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OFFICIAL GAME GUIDE

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NEED FOR SPEED CARBON™

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NEED FOR SPEED CARBON™

PRIMA Official Game Guide

Written by

Brad Anthony

Prima Games

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Brad Anthony has been writing guides for Prima for three years and has successfully taken on some big franchises including *Need for Speed Most Wanted* and *NCAA Football 2006*, and shows no sign of slowing down. He holds two degrees in environmental sciences and worked as a professional habitat biologist/environmental consultant before turning a lifelong love of gaming and writing into a thriving full-time career.



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NEED FOR SPEED CARBON

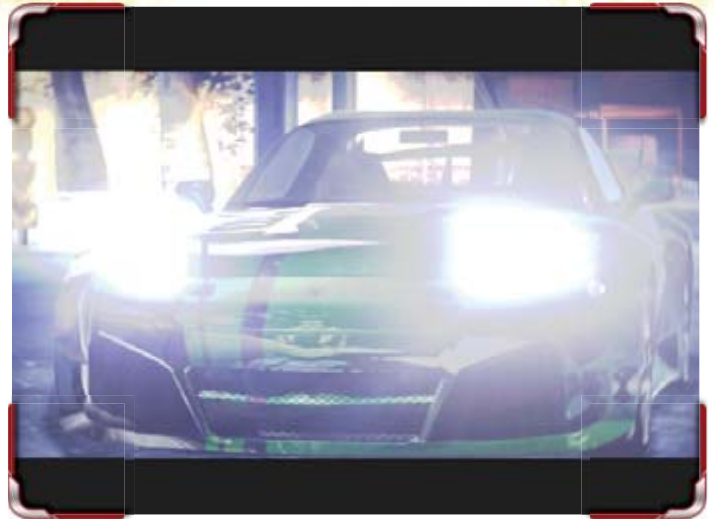
INTRODUCTION

Welcome back to Palmont City—it's a new year and a new city, and things have changed a lot since you left. The city is broken up into territories (otherwise known as zones) and racing crews or teams race to control them. You must reclaim each territory as your own before you can take the entire city as its No. 1 racer and unravel the mystery of why you left Palmont City under such mysterious circumstances.

Need for Speed™ Carbon ups the ante yet again, bringing you both a fresh feel and hot new looks, and it's all covered in the pages of this guide.

You'll find all you need to know to make it through Career mode while winning races in territory after territory and challenging each area's boss. Beating the bosses isn't easy, either: Several milestone races take place in Carbon Canyon, a treacherous stretch of steep asphalt in the canyons outside Palmont City. But we supply you everything you need, from car details to strategies for avoiding the local authorities.

That's not all: We cover online gaming and customizing cars with visual and performance upgrades, and tell you everything you need to know about the bosses and your crew members. You'll find full outlines of Career mode, a master unlocks list, and detailed maps of all the tracks, including shortcuts and pursuit breakers. In never-before-seen material, we also take you behind the scenes of *Need for Speed Carbon* with Emmanuelle Vaugier and several senior members of the production team. See you inside!



GAME ORIENTATION

GAME ORIENTATION

This section summarizes the main menu options to help you get the most out of the game.



Career



Career mode is where you fight it out for control of the many territories in the game and challenge the area bosses in high-speed Canyon Duels.

Career mode is also where you get to know the city. By the time you've worked your way through the entire story, your knowledge of the tracks and Palmont City will be substantial, and taking on online opponents should be much easier.

My Cars



The My Cars area remains much the same as before. This is the area in the Front End of the game. As the storehouse of your car collection, My Cars is also where you customize a vehicle for online races.

All cars and parts appear in the My Cars menu as soon as you unlock them by achieving each of the many milestones.

Challenge Series



The Challenge Series events take on a new face in *Carbon*, with 36 events ranked in Bronze, Silver, and Gold difficulties (there are 45 events in the Collector's Edition). Winning a Bronze event unlocks the Silver; winning a Silver event unlocks Gold. Winning a Gold event unlocks a rare and stylin' visual upgrade that sets your cars apart from all the others on the street. In this game, you have to represent with your crew, so fly the banner high and show off your clan colors!

Challenge Series events are either solo or co-op races in specific cars on specific tracks. The rewards of solo races are yours alone, but in co-op challenges (which can involve up to four players) if just one of the players achieves victory, everyone wins the unlock reward.

NOTE In the Collector's Edition, you have to unlock the 240SX and Jaguar XJ through the Challenge Series.



NEED FOR SPEED CARBON

Challenge Series Races/Events

Race/Event Name	Difficulty	Type	Track	Length (m)	Car	Reward	Objective
Canyon Duel	Bronze	Solo	Journeyman's Bane	4.5	Lexus IS300	Unlocks Canyon Duel Silver	Defeat an easy opponent in a Canyon Duel on Journeyman's Bane.
Canyon Duel	Silver	Solo	Gold Valley	2.5	Plymouth® Road Runner	Unlocks Canyon Duel Gold	Defeat an intermediate opponent in a Canyon Duel on Gold Valley.
Canyon Duel	Gold	Solo	Eternity Pass	3.1	Chevrolet Corvette Z06	Switchblade Spoiler Bundle	Defeat a hard opponent in a Canyon Duel on Eternity Pass.
Canyon Race	Bronze	Co-op	Gold Valley	3.4	Mazda RX-8	Unlocks Canyon Duel Silver	Win a Canyon Race on Gold Valley against easy opposition.
Canyon Race	Silver	Co-op	Copper Ridge	2.6	Mitsubishi Eclipse GT	Unlocks Canyon Duel Gold	Win a Canyon Race on Copper Ridge against intermediate opposition.
Canyon Race	Gold	Co-op	Deadfall Junction	3.4	Nissan 350Z	NFS Carbon Logo Bonus Vinyls	Win a Canyon Race on Deadfall Junction against hard opposition.
Checkpoint	Bronze	Solo	Eskuri Plaza	5.6	Renault Clio V6	Unlocks Checkpoint Silver	Complete the Eskuri Plaza Checkpoint Challenge in under 3:44 to win.
Checkpoint	Silver	Solo	Rabinowitz Drive	5.3	Plymouth® Hemi® Cuda	Unlocks Checkpoint Gold	Complete the Rabinowitz Drive Checkpoint Challenge in under 3:02 to win.
Checkpoint	Gold	Solo	Blackwell Road	5.8	Porsche 911 GT3 RS	Venom Spoiler Bundle	Complete the Blackwell Road Checkpoint Challenge in under 3:21 to win.
Canyon Checkpoint	Bronze	Solo	Lofty Heights	3.3	Chevrolet Camaro SS	Unlocks Canyon Checkpoint Silver	Complete the Lofty Heights Canyon Checkpoint Challenge in under 2:39 to win.
Canyon Checkpoint	Silver	Solo	Knife's Edge	2.4	Mazda RX-7	Unlocks Canyon Checkpoint Gold	Complete the Knife's Edge Canyon Checkpoint Challenge in under 1:25 to win.
Canyon Checkpoint	Gold	Solo	Desperation Ridge	3.4	BMW M3 GTR	Pearlescent Paint	Complete the Desperation Ridge Canyon Checkpoint Challenge in under 1:55 to win.
Canyon Drift	Bronze	Solo	Gold Valley Drift	3.1	Aston Martin DB9	Unlocks Canyon Drift Silver	Score over 25,000 points on this Canyon Drift to win.
Canyon Drift	Silver	Solo	Knife's Edge Drift	2.4	Toyota MR2	Unlocks Canyon Drift Gold	Score over 100,000 points on this Canyon Drift to win.
Canyon Drift	Gold	Solo	Lookout Point Drift	2.3	Lamborghini Murciélago LP640	Sidewinder Spoiler Bundle	Score over 150,000 points on this Canyon Drift to win.
Pursuit Evasion	Bronze	Solo	Starlight Strip Escape	N/A	Mazda Mazdaspeed 3	Unlocks Pursuit Evasion Silver	Evide the police pursuit after at least two minutes to win.
Pursuit Evasion	Silver	Solo	Beachfront Dodge	N/A	Dump Truck	Unlocks Pursuit Evasion Gold	Evide the police pursuit after at least five minutes to win.
Pursuit Evasion	Gold	Solo	Route 55 Getaway	N/A	Nissan Skyline GT-R R34	Overdial & Shaker Hood Bundle	Evide the police pursuit after at least 12 minutes to win.
Trade Paint	Bronze	Solo	Hills Borough Hijinks	N/A	Dodge Charger SRT8	Unlocks Trade Paint Silver	Disable at least five police vehicles and evade the pursuit to win.
Trade Paint	Silver	Solo	Wyle Center Crackdown	N/A	Subaru Impreza WRX Sti	Unlocks Trade Paint Gold	Disable at least 10 police vehicles and evade the pursuit to win.
Trade Paint	Gold	Solo	Brimstone A.P.B.	N/A	Chevrolet Chevelle SS	Pearl Window Tint	Disable at least 30 police vehicles and evade the pursuit to win.
Circuit	Bronze	Co-op	Dover Street	7	Alfa Romeo Brera	Unlocks Circuit Silver	Win a Circuit Race on Dover Street against easy opposition.
Circuit	Silver	Co-op	Ocean View	7	Lamborghini Gallardo	Unlocks Circuit Gold	Win a Circuit Race on Ocean View against intermediate opposition.
Circuit	Gold	Co-op	Starlight Street	6.5	Shelby GT500	Impact Spoiler Bundle	Win a Circuit Race on Starlight Street against hard opposition.
Sprint	Bronze	Co-op	Condo Row	3.8	Lotus Europa S	Unlocks Sprint Silver	Win a Sprint Race on Condo Row against easy opposition.
Sprint	Silver	Co-op	Kings Park	5	Porsche Cayman S	Unlocks Sprint Gold	Win a Sprint Race on Kings Park against intermediate opposition.
Sprint	Gold	Co-op	Canmor Road	3.3	Mitsubishi Lancer	Honey Bonus Vinyl	Win a Sprint Race on Canmor Road against hard opposition.
Drift	Bronze	Solo	Chinatown Drift	2.7	BMW M3 GTR	Unlocks Drift Silver	Score over 50,000 points on this Drift to win.
Drift	Silver	Solo	Park Drive Drift	2.8	Toyota Supra	Unlocks Drift Gold	Score over 140,000 points on this Drift to win.

GAME ORIENTATION

Challenge Series Races/Events (Continued)

Race/Event Name	Difficulty	Type	Track	Length (m)	Car	Reward	Objective
Drift	Gold	Solo	Main Street Drift	3	Chevrolet Corvette Z06	Tornado Spoiler Bundle	Score over 250,000 points on this Drift to win.
Speedtrap	Bronze	Co-op	Million Dollar Run	4.6	Chrysler® Hemi® 300C® SRT8	Unlocks Speedtrap Silver	Win the Million Dollar Run Speedtrap race against easy opposition.
Speedtrap	Silver	Co-op	Infinity Park	3.5	Ford Mustang GT	Unlocks Speedtrap Gold	Win the Infinity Park Speedtrap race against intermediate opposition.
Speedtrap	Gold	Co-op	Eskuri Way	3.7	Mercedes-Benz SLR McLaren	Groundmaster Spoiler Bundle	Win the Eskuri Way Speedtrap race against hard opposition.
Race Wars	Bronze	Solo	Downtown	7.7	Mitsubishi Eclipse	Unlocks Race Wars Silver	Win the Downtown Race Wars against easy opposition.
Race Wars	Silver	Solo	Fortuna	14.7	Mercedes-Benz SL65 AMG	Unlocks Race Wars Gold	Win the Fortuna Race Wars against intermediate opposition.
Race Wars	Gold	Solo	Silverton	9.5	Dodge Challenger Concept	Race Flag Vinyl Package	Win the Silverton Race Wars against hard opposition.
Checkpoint (Collector's Edition only)	Bronze	Solo	Highway 142	4.6	Dodge Challenger Concept	Unlocks Checkpoint Silver	Make it around the city before the time runs out.
Checkpoint (Collector's Edition only)	Silver	Solo	Downtown Tunnel	6.4	Lamborghini Murciélago	Unlocks Checkpoint Gold	Complete the East meets West Checkpoint Challenge in under 3:10 to win.
Checkpoint (Collector's Edition only)	Gold	Solo	Around the World	21	Mitsubishi Lancer EVOLUTION IX MR	1992 Nissan 240SX	Drive the entire highway before the time runs out.
Challenge (Collector's Edition only)	Bronze	Solo	Pursuit Pinball	N/A	Shelby GT500	Unlocks Challenge Silver	Disable at least 25 police vehicles and evade the pursuit to win.
Challenge (Collector's Edition only)	Silver	Solo	Massive Escape	N/A	Jaguar XK	Unlocks Challenge Gold	Evade the police pursuit after at least five minutes at Heat Level 7 to win.
Challenge (Collector's Edition only)	Gold	Solo	Big Game Hunt	N/A	Dodge Viper SRT-10	Camo & Pinstripe Vinyls	Disable at least one police Rhino SUV and evade the pursuit to win.
Race Wars (Collector's Edition only)	Bronze	Solo	Highway 142	20.8	Nissan 240SX	Unlocks Race Wars Silver	Win a Race Wars on Highway 142 circuit against easy opposition.
Race Wars (Collector's Edition only)	Silver	Solo	Garcia Street	5.6	Chevrolet Camaro Concept	Unlocks Race Wars Gold	Win a Race Wars on Garcia Street circuit against intermediate opposition.
Race Wars (Collector's Edition only)	Gold	Solo	Route 21	14.2	Koenigsegg CCX	2007 Jaguar XK	Win a Race Wars on Route 21 circuit against hard opposition.

Quick Race

Quick Race is the area where most players get their experience outside of Career mode. Once you've completed the story, and unlocked everything you can, put your prizes to full use here. All races and events in the game are eventually accessed via Quick Race.



In Quick Race, you can select from any currently unlocked race events and filter them by race type to narrow down your options. You can also filter the available races by geographic area—Canyon, Silverton, Downtown, Kempton, San Juan, or Fortuna, for example—if you'd like to limit races to one particular side of Palmont City.

TIP Use the Random Race option to select an event at random from those currently available. This is a fair way to choose events when deciding for a group of players to avoid picking one player's favorite event type.

NEED FOR SPEED CARBON

Quick Match



Your gate to the online world, Quick Match sets you up for immediate play against other *Carbon* players around the world.

Simply go to Quick Match to enter an online lobby to find or create races, and then invite your friends to play with you. If your friends aren't online, do a manual search for ready players and you will soon be on the streets, ripping it up.

NOTE Refer to the "Online Play" section for full details.

Custom Match



Custom Matches are for online play, and are used to modify the conditions of existing races and events around Palmont City.

You chose the track, the event, your car, and number of laps (if applicable).

Reward Cards



An entirely new feature is a system of game milestones collectively known as Reward Cards. The cards are arranged in general categories, but each is known by the name of the item it unlocks when finally completed. The task of completing these cards ranges from extremely easy to extremely difficult and guarantees you'll be playing *Carbon* for a long, long time.

Each Reward Card has a list of four objectives. You can track your progress toward any card by checking its reward icon; it is split into four quadrants, which shade in as objectives are met. Use the following tables to track your progress unlocking items throughout the game. *Carbon* highlights those you've completed; these tables are for easy reference.

NOTE Reward Cards can be completed in most game modes including Career mode, Challenge Series, Quick Races, and Quick Matches online.

GAME ORIENTATION

Reward Cards

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
American Racing Torq-Thrust ST	First Blood	Easy	Win a single career race.	—	—	—
	Makin' Money	Easy	—	Earn 30,000 Cash in Career mode.	—	—
	Getaway	Easy	—	—	Escape a police pursuit.	—
	A New Challenger	Easy	—	—	—	Beat any Challenge Series event.
TSW Laguna	Street Racer	Easy	Win 15 races in Career mode.	—	—	—
	Time Shift	Easy	—	Use Speedbreaker once.	—	—
	100 K	Easy	—	—	Earn 100,000 Cash in Career mode.	—
	Quick Exit	Easy	—	—	—	Escape a police pursuit in less than two minutes.
Work Euroline FE	Defender	Easy	Win a defensive race in Career mode.	—	—	—
	Stash	Easy	—	Earn 50,000 Cash in Career mode.	—	—
	Making Your Name	Easy	—	—	Win five races in Career mode.	—
	Fender Bender	Easy	—	—	—	Disable a police vehicle.
HRE 549R	Downhill Dynamo	Easy	Win 5 Canyon Duels.	—	—	—
	Consolation Award	Easy	—	Lose a race in Career mode.	—	—
	Reckless	Easy	—	—	Disable five police vehicles.	—
	Brake for No One	Easy	—	—	—	Disable 20 police vehicles.
Chevrolet Chevelle SS	Canyon Conquerer	Hard	Win 10 Canyon Duels.	—	—	—
	Street King	Hard	—	Win 65 races in Career mode.	—	—
	Public Enemy No. 1	Hard	—	—	Disable 50 police vehicles.	—
	Career Mogul	Hard	—	—	—	Earn 1,000,000 Cash in Career mode.
Giovanna Ararat	Speed Freak	Easy	Hit 130 mph in a speedtrap.	—	—	—
	Urban Combat	Easy	—	Win five Free Roam Challenges in Career mode.	—	—
	Vandal	Easy	—	—	Use one Pursuit Breaker.	—
	Road to Victory	Easy	—	—	—	Win 25 races in Career mode.
Slingshot Autosculpt	Cuttin' Deals	Medium	Sell three cars in Career mode.	—	—	—
	Cannonball	Medium	—	Hit 150 mph in a speedtrap	—	—
	Hard Time	Easy	—	—	Get busted in a police pursuit.	—
	Escape Artist	Easy	—	—	—	Escape five police pursuits.
Murciélago LP460	50 Tracks	Easy	Unlock 50 Quick Race tracks.	—	—	—
	8 Rides	Medium	—	Acquire eight cars in Career mode.	—	—

NEED FOR SPEED CARBON

Reward Cards (Continued)

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
Murciélago LP460	Challenge Champions	Easy	—	—	Beat 15 Challenge Series events.	—
	Houdini	Easy	—	—	—	Escape 25 police pursuits.
Slingshot Autosculpt CF	Big Bucks	Medium	Earn 500,000 Cash in Career mode.	—	—	—
	Crime Spree	Medium	—	Commit six infractions in a single pursuit.	—	—
	Block Breaker	Medium	—	—	Avoid 10 police roadblocks.	—
	Iron Tires	Medium	—	—	—	Avoid 10 police spike strips.
Specter Autosculpt	Street Legend	Medium	Win 50 races in Career mode.	—	—	—
	Urban Warfare	Easy	—	Win 10 Free Roam Challenges in Career mode.	—	—
	Battering Ram	Easy	—	—	Ram 25 police vehicles.	—
	All Your Bases	Medium	—	—	—	Unlock all the Safe Houses in the game.
Specter Autosculpt CF	Burnt Rubber	Easy	Win five Drift events.	—	—	—
	Canyon Run	Easy	—	Win a Canyon Duel.	—	—
	5 Rides	Easy	—	—	Acquire five cars in Career mode.	—
	Challenge Novice	Easy	—	—	—	Win three Challenge Series events.
Mystic Autosculpt	8 Minute Exit	Medium	Escape after an eight-minute police pursuit.	—	—	—
	Troublemaker	Medium	—	Raise the Heat on your car to Level 4.	—	—
	Challenge Journeyman	Easy	—	—	Win five Challenge Series events.	—
	Leader of the Pack	Medium	—	—	—	Hire six different crew members in Career mode.
Dragon Vinyl	Drifter	Easy	Score 100,000 points in a Drift event.	—	—	—
	3 Rides	Easy	—	Acquire three cars in Career mode.	—	—
	Bronze Medal	Easy	—	—	Complete all Bronze Challenge Series events.	—
	Arcade Level 1	Easy	—	—	—	Play three Quick Races.
Skeleton Vinyl	20 K Bounty	Easy	Get a bounty of 20,000 Cash in a single police pursuit.	—	—	—
	Rivals	Easy	—	Play a multiplayer split-screen race.	—	—
	Baiter	Easy	—	—	Raise the Heat on your car to Level 2.	—
	Free Ride	Easy	—	—	—	Win a Free Roam Challenge in Career mode.
Jaguar Vinyl	Big Game Hunter	Hard	Immobilize a police Rhino.	—	—	—
	Crusher	Hard	—	Ram 100 police vehicles in a single pursuit.	—	—
	Diamond Tires	Hard	—	—	Avoid 12 spike strips in a single pursuit.	—

GAME ORIENTATION

Reward Cards (Continued)

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
Jaguar Vinyl	Untouchable	Hard	—	—	—	Escape 15 police pursuits.
Police Civic Cruiser	1/4 Mile	Easy	Play five Sprint Races.	—	—	—
	80 Tracks	Hard	—	Unlock 85 Quick Races.	—	—
	50 K Bounty	Easy	—	—	Get a bounty of 50,000 Cash in a single police pursuit.	—
	Arcade Level 2	Easy	—	—	—	Play 10 Quick Races.
Police Interceptor	Wheels of Steel	Medium	Avoid five spike strips in a police pursuit.	—	—	—
	Small Car Lot	Easy	—	Unlock eight cars.	—	—
	Arcade Level 3	Easy	—	—	Play 25 Quick Races.	—
	Silver Medal	Medium	—	—	—	Complete all Silver Challenge Series events.
Police Rhino	Gold Medal	Hard	Complete all Gold Challenge Series events.	—	—	—
	12 Minute Exit	Hard	—	Escape after a 12-minute police pursuit.	—	—
	Head to Head	Hard	—	—	Win 25 Free Roam Challenges in Career mode.	—
	Big Biz	Hard	—	—	—	Sell six cars in Career mode.
Cross Corvette	Full House	Medium	Fill your garage in Career mode.	—	—	—
	Arcade Level 4	Medium	—	Play 50 Quick Races.	—	—
	Iron Wall	Medium	—	—	Win 20 Defensive Races in Career mode.	—
	Drift Pro	Medium	—	—	—	Score 250,000 points in a Drift event.
Dumptruck	Tuner Addict	Hard	Fill your Career garage with only tuner cars.	—	—	—
	Exotic Aficionado	Hard	—	Fill your Career garage with only exotic cars.	—	—
	Drift King	Hard	—	—	Score 500,000 points in a Drift event.	—
	Wolfshead	Hard	—	—	—	Accumulate a 50,000 fine.
Mystic Autosculpt CF	Unstoppable	Medium	Ram 50 police vehicles in a single pursuit.	—	—	—
	Large Car Lot	Medium	—	Unlock 12 cars in Career mode.	—	—
	Speed Demon	Hard	—	—	Hit 190 mph in a speedtrap.	—
	20 K Bill	Medium	—	—	—	Accumulate a 20,000 fine in Career mode.
Carbon ST-5 Autosculpt Rims	Fabricator	Easy	Modify your car with Autosculpt.	—	—	—
	Stone Wheels	Easy	—	Avoid a spike strip in a police pursuit.	—	—
	Drift Novice	Easy	—	—	Win a Drift event.	—
	Wrecking Ball	Easy	—	—	—	Cause 50,000 cash cost to state in a single pursuit.



Reward Cards (Continued)

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
Mitsubishi Eclipse 1999	Need for Speed	Hard	Hit 200 mph in a speedtrap.	—	—	—
	Muscle Head	Hard	—	Fill your Career garage with only muscle cars.	—	—
	Urban Battle	Hard	—	—	Win 50 Free Roam Challenges in Career mode.	—
	Unblockable	Hard	—	—	—	Avoid 20 police roadblocks.
Firetruck	Challenge Master	Medium	Complete 25 Challenge Series events.	—	—	—
	Moving Disaster	Medium	—	Cause 100,000 cash cost to state in a single pursuit.	—	—
	Downtown Turf	Medium	—	—	Conquer all Downtown Palmont tracks in Career mode.	—
	Number 1	Medium	—	—	—	Finish Career mode.
BMW M3 GTR	Most Wanted	Hard	Raise the Heat on your car to Level 5.	—	—	—
	Fast Wheels	Hard	—	Cause 200,000 cash cost to state in a single pursuit.	—	—
	Conqueror	Hard	—	—	Conquer all the tracks in Career mode.	—
	Collector	Hard	—	—	—	Unlock 33 cars.

Exclusive Online Reward Cards

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
Pontiac GTO	XP Level 1	Easy	Reach online XP Level 1.	—	—	—
	Shadow Challenge	Easy	—	Download a Shadow Car in Quick Race.	—	—
	Showtime	Easy	—	—	Play an eight-player online game	—
	First Step	Easy	—	—	—	Finish an online ranked race.
Inferno Vinyl	XP Level 6	Easy	Reach online XP Level 6.	—	—	—
	Tag Master	Hard	—	Win 10 ranked online Pursuit Tag games.	—	—
	Big Game Champ	Medium	—	—	Win an eight-player ranked online game.	—
	Super Canyon King	Hard	—	—	—	Win 25 ranked online Canyon Duel races.
Rotor 4 Vinyl	XP Level 18	Easy	Reach online XP Level 18.	—	—	—
	Rock Solid	Easy	—	Get a five-game winning streak in ranked online games.	—	—
	Circuit Star	Medium	—	—	Win 10 ranked online Circuit Races.	—
	Super Circuit Star	Hard	—	—	—	Win 25 ranked online Circuit Races.
BBS RX Wheels	Online General	Hard	Play 100 games online.	—	—	—
	XP Level 29	Medium	—	Reach online XP Level 29.	—	—

GAME ORIENTATION

Exclusive Online Reward Cards

Reward	Card Name	Difficulty	Objective 1	Objective 2	Objective 3	Objective 4
BBS RX Wheels	Hot Streak	Medium	—	—	Get a four-game winning streak in ranked online games.	—
	Super Speedtrap Specialist	Hard	—	—	—	Win 25 ranked online Speedtrap races.
Porsche 911 GT3 RS	Super Lord of KO	Hard	Win 25 ranked online Pursuit Knockout races.	—	—	—
	XP Level 50	Hard	—	Reach online XP Level 50.	—	—
	Moderator Challenge	Hard	—	—	Beat an EA moderator in a ranked online game.	—
	Iron Man	Hard	—	—	—	Get a six-game winning streak in ranked online games.
BBS CH Wheels	XP Level 2	Easy	Reach online XP Level 2.	—	—	—
	Online Challenge Contender	Medium	—	Win five ranked online Challenge Series events.	—	—
	XP Level 4	Hard	—	—	Reach online XP Level 4.	—
	Sultan of Sprint	Medium	—	—	—	Win 10 ranked online Sprint races.
BBS LM Wheels	XP Level 9	Easy	Reach online XP Level 9.	—	—	—
	Lucky Break	Hard	—	Get a three-game winning streak in ranked online games.	—	—
	Online Challenge Champ	Hard	—	—	Win 15 ranked online Challenge Series events.	—
	Photographer	Hard	—	—	—	Use Photo mode.
Toyota MR2	Online Lieutenant	Medium	Play 50 games online.	—	—	—
	Speedtrap Specialist	Medium	—	Win 10 ranked online Speedtrap races.	—	—
	Super Sultan of Sprint	Hard	—	—	Win 25 ranked online Sprint races.	—
	XP Level 13	Easy	—	—	—	Reach online XP Level 13.
Mooo Vinyl	Canyon King	Medium	Win 10 ranked online Canyon Duels.	—	—	—
	Showboat	Medium	—	Cross the finish line in reverse to win a ranked Sprint race.	—	—
	Super Tag Master	Hard	—	—	Win 25 ranked online Pursuit Tag games.	—
	XP Level 23	Medium	—	—	—	Reach online XP Level 23.
Los Colibris Vinyl	Lord of KO	Medium	Win 10 ranked online Pursuit Knockout races.	—	—	—
	XP Level 35	Medium	—	Reach online XP Level 35.	—	—
	XP Level 42	Hard	—	—	Reach online XP Level 42.	—
	Online Colonel	Hard	—	—	—	Play 75 games online.

Advanced Reward Card Tips

Getting a million bucks: Play Tuner career since the cars are cheaper, get the pink slips from the bosses and sell them, keep only one car at any given time, do all the races since they give the most cash, and race random encounters to raise the remaining cash.

Speedtrap 190 and 200 mph: Fully upgrade and tune Tier 3 Muscle/Exotic car for max top speed. Select track "Eskuri Way," and first drive backwards to get extra room to accelerate. Use NOS liberally, and you should hit 200 mph on the first Speedtrap easy.

Unlock 33 cars: make sure you unlock every car available in the Career. Conquer all territories and complete all races that have a car as a reward.

GAME ORIENTATION—EVENT TYPES

- **Controls:** Displays a graphic of control schematics for your viewing pleasure.

- **Xbox Live:** Contains options for sign in, silent sign in, and Challenge Series assist. Challenge Series Assist allows you to choose whether or not the Online Matchmaking system will be able to join you into an Online Challenge Series game.

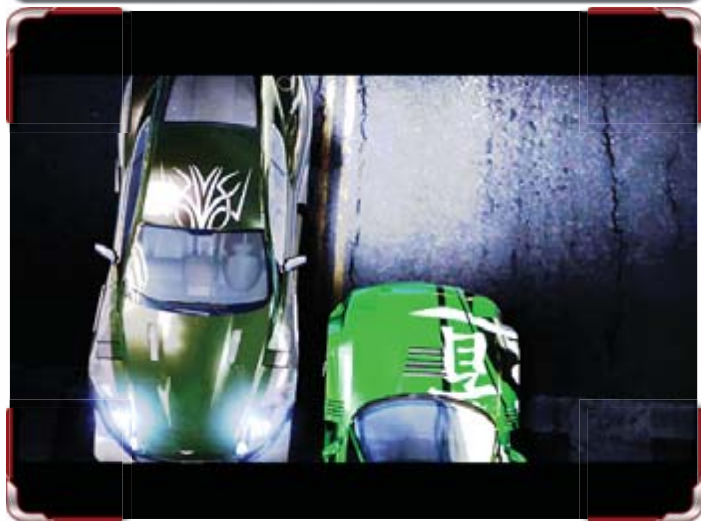
With it turned on, when you enter Matchmaking (via Quick Match, Custom Match, or Quick Race) you have a chance to be joined into a Co-Op Challenge Series game as a helper. You won't always be joined into Challenge Series; you join only if the Matchmaking system finds that this game session is the best match for you at the moment. With it turned off, you will never be matched into a Online Challenge Series game (however, you could still join one of these games via game invite).

- **EA Trax:** Changes music to gameplay-specific or general. You can also filter the music by genre between hip-hop, rock, and electro, and play songs to sample the feel of the tunes and the music genres.

- **Credits:** Pays homage to the hardworking folks at Electronic Arts.

- **Cross Sell:** Offers a look at other fantastic titles from EA, including *NBA Live 07*, *NHL 07*, and *Madden NFL 07*.

EVENT TYPES



Canyon Duel



Advanced racing at its finest, Canyon Duels are best saved for the elite racers. These hardcore events pit racers against each other down some of the sketchiest sections of canyon roads in Palmont City.

There are breakable road barriers. These won't keep you on the road if you should careen out of control on the outside corners. If you break through a roadside barrier, it's an instant loss.

You'll find more about the Canyon Duel races in the Tracks section, which covers all of the tracks in the game.

Circuit



Just because you're doing a lap doesn't necessarily mean you're just going around in a big circle. The 29 Circuit races around Palmont City vary from short, straightforward routes in Fortuna to long, winding tracks with complicated turn series that run all around the fringes of the city. The first lap is commonly used to gauge the track, but by the second lap you should be hitting the turns perfectly. If a Circuit race is giving you trouble, practice it a few times before challenging other racers.

NEED FOR SPEED CARBON

TIP If you have a few laps to work with, you have time to allow for mistakes and crashes, or even to hang back and watch the other racers to find new routes through shortcuts. Take it easy on the first lap, assess everything you can, and then step up the speed for the big win. However, this only works online.

Checkpoint

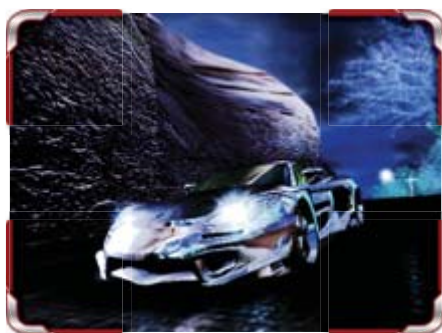


Checkpoint races are timed events; you must get from checkpoint to checkpoint within a specified period of time—don't run out of time or you lose!

These races start out fairly easy but soon become more difficult. It doesn't take long to figure out that perfect driving is necessary to meet these challenges. There is small margin for error, and that means no traffic collisions and definitely no speed loss from friction on the meridians or trackside barriers.

Drift

Drifting returns in *Carbon*—but this is no wimpy “ice-skating with Granny” kind of event! This is *Need for Speed*, after all, not *Need for Caution*! The faster you go in a Drift event, the more points you earn, and it's all about the points here.



Drifting is done on closed-circuit tracks and on the more difficult Canyon tracks. If you make it through the cliffs of Carbon Canyon, you're on your way to becoming the king of the Drifting circuits.

Pursuit Knockout



In the first of two exclusive online game types, Pursuit Knockout is proof that dreams do come true. This isn't old-school KO racing here, but the next step in pursuit racing evolution.

You get a chance to be the police here. The last racer around each lap is transformed into a Palmont City cop and is given access to the type of vehicle that matches the current racing tier, from a Rhino SUV to a Corvette Z06.

Each successive lap turns more racers into cops until there are up to seven cops against one racer. From that point on, the top cop receives bonus points as well as the racer who wins the race—if the racer wins. With seven cops after one racer, this becomes an all-out effort to prevent that last car from crossing the finish line in the allotted time.

NOTE Pursuit tactics aren't just for AI cops. When playing with friends, you can use them to coordinate pursuit assaults against racers in the city streets.

EVENT TYPES

Pursuit Tag

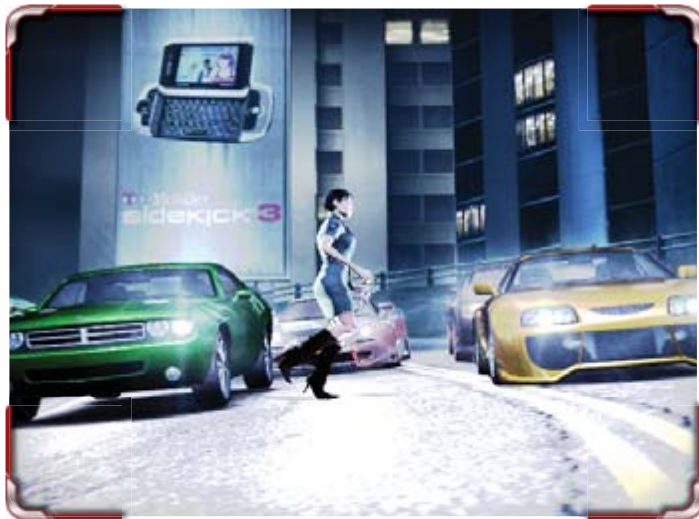


Pursuit Tag is the second exclusive online event in *Carbon*, introducing another addictive facet of gameplay that will undoubtedly keep fans playing *Carbon* for a long time to come.

Pursuit Tag pits one racer against up to seven cops. A racer is busted if a cop attacks and slows the racer's vehicle to under 30 mph for a specified period of time. If successful, the arresting cop is transformed into the new racer and is given an eight-second head start to get away. Then the chase resumes, and racer and cops begin collecting points again. The winner is determined as the person who spent the most time as a racer in the form of a percentage.

NOTE Both the Pursuit HO and Pursuit Tag race modes are fully covered in the Online Play section.

Speedtrap



In Speedtrap races, winning involves cumulative high-speed driving. Along the course are multiple speedtraps that are detected by your car's radar and also show up on the mini-map.

Speedtraps clock your speed as you pass; whoever has the highest cumulative speed value wins the race, even if that racer's car didn't cross the finish line first. The racer with the highest total speed throughout the track is the victor.

Efficient use of NOS (N_2O) is key to winning in these events. Regenerate by maintaining high speeds, and keep blasting NOS to increase acceleration when needed. If you find yourself lagging behind and you're right in front of a speedtrap, use a shot of NOS to boost your speed as much as possible before being clocked when going through it.

TIP It doesn't matter what your speed is between speedtraps—the important thing is to max your speed by the time you pass the next speedtrap.

CAUTION Don't fall too far behind the lead cars—you lose points after the first car crosses the finish line.

Sprint

There is no time to practice during a Sprint race from one end of Palmont City to the other—if you want to do well, you must practice this track several times before the official race event. The game has abundant Sprint races to rip it up on—from short sections



from short sections Downtown to long, serpentine streaks through San Juan. The secret to doing well on sprints is to know the tracks well, because you only get one chance to access the features on the map (race breakers, for instance) as you fly past them at blistering speeds.

TIP Sometimes flying blind leads to success—with a whole lot of adrenaline and maybe some sheer luck mixed in for good measure! When racing a Sprint track for the first time, check your mini-map every couple of seconds to anticipate the road ahead. You don't have time to be caught off guard by an unexpected corner!

GAMEPLAY BASICS

DRIVING ESSENTIALS

NOS

The NOS system has a perpetually regenerating supply, with one condition, you must reach a certain speed to keep getting more. You don't need any fancy tricks to regenerate NOS, just sheer speed. But before you can access the benefits of extra boost, you must install a Nitrous Oxide performance upgrade on your car.

Once it's installed, you can see the NOS gauges light up 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 so you'll know when the valuable extra boost is available.

How you use your NOS is up to you. It can be used off the starting line to get into the middle gears quicker, or it can be used to push your ride into new top speeds. Either way, you'd better hang on to your hat!



Speedbreaker



Imagine yourself as a pro racer, with supernatural reflexes and high-speed intuition. When you get into your groove on the track, the world seems to slow down. Everything is in slow motion, giving you time to react to extreme danger or pull off dangerous and unbelievably daring maneuvers. This is Speedbreaker.

Using this ability is exactly like slowing time. Once it's activated, you have a window of opportunity to pull off your moves before normal time resumes or until you hit the button again to manually deactivate Speedbreaker. Use it wisely and conserve it for when you truly need it. You don't want to be short of it in dire circumstances.

On the technical side of things, your car takes on some heightened characteristics during Speedbreaker. Here's the lowdown:

- Vehicle mass increases
- Traction increases
- Handling increases

Imagine hitting a road block normally, and then imagine a train plowing through the same set of vehicles. That's Speedbreaker at work for you. Activate it just before you contact the cars in a roadblock to have a greater and more dramatic effect. Once you get away, deactivate it so as not to waste any of it.

TIP If you're constantly driving off the road and hitting walls during corners, try racing with one finger constantly covering the Speedbreaker button. At a moment's notice you can slow time, recover control, deactivate, and use NOS to power out of a corner that may otherwise prove disastrous to your winning time.

RACING THEORY 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 and, most important, get closely acquainted with all the best lines.

NOTE Most race tracks are fairly forgiving on corners, as this is more arcade-style racing than strictly simulation-style. Knowing a bit of racing theory will help you deal with more technical challenges, like those found in the advanced Canyon Duels.



Automatic vs. Manual

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

Manual transmissions also work in the game as they do in real life. It's a steep learning curve, but once shifting becomes second nature, you have greater control over your transmission and can be faster on the track.

Try racing with an automatic transmission for a while until you're comfortable with the controls, car handling, and race events. Fewer distractions make it easier to concentrate on winning. You can play through the entire game without having to switch from an automatic car, though, so don't feel pressured to change to a manual.

Braking

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

First, note that sometimes the best braking tactic is just to let off the gas—the resulting reduction in speed is often enough to get around most gentle curves safely.

Now down to the nitty-gritty: Every corner is divided into three segments—the turn entry (or entry straight), the apex at the inside of the corner, and the turn exit (sometimes referred to as an exit chute). Learn to recognize these segments in every corner to master the essential art of technical braking that will help you win more of your races.

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.

This technique separates cornering into two logical components: braking and turning—in other words, brake *before* you turn the wheels.



Any angle in the wheels at all could force your car into an understeer or oversteer condition (or worse, an uncontrolled drift) given sufficient speeds. 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 corner entry; once you're at the turn apex, release the brakes and accelerate to rip out of the turn's exit.

Trail Braking



This much more advanced cousin of straight-line braking is difficult to learn and even harder to master. It involves delaying braking until you are past the turn entry and then continuing to brake through the turn to the apex, where you begin to accelerate out of the remainder of the corner.

As opposed to straight-line braking, trail braking doesn't split up the technique into braking and cornering. Instead, it overlaps them—the driver brakes and corners at the same time to allow for a higher turn entry speed.

Using this technique involves a whole heap of physics that we don't cover here. But if done correctly, it's very effective.

Essentially the trick is to not force your car to drift while braking through the turn. Learn your car's handling well enough to know its braking threshold so you know how hard to brake without causing it to understeer and slide into the far wall or even worse, right through a roadside barrier.

Furthermore, trail braking will benefit your performance little if used on occasional corners. It's more of a "big picture" benefit that, if applied to every turn on a track, will pare seconds off your lap time.

