



## Need for Speed Shift Guide

In the words of the author's current favorite fictional television character, Sue from Glee: "I am going to have to ask you to smell your armpits. That's the smell of failure, and it's stinking up my office." Thankfully for you and everyone around you, we at IGN have cranked out this guide for the newest installment to the long-standing Need for Speed franchise, crammed full of antiperspirant and deodorant to repel that awful stench of failure.

*In this Need for Speed Shift strategy guide, you'll find:*

- **GENERAL TIPS** // New to the game? That's never a problem when you're reading an IGN Guide. We'll give you great tips on how to accelerate your way to stardom.
- **CAR DATABASE** // Compilation of all the cars and their various stats in the game.
- **TRACKS** // List of the race courses you'll be able to burn some rubber on.
- **CAREER MODE WALKTHROUGH** // Full compendium of the events and kinds of races that await you in Career Mode.

**Guide by:** Stephanie Lee

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## Need for Speed Shift General Tips

«	Steering & Difficulty Settings	Other Tips	»
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So, you've finally been able to peel your eyes away from the graphical opulence made possible by this latest rendition in the Need for Speed (referred to as NFS from hereon) franchise. Maybe now you can peruse this section of expert advice and fare better in Career mode.

### Change the default settings

If you value rewarding gameplay at all, this is probably the number one tip you should pay any mind to. The sheer improvement in the end result is the difference between black and white.

By default, all the cars featured in NFS tend to oversteer and handle poorly in general, including the FWD and AWD cars. This is to say that the rear wheels of your car slide out toward the direction opposite it is turning. This phenomenon may potentially throw your car into a spin and can be fixed to improve handling performance of your car. The author did not discover these exact settings on her own, but found them circulating the internet.

### Setting the AI Difficulty

All you racing buffs out there will indubitably crank up the difficulty without a second thought and try to tough it out, but for the others of us who like to test the waters first take heed to this warning: the AI in Shift is certainly no pushover, even on Easy. Keep in mind that playing at a higher difficulty yields no special bonuses other than an expanded e-peen. The racing Tiers truly reflect the rising challenge by throwing increasingly skillful and aggressive AI at you against your will. Make peace with our advice about playing at a difficulty level you are happy with.

Head to Options > Gameplay > Adjust Control. Change these settings to the following values:

Steering Dead Zone	15%
Accelerator Dead Zone	10%
Brake Dead Zone	10%
Steering Sensitivity	5%
Acceleration Sensitivity	5%
Brake Sensitivity	5%
Speed Steering Sensitivity	100%

Next, go to the Car Garage > Tuning. Enter Quick Tuning options and proceed to Balance. Move the slider all the way toward Oversteer, as doing so will actually counter the current oversteer with understeer.

Credit for these game-changing settings goes to the boys at the Xbox.com forums.

## Decisions, decisions...

We truly understand the frenzied pang of indecision when presented with an impressive list of the world's most coveted cars. A useful tip for the inexperienced racer is that you can never really purchase a *wrong* car. If you end up regretting a purchase, you can sell it right back without any depreciation in value. Just remember that the most expensive cars aren't always the best. You will face a number of different kinds of race styles as your Career climbs upward, and you will find that each car can perform exceptionally better in some situations than others.

There is absolutely no reason in this entire universe of sane minds to ever spend Microsoft Points on a car. Just remember that you really can't lose your money or make any particularly bad purchases.

## Assists?

You'll notice that in the Options there are options called Steering Assist and Braking Assist. When these are turned on, any error-ridden driving will be, for the most part, error-free. When it comes down to a turn, Braking Assist hits the brakes for you, and the Steering Assist countersteers for you. Both of these options, in our humble opinion, are completely redundant and should be best left off to maintain the fun and integrity of a driving simulation. As for other things like Anti-Lock Brakes and Damage Effects, these can be left on at the discretion of the driver. The Anti-Lock Brakes prevent the brakes from locking up after slamming the brakes. Finally, setting Damage Effects to Visual Only is our recommendation.



## Drifting

The actual drifting is done in part by a delicate balance between braking and throttle input. Approach the corner at high speeds, apply brakes just before the corner, shift down and swing the rear of the car out to commence the slide. Be sure not to jerk the wheel or analog stick too hard, as that usually causes you to lose control. As the car slides, ease off the brakes, remembering to counter steer, and hit the throttle. You can use either the pedal brakes or handbrakes, but we found that by not using the handbrake we were more successful with drifting. Some cars are better suited for drifting than others. This highly advanced driving maneuver takes some practice and getting used to, so don't get discouraged!



## Building Experience And Money

Not surprisingly, greater riches and benefits go hand-in-hand with a higher Driver Level. Some Achievements can be gotten this way as well. Create Quick Races (set up to 20 laps) against yourself to win cash prizes easily and build Profile Points. Amount of prize money is based on current Driver Level. The real experience-racking races are found in Drifting, so a little knowledge of Drifting is recommended.

When aiming for high scores in drifting, get your car as close to the apex of the turn and drag out the drift for as long as possible. These are essential for effectively racking up points.

## Manual or Automatic Transmission?

Manual transmission offers significantly more control and will definitely give you the upperhand in races. For one thing, you launch better at the start. Plus, manual may offer better control in exiting corners once you've learned to shift in concert with letting off the gas for a split second, giving you better traction. It is a skill definitely worth mastering.

## Mastering Corners

The golden rule here is: slow in, fast out.

The art of mastering corners in Shift is all about one word: precision. It's not about how fast you enter the corner, but it's about how smoothly and easily you go in and out of one. In general, we've found that a slower car accomplishes this task more easily. Pick a car that has the right amount of handling and traction to prevent corner sliding, as doing so will have already taken away your chances of corner mastering. Take the turn slow and pull away fast, keeping in mind to follow the Racing Line while doing so. Again, heavy emphasis on slow, smooth, and controlled cornering.

## Spinning Out Opponents

There's no such thing as a dirty driver, as winning against some particularly skilled drivers may necessitate employment of devious tactics, such as spinning them out. However, Shift doesn't make this an easy task. The cars sometimes appear to arbitrarily lose control after a light tap when other times the cars withstand bumping and grinding like hulking tanks. The best way we've found to spin opponents out is to stick right on their tail and give that final nudge when they turn a corner. There are a number of methods that aren't all tried and true, but may work better for some more than others. Swiping the tail from a lateral angle usually ends in tears as your own car gets ripped off the track.

## Driver Level

As you blaze through the races and earn Profile Points, the accrued points get added to your experience until you pass a threshold, at which point you level up and the threshold is raised higher. If you're curious about the perks each increasing level has to offer you, simply go to the Driver Profile and take a look at the Level Rewards. There you have a detailed overview of the points required to level and the bonuses available for unlocking. You can find out what Badges you have yet to earn and the condition needed to be met.

