise and set, giving the player the sensation that they are in a living world. The dynamic weather effects enhance this feeling even more. For the current-gen versions of the game on PS2 and Xbox, EA decided to only have two times of day—midday and sunset—so that they could capture and provide as much of that dynamic feeling as possible.



...*Need for Speed™ Most Wanted* uses a special texturing technique called offset mapping? It's a way to make a simple surface appear as though it has lots of geometric detail modeled into it, except that it's all done with textures. This is done using a texture that "displaces" the points of the surface, making the detail look 3D.

EA used offset mapping on many areas on the next-gen version of the game, such as rock surfaces, building facades, and concrete walls, to add a lot of detail to the world. As you drive around Rockport have a look at some of the 3D textures—they're all created with flat, two dimensional images.

...during the research phase, the writer had the opportunity to spend time with real-life street racers from New York? While in New York to meet with a story editor, he took advantage of the trip and hooked up with some local racers from Queens. Those guys were able to show him a different side of the tuner culture, unlike what we tend to see on the screen. They were genuinely excited that EA took an interest in what they did, and more important, that they were willing to be as true to the culture as they possibly could be.

For the most part, what EA got from them was that it's not all about terrorizing the streets with racing. Those guys spent time on the track in Jersey and tried to run in controlled, out-of-the-way environments. New York had cracked down on open road street racing so the culture had adjusted.

Also, it's not all slang and street jive. They're real people, of all ages with different backgrounds...though they did admit that there were some bad apples out there that fed stereotypes and caused problems.

...the Rockport Police Department's protocols are actually based upon real-life Police departments? The writer researched the protocols of the LAPD, NYPD, Royal Canadian Mounted Police, and the Vancouver Police Department to make the experience as realistic as possible—with the addition of some creative license to massage the action into a rewarding in-game experience.



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■ JOSIE MARAN
■ DID YOU KNOW?

APPENDIX

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» CHALLENGE SERIES EVENTS SUMMARY

EVENT #	EVENT TYPE	EVENT OBJECTIVE
1	Toll Booth Time Trial	Complete this toll booth time trial in under 2:40 to win.
2	Pursuit Length	Evade the police pursuit after at least one minute to successfully complete this challenge.
3	Toll Booth Time Trial	Complete this toll booth time trial in under 2:45.
4	Bounty	Evade the police pursuit with a Bounty of 1,000 to successfully complete this challenge.
5	Toll Booth Time Trial	The time to beat for this toll booth time trial is 3:30.
6	Pursuit Evasion	Evade this police pursuit in less than five minutes to successfully complete this challenge.
7	Toll Booth Time Trial	Someone on the Blacklist posted a best time of 3:00 in this toll booth challenge. To win, beat that time.
8	Cost to State	Evade the police pursuit with a Cost to State of 25,000 to successfully complete this challenge.
9	Toll Booth Time Trial	Complete this toll booth time trial in under 2:50 to hold the record.
10	Roadblock	Dodge at least two police roadblocks and evade the pursuit to successfully complete this challenge.
11	Toll Booth Time Trial	Complete this toll booth time trial in under 3:30 to win.
12	Trade Paint	Evade the police pursuit and tag a minimum of five police vehicles to successfully complete this challenge.
13	Toll Booth Time Trial	You must reach the last toll booth before the 3:45 mark to win this challenge.
14	Infractions	Evade the police pursuit with a minimum of four infractions to successfully complete this challenge.
15	Toll Booth Time Trial	Complete this toll booth challenge in under 4:00.
16	Spike Strip	Dodge at least two police spike strips and evade the pursuit to successfully complete this challenge.
17	Toll Booth Time Trial	Complete this toll booth time trial in under 3:20 to win.
18	Pursuit Evasion	Evade this police pursuit in less than four minutes to successfully complete this challenge.
19	Toll Booth Time Trial	Reach the last toll booth before the 4:05 mark, or it's all over.
20	Pursuit Length	You must evade the police pursuit after at least seven minutes to successfully complete this challenge.
21	Toll Booth Time Trial	Complete this toll booth time trial in under 4:00 to win.
22	Roadblock	Dodge at least six police roadblocks and evade the pursuit to successfully complete this challenge.
23	Toll Booth Time Trial	Complete this toll booth time trial in under 3:15 to post a new record.
24	Infractions	Evade the police pursuit with a minimum of five infractions to successfully complete this challenge.
25	Toll Booth Time Trial	You have only 4:00 to reach the last toll booth and win this challenge.
26	Trade Paint	Evade the police pursuit and tag a minimum of eight police vehicles to successfully complete this challenge.
27	Toll Booth Time Trial	Complete this Toll Booth Time Trial in under 3:30 to win.
28	Cost to State	Evade the police pursuit with a Cost to State of 50,000 to successfully complete this challenge.
29	Toll Booth Time Trial	The Blacklist record for this toll booth challenge is 3:00. To win, beat that mark.
30	Bounty	Evade the police pursuit with a Bounty of 50,000 to successfully complete this challenge.
31	Toll Booth Time Trial	Complete this toll booth time trial in under 3:45 to win.
32	Pursuit Evasion	Evade this police pursuit in less than three minutes to successfully complete this challenge.
33	Toll Booth Time Trial	Reach the last toll booth before the 3:30 mark to win this challenge.
34	Roadblock	Dodge at least eight police roadblocks and evade the pursuit to successfully complete this challenge.
35	Toll Booth Time Trial	Complete this toll booth time trial in under 3:35 to win.
36	Trade Paint	Evade the police pursuit and tag a minimum of 12 police vehicles to successfully complete this challenge.
37	Toll Booth Time Trial	It takes a time better than 3:35 to win this toll booth time trial.
38	Infractions	Evade the police pursuit with a minimum of six infractions to successfully complete this challenge.
39	Toll Booth Time Trial	Complete this toll booth time trial in under 2:40 to win.
40	Pursuit Length	Evade the police pursuit after at least 10 minutes to successfully complete this challenge.
41	Toll Booth Time Trial	One of the toll booth attendants ordered pizza. If you don't get his pizza to him in the next four minutes and 33 seconds, he gets it free and the money comes out of your pocket.
42	Roadblock	Use a pickup truck and dodge 6 roadblocks to evade the pursuit and successfully complete this challenge.
43	Toll Booth Time Trial	One of the lower-end nonranked Blacklist racers posted a time of 4:30, and is bragging about the run. Beat that time with just a minivan and a bottle of Nitro.
44	Spike Strip	Using a police cruiser, dodge 6 spike strips and evade the police to successfully complete this challenge.
45	Toll Booth Time Trial	It's the annual pursuit skills competition; you must participate in this closed-course time trial. The Bayview police hold the record at 3:35. You represent Rockport's best, so don't let them down.
46	Cost to State	Driving a garbage truck, evade the police pursuit with a Cost to State of 100,000 to successfully complete this challenge.
47	Toll Booth Time Trial	A car broke down near a toll booth, and its driver needs a cab urgently. A rival cab driver is also on the way. Reach the passenger in less than 4:30, or the other cab gets there first.
48	Pursuit Evasion	Using a police SUV, evade the pursuit in less than four minutes.