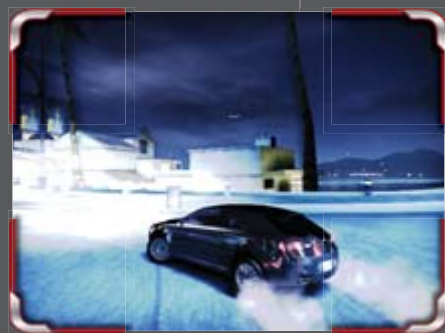
Engine Braking

On manual transmissions, gearing down once slows the engine and decreases the vehicle's speed. Excessive downshifting will over-rev the engine, dramatically reducing speed and adding costly seconds to the overall lap time. Engine braking is sometimes favored by racers who want a bit of extra torque coming out of a turn, but here's a word of warning: Each car's optimal exit gears, the track, and turn conditions make this a highly variable technique. Generally, gear down just once or twice, while letting off the throttle, to slow down before a turn.

Oversteer vs. Understeer

It's common to experience two conditions on the race track when driving a high-performance vehicle: oversteer and understeer.

In oversteer, the rear of the car slides out in the direction of travel. The front wheels are tracking properly, but the rear of the car skids to one side. A controlled oversteer is often useful in taking the tightest line through a course (oversteer always slides the rear of the car to the outside of a curve). But when the rear of the car loses traction uncontrollably, you can go into a spin.



Oversteer

Correct an oversteer by adding more throttle and steering in the direction of the skid. That adds more weight and force to the rear of the car and straightens it out.

RACING THEORY 101

In understeer, the front wheels are not guiding the car effectively. They have lost the traction needed to pull the car around a corner. In this case, the car generally goes straight into the wall or off the road, no matter how much the front wheels are turned. The car simply cannot turn at the rate the front wheels are turning, and plows off the roadway. To correct, slow down and return more weight to the front of the vehicle. But be cautious, because the car will tend to “grab” the road suddenly when the understeer condition ends, possibly throwing the rear into an oversteer condition. This is called fish-tailing. And understeer is often more hazardous than an oversteer.

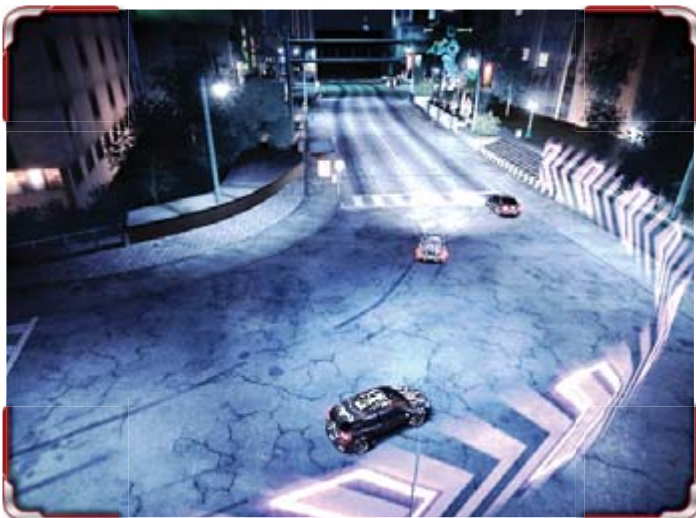
**Understeer**

Racing lines can be slightly altered depending on your situation, speed, and track conditions. The objective is to “straighten out” a corner as much as you can by following the flattest curve possible between the entry, apex, and exit. How you want to exit the turn depends on how you enter it, so set up your turn entry correctly. Remember, these lines are only theoretical; cornering success is also your responsibility, and you need to accurately read the conditions of each turn in the course. These are basic guidelines to help you build your racing success.

NOTE It's important to note that the recommended lines in the turns that follow are for isolated corners, out of context of any track. The discussion is not influenced by what may have come before that particular corner or be coming after it on the many different tracks in the game. In reality and in *Need for Speed Carbon*, the optimal racing line depends heavily on the sequence of turns.

Right-Angle Turns

Taking a right-angle turn requires a good balance between entry and exit speeds, and the racing line passes evenly near the apex. There are more of these corners in the game than any other type. Experiment in time trials to find the best line through them.

Racing Lines

Racing lines are imaginary lines on the track that follow the safest route or produce the fastest time through a course. More specifically, there are two types of lines through each type of corner: The one that yields the fastest cornering speed and another that allows for the lowest overall time.

TIP Slow in, fast out: Make this your braking mantra and chant it over and over in your head. The sooner you slow down before taking a turn, the faster you can accelerate coming out of it. Using this technique will save precious seconds of lap time by preventing uncontrolled slides or disastrous collisions.

Its natural opposite—fast in, slow out—is a terrible racing “technique” commonly executed by inexperienced drivers.

NOTE The “outside to outside” principle that governs cornering at a right-angle turn applies to most other types of corners as well. For the fastest cornering speeds, approach the turn entry from the outside of the corner, pass as close to the inside of the turn apex as possible and then move to the outside of the exit chute when finishing the corner.

180° Turns (Hairpins)

These hairpin turns generally have two accepted lines, based on circumstances and objectives. For safety (low-risk cornering), the easiest line to execute is the one that hugs the apex all the way around the inside of the corner, keeping wide on both the turn entry and exit.



The more challenging line is also the fastest, but you will need to practice this one much more than the standard line. Start at the center of the turn entry, move to a late apex curve along the outside edge of the turn when you pass the middle of the corner, and then follow the outside through the exit chute. You should blast out of the corner, still along the outside edge while maximizing your exit speed.

Chicanes



Chicanes create a horizontal diversion in the track. Treat them as S-turns with a narrower path between apexes. In city driving, chicanes are used to divert the path of travel and shift it sideways. On closed circuits, they are a short, tight challenge at high speed. Chicanes get even more complicated when elevation changes are thrown into the mix. Try to make a straight line through them, from inside line to inside line. The straighter your line is while passing through, the faster your exit speeds can be.



RACING THEORY 101—CREWS***Decreasing and Increasing Radius Turns***

Decreasing turns start with a wider radius and become tighter as the corner continues. These corners are possibly the most challenging in terms of maintaining proper alignment and speed throughout. They are also the most frequent cause of spins and collisions with the outer guard rail at the turn exit. The best option is to cut in close to the inside, near the turn apex, earlier rather than later in the corner. Then move to the outside of the turn exit as you come out of the corner, applying full throttle as you exit the chute.

These turns become wider in radius as the corner progresses. Brake and corner early and keep the car tight to the apex as you exit the chute.

Double Apexes

Double apexes can be treated like hairpin corners. The exception here is that they have a short straightaway between entry and exit, effectively separating the turn into two parts, or apexes.

Your decision to follow one line or another is based on track conditions before and after the double apex. More specifically, determine how you want (or are able) to enter and exit the turn.

CREWS

New to *Carbon* are racing crews. Throughout Career mode, you can hire additional personalities to join your crew and provide you with certain race bonuses, career bonuses, and special skills. Here's the 411:

NOTE Although crew members are unlocked in Career mode, you can access them in Front End races and have them join you during your events!

Crew Skills

Each crew member has a primary and secondary skill. Primary skills are the ones you access during a race by activating your wingman. The timing of your use of those skills is critical to your success in challenging races and events. Also, note that wingmen have a gauge, similar to your NOS and Speedbreaker gauges, which replenishes over time.

NEED FOR SPEED CARBON

Primary/Race Skills

Blockers: Blockers take out a car in front of you. If you're having a hard time gaining the lead from second place, simply get the lead car in your sights and activate the blocker wingman; he does the rest. The blocker speeds up from behind and slams into the lead car, forcing it off the road while you speed off to a win.

Drafters: Drafters provide a slingshot boost effect. When activated during a race, the drafter drives in front of you, allowing your car to enter his slipstream. There, you gain an additional HP/Speed bonus that shoots you ahead of your drafter and down the track.

Scouts: Scouts are the ultimate in racetrack intelligence. When activated during a race, a scout rips off down the track in front of you, checking for the fastest routes or shortcuts. Watch for the telltale streaks of light that trail behind the scout's car, and follow the streaks through the best routes on the track. Note that any shortcuts found by the scout also light up on your mini-map.

Secondary/Crew Skills

Fabricator: Having a fabricator in your crew allows you to use the Autosculpt upgrade and fully customize all the aftermarket parts for your car.

Fixer: Fixers are generally troubleshooters that can keep the Heat level down on your car or prevent it from increasing in any given zone.

Mechanic: If you want deals on parts and upgrades, have a mechanic in the crew. You get 10 percent off on everything you buy.

NOTE You can have a maximum of three crew members hired at any time, so keep only those drivers around that benefit you the most. Check out the Crew screen at your Safe House to see who is available to you.

NOTE In-race bonuses apply only if the crew member is with you in the race, but the career bonus applies as long as the crew member is part of your crew.

Crew Members

Neville

Order: 1st

Class: Matches Yours

Race Skill: Blocker

Crew Skill: Fixer

In-Race Bonus: Prevents zone heat level from increasing.

Career Bonus: \$200 extra per career race

Bio: The Big Nev's wide girth discourages him from getting out of his vehicle, and once he's safely tucked inside, it takes a swarm of cops to pry him out. Because this has been known to happen from time to time, he has a particular fondness for running cops off the road. With his predisposition toward small, tuned-out cars, this man's size becomes all the more apparent. He's affable, a form of comic relief, playful, and mischievous—someone who may not be the bravest of all the racers, but who is doggedly determined to help Hero all the way.

TIP If you're having trouble keeping the lead, you may want to invest in a blocker. When you're in the lead, activate your blocker and he'll take out the any challengers behind you.



Sal**Order:** 2nd**Class:** Matches Yours**Race Skill:** Scout**Crew Skill:** Fabricator**In-Race Bonus:** Reduces Heat of player's car on every race win.**Career Bonus:** Unlocks Autosculpt body kits, hoods, and roof scoops

Bio: Growing up with the guttersnipes of the inner city gave Sal an appreciation for the deftest routes to escape angry shop owners. He finds just as much joy winning races as knowing that nobody else knows how he got there.

He's an avid race fan who has never been very popular, spending his time off the track following the careers of all the other racers. Before Hero left Carbon, Sal was a big fan and was in the crowd that fateful night when Hero left town. When he learns of our Hero's return, he seeks Hero out and offers his services. He is a serious racer who acts a little like a weasel, but he proves to be a loyal teammate.

TIP To earn the most bonus cash in Career mode, have Neville, Samson, and Yumi in your crew.

**Samson****Order:** 3rd/4th/5th**Class:** Muscle**Race Skill:** Blocker**Crew Skill:** Fixer**In-Race Bonus:** 10% increase on money earned from all wins.**Career Bonus:** Lowers geographic Heat in zones you control

Bio: Seven-foot Samson discovered early that the best way to win an argument was by picking up your opponent and shaking some sense into them. He takes this philosophy to the streets, where he knows the best way to beat someone to the finish line is making sure they never get there. Samson is intelligent, very educated, and has an expansive vocabulary.



NEED FOR SPEED CARBON

Yumi

Order: 3rd/4th/5th

Class: Tuner

Race Skill: Scout

Crew Skill: Mechanic

In-Race Bonus: 25% boost to player's NOS bar.

Career Bonus: 10% discount on all performance parts



Bio: Yumi is ingenious. She's a mysterious racer who specializes in pathfinding. Her shy demeanor (she dresses like a Harajuku Girl) masks a curious and fiercely inquisitive demeanor. She's hyper-aware of her surroundings, and hovers close to the action. She has a sharp tongue, and uses her wits to surprise those who doubt her. She is a coy seductress who can lash out in the blink of an eye like a scorpion. Nobody can guess her age (she looks twenty although she is thirty), and her years of experience are hidden as well.

She gained her love of body sculpting in her hometown on the small island of Daito Shoto. She had relative freedom working in her father's studio (he was a hermetic artist who worked with metal), but when she moved to Tokyo, she was amazed to discover how oppressive the perception of women was and became determined to prove the world wrong about their preconceptions. People nicknamed her "oracle" for her strange ability to predict the path of least resistance—a talent that has served her well on the racing track.

TIP If you are having trouble finding shortcuts, use the scout. As long as you stay far enough behind her, she'll find the shortcuts and make way for you.

Colin

Order: 3rd/4th/5th

Class: Exotic

Race Skill: Drafter

Crew Skill: Fabricator

In-Race Bonus: Increased size of drafting zone.

Career Bonus: Unlocks Autosculpt wheels, spoilers, chop top, and exhaust



Bio: Colin is a blue-blooded young gun who tore up the racing circuit in the south of England. After tiring of the competition, he heard through the underground of the level of play in Carbon and caught the first flight over. His perfect manners and refined taste do not extend to the racing course, where he is a cutthroat, and there's nothing noble about finishing last.

TIP Drafters are your best friend in Speedtrap races. Activate your drafter before a speedtrap and get into his wake. Both you and your drafter will post insane speeds.



Nikki**Order:** 6th**Class:** Exotic**Race Skill:** Drafter**Crew Skill:** Mechanic**In-Race Bonus:** 50% boost
to player's NOS bar and
Speedbreaker time.**Career Bonus:** 10% discount on
all cars

Bio: Nikki is 19 at the time of the Hero's disappearance and 24 when he returns, but she changed greatly in the Hero's absence. He was her first big crush and when he left, so did her innocence. Although she subsequently got together with Darius, she is not entirely sure she made the right decision. However, Darius delivered on his promise to let her race full time: the only place she feels truly free and in control of her destiny.

She is an only child, raised by her mom, who is a construction foreman. Although they used to be very close, they have grown distant since she got together with Darius. She has a "father complex"; her dad left when she was a kid, and that anger still resides a bit close to the surface. She started hanging around street racers when she was a young teenager, and her first car was a '69 Camaro. She took it apart and re-assembled her first engine when she was only 10 years old, and her first job was at a local garage frequented by street racers.

One of those racers was our Hero, whom she had a major crush on well before they started dating. He broke her heart when he skipped town at the start of their romance—her affection was reciprocated, but Hero deemed her a bit too young. She has the making of a top racer, but where she really shines is tuning cars for maximum speed.

At the time of Hero's disappearance, she'd made it on a Crew as a Junior Racer (Muscle), but she was still on the sidelines most of the time or helping tune the crew's cars. She feels that she doesn't have anything in common with people her own age and she's very competitive, doesn't expect breaks, and she hesitates to give them out as well. Although she's self-possessed and tough, she is not yet fully aware of her power and beauty; she wants to be sophisticated, but is not worldly, and although Darius is her first real boyfriend, her biggest secret is that she was saving herself for our Hero.



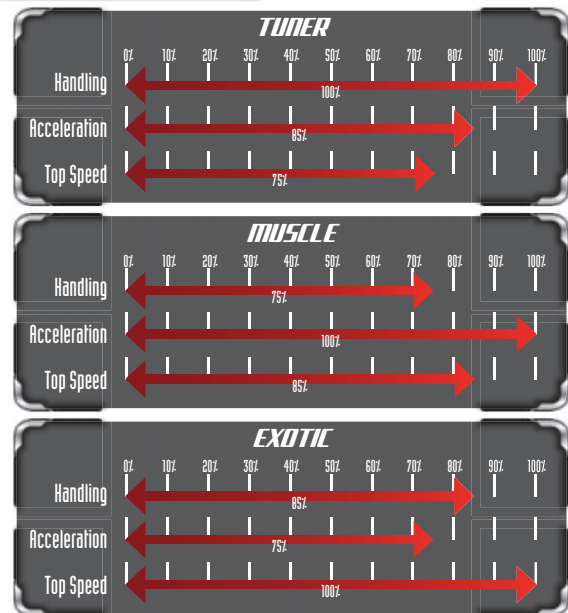
CARBONIZED RIDES

INTRODUCTION

In *Carbon*, the rides are not just divided by the classes of Exotic, Muscle, and Tuner: Each class also provides a unique driving style as well as unique upgrades.

Three performance characteristics define all cars: acceleration, handling, and top speed. Each of the three car classes has a predetermined primary characteristic that can be maxed out, but the remaining two are always limited.

In the following diagram, note the maximum performance attribute for each car class. Tuners will always have the best handling, Muscles the best acceleration, and Exotics the best top speed. Now you can choose cars generally suited to your style of driving and appropriate for the type of event in which you're going to be racing.



Car Class Performance Attributes

NOTE Also new to *Carbon* are car tiers. Within each class of car are three tiers that generally describe car performance: Tier 1 has the lowest, entry-level cars, and Tier 3 has the best in the class. When selecting cars and opponents, be sure to evenly match tiers to avoid significant gameplay imbalances.

EXOTICS

Tier: 1

Drivetrain: AWD

Engine: 2.2L V6

Horsepower (BHP): 260

Torque (lb/ft): 237

Price (\$): 40,000

Alfa Romeo Brera

INTRODUCTION—EXOTICS



Mercedes-Benz CLK 500

Tier: 1

Drivetrain: RWD

Engine: 5.2L V8

Horsepower (BHP): 367

Torque (lb/ft): 376

Price (\$): 45,000



Aston Martin DB9

Tier: 2

Drivetrain: RWD

Engine: 6.0L V12

Horsepower (BHP): 450

Torque (lb/ft): 420

Price (\$): 100,000



Jaguar XK

Tier: 2

Drivetrain: RWD

Engine: 4.2L V8

Horsepower (BHP): 294

Torque (lb/ft): 303

Price (\$): 80,000

NEED FOR SPEED CARBON

Tier: 2

Drivetrain: RWD

Engine: 1.8L Inline 4

Horsepower (BHP): 189

Torque (lb/ft): 133

Price (\$): 50,000



Lotus Elise

Tier: 2

Drivetrain: RWD

Engine: 2.0L Turbocharged Inline 4

Horsepower (BHP): 200

Torque (lb/ft): 194

Price (\$): N/A



Lotus Europa S

Tier: 2

Drivetrain: RWD

Engine: AMG Bi-Turbo V12

Horsepower (BHP): 604

Torque (lb/ft): 738

Price (\$): 125,000



Mercedes-Benz SL65 AMG

EXOTICS

*Porsche Cayman S*

Tier: 2

Drivetrain: RWD

Engine: 3.4L Flat 6

Horsepower (BHP): 240

Torque (lb/ft): 201

Price (\$): 75,000

*Audi Le Mans quattro*

Tier: 3

Drivetrain: RWD

Engine: Bi-Turbo V10

Horsepower (BHP): Unknown

Torque (lb/ft): Unknown

Price (\$): N/A

*BMW M3 GTR*

Tier: 3

Drivetrain: RWD

Engine: 3.2L Inline 6

Horsepower (BHP): 350

Torque (lb/ft): 269

Price (\$): N/A

NEED FOR SPEED CARBON

Tier: 3

Drivetrain: RWD

Engine: 5.4L Supercharged V8

Horsepower (BHP): 550

Torque (lb/ft): 500

Price (\$): 200,000



Ford GT

Tier: 3

Drivetrain: RWD

Engine: 4.7L Supercharged V8

Horsepower (BHP): 806

Torque (lb/ft): 678

Price (\$): N/A



Koenigsegg CCX

Tier: 3

Drivetrain: AWD

Engine: 5.0L V10

Horsepower (BHP): 520

Torque (lb/ft): 376

Price (\$): 175,000



Lamborghini Gallardo

EXOTICS



Lamborghini Murciélago

Tier: 3

Drivetrain: AWD

Engine: 6.2L V12

Horsepower (BHP): 572

Torque (lb/ft): 479

Price (\$): 225,000



Lamborghini Murciélago LP640

Tier: 3

Drivetrain: AWD

Engine: 6.5L V12

Horsepower (BHP): 640

Torque (lb/ft): 487

Price (\$): N/A



Mercedes-Benz SLR McLaren

Tier: 3

Drivetrain: AWD

Engine: AMG Supercharged V8

Horsepower (BHP): 617

Torque (lb/ft): 575

Price (\$): 240,000

NEED FOR SPEED CARBON

Tier: 3

Drivetrain: RWD

Engine: 7.3L V12

Horsepower (BHP): 603

Torque (lb/ft): 561

Price (\$): N/A



Pagani Zonda

Tier: 3

Drivetrain: RWD

Engine: 3.5L Turbocharged Flat 6

Horsepower (BHP): 480

Torque (lb/ft): 457

Price (\$): 75,000



Porsche 911 Turbo

Tier: 3

Drivetrain: RWD

Engine: 5.7L V10

Horsepower (BHP): 605

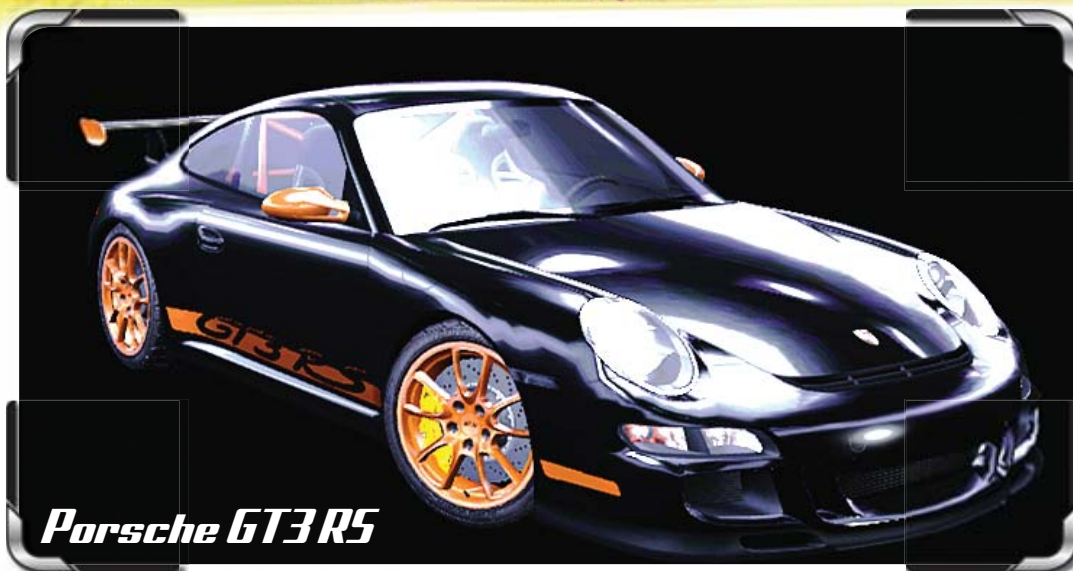
Torque (lb/ft): 437

Price (\$): 240,000



Porsche Carrera GT

EXOTICS—MUSCLES



Porsche GT3 RS

Tier: 3

Drivetrain: RWD

Engine: 3.6L Flat 6

Horsepower (BHP): 415

Torque (lb/ft): N/A

Price (\$): N/A

MUSCLES



Chevrolet Camaro SS

Tier: 1

Drivetrain: RWD

Engine: 396 L35 V8

Horsepower (BHP): 325

Torque (lb/ft): 410

Price (\$): 30,000



NEED FOR SPEED CARBON

Tier: 1

Drivetrain: RWD

Engine: 454 LS6 V8

Horsepower (BHP): 450

Torque (lb/ft): 500

Price (\$): N/A



Chevrolet Chevelle SS

Tier: 1

Drivetrain: RWD

Engine: 6.1L Hemi V8

Horsepower (BHP): 425

Torque (lb/ft): 420

Price (\$): 35,000



Chrysler[®] Hemi[®] 300C[™] SRT8

Tier: 2

Drivetrain: RWD

Engine: 440 V8

Horsepower (BHP): 385

Torque (lb/ft): 480

Price (\$): 75,000



Dodge Challenger

MUSCLES



Dodge Charger R/T

Tier: 2

Drivetrain: RWD

Engine: OHV 440 V8

Horsepower (BHP): 375

Torque (lb/ft): 480

Price (\$): 80,000



Dodge Charger SRT8

Tier: 2

Drivetrain: RWD

Engine: 6.1L Hemi V8

Horsepower (BHP): 425

Torque (lb/ft): 420

Price (\$): 70,000



Ford Mustang GT

Tier: 2

Drivetrain: RWD

Engine: 4.6L V8

Horsepower (BHP): 300

Torque (lb/ft): 320

Price (\$): 50,000

NEED FOR SPEED CARBON

Tier: 2

Drivetrain: RWD

Engine: 440 V8

Horsepower (BHP): 385

Torque (lb/ft): 480

Price (\$): N/A



Plymouth[®] Road Runner

Tier: 2

Drivetrain: RWD

Engine: 6.0L LS2

Horsepower (BHP): 400

Torque (lb/ft): 400

Price (\$): N/A



Pontiac GTO

Tier: 2

Drivetrain: RWD

Engine: 5.7L LS1 V8

Horsepower (BHP): 382

Torque (lb/ft): 376

Price (\$): 45,000



Vauxhall Monaro VXR

MUSCLES***Chevrolet Camaro Concept***

Tier: 3

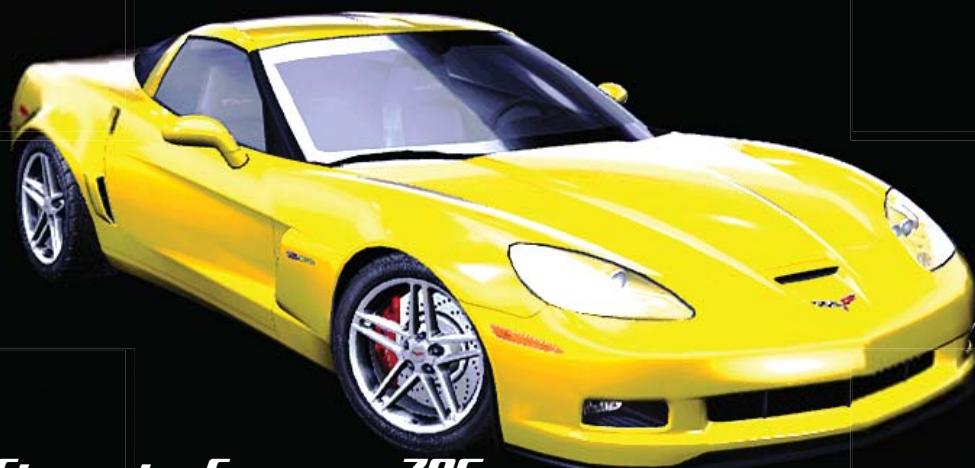
Drivetrain: RWD

Engine: Unknown

Horsepower (BHP): Unknown

Torque (lb/ft): Unknown

Price (\$): N/A

***Chevrolet Corvette Z06***

Tier: 3

Drivetrain: RWD

Engine: 7.0L LS7 V8

Horsepower (BHP): 505

Torque (lb/ft): 470

Price (\$): 175,000

***Dodge Challenger Concept***

Tier: 3

Drivetrain: RWD

Engine: Unknown

Horsepower (BHP): Unknown

Torque (lb/ft): Unknown

Price (\$): 140,000

NEED FOR SPEED CARBON

Tier: 3

Drivetrain: RWD

Engine: 8.3L V10

Horsepower (BHP): 500

Torque (lb/ft): 525

Price (\$): 150,000



Dodge Viper SRT-10

Tier: 3

Drivetrain: RWD

Engine: 426 Hemi V8

Horsepower (BHP): 425

Torque (lb/ft): 490

Price (\$): 130,000



Plymouth[®] Hemi Cuda

Tier: 3

Drivetrain: RWD

Engine: Carroll Shelby
Performance 428

Horsepower (BHP): 355

Torque (lb/ft): 420

Price (\$): 120,000



Shelby GT500 (1967)

MUSCLES—TUNERS



Shelby GT500 (2007)

Tier: 3

Drivetrain: RWD

Engine: 5.4L Supercharged V8

Horsepower (BHP): 475

Torque (lb/ft): 475

Price (\$): N/A

TUNERS



Lexus IS300

Tier: 1

Drivetrain: RWD

Engine: 3.0L Inline 6

Horsepower (BHP): 215

Torque (lb/ft): 218

Price (\$): N/A

NEED FOR SPEED CARBON

Tier: 1

Drivetrain: FWD

Engine: 2.3L Turbocharged Inline 4

Horsepower (BHP): 263

Torque (lb/ft): 280

Price (\$): 30,000



Mazda Mazdaspeed3

Tier: 1

Drivetrain: RWD

Engine: 1.3L Renesis 13B Twin Rotor

Horsepower (BHP): 232

Torque (lb/ft): 139

Price (\$): 25,000



Mazda RX-8

Tier: 1

Drivetrain: AWD

Engine: 2.0L Inline 4

Horsepower (BHP): 210

Torque (lb/ft): 214

Price (\$): N/A



Mitsubishi Eclipse

TUNERS**Nissan 240SX**

Tier: 1

Drivetrain: RWD

Engine: 2.4L Inline 4

Horsepower (BHP): 156

Torque (lb/ft): 160

Price (\$): 20,000

**Mazda RX-7**

Tier: 2

Drivetrain: RWD

Engine: 1.3L R2

Horsepower (BHP): 255

Torque (lb/ft): 217

Price (\$): 65,000

**Mitsubishi Eclipse GT**

Tier: 2

Drivetrain: FWD

Engine: 3.8L V6

Horsepower (BHP): 663

Torque (lb/ft): 260

Price (\$): 35,000

NEED FOR SPEED CARBON

Tier: 2

Drivetrain: RWD

Engine: 3.0L V6

Horsepower (BHP): 251

Torque (lb/ft): 221

Price (\$): 50,000



Renault Clio V6

Tier: 2

Drivetrain: RWD

Engine: 1.6L Inline 4 Twin Cam

Horsepower (BHP): 138

Torque (lb/ft): 110

Price (\$): N/A



Toyota Corolla GT5

Tier: 2

Drivetrain: RWD

Engine: 2.0L Turbocharged Inline 4

Horsepower (BHP): 200

Torque (lb/ft): 200

Price (\$): N/A



Toyota MR2

TUNERS**VW Golf R32**

Tier: 2

Drivetrain: AWD

Engine: 3.2L V6

Horsepower (BHP): 250

Torque (lb/ft): 236

Price (\$): 40,000

**Infiniti G35**

Tier: 3

Drivetrain: RWD

Engine: 3.5L V6

Horsepower (BHP): 280

Torque (lb/ft): 270

Price (\$): 70,000

**Mitsubishi Lancer EVOLUTION IX MR-Edition**

Tier: 3

Drivetrain: AWD

Engine: Turbocharged MIVEC
Inline 4

Horsepower (BHP): 286

Torque (lb/ft): 289

Price (\$): 110,000

NEED FOR SPEED CARBON

Tier: 3

Drivetrain: RWD

Engine: 3.5L V6

Horsepower (BHP): 300

Torque (lb/ft): 260

Price (\$): 70,000



Nissan 350Z

Tier: 3

Drivetrain: AWD

Engine: 2.6L Twin Turbo Straight 6

Horsepower (BHP): 276

Torque (lb/ft): 216

Price (\$): 125,000



Nissan Skyline GT-R R34

Tier: 3

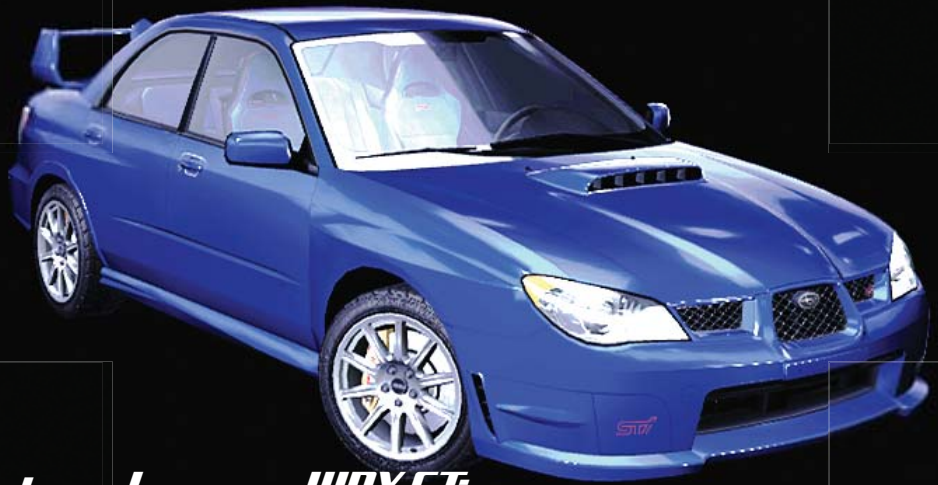
Drivetrain: AWD

Engine: 2.5L Turbocharged
Boxer Flat 4

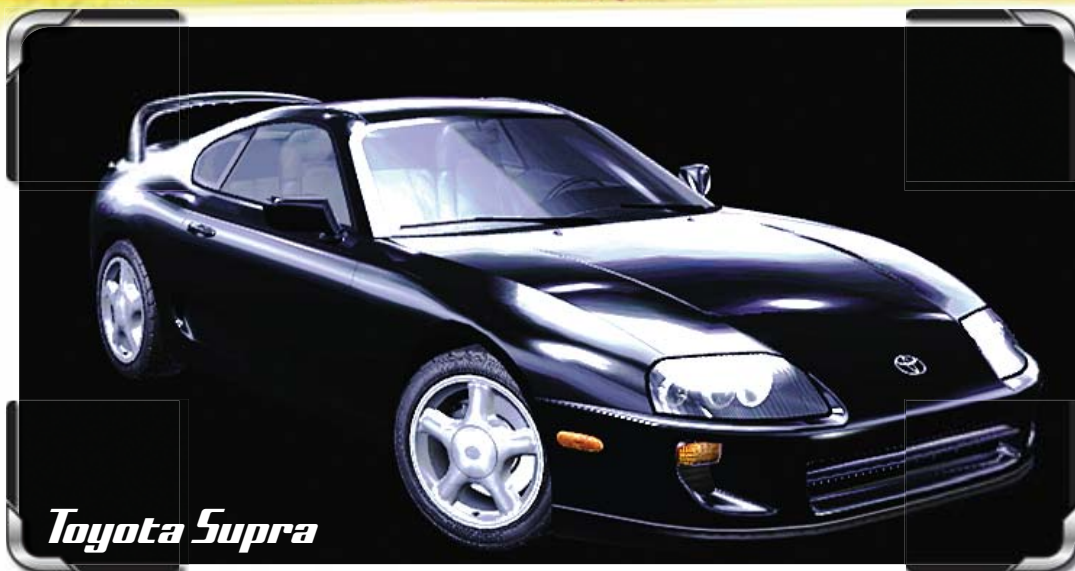
Horsepower (BHP): 300

Torque (lb/ft): 300

Price (\$): 80,000



Subaru Impreza WRX STi

TUNERS—SPECIALS

Tier: 3

Drivetrain: RWD

Engine: 3.0L Turbocharged
Inline 6

Horsepower (BHP): 320

Torque (lb/ft): 310

Price (\$): 90,000

SPECIALS

Once unlocked, this group of vehicles is accessible in virtually any quick race, online or offline.



Tier: 0

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A



NEED FOR SPEED CARBON

Tier: 0

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A



Fire Truck

Tier: 2

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A



Police Rhino

Tier: 3

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A



Cross Corvette

SPECIALS



Police Civic Cruiser

Tier: 3

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A



Police Interceptor

Tier: 3

Drivetrain: N/A

Engine: N/A

Horsepower (BHP): N/A

Torque (lb/ft): N/A

Price (\$): N/A

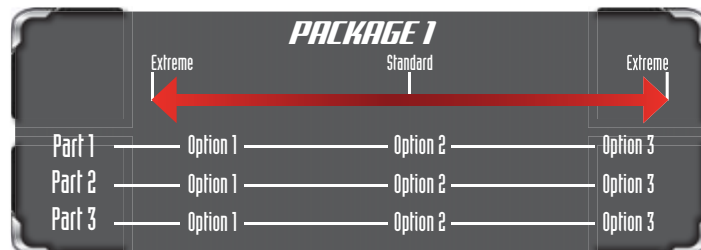


UPGRADES: BIG PIMPIN'

PERFORMANCE

Performance upgrades unlock the full potential of your racing weapon, but it's important to understand that even a fully upgraded Tier 1 car is no competition for a fully upgraded Tier 3 car.

Depending on what you're driving, you have access to some or all of the street-, pro-, and race-level performance packages; each successive package offers higher performance benefits. Individual parts and associated manufacturers differ for all cars; there is no single list of generic parts for the packages.



When selecting and tuning individual parts, the first or top item has the greatest effect on the performance attribute bar.



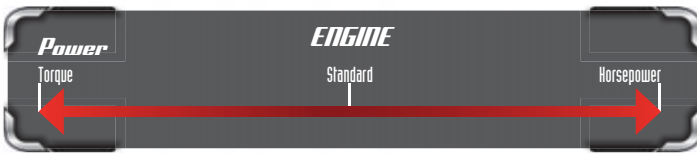
The second part has a moderate effect...



...and the third part has the smallest effect. Together, they total 100 percent tuning.



Engine

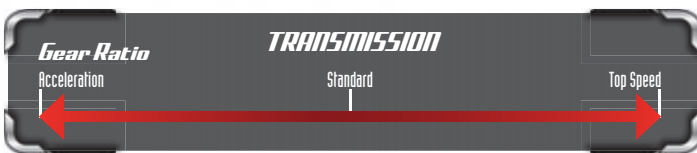


Tuning engine components for torque versus horsepower allows you to control the car's power curve. Tune for torque and get quicker acceleration; tune for horsepower to reach a higher top speed.

TIP Tune your engine for torque to get quicker acceleration on tight, short tracks or if you plan to do a lot of drifting. Tune for horsepower if you're racing on longer, straighter courses, where you really want to open up the throttle.

NOTE It doesn't cost anything to go back and tune parts and packages that you've already purchased!

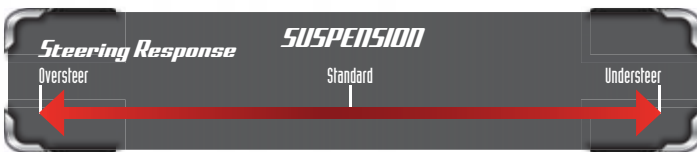
Transmission



Tuning transmission components for top speed versus acceleration allows you to control the final drive gear ratio. Tune for low gear ratios to get quicker acceleration; tune for high gear ratios to reach a higher top speed.

TIP Tune your transmission for low gear ratios if you're racing on tight, short tracks or plan to do a lot of drifting. Tune for high gear ratios if you're racing on longer, straighter courses and want to really open up the throttle.

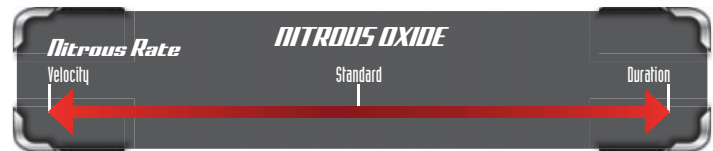
Suspension



Tuning suspension components for oversteer versus understeer allows you to control how the car enters and exits a turn. Tune for oversteer to keep the rear end loose while entering corners; tune for understeer to make the front end push while entering corners.

TIP Tune for oversteer if you plan to do a lot of drifting. It will let the rear end of the car slide out more easily. Tune for understeer to prevent the rear end from sliding out and to increase the car's ability to hold a line through turns. Don't overdo it, though, or you'll reduce overall cornering abilities.

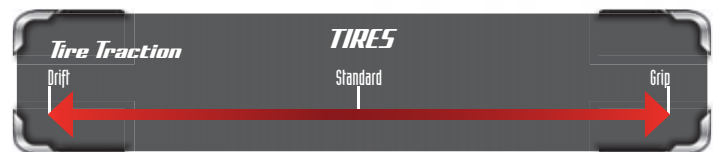
Nitrous



Tuning nitrous components for velocity versus duration allows you to control the volume usage of nitrous. Tune for velocity to get a shorter burst but bigger impact out of your nitrous; tune for duration to get less immediate impact but a longer burst.

TIP Tune for velocity on shorter, tighter tracks. Tune for duration on longer tracks with more straights, where NOS conservation is critical.

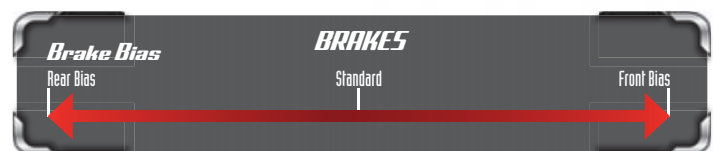
Tires



Tuning the tire selection for drift versus grip allows you to control how much the car slides. Tune for drift if you want the car to slide out while cornering; tune for grip if you want the car to hold the line while cornering.

TIP Tune for drift if you're doing a lot of drift racing—the looser traction is much more valuable. For nearly every other style of racing, tune for grip. Some beginning drifters like more grip, however, because it reduces your margin for error.

Brakes



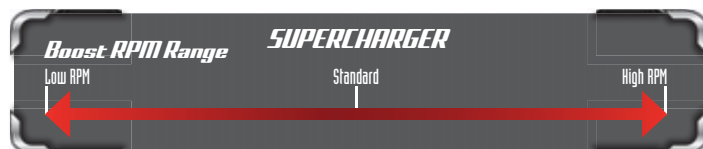
NEED FOR SPEED CARBON

Tuning brake components for rear bias versus front bias allows you to control how the car handles under hard braking. Tune for rear bias to lock the rear tires up first; tune for front bias if you want the front tires to lock up first.

TIP Tune for rear bias to lock the rear wheels and force a loss of traction. This allows you to quickly slide the rear end of the car out in a controlled spin, and can be helpful for forcing an oversteer condition during Drift races.

Tune for front bias to create a 60/40 imbalance—optimal handling for most cars. Don't adjust much more than that, or you risk creating a dangerously high understeering problem. The exception is if your car, like most supercharged muscle cars, tends to oversteer because of excessive power in the rear end. In that case, adjust the brakes to the front to decrease their sometimes dramatic oversteering problem.