## Works Conversions

Later in the game, you will be able to upgrade to a works converted car, which basically transforms your humble race car into a wicked driving machine. The modification costs an extra quarter million dollars or so *in addition* to having all the other upgrades already installed in your vehicle, including the Body Kit aesthetics, Cockpit, and Weight Reduction upgrades. Overall, it requires a big payload without an immediate return on investment, but believe us when we say that your car will definitely not be the same.

## Need for Speed Shift Car Database

<a href="#">Tier 1 Cars</a>	<a href="#">Tier 2 Cars</a>	<a href="#">Tier 3 Cars</a>	<a href="#">Tier 4 Cars</a>	<a href="#">Race Cars</a>
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The more races you win, the more money you earn, and the more cars you can purchase.

Note that these stats are the out-the-door specs without upgrades. Cars are listed in alphabetical order according to Tier.

Tier 1	
Audi S3	
Car Rating	4.10
Cost	\$30,000
Car Region	European
Drivetrain	AWD
Weight	3,153 lbs
Power	265 HP
Torque	275.33 lbs-ft
Audi S4	
Car Rating	4.50
Cost	\$42,000
Car Region	European
Drivetrain	AWD
Weight	3,990 lbs
Power	329 HP
Torque	325.00 lbs-ft

Audi TT Coupe 3.2 quattro	
Car Rating	4.70
Cost	\$45,000
Car Region	European
Drivetrain	AWD
Weight	3,153 lbs
Power	247 HP
Torque	236.00 lbs-ft

BMW 135i Coupe DRIFT-CAPABLE	
Car Rating	4.40
Cost	\$35,000
Car Region	European
Drivetrain	RWD
Weight	3,380 lbs
Power	302 HP
Torque	300.00 lbs-ft

Chevrolet Cobalt SS	
Car Rating	4.40
Cost	\$30,000
Car Region	American
Drivetrain	FWD
Weight	2,756 lbs
Power	260 HP
Torque	260.00 lbs-ft

Ford Escort RS Cosworth	
Car Rating	2.50
Cost	\$22,000
Car Region	American
Drivetrain	AWD
Weight	2,998 lbs
Power	220 HP
Torque	259.95 lbs-ft

  

Ford Focus ST	
Car Rating	3.20
Cost	\$26,000
Car Region	American
Drivetrain	FWD
Weight	2,910 lbs
Power	220 HP
Torque	259.95 lbs-ft

  

Honda Civic Si	
Car Rating	2.50
Cost	\$21,000
Car Region	Japanese
Drivetrain	FWD
Weight	2,886 lbs
Power	197 HP
Torque	139.00 lbs-ft

Honda S2000 DRIFT-CAPABLE	
Car Rating	3.00
Cost	\$35,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,835 lbs
Power	247 HP
Torque	232.27 lbs-ft

Infiniti G35 (V35) DRIFT-CAPABLE	
Car Rating	4.70
Cost	\$44,000
Car Region	Japanese
Drivetrain	RWD
Weight	3,417 lbs
Power	303 HP
Torque	269.09 lbs-ft

Mazda MX-5	
Car Rating	2.15
Cost	\$21,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,425 lbs
Power	170 HP
Torque	140.00 lbs-ft



Mazda RX-8 DRIFT-CAPABLE	
Car Rating	3.20
Cost	\$27,000
Car Region	Japanese
Drivetrain	RWD
Weight	3,069 lbs
Power	230 HP
Torque	183.84 lbs-ft

  

Nissan 200SX (S14) DRIFT-CAPABLE	
Car Rating	2.00
Cost	\$20,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,762 lbs
Power	197 HP
Torque	195.00 lbs-ft

  

Nissan 240SX (S15) DRIFT-CAPABLE	
Car Rating	1.30
Cost	\$18,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,648 lbs
Power	140 HP
Torque	152.00 lbs-ft

Nissan 350Z (Z33) DRIFT-CAPABLE	
Car Rating	4.80
Cost	\$46,000
Car Region	Japanese
Drivetrain	RWD
Weight	3,329 lbs
Power	306 HP
Torque	268.00 lbs-ft

  

Nissan Skyline 2000GT-R (C10)	
Car Rating	1.30
Cost	\$18,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,425 lbs
Power	160 HP
Torque	118.00 lbs-ft

  

Renault Sport Megane RS	
Car Rating	2.40
Cost	\$23,000
Car Region	European
Drivetrain	FWD
Weight	2,965 lbs
Power	225 HP
Torque	244.12 lbs-ft

Scion tC	
Car Rating	2.10
Cost	\$20,000
Car Region	American
Drivetrain	FWD
Weight	2,905 lbs
Power	161 HP
Torque	163.00 lbs-ft

  

Seat Leon CLP RX	
Car Rating	2.60
Cost	\$22,000
Car Region	European
Drivetrain	FWD
Weight	2,967 lbs
Power	237 HP
Torque	229.00 lbs-ft

  

Toyota Corolla GTS (AE16) DRIFT-CAPABLE	
Car Rating	1.50
Cost	\$18,000
Car Region	Japanese
Drivetrain	RWD
Weight	1,940 lbs
Power	128 HP
Torque	386.83 lbs-ft

Volkswagen Golf GTI	
Car Rating	2.60
Cost	\$23,000
Car Region	European
Drivetrain	FWD
Weight	2,976 lbs
Power	197 HP
Torque	207.00 lbs-ft

Volkswagen Scirocco	
Car Rating	2.60
Cost	\$27,000
Car Region	European
Drivetrain	FWD
Weight	2,976 lbs
Power	197 HP
Torque	207.00 lbs-ft

Tier 1 Cars	Tier 2 Cars	Tier 3 Cars	Tier 4 Cars	Race Cars
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## Tier 2

Audi RS 4	
Car Rating	6.40
Cost	\$70,000
Car Region	European
Drivetrain	AWD
Weight	3,638 lbs
Power	420 HP
Torque	317.00 lbs-ft

BMW M3 E36 DRIFT-CAPABLE	
Car Rating	4.10
Cost	\$50,000
Car Region	European
Drivetrain	RWD
Weight	3,219 lbs
Power	282 HP
Torque	225.00 lbs-ft

BMW M3 E46 DRIFT-CAPABLE	
Car Rating	5.40
Cost	\$58,000
Car Region	European
Drivetrain	RWD
Weight	3,682 lbs
Power	343 HP
Torque	269.21 lbs-ft

  