EVENT #	EVENT TYPE	EVENT OBJECTIVE
49	Toll Booth Time Trial	The Bayview Police Department struck again, this time posting an incredible time of 3:45 in the annual police pursuit skills competition. You have been selected once again to participate in this closed-course time trial.
50	Bounty	Using a cement truck, evade the police pursuit with a Bounty of 100,000 to successfully complete this challenge.
51	Toll Booth Time Trial	Complete this toll booth time trial in under 4:10 to win.
52	Pursuit Evasion	Evade the pursuit in under four minutes to successfully complete this challenge.
53	Toll Booth Time Trial	Complete this event in under 4:10 to post a new record for this toll booth challenge.
54	Cost to State	Evade the police pursuit with a Cost to State of 150,000 to successfully complete this challenge.
55	Toll Booth Time Trial	You only have 3:45 to beat this toll booth challenge.
56	Bounty	Evade the police pursuit with a Bounty of 1,000,000 to successfully complete this epic challenge.
57	Toll Booth Time Trial	Complete this toll booth time trial in under 4:35 to win.
58	Roadblock	Dodge at least 10 police roadblocks and evade the pursuit to successfully complete the challenge.
59	Toll Booth Time Trial	The best time posted in this toll booth run is 5:05. To win, beat it.
60	Pursuit Length	To successfully complete this challenge, achieve a 15-minute police pursuit at the highest Heat levels, then evade it.
61	Toll Booth Time Trial	Complete this toll booth time trial in under 5:00 to advance.
62	Spike Strip	To beat this challenge, you have to dodge 10 spike strips and evade the pursuit.
63	Toll Booth Time Trial	This is the second-longest run in the toll booth challenge records. Only a time better than 7:00 wins this event.
64	Trade Paint	To complete this challenge, you must trade paint with 20 different police vehicles and, as always, evade the pursuit.
65	Toll Booth Time Trial	The best time running between these toll booths is 4:50. Beat that time to complete the challenge.
66	Cost to State	Get 200,000 in CTS and evade the pursuit to win this challenge.
67	Toll Booth Time Trial	This is the longest time challenge in the Blacklist records. Reach the last toll booth before the 8:50 mark to win this challenge.
68	Pursuit Length	You must last in a pursuit for 30 minutes without getting busted. Once that's accomplished, you still need to evade the pursuit to be successful.
69	BURGER KING® Challenge (unlocked via cheat code)	Win the BURGER KING® race to unlock unique performance upgrade parts in the performance customization menu.
70	Black Edition Challenge (Collectors Edition Exclusive)	In this event you are pursued by supercharged heavy SUVs. This is the most difficult challenge in the series. To win, you must accumulate a Bounty of 500,000 and evade the pursuit.

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» CHEAT CODES

Note that all the cheats should be entered on the "Press Start to begin" screen.

» BURGER KING® CHEAT

Cheat Code: Up, Down, Up, Down, Left, Right, Left, Right

Unlocks: BURGER KING® Challenge Event (#69).

Prize for Completing Event: Unlocks all the Junkman performance parts. These can be added to your car by going to performance customization from the My Cars menu.

Note: This event can be completed only once.

» CASTROL SYNTEC CHEAT

Cheat Code: Left, Right, Left, Right, Up, Down, Up, Down

Unlocks: Special Edition Castrol Syntec Ford GT, which is added to your bonus cars.

» MOST WANTED DEMO CHEAT

Cheat Code: Up, Up, Down, Down, Left, Right, Up, Down

Unlocks: Free engine upgrade bonus marker for use in the backroom of the customization shops.