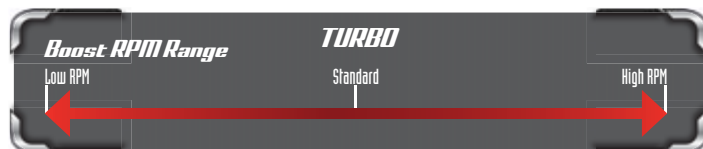
Supercharger (Muscles Only)



Tuning supercharger components allows you to control the size of the supercharger. Tuning with smaller components will allow the supercharger to make power (expressed in RPM, or revolutions per minute) quicker, but will also result in less power up top. If you tune with larger components, the supercharger will take longer to increase RPM, but you'll get a bigger power boost when it does.

TIP Tune for a low RPM to get the fastest boost on short, tight tracks. Tune for a high RPM to get a high-end boost for longer tracks so you can open up the throttle and get that extra power!

Turbo



Tuning turbo components allows you to control the spool time on your turbo. If you tune for low RPM, the turbo will spool up quicker but will deliver less boost; if you tune for high RPM, the turbo will take longer to spool up but will deliver higher boost.

TIP Tune for low RPM to get the best boost on short, tight tracks. Tune for high RPM to get a high-end boost at top speeds for longer tracks.

CAR CUSTOMIZATION

To demonstrate the customization features found in *Need for Speed Carbon*, we've taken a car from stock and pimped it to the max. This is a start-to-finish operation to familiarize you with all of your options for building a ride to be proud of.

Aftermarket

All of the following upgrades are purchased on the Aftermarket menu in the customization screen. In the Front End game, customizing is done through My Cars, but in Career mode all customizing is done through your Safe House.



Stock Mazdaspeed 3



Body kit 4 added.

PERFORMANCE—CAR CUSTOMIZATION

Carbon-fiber Beast Hood added.



Work VS-KF wheels added



Windtunnel dual roof scoops added.



Proceed to Shopping Cart and order your selected parts.



Borra spoiler added.

Autosculpt

With your car now semi-pimped, proceed to the Autosculpt menu. Here the existing parts are modified to your liking. Each group of parts—skirts, bumpers, and so on—have a number of modifiable zones where you can influence height, length, or depth. When you use the Zone menu, the zone lights up to indicate the area of the car that will be modified. You need a fabricator to unlock autosculpt.



Stag front bumper was chosen and the following mods were made to fully tune it: Zone 1 set at 100%; Zone 2 set at 100%; Zone 3 set at 100%.

NEED FOR SPEED CARBON



Sweeper rear bumper placed on the back. Zone 1 set to 100%; Zone 2 set to 100%; Zone 3 kept at 0%; Zone 4 set at 40%; Zone 5 set to 100%.

Windtunnel roof scoop modified: Zone 1 set to 100%; Zone 2 set to 100%; Zone 3 set to 100%; Zone 4 set to 50%.



Borra spoiler modified: Zone 1 set to 100%; Zone 2 set to 100%; Zone 3 set to 100%; Zone 4 kept at 0%



Sweeper skirt added. Zone 1 set to 0%; Zone 2 set to 100%; Zone 3 set to 100%.



Rocket exhaust tips added: Zone 1 set to 100%.



Blown Over hood added. Zone 1 set to 100%; Zone 2 set to 0%; Zone 3 set to 100%; Zone 4 set to 100%.



Proceed to Shopping Cart and order parts to continue with the next phase of customization.

CAR CUSTOMIZATION

NOTE You can sculpt only exclusive carbon wheels; manufacturers' rims are not tweakable using Autosculpt.

Visuals

This is where you give your ride that extra visual punch. With hundreds of paint colors, vinyls, wheel paints, and window tints to choose from, you can fully customize the look of nearly every aspect of your ride.



We're almost there...

Chrome yellow paint added.



Flame body vinyl 9 added: Inner glow changed to black and entire vinyl resized in width to bring it down the sides of the car.

NOTE Returning for the first time since *Need for Speed Underground 2* is the ability to customize vinyls. Use the Vinyls menu to add multiple layers and change their display order, or to modify the location, alter the size, rotate, or skew the vinyl itself. The visual possibilities are immense!



Scorpion logo layer added. Scorpion body fill colors are changed to black, and the background circle color is matched to the car. The logo is enlarged to cover most of the door, moved slightly forward, and then mirrored to the opposite side of the car. If mirroring is off, the vinyl is displayed only on one side. Two vinyls are then exchanged to make the scorpion layer sit below the body flame.



NEED FOR SPEED CARBON



Red chrome wheel paint is added to match the red fringe in the flame body vinyl.



Dark red window tint added.

Ride height lowered 100%.



Proceed to Shopping cart, order your parts and hit the streets!



CAREER MODE



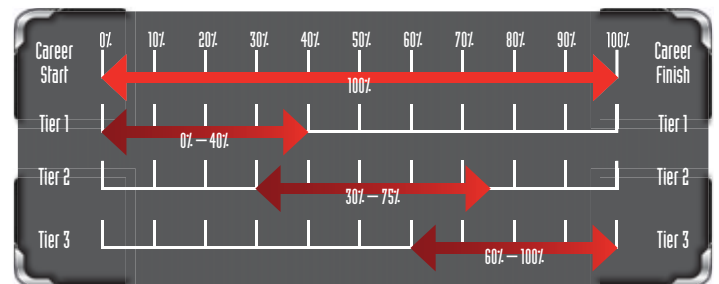
INTRO

Career mode is where the *Need for Speed Carbon* experience comes to life. It's here in Palmont City where all of your practice pays off. You must play Career mode to unlock many features in the game, though—race tracks, race events, wingmen, and so forth—so there is an obvious benefit to spending time playing both sides of the game.

In this section, we take you through Career mode and explain all the important elements you need to know to conquer Palmont City's territories. Make no mistake: Aside from the following valuable material, the only other way you're going to win is with some hot racing skills. The territory bosses are unbelievably fast!

CAREER BASICS

Career Path & Progression



NOTE Choosing Career mode determines which area you start your Career.

You can start Career mode on the Exotic, Muscle, or Tuner path. This influences the order of events and upgrade unlocks, and gives gameplay some other, more subtle slants.

NEED FOR SPEED CARBON

Available cars are determined by which tracks/zones the player has conquered. Enemy player car tiers are determined by the number of zones the player has conquered (i.e. 0 zones conquered = Tier 1 cars; 1-2 zones conquered = Tier 2 cars; 3+ zones conquered = Tier 3 cars).

Zone Heat Percentages

Geo Heat 1: 6%–23% Geo Heat 2: 24%–41% Geo Heat 3: 42%–59%

Geo Heat 4: 60%–77% Geo Heat 5: 78%–87%

Note that there is some overlap between the later portion of Tier 1 and the early portion of Tier 2, and between the later portion of Tier 2 and the early portion of Tier 3. This means that the previous tier's cars, when fully tuned, can compete with untuned cars from the next class. The result is a more seamless transition between two levels of gameplay.

You will never, however, be on an even playing field when pitting Tier 1 cars against Tier 3 cars, regardless of upgrades. To remain competitive, always purchase a car from the highest tier available.

Reputation

Reputation is the invisible tracking system that measures how close to challenging a boss you are as you compete in races and progress in the story.

Rep is earned by winning races, but the only way you know you have enough is when you receive an SMS message in Free Roam from a boss indicating you're ready to face them.

The boss race format is covered in a later section. For now, just know that reputation is there. Behind the scenes, the game is silently tracking your wins and adding up points until each subsequent boss thinks you're a worthy enough racer to challenge him or her for control of a zone.

One way to know you're making progress is when the boss in each zone tries to intimidate you into leaving town during a movie cutscene. Not that you're going to listen, right?

CREWS & TERRITORIES



The entire premise of Career mode is to build your own crew and take over all of the territories in Palmont City by winning as many events as possible. Additional crew members are unlocked as your career proceeds; you must decide who to hire and keep active, and who to fire until you need them again. If your racing skills are super hot, you don't really need an active wingman, but a wingman does come in handy for beginner or intermediate players.

TIP Use the Crew menu to customize your crew's cars to match your own. You can put on the same paint, body kits, and graphics so that your gang represents crew colors.

NOTE Once unlocked, crew members stay accessible in the Crew section of the Safe House menu.

Major Crews

Aside from the crew you're forming, several major rival crews in town control each zone and you must take them over to progress in the story. Your major rivals are as follows.

CAREER BASICS—CREWS & TERRITORIES***Kenji's Bushido***

Tired of people ignoring him as a child, Kenji developed a grandiose sense of self to convince people that he was a force to be reckoned with. This bravado increased with age, to the point that he doesn't hesitate to puff out his chest and deepen his voice to make a point. He loves threatening his opponents with exaggerated metaphors about their destruction and brags about dubious accomplishments.



Kenji's new ride, once he joins up with Darius in Silverton.

Wolf's TFK

Wolf was born into money. In fact, he has so much of it that it means very little. Few other racers prefer exotic cars and drive them so aggressively. He doesn't get too attached to them, though, because his own image preoccupies his attention. He dresses in the finest fashions and never strays too far from a mirror to enjoy his own reflection. He developed his tastes while getting kicked out of the finest universities of Europe, and carries his pride in a wallet.



Wolf's new ride, once he joins up with Darius in Silverton.

Wolf divides the world into those who have and the rest who haven't. He is a snob, dangling expensive watches and well-heeled ladies before anyone who is impressed. He loves to race, as it is a perfect venue for him to prove to the world that no rules apply to him. He uses

his money, influence, and sheer bravado to run over anyone in his way. He was born in Germany, but will be first to tell you that the world is his oyster.

NEED FOR SPEED CARBON

Angie's 21st Street



Angie rushes in where angels fear to tread. She is reckless, uninhibited, and always up for a challenge, regardless of the risks. If she weren't naturally gifted, she would have been killed off long ago in one of the extreme sports she readily embraces. But of all the adrenaline rushes, racing brings her closest to transcendence. She knows she won't live forever, and her only wish is to take her last breath pushing every fiber of her being to the limit.



Angie's new ride once she joins up with Darius in Silverton.

Angie is Hispanic, 25, and grew up surfing on the beach: this area is her home. She is a racer, with the minor skill of drawing Heat, operating on pure instinct. She is very confident, and doesn't fear the police or anyone who challenges her. She is a player and changes boyfriends when the wind changes direction. But she is a leader and generous to a fault—if she can be bothered to remember your name.

NOTE Get a Tier 3 car for Silverton as soon as possible, because all Silverton races unlock Tier 3 cars.

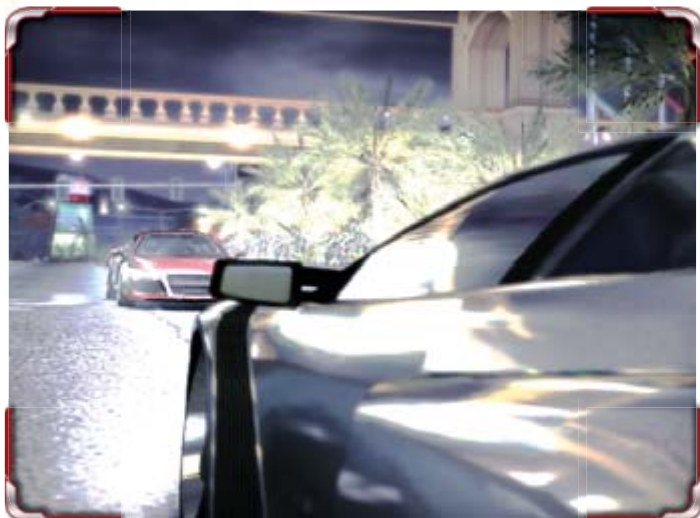
Darius's Stacked Deck



Darius is a very controlled driver, a racer par excellence who keeps his cards very close to his chest. He is confident, having worked out the intricacies of each race in advance, and exercises his influence well before the flag is dropped. He is magnetic and motivates his crew with promises of wealth and fame. His orders are handed out with surgical precision; he never loses his cool unless it is warranted. But he has no compassion. He is a man born without empathy, interested only in furthering his own agenda.

After mastering the sciences before puberty, he turned his aptitude to more practical applications when he entered high school. Building cars that could burn up a racecourse before he owned a driver's license only fired up his ambition. Soon he was applying his insights to war strategy, seeking to consolidate power in the neighborhoods he frequented.



CREWS & TERRITORIES

He is a self-made man, inventing himself as he steals away from the lower-middle-class mediocrity he was born into. His talent and charm won over other racers as he used Machiavellian strategies to divide and conquer all those who stood in his way. The concept of “keep your friends close and your enemies closer” blurred the lines of loyalties to anyone but himself, and he has long since set his sights on the wealth and prestige of Casino Town.

His one weakness is that he delights in the misfortune of others. Nothing makes him laugh harder than seeing another fail. And as he has grown in power, he has made less of an effort to conceal this disturbing character trait.

Perhaps his biggest secret is kept from our hero, who is convinced that Darius has taken him under his wing. By pretending to be his mentor, Darius has kept the biggest threat to his empire oblivious to his motives.

TIP The bosses all possess intimate knowledge of each track they race, and use all of its shortcuts. Follow them through a first try on each of their city races to learn the best lines.

Boss Races

The boss races take on a whole new functionality and style. To challenge a boss in a winner-take-all final race, you must first take over the territories in the boss's zone.

The first stage of a boss challenge always starts in Palmont City, and is a race to determine whether you're up to challenging that boss in the Canyons (Canyon Duels are where the real racers stand out and pink slips are exchanged). You must win the in-town race to challenge the boss to a Canyon Duel outside city limits.

The Canyon races are fast and unforgiving, so be aggressive with both the throttle and the brakes. You will probably brake more during these events than any other in the game, so refresh your technical braking skills before attempting these advanced events.

The most important thing to know about the bosses is that they always know about and use the best shortcuts on the track. It may take a few tries, but if you watch them carefully you can learn the best lines to follow.

Boss races are also more about the track than the bosses themselves—the AI is fast and drives aggressively across the board. Getting a feel for the tracks is a key point for success regardless of which rival you're up against.

Use a fully pimped Tuner for the best chances at winning Canyon Duels—the incredibly fast downhill courses make handling much more important than top speed. Acceleration also plays a key role, so get back up to speed after frequent emergency braking around dangerously sharp corners.

NOTE The final boss flow is four races. For more information about the boss races and the specific tracks they take place on, see the Tracks section.

NEED FOR SPEED CARBON

Bonus Markers

Every time you beat a boss, you win a couple of bonus markers. Markers come in various forms, but you will notice on the Selection screen that the first four are unknown and that the second two could be performance parts or unique visual upgrades. The upgrades are chosen from items that are currently unavailable at your present career level. As you progress through your career, however, all of these upgrades are eventually unlocked.

The mystery markers are quite valuable, but you definitely want to try to win the pink slip to your rival's ride—it's the only way to access that car. Other bonus markers include ones that add an impound box to a ride (meaning you get one more impound strike before your car is impounded), release markers to get your ride out of impound after you've been busted too many times, markers that pay fines for you, and markers that grant you a cash bonus.



Minor Crews

There are several minor crews around Palmont City. They don't stand out much, except in two events: Defend Races and Rival Crew Challenges.

Defend Races

Once you control an area (say, Fortuna), a rival crew eventually challenges one of the race events that you control. It's the same event that you completed to take it over, but this time the stakes are only \$500. You also have the choice to not defend, but if you choose that, the challenger automatically takes possession of the event.

Rival Crew Challenges

While you're in Free Roam, cruising territories that you control, minor crews will intermittently challenge you to races. You pick the finish line, and the first one there takes the \$1,000 pot. This is a fantastic way to earn more money and get to know the streets of Palmont City better.

Race Wars

Race Wars are an exclusive PS3/Xbox360/PC only race type. They're found in Career mode and open up when you control an entire territory, such as Fortuna Heights. When you sponsor a Race War, it pits you against many other racers around a circuit that extends across much of your current area.

Race wars are generally the same dynamic as a Circuit Race, however you must battle your way from last place all the way to 1st for a win; and believe it, this is never easy!

TERRITORIES



You must capture two events in a territory to take it over (this is a safety valve in case Drifting is not your strength). You can choose to avoid the occasional last event, but if you do, you will not complete the objective for the Reward Card, which requires 100 percent completion of career events.

When you control a territory, you win the

associated reward, which usually means unlocking a new car, which you can then buy from a car lot. This is how you gain access to higher-tier vehicles.

NOTE You can use the Territory Control screen to check out all the Zone unlocks. Select a Territory and watch the bottom of the window where the Zone unlocks are displayed. If you're looking for certain parts or upgrades, this is a way to find them.

FREE ROAM

Palmont City is an enormous urban center that sprawls across several regions or areas, including Fortuna, Downtown, Kempton, Silverton, and of course the treacherous Canyons outside town.



There is a lot of terrain to get to know, so spend some time just exploring the various regions when they become available. Then you'll know what to look for. Use the pullout map as a reference and drive around, making mental notes of all the interesting features—especially the pursuit breakers, which we cover later in this chapter.

Aside from just cruising the city, Free Roam allows access to all race events, rather than jumping to them via the Safe House or through the Start menu. If you're patient, you can drive to the physical location of the race. Just use the world map to help activate the GPS system, and it will lead you to the desired location.

Free Roam also allows you to earn more money by completing Rival Crew Challenges and to work toward completing many Reward Card objectives, especially ones that involve police pursuits. Go to an area of town with high Zone Heat and get into a pursuit with the cops. If you outwit them, you gain massive amounts of Cost to State and Bounty, and can commit many infractions.

WORLD MAP & MINI-MAP



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 mini-map, but with interactive elements like zoom and GPS functionality.

Zoom is used to get a larger-scale view of map areas. GPS is helpful for finding a feature on the map of Palmont City. To use it, put the cursor over an item and click on the GPS activation button. After a 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 well; use it often to make your travels more efficient.

SAFE HOUSES & CAR LOTS



Your Safe House is home base, where you can chill out and change your cars, check out your next events on the territory map, hire and fire crew members, and of course pimp out everyone's cars. You will use your Safe House often, so get comfortable with all of the menus to find things quickly.

You must win many races to earn enough money to pimp your ride in the Safe House, so don't think that you can skip on parts and just jump ahead. This tactic may work early in Career mode if you're hot on the controls, but later on you need all the help you can get, especially when cars from a higher tier start showing up in races. If you spend all your money on paint, you'll find out just how tough the competition can be without performance upgrades.

NOTE When you take control of an area of town, you also take control of the major crew's Safe House to use as your own.

TIP During a pursuit through town, you can duck into any of your Safe Houses to escape the cops.

Car Lots are located in each area of Palmont City—their locations are revealed once the area is controlled. All cars unlocked in Career mode are available at any given Car Lot.



NEED FOR SPEED CARBON

Head on down to the Car Lot when you think you're ready to take on another whip. Sometimes you can get pretty good deals selling current cars in the Safe House so that you can afford a higher-tier car, but we all know how hard it is to sell something you built up yourself. If you've been winning all your races, you may not have to trade it in. Just buy that new whip and start working on your collection!

NOTE When you buy a new car, it's automatically transferred to your Safe House, where you can tune and customize it. Be careful, though—you can accidentally purchase two cars if the funds are available.

PURSUIT



The authorities don't have much patience or tolerance for racers, and they have many ways of dealing with you. First, we need to discuss the various displays that constantly update you on the big 411 on your situation. You need to be in tune with several parts of your HUD for the greatest chance of success. The HUD is just the information side of things, however. We'll also explain gameplay features, including Pursuit Breakers, Cooldown, and hiding spots.

Pursuit Information Technology



This is just a fancy way of saying that there is a lot of information to process in regard to evading the authorities during a pursuit. You must also take the pursuit to completion by successfully

sitting out your Cooldown—only then do you get credit for your efforts.

So, on to the HUD and its many uses: mini-map, Heat indicator, radar, and Pursuit HUD. Refer to your game manual if you're not sure which is which.

The mini-map is your best friend. Check this puppy as often as you check your mirrors. It indicates all the immediately important information regarding your current situation, including the pursuit cops, Pursuit Breakers, and hiding places depending on what stage of a pursuit you're in. If you know what's out there, you're far more prepared when they appear in the road in front of you.

Next to the mini-map is the Heat indicator. It tells you which Heat level the authorities have your current ride listed at. This affects their behavior toward you. We'll discuss this more in the section on Heat. The indicator works like a timer: You must spend several minutes at Heat Level 1 before the authorities call in the bigger guns and upgrade the pursuit to Heat Level 2. The progression from level to level is time-based, and is not related to the infractions you incur while engaged in a pursuit.

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

A radar detector built into the mini-map flashes red when cops are nearby. Depending on your current objectives, use this knowledge to get away, or to bait them into a pursuit.

SAFE HOUSES & CAR LOTS—PURSUITS

The Pursuit HUD, your most important indicator, works like a spectrum. At one end, in the red, your chances of being busted by the authorities are good; on the other end, in the green, you have a chance to evade 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, you need to get out of there quickly! The goal of any pursuit is evasion. Get far enough away from any police units and 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.

Pursuit Breakers

Many features scattered around Palmont 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.



These features are Pursuit Breakers, and they all show up on your mini-map and world map during a pursuit. At every Pursuit Breaker icon is some type of structure or physical feature that has the ability to stop the pursuing authorities in their tracks.



Features include:

Archway	Info Stands
Building Balconies	Large Street Signs
Bus Stops	Motel Signs
Chicken Shack Sign	Scaffolding
Condemned Building Supports	Semi-Trailers Moving Along Highways
Construction Scaffolding	Semi-Trailers Parked in the Street
Crane Control Buildings	Tire Shops
Doughnut Shops	T-Rex Museum Exhibit
Gas Stations	Water Towers
Ice Cream Stands	

NEED FOR SPEED CARBON

The action is always triggered by driving your car through the physical part of the feature nearest the road. Look for the arrows that light up as your car's headlights pass the base of the structure. New this year are Pursuit Breakers that have control buildings. Look for the small buildings on the side of the road nearest the Pursuit Breaker (it usually looks like a small ticket booth). Drive your car through the building to destroy it and trigger the Pursuit Breaker event.

Keep in mind that Pursuit Breakers have an area-specific effect, which is invisible to immediately surrounding police and does not affect cars trying to pass through the area.

What this means is that when a Pursuit Breaker is triggered, all pursuing police units within a certain radius stop and provide assistance to the new emergency, often leaving the road ahead wide open for your escape. If the Pursuit Breaker 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 unit's attention. A few may be left over to continue the pursuit.

TIP Try to have as many police units as possible right behind you when you trigger a Pursuit Breaker. They need to be as close to the Pursuit Breaker as you can get them to be within the Pursuit Breaker's emergency radius.

NOTE Some Pursuit Breakers are activated by driving through and destroying the associated trigger building. Look for a small white shack on the side of the road.

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 need to either hightail it out of there or stealthily make your way to a hiding spot.

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

Notice that the Pursuit HUD has changed from the spectrum-like graph to a Cooldown meter. The meter gradually fills up the longer you are in Cooldown, and indicates how close you are to completing the evasion and winning the pursuit. The Cooldown meter is a timer; each Heat level requires you to wait out specific times. Refer to the Heat level summary table at the start of the later section titled 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, which are now indicated on the mini-map.

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 mini-map and the world map. These areas are well concealed, usually underneath or in between buildings in places that allow very limited

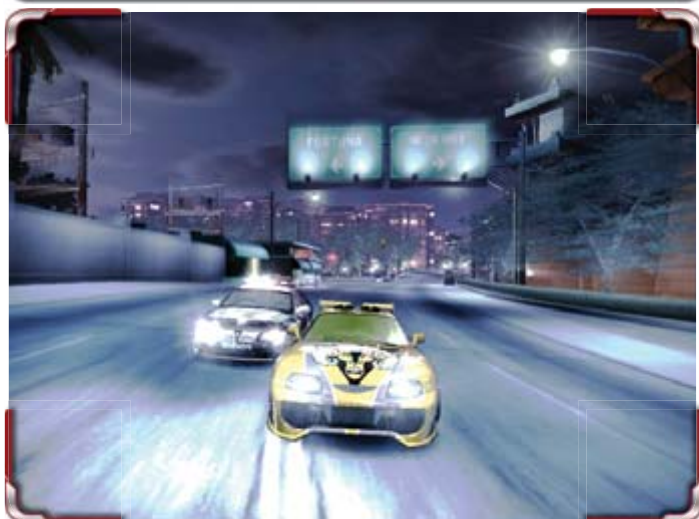
visibility from the outside. If you can make it to a hiding spot during Cooldown mode, the meter fills up much more quickly than if you were driving around or just parked somewhere waiting it out.

If possible, 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 to end it. Refer to the pullout map to locate all the official hiding spots in Palmont City.

PURSUITS—THE HEAT IS ON

TIP If you're having trouble getting away from pursuing police, head to the middle of the map, to the long stretch of north/south highway. Drive fast and straight for the entrance to the highway tunnel. At the last second, veer left or right, up the off ramp. The pursuing police are tricked into going straight into the tunnel. Now wait out Cooldown mode up atop the highway ahead while the pursuing cops speed off to (and are now stuck in) the northbound tunnel, which continues for miles.

NOTE The Career controls menu in the Safe House allows you to reduce the Heat level on your car and add impound strikes to it by paying with cash.

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 Palmont City is not all spent getting busted and having your sweet rides impounded. We'll cover all of the Heat levels and the police unit types, as well as their tactics and which strategies to use against them. Once you have all this down, you will have a much easier time retaining your freedom and continuing your racing career.

Zone Heat

New to *Carbon* is the concept of Zone Heat, which is a measurement of how many cops you'll see in a race. It works in combination with the regular Heat levels to determine which cops are coming after you. Zone Heat is tied not to your car but to each territory in Palmont City—it's geographic Heat, essentially, and it raises if you have a lot of chases in the zone or lowers if you haven't raced in that zone for a while.

Zone Heat Percentages

Zone Heat Level	Odds of Seeing Police
1	6–23%
2	24–41%
3	42–59%
4	60–77%
5	78–87%

NOTE Use the table above as the key to the table below. For example, when in a zone with a Level 4 Zone Heat, you have a 60–77% chance of running into the cops.

Zone Heat Levels

Zone Name	Min. Zone Heat
FORTUNA	
Palmont University	2
Ocean View	4
Hills Borough	3
South Fortuna	2
Fortuna Heights	1
DOWNTOWN	
Old Quarter	2
Historic Chinatown	2
Mason District	1
Billings District	4
Kings Park	3
KEMPTON	
Morgan Beach	1
The Projects	2
Kempton Holdings	4
Eskuri Plaza	2
Newport Industrial Park	3
SILVERTON	
Diamond Hills	3
Starlight Strip	4
Neon Mile	5
Canmor Downs	4
Shady Pine	4
Infinity Park	3
Silverton Refinery	4



Official Memo

PALMONT CITY POLICE DEPARTMENT

Internal Memorandum
File No. PCPD-3603

Re: Initiating Pursuits
Attention: All Units

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

Heat Level 0-3: 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.

Heat Level Summary

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

Heat Level: The current Heat level of your car.

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

Wave Count: The 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 PCPD call for backup.

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

Cooldown Timer: The amount of time you have to wait in Cooldown at normal speed (not concealed in a hiding place).

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

Heat Level Summary

Heat Level	Units Deployed	Wave Count	New Wave Trigger	Backup Timer (seconds)	Cooldown Timer (seconds)	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 (GTOs)/ Maybe a few Rhinos	15	2	120	75	Box, Herd, Pit, Rolling Roadblocks, Stationary Roadblocks (low chance of Rhino roadblock), Rhino Ram (low chance)
4	8 State Undercover/Rhinos	20	2	120	90	All Ground Tactics, Spike Strips, Rhino Ram, Heavy Roadblock
5	6-10 Federal C6 Sports/ Rhinos	25	2	90	120	All tactics, including Rhino ram and heavy roadblocks, are common.

NOTE Heat levels are capped at certain points in your career. For example, if you've just beaten Henji, you can only raise your Heat level to 2.

Unit Types

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

PCPD Unit Descriptions

Unit Name	Heat Level	Base Bounty	Tactics Used
Civic Cruisers	1	250	Follow, Rolling Roadblocks
Civic Undercover	2	500	Box, Stationary Roadblocks
State Cruisers	3	2,500	Box, Herd, PIT, Rolling Roadblock
State Undercover	4	5,000	All
Rhino	3+	10,000	Ram, Stationary Roadblocks (All tactics at higher Heat levels)
Federal Interceptors (Z06s)	5	20,000	All

TIP A great way to increase pursuit earnings 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 Palmont City Police Department. We'll use these to brief you on all the police tactics you can expect to see throughout many pursuits across Palmont City. There is everything from passive following used by the Civic Cruiser to the highly aggressive Corvette Interceptor tactics. Take this information and use it in your career to the utmost benefit.



Official Memo

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-3606b
Re: PCPD 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 heaven 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 (Name Location Here)
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

Supplemental Codes:

"Positive hit"—means that 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 (FBI)

PC—Police car/cruiser

PDT—Portable data transmitter

Wrecker—Tow truck

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:

Rhino—SUV Units

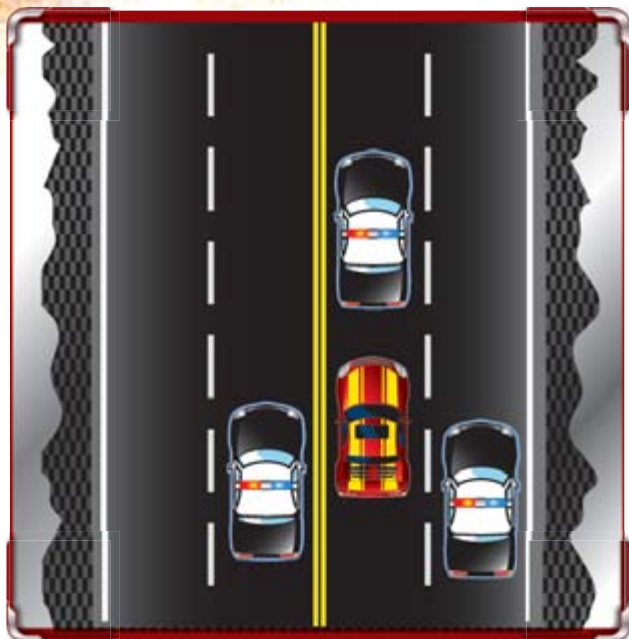
Zulu—Sport Pursuit Cruiser

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

Box



TIP If you do get "boxed in" and slowed down, don't panic. After the units clamp down on your car, they'll let up in a few seconds. This presents you with an opportunity to push through one of the openings. And remember: Always push the lighter rear end of their cars instead of trying 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 try to always keep your speed as high as possible.

Follow



Official Memo

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-3672

Re: Box Technique

The box technique is one of the original police tactics for ending high-speed pursuits, but its use is entirely dependent on the number of units currently available to the operation. A box can be effective only if two or more units are immediately available. It is the technique used most often against racers known to the PCPD at Heat Level 2.

Units take up positions around the racing vehicle in an attempt to "box" the car in. Once the box formation is executed, the police units abruptly slow down to end the pursuit.

While the box technique is often successful, it has its weaknesses, which skilled racers can exploit. The box allows units to force a car to slow down *only* if the formation is fully executed—otherwise the pursued vehicle can escape through gaps between unit vehicles. All units should be aware of this weakness and be prepared to fully execute the box and immediately clamp down on the racer's car.

Note: All units must comply with department 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 through one of the gaps, fast! Alternatively, if you prevent the lead box car from getting in front, they can't fully execute this formation against you.

THE HEAT IS ON**Official Memo**

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-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.

Herd**Official Memo**

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-3674
Re: Herd Technique

"Herdling," as most units should be well aware, is only used against racers to whom 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, given the nature of the tactic, which is 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 using additional tactics. Herding alone is commonly not enough to force an end to a pursuit. Once the herd formation is executing, additional units must move in quickly to complement the formation with other tactics. If additional units do not respond quick enough, the one-sided herd will fail, as the racer turns away to the open side of the formation.

With this issue in mind, all units should have at least 20 hours of joint pursuit tactics training at the PCPD 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 belt.

Tip

If the authorities 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, before additional units can employ other tactics against you.



NEED FOR SPEED CARBON

PIT (Precision Immobilization Technique)



Ram



Official Memo

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-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 using 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-link 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, 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.

Official Memo

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-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. Paired high-speed SUV's 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 and additional Rhinos will be deployed.

Tip

If your ride is Heat Level 3 or up, 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.

THE HEAT IS ON***Rolling Roadblocks******Stationary Roadblocks*****Official Memo**

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-3677

Re: Rolling Roadblocks

Be advised that all units are required to immediately implement rolling roadblocks into their pursuit tactics for racers on all heat levels. This tactic is very effective and relatively low-risk; consequently, the department wished 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.

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 failsafe. 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 Nitrous. Alternatively, you could just pull a Speedbreaker 180 and rip off in the opposite direction.

Use all of these tactics against racers when you're playing the police during online Pursuit KO and Pursuit Tag!

Official Memo

PALMONT CITY POLICE DEPARTMENT

File No. PCPD-3678

Re: Stationary Roadblocks

Roadblocks are to be used in concert with pursuit units once a racer's destination is anticipated. All pursuits must 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 choke point locations. The size of the roadblock will be determined by the road dimensions. The number of units deployed will be increased for setting up SR's 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 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. Units not displaying proper signage risk auditing by internal affairs and consequent penalties in the form of doughnut restrictions.



Official Memo

PALMONT CITY POLICE DEPARTMENT

Page 2 RE: Stationary Roadblocks

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.

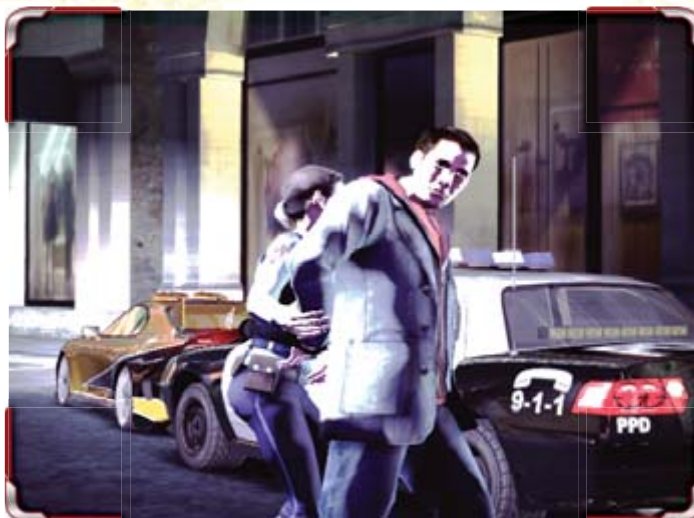
If you really want to make an impact, hit your Speedbreaker the instant before making contact with the roadblock vehicles. The added mass is often enough to send them flying, for some really sick drama! Oh yeah, remember to hit the lighter end of the vehicles. Never hit the engine end or you'll stop dead.

If you don't want to try to get through the block, Speedbreaker U-turns always work well.

At higher Heat levels, when the 5-0 start using spike strips, look for them at the obvious openings in the road block — it's better to go through cars than take the "easy" way through and potentially lose your tires.

There is another version, called a dynamic roadblock, which appears suddenly in the road ahead. Two or more police vehicles will 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 seeking to use this tactic.



So what happens when you get busted? Well, a few things: You must pay the fines for all of 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. Alternatively, you can choose to sell it and recoup some of your losses.

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

- You must be involved in a pursuit.
- Your speed must be reduced to less than 30mph long enough for the police to apprehend you (your Pursuit HUD goes completely red).

NOTE If you drive over a spike belt, it is highly likely that you will be busted. It is possible, though unlikely, to escape after losing a tire to a spike belt. One tire is a manageable loss if it's not one of your driving wheels. You may still be able to drive, but evading the pursuing police is another story altogether.

BUSTED!



Infractions

If a cop has a line of sight on your car in a pursuit and witnesses any of the following infractions, they are counted toward your final total even if you evade the pursuit. If you evade,

they remain as unserved infractions against your car; if you're busted, they are served infractions, because you must then either pay them off with a bonus marker or pay in cash.



THE HEAT IS ON—BUSTED

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

Damage to Property: Damage is incurred whenever you drive through or over public property, like signs, highway barrels, toll booths, kiosks, and so forth.

Driving Off Roadway: Damage is incurred when your ride leaves the pavement or other areas that are considered officially designated for driving on.

Excessive Speeding: It is an infraction if you are clocking traveling faster than 180 mph.

Hit & Run: Damage is incurred when you are witnessed colliding with a civilian vehicle.

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

Reckless Driving: An infraction is incurred when you are clocked traveling faster than 200 mph.

Resisting Arrest: An infraction is incurred when you evade the police during a pursuit (by entering Cooldown mode).

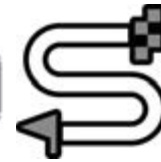
Speeding: An infraction is incurred when you are clocked traveling faster than 150 mph.

NOTE The Trading Paint milestone that occurs when colliding with police vehicles only adds once to the total for a specific car. If you collide with the same vehicle over and over, your Trading Paint total does not rise.



TRACKS

SPRINT TRACKS



Dover and Lepus



Series #: 1

Laps: N/A

Length [m]: 3.4

Record: 2:09

1. Pursuit Breaker. The wall of the building on the left side tumbles out into traffic.

2. Warning: Hairpin turn. Hit the brakes hard before entering.

3. Note: Middle lane tunnel. If you're not in the lead, use the tunnel to avoid debris ahead if the pursuit breaker is triggered.

4. Pursuit Breaker. Take out the building supports of the tire shop on the left side of the track to roll the giant tire out into traffic.

5. Pursuit Breaker. Driving through the control building for the crane topples pipes down and blocks the entire road.



Petersburg Dam

1. Note: If you miss the shortcut on the left, stay in the right lane to avoid the pursuit breaker ahead (especially if the lead racer triggers it).

2. Pursuit Breaker. A crane control building is located at the end of the shortcut on the left side; taking it out causes pipes to fall onto the right side of the track.

3. Pursuit Breaker. Drive through the supports of the water tower on the right side of the track to fell it onto the middle of the track.

4. Pursuit Breaker. Destroy the supports of the condemned building on the right side of the track to tumble it out into traffic.

5. Pursuit Breaker. When the sign for the ice cream stand on the left side of the track falls, it blocks the best racing line into the shortcut immediately after this building.



Series #: 2

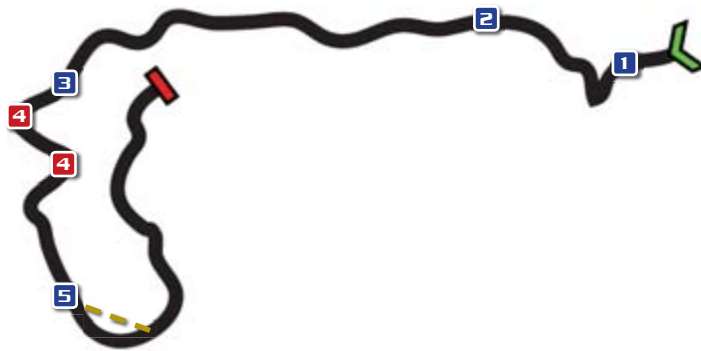
Laps: N/A

Length [m]: 3.7

Record: 1:55

SPRINT TRACKS

Mission Street



Series #: 3

Laps: N/A

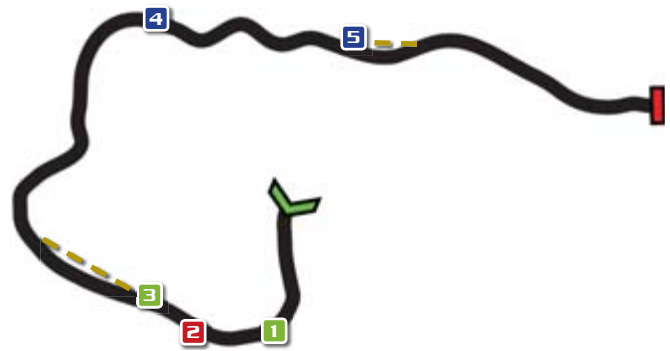
Length [m]: 3.5

Record: 1:58

1. Pursuit Breaker. Industrial scaffolding is on the right side of the track; the pipes above the track tumble down into the center of traffic.
2. Pursuit Breaker. Triggering the tire shop on the right side of the track causes a giant tire to fall off the roof and roll into traffic.
3. Pursuit Breaker. Triggering the doughnut shack on the left side of the track causes a giant doughnut to fall off the roof and roll out into traffic.
4. Warning: This corner combination is severe and only slightly less than 180 degrees.
5. Pursuit Breaker. When the sign for the ice cream stand on the left side of the track falls, it blocks the best racing line into the shortcut immediately after this building.