BMW M3 E92	
Car Rating	6.40
Cost	\$80,000
Car Region	European
Drivetrain	RWD
Weight	3,704 lbs
Power	414 HP
Torque	295.00 lbs-ft

  

BMW Z4 M Coupe	
Car Rating	5.70
Cost	\$60,000
Car Region	European
Drivetrain	RWD
Weight	3,241 lbs
Power	343 HP
Torque	269.00 lbs-ft

Chevrolet Camaro SS	
Car Rating	6.80
Cost	\$85,000
Car Region	American
Drivetrain	RWD
Weight	3,759 lbs
Power	426 HP
Torque	420.00 lbs-ft

  

Dodge Challenger Concept	
Car Rating	5.80
Cost	\$52,000
Car Region	American
Drivetrain	RWD
Weight	3,858 lbs
Power	421 HP
Torque	430.19 lbs-ft

  

Ford Shelby GT500 DRIFT-CAPABLE	
Car Rating	6.85
Cost	\$90,000
Car Region	American
Drivetrain	RWD
Weight	3,924 lbs
Power	540 HP
Torque	510.00 lbs-ft

Lotus Elise 111R	
Car Rating	5.10
Cost	\$60,000
Car Region	European
Drivetrain	RWD
Weight	1,940 lbs
Power	189 HP
Torque	136.44 lbs-ft

  

Mazda RX-7 DRIFT-CAPABLE	
Car Rating	5.60
Cost	\$65,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,778 lbs
Power	265 HP
Torque	259.64 lbs-ft

  

Mitsubishi Lancer EVOLUTION DRIFT-CAPABLE	
Car Rating	5.40
Cost	\$55,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,351 lbs
Power	305 HP
Torque	295.00 lbs-ft



Mitsubishi Lancer EVOLUTION IX MR-Edition	
Car Rating	5.90
Cost	\$50,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,109 lbs
Power	310 HP
Torque	295.00 lbs-ft

Need for Speed Shelby Terlingua Ford Mustang	
Car Rating	6.50
Cost	Unlocked at Driver Level 30
Car Region	American
Drivetrain	RWD
Weight	3,417 lbs
Power	402 HP
Torque	620.84 lbs-ft

Nissan 370Z (Z34) DRIFT-CAPABLE	
Car Rating	5.10
Cost	\$55,000
Car Region	Japanese
Drivetrain	RWD
Weight	3,307 lbs
Power	332 HP
Torque	263.00 lbs-ft

Nissan Silvia spec.R AERO (S15) DRIFT-CAPABLE	
Car Rating	4.90
Cost	\$55,000
Car Region	Japanese
Drivetrain	RWD
Weight	2,734 lbs
Power	258 HP
Torque	232.33 lbs-ft

  

Nissan Skyline GT-R (R34)	
Car Rating	6.00
Cost	\$70,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,417 lbs
Power	280 HP
Torque	289.00 lbs-ft

  

Porsche Cayman S	
Car Rating	7.00
Cost	\$110,000
Car Region	European
Drivetrain	RWD
Weight	2,954 lbs
Power	295 HP
Torque	251.00 lbs-ft

Subaru Impreza WRX STi	
Car Rating	5.80
Cost	\$65,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,351 lbs
Power	304 HP
Torque	311.00 lbs-ft

Tier 1 Cars	Tier 2 Cars	Tier 3 Cars	Tier 4 Cars	Race Cars
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### Tier 3

#### Aston Martin DB9 Coupe

Car Rating	8.90
Cost	\$160,000
Car Region	European
Drivetrain	RWD
Weight	3,880 lbs
Power	469 HP
Torque	443.00 lbs-ft

#### Aston Martin V8 Vantage N400

Car Rating	6.50
Cost	\$130,000
Car Region	European
Drivetrain	RWD
Weight	3,594 lbs
Power	400 HP
Torque	302.00 lbs-ft

Audi R8 4.2 FSI quattro	
Car Rating	8.60
Cost	\$135,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,439 lbs
Power	420 HP
Torque	317.00 lbs-ft

  

Chevrolet Corvette Z06	
Car Rating	11.10
Cost	\$210,000
Car Region	American
Drivetrain	RWD
Weight	3,131 lbs
Power	470 HP
Torque	505.00 lbs-ft

  

Dodge Viper SRT10 DRIFT-CAPABLE	
Car Rating	10.00
Cost	\$170,000
Car Region	American
Drivetrain	RWD
Weight	3,351 lbs
Power	600 HP
Torque	640.00 lbs-ft

Falken Tire Ford Mustang GT	
Car Rating	13.50
Cost	Unlocked at Driver Level 10
Car Region	American
Drivetrain	RWD
Weight	2,866 lbs
Power	679 HP
Torque	681.40 lbs-ft

Ford GT	
Car Rating	11.30
Cost	\$220,000
Car Region	American
Drivetrain	RWD
Weight	3,461 lbs
Power	550 HP
Torque	500.00 lbs-ft

Lamborghini Gallardo LP560-4	
Car Rating	10.80
Cost	\$220,000
Car Region	European
Drivetrain	AWD
Weight	3,307 lbs
Power	552 HP
Torque	398.28 lbs-ft

Lamborghini Murcielago LP640	
Car Rating	12.50
Cost	\$300,000
Car Region	European
Drivetrain	AWD
Weight	3,638 lbs
Power	631 HP
Torque	487.00 lbs-ft
Lotus Exige S	
Car Rating	6.30
Cost	\$120,000
Car Region	European
Drivetrain	RWD
Weight	2,081 lbs
Power	218 HP
Torque	158.00 lbs-ft
Mercedes-Benz SL65 AMG	
Car Rating	8.50
Cost	\$140,000
Car Region	European
Drivetrain	RWD
Weight	4,116 lbs
Power	604 HP
Torque	738.00 lbs-ft

Nissan GT-R (R35)	
Car Rating	10.50
Cost	\$165,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,858 lbs
Power	480 HP
Torque	430.00 lbs-ft

Nissan GT-R SpecV (R35)	
Car Rating	11.90
Cost	\$225,000
Car Region	Japanese
Drivetrain	AWD
Weight	3,649 lbs
Power	544 HP
Torque	547.64 lbs-ft

Porsche 911 GT2	
Car Rating	12.00
Cost	\$250,000
Car Region	European
Drivetrain	RWD
Weight	3,175 lbs
Power	520 HP
Torque	500.00 lbs-ft



Porsche 911 GT3 RS	
Car Rating	9.00
Cost	\$160,000
Car Region	European
Drivetrain	RWD
Weight	2,921 lbs
Power	415 HP
Torque	300.00 lbs-ft