Waterfront Road



Series #: 4

Laps: N/A

Length [m]: 2.7

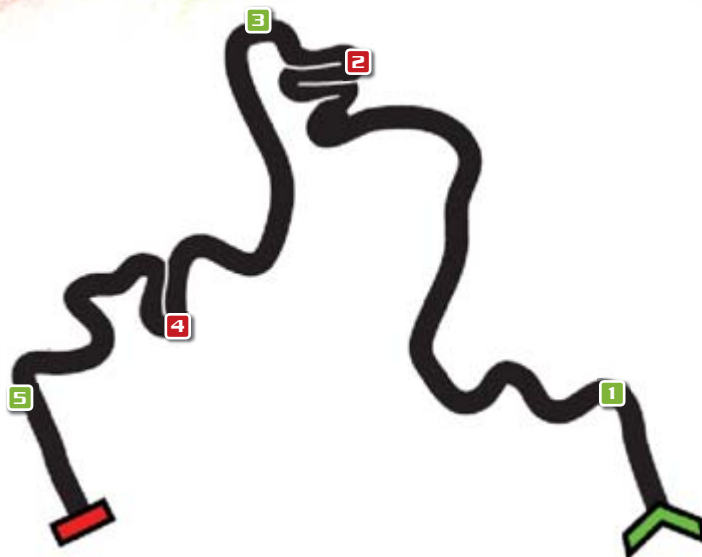
Record: 1:35

1. Note: Aqueduct entrance. Light barriers are used to obscure the entrance, but are easily broken upon entry.
2. Warning: Aqueduct pillars. These pillars are interspersed perpendicular to the track; maintain caution going through this area at high speeds.
3. Note: Shortcut. Avoid the aqueduct pillars by taking this shortcut.
4. Pursuit Breaker. There's a crane control building on the right side of the track. The crane's pipes are suspended precariously above traffic until they are triggered to fall.
5. Pursuit Breaker. A crane control building is on the other side of the barrier on the right side of the track. The crane's pipes are suspended precariously above traffic until they are triggered to fall.



NOTE Watch for the car dealership and race icons when you are driving through the world in Free Roam. These icons give you access to the car dealerships and races. When you are near an icon, the engage system activates. You can see it in the top left of your screen.

Desperation Ridge



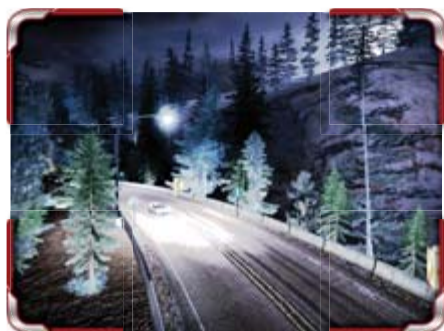
Series #: 5

Laps: N/A

Length [m]: 4.6

Record: 2:51

1. Note: Extended shoulder zone. Use the shoulder here to quickly avoid oncoming traffic.
2. Warning: Hairpin turn combination. Brake hard before entering each of these severe turns.
3. Note: Extended shoulder zone. Use the shoulder to avoid traffic.
4. Warning: Decreasing radius turn. This is a dangerous corner but you can use the shoulder of the road to help straighten out your racing line.
5. Note: Shoulder zones. Watch for and use all unpaved shoulder areas to safely evade traffic.



TIP If your car gets chased by cops too much, lower the Heat of your car. You can do this by modifying the visual appearance of the car or by using a Lower Heat card that you can win from boss races.

Silverton Way



Series #: 6

Laps: N/A

Length [m]: 4.3

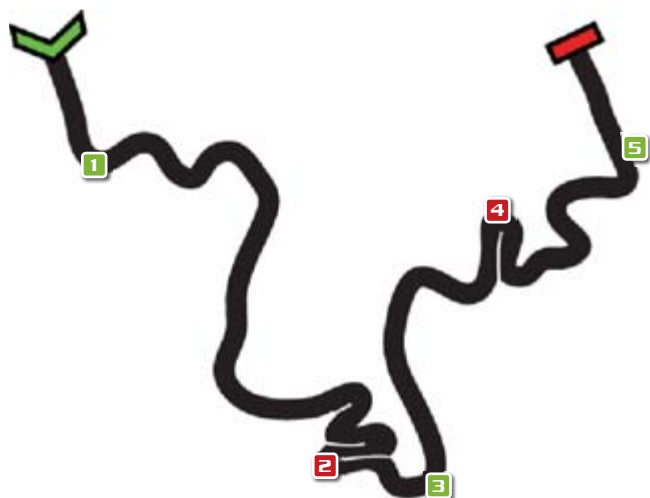
Record: 2:46

1. Warning: Hairpin turn. This turn is nearly 180 degrees to test your technical braking skills.
2. Pursuit Breaker. The Texas Casino sign on the right side of the track lands in the middle of the roadway after you drive through its scaffolding supports (if the breaker is already down, it blocks the following shortcut).
3. Pursuit Breaker. The Outlet Mall sign on the left side of the track crumbles to cut off the inside apex of this turn (the best line).
4. Pursuit Breaker. Scaffolding on the left side of the track drops pipes straight down to cut off the inside of the corner.
5. Warning: Decreasing radius turn. This turn is very challenging at high speed; brake heavily before entering.



SPRINT TRACKS

Deadfall Junction



Series #: 7

Laps: N/A

Length [m]: 4.5

Record: 2:50

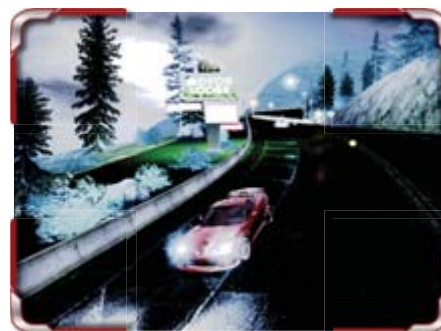
1. Note: Extended shoulder zone. Use the stretch of extra road width to safely evade oncoming traffic.

2. Warning: Three tight hairpin turns in succession. Save some Speedbreaker for getting through this treacherous section of turns.

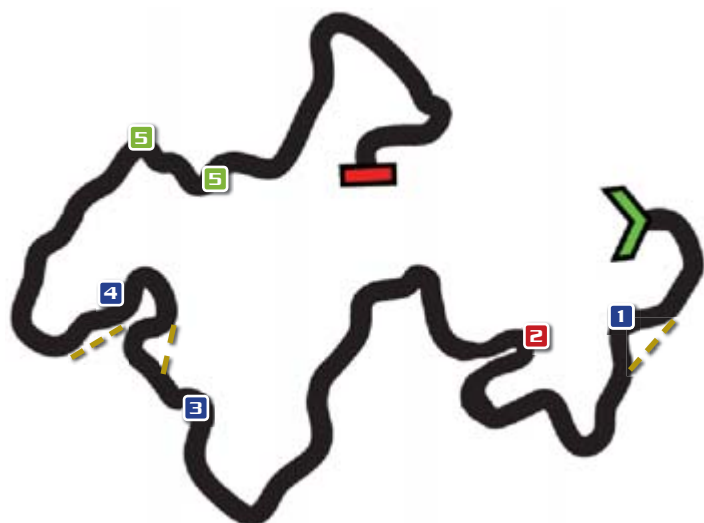
3. Note: Extended shoulder zone. Use the stretch of extra road width to safely evade oncoming traffic.

4. Warning: Extremely dangerous decreasing radius turn. Slow to a crawl before entering.

5. Note: Extended shoulder zone. Use the stretch of extra road width to safely evade oncoming traffic.



Starlight Street



Series #: 8

Laps: N/A

Length [m]: 4.2

Record: 2:42

1. Pursuit Breaker. Scaffolding on the left side of the track drops pipes straight down into the nearby roadway.

2. Warning: Hairpin corner. Slow down before entering this turn.

3. Pursuit Breaker. A neon motel sign on the left side of the track sends a pole across the traffic lane, and the sign part could land anywhere.

4. Pursuit Breaker. A tire shop on the left side of the track drops a giant tire, which falls into traffic.

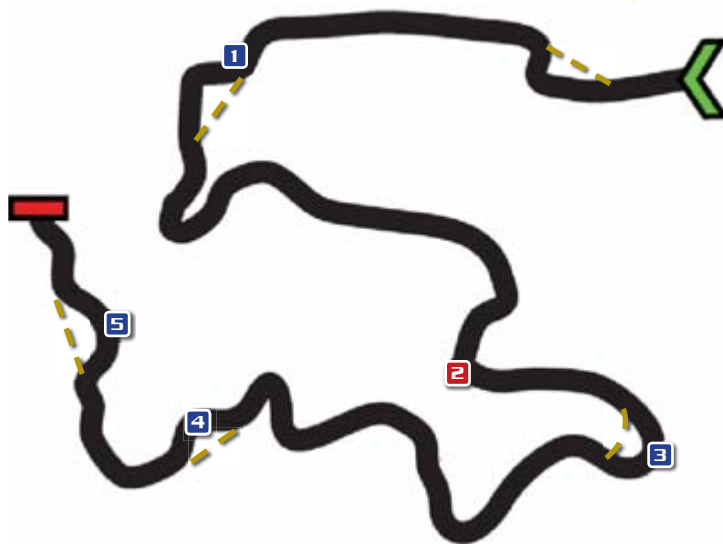
5. Note: The best racing line stays to the inside of this corner and straight through the cement pillars; exit the corner to the inside left.



NEED FOR SPEED CARBON

Eagle Drive

1. Pursuit Breaker. Drive through the scaffold supports of the Texas Casino neon sign on the right side of the track to send the sign crashing down into the middle of the road.
2. Warning: Right-angle turn. Use caution on this tight corner.
3. Pursuit Breaker. A doughnut shack on the right side of the track sends a giant doughnut rolling out into traffic.
4. Pursuit Breaker. The Outlet Mall sign on the left side of the track sign crumbles and cuts off the inside of the corner.
5. Pursuit Breaker. Scaffolding on the left side of the track drops pipes straight down to the inside of the corner.



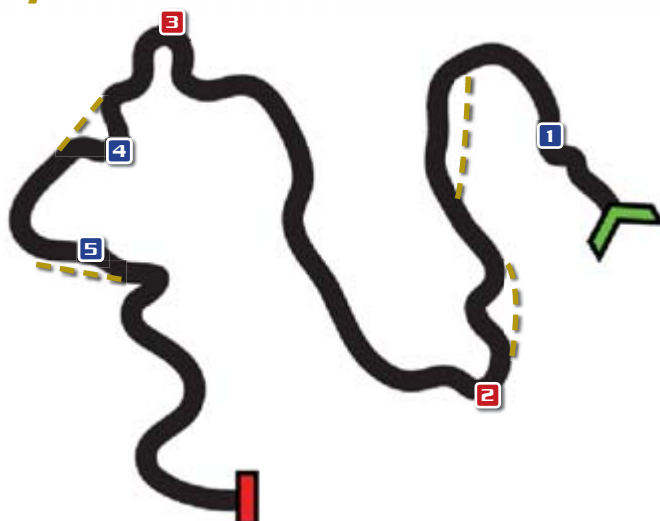
Series #: 9

Length [m]: 3.5

Laps: N/A

Record: 2:06

Spade Street



Series #: 10

Length [m]: 3.3

Laps: N/A

Record: 1:52

1. Pursuit Breaker. A neon sign is on the right side of the track. Its metal pole lands across traffic, and the sign part may land anywhere.
2. Warning: Right-angle turn. Use caution and try to cut this corner to the right along the sidewalk.
3. Warning: Right-angle turn. This severe left turn is almost a short hairpin.
4. Pursuit Breaker. Scaffolding on the right side of the track drops pipes straight down to the inside of the corner.
5. Pursuit Breaker. The Outlet Mall sign on the right side of the track tumbles down to cut off the inside of the corner.



SPRINT TRACKS

Verona Tunnel

1. Pursuit Breaker. An ice cream stand is on the right side of the track; take out its support and a giant ice cream scoop and its cone roll around in traffic, randomly blocking lanes.
2. Warning: Right-angle turn. Use caution around this extreme turn.
3. Warning: Right-angle turn. It's very dangerous at high speeds.
4. Pursuit Breaker. A building balcony on the left side of the track, when broken, falls randomly onto the roadway.
5. Note: Decreasing radius turn. Avoid this severe corner altogether by taking the preceding shortcut.



Series #: 11

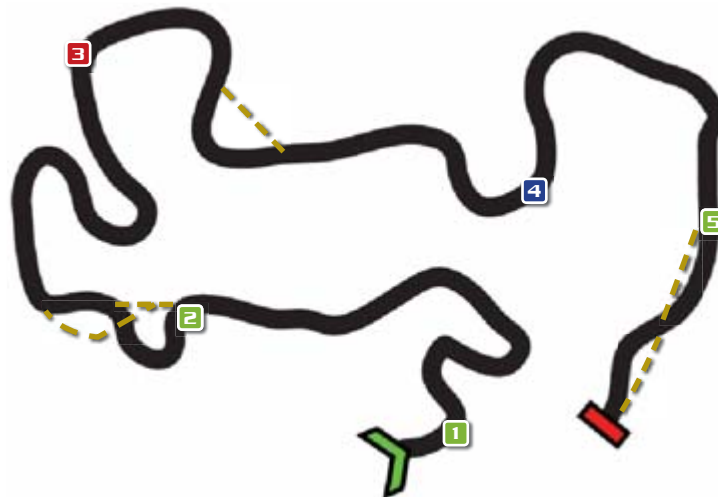
Laps: N/A

Length [m]: 3.3

Record: 2:03

York Road

1. Note: Right-angle turn. Lay off the NOS in the following series of turns.
2. Note: Hidden entrance to shortcut. Make sure you know where it is, because it dramatically improves the line through the next track section.
3. Warning: Right-angle turn. Use Speedbreaker to effectively dodge traffic around this corner.
4. Pursuit Breaker. The building balcony on the right side of the track falls on the outside of the corner.
5. Note: Arbitrary shortcut. Using this line depends on how you approach it. Attempting to enter the shortcut may be difficult if you're on the wrong line, and may even defeat the purpose. If you stay with the main road you might save yourself a headache.



Series #: 12

Laps: N/A

Length [m]: 3.8

Record: 2:22

Agostini Avenue



Series #: 13

Laps: N/A

Length [m]: 4.4

Record: 2:39

1. Pursuit Breaker. The restaurant sign on the right side of the track dumps a giant bucket of chicken that rolls out into traffic.
2. Warning: Right-angle turn. Use extreme caution because you can't cut the corner.
3. Pursuit Breaker. The overhang of a bus stop on the left side of the track collapses onto the roadway.
4. Pursuit Breaker. An abstract sculpture on the left side of the track falls across the whole roadway.
5. Note: Fastest route. The road splits here, so stay left for a better line into the oncoming corner, but prepare for a slightly narrower passage.



North Bellezza

1. Warning: Right-angle turn. Use Speedbreaker to improve control around this corner; the preceding stretch is high speed and you'll be carrying a lot of momentum into this turn.



2. Pursuit Breaker. A building balcony on the left side of the track falls on the outside of the corner.
3. Pursuit Breaker. The bus stop on the right side of the track collapses into the roadway.
4. Pursuit Breaker. The abstract sculpture on the right side of the track falls across almost the entire road.
5. Pursuit Breaker. The bus stop on the left side of the track collapses into the roadway.



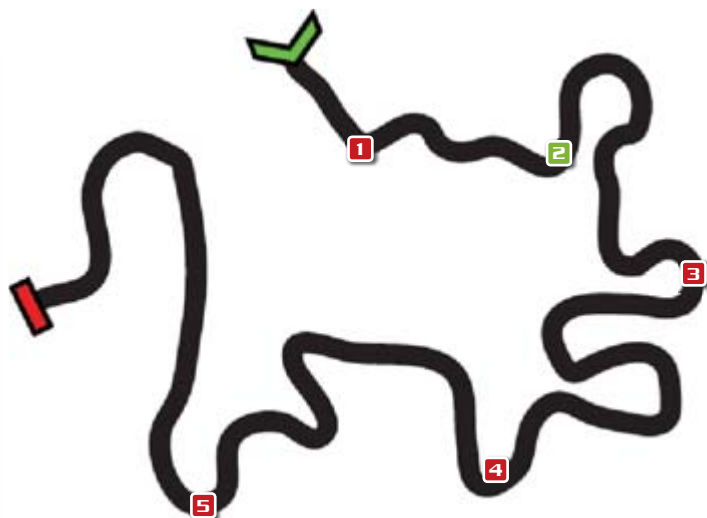
Series #: 14

Laps: N/A

Length [m]: 3.7

Record: 2:17

NOTE For a break from Career mode, you can try to beat the Bronze, Silver, and Gold challenges in the Challenge Series. Each Gold challenge unlocks a cool customization item to use in Career or My Cars.

SPRINT TRACKS**Lofty Heights Downhill**

Series #: 15

Laps: N/A

Length (m): 3.3

Record: 2:13

1. Warning: Right-angle turn.

This requires technical braking or ample use of Speedbreaker to navigate well.

2. Note: Extended shoulder zone.

The extended shoulder on the left side of the track can be used to evade traffic and set up a fast line into the next arcing corner.

3. Warning: Decreasing radius turn.

Use the extended shoulder zone in the first half of the corner to ease your transition to the exit chute.

4. Warning: Hairpin turn.

This turn requires apt use of the Speedbreaker to navigate well.

5. Warning: Increasing radius turn.

Slow in, fast out—use Speedbreaker from the entry to the apex and then deactivate it and hit the NOS to power out of the turn.

**Lincoln Boulevard**

Series #: 16

Laps: N/A

Length (m): 3

Record: 1:54

1. Note: Right-angle turn.

Cut this corner by driving through the bus stop and set up well for the next corner.

2. Pursuit Breaker.

A restaurant sign on the right side of the track dumps a giant bucket of chicken into the best racing line. Get there first!

3. Pursuit Breaker.

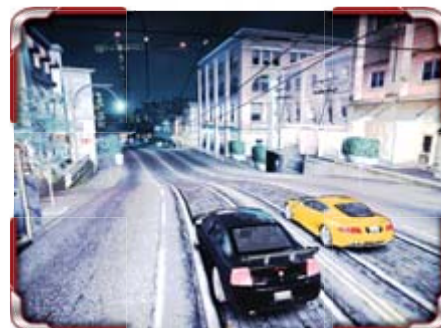
Scaffolding on the left side of the track causes pipes to tumble and roll out into the road.

4. Pursuit Breaker.

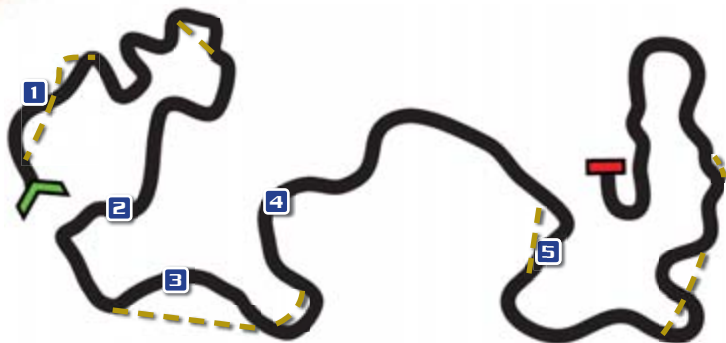
The information center on the left side of the track tumbles into and blocks the best racing line.

5. Pursuit Breaker.

The gas station on the right side of the track has exploding gas pumps and a large roof that collapses to disrupt the best racing line.



Chinatown Tram



Series #: 17

Laps: N/A

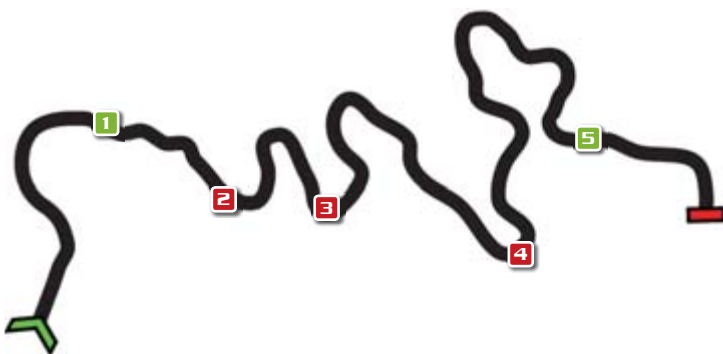
Length (m): 5

Record: 3:08

1. Pursuit Breaker. A semi-trailer is on the left side of the track; hit the back or the side of the trailer to dump its payload all over the road.
2. Pursuit Breaker. A tire shop on the left side of the track rolls a giant tire out into traffic.
3. Pursuit Breaker. A condemned building is on the left side of the track; take out the supports to crumble the wall across the road.
4. Pursuit Breaker. A restaurant sign on the right side of the track dumps a giant bucket of chicken out into traffic.
5. Pursuit Breaker. The gas station on the left side of the track has exploding gas pumps and a large roof that collapses to block part of the racing line.



Gold Valley Run



Series #: 18

Laps: N/A

Length (m): 3.4

Record: 2:08

1. Note: False chicane. This chicane is very subtle; keep your line straight through this section to maintain highest possible speed.
2. Warning: Decreasing radius turn. Use Speedbreaker or technical braking.
3. Warning: Right-angle turn. This is a textbook 90-degree turn, but it still warrants caution. Stay off the outside barrier.
4. Warning: Another hairpin turn. This turn adds more technical braking requirements to the overall track requirements.
5. Note: Straights. Use this straight decline down the hill to make up for lost time or widen your lead.



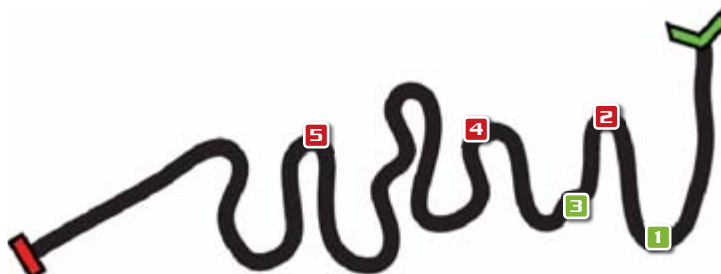
NOTE The Palmont City PD will be after you. The more trouble you cause, the more your car's Heat will increase, and the more advanced the tactics and vehicles that will be used against you.

SPRINT TRACKS**Devil's Creek Pass**

1. Note: Excessive speed on this corner makes it difficult to get around without Speedbreaker; laying off the throttle here helps too.



2. Warning: Hairpin turn. This turn requires Speedbreaker to negotiate effectively, otherwise hard braking is required.
3. Note: Chicane. Try to stay on as straight a line as possible while traveling through this section.
4. Warning: Decreasing radius turn. This turn is very dangerous at high speeds; use Speedbreaker or heavy braking.
5. Warning: Hairpin turn. This turn requires Speedbreaker or hard braking.



Series #: 19

Laps: N/A

Length (m): 2.5

Record: 1:48

Mason Street

1. Note: Shortcut. Avoid this route, as it decreases your ability to maintain high speed while approaching the following corner.



2. Warning: Hairpin turn. This isn't quite 180 degrees, but you can use the same racing lines as for textbook 180's.
3. Pursuit Breaker. The T. rex sculpture on the left side of the track tumbles to pieces across a wide section of this corner.
4. Note: Right-angle turn. Cut this corner to the inside apex while driving through the bus stop.
5. Pursuit Breaker. The information center on the right side of the track tumbles and eliminates the most efficient racing line.



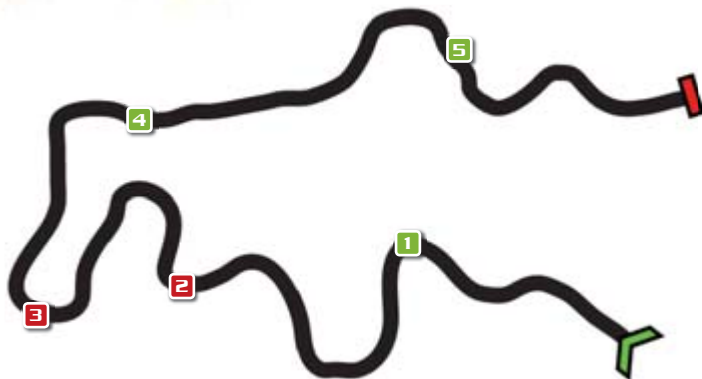
Series #: 20

Laps: N/A

Length (m): 4.4

Record: 2:43

Copper Ridge



Series #: 21

Laps: N/A

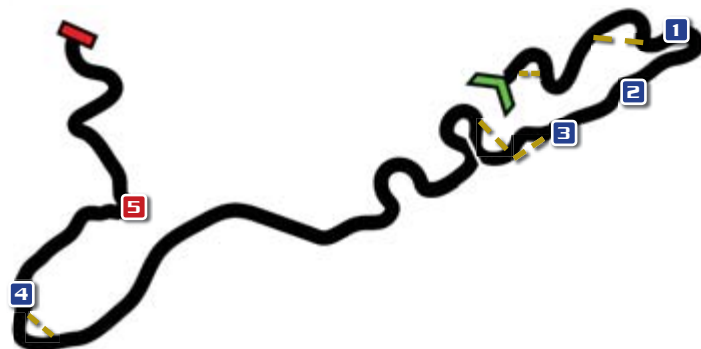
Length (m): 2.6

Record: 1:31

1. Note: Extended shoulder zone. Use the wider zone to help with the optimal line around the corner.
2. Warning: Decreasing radius turn. Use Speedbreaker around this corner to safely capitalize on opponents' mistakes.
3. Warning: Double apex turn. The straight section between apexes may throw you off, but if taken wide to the outside, it shouldn't pose too much of a problem.
4. Note: Straights. Use this decline in elevation to help make up for mistakes and gain precious seconds.
5. Note: Chicane. Watch for this shallow turn to help anticipate the upcoming increasing-radius corner.



Mason Street Bridge



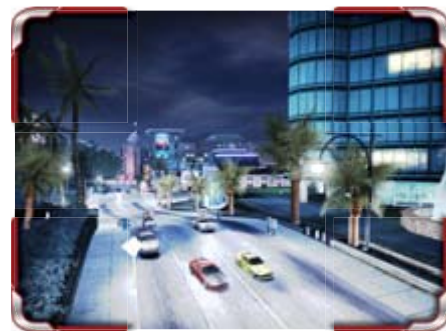
Series #: 22

Laps: N/A

Length (m): 7.3

Record: 4:03

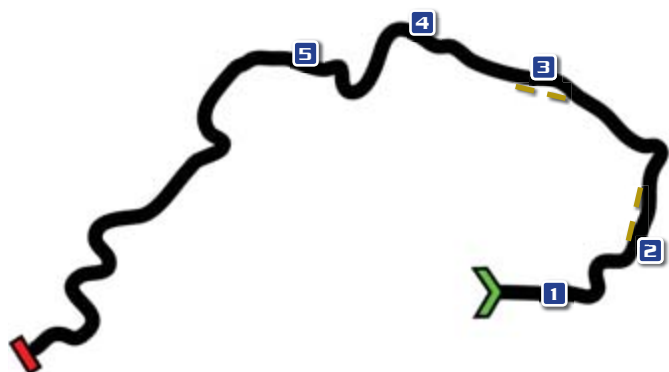
1. Pursuit Breaker. The bus stop on the left side of the track drops onto the outside of the corner.
2. Pursuit Breaker. The abstract sculpture on the left side of the track falls into pieces across the road.
3. Pursuit Breaker. There's a bus stop on the left side of the track; take out its supports and it falls onto the track.
4. Pursuit Breaker. A large explosion at the gas station on the left side drops chunks of building, blocking traffic.
5. Warning: Right-angle turn. This turn is actually quite severe at high speed; stay on the inside and cut the corner.



NOTE You can customize, shape, and modify wheels, hoods, spoilers, and more in the Autosculpt area.

SPRINT TRACKS

Francis Tunnel



Series #: 23

Laps: N/A

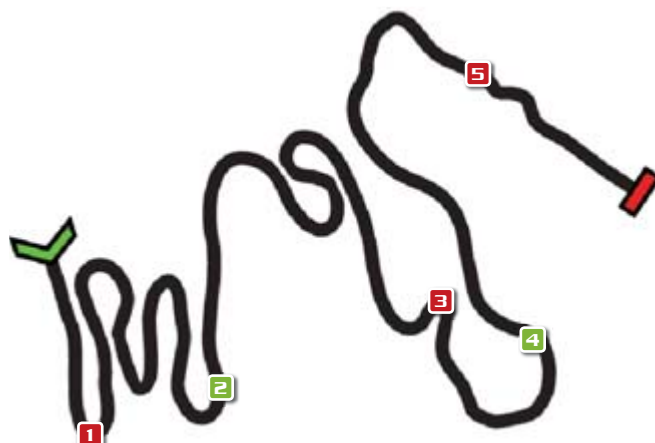
Length (m): 5.6

Record: 3:15

1. Pursuit Breaker. A doughnut shack is on the left side of the track; take out the building supports to roll the gargantuan doughnut into traffic.
2. Pursuit Breaker. An ice cream stand sign is on the left side of the track; drive through the sign supports to break the sign into two pieces and scatter them on the road.
3. Pursuit Breaker. Drive through the crane's control building in the middle of the split track to send the nearby suspended pipes crashing down on the left side of the roadway.
4. Pursuit Breaker. Another crane control building on the left side of the track scatters pipes in the middle of the road.
5. Pursuit Breaker. Scaffolding supports large pipes on the left side of the track; once triggered, they scatter into the middle of the roadway.



Eternity Pass



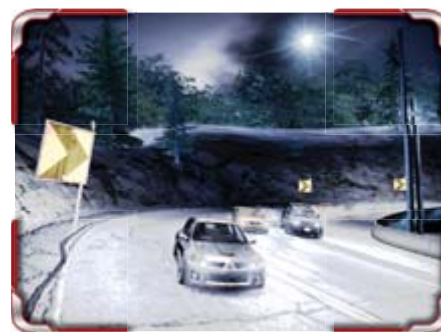
Series #: 24

Laps: N/A

Length (m): 3.1

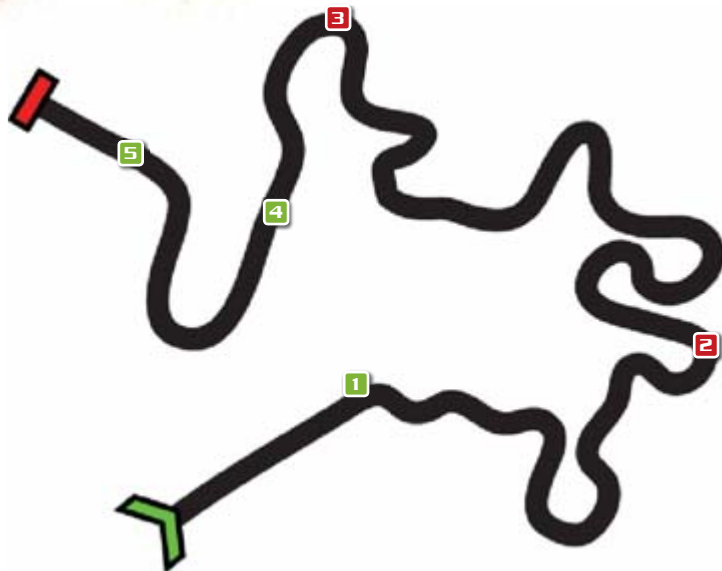
Record: 2:01

1. Warning: Consecutive hairpin turns. Save Speedbreaker for this section to avoid costly mistakes.
2. Note: Straights. Hit the NOS and rip out of the preceding corner to make up lost time.
3. Warning: Right-angle turn. Use Speedbreaker or brake hard before entering this turn.
4. Note: Straights. Punch the NOS and crack that whip through the next series of shallow turns and straights.
5. Warning: Chicane. To make the entrance into the chicane easier, stay to the right side of the bridge when crossing.



NOTE You can jump into any location marked on your world map. This way you can visit car dealerships and Safe Houses you have won from other crews—and, of course, access any track you want to race. You can even do this in middle of Free Roam as long as the cops are not chasing you.

Journeyman's Bane



Series #: 25

Laps: N/A

Length [m]: 3.3

Record: 2:06

1. Note: Right-angle turn. This turn can be devastating with too much speed—feather the brakes or use Speedbreaker generously.

2. Warning: Decreasing radius turn. Be cautious on the approach to this dangerous turn.

3. Warning: Increasing radius turn. Stick with technical racing lines to stay off the walls on this turn.

4. Note: Big air. Punch the NOS coming out of the preceding turn's exit chute and ramp off the rapid decline in the track.

5. Note: Straights. Save some NOS for this stretch and punch it all the way home.



Knife's Edge

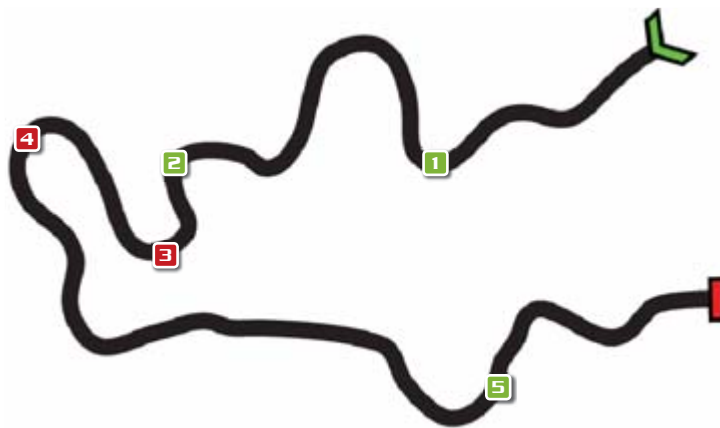
1. Note: Extended shoulder zone. Use the shoulder and stay tight to the inside of the turn.

2. Note: Another wider shoulder zone. Use this area on the inside to flatten out the racing line around the corner.

3. Warning: Double apex turn. Use the shoulder zones to help follow a textbook outside-to-outside racing line.

4. Warning: Double apex turn. This turn exhibits a slight lean toward being a decreasing radius turn. If you follow traditional lines at high speeds, be careful when passing the second part of the corner—the angle turns more sharply than the first half.

5. Note: Chicane. Stay in the right lane on the bridge to optimize the racing line through this section.

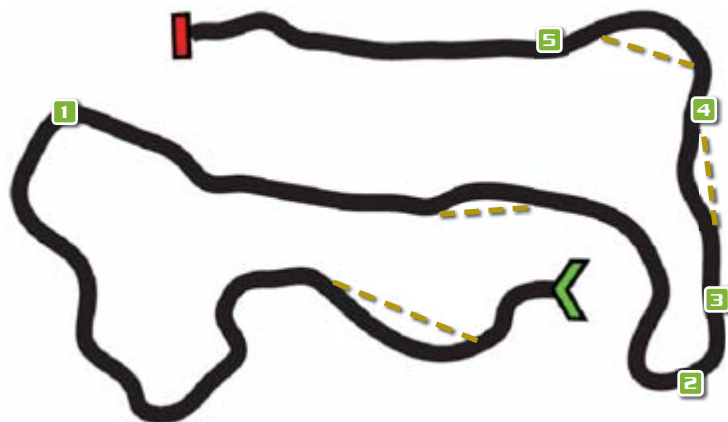


Series #: 26

Laps: N/A

Length [m]: 2.4

Record: 2:48

SPRINT TRACKS**Mesa Bridge**

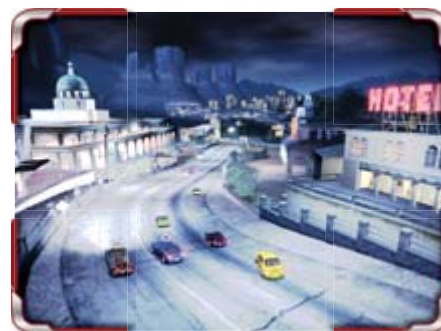
Series #: 27

Laps: N/A

Length (m): 2.4

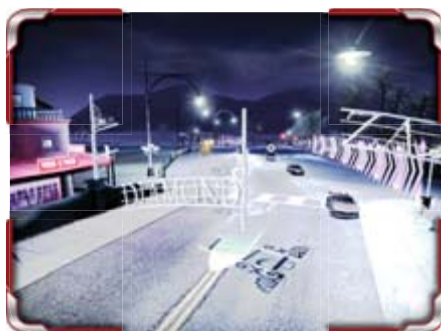
Record: 1:30

1. Note: Right-angle turn. Use a strict outside-to-outside line to maintain blistering speeds through this textbook turn.
2. Note: Extended shoulder zone. Use it for its extra width and make the racing line more forgiving.
3. Note: The fastest racing line goes across the cobbles on this subtle turn to straighten out just before the upcoming shortcut.
4. Note: Stay wide on the outside of the track to allow easier entry into the following shortcut.
5. Note: After exiting the shortcut, drive straight for the gas station to straighten quickly, and punch the NOS for the home stretch.

**Blackwell Bridge**

1. Pursuit Breaker. Drive through the archway supports to collapse it onto the asphalt and block traffic in both lanes.

2. Pursuit Breaker. Scaffolding and large pipes on the right side of the track roll out into traffic.



3. Warning: Right-angle turn. Hit the brakes early to execute a proper line in this potentially dangerous corner.
4. Pursuit Breaker. A semi-trailer on the right side of the track dumps its load out onto the roadway if it's bumped during the race. Just glance off it at high speed to trigger the event.
5. Pursuit Breaker. Take out the supports holding up the wall of the condemned building to make it collapse across the road.



Series #: 28

Laps: N/A

Length (m): 4.5

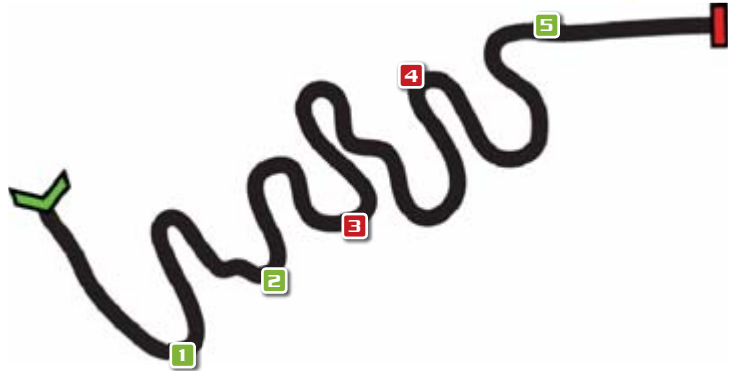
Record: 2:33

TIP Avoid spike strips at all costs! If you hit one, you lose your tires, and then escaping the cops is almost impossible.

NEED FOR SPEED CARBON

Lookout Point

1. Note: Extended shoulder zone. Use the width of extended shoulder zones to help soften the line through these types of turns.
2. Note: Extended shoulder zone. Another extended shoulder zone helps make this corner more forgiving.
3. Warning: Use Speedbreaker or technical braking to get around this severe turn in one piece while staying off the outside rail.
4. Warning: Hairpin turn. Use Speedbreaker again here to take the edge off this extreme corner.
5. Note: Straights. Punch the NOS upon exiting the previous turn's chute and blast off to the finish line.



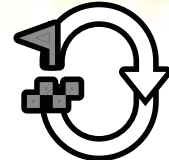
Series #: 29

Length [m]: 2.6

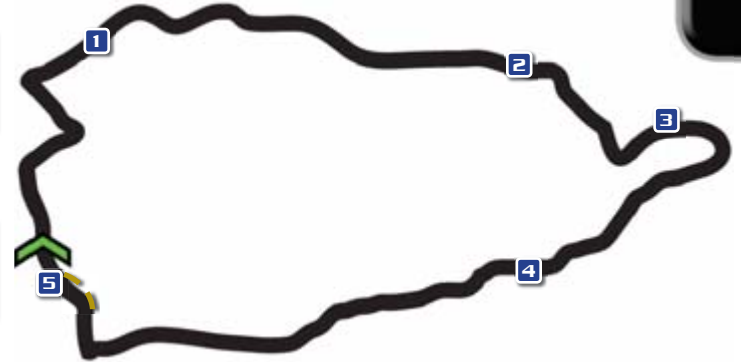
Laps: N/A

Record: 2:41



SPRINT TRACKS—CIRCUIT TRACKS**CIRCUIT TRACKS****Steyne Aqueduct**

1. Pursuit Breaker. The doughnut shack on the right side of the track tumbles a giant doughnut out into traffic.
2. Pursuit Breaker. The tire shop on the left side of the left lane rolls a giant tire across the racing line.
3. Pursuit Breaker. There is industrial scaffolding on the left side of the track; the pipes above fall to the center of the track, while the right side ahead of the Pursuit Breaker is obstructed for a distance by a series of collapsing material from above.
4. Pursuit Breaker. A crane control building on the right side of the track sends pipes crashing down to street level just behind the building in the center of the road.
5. Pursuit Breaker. An ice cream stand on the right side of the track tumbles down to disrupt the best racing line from the preceding shortcut.



Series #: 1

Laps: 3

Length (m): 9.4

Record: 4:46

Beachfront

Series #: 2

Laps: 2

Length (m): 5

Record: 2:58

1. Note: Right-angle turn. The initial corner combination leads into a hard right-angle turn. Be cautious off the start and even more so once you're up to speed on successive laps.



2. Pursuit Breaker. The doughnut shack on the right side of the track tumbles a giant doughnut into traffic.
3. Warning: Right-angle turn. Save some Speedbreaker for this corner.
4. Warning: Hairpin turn. It's not a full 180-degree turn, but it still requires much caution and liberal use of Speedbreaker to get around safely.
5. Pursuit Breaker. The ice cream stand sign on the right side of the track tumbles down and disrupts the most efficient exit line from the preceding shortcut.