Tier 1 Cars	Tier 2 Cars	Tier 3 Cars	Tier 4 Cars	Race Cars
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## Tier 4

Bugatti Veyron 16.4	
Car Rating	17.50
Cost	\$1,200,000
Car Region	European
Drivetrain	AWD
Weight	4,162 lbs
Power	1,000 HP
Torque	920.00 lbs-ft

Koenigsegg CCX	
Car Rating	18.40
Cost	\$1,000,000
Car Region	European
Drivetrain	RWD
Weight	2,866 lbs
Power	806 HP
Torque	678.00 lbs-ft

Lamborghini Reventon	
Car Rating	13.00
Cost	\$580,000
Car Region	European
Drivetrain	AWD
Weight	3,671 lbs
Power	640 HP
Torque	487.52 lbs-ft
Lexus LF-A Concept	
Car Rating	10.50
Cost	\$420,000
Car Region	Japanese
Drivetrain	RWD
Weight	3,351 lbs
Power	552 HP
Torque	450.00 lbs-ft
McLaren F1	
Car Rating	15.50
Cost	\$850,000
Car Region	European
Drivetrain	RWD
Weight	2,513 lbs
Power	627 HP
Torque	480.00 lbs-ft

Mercedes-Benz SLR McLaren 722 Edition	
Car Rating	11.70
Cost	\$500,000
Car Region	European
Drivetrain	RWD
Weight	3,898 lbs
Power	671 HP
Torque	612.00 lbs-ft

  

Pagani Zonda F	
Car Rating	16.50
Cost	\$900,000
Car Region	European
Drivetrain	RWD
Weight	2,668 lbs
Power	641 HP
Torque	523.00 lbs-ft

  

Pagani Zonda R	
Car Rating	20.50
Cost	\$1,100,000
Car Region	European
Drivetrain	RWD
Weight	2,668 lbs
Power	750 HP
Torque	710.00 lbs-ft

Porsche Carrera GT	
Car Rating	15.00
Cost	\$700,000
Car Region	European
Drivetrain	RWD
Weight	3,042 lbs
Power	612 HP
Torque	428.00 lbs-ft

Tier 1 Cars	Tier 2 Cars	Tier 3 Cars	Tier 4 Cars	Race Cars
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#### Other Cars

These are in a sense a step above Tier 4 cars, but can be accessible only in Quick Race mode under the Reward and Loaner cars.

Aston Martin Racing DBR9	
Car Rating	18.50
Cost	Unlocked at Driver Level 50
Car Region	European
Drivetrain	RWD
Weight	2,469 lbs
Power	630 HP
Torque	551.13 lbs-ft

Audi R8 LMS	
Car Rating	15.30
Cost	Unlocked at Driver Level 20
Car Region	European
Drivetrain	RWD
Weight	2,756 lbs
Power	544 HP
Torque	390.91 lbs-ft

BMW M3 GT2	
Car Rating	15.00
Cost	Unlocked after winning NFS World Tour
Car Region	European
Drivetrain	RWD
Weight	2,701 lbs
Power	491 HP
Torque	372.47 lbs-ft

  

Maserati MC12 GT1	
Car Rating	20.00
Cost	Available under Loaner cars in Quick Race
Car Region	European
Drivetrain	RWD
Weight	2,469 lbs
Power	630 HP
Torque	552.13 lbs-ft

  

Porsche 911 GT3 RSR	
Car Rating	14.50
Cost	Unlocked at Driver Level 40
Car Region	European
Drivetrain	RWD
Weight	2,535 lbs
Power	469 HP
Torque	317.15 lbs-ft

## Need for Speed Shift Tracks

### Tracks

These are in a sense a step above Tier 4 cars, but can be accessible only in Quick Race mode under the Reward and Loaner cars.

#### Alpental

Location

Europe

Track Length

1.05 miles

There are four corners to master here, and none of them prove to be far too out-of-reach. There are 4 corners to master.

#### Ambush Canyon

Location

America

Track Length

2.39 miles

This is one of the more difficult tracks due to a few sketchy turns, plus a slight elevation change after the second bridge. If you go into that too hot, it may spell trouble for your survival in the race. Some S-curves near the end make mastering those particular corners no easy feat. If possible, use a car with some good traction. There are 13 corners to master.

#### Autopolis GP

Location

Japan

Track Length

2.88 miles

The first hairpin turn should be taken slowly as it can be tricky and cause you to lose some traction at first. There are 18 corners to master.

#### Autopolis Lakeside

Location

Japan

Track Length

1.06 miles

Drivers insistent on speed will have much trouble with this track. Turns are tight and need some smooth, precise driving. There is a very small hairpin, located right before leading into a bigger hairpin loop, that will bring your car to a crawl. However, once you can breakaway at the straight, go ahead and gas it. There are 12 corners to master.



<b>Brands Hatch GP</b>	
Location	Europe
Track Length	2.41 miles
There are 10 corners to master.	
<b>Brands Hatch Indy</b>	
Location	Europe
Track Length	1.19 miles
For the most part, this is a fun course with 5 corners to master.	
<b>Dakota Club</b>	
Location	America
Track Length	1.00 miles
Nothing too daunting. You can hit high speeds for a majority of the track. There are 5 corners to master.	
<b>Dakota GP</b>	
Location	America
Track Length	1.42 miles
There are 8 corners to master.	
<b>Dakota National</b>	
Location	America
Track Length	1.06 miles
There are 6 corners to master.	
<b>Donington</b>	
Location	Europe
Track Length	2.49 miles
A number of crane turns, where you should brake only on the straight between bends, otherwise you run the risk of spinning out on the downhill acceleration. The old hairpin turn can be tackled head-on with quite a bit of speed with light braking. There are 11 corners to master.	

Ebisu Circuit South	
Location	Japan
Track Length	0.53 miles
There are 5 corners to master.	
Ebisu Circuit West	
Location	Japan
Track Length	1.20 miles
There are 8 corners to master.	
Glendale Club	
Location	America
Track Length	0.94 miles
There are 5 corners to master.	
Glendale East	
Location	America
Track Length	1.49 miles
There are 9 corners to master.	
Glendale West	
Location	America
Track Length	1.41 miles
There are 9 corners to master.	
Hazyview Eight	
Location	America
Track Length	0.31 miles
None.	

<b>Laguna Seca</b>	
Location	America
Track Length	2.23 miles
The first hairpin you come to is a large double-apex sand trap in disguise. Afterwards, drivers face the corkscrew, featuring a quick elevation drop. There are 9 corners to master.	

<b>London River</b>	
Location	Europe
Track Length	2.04 miles
Lots of tight and blind corners and a road split with a solid medium in the middle. Stick to the right every time to avoid it. There is a sketchy chicane right after the wide straightway; you're expected to go into it relatively fast, but brake adequately to avoid hitting any of the barriers jutting out. There are 9 corners to master.	

<b>London Royal Mile</b>	
Location	Europe
Track Length	2.10 miles
There are 9 corners to master.	

<b>Miyatomi</b>	
Location	Japan
Track Length	0.24 miles
None.	

<b>Nordschleife</b>	
Location	Europe
Track Length	12.86 miles
Perhaps the most mentally exhausting and draining track NFS has to offer, Nordschleife is a brutally long track with over 70 turns and a significant elevation change. Having said so, we advise to pick your battles here wisely. You can easily hit top speeds on the straightaways, but be wary of the elevation changes as well. Because there is such little space to recover from spinning off the track and slamming into a guard rail, the track is not forgiving in terms of running off-course. If you're not sure what's going to come, play it safe by staying on the outside of corners. There are 37 corners to master.	

Road America	
Location	America
Track Length	4.02 miles
<p>The first corner features a flat 90-degree right turn that requires a slow entrance or turning a little early. Don't over accelerate too much as hitting the upcoming turn too hot can be just as disastrous. Later on, you hit a tricky hairpin-like turn called a carousel made up of two turns. Enter the carousel from the outside and work your way toward the center to speed away. Just after the straightway on the carousel, you hit a little turn, for which you need to maintain your speed with appropriate braking. There are 11 corners to master.</p>	
Silverstone GP	
Location	Europe
Track Length	3.17 miles
<p>A series of tricky turns appear early on to test the driver's wits. This will take proper transitions from full throttle to adequate braking to accelerating out of it. A hard 90-degree chicane might put a little hobble in your step, but a careful and slow outside approach should improve your chances of overcoming this angle. There are 13 corners to master.</p>	
Silverstone International	
Location	Europe
Track Length	2.23 miles
<p>At about the seventh corner, a rather sneaky corner could catch you off-guard. It's important to memorize where it is and brake accordingly to get through it. There are 11 corners to master.</p>	
Silverstone National	
Location	Europe
Track Length	1.63 miles
<p>There are 6 corners to master.</p>	
Spa GP	
Location	Europe
Track Length	4.33 miles
<p>Spa is a fun course that doesn't rely too much on braking. In fact, aggressive drivers tend to fare better here. The track gives many opportunities for overtakes at the straights and corners, but it's key to pick your battles wisely and gauge what you can and cannot do. There are 13 corners to master.</p>	

<b>Tokyo Circuit</b>	
Location	Japan
Track Length	1.76 miles
There are 8 corners to master.	
<b>Tokyo Club</b>	
Location	Japan
Track Length	1.05 miles
There are 5 corners to master.	
<b>Willow Springs GP</b>	
Location	America
Track Length	2.50 miles
Following the large hairpin loop, drivers come to a critical 90-degree right turn, where they might find it in their best interest to enter the turn from the outside and gradually turn inward. There are 8 corners to master.	
<b>Willow Springs Horse Thief Mile</b>	
Location	America
Track Length	1.03 miles
There are 9 corners to master.	

## Need for Speed Shift Career Mode Walkthrough

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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The goal in Career Mode is to climb the ranks in the racing world that is categorized into essentially five different Tiers. You begin at Tier 1 all the way to Tier 4, after which the fifth "Tier" is reached, which is the NFS World Tour. You progress through Tiers by earning Stars, which in-turn are rewarded to you based on the following: placing well in races, accomplishing certain tasks, and reaching Profile Point thresholds during the race.

As an additional note, the cash reward for placing first varies based on Driver Level.

Types of Races
Race
Europe
Race
Standard race circuit that pits the driver against a variable number of other drivers. A pre-determined number of laps must be completed before the race comes to a conclusion.
Time Attack
The point is to get the fastest lap time as humanly possible, utilizing as many laps around the track as needed. These races have imposed strict time limits, and will not finish until both the time limit expires and current lap has been completed.
Drift
Only drift-capable cars can be used. Drift courses feature corners that must be overcome using the drifting technique. Sets of cones around the corners, called Clipping Point, measure the number of points for the drift. The closer you are to the Clipping Point, the more points you earn. The point of each drift challenge is to beat the current score.
Manufacturer
Modeled after a standard race circuit, with a few restrictions and twists. You can use only one of the two manufactured cars competing in the race, and you must beat your opponent two out of three times in the series.
Endurance
A brutally long race that challenges your driving endurance.
Series
Multiple events involving a variety of types and tracks. Each race offers its individual Profile Points and Stars, but the results of all your previous races will be tallied up to determine the winner of the entire event.

## Rival Challenges

When you achieve a Podium Finish in all events of a competition, a veteran driver may extend a one-on-one challenge.

## Invitational Events

Access to Invitational Events open up as your Driver Level increases and your name gets out there. Such events are independent from Career Mode and offer a new kind of challenge for those itching to get more Stars. Invitation Events introduce a few new types of races: Hot Laps and Eliminators.

### Hot Lap

Score the best lap time possible by beating three target times.

### Eliminator

During the race, the driver presently in last place when a certain amount of time elapses will be eliminated.

#### Types of Races

#### Tier 1 Races

#### Tier 2 Races

#### Tier 3 Races

#### Tier 4 Races & NFS World Tour

[Race Coalition](#) | [Manufacturer Competition](#) | [Time Attack](#)

## Tier 1

### RACE COALITION

Total Stars	25
Unlocked	Available immediately

#### Race at Alpentel

Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Tier 1 car required

Race at Glendale Club	
Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Tier 1 car required
Race at Dakota National	
Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Tier 1 car required
Race at London River	
Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Tier 1 car required
Race at Autopolis Lakeside	
Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Tier 1 car required



Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Race Coalition | Manufacturer Competition | Time Attack

## Tier 1 (cont.)

### MANUFACTURER COMPETITION

Total Stars	20
Unlocked	10 Stars

#### 135i Coupe Race at Donington National

Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	BMW 135i Coupe

#### 350Z (Z33) Race at Tokyo Circuit

Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Nissan 350Z (Z33)

#### S2000 Race at Brands Hatch Indy

Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Honda S2000

2000GT-R Race at Ebisu West	
Number of laps	2
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	Nissan Skyline 2000GT-R

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
----------------	--------------	--------------	--------------	----------------------------------

Race Coalition   Manufacturer Competition   Time Attack
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Tier 1 (cont.)
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TIME ATTACK
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Total Stars	24
Unlocked	20 Stars

Time Attack at Tokyo Club	
Time Limit	3:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lap Time (1)
Restrictions	Tier 1 car required