NEED FOR SPEED CARBON

Kempton Docks



Series #: 4

Laps: 2

Length [m]: 6.8

Record: 3:44

1. Pursuit Breaker. A water tower on the right side of the track falls into the middle of the racing line.
2. Warning: Right-angle turn. Use caution here.
3. Pursuit Breaker. The tire shop on the left side of the track rolls a giant tire into the street.
4. Warning: Hairpin turn. It's not quite 180 degrees, but this turn still demands a cautious approach and either lowered speed or full use of Speedbreaker.
5. Pursuit Breaker. Some industrial scaffolding on the left side of the track drops pipes to the center of the track while obstacles continue to fall in the right track lane, ahead of this Pursuit Breaker.



Dover Street



Series #: 5

Laps: 2

Length [m]: 7

Record: 3:58

1. Pursuit Breaker. The doughnut shack on the left side of the track rolls a giant doughnut into the racing line.
2. Pursuit Breaker. There is a condemned building on the left side of the track. Crash through the supports to tumble the wall onto the roadway and into the racing line.
3. Warning: Right-angle turn. Use Speedbreaker if necessary to follow a textbook outside-to-outside racing line.
4. Pursuit Breaker. A water tower on the left side of the track falls into the middle of the track.
5. Pursuit Breaker. A fire shop on the right side of the track rolls a giant fire into the street.



NOTE Speedbreaker allows you to momentarily slow time and pull off some cool moves in tight spots. Use Speedbreaker to ram cop vehicles or maintain control of the car in treacherous situations.

CIRCUIT TRACKS

Brooks Street

1. Warning: Right-angle turn. Practice your textbook racing lines on this corner.

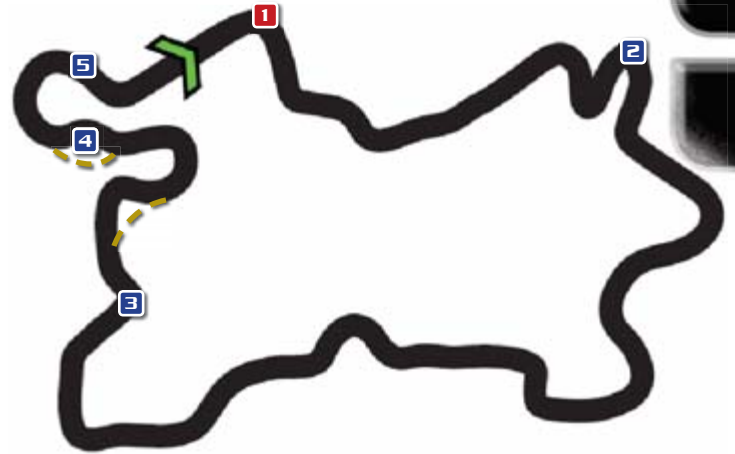
2. Pursuit Breaker. The doughnut shack on the right side of the track rolls a giant doughnut out into traffic.



3. Pursuit Breaker. The neon motel sign on the left side of the track falls into the best racing line through the adjacent turn.

4. Pursuit Breaker. The tire shop on the left side of the track rolls a giant tire into the track, but the area can be avoided by taking a shortcut.

5. Pursuit Breaker. Fenced scaffolding on the right side of the track explodes and falls into the roadway.



Series #: 6

Laps: 2

Length (m): 7.3

Record: 4:13

North Broadway

1. Note: Overpass pillars. Stay to the left of the first pillar and maintain a straight line, driving just past the right side of the third pillar. This helps you keep a straight and safe route through the track section.



2. Pursuit Breaker. Fenced scaffolding on the left side of the track explodes and scaffolding supports fall into the roadway.

3. Pursuit Breaker. A giant tire rolls off the roof of the tire shop on the right side of the track and into the roadway.

4. Warning: Increasing radius turn. Stick to the main route and continue south rather than taking the shorter cutoff stretch. This gives you a faster through-time than you'll get if you have to recover from the harsh turn on the shortcut's exit chute.

5. Pursuit Breaker. The neon motel sign on the right side of the track falls onto the track and blocks the best racing line.



Series #: 7

Laps: 2

Length (m): 4.4

Record: 2:37

Savannah Street



Series #: 8

Laps: 2

Length [m]: 6.6

Record: 3:45

1. Warning: Hairpin turn. It's not completely 180 degrees, but it still requires caution, because there's no inside cutoff area.

2. Warning: Decreasing radius corner. If you miss the preceding shortcut, be prepared to cut off the inside of this corner using Speedbreaker all the way through.

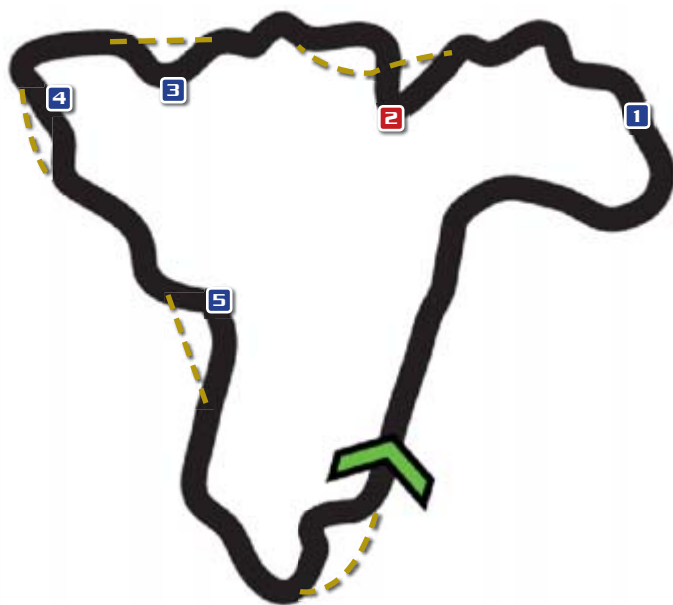
3. Pursuit Breaker. Scaffolding on the right side of the track breaks apart and drops pipes into the race line.

4. Pursuit Breaker. An Outlet Mall sign on the right side of the track falls and disrupts the most efficient race line.

5. Warning: Right-angle turn. You can cut this corner across the sidewalk to make the line slightly more forgiving.



Paradise Hotel



Series #: 9

Laps: 2

Length [m]: 6.4

Record: 3:54

1. Pursuit Breaker. An archway across the track breaks apart when its support is destroyed, and falls into each traffic lane.

2. Warning: Increasing radius corner. Use extreme caution and a bit of Speedbreaker to negotiate this turn.

3. Pursuit Breaker. Scaffolding on the right side of the track breaks apart and drops pipes into the race line.

4. Pursuit Breaker. An Outlet Mall sign on the right side of the track falls and disrupts the most efficient race line.

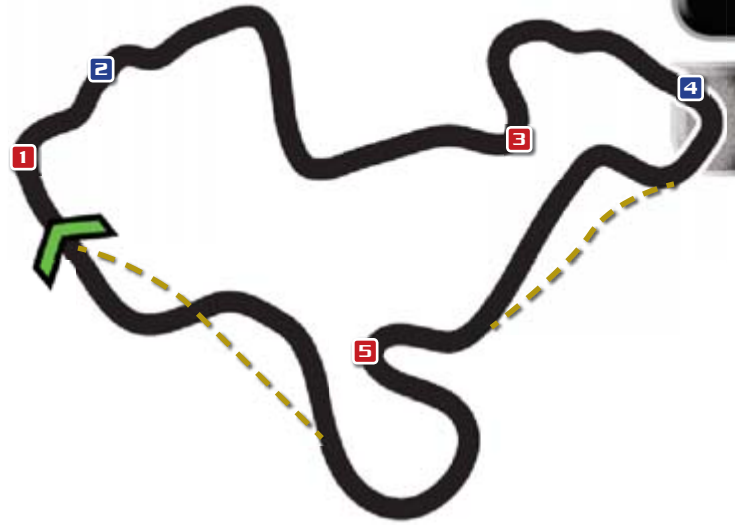
5. Pursuit Breaker. The Montezuma sign on the right side of the track tumbles across the best racing line.



CIRCUIT TRACKS

University Way

1. Warning: Right-angle turn. Use an easy outside-to-outside line to take the edge off.
2. Pursuit Breaker. An abstract sculpture on the right side of the track falls almost all the way across the road. Be cautious here, in case this has been triggered.
3. Warning: Increasing radius turn. Speedbreaker helps improve handling to successfully negotiate this turn and keep you off the sides.
4. Pursuit Breaker. The bus stop on the right side of the track falls into the race line when triggered.
5. Warning: Hairpin turn. This is an extremely severe corner that demands skillful use of Speedbreaker.



Series #: 10

Laps: 2

Length (m): 4.6

Record: 2:56

Library Square



Series #: 11

Laps: 3

Length (m): 14.6

Record: 8:08

1. Pursuit Breaker. An ice cream stand on the right side of the track drops a giant ice cream cone onto the most efficient line.



2. Pursuit Breaker. A restaurant sign on the left side of the track drops a giant bucket of chicken, which rolls onto the road and blocks traffic.
3. Pursuit Breaker. The building balcony on the left side of the track falls onto the roadway, landing randomly.
4. Pursuit Breaker. A bus stop on the left side of the track falls into the race line.
5. Pursuit Breaker. A bus stop on the left side of the track falls into the race line.

NEED FOR SPEED CARBON

Skyline Avenue



Series #: 12

Laps: 2

Length (m): 5.3

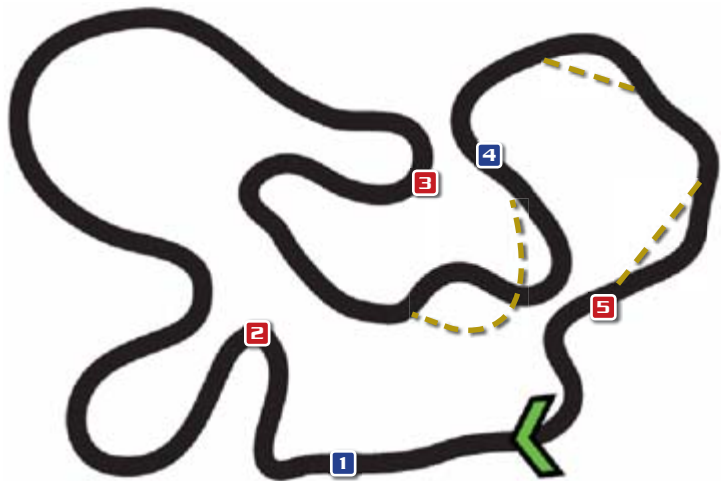
Record: 3:15

1. Warning: Right-angle turn. Handle this with a textbook outside-to-outside race line.
2. Warning: Corner combination. This series of corners can be severe at high speed; use Speedbreaker as needed.
3. Pursuit Breaker. The bus stop on the right side of the track falls into the race line.
4. Pursuit Breaker. The abstract sculpture on the right side of the track falls almost all the way across the track.
5. Pursuit Breaker. The bus stop on the left side of the track falls into the race line.



Ocean View

1. Pursuit Breaker. The ice cream stand on the left side of the track drops a giant ice cream cone onto the track and blocks some traffic lanes.
2. Warning: Hairpin turn. Use Speedbreaker to take the edge off this extreme corner.
3. Warning: Hairpin turn. A second hairpin turn ups the ante for technical driving requirements on this track.
4. Pursuit Breaker. Any slight contact with the semi-trailer in the middle of the roadway drops its load of pipes onto the road. They may block most of the routes around, so swing wide if it's already been triggered.
5. Warning: Severe corner combination. Corners are seriously challenging through this section; use Speedbreaker to get through without dinging the paint on your ride.



Series #: 13

Laps: 2

Length (m): 6.9

Record: 2:01

NOTE You can unlock cool bonuses by completing tasks given on the Reward Card. Check out the conditions for each reward in the Reward Card section of the main menu.

CIRCUIT TRACKS

Condo Row



Series #: 14

Laps: 2

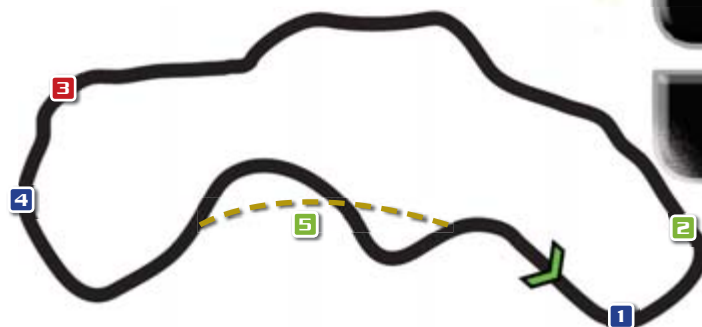
Length [m]: 5.1

Record: 3:06

1. Warning: Right-angle turn. Use Speedbreaker if necessary to take the edge off this corner.
2. Pursuit Breaker. The building balcony on the left side of the track falls randomly onto the roadway.
3. Note: Cut across the sidewalk to straighten out the race line around this corner.
4. Warning: Hairpin turn. Speedbreaker is required during this turn to maintain a proper line and ensure maximum exit speed.
5. Pursuit Breaker. The restaurant sign on the left side of the track drops a giant bucket of chicken onto the best race line.



Main Street



Series #: 15

Laps: 2

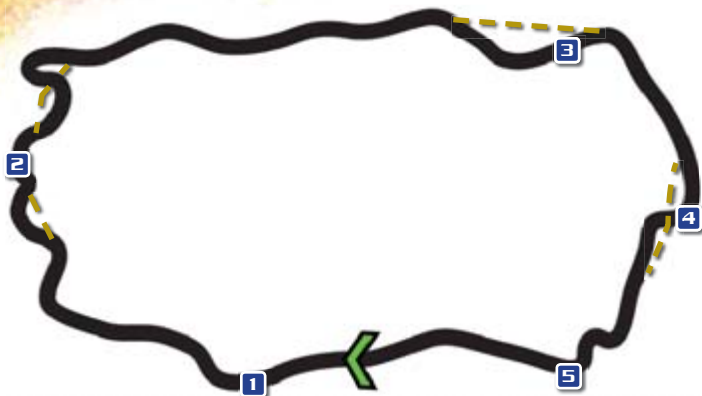
Length [m]: 3.9

Record: 2:07

1. Pursuit Breaker. The restaurant sign on the left side of the track drops a giant bucket of chicken onto the best race line.
2. Note: The track divides into a 2-lane roadway. Stay in the left lane for a better line into the upcoming chicane where the forks meet. Meanwhile, keep an eye out for oncoming traffic.
3. Warning: Severe corner. This irregular corner can throw off your race line; use Speedbreaker to help swing things in your favor.
4. Pursuit Breaker. Scaffolding on the right side of the track drops pipes onto the road.
5. Note: Sick air! Hold on to your rims!



Sutherland Bell Tower



Series #: 16

Laps: 3

Length [m]: 7.6

Record: 4:04

1. Pursuit Breaker.

Scaffolding on the left side of the track breaks apart and drops pipes onto the race line.

2. Pursuit Breaker.

An information stand on the right side of the track falls into the best race line.

3. Pursuit Breaker.

There's a condemned building on the right side of the track. Take out its supports to collapse the wall onto the road.

4. Pursuit Breaker.

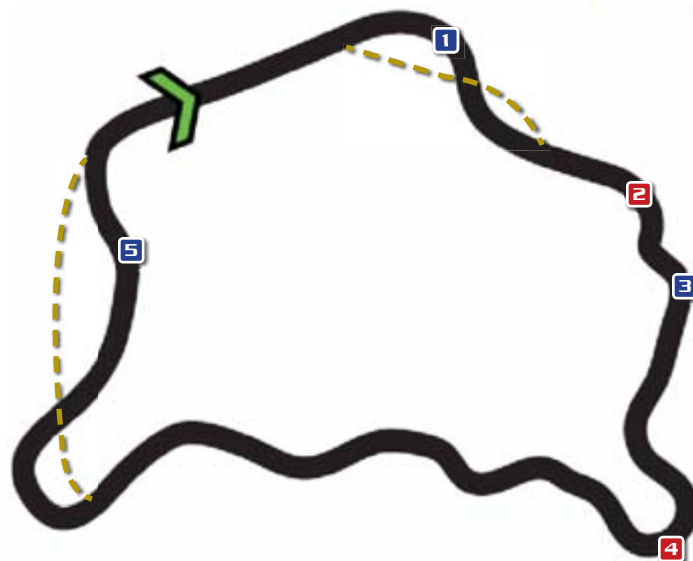
A semi-trailer with a flat deck is on the left side of the track. Glance off the trailer to trigger the action, and the truck drops its load onto the track.

5. Pursuit Breaker.

A T. rex sculpture on the left side of the track collapses and separates; the head rolls out into traffic.



Silk Road



Series #: 17

Laps: 2

Length [m]: 4.8

Record: 2:47

1. Pursuit Breaker.

A semi-trailer with a flat deck is on the left side of the track. Glance off the trailer at high speed to force the truck to dump its load all over the road.

2. Warning:

Constant radius turn. This turn gets more difficult as speed increases; use a typical outside-to-outside line, but be careful not to exit too wide and miss a good set-up for the following turns.

3. Pursuit Breaker.

The T. rex sculpture on the left side of the track collapses and separates; the head rolls out into traffic.

4. Warning:

Hairpin turn. Follow a classic high-speed line from outside of the entry. Stay tight to the inside corner, then move to the outside at the exit chute for the fastest cornering speed.

5. Pursuit Breaker.

There's a condemned building on the right side of the track; drive through its supports to collapse it.



CIRCUIT TRACKS**North Road**

Series #: 18

Laps: 2

Length [m]: 6

Record: 3:49

1. Warning: Hairpin turn. This turn can be quite severe at high speed; use a textbook race line and Speedbreaker to even the odds on this technical turn.

2. Warning: Hairpin turn. Another 180-degree hairpin increases the technical difficulty of this track; use extreme caution when cornering here.

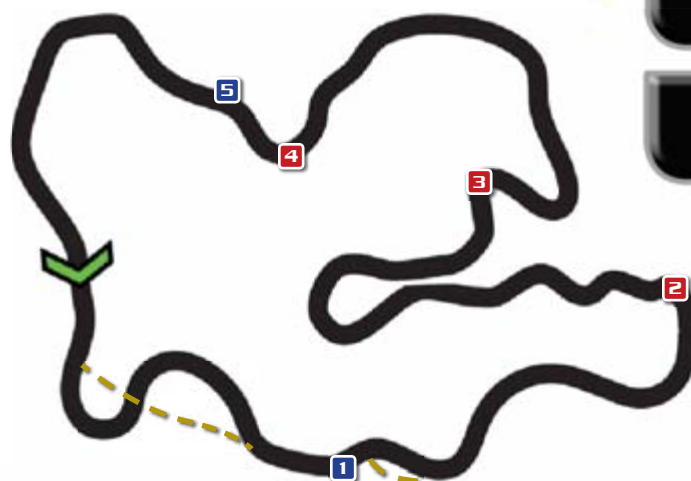
3. Pursuit Breaker. A giant tire rolls off the roof of the tire shop on the right side of the track, and out into traffic.

4. Warning: Corner combination. The corner combination here is quite technical and requires effective use of Speedbreaker on the corners while using NOS in between them.

5. Pursuit Breaker. The T. rex sculpture on the left side of the track collapses and separates; the head rolls out into traffic.



NOTE When you enter the turf of a rival crew, you sometimes get challenged to a point-to-point race. It's up to you to decide whether you accept these challenges or not.

Garden Boulevard

Series #: 19

Laps: 2

Length [m]: 4.8

Record: 2:50

1. Pursuit Breaker. The information stand on the right side of the track drops into the best race line.

2. Warning: Right-angle turn. This corner leads into a potentially tricky combination. Use Speedbreaker to avoid taking the traditional outside-to-outside racing line.

3. Warning: Severe corner. This corner is almost a hairpin, but not a full 180 degrees. Treat it as you would a hairpin, and use Speedbreaker to soften the line.

4. Warning: Decreasing radius turn. This turn is potentially disastrous. Technical braking or Speedbreaker is crucial.

5. Pursuit Breaker. An explosion at the gas station on the right side of the track sends pieces of roof into the race line.



NEED FOR SPEED CARBON

Salazar Street



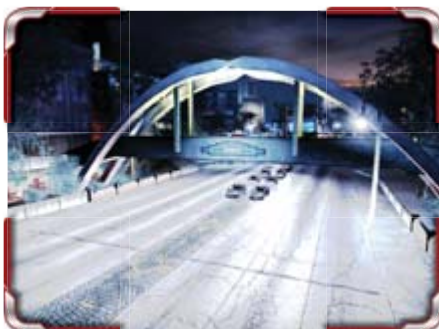
Series #: 19

Laps: 4

Length [m]: 3.3

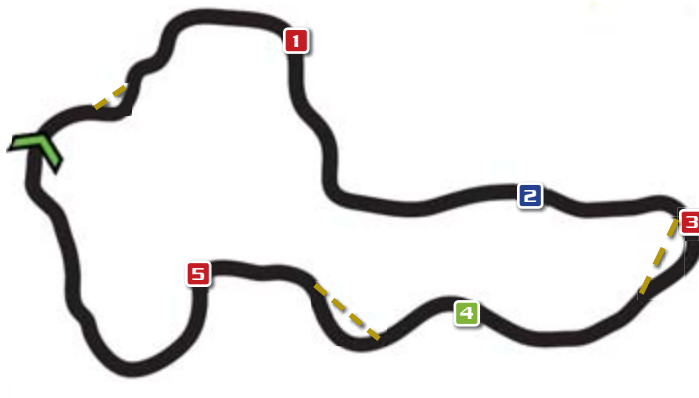
Record: 1:56

1. Note: Shortcut. Use the shortcut here to maintain maximum speed and avoid the adjacent corner.
2. Warning: Constant radius turn. This turn can be dangerous at high speed. Use a quick bit of Speedbreaker to help you stay on the road.
3. Note: Wide sweeping turn. Try to stay tight to the inside apex and maximize speed as you exit the turn.
4. Note: Shortcut ahead. Cut the corner of the preceding turn to get a better line on the approach to the upcoming shortcut.
5. Warning: Right-angle turn. You should be using this corner only if you missed the shortcut!



NOTE You can have a maximum of only three crew members, so make sure you keep around only those drivers who benefit you the most. Check out the Crew screen at your Safe House to see who is available to you.

Royal Avenue



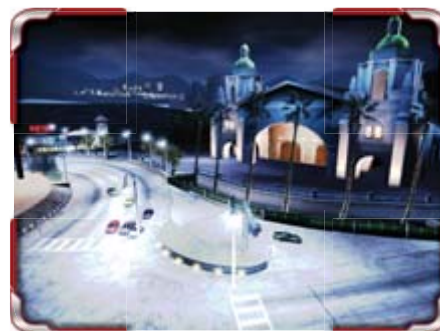
Series #: 20

Laps: 2

Length [m]: 4.2

Record: 2:27

1. Warning: Corner combinations. Be cautious when ripping through these S-curves.
2. Pursuit Breaker. Scaffolding on the right side of the track breaks apart and drops pipes onto the road.
3. Warning: Double apex turn. You can maintain high speed, but if you're really good with Speedbreaker you can cut hard right and into the adjacent shortcut.
4. Note: Stick close to the wall on the left side for the best line.
5. Warning: Right-angle turn. This is a severe corner at high speed. Use a quick burst of Speedbreaker to help straighten out your exit.



TIP In a tight pursuit, get big trucks to drop their cargo on the road to slow down your pursuers.

CIRCUIT TRACKS

South Fortuna



Series #: 21

Laps: 3

Length [m]: 13.5

Record: 3:41

1. Pursuit Breaker. The condemned building on the left side of the track collapses onto the road.

2. Warning: Right-angle turn. This corner demands the use of Speedbreaker to get around in one piece.

3. Pursuit Breaker. Scaffolding on the right side of the track breaks apart and drops pipes onto the road.

4. Warning: Hairpin turn. Fortunately, your speed will be decreased because of a previous corner. But you must still be cautious and follow a proper line.

5. Pursuit Breaker. A giant tire rolls off the roof of the tire shop on the right side of the track and out into traffic.



Lucky Towers

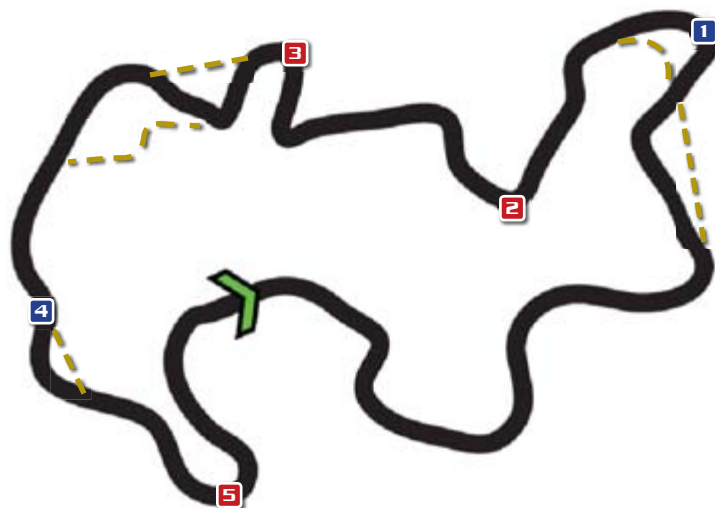
1. Pursuit Breaker. A giant doughnut rolls off the roof of the doughnut shack on the left side of the track and into traffic.

2. Warning: Right-angle turn. Use Speedbreaker here to get around the corner without wrecking your new body kit.

3. Warning: Hairpin turn. Hit the brakes and use Speedbreaker around this treacherous near-180-degree arc.

4. Pursuit Breaker. The Texas Casino sign on the right side of the track collapses into the best race line.

5. Warning: Decreasing radius turn. Be cautious here as the corner is tricky despite having sweeper characteristics [long, wide radius turns].



Series #: 22

Laps: 2

Length [m]: 5.9

Record: 3:28

Campbell Tunnel

1. Warning: Right-angle turn. Use extreme caution here (with a bit of Speedbreaker) as there is no way to cut the corner and straighten out your line.



2. Pursuit Breaker. The Outlet Mall sign on the right side of the track falls into the best race line.
3. Warning: Right-angle turn. This is another tight right-angle turn with no way to cut off the corner's apex; follow a traditional outside-to-outside line.
4. Pursuit Breaker. Scaffolding on the left side of the track collapses and falls on the outside of the corner.
5. Warning: Hairpin turn. This one has both a short entry and exit chute. Follow textbook hairpin lines and you'll be fine.



Series #: 23

Length [m]: 8.8

Laps: 3

Record: 5:34

Robinson Bay

1. Pursuit Breaker. The water tower on the right side of the track falls into the middle of the road.



2. Warning: Right-angle turn. Use Speedbreaker to get through this in one piece.
3. Warning: Right-angle turn. Another right-angle turn increases the technical difficulty of this track, but textbook line works well.
4. Pursuit Breaker. Scaffolding on the right side of the track collapses and dumps pipe across the middle of the race line.
5. Warning: Hairpin turn. Textbook lines serve you well again on this technical corner.



Series #: 24

Length [m]: 10.7

Laps: 3

Record: 6:08

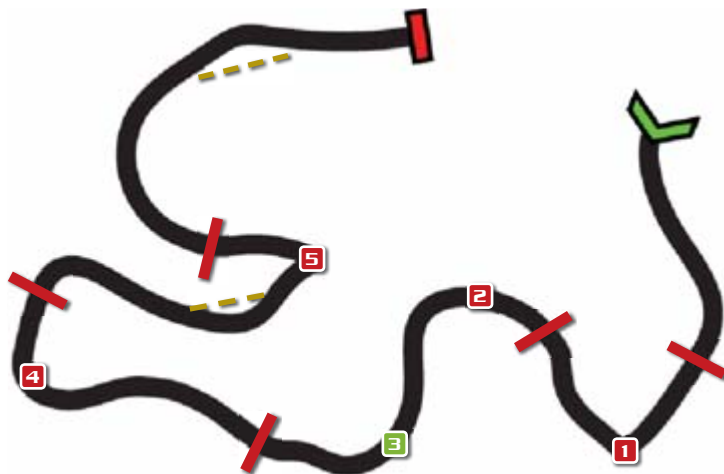
CAUTION If you lose the last of your cars and have no spare money to pay your fines, the game ends. You must start again from the beginning.

CIRCUIT TRACKS—CHECKPOINT TRACKS

CHECKPOINT TRACKS



Morgan Beach Offramp



Series #: 1

Laps: N/A

Length [m]: 2.7

Record: 1:28

1. Warning: Right-angle turn. Speedbreaker is crucial on this turn to make it through in one piece.

2. Warning: Decreasing radius corner. It starts out like a wide sweeper, but the exit chute has a harsh angle so brake hard once past the apex or use Speedbreaker to come out of the turn clean.

3. Note: Constant radius turn. This turn can be finicky at high speed but any car with decent handling shouldn't have too much trouble here.

4. Warning: Right-angle turn. Stay wide to the outside on the approach and then move tight to the inside and cut the corner.

5. Warning: Hairpin turn. Textbook lines serve you well again on this technical corner, and there is a slight extra width on the inside to help you cut the corner a bit.



Eskuri Plaza

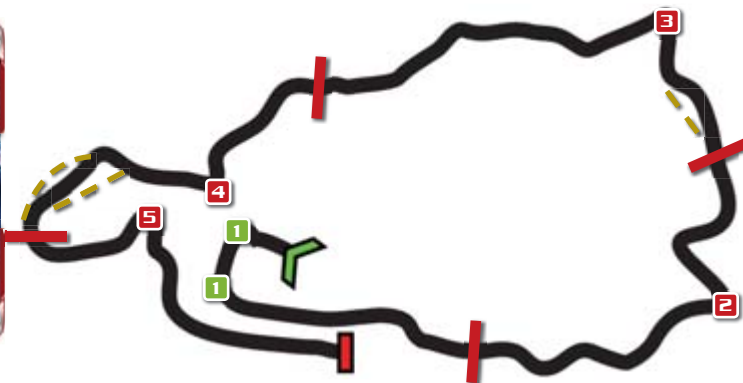
1. Note: Use sidewalks for the extra width to cut corners and straighten out your race line.

2. Warning: Hairpin turn. Use Speedbreaker to take the edge off this extreme corner.

3. Warning: Hairpin turn. Hit the brakes and use Speedbreaker around this treacherous near-180-degree arc.

4. Warning: Right-angle turn. Stay wide to the outside on the approach and then move tight to the inside and cut the corner.

5. Warning: Hairpin turn. It has both a short entry and a short exit chute, but follow textbook hairpin lines and you'll be fine.



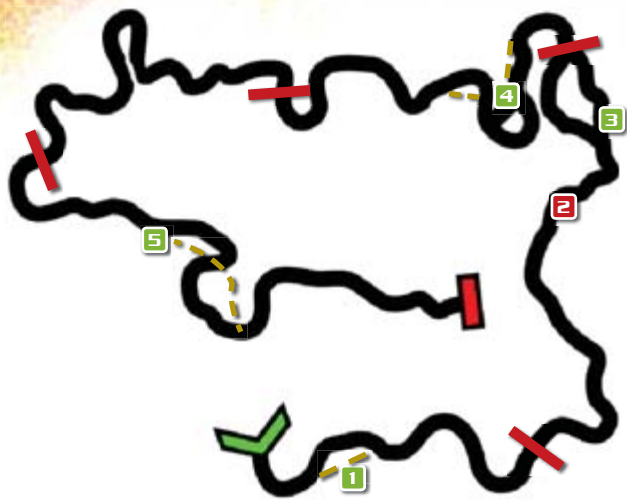
Series #: 2

Laps: N/A

Length [m]: 5.5

Record: 2:51

Blackwell Road



Series # 3

Laps: N/A

Length (m): 5.8

Record: 3:12

1. Note: Shortcut. This shortcut follows an exceptionally fast line, but you'll need Speedbreaker to avoid a crash coming out of it.

2. Warning: Obstacle. Coming around the preceding corner too fast may put you in direct contact with a highway pillar. Hit the Speedbreaker as soon as you come into this section to gauge where you are and correct your line if needed.

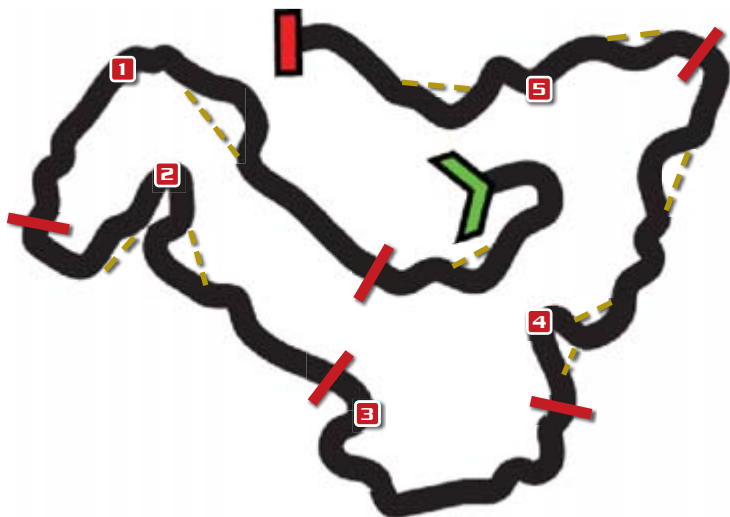
3. Note: Shortcut. This right-hand route straight through is much faster than taking the left fork in the road.

4. Note: Shortcut. There are several intermittent shortcuts through this area. Keep Speedbreaker activated and hit them all in succession for a very quick through time.

5. Note: Shortcut. Watch for this shortcut on the right that takes you up and over the track. Use Speedbreaker at the end of it because it rejoins the track at a very sharp angle.



The Neon Mile



Series #: 4

Laps: N/A

Length (m): 5.1

Record: 2:48

1. Warning: Right-angle turn. There are many smaller turns on this track, but this is one of the larger ones to concern yourself with. Try to stick to a conventional race line and exit wide at the chute for the upcoming straightaway.

2. Warning: Increasing radius corner. Use extreme caution and a bit of Speedbreaker to negotiate this turn.

3. Warning: S-curve series. This is a short series of s-curves with no substantial inside cutoffs. Use Speedbreaker to get through without any scratches on the new paint.

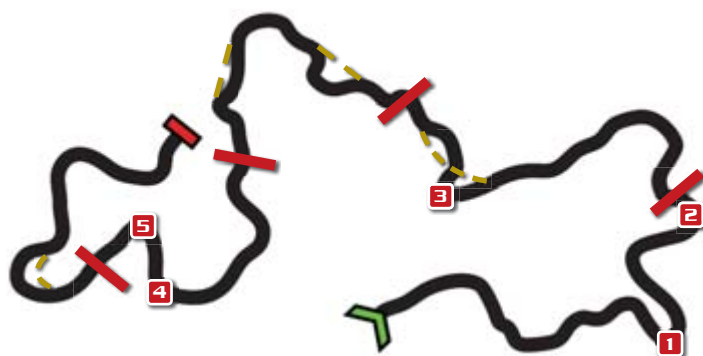
4. Warning: Hairpin turn. Follow a classic high-speed line from the outside of the entry through this short turn. Stay tight to the inside corner, then move outside at the exit chute for the fastest cornering speed.

5. Warning: Corner combination. This combo deserves caution. If you have any Speedbreaker left, use it to stay in control through this winding section.



CHECKPOINT TRACKS

Troy



Series #: 5

Laps: N/A

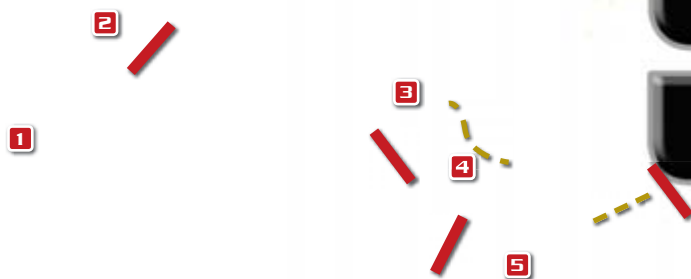
Length [m]: 4.5

Record: 2:29

1. Warning: Decreasing radius turn. These corners are very dangerous. Brake earlier rather than crash along the outside of the turn.
2. Warning: Right-angle turn. There is no cutoff area, so use Speedbreaker if needed.
3. Warning: Decreasing radius turn. It's more slight than the textbook example, but use caution during this turn.
4. Warning: Right-angle turn. Stay wide to the outside on the approach and then move tight to the inside and cut the corner.
5. Warning: Right-angle turn. There is no good way to cut the corner. Use typical street lines for this turn.



Gray Street



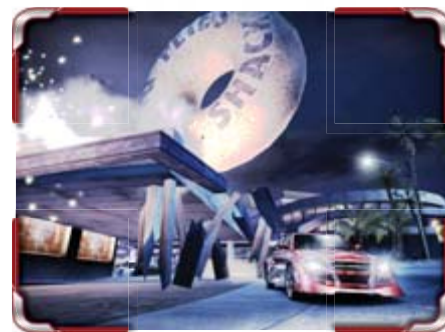
Series #: 6

Laps: N/A

Length [m]: 4.3

Record: 2:28

1. Warning: Right-angle corner. Stay away from the Pursuit Breaker! It only makes the corner more severe.
2. Warning: Right-angle turn. There is no cutoff area, so use Speedbreaker if needed.
3. Warning: Right-angle turn. Use the cutoff area to help make the racing line more forgiving.
4. Warning: Right-angle turn. Stay wide to the outside on the approach and then move tight to the inside and cut the corner.
5. Warning: Right-angle turn. There is no good way to cut the corner. Use typical street lines for this turn.



TIP The more you race in any given area, the more likely it is that you will be chased by a cop in the middle of the race there, and the more you race in any given zone, the more cops will start patrolling there. To let the Heat cool down, avoid racing in that zone for a while.

NOTE If the police lose visual contact, you enter Cooldown mode. The best way to go unnoticed in Cooldown mode is to find a hiding spot. These hiding spots are shown on your mini-map in Cooldown mode. When the Cooldown meter fills up, you have successfully evaded the police.

NEED FOR SPEED CARBON

University Avenue

1. Warning: Hairpin turn. This corner can be quite severe at high speed; use a textbook race line and Speedbreaker to even the odds on this technical turn.
2. Warning: Right-angle turn. There is no cutoff area, so use Speedbreaker if needed.
3. Warning: Right-angle turn. Use Speedbreaker if necessary, but the narrow cutoff area on the inside definitely helps.
4. Warning: Right-angle turn. Stay wide to the outside on the approach and then move tight to the inside and cut the corner.
5. Warning: Right-angle turn. There is no good way to cut the corner. Use typical street lines for this turn.



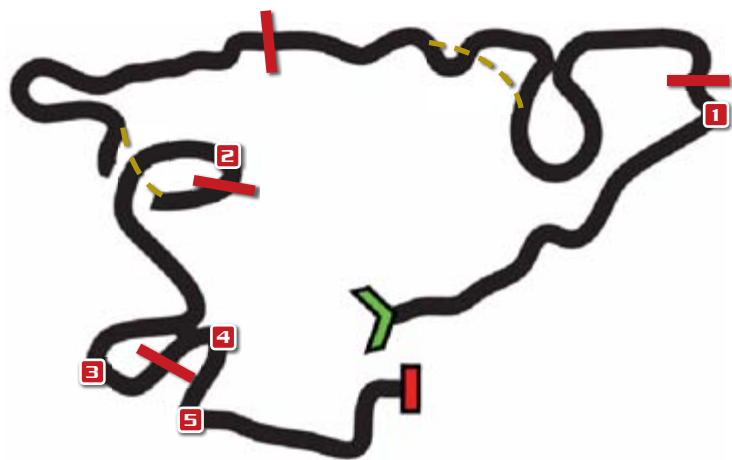
Series #: 7

Length [m]: 4.7

Laps: N/A

Record: 2:42

Rabinowitz Drive



Series #: 8

Length [m]: 5.2

Laps: N/A

Record: 2:56

1. Warning: Right-angle turn. There is no cutoff on the inside, so you'll have to do it the old-fashioned way.
2. Warning: Hairpin turn. Hang on for dear life through this severe corner! Speedbreaker is crucial here!
3. Warning: Increasing radius turn. This is a very irregular turn with an oddly sharp apex. Save some Speedbreaker to deal with this one effectively.
4. Warning: Hairpin turn. This is textbook 180 material! Work it!
5. Warning: Right-angle turn. Use the sidewalk on the outside of the turn to make the racing line more forgiving and swing wide at the exit chute.

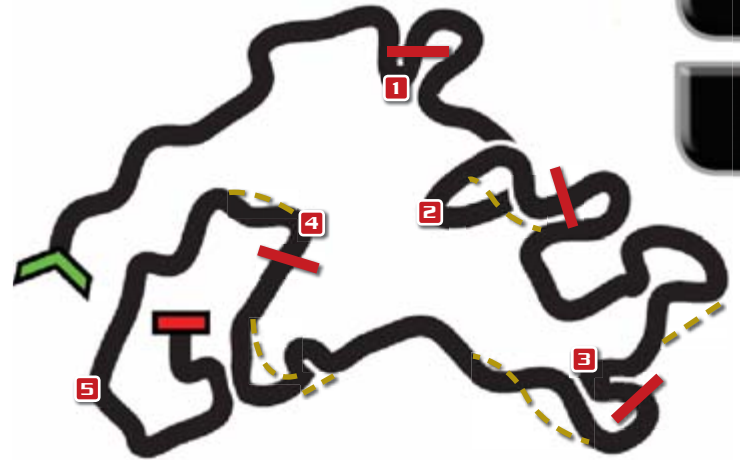


CHECKPOINT TRACKS**Hills Borough Parkway**

1. Warning: Hairpin turn. This corner can be quite severe at high speed; use a textbook race line and Speedbreaker to even the odds on this technical turn.