Time Attack at Autopolis Lakeside	
Time Limit	3:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Speed Threshold (1)
Restrictions	Tier 1 car required

Time Attack at Ebisu Circuit	
Time Limit	3:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Tier 1 car required

Time Attack at Rustle Creek	
Time Limit	3:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Tier 1 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Car Battle   Mixed Event   Drift Competition   Mixed Series   USA Series   Japan Series   Europe Series
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Tier 2
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Unlocked At 30 Stars
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CAR BATTLE
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Total Stars	18
Unlocked	30 Stars

RS 4 Vs. M3 E92	
Track	Nordschleife
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)

Restrictions	BMW M3 E92 or Audi RS 4
<b>350Z (Z33) Vs. S2000</b>	
Track	Dakota Club
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Nissan 350Z or Honda S2000
<b>EVOLUTION IX Vs. EVOLUTION</b>	
Track	Tokyo Club
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Mitsubishi EVOLUTION IX or Mitsubishi EVOLUTION
<b>RX-7 Vs. Z4 M Coupe</b>	
Track	Silverstone National
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Mazda RX-7 or BMW Z4 M Coupe
<b>WRX STi Vs. EVOLUTION IX</b>	
Track	Autopolis
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Subaru Impreza WRX STi or Mitsubishi EVOLUTION IX

Camaro SS Vs. Challenger	
Track	Road America
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Dodge Challenger or Chevrolet Camaro SS

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Car Battle   Mixed Event   Drift Competition   Mixed Series   USA Series   Japan Series   Europe Series
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Tier 2 (cont.)
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MIXED EVENT
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Total Stars	39
Unlocked	30 Stars

Race at Spa GP	
Number of laps	2
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Spin Out Opponents (1)
Restrictions	Tier 1-2 car required

Race at Laguna Seca	
Number of laps	2
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Speed Threshold (1)
Restrictions	Tier 1-2 car required

Race at Ambush Canyon	
Number of laps	2
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Slides (1)
Restrictions	Tier 1-2 car required

Time Attack at Glendale West	
Time Limit	4:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lap Time (1)
Restrictions	Tier 1-2 car required

Time Attack at Dakota GP	
Time Limit	4:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Tier 1-2 car required

Time Attack at London River	
Time Limit	4:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Tier 1-2 car required

Rival Battle Vs. Chet Ismet	
Condition	Must achieve Podium Finish in all races here
Track	Silverstone National
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Tier 1-2 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Car Battle   Mixed Event   Drift Competition   Mixed Series   USA Series   Japan Series   Europe Series
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Tier 2 (cont.)
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DRIFT COMPETITION
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Total Stars	24
Unlocked	50 Stars

Drift at Hazyview	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Nissan 370Z (Z34)

Drift at Spa	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Nissan Silvia spec.R AERO

Drift at Silverstone	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Mazda RX-7

Drift at London	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	BMW M3 E36

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Car Battle   Mixed Event   Drift Competition   Mixed Series   USA Series   Japan Series   Europe Series
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Tier 2 (cont.)
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MIXED SERIES
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Total Stars	57
Unlocked	50 Stars

Race Series	
Tracks	Nordschleife (Karussell), Nordschleife (Nurburg), Nordschleife (Aremberg)
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	Tier 1-2 car required



Time Attack Series	
Time Limit	5:00 each
Tracks	Donington National, Autopolis Lakeside, Willow Springs Horse Thief Mile
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lap Time (3)
Restrictions	Tier 1-2 car required

Drift Series	
Tracks	Donington, Road America, Dakota
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Drift Time (3)
Restrictions	Tier 1-2 car required

Rival Challenge Vs. Angelo Bergstrom	
Condition	Podium Finish on all events here
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Tier 1-2 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
----------------	--------------	--------------	--------------	----------------------------------

Car Battle | Mixed Event | Drift Competition | Mixed Series | USA Series | Japan Series | Europe Series

## Tier 2 (cont.)

### USA SERIES

Total Stars	39
Unlocked	65 Stars

#### Race at Laguna Seca

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Speed Threshold (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

#### Race at Willow Springs GP

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Spin Out Opponents (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

#### Race at Road America

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Slide Time (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

Time Attack at Glendale Club	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

Time Attack at Dakota GP	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

Time Attack at Hazyview Oval	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lap Time (1)
Restrictions	U.S. Manufactured Tier 1-2 car required

Rival Challenge Vs. Ron Kay	
Condition	Podium Finish on all events here
Track	Ambush Canyon
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	U.S. Manufactured Tier 1-2 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Car Battle | Mixed Event | Drift Competition | Mixed Series | USA Series | Japan Series | Europe Series

## Tier 2 (cont.)

### JAPAN SERIES

Total Stars	39
Unlocked	60 stars

#### Drift at Autopolis

Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Japan manufactured Tier 1-2 car and drift capable car required

#### Drift at Tokyo

Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Japan manufactured Tier 1-2 car and drift capable car required

#### Drift at Miyatomi

Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Japan manufactured Tier 1-2 car and drift capable car required

Time Attack at Tokyo Club	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Japan manufactured Tier 1-2 car required

Time Attack at Autopolis Lakeside	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Japan manufactured Tier 1-2 car required

Time Attack at Ebisu West	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lap Time(1)
Restrictions	Japan manufactured Tier 1-2 car required

Rival Challenge Vs. Kyo Hironaga	
Condition	Podium Finish on all events here
Track	Autopolis GP
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Japan manufactured Tier 1-2 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
----------------	--------------	--------------	--------------	----------------------------------

Car Battle | Mixed Event | Drift Competition | Mixed Series | USA Series | Japan Series | Europe Series

## Tier 2 (cont.)

### EUROPE SERIES

Total Stars	39
Unlocked	65 Stars

#### Race at Spa GP

Number of laps	2
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Speed Threshold (1)
Restrictions	Europe Manufactured Tier 1-2 car required

#### Race at Alpentel

Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Spin Out Opponents (1)
Restrictions	Europe Manufactured Tier 1-2 car required

#### Race at Rustle Creek

Number of laps	8
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Slide Time (1)
Restrictions	Europe Manufactured Tier 1-2 car required

Drift at Brands Hatch	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Europe manufactured Tier 1-2 car and drift capable car required

Drift at Silverstone	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Europe manufactured Tier 1-2 car and drift capable car required

Drift at Donington	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Europe manufactured Tier 1-2 car and drift capable car required

Rival Challenge Vs. Tomas Rudoll	
Condition	Podium Finish in all events here
Track	Nordschleife (Nurburg)
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Europe manufactured Tier 1-2 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Mixed Track | Car Battle II | Manufacturer Competition II | USA Vs. Europe | Japan Vs. USA | Europe Vs. Japan | Endurance

### Tier 3

Unlocked at 80 Stars

#### MIXED TRACK

Total Stars	76
Unlocked	80 Stars

#### Time Attack Series II

Time Limit	4:00
Tracks	Silverstone International, Silverstone National
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required

#### Time Attack Series III

Time Limit	4:00
Tracks	Autopolis Lakeside, Autopolis GP
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required



Time Attack Series IV	
Time Limit	4:00
Tracks	London River, London Royal Mile
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required

Race Series II	
Tracks	Tokyo Club, Tokyo Circuit
Number of laps	3
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required

Race Series III	
Tracks	Dakota National, Dakota GP
Number of laps	3
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required

Race Series IV	
Tracks	Willow Springs Horse Thief Mile, Willow Springs GP
Number of laps	3
Stars Available	12
Stars Breakdown	Podium Finish (6) Points Threshold (4) Master Corners (2)
Restrictions	Tier 1-3 car required

Rival Challenge Vs. Dan Leavett	
Condition	Podium Finish in all events here
Track	Willow Springs Horse Thief Mile
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Tier 1-3 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
----------------	--------------	--------------	--------------	----------------------------------

Mixed Track | Car Battle II | Manufacturer Competition II | USA Vs. Europe | Japan Vs. USA | Europe Vs. Japan | Endurance

### Tier 3 (cont.)

#### CAR BATTLE II

Total Stars	12
Unlocked	105 Stars

911 GT2 Vs. GT-R SpecV	
Track	Nordschleife (Nurburg)
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Porsche 911 GT2 or Nissan GT-R SpecV
Corvette Z06 Vs. 911 GT3 RS-3	
Track	Laguna Seca
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Chevrolet Corvette Z06 or Porsche 911 GT3 RS-3
V8 Vantage Vs. R8	
Track	Silverstone GP
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Aston Martin V8 Vantage Vs. Audi R8 4.2 PSi Quattro
M3 E92 Vs. Cayman S	
Track	Alpentel
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	BMW M3 E92 or Porsche Cayman S

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
----------------	--------------	--------------	--------------	----------------------------------

Mixed Track | Car Battle II | Manufacturer Competition II | USA Vs. Europe | Japan Vs. USA | Europe Vs. Japan | Endurance

### Tier 3 (cont.)

#### MANUFACTURER COMPETITION II

Total Stars	24
Unlocked	105 Stars

#### 911 GT2 Race at London River

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lead whole lap (1)
Restrictions	Porsche 911 GT2

#### SL65 AMG Race at Silverstone National

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Mercedes Benz SL65 AMG

#### Exige S Race at Glendale East

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Slide Time (1)
Restrictions	Lotus Exige S

Corvette Z06 Race at Donington National	
Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Chevrolet Corvette Z06

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Mixed Track   Car Battle II   Manufacturer Competition II   USA Vs. Europe   Japan Vs. USA   Europe Vs. Japan   Endurance
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Tier 3 (cont.)
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USA VS. EUROPE
----------------

Total Stars	48
Unlocked	130 Stars

Race at Road America	
Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lead whole lap (1)
Restrictions	U.S. or Europe manufactured Tier 1-3 car required

Time Attack at Alpental	
Time Limit	5:00
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	U.S. or Europe manufactured Tier 1-3 car required

Race Series V	
Tracks	Silverstone International, Brands Hatch GP, London Royal Mile
Number of laps	3
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	U.S. or Europe manufactured Tier 1-3 car required

Time Attack Series V	
Time Limit	4:00
Tracks	Brands Hatch Indy, Dakota Club, Laguna Seca
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lap Time (3)
Restrictions	U.S. or Europe manufactured Tier 1-3 car require

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Mixed Track   Car Battle II   Manufacturer Competition II   USA Vs. Europe   Japan Vs. USA   Europe Vs. Japan   Endurance
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<b>Tier 3 (cont.)</b>
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JAPAN VS. USA
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Total Stars	47
Unlocked	130 Stars

Time Attack at Bush Canyon	
Time Limit	5:00
Stars Available	5
Stars Breakdown	Podium Finish (3) Points Threshold (2)
Restrictions	U.S. or Japan manufactured Tier 1-3 car required
Drift at Miyatomi	
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	U.S. or Japan manufactured Tier 1-3 car and drift capable car required
Time Attack Series VI	
Time Limit	4:00
Tracks	Dakota National, Glendale East, Willow Springs Horse Thief Mile
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lap Time (3)
Restrictions	U.S. or Japan manufactured Tier 1-3 car required
Drift Series II	
Tracks	Autopolis, Ebisu Touge, Tokyo Circuit
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Drift Time (3)
Restrictions	U.S. or Japan manufactured Tier 1-3 car and drift capable car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Mixed Track | Car Battle II | Manufacturer Competition II | USA Vs. Europe | Japan Vs. USA | Europe Vs. Japan | Endurance

### Tier 3 (cont.)

#### EUROPE VS. JAPAN

Total Stars	48
Unlocked	130 Stars

#### Race at Autopolis

Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lead whole lap (1)
Restrictions	Japan or Europe manufactured Tier 1-3 car required

#### Drift at Silverstone

Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Drift Time (1)
Restrictions	Japan or Europe manufactured Tier 1-3 car and drift capable car required

#### Race Series VI

Tracks	Spa GP, Nordschleife (Nurburg), Silverstone GP
Number of laps	3
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	Japan or Europe manufactured Tier 1-3 car required



Drift Series III	
Tracks	Brands Hatch, London Millennium, Spa
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Drift Time (3)
Restrictions	Japan or Europe manufactured Tier 1-3 car and drift capable car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Mixed Track   Car Battle II   Manufacturer Competition II   USA Vs. Europe   Japan Vs. USA   Europe Vs. Japan   Endurance
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Tier 3 (cont.)
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ENDURANCE
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Total Stars	33
Unlocked	150 Stars

Race at Ambush Canyon	
Number of laps	10
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Tier 1-3 car required

Race at Dakota Tri	
Number of laps	30
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Earn 100 Draft Points (1)
Restrictions	Tier 1-3 car required

Race at Hazyview Eight	
Number of laps	30
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Tier 1-3 car required

Race at Nordschleife	
Number of laps	3
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Tier 1-3 car required

Race at Spa GP	
Number of laps	10
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Tier 1-3 car required

Rival Challenge Vs. Alexi Cumo	
Condition	Podium Finish in all events here
Track	Ambush Canyon
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Tier 1-3 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