2. Warning: Hairpin turn. Hang on for dear life through this severe corner! Speedbreaker is crucial here!
3. Warning: Hairpin turn. Hit the brakes and use speedbreaker around this treacherous near-180-degree arc.
4. Warning: Right-angle turn. Stay wide to the outside on the approach and use the shortcut rather than following the road.
5. Warning: Right-angle turn. There is no good way to cut the corner. Use typical street lines for this turn.

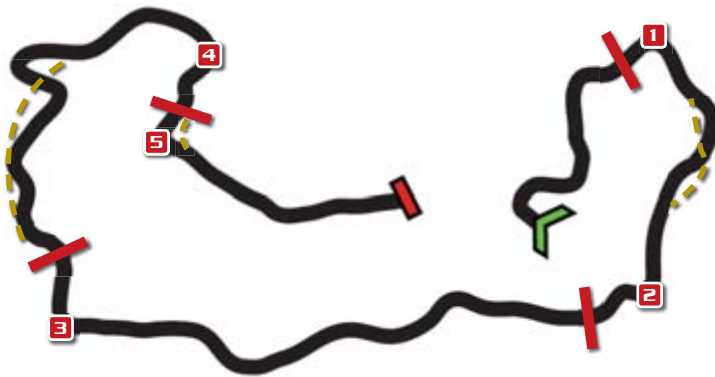


Series #: 9

Laps: N/A

Length [m]: 7.9

Record: 4:23

Knight Street

Series #: 10

Laps: N/A

Length [m]: 4.2

Record: 2:16

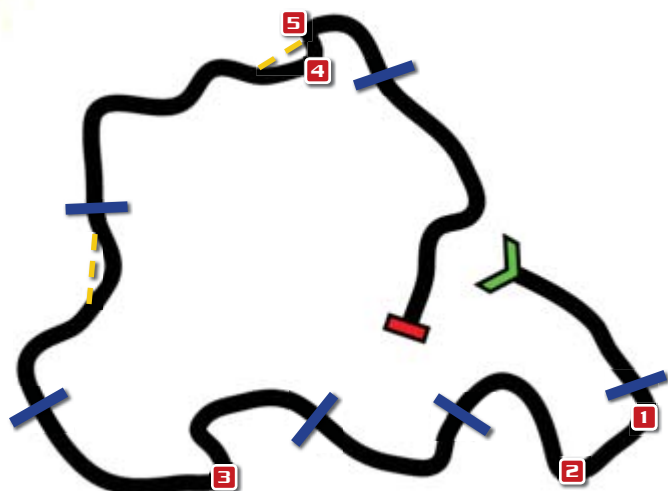
1. Warning: Right-angle turn. There is no cutoff on the inside, so you'll have to do it the old-fashioned way.
2. Warning: Right-angle turn. There is no cutoff area, so use Speedbreaker if needed.
3. Warning: Right-angle turn. Use caution and stay tight to the trees. Any other lines cause problems you don't need.
4. Warning: Right-angle turn. There are four lanes here and a narrow sidewalk for you to use to create the fastest, straightest line.
5. Warning: Right-angle turn. This incredibly severe corner can be avoided by taking the preceding shortcut.



NOTE If you accumulate three impound strikes on a car, your ride is permanently lost. Winning extra impound strikes from boss races allows you to raise the maximum number of impound strikes to five. If your car is caught by the cops after you use those, you lose it permanently.

SPEEDTRAP TRACKS

Eskuri Way



Series #: 1

Laps: N/A

Length [m]: 3.6

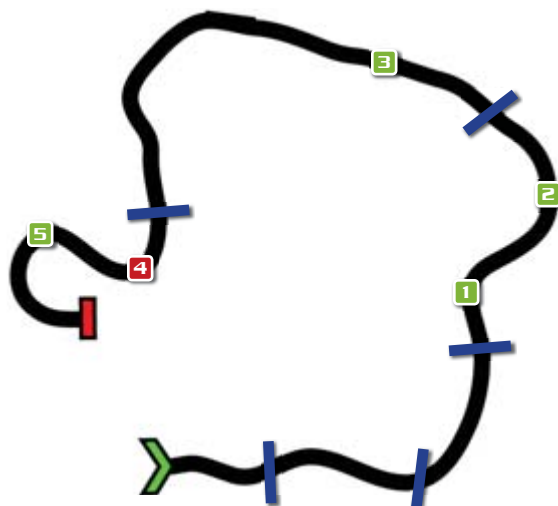
Record: 110.01

1. Warning: Right-angle turn. This one is quite severe, because you're still carrying tons of speed from the preceding speedtrap, but there is a moderate cutoff area on the inside line to help straighten out the line.



2. Warning: Decreasing radius turn. It starts out like a wide sweeper but abruptly turns inward, so use your Speedbreaker to ensure you don't lose all your momentum against the walls. If you bail here, you still have time to get your speed back up before the next speedtrap.
3. Warning: Decreasing radius turn. Use Speedbreaker here to prevent a costly crash. It's right in the middle between two speedtraps, so you have ample time to recover should you flub it up.
4. Warning: Right-angle turn. This sharp corner is the one that could influence your score the most and not for the better. Avoid this and the next turn by taking the adjacent shortcut.
5. Warning: Hairpin turn. If you took the shortcut, this corner is manageable and drives more like a large-radius sweeper-style corner, allowing you to maintain highest speeds for the immediate, upcoming speedtrap. If you missed the shortcut, drive a conservative line around the turn entry. As you approach the exit chute, punch NOS and straight-line it through the speedtrap.

Stonewall Tunnel



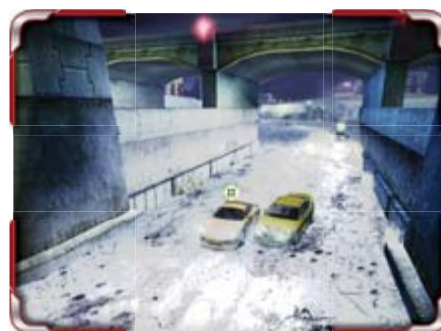
Series #: 2

Laps: N/A

Length [m]: 2.3

Record: 113.11

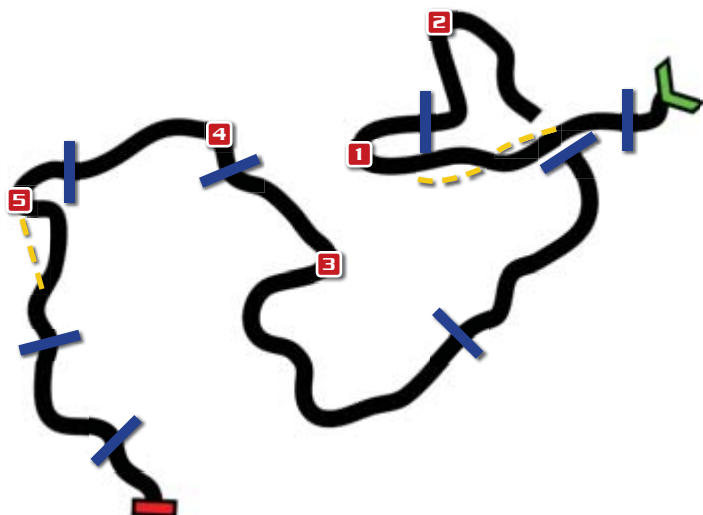
1. Note: Even sweeping turns can be a challenge at blistering speeds. Approach this turn wide and leave the exit chute on the inside of the turn rather than following a classic outside-to-outside approach—this sets you up better for the following corner.



2. Note: Aqueduct. The aqueduct entrance is narrow and could be slightly obscured by debris, but stay hard on the throttle to maximize your entry speed.
3. Note: Aqueduct pillars. There are large gaps between the aqueduct pillars, so hitting them shouldn't be an issue. Drive through the center pillars for the straightest and fastest line through this section.
4. Warning: Right-angle turn. Follow a textbook race line here and use Speedbreaker if necessary. You're carrying a lot of momentum from the previous speedtrap.
5. Note: Increasing radius turn. This turn shouldn't be a problem if you approach the entry wide and move to hug the inside of the turn about halfway through. Then punch the NOS and blast off to the finish!

SPEEDTRAP TRACKS

Newport Trainyard



Series #: 3

Laps: N/A

Length [m]: 4.4

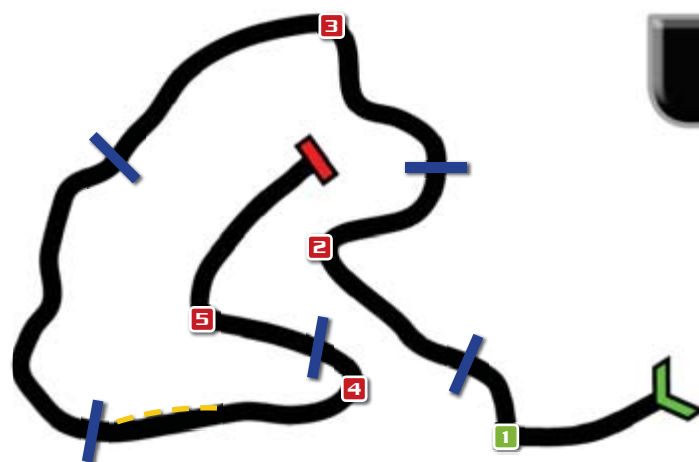
Record: 113.74

- Warning: Hairpin turn. Getting around this severe turn is crucial to your success on this track as the next speedtrap is just around the bend. Speedbreaker is critical. Slow time here and when your line is straight near the exit chute, deactivate Speedbreaker and quickly punch the NOS all the way to the trap.



- Warning: Increasing radius corner. Use extreme caution and a bit of Speedbreaker to negotiate this turn. The placement unforgiving if you bail, as the next speedtrap is a few turns away.
- Warning: Right-angle turn. There is no cutoff area on the inside of the corner so back off on the throttle a bit and use Speedbreaker if necessary.
- Warning: Right-angle turn. You're carrying a lot of speed through the last trap, so try to get to the outside of this turn at the entry point and transfer to the outside at the exit to prepare your fastest line to the upcoming trap.
- Warning: Decreasing radius turn. Don't attempt to take this corner and maintain speed. Avoid the second half of the turn by staying wide through it and blasting through the adjacent shortcut that sends you like a rocket toward the next speedtrap.

Foundry Road



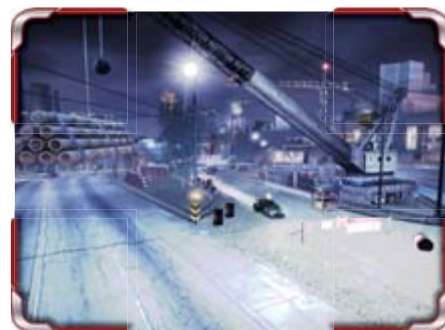
Series #: 4

Laps: N/A

Length [m]: 2.7

Record: 114.98

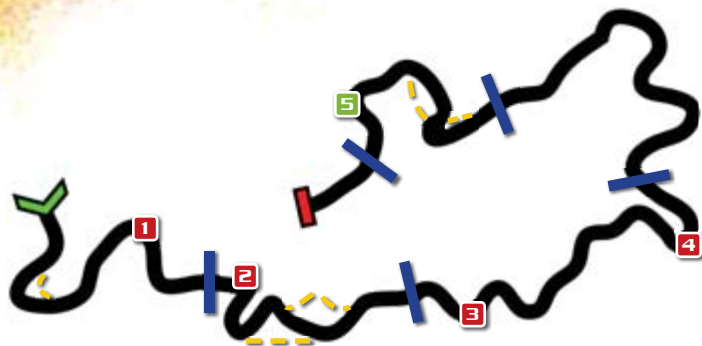
- Note: This misleading turn has a wide cutoff area on the inside to help keep your race line as straight as can be; use it to the fullest extent.



- Warning: Constant radius turn. This sharp constant radius turn can act like a hairpin at high speed. There is no cutoff area so use Speedbreaker if needed.
- Warning: Right-angle turn. There is no cutoff area on the inside of the corner, so back off on the throttle a bit and use Speedbreaker if necessary.
- Warning: Decreasing radius turn. This is potentially disastrous. Speedbreaker is crucial to punch out of this turn and hit high speed before clocking in at the next trap.
- Warning: Right-angle turn. There is no good way to cut the corner. Use typical street lines for this turn. This is the last turn before the finish, so work it out and use the rest of your NOS to rip toward the finish line.

NEED FOR SPEED CARBON

Canmor Road



Series #: 5

Laps: N/A

Length [m]: 4

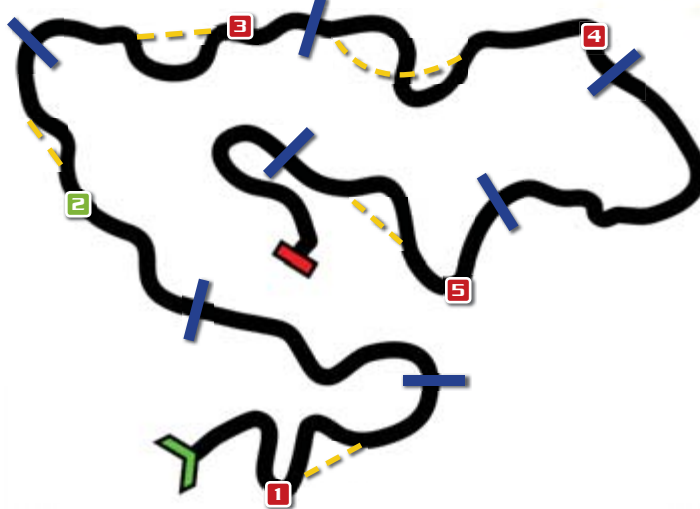
Record: 111.87

1. Warning: Decreasing radius turn. There's no cutoff on the inside, so you'll have to do it the old-fashioned way.
2. Warning: Right-angle turn. There's no cutoff area, so use Speedbreaker if needed or just lay off the throttle to adequately slow down.
3. Warning: Right-angle turn. That's fairly short on the entry and exit chute; use Speedbreaker to slide the car with style through this section.
4. Warning: Increasing radius turn. This turn demands proper technique or you risk losing speed for the following trap. Approach wide on the entry and hug the inside of the turn for the last half; follow it through the exit chute to the speedtrap.
5. Note: Corner combination. The last speedtrap is in a tricky corner combination. Reserve some Speedbreaker to maintain the best line through this stretch and follow a race line that takes you wide.



NOTE During races and cop chases, the pursuit breaker objects are marked with icons. Drive through these icons and hit the objects to activate the pursuit breakers, which obstruct and even immobilize any police cars and rival racers unfortunate enough to be following you.

Olympic Boulevard



Series #: 6

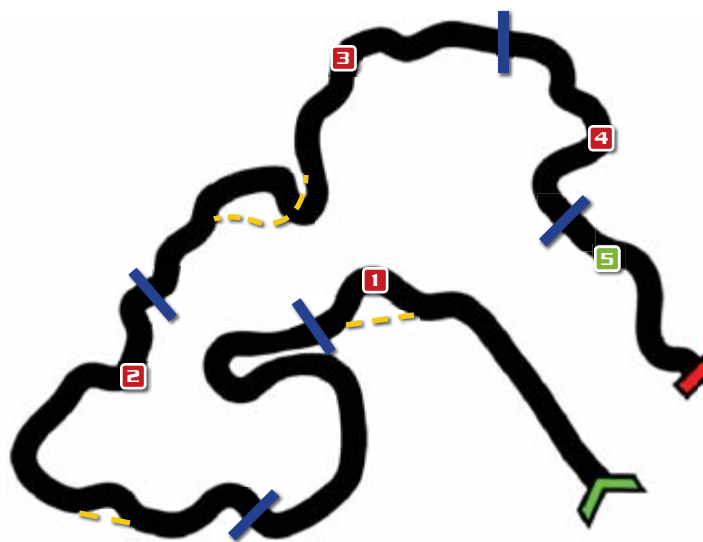
Laps: N/A

Length [m]: 3.8

Record: 110.01

1. Warning: Hairpin turn. Don't attempt to take this hairpin turn. Instead, drive straight through the outside of the corner to the shortcut entrance, which puts you on a perfect line toward the next trap.
2. Note: Constant radius turn. Stay wide on the outside of this constant radius turn and blast right through the following shortcut toward the next trap.
3. Warning: Upcoming chicane. Use the preceding shortcut for the fastest line, but beware the upcoming chicane which can completely mess you up before you hit the fourth trap.
4. Warning: Right-angle turn. This sharp corner is the one that could influence your score the most and not for the better. Carry your speed from the preceding section through to this corner and tackle this corner from outside to outside with Speedbreaker. Use a quick punch of NOS to increase speed just before the trap.
5. Warning: Increasing radius turn. Tackle this one with a textbook race line, but exit on the outside of the chute, which leads straight into a shortcut on a perfect line toward the last trap.



SPEEDTRAP TRACKS**Bowen Avenue**

Series #: 7

Laps: N/A

Length [m]: 3.5

Record: 113.11

1. Warning: If you're going around this corner, you're losing the race. Use the adjacent shortcut to maintain the highest speed en route to the first trap.
2. Warning: Again, avoid this corner. Take advantage of the straight line provided in the adjacent shortcut, which leads right into the next trap.
3. Warning: Corner combination. The corner combination here that leads to the fourth trap is very tricky without using Speedbreaker.
4. Warning: Corner combination. A decreasing radius turn followed by a constant radius turn is potentially disastrous to your overall score. Speedbreaker is crucial here to punch out of these turns and hit high speed before clocking in at the next trap.
5. Note: Corner combination. The last shallow turns before the finish line are mild compared to what you've already seen; punch the NOS and finish this race!

**Million Dollar Drive**

Series #: 8

Laps: N/A

Length [m]: 4.6

Record: 111.25

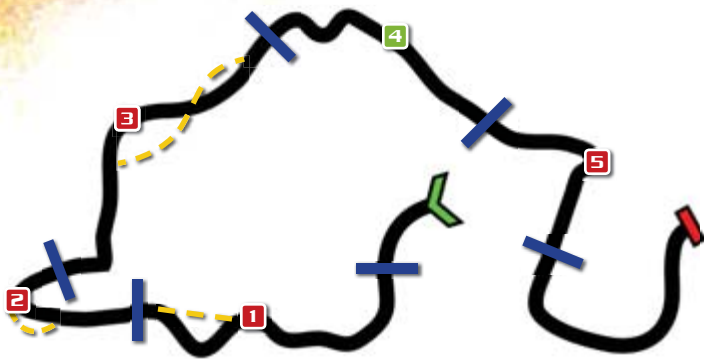
1. Warning: Decreasing radius turn. A narrow cutoff area on the inside helps straighten your race line.
2. Warning: Right-angle turn. There's a cutoff area through the tables and chairs. Be cautious and exit this turn more toward the inside to set up for a perfect line into the following shortcut.
3. Warning: Decreasing radius turn. Avoid this turn completely by using the adjacent shortcut for the fastest time to the next trap.
4. Warning: Corner combination. The following corner combination is brutal but you can avoid it almost completely by using the adjacent shortcuts that lead right up to the next trap.
5. Warning: The high speeds of the preceding straightaway make a typical outside-to-outside line work very well here.



NOTE Once you've equipped your car with Nitrous Oxide, you can use it during races to gain a momentary boost of speed.

NEED FOR SPEED CARBON

Park Drive



Series #: 9

Laps: N/A

Length [m]: 2.7

Record: 106.9

1. Warning: Make sure you rip through this corner and head off down the shortcut, or you lose precious speed on the way to the second trap.

2. Warning: Hairpin turn. This turn is deadly; use the adjacent shortcut

to help take the edge off and increase your overall speed. You'll still need to use Speedbreaker and NOS in sequence to max out your score in the upcoming trap.

3. Warning: Constant radius turn. Even though this is a shallow constant radius turn, avoid this section by taking the two adjacent shortcuts to maximize your speed en route to the fourth trap.

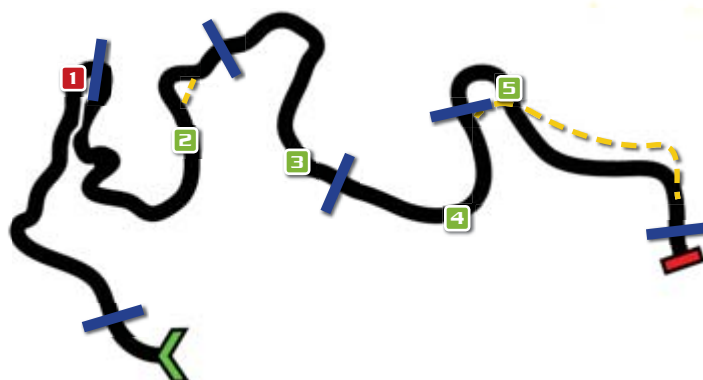
4. Note: It's clear sailing down this stretch; punch the NOS and clock massive speeds at the next trap.

5. Warning: Decreasing radius turn. This extreme turn needs ample Speedbreaker to get around without ripping your new body kit to shreds.



NOTE The more rep you earn by winning races, the more events you can select on the world map.

Mason Fountain



Series #: 10

Laps: N/A

Length [m]: 3.2

Record: 108.76

1. Warning: Hairpin turn. You're carrying a lot of speed through this section, but you must keep it going through the arc of this hairpin turn. Approach from wide to the outside on the left side of the track and cut as straight as possible toward the outer wall near the trap to clock the fastest speed.

2. Note: This long sweeper of a turn leads into a shortcut veering off to the right; follow that for the best line to the next trap.

3. Note: A fast outside-to-outside line through this wide turn gives you the fastest clocked time in the next trap.

4. Note: A long, gentle sweeper lies between you and the next speedtrap. As soon as you pass the turn apex, punch the NOS and clock massive speed!

5. Note: Even before you pass the previous trap, you should be making plans to enter the shortcut. Follow it parallel to the track as it winds up on a straightaway, right on target for the last speedtrap. Punch the NOS and finish this!



DRIFT TRACKS

Drift races are a different breed of event. You won't see much corner analysis or discussion of race lines—that stuff doesn't fly here. Drifting is all about skill and how you tune your ride to glide or stick, but you should know about some other subtleties before tackling these events.

You'll see three types of Drift tracks:

• Closed-Track Circuit (Beginner)

• Street Circuit (Intermediate)

• Canyon (Advanced)

Watch for the classifications listed for each of the track entries so you know what to expect when your smoky tires hit the asphalt.

Closed-Track Circuit Drift

This is Drift racing at its most controlled. The track is a flat, enclosed area with designated scoring zones all lined out. What could be easier?

To maximize your score, you should know what the lines on the track mean. The green and red lines perpendicular to the track direction identify the beginning and end of a linking bonus zone. If you start a drift on the green and carry it over the red line, the points add up very quickly.

Along the sides of the tracks (parallel to the direction of travel) are yellow hatch-marked bonus rate zones. The point gain speeds up for every tire inside the zone. If you can pull off a four-wheel drift with all four tires inside this bonus rate zone, your points will mount exponentially!

These tracks are the easiest place to learn to drift, so practice on them before moving up to Street Circuit Drifts.

Street Circuit Drift

The Street Circuit Drifts are the intermediate-level Drift events. They reintroduce the street drifting from years ago in *Underground 2*, but with much more white-knuckle driving action.

In the city streets, drifting takes on a new dimension. You deal with slight elevation gains up and down narrow or wide corners, all the while dodging planters and signs and even the odd pursuit breaker (which has little purpose during a Drift race).

Street Drift tracks don't have bonus zones, so you must use the wider areas to get the bonus multiplier as high as possible, then gain enough speed to take advantage of the speed bonus while busting big drifts around long corners. Done correctly, these big drifts at high speed can amass hundreds of thousands of points within a few laps.

NOTE Street Circuit Drifts are only available in the Collector's Edition.

Street tracks are marked with recommended linking zones for beginner players, but sidewalks or plazas give all sections of the track extra width. Use these areas to get your car sideways for dramatically increased point awards.

Canyon Drift

This is the big leagues of drifting—no whiners allowed! To play here, you have to earn your stripes by getting through the previous types of drifts and tuning your car perfectly.

Because of the sometimes dramatic influence of this thing known as gravity, cornering during downhill drifts becomes a highly unforgiving venture along two-lane stretches of road. Learn the tracks well, and start your drift in anticipation of a turn, not in the turn itself. If you start drifting too late, you crash into the far wall or, worse, fly off the track into the dark night sky.

To help you deal with the narrow Canyon tracks, we've identified all of the extended shoulder zones that provide a bit of extra width. Use these areas to get the car sideways and get those extra points.

NOTE To help you learn to drift on more difficult Street Circuit and Canyon events, we have included several suggested linking zones for each track. Keep in mind that these are not official linking bonus zones, as the Closed-Track Circuits have, but they will give you an idea of which track sections you can bust big drifts in.

Also, remember that suggestions are just that. Expert drifters can often link most of a track into one insane drift. One foot in front of the other, right?

Closed-Track Circuit Key

Warning Linking Zone Bonus Areas
Start Linking Zone End Linking Zone

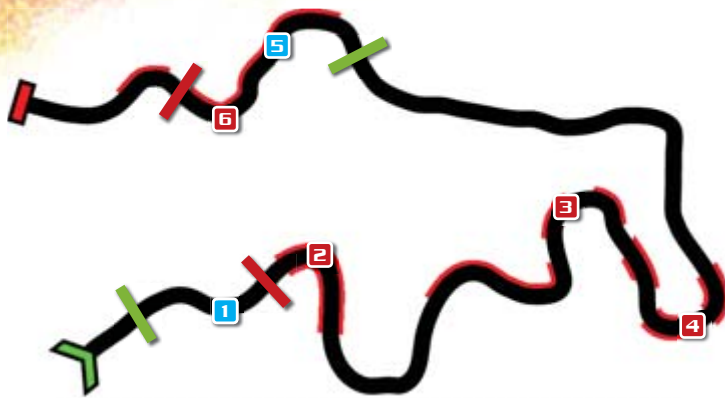
Street Circuit Key

Warning Linking Zone Note Wide Areas
Start Linking Zone End Linking Zone

Canyon Key

Warning Linking Zone Extended Shoulder Areas
Start Linking Zone End Linking Zone

Knife's Edge



Drift Type: Canyon

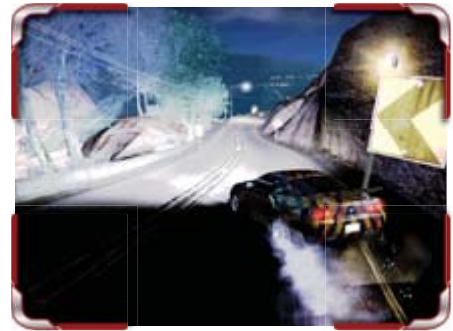
Laps: N/A

Series #: 1

Record: 75,000

Length (m): 2.4

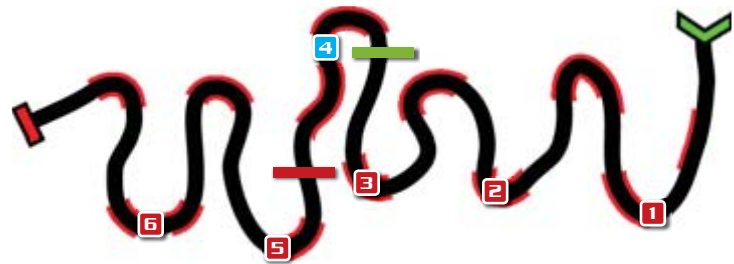
1. Linking Zone
2. Warning: Breakable Barrier
3. Warning: Breakable Barrier
4. Warning: Breakable Barrier
5. Linking Zone



TIP Canyon drift is all about making clean corners. If you're hitting walls or falling off the mountain, lower your speed so you can more easily get around the corners. Once you've mastered the corners at lower speeds, speed up the pace for higher scores.

Devil's Creek Pass

1. Warning: Breakable Barrier
2. Warning: Breakable Barrier
3. Warning: Breakable Barrier
4. Linking Zone
5. Warning: Breakable Barrier
6. Warning: Breakable Barrier



Drift Type: Canyon

Laps: N/A

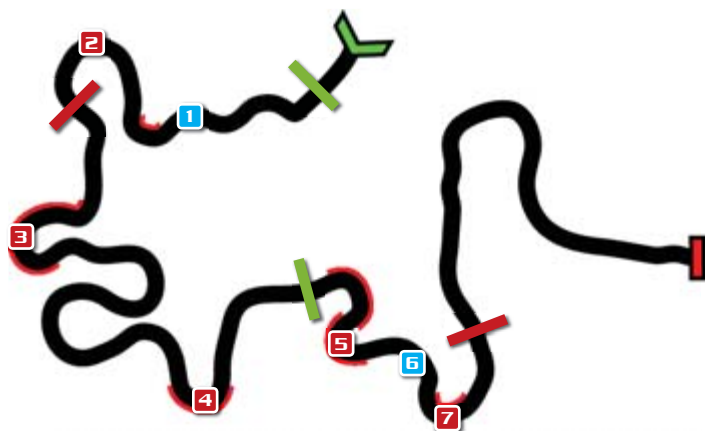
Series #: 2

Record: 60,000

Length (m): 2.3

TIP To finish off a drift, don't drift at all for a few seconds. Once your drift has been counted, the score for that drift is added to your total score.



DRIFT TRACKS*Journeyman's Bane*

Drift Type: Canyon

Laps: N/A

Series #: 3

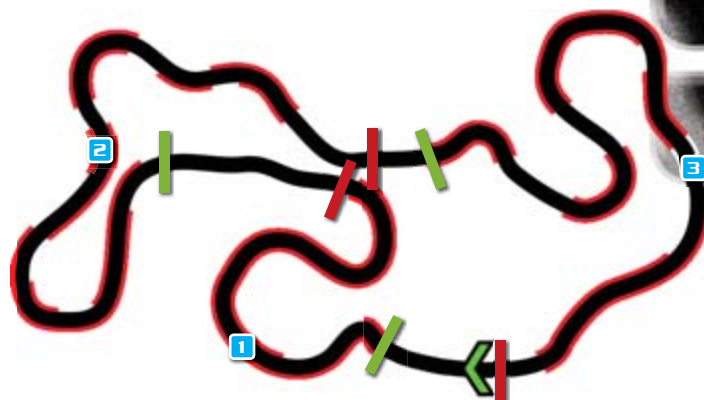
Record: 75,000

Length (m): 2.9

1. Linking Zone
2. Warning: Breakable Barrier
3. Warning: Breakable Barrier
4. Warning: Breakable Barrier
5. Warning: Breakable Barrier
6. Linking Zone
7. Warning: Breakable Barrier
8. Warning: Breakable Barrier



TIP The maximum multiplier in Canyon Drift is x20. If you hit the max multiplier, think about finishing off the drift, because if you hit a wall, you'll lose half your score.

City Courthouse

Drift Type: Closed-Track Circuit

Laps: 2

Series #: 4

Record: 240,000

Length (m): 3

1. Linking Zone
2. Linking Zone
3. Linking Zone



TIP In Circuit Drift, top speed is much more important than your multiplier. Try to obtain the fastest speed you can without hitting walls before entering a corner. It's often better to drive straight in a scoring section to increase your speed than to turn in scoring sections and increase your multiplier.

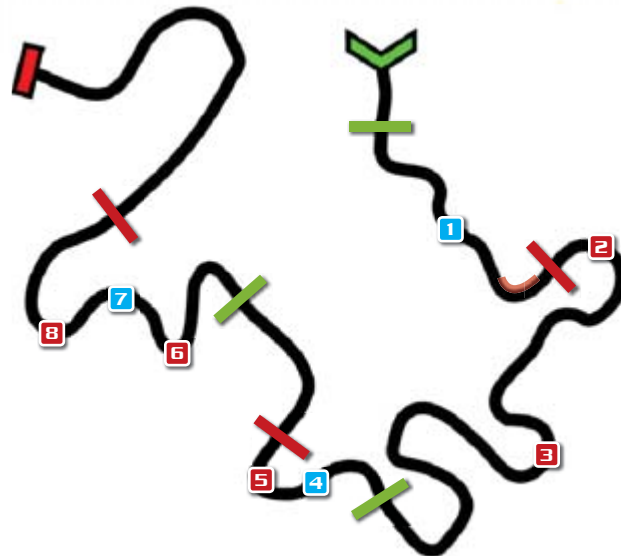


Lofty Heights Downhill

1. Linking Zone
2. Warning: Breakable Barrier
3. Warning: Breakable Barrier
4. Linking Zone
5. Warning: Breakable Barrier
6. Warning: Narrow Two-Lane Tunnel
7. Linking Zone
8. Warning: Breakable Barrier



TIP If you are having trouble getting around a tight corner at higher speeds, try pumping the acceleration. This shifts the weight of your car and increases your drifting angle, making it easier to get around tight corners.



Drift Type: Canyon

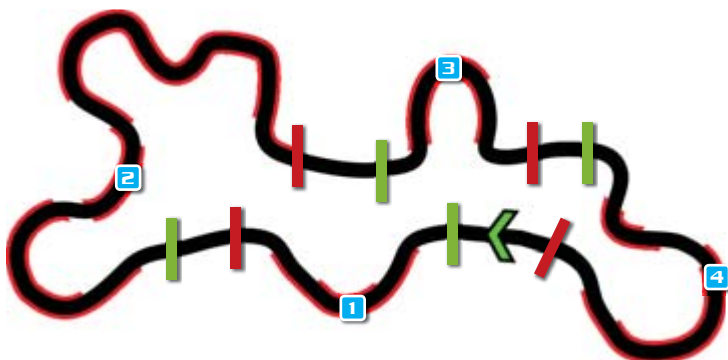
Series #: 5

Length [m]: 2.9

Laps: N/A

Record: 60,000

Kimei Temple



Drift Type: Closed-Track Circuit

Laps: 2

Series #: 6

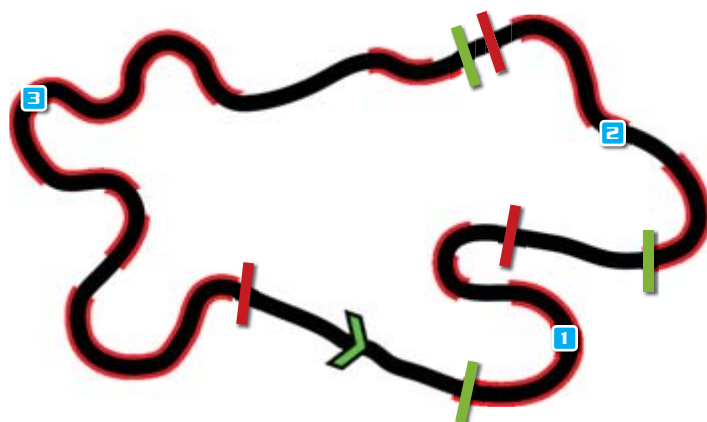
Record: 220,000

Length [m]: 2.7

1. Linking Zone
2. Linking Zone
3. Linking Zone
4. Linking Zone



TIP You should never have to use your brake in Circuit drift. If you are having trouble getting around a corner, ease off the gas a bit.

DRIFT TRACKS**Kings Park**

Drift Type: Closed-Track Circuit

Laps: 2

Series #: 7

Record: 300,000

Length (m): 2.7

1. Linking Zone
2. Linking Zone
3. Linking Zone



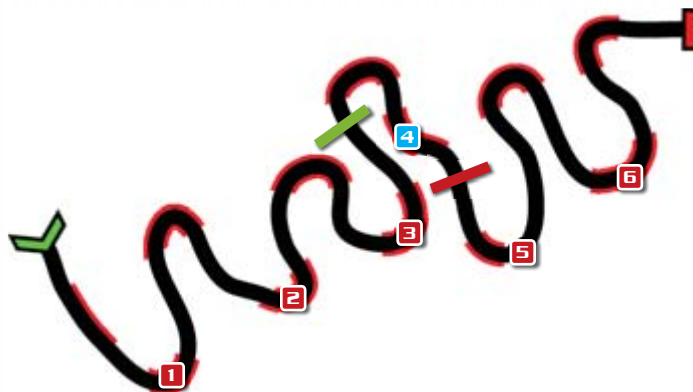
TIP If you find that you are losing too much speed while drifting, make sure you have the throttle open as much as possible. The longer you ease off the gas, the more speed you lose.

Lookout Point

1. Warning: Breakable Barrier
2. Warning: Breakable Barrier
3. Warning: Breakable Barrier
4. Linking Zone
5. Warning: Breakable Barrier
6. Warning: Breakable Barrier



TIP Any addition to your drift score keeps your current drift going, so if you are having trouble linking drifts on straights or shallow corners, you can swerve back and forth slightly every few seconds. But be careful—it's easy to lose control on the mountain.



Drift Type: Canyon

Laps: N/A

Series #: 8

Record: 60,000

Length (m): 2.2

NEED FOR SPEED CARBON

Starlight Strip

1. Note: Nitrous right off the start gives you the speed to get into the blue bonus for the first sweeping turn.

2. Linking Zone

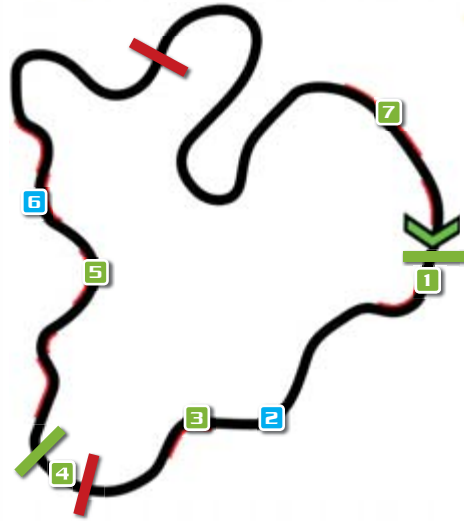
3. Note: Don't fret if you hit the pursuit breaker here, as it clears out by the next lap and leaves a nice open area to slide in.

4. Note: Most low-powered cars will have a more difficult time continuing a linked drift through this straight stretch; high-powered cars can pull it off.

5. Note: Another pursuit breaker here provides a wider sliding area for the second lap if it's cleared away in the first.

6. Linking zone

7. Note: The track is split by a long meridian in the center of the road. It's difficult, but you can actually continue linking through this section all the way back to the starting line.



Drift Type: Street Circuit

Laps: 2

Series #: 9

Record: 200,000

Length (m): 3.5

TIP Reducing your drift angle increases your speed. You'll be able to drift faster on shallower corners.

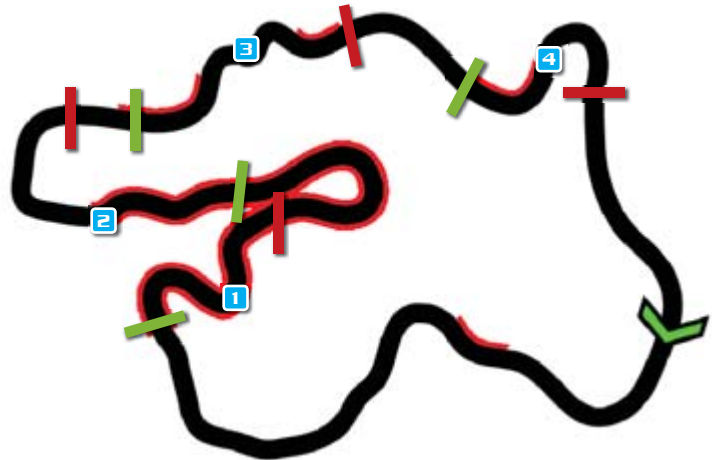
Old Quarter

1. Linking Zone

2. Linking Zone

3. Linking Zone

4. Linking Zone



Drift Type: Street Circuit

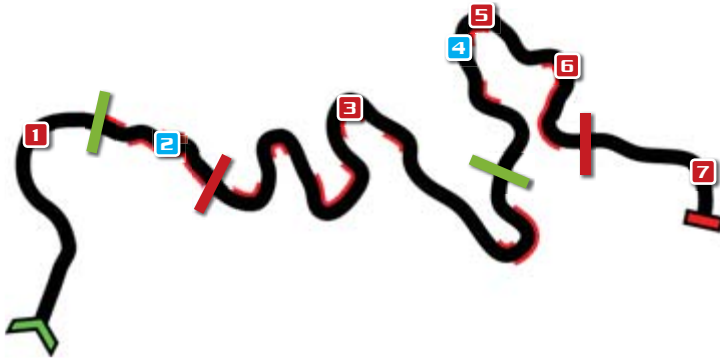
Laps: 2

Series #: 10

Record: 300,000

Length (m): 4.5

TIP Drifting is all about finding the perfect line. Try to find the way through the corners that will help you maintain the top possible speed for the longest possible time.

DRIFT TRACKS**Gold Valley Run**

1. Warning: Breakable Barrier
2. Linking Zone
3. Warning: Breakable Barrier
4. Linking Zone
5. Warning: Breakable Barrier
6. Warning: Breakable Barrier
7. Warning: Breakable Barrier



Drift Type: Canyon

Laps: N/A

Series #: 11

Record: 80,000

Length (m): 3

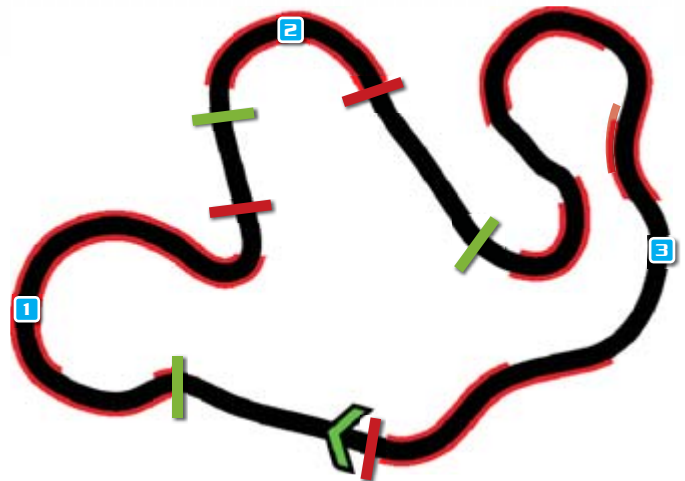
TIP Canyon drifting is also all about finding the perfect line. Try to find the way through the corners that will help you maintain the top possible speed for the longest possible time.

Newport Ironworks

1. Linking Zone
2. Linking Zone
3. Linking Zone



TIP Try to have your bonus multiplier up to x10 by the end of the third link zone to earn insane points!



Drift Type: Closed-Track Circuit

Laps: 2

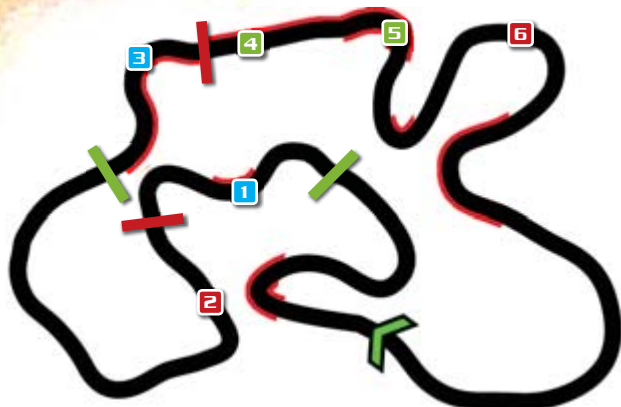
Series #: 12

Record: 180,000

Length (m): 2

NEED FOR SPEED CARBON

Fortuna Heights



Drift Type: Street Circuit

Laps: 2

Series #: 13

Record: 200,000

Length [m]: 6.7

CAUTION It is a good idea to end your drift before the semi-trailer pursuit breaker rather than attempt to dodge it. If you hit the wall, you lose all of your hard-earned points.

1. Linking Zone

2. Warning: There is a pursuit breaker semi-trailer in the middle of the road. Be very careful when trying to pass it; any impact will end your drift and your multiplier.



3. Linking Zone

4. Note: This is a very wide section of road. Use it to increase your multiplier by linking sliding back and forth.

5. Note: Build your speed and the multiplier up for a big drift around this bend.

6. Warning: This is a very irregular corner. You may have to break your drift up into two parts while navigating around it.

Palmont University

1. Note: Try to slide this corner as close to the inside as possible.

2. Linking Zone

3. Warning: Drifting smoothly around this irregular turn takes some serious skill. You may have to break up your drift around it into two or more parts.



4. Linking Zone

5. Note: If you have your multiplier up high, increase your speed and bust a big drift around this corner to rake in the points.

6. Warning: The exit to this turn is very tight. Go easy on the throttle to link the entire section of track.

7. Linking Zone

8. Note: If you happen to hit the pursuit breaker accidentally on the first lap, it will clear by the time you get around on your second lap



Drift Type: Street Circuit

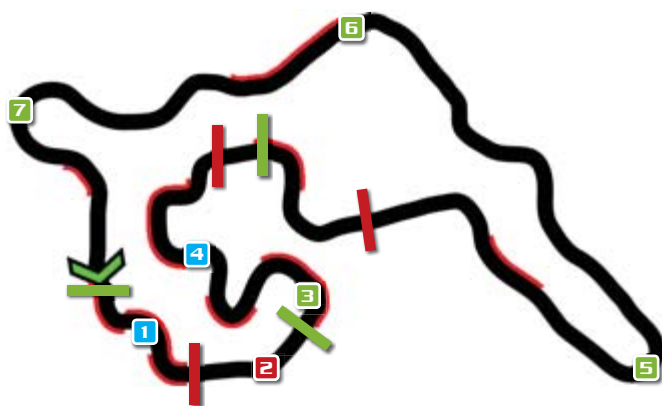
Laps: 2

Series #: 14

Record: 220,000

Length [m]: 4.5

TIP This is a very narrow Street Circuit track, but if you can get your multiplier maxed out on the first lap, by the time you're ready to bust a huge drift around the first turn your point count will be immense!

DRIFT TRACKS**Billings District**

Drift Type: Street Circuit

Laps: 2

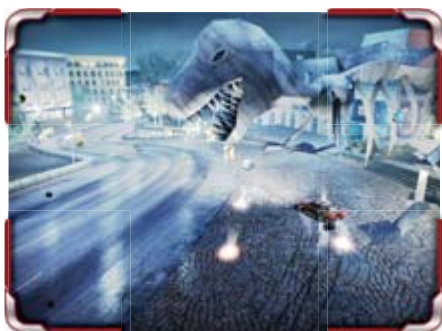
Series #: 15

Record: 250,000

Length [m]: 5.8

1. Linking Zone

2. Warning: Be cautious and watch the walls through this turn to ensure your speed is up and you're ready to go for the upcoming linking zone; work on increasing your multiplier here.



3. Note: This is the start of a challenging linking section; your skills must be honed to drift this all the way to the end.

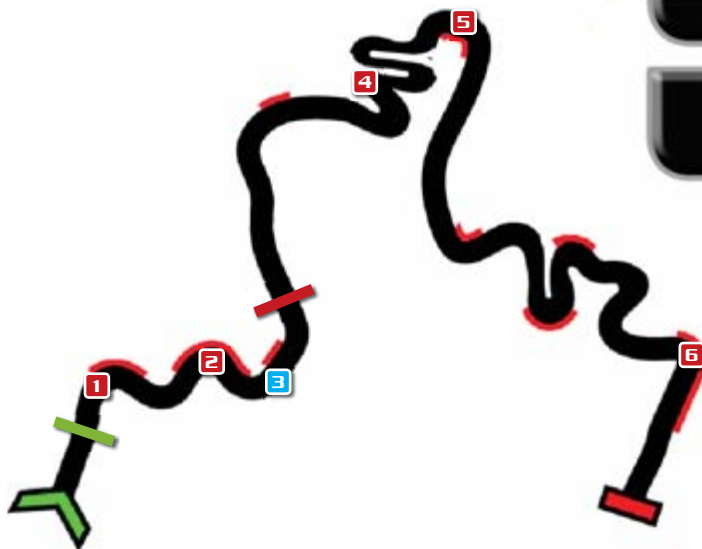
4. Linking Zone

5. Note: If you've got your multiplier up high, increase your speed and bust a big drift around this corner for insane points!

6. Note: This is another big corner to max out points with a high multiplier.

7. Note: This is the last huge corner before the finish. Take full advantage of it with high speed and big multipliers.

NOTE It will take several runs to get a feel for the track, but considering the constant width and ease of travel, there is no reason when you shouldn't eventually be linking this entire track together with x10 multipliers.

Desperation Ridge

Drift Type: Canyon

Laps: N/A

Series #: 16

Record: 80,000

Length [m]: 4.4

1. Warning: Breakable Barrier

2. Warning: Breakable Barrier

3. Linking Zone

4. Warning: Breakable Barrier

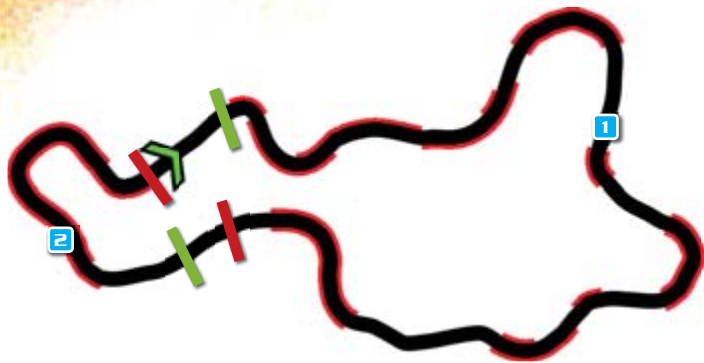
5. Warning: Breakable Barrier

6. Warning: Breakable Barrier



NOTE The old saying "Go Big or Go Home" definitely applies to Canyon Drifting. You gain very little from playing it conservatively and everything from risking it all. That means dragging your tail end around breakable barriers and still punching the NOS, and edge-of-your-seat drifts only inches from the inside walls of a steep canyon turn.

Park Drive Drift



Drift Type: Closed-Track Circuit

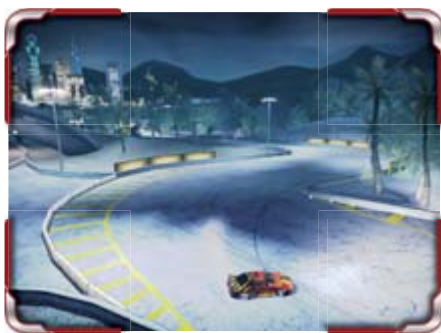
Laps: 2

Series #: 17

Record: 160,000

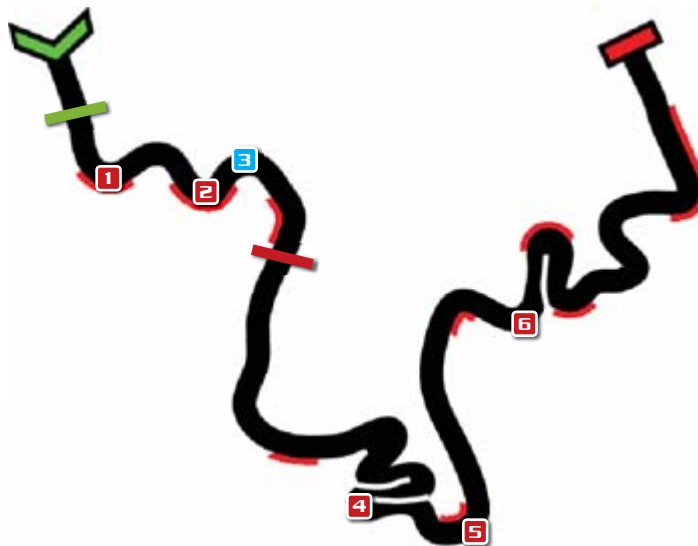
Length (m): 2

1. Linking Zone
2. Linking Zone



NOTE The second linking bonus zone takes up most of this track. If you hit the NOS at the beginning of the race and at the beginning of the second lap in this initial stretch, the speed boost will carry you through the entire section. Your multiplier gets higher and higher and the point accumulation rate reaches astronomical proportions.

Deadfall Junction



Drift Type: Canyon

Laps: N/A

Series #: 18

Record: 80,000

Length (m): 4.4

1. Warning: Breakable Barrier
2. Warning: Breakable Barrier
3. Linking Zone
4. Warning: Breakable Barrier
5. Warning: Breakable Barrier
6. Warning: Breakable Barrier

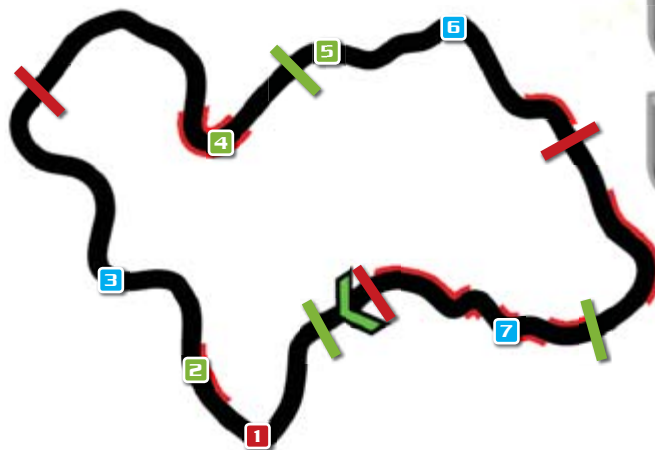


TIP If you find yourself on the verge of losing control during a drift, ease off the throttle to rapidly slow down the car. Remember that more braking during a drift causes an even worse slide—you want to increase grip, not decrease it.

DRIFT TRACKS

Shady Pine

1. Warning: This is a difficult corner to drift right off the bat because it's so sharp. Take it easy here.
2. Note: Take out the pursuit breaker here so you have more room to drift on the second lap.
3. Linking Zone
4. Note: This is a big drift corner, especially with an already established bonus multiplier
5. Note: This is a narrow street section that you can use to carefully build up your bonus multiplier
6. Linking Zone
7. Linking Zone



Drift Type: Street Circuit

Laps: 2

Series #: 19

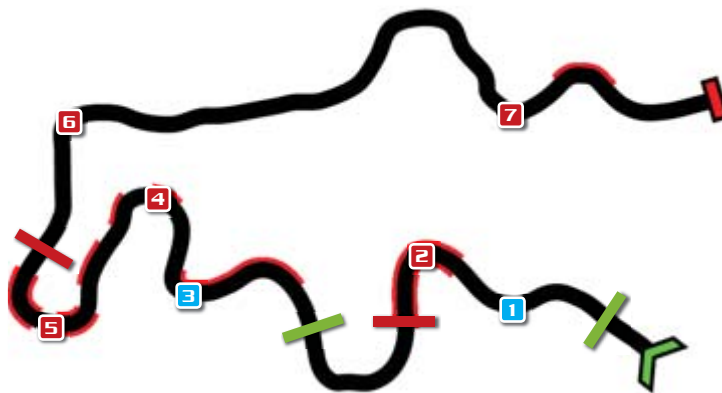
Record: 250,000

Length (m): 3.2

TIP Linking Zone 7 is a fantastic set of consecutive shallow S-curves where you can execute fast, smooth drifts back and forth. Eventually, when you link this entire track together, this section will prove to be the gravy area for point accumulation right before the finish line.

Copper Ridge

1. Linking Zone
2. Warning: Breakable Barrier
3. Linking Zone
4. Warning: Breakable Barrier
5. Warning: Breakable Barrier
6. Warning: Breakable Barrier
7. Warning: Breakable Barrier



Drift Type: Canyon

Laps: N/A

Series #: 20

Record: 80,000

Length (m): 2.5

CAUTION Beware drifting in the rain—especially on already hazardous Canyon tracks! Wet asphalt makes losing traction that much easier. Depending on your skill level, that could be a curse or a blessing!

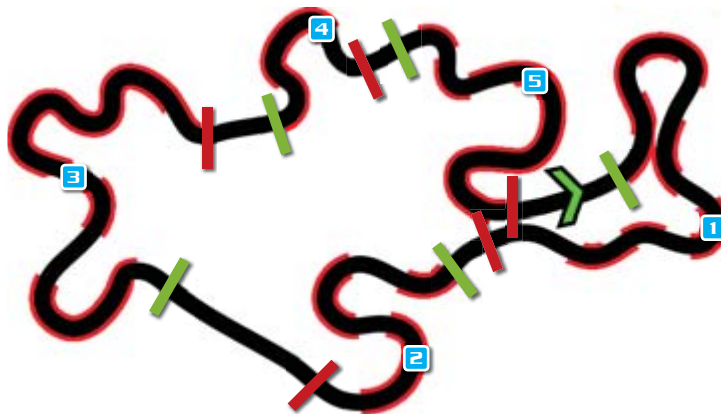
NEED FOR SPEED CARBON

Main Street Drift

1. Linking Zone
2. Linking Zone
3. Linking Zone
4. Linking Zone
5. Linking Zone



TIP This Drift track is intense and rewarding at high speed. Keep your speed meter in the blue and take advantage of the momentum to carry you through turns, racking up points and blistering speeds.



Drift Type: Closed-Track Circuit

Laps: 2

Series #: 21

Record: 380,000

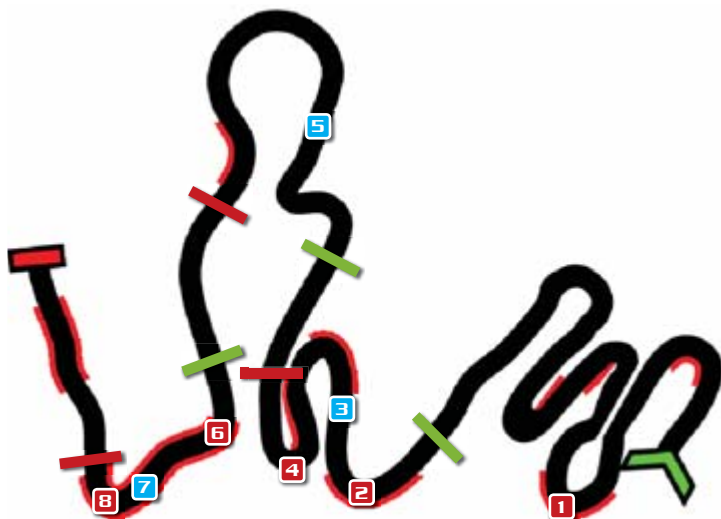
Length [m]: 4.3

Eternity Pass

1. Warning: Breakable Barrier
2. Warning: Breakable Barrier
3. Linking Zone
4. Warning: Breakable Barrier
5. Linking Zone
6. Warning: Breakable Barrier
7. Linking Zone
8. Warning: Breakable Barrier



TIP Because of its many straights and hairpins, Eternity Pass is a difficult track to link entirely. Try to maximize your multiplier with many small drifts along the straights, and then bust big drifts around the wider hairpin turns while the speed meter is in the green or blue.



Drift Type: Closed-Track Circuit

Laps: N/A

Series #: 22

Record: 60,000

Length [m]: 2.9

ONLINE PLAY



ONLINE BASICS

Carbon marks the nearly full integration of *Need for Speed* into the online world. Rankings of the best results from all game types, in every mode, on every track, are collected and count toward the online leaderboards. Even solo games are ranked, so if you happened to be in the zone one night and do phenomenally well on a track, the entire world will know it's you they have to beat now!

You can play online multiplayer in six modes:

- Circuit
- Sprint
- Speedtrap
- Pursuit Tag
- Pursuit Knockout
- Canyon Duel

The online menu doesn't exist anymore. Simply choose the desired race type in Quick Race and select "Xbox Live/Online" in the race options and you're automatically online, playing against other human racers around the world.

Shadow Cars



An amazing feature is the ability to record your own shadow car on any ranked track. Then you can race against that shadow car on that track at any time. Use this feature to continually challenge yourself to improve your performance and better your racing skills.

If you are online, you can download the current leader's shadow car for any track and race against it. If you follow the current world leaders through the tracks to find out all of their best racing lines and which cars they use, you will undoubtedly improve your racing skills.

NOTE If you beat the downloaded shadow of the current race leader, your shadow is automatically uploaded to *NeedforSpeed.com*. The rest of the world is now gunning for you!

ONLINE BASICS—CANYON RACES**Photo Mode**

You can take a photo of your current car in any solo race or from the Safe House, and have it automatically sent to your personal site on NeedforSpeed.com.

Attached to each submitted photo is detailed information on your car, including all of the modifications from performance packages down to each sculpted visual upgrade.

Each player is limited to 10 pictures (if you take more than 10, you'll be asked to overwrite your oldest photo), and to use this feature you must first link your online Gamertag to your account at NeedforSpeed.com.

TIP Use Photo mode to showcase your cars on the world stage!

Xbox Live Marketplace

The Xbox Live Marketplace will be humming with activity as EA Canada releases tons of additional content for *Need for Speed Carbon*.

Eventually you will be able to purchase bundles of cars, performance modifications, visual upgrades, and even exclusively online cars. Use the content in single-player, split-screen, or even take all races online!

NOTE You can race with friends in any of the Co-op Challenge Series events.

CANYON RACES

Online Canyon Races differ slightly from regular Canyon Duels offline. The following conditions apply:

- Car-to-car collisions are turned off.
- There is no falling-behind timer.
- There is no opponent-passed timer.

The online dynamics of Canyon Races are totally different from offline play, so keep these new rules in mind when going for gold online. Remember, however, that breakable roadside barriers are still present in these races; careless racing sends you through them and off the cliffs—game over!

TIP Canyon Races don't require the fastest cars. Pick a Tuner with maxed-out handling and acceleration.

NEED FOR SPEED CARBON

EXCLUSIVE ONLINE RACES



From the day *Need for Speed: Most Wanted* hit the shelves, gamers were asking: "When do we get to be the cops?" The answer is: Now, in two exclusively online race modes!

Pursuit KO and Tag modes are most definitely going to be fan favorites. Here's the 411:

Pursuit Knockout



This multiplayer-only game focuses on up to eight players competing in an "every man for himself" style. Racers rip around a short Circuit track, and the last one around each time is transformed into a cop.

The dynamics of the game change dramatically after the first lap and exponentially after the second and all subsequent laps as the number of police pursuing the remaining racers increases until there is only one racer left.

The objectives vary depending on whether you're playing as a racer or as a cop. As a racer, your objective is to stay in the lead and post your best time to the leaderboards. As a cop, your objective is to hinder the racers by crashing into them.

When transformed into a cop, your vehicle (which varies depending on the tier of the race) is spawned on the side of the road a few hundred feet ahead of the lead racer. This gives you enough time to step on the gas and begin your pursuit.

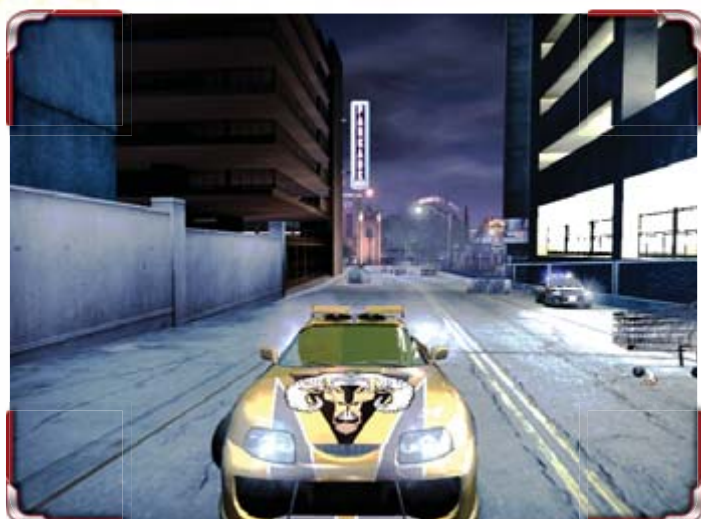
When there is only one racer left, that racer runs two additional laps around the track. This gives all cops a chance to stop the racer or at least amass the most points in the attempt. The cop's base collision score for the preceding hit is multiplied if the racer hits a wall or spins out within five seconds of the hit.

- Opponent hits wall: 2x bonus
- Opponent spins 180 degrees: 3x bonus
- Opponent spins 360 degrees: 3x bonus

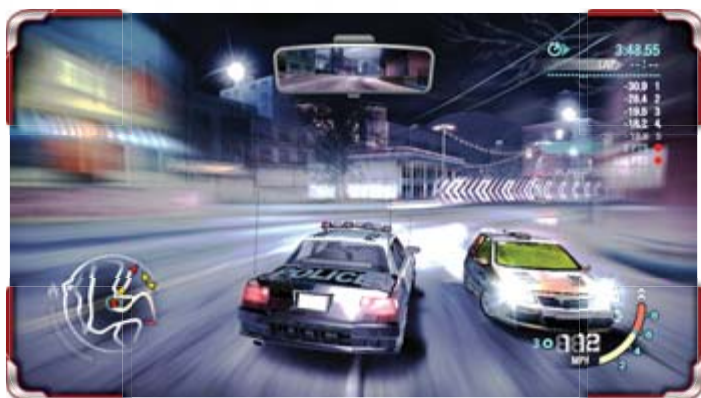
Note: Multipliers are cumulative so a Wall Hit plus a 180 is worth a 6x multiplier.

A racer who is slowed by the police before the finish line is busted, and no time is posted.

At the end of the race, the cops are ranked according to the scores that they amassed trying to stop the other racers.

EXCLUSIVE ONLINE RACES

TIP As a cop you can gain points by blocking racers, ramming them, or running into them head on!



Cops earn points as follows:

- More points are awarded for hitting a racer at higher speeds.
- The number of points awarded rises according to the racer's speed.
- Points are doubled for high-speed head-on collisions between cops and racers.
- After the initial contact, cops do not continue to score points for grinding racers into walls and so forth.
- Each collision score is subject to a modifier depending on the racer's current position in the race (from 20 percent if the racer is in seventh place to 100 percent if the racer is in the lead).
- Scores are also modified depending on the lap that is under way at the time of the collision (from 40 percent during the eighth lap to 100 percent during last lap).
- Cop scores are tallied and reset after each lap (the lap is determined by the lead racer, not by a cop or another racer).
- Only the best cop score for each lap is saved; scores are not tallied or averaged over all laps.

Pursuit Knockout Strategies

Cops have unrestricted movement through the city during these events, and can drive right through race barriers to set up roadblocks and attack racers from side streets and shortcuts.

TIP As a cop, the lead racer is worth the most points to you. A head-on with that racer will give you a massive lead in points—but it's also the most risky!

CAUTION As a racer, beware narrow and enclosed shortcuts where cops can block you in.

NEED FOR SPEED CARBON

Pursuit Tag



Pursuit Tag games take place in the open streets of Palmont City, where one racer is pitted against a team of cops. When a cop busts the racer, he becomes the new racer. At the end of a set game length, the winner is the player with the most time spent as the racer, which is shown as the percentage onscreen.

The event is played with one racer against multiple cops. At the start, cops are distributed around the racers at distances of about 200 meters.

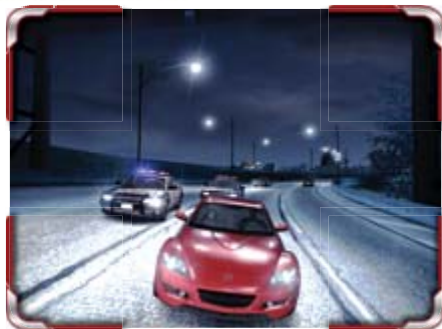
The racer's role is to:

- Evade the police for as long as possible while an evasion timer keeps track. After one minute, however, the racer is automatically changed. This balances play so that a racer cannot automatically win the game by hiding.

A cop's role is to:

- Bust the racer.
- By doing that, you become the racer. Sometimes several cops contribute to a bust. The one who contributed most is selected as the new racer.

When a racer is busted, the new racer gets an eight-second head start during which he can drive through solid objects on the road, including cop cars. This gives the racer time to get his bearings and rip off down the road before being set upon by a horde of black and whites.



CAUTION If you're the racer, don't get so far away from the cops that you can't get back into the game when your one minute ends and you become a cop.

Pursuit Tag Strategies

- Make the most of your eight seconds of immunity when you become the racer. Turn around and drive through the surrounding cop cars to force them to pull 180's and begin their pursuit.
- Use your e-brake! High-speed technical turning can leave police chasing nothing but dark asphalt after you pull a tight 180 and peel off in the opposite direction. For the best results, execute this move just as the cop is closing in for a collision.
- As a cop, beware ramming the racer head on as the Rhinos do. If you miss, you are hard pressed to get back on track.
- Be aware that the best cars for tag are not necessarily the fastest. The best-performing cars have the best acceleration and handling.
- Use pursuit breakers! There is nothing more satisfying than dropping a ton of pipes onto pursuing human cops. All types of pursuit breakers can give you a massive advantage while getting away from the S-O.
- If you remember any hiding spots around town, duck into them momentarily to evade cops. Remember, though, that cops can see you on their radar, so you won't be able to hide for long.
- As the racer, make unexpected turns at the last second so cops close behind are caught off guard and take wrong turns. This tactic works especially well with enclosed highway off-ramps or tunnels.

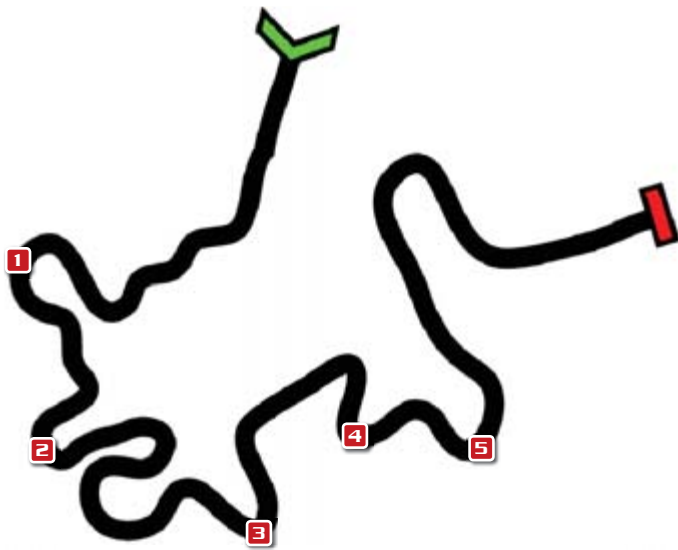
TIP If a player stays the racer for one minute, he gets a time bonus: five seconds for each opponent in the game for a maximum bonus of 35 seconds.

DRIFT TRACKS—CANYON DUEL TRACKS**CANYON DUEL TRACKS**

Canyon Duels are point-based, and race lines are useless when you're trying to stick to the opponent like glue. Ignore everything you've learned; this is a completely different style of racing. You have two objectives only: Earn as many points as possible by sticking to the leader in Stage 1 and then keeping them off your tail in Stage 2, and staying on the road!

The reason Canyon Duels are so dangerous is the numerous breakable barriers found along the length of the tracks. We've identified all of the breakable barriers on these tracks, so watch for them!

NOTE Canyon Duels are raced on Sprint tracks that you've already seen throughout the game. Refer back to the Sprint race section if you require more info on each track.

Journeyman's Bane

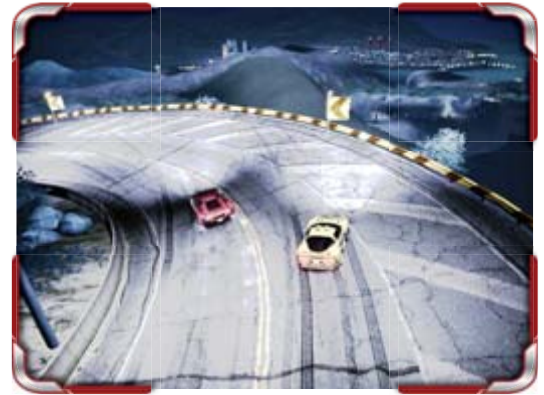
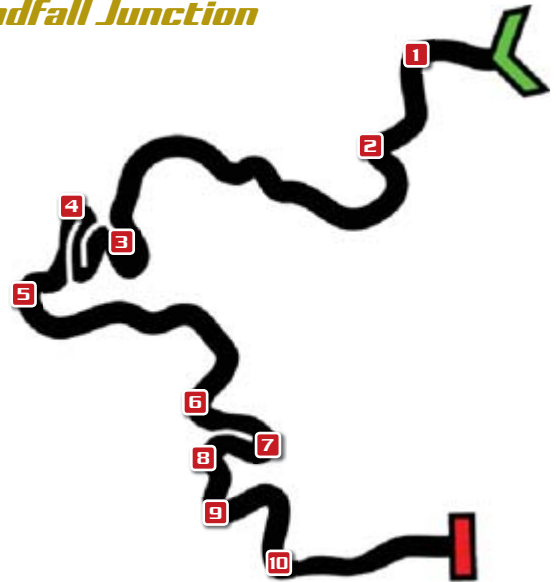
Series #: 1

Laps: N/A

Length [m]: 4.5

Record: 10,000

1.—5. Warning: Breakable Barrier

Deadfall Junction

Series #: 2

Laps: N/A

Length [m]: 4.4

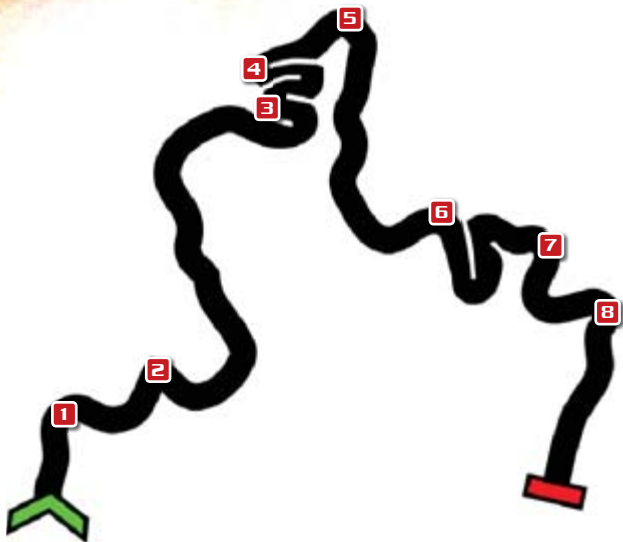
Record: 10,000

1.—10. Warning: Breakable Barrier

TIP The closer you are to the opponent's car in Stage 1, the more points you earn. But don't hit them, or you're docked 5,000 points!

NEED FOR SPEED CARBON

Desperation Ridge



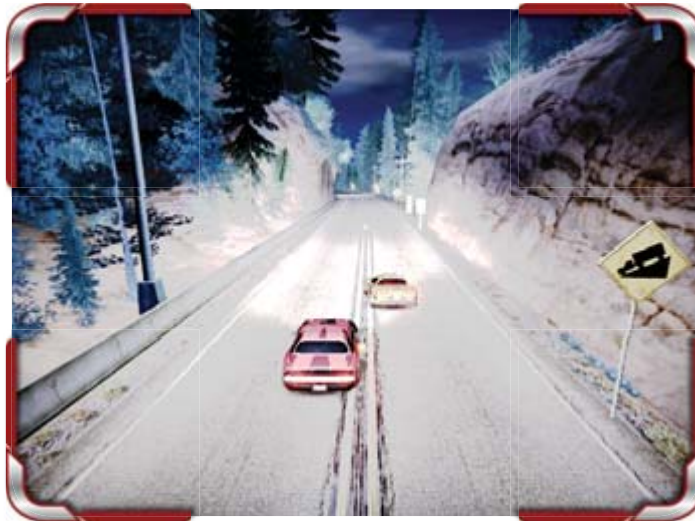
Series #: 3

Laps: N/A

Length [m]: 3.2

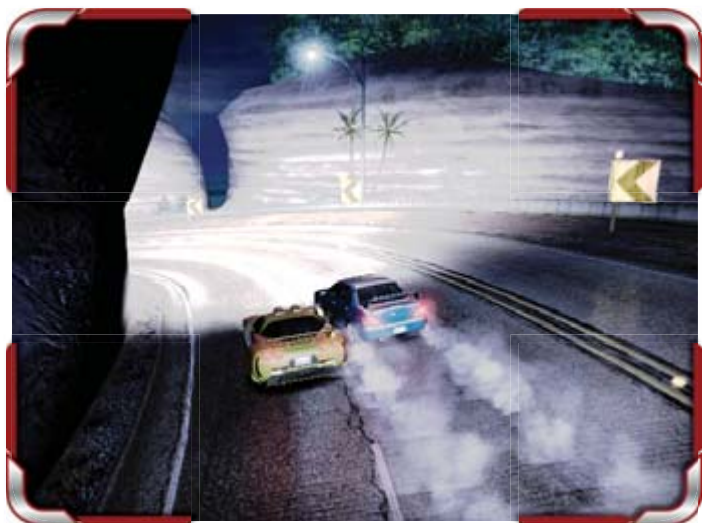
Record: 10,000

1.—8. Warning: Breakable Barrier



TIP In this two-stage race, earn points by chasing the lead racer. A player who drives off the cliff loses the race immediately. Collision detection is turned off in Online Canyon Duel to make it a pure test of driving skill!

Copper Ridge



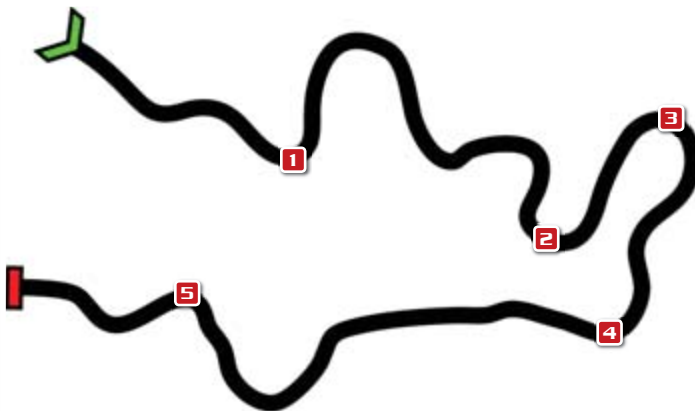
Series #: 4

Laps: N/A

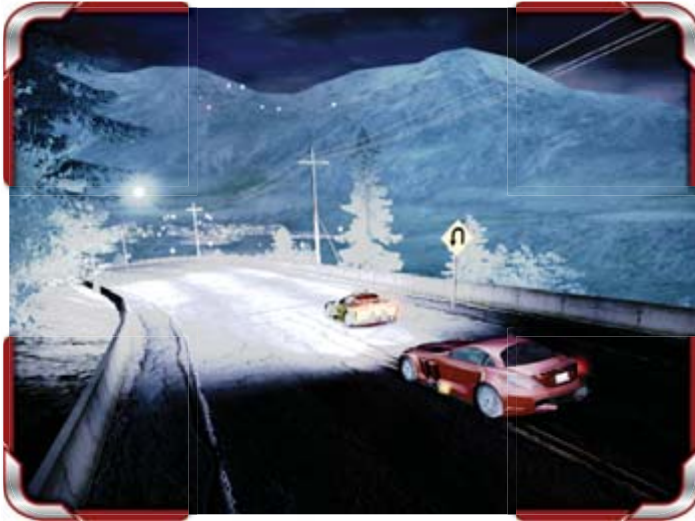
Length [m]: 2.4

Record: 10,000

1.—5. Warning: Breakable Barrier



TIP You can buy new cars at car lots, or with the pink slips from bosses you defeat. If you don't have enough money, consider selling cars that you are not using to raise the cash.

CANYON DUEL TRACKS***Lookout Point***

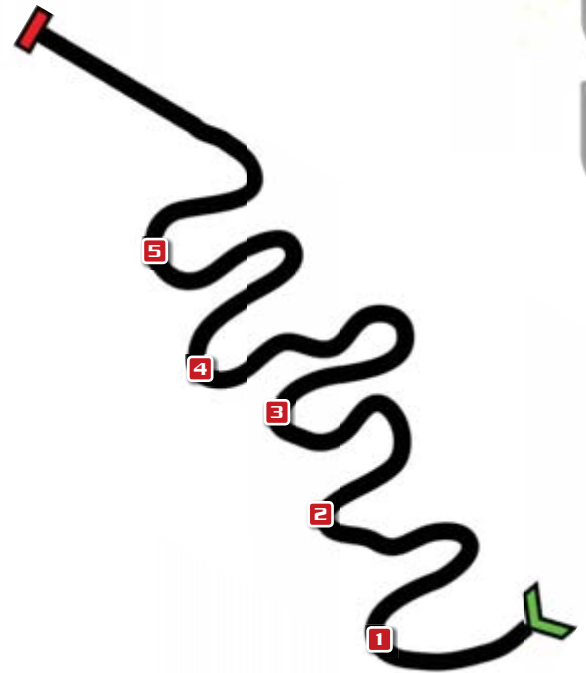
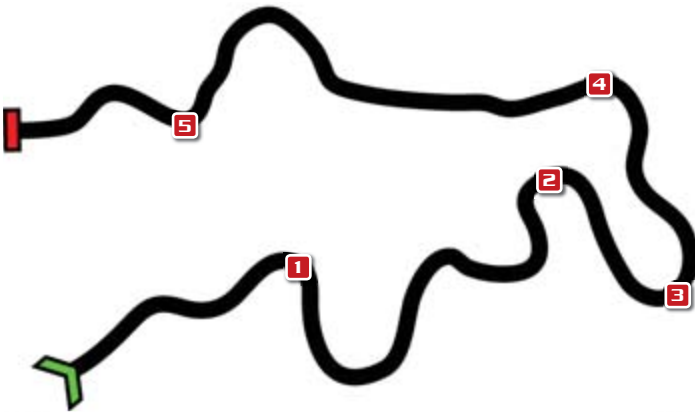
Series #: 5

Laps: N/A

Length (m): 3.2

Record: 10,000

1.—5. Warning: Breakable Barrier

***Knife's Edge***

Series #: 6

Laps: N/A

Length (m): 2.4

Record: 10,000

1.—5. Warning: Breakable Barrier



NOTE You can improve your car's performance by unlocking new parts and installing them in your Safe House. Your initial car will be no match for tougher opponents no matter how much you upgrade it, so at some point you should acquire a new ride.

NEED FOR SPEED CARBON

Devil's Creek Pass



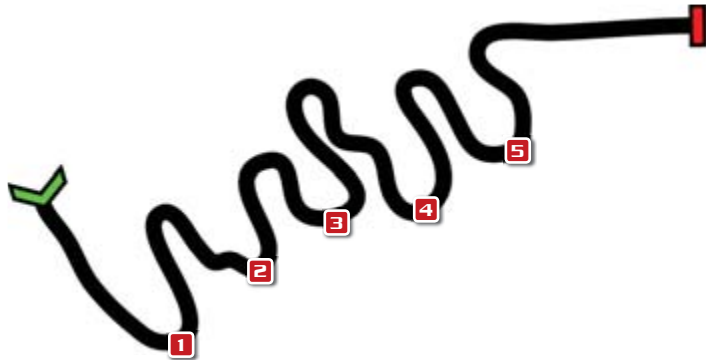
Series #: 7

Laps: N/A

Length [m]: 2.5

Record: 10,000

1.—5. Warning: Breakable Barrier



TIP Collect Canyon Duel rank points and climb the leaderboards. Winning on score will get you one rank point. If your opponent drives off the cliff, you get two points and your opponent loses one point.

Eternity Pass



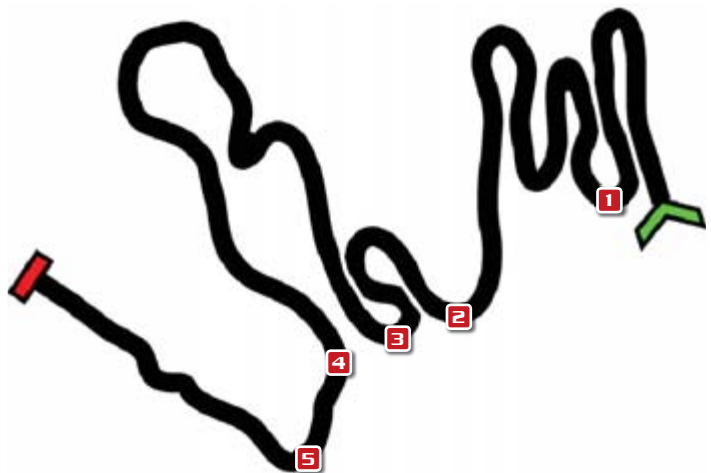
Series #: 8

Laps: N/A

Length [m]: 3.1

Record: 10,000

1.—5. Warning: Breakable Barrier



CANYON DUEL TRACKS**Gold Valley Run**

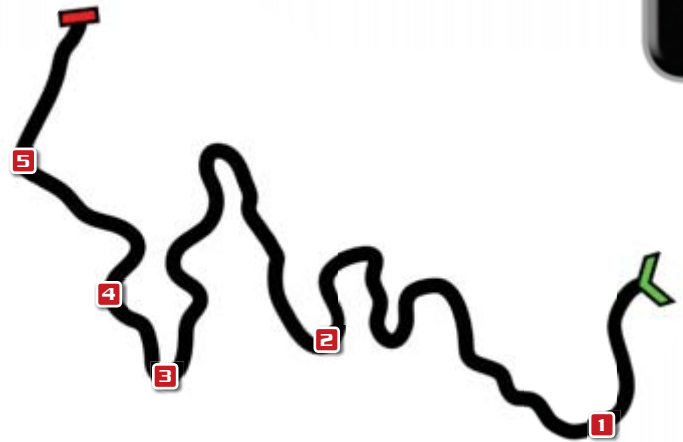
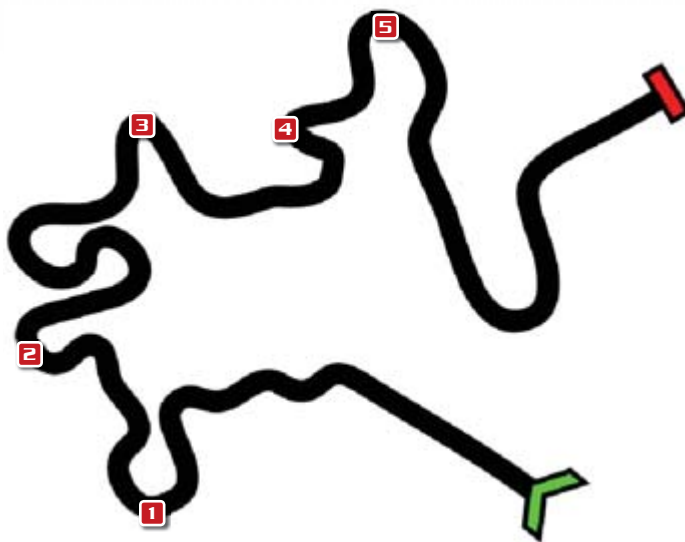
Series #: 9

Laps: N/A

Length (m): 2.5

Record: 10,000

1.—5. Warning: Breakable Barrier

**Lofty Heights Downhill**

Series #: 10

Laps: N/A

Length (m): 3.2

Record: 10,000

1.—5. Warning: Breakable Barrier



TIP Use your brakes around sharp corners. It's often better to slow down before the turn than to hit a wall and let your opponent speed away.

APPENDICES

EXOTICS

Exotic Career Zone Rewards

Fortuna	
Zone Name	Zone Reward
Fortuna Heights	Turbo—Tier 1 Street Package
Hills Borough	Brakes—Tier 1 Street Package
Ocean View	Lotus Elise
Palmont University	Turbo—Tier 1 Pro Package
South Fortuna	Transmission—Tier 1 Street Package

Downtown	
Zone Name	Zone Reward
Billings District	Brakes—Tier 2 Pro Package
Historic Chinatown	Renault Clio V6
Kings Park	Suspension—Tier 2 Pro Package
Mason District	Porsche Cayman S
Old Quarter	Mitsubishi Eclipse GT

Kempton	
Zone Name	Zone Reward
Eskuri Plaza	Engine—Tier 2 Street Package
Kempton Holdings	Ford Mustang GT
Morgan Beach	Mercedes SL65 AMG
Newport Industrial Park	Transmission—Tier 2 Pro Package
The Projects	Vauxhall Monaro VXR

Silverton	
Zone Name	Zone Reward
Canmor Downs	Porsche Carrera GT
Diamond Hills	Lamborghini Gallardo
Infinity Park	Toyota Supra
Neon Mile	Mercedes SLR McLaren
Shady Pine	Chevrolet Z06 Corvette
Silverton Refinery	Subaru Impreza WRX Sti
Starlight Strip	Ford GT

Exotic Career Unlock List				
Event Reward	Zone Name	Event Name	Event Type	Cash
Body Kits—Package 1	South Fortuna	York Road	Sprint	\$5,000
Body Kits—Package 2	Morgan Beach	Morgan Beach Off-Ramp	Checkpoint	\$12,000
Body Kits—Package 3	Billings District	Mason Street	Sprint	\$15,000
Body Kits—Package 4	Newport Industrial Park	Devil's Creek Pass	Canyon Drift	\$18,000
Body Vinyls—Package 1	Mason District	Park Drive	Speedtrap	\$12,000
Body Vinyls—Package 2	Old Quarter	Knight Street	Checkpoint	\$15,000
Brakes—Tier 1 Pro Package	Ocean View	Verona Tunnel	Sprint	\$7,500
Brakes—Tier 2 Street Package	The Projects	Foundry Road	Speedtrap	\$12,000
Brakes & Suspension—Tier 3 Racing Package	Infinity Park	Gray Street	Checkpoint	\$25,000
Brakes & Suspension—Tier 3 Street Package	Diamond Hills	Savannah Street	Circuit	\$20,000
Brakes & Suspension—Tier 3 Pro Package	Neon Mile	Desperation Ridge	Canyon Sprint	\$50,000
Candy Paint	Eskuri Plaza	Eskuri Plaza	Checkpoint	\$15,000
Chrome Paint	Kempton Holdings	Petersburg Dam	Sprint	\$15,000
Dodge Challenger Concept	Silverton Refinery	Desperation Ridge	Canyon Duel (Angie)	\$25,000
Dodge Viper SRT-10	Shady Pine	Bowen Avenue	Speedtrap	\$25,000
Engine—Tier 3 Racing Package	Silverton Refinery	Brooks Street	Circuit	\$25,000
Engine—Tier 1 Pro Package	Ocean View	Skyline Avenue	Circuit (Wolf Boss)	\$7,500
Engine—Tier 1 Street Package	Hills Borough	North Bellezza	Sprint	\$7,500
Engine—Tier 2 Pro Package	Kempton Holdings	Kempton Docks	Circuit (Angie Boss)	\$15,000
Engine—Tier 3 Pro Package	Infinity Park	Eagle Drive	Sprint	\$25,000
Engine—Tier 3 Street Package	Starlight Strip	Troy	Checkpoint	\$20,000
Exhaust Tips	Kings Park	Devil's Creek Pass	Canyon Sprint	\$18,000
Flame Vinyls	Hills Borough	Lofty Heights Downhill	Canyon Sprint	\$7,500
Hoods—Package 1	South Fortuna	Ocean View	Circuit	\$5,000
Hoods—Package 2	Mason District	Lincoln Boulevard	Sprint	\$12,000

NEED FOR SPEED CARBON

Exotic Career Unlock List (Continued)

Event Reward	Zone Name	Event Name	Event Type	Cash
Hoods—Package 3	Newport Industrial Park	Mission Street	Sprint	\$18,000
Iridescent Paint	Kings Park	Garden Boulevard	Circuit	\$18,000
Lamborghini Murciélago	Canmor Downs	Deadfall Junction	Canyon Duel (Wolf)	\$25,000
Lancer EVOLUTION IX	Infinity Park	Journeyman's Bane	Canyon Duel (Kenji)	\$25,000
Matte Paint	Old Quarter	Gold Valley Run	Canyon Sprint	\$15,000
Metallic Paint	Hills Borough	Lofty Heights Downhill	Canyon Drift	\$7,500
Nissan 350z	Starlight Strip	North Broadway	Circuit	\$20,000
Nitrous—Tier 1 Racing Package	Palmont University	University Avenue	Checkpoint	\$10,000
Nitrous—Tier 2 Racing Package	Newport Industrial Park	Newport Trainyard	Speedtrap	\$18,000
Nitrous & Tires—Tier 1 Pro Package	Ocean View	Million Dollar Drive	Speedtrap	\$7,500
Nitrous & Tires—Tier 1 Street Package	Fortuna Heights	Agostini Avenue	Sprint	\$5,000
Nitrous & Tires—Tier 2 Pro Package	Billings District	Mason Fountain	Speedtrap	\$15,000
Nitrous & Tires—Tier 2 Street Package	Morgan Beach	Beachfront	Circuit	\$12,000
Nitrous & Tires—Tier 3 Pro Package	Neon Mile	Olympic Boulevard	Speedtrap	\$20,000
Nitrous & Tires—Tier 3 Racing Package	Shady Pine	Paradise Hotel	Circuit	\$25,000
Nitrous & Tires—Tier 3 Street Package	Diamond Hills	Deadfall Junction	Canyon Sprint	\$20,000
Plymouth® Barracuda	Canmor Downs	Blackwell Road	Checkpoint	\$25,000
Roof Scoops	Eskuri Plaza	Eskuri Way	Speedtrap	\$15,000
Spoilers—Package 1	Fortuna Heights	Hills Borough Parkway	Checkpoint	\$5,000
Spoilers—Package 2	The Projects	Waterfront Road	Sprint	\$12,000
Spoilers—Package 3	Kings Park	Kings Park	Drift	\$18,000
Stripe Vinyls	Morgan Beach	Dover and Lepus	Sprint	\$12,000
Suspension—Tier 1 Pro Package	Palmont University	University Way	Circuit	\$10,000
Suspension—Tier 1 Street Package	South Fortuna	Rabinowitz Drive	Checkpoint	\$5,000
Suspension—Tier 2 Street Package	Kempton Holdings	Stonewall Tunnel	Speedtrap	\$15,000
Transmission—Tier 1 Pro Package	Palmont University	City Courthouse	Drift	\$10,000
Transmission—Tier 2 Street Package	Historic Chinatown	Silk Road	Circuit	\$12,000
Transmission—Tier 3 Pro Package	Diamond Hills	Starlight Street	Sprint	\$20,000
Transmission—Tier 3 Racing Package	Silverton Refinery	Journeyman's Bane	Canyon Drift	\$25,000
Transmission—Tier 3 Street Package	Neon Mile	The Neon Mile	Checkpoint	\$20,000
Tribal Vinyls	Historic Chinatown	Kimei Temple	Drift	\$12,000
Turbo—Tier 2 Pro Package	Old Quarter	North Road	Circuit (Kenji Boss)	\$15,000
Turbo—Tier 2 Street Package	Mason District	Main Street	Circuit	\$12,000
Turbo—Tier 3 Pro Package	Canmor Downs	Canmor Road	Speedtrap	\$25,000
Turbo—Tier 3 Racing Package	Shady Pine	Spade Street	Sprint	\$25,000
Turbo—Tier 3 Street Package	Starlight Strip	Silverton Way	Sprint	\$20,000
Wheels—Package 1	Fortuna Heights	Condo Row	Circuit	\$5,000
Wheels—Package 2	Historic Chinatown	Chinatown Tram	Sprint	\$12,000
Wheels—Package 3	Billings District	Lookout Point	Canyon Drift	\$15,000
Wheels—Package 4	Eskuri Plaza	Knife's Edge	Canyon Drift	\$15,000
Window Tint	The Projects	Dover Street	Circuit	\$12,000

Career Completion Rewards

When you beat Darius in a Canyon Duel at Eternity Pass to complete the game, you earn the following rewards:

- Audi Le Mans quattro
- Ford Shelby GT500
- Stacked Deck Crew Vinyl
- Dodge Charger SRT-8
- Nissan Skyline GT-R R34
- VW Golf R32

EXOTICS—MUSCLES

MUSCLES

Muscle Career Zone Rewards

Fortuna	
Zone Name	Zone Reward
Fortuna Heights	Vauxhall Monaro VXR
Hills Borough	Lotus Elise
Ocean View	Transmission - Tier 2 Pro Package
Palmont University	Engine - Tier 2 Pro Package
South Fortuna	Porsche Cayman S

Downtown	
Zone Name	Zone Reward
Billings District	Brakes - Tier 2 Pro Package
Kings Park	Mitsubishi Eclipse GT
Historic Chinatown	Turbo - Tier 2 Pro Package
Mason District	Dodge Charger SRT-8
Old Quarter	Renault Clio V6

Kempton	
Zone Name	Zone Reward
Eskuri Plaza	Transmission Tier 1 Pro Package
Kempton Holdings	Ford Mustang GT
Morgan Beach	Engine - Tier 1 Pro Package
Newport Industrial Park	Transmission - Tier 1 Street Package
The Projects	Engine - Tier 1 Street Package

Silverton	
Zone Name	Zone Reward
Canmor Downs	Chevrolet Z06 Corvette
Diamond Hills	Ford Shelby GT500
Infinity Park	Mercedes SLR McLaren
Neon Mile	Dodge Viper SRT-10
Shady Pine	Toyota Supra
Silverton Refinery	Ford GT
Starlight Strip	Plymouth Barracuda

Muscle Career Unlock List				
Event Reward	Zone Name	Event Name	Event Type	Cash
Body Kits—Package 1	Eskuri Plaza	Eskuri Plaza	Checkpoint	\$7,500
Body Kits—Package 2	South Fortuna	Ocean View	Circuit	\$12,000
Body Kits—Package 3	Ocean View	Verona Tunnel	Sprint	\$15,000
Body Kits—Package 4	Kings Park	Kings Park	Drift	\$18,000
Body Vinyls—Package 1	Hills Borough	Lofty Heights Downhill	Canyon Sprint	\$15,000
Body Vinyls—Package 2	Palmont University	University Avenue	Checkpoint	\$18,000
Brakes—Tier 1 Pro Package	Newport Industrial Park	Devil's Creek Pass	Canyon Drift	\$10,000
Brakes—Tier 1 Street Package	Kempton Holdings	Stonewall Tunnel	Speedtrap	\$7,500
Brakes—Tier 2 Street Package	Historic Chinatown	Silk Road	Circuit	\$12,000
Brakes & Suspension—Tier 3 Racing Package	Infinity Park	Gray Street	Checkpoint	\$25,000
Brakes & Suspension—Tier 3 Street Package	Diamond Hills	Savannah Street	Circuit	\$20,000
Brakes & Suspension—Tier 3 Pro Package	Neon Mile	Desperation Ridge	Canyon Sprint	\$20,000
Candy Paint	Billings District	Mason Fountain	Speedtrap	\$15,000
Chrome Paint	Historic Chinatown	Chinatown Tram	Sprint	\$12,000
Dodge Challenger Concept	Silverton Refinery	Desperation Ridge	Canyon Duel (Angie)	\$25,000
Engine—Tier 3 Racing Package	Silverton Refinery	Brooks Street	Circuit	\$25,000
Engine—Tier 2 Street Package	Ocean View	Skyline Avenue	Circuit (Wolf Boss)	\$15,000
Engine—Tier 3 Pro Package	Infinity Park	Eagle Drive	Sprint	\$25,000
Engine—Tier 3 Street Package	Starlight Strip	Troy	Checkpoint	\$20,000
Exhaust Tips	Fortuna Heights	Hills Borough Parkway	Checkpoint	\$12,000
Flame Vinyls	Morgan Beach	Beachfront	Circuit	\$5,000
Hoods—Package 1	Morgan Beach	Morgan Beach Off-Ramp	Checkpoint	\$5,000
Hoods—Package 2	Mason District	Main Street	Circuit	\$12,000
Hoods—Package 3	Palmont University	University Way	Circuit	\$18,000
Iridescent Paint	South Fortuna	Rabinowitz Drive	Checkpoint	\$12,000
Lamborghini Gallardo	Shady Pine	Bowen Avenue	Speedtrap	\$25,000
Lamborghini Murciélago	Canmor Downs	Deadfall Junction	Canyon Duel (Wolf)	\$25,000
Lancer EVOLUTION IX	Infinity Park	Journeyman's Bane	Canyon Duel (Kenji)	\$25,000
Matte Paint	Hills Borough	North Bellezza	Sprint	\$15,000
Metallic Paint	The Projects	Waterfront Road	Sprint	\$5,000
Nissan 350z	Canmor Downs	Blackwell Road	Checkpoint	\$25,000
Nitrous—Tier 1 Racing Package	Newport Industrial Park	Newport Trainyard	Speedtrap	\$10,000

NEED FOR SPEED CARBON

Muscle Career Unlock List (Continued)

Event Reward	Zone Name	Event Name	Event Type	Cash
Nitrous—Tier 2 Racing Package	Kings Park	Garden Boulevard	Circuit	\$18,000
Nitrous & Tires—Tier 1 Pro Package	Eskuri Plaza	Eskuri Way	Speedtrap	\$7,500
Nitrous & Tires—Tier 1 Street Package	Morgan Beach	Dover and Lepus	Sprint	\$5,000
Nitrous & Tires—Tier 2 Pro Package	Ocean View	Million Dollar Drive	Speedtrap	\$15,000
Nitrous & Tires—Tier 2 Street Package	Fortuna Heights	Condo Row	Circuit	\$12,000
Nitrous & Tires—Tier 3 Pro Package	Neon Mile	Olympic Boulevard	Speedtrap	\$20,000
Nitrous & Tires—Tier 3 Racing Package	Shady Pine	Paradise Hotel	Circuit	\$25,000
Nitrous & Tires—Tier 3 Street Package	Diamond Hills	Deadfall Junction	Canyon Sprint	\$20,000
Roof Scoops	Palmont University	City Courthouse	Drift	\$18,000
Spoilers—Package 1	Newport Industrial Park	Mission Street	Sprint	\$10,000
Spoilers—Package 2	Fortuna Heights	Agostini Avenue	Sprint	\$12,000
Spoilers—Package 3	Kings Park	Devil's Creek Pass	Canyon Sprint	\$18,000
Stripe Vinyls	Mason District	Park Drive	Speedtrap	\$12,000
Subaru Impreza WRX Sti	Starlight Strip	North Broadway	Circuit	\$20,000
Supercharger—Tier 1 Pro Package	Kempton Holdings	Kempton Docks	Circuit (Angie Boss)	\$7,500
Supercharger—Tier 1 Street Package	The Projects	Dover Street	Circuit	\$5,000
Supercharger—Tier 2 Street Package	Mason District	Lincoln Boulevard	Sprint	\$12,000
Suspension—Tier 1 Pro Package	Eskuri Plaza	Knife's Edge	Canyon Drift	\$7,500
Suspension—Tier 1 Street Package	The Projects	Foundry Road	Speedtrap	\$5,000
Suspension—Tier 2 Pro Package	Old Quarter	North Road	Circuit (Kenji Boss)	\$15,000
Suspension—Tier 2 Street Package	South Fortuna	York Road	Sprint	\$12,000
Transmission—Tier 2 Street Package	Old Quarter	Gold Valley Run	Canyon Sprint	\$15,000
Transmission—Tier 3 Pro Package	Diamond Hills	Starlight Street	Sprint	\$20,000
Transmission—Tier 3 Racing Package	Silverton Refinery	Journeyman's Bane	Canyon Drift	\$25,000
Transmission—Tier 3 Street Package	Neon Mile	The Neon Mile	Checkpoint	\$20,000
Tribal Vinyls	Old Quarter	Knight Street	Checkpoint	\$15,000
Turbo—Tier 3 Pro Package	Canmor Downs	Canmor Road	Speedtrap	\$25,000
Turbo—Tier 3 Racing Package	Shady Pine	Spade Street	Sprint	\$25,000
Turbo—Tier 3 Street Package	Starlight Strip	Silverton Way	Sprint	\$20,000
Wheels—Package 1	Kempton Holdings	Petersburg Dam	Sprint	\$7,500
Wheels—Package 2	Historic Chinatown	Kimei Temple	Drift	\$12,000
Wheels—Package 3	Hills Borough	Lofty Heights Downhill	Canyon Drift	\$15,000
Wheels—Package 4	Billings District	Mason Street	Sprint	\$15,000
Window Tints	Billings District	Lookout Point	Canyon Drift	\$15,000

Career Completion Rewards

When you beat Darius in a Canyon Duel at Eternity Pass to complete the game, you earn the following rewards:

- Audi Le Mans quattro
- Nissan Skyline GT-R R34
- Stacked Deck Crew Vinyl
- Mercedes SL65 AMG
- Porsche Carrera GT
- VW Golf R32

MUSCLES—TUNERS**TUNERS****Tuner Career Zone Rewards**

Fortuna	
Zone Name	Zone Reward
Fortuna Heights	Renault Clio V6
Hills Borough	Porsche Cayman S
Ocean View	Brakes - Tier 2 Pro Package
Palmont University	Transmission - Tier 2 Pro Package
South Fortuna	Lotus Elise

Downtown	
Zone Name	Zone Reward
Billings District	Brakes - Tier 1 Pro Package
Historic Chinatown	Engine - Tier 1 Pro Package
Kings Park	Engine - Tier 1 Street Package
Mason District	Transmission - Tier 1 Street Package
Old Quarter	Mitsubishi Eclipse GT

Kempton	
Zone Name	Zone Reward
Eskuri Plaza	Suspension - Tier 2 Pro Package
Kempton Holdings	Vauxhall Monaro VXR
Morgan Beach	VW Golf R32
Newport Industrial Park	Engine - Tier 2 Street Package
The Projects	Ford Mustang GT

Silverton	
Zone Name	Zone Reward
Canmor Downs	Nissan Skyline GT-R R34
Diamond Hills	Nissan 350Z
Infinity Park	Ford GT
Neon Mile	Toyota Supra
Shady Pine	Dodge Viper SRT-10
Silverton Refinery	Mercedes SLR McLaren
Starlight Strip	Subaru Impreza WRX STi (S204)

Tuner Career Unlock List				
Event Reward	Zone Name	Event Name	Event Type	Cash
Body Kits—Package 1	Mason District	Lincoln Boulevard	Sprint	\$5,000
Body Kits—Package 2	Fortuna Heights	Condo Row	Circuit	\$12,000
Body Kits—Package 3	Ocean View	Verona Tunnel	Sprint	\$15,000
Body Kits—Package 4	Palmont University	University Way	Circuit	\$18,000
Body Vinyls—Package 1	Hills Borough	Lofty Heights Downhill	Canyon Sprint	\$15,000
Body Vinyls—Package 2	Hills Borough	Lofty Heights Downhill	Canyon Drift	\$15,000
Brakes—Tier 1 Street Package	Mason District	Main Street	Circuit	\$5,000
Brakes—Tier 2 Street Package	Kempton Holdings	Stonewall Tunnel	Speedtrap	\$15,000
Brakes & Suspension—Tier 3 Racing Package	Infinity Park	Gray Street	Checkpoint	\$25,000
Brakes & Suspension—Tier 3 Street Package	Diamond Hills	Savannah Street	Circuit	\$20,000
Brakes & Suspension- Tier 3 Pro Package	Neon Mile	Desperation Ridge	Canyon Sprint	\$20,000
Candy Paints	Eskuri Plaza	Eskuri Way	Speedtrap	\$15,000
Chevrolet Z06 Corvette	Canmor Downs	Blackwell Road	Checkpoint	\$25,000
Chrome Paint	The Projects	Dover Street	Circuit	\$12,000
Dodge Challenger Concept	Silverton Refinery	Desperation Ridge	Canyon Duel (Angie)	\$25,000
Engine—Tier 3 Racing Package	Silverton Refinery	Brooks Street	Circuit	\$25,000
Engine—Tier 2 Pro Package	Ocean View	Skyline Avenue	Circuit (Wolf Boss)	\$15,000
Engine—Tier 3 Pro Package	Infinity Park	Eagle Drive	Sprint	\$25,000
Engine—Tier 3 Street Package	Starlight Strip	Troy	Checkpoint	\$20,000
Exhaust Tips	The Projects	Foundry Road	Speedtrap	\$12,000
Flame Vinyls	Billings District	Lookout Point	Canyon Drift	\$7,500
Hoods—Package 1	Old Quarter	Knight Street	Checkpoint	\$7,500
Hoods—Package 2	South Fortuna	Rabinowitz Drive	Checkpoint	\$12,000
Hoods—Package 3	Eskuri Plaza	Knife's Edge	Canyon Drift	\$15,000
Iridescent Paints	Newport Industrial Park	Devil's Creek Pass	Canyon Drift	\$18,000
Lamborghini Gallardo	Shady Pine	Bowen Avenue	Speedtrap	\$25,000
Lamborghini Murciélago	Canmor Downs	Deadfall Junction	Canyon Duel (Wolf)	\$25,000
Lancer EVOLUTION IX	Infinity Park	Journeyman's Bane	Canyon Duel (Kenji)	\$25,000
Matte Paint	Palmont University	University Avenue	Checkpoint	\$18,000
Metallic Paint	Morgan Beach	Dover and Lepus	Sprint	\$12,000
Nitrous—Tier 1 Racing Package	Kings Park	Devil's Creek Pass	Canyon Sprint	\$10,000
Nitrous—Tier 2 Racing Package	Newport Industrial Park	Newport Trainyard	Speedtrap	\$18,000
Nitrous & Tires—Tier 1 Pro Package	Billings District	Mason Fountain	Speedtrap	\$7,500

NEED FOR SPEED CARBON

Tuner Career Unlock List (Continued)

Event Reward	Zone Name	Event Name	Event Type	Cash
Nitrous & Tires—Tier 1 Street Package	Mason District	Park Drive	Speedtrap	\$5,000
Nitrous & Tires—Tier 2 Pro Package	Ocean View	Million Dollar Drive	Speedtrap	\$15,000
Nitrous & Tires—Tier 2 Street Package	Morgan Beach	Beachfront	Circuit	\$12,000
Nitrous & Tires—Tier 3 Pro Package	Neon Mile	Olympic Boulevard	Speedtrap	\$20,000
Nitrous & Tires—Tier 3 Racing Package	Shady Pine	Paradise Hotel	Circuit	\$25,000
Nitrous & Tires—Tier 3 Street Package	Diamond Hills	Deadfall Junction	Canyon Sprint	\$20,000
Plymouth® Barracuda	Starlight Strip	North Broadway	Circuit	\$20,000
Roof Scoops	Old Quarter	Gold Valley Run	Canyon Sprint	\$7,500
Spoilers—Package 1	Historic Chinatown	Silk Road	Circuit	\$5,000
Spoilers—Package 2	The Projects	Waterfront Road	Sprint	\$12,000
Spoilers—Package 3	Palmont University	City Courthouse	Drift	\$18,000
Stripe Vinyls	Morgan Beach	Morgan Beach Off-Ramp	Checkpoint	\$12,000
Suspension—Tier 1 Pro Package	Kings Park	Kings Park	Drift	\$10,000
Suspension—Tier 1 Street Package	Historic Chinatown	Chinatown Tram	Sprint	\$5,000
Suspension—Tier 2 Street Package	South Fortuna	Ocean View	Circuit	\$12,000
Transmission—Tier 1 Pro Package	Kings Park	Garden Boulevard	Circuit	\$10,000
Transmission—Tier 2 Street Package	Eskuri Plaza	Eskuri Plaza	Checkpoint	\$15,000
Transmission—Tier 3 Pro Package	Diamond Hills	Starlight Street	Sprint	\$20,000
Transmission—Tier 3 Racing Package	Silverton Refinery	Journeyman's Bane	Canyon Drift	\$25,000
Transmission—Tier 3 Street Package	Neon Mile	The Neon Mile	Checkpoint	\$20,000
Tribal Vinyls	Fortuna Heights	Hills Borough Parkway	Checkpoint	\$12,000
Turbo—Tier 1 Pro Package	Old Quarter	North Road	Circuit (Kenji Boss)	\$7,500
Turbo—Tier 1 Street Package	Billings District	Mason Street	Sprint	\$7,500
Turbo—Tier 2 Pro Package	Kempton Holdings	Kempton Docks	Circuit (Angie Boss)	\$15,000
Turbo—Tier 3 Pro Package	Canmor Downs	Canmor Road	Speedtrap	\$25,000
Turbo—Tier 3 Racing Package	Shady Pine	Spade Street	Sprint	\$25,000
Turbo—Tier 3 Street Package	Starlight Strip	Silverton Way	Sprint	\$20,000
Turbo—Tire 2 Street Package	Fortuna Heights	Agostini Avenue	Sprint	\$12,000
Wheels—Package 1	Historic Chinatown	Kimei Temple	Drift	\$5,000
Wheels—Package 2	Kempton Holdings	Petersburg Dam	Sprint	\$15,000
Wheels—Package 3	Hills Borough	North Bellezza	Sprint	\$15,000
Wheels—Package 4	Newport Industrial Park	Mission Street	Sprint	\$18,000
Window Tints	South Fortuna	York Road	Sprint	\$12,000

Career Completion Rewards

When you beat Darius in a Canyon Duel at Eternity Pass to complete the game, you earn the following rewards:

- Audi Le Mans quattro
- Ford Shelby GT500
- Porsche Carrera GT
- Dodge Charger SRT-8
- Mercedes SL65 AMG
- Stacked Deck Crew Vinyl

CHEATS

- Cheats are activated in the game through the main menu.
- No cheats are saved in Career mode, except for the special vinyls.
- Once activated, they stay active. You can't switch them off unless the game is reset.
- Money cheats can only be used once per career.

TUNERS—BEHIND THE SCENES

Cheat Codes				
Cheat Name	Display Text	PS2	Xbox	NGC
Unlimited NOS	Infinite Nitrous!	Left, Up, Left, Down, Left, Down, Right, SQUARE	Left, Up, Left, Down, Left, Down, Right, X	Left, Up, Left, Down, Left, Down, Right, X
Unlimited Speed-breaker	Infinite Speedbreaker!	Down, Right, Right, Left, Right, Up, Down, SQUARE	Down, Right, Right, Left, Right, Up, Down, X	Down, Right, Right, Left, Right, Up, Down, X
Unlimited Crew Charge	Infinite Crew Charge!	Down, Up, Up, Right, Left, Left, Right, SQUARE	Down, Up, Up, Right, Left, Left, Right, X	Down, Up, Up, Right, Left, Left, Right, X
Special Car <i>NFS Carbon</i> Logo Vinyl Unlock	<i>Need for Speed Carbon</i> Logo Vinyls Unlocked!	Right, Up, Down, Up, Down, Left, Right, SQUARE	Right, Up, Down, Up, Down, Left, Right, X	Right, Up, Down, Up, Down, Left, Right, X
Special Car "Card-board Box and Driver" Vinyl Unlock	<i>Need for Speed Carbon</i> Special Logo Vinyls Unlocked!	Up, Up, Down, Down, Down, Down, Up, SQUARE	Up, Up, Down, Down, Down, Down, Up, X	Up, Up, Down, Down, Down, Down, Up, X

BEHIND THE SCENES

EMMANUELLE VAUGIER AS NIKKI

PRIMA Tell us about your character Nikki in *Need For Speed Carbon*. Who is she and what's her role in the story?

EMMANUELLE VAUGIER Nikki is the central female character in *Need For Speed Carbon*. She fell in love with the hero at the tender age of 17, and her heart was inevitably broken when he mysteriously disappeared. Five years later, when she's all hurt, jaded, and angry, the hero returns looking for help. Perfect timing, right? He wants to reclaim his reputation as a racer and he wants to piece together what happened on that fateful night he disappeared.

PRIMA This was your first time working on a video game; tell us how it all went down and how you liked it.

E.V. I was actually on a ski lift in Lake Tahoe when my manager first approached me with the idea. It was something I had never done before, and I thought it would be a great opportunity to reach a new audience. Moreover, I didn't want to pass up the chance to be immortalized on a video game. This is definitely going to be a keepsake for validating my coolness in the future. "Look kids, mommy was 'hip' and 'in-with-it' once!" And the experience was a blast! I would do it again in a heartbeat.

PRIMA Were all of your scenes filmed in front of a green screen? How did that go?

E.V. Yeah, all my scenes were filmed in front of a green screen. I didn't know where anything was, so everything was marked by Xs. This meant I would have to be very

exact with my positioning and movement or else the game would show me walking through a pole or sitting on a wall or something else physically impossible.

PRIMA Did you get a chance to play *Carbon* at all? What's your favorite aspect of the game?

E.V. I did! I got to play a bit of it when I was on the shoot. It was so much fun! I love canyon racing but I have yet to master it. I still have a tendency to drive off the cliff.

PRIMA Have you ever ridden in a real world race car? Give us the 411 on that.

E.V. I'm not an avid race car driver but I definitely have an interest in cars, especially the performance of cars. There's actually a racing school, I think, out in Northern California, and I've always thought that would be something fun to do.

PRIMA What's your favorite car in real life versus favorite car in the game?

E.V. The Aston Martin for both. It's such a hot looking car! I've been in one before and it drives so quietly and I especially like the push-start button. That's cool.

PRIMA What do your dogs Lily and Isabelle think of your busy lifestyle? Do you take them everywhere?

E.V. Lily and Isabelle are very supportive of my career. Luckily, EA was relaxed enough that I could bring them on to the set. They had a good time! And yes, I do try to take them with me as often as I can.

NEED FOR SPEED CARBON

STATS TABLES

Cars by Class & Tier							
Car Manufacturer/Model	Class	Tier	Drivetrain	Engine	HP (BHP)	Torque (lb/ft)	Price (\$)
Alfa Romeo Brera	Exotic	1	AWD	2.2L V6	260	237	40,000
Mercedes-Benz CLK 500	Exotic	1	RWD	5.2L 24-V8	367	376	45,000
Aston Martin DB9	Exotic	2	RWD	6.0L V12	450	420	100,000
Jaguar XK	Exotic	2	RWD	4.2L V8	294	303	80,000
Lotus Elise	Exotic	2	RWD	1.8L 16v-Inline 4	189	133	50,000
Lotus Europa S	Exotic	2	RWD	Turbocharged 2.0L Inline 4	200	194	N/A
Mercedes-Benz SL65 AMG	Exotic	2	RWD	AMG Bi-Turbo V12	604	738	125,000
Porsche Cayman S	Exotic	2	RWD	3.4L 24v-Flat 6	240	201	75,000
Audi Le Mans quattro	Exotic	3	AWD	Bi-Turbo V10	Unknown	Unknown	N/A
BMW M3 GTR	Exotic	3	RWD	3.2L 24v-Inline 6	350	269	N/A
Ford GT	Exotic	3	RWD	5.4L Supercharged V8	550	500	200,000
Koenigsegg CCX	Exotic	3	RWD	Supercharged 4.7L V8	806	678	N/A
Lamborghini Gallardo	Exotic	3	AWD	5.0L V10	520	376	175,000
Lamborghini Murciélago	Exotic	3	AWD	6.2L 48v-V12	572	479	225,000
Lamborghini Murciélago LP640	Exotic	3	AWD	6.5L V12	640	487	N/A
Mercedes-Benz SLR McLaren	Exotic	3	RWD	AMG Supercharged V-8	617	575	240,000
Pagani Zonda	Exotic	3	RWD	7.3L V12	603	561	N/A
Porsche 911 Turbo	Exotic	3	AWD	Turbocharged 3.5L Flat 6	480	457	75,000
Porsche Carrera GT	Exotic	3	RWD	5.7L V10	605	437	240,000
Porsche GT3 RS	Exotic	3	RWD	3.6L Flat 6	415	N/A	N/A
Chevrolet Camaro SS	Muscle	1	RWD	396 L35 V8	325	410	30,000
Chevrolet Chevelle SS	Muscle	1	RWD	454 LS6 V8	450	500	N/A
Chrysler® Hemi® 300C® SRT8	Muscle	1	RWD	6.1L Hemi V8	425	420	35,000
Dodge Challenger	Muscle	2	RWD	440 V8	385	480	75,000
Dodge Charger R/T	Muscle	2	RWD	OHV 440 V8	375	480	80,000
Dodge Charger SRT8	Muscle	2	RWD	6.1L Hemi V8	425	420	70,000
Ford Mustang GT	Muscle	2	RWD	4.6L 24v-V8	300	320	50,000
Plymouth® Road Runner	Muscle	2	RWD	440 V8	385	480	N/A
Pontiac GTO	Muscle	2	RWD	6.0L LS2	400	400	N/A
Vauxhall Monaro VXR	Muscle	2	RWD	5.7L LS1 V8	382	376	45,000
Chevrolet Camaro Concept	Muscle	3	RWD	Unknown	Unknown	Unknown	N/A
Chevrolet Corvette Z06	Muscle	3	RWD	7.0L LS7 V8	505	470	175,000
Dodge Challenger Concept	Muscle	3	RWD	Unknown	Unknown	Unknown	140,000
Dodge Viper SRT-10	Muscle	3	RWD	8.3L V10	500	525	150,000
Plymouth® Hemi Cuda	Muscle	3	RWD	426 Hemi V8	425	490	130,000
Shelby GT500 (1967)	Muscle	3	RWD	Carroll Shelby Performance 428	355	420	120,000
Shelby GT500 (2007)	Muscle	3	RWD	5.4L Supercharged V8	475	475	N/A
Lexus IS300	Tuner	1	RWD	3.0L Inline 6	215	218	N/A
Mazda Mazdaspeed3	Tuner	1	FWD	Turbocharged 2.3L-inline 4	263	280	30,000
Mazda RX-8	Tuner	1	RWD	1.3L Renesis 13B Twin Rotor	232	139	25,000
Mitsubishi Eclipse	Tuner	1	AWD	2.0L Inline 4	210	214	N/A
Nissan 240sx	Tuner	1	RWD	2.4L Inline 4	156	160	20,000
Mazda RX-7	Tuner	2	RWD	1.3L R2	255	217	65,000
Mitsubishi Eclipse GT	Tuner	2	FWD	3.8L V6	663	260	35,000
Renault Clio V6	Tuner	2	RWD	3.0L 24v-V6	251	221	50,000
Toyota Corolla GTS	Tuner	2	RWD	1.6L Inline 4 Twin Cam	138	110	N/A
Toyota MR2	Tuner	2	RWD	Turbocharged 2.0L Inline 4	200	200	N/A
VW Golf R32	Tuner	2	AWD	3.2L V6	250	236	40,000
Infiniti G35	Tuner	3	RWD	3.5L V6	280	270	70,000
Mitsubishi Lancer EVOLUTION IX MR-Edition	Tuner	3	AWD	Turbocharged MIVEC 16v-inline 4	286	289	110,000
Nissan 350Z	Tuner	3	RWD	3.5L V6	300	260	70,000
Nissan Skyline GT-R R34	Tuner	3	AWD	Twin Turbo 2.6L Straight 6	276	216	125,000
Subaru Impreza WRX STi	Tuner	3	AWD	Turbocharged 2.5L Boxer 16v-Flat 4	300	300	80,000
Toyota Supra	Tuner	3	RWD	Turbocharged 3.0L 24v-inline 6	320	310	90,000

STATS TABLES

Cars by Drivetrain

Car Manufacturer/Model	Drivetrain
Alfa Romeo Brera	AWD
Audi Le Mans quattro	AWD
Lamborghini Gallardo	AWD
Lamborghini Murciélago	AWD
Lamborghini Murciélago LP640	AWD
Mitsubishi Eclipse	AWD
Mitsubishi Lancer EVOLUTION IX MR-Edition	AWD
Nissan Skyline GT-R R34	AWD
Porsche 911 Turbo	AWD
Subaru Impreza WRX STi	AWD
VW Golf R32	AWD
Mazda Mazdaspeed3	FWD
Mitsubishi Eclipse GT	FWD
Aston Martin DB9	RWD
BMW M3 GTR	RWD
Chevrolet Camaro Concept	RWD
Chevrolet Camaro SS	RWD
Chevrolet Chevelle SS	RWD
Chevrolet Corvette Z06	RWD
Chrysler® Hemi