#### Tier 4

Unlocked at 180 Stars

#### MANUFACTURER COMPETITION III

Total Stars	24
Unlocked	180 Stars

#### LF-A Concept Race at Willow Springs Horse Thief Mile

Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Lexus LF-A Concept

#### Zonda F Race at Road America

Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Pagani Zonda F

McLaren F1 Race at Silverstone International	
Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	McLaren F1

Reventon Race at Bush Canyon	
Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Clean Lap (1)
Restrictions	Lamborghini Reventon

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

Tier 4 (cont.)
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CAR BATTLE III
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Total Stars	12
Unlocked	180 Stars

722 Edition Vs. Carrera GT	
Track	Silverstone National
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Mercedes Benz SLR McLaren 722 Edition or Porsche Carrera GT

CCX Vs. Reventon	
Track	Donington GP
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Koenigsegg CCX or Lamborghini Reventon

Veyron 16.4 Vs. Zonda R	
Track	Nordschleife (Arenburg)
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Bugatti Veyron 16.4 or Pagani Zonda R

Veyron 16.4 Vs. CCX	
Track	Nordschleife
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Bugatti Veyron 16.4 or Koenigsegg CCX

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

#### Tier 4 (cont.)

#### WORKS RESTRICTED COMPETITION

Total Stars	81
Unlocked	200 Stars

#### Race at Tokyo Club

Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Works converted car required

#### Race at Alpental

Number of laps	6
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Works converted car required

Race Series VII	
Tracks	Brands Hatch GP, Autopolis GP, Dakota GP
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lead Whole Lap (3)
Restrictions	Works converted car required

Race Series VIII	
Tracks	Nordschleife (Nurburg), Nordschleife (Karussell), Nordschleife (Arenburg)
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	Works converted car required

Race Series IX	
Tracks	Autopolis GP, Tokyo Circuit, Silverstone GP, Dakota GP, Willow Springs GP
Number of laps	4
Stars Available	30
Stars Breakdown	Podium Finish (15) Points Threshold (10) Lap Time (5)
Restrictions	Works converted car required

Rival Battle Vs. Josef Taylor	
Condition	Podium Finish in all events here
Track	Nordschleife
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Works converted car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

<b>Tier 4 (cont.)</b>
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SUPERCAR RESTRICTED COMPETITION
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Total Stars	81
Unlocked	200 Stars

Race at Silverstone National	
Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Supercar required



Race at Dakota Tri	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Supercar required

Race Series X	
Tracks	London Royal Mile, Laguna Seca, Willow Springs GP
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lead Whole Lap (3)
Restrictions	Supercar required

Race Series XI	
Tracks	Nordschleife (Nurburg), Nordschleife (Karussell), Nordschleife (Aremberg)
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	Supercar required

Race Series XII	
Tracks	Brands Hatch GP, London River, Donington GP, Laguna Seca, Road America
Number of laps	4
Stars Available	30
Stars Breakdown	Podium Finish (15) Points Threshold (10) Lap Time (5)
Restrictions	Supercar required

Rival Challenge Vs. Olli Roemers	
Condition	Podium Finish in all events here
Tracks	Nordschleife
Number of laps	1
Stars Available	3
Stars Breakdown	Podium Finish (3)
Restrictions	Supercar required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

Tier 4 (cont.)
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MANUFACTURER RESTRICTED COMPETITION
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Total Stars	30
Unlocked	230 Stars

All Porsche Race at Spa GP	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Porsche manufactured Tier 1-4 car required

All Lamborghini Race at Laguna Seca	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lead Whole Lap (1)
Restrictions	Lamborghini manufactured Tier 1-4 car required

All Aston Martin Race at London River	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lap Time (1)
Restrictions	Aston Martin manufactured Tier 1-4 car required

All BMW Race at Silverstone GP	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Lead Whole Lap (1)
Restrictions	BMW manufactured Tier 1-4 car required

All Nissan Race at Tokyo Circuit	
Number of laps	5
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Nissan manufactured Tier 1-4 car required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

#### Tier 4 (cont.)

#### WORKS VS. SUPERCAR CHAMPIONSHIP

Total Stars	78
Unlocked	240 Stars

#### Race at Donington GP

Number of laps	4
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Master Corners (1)
Restrictions	Works converted car or supercar required

#### Race at Nordschleife

Number of laps	1
Stars Available	6
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Works converted car or supercar required

Race Series XIII	
Tracks	Tokyo Circuit, London Royal Mile, Ambush Canyon
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Lead Whole Lap (3)
Restrictions	Works converted car or supercar required

Race Series XIV	
Tracks	Glendale West, Autopolis Lakeside, Brands Hatch Indy
Number of laps	4
Stars Available	18
Stars Breakdown	Podium Finish (9) Points Threshold (6) Clean Lap (3)
Restrictions	Works converted car or supercar required

Race XV	
Tracks	Autopolis GP, Silverstone GP, Dakota GP, Spa GP, Road America
Number of laps	4
Stars Available	30
Stars Breakdown	Podium Finish (15) Points Threshold (10) Lap Time (5)
Restrictions	Works converted car or supercar required

Types of Races	Tier 1 Races	Tier 2 Races	Tier 3 Races	Tier 4 Races & NFS World Tour
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Manufacturer Competition III | Car Battle III | Works Restricted Competition | Supercar Restricted Competition | Manufacturer Restricted Competition  
| Works Vs. Supercar Championship | NFS Live World Tour

### NFS Live World Tour

Unlocked at 280 Stars

#### NFS LIVE U.S. SERIES

Total Stars	20
Unlocked	280 Stars
Tracks	Willow Springs GP, Laguna Seca, Dakota GP, Road America
Opponents	Ron Kay Dan Leavett Ollie Roemers
Number of laps	5
Stars Breakdown	Podium Finish (12) Points Threshold (8)
Restrictions	Tier 1-4 car required

#### NFS LIVE WORLD SERIES

Total Stars	25
Unlocked	Podium Finish in all events for U.S. Series
Tracks	Autopolis GP, Donington GP, Silverstone GP, Spa GP, Nordschleife
Opponents	Kiyo Hironaga Angelo Bergstrom Chet Ismet
Number of laps	5 (1 lap in Nordschleife)
Stars Breakdown	Podium Finish (15) Points Threshold (10)
Restrictions	Tier 1-4 car required

NFS LIVE WORLD CHAMPIONSHIP

Total Stars	6
Unlocked	Podium Finish in all events for World Series
Tracks	Brands Hatch GP
Opponents	Alexi Cumio Josef Taylor Tomas Rudall
Number of laps	5
Stars Breakdown	Podium Finish (3) Points Threshold (2) Own 75% Racing Line (1)
Restrictions	Tier 1-4 car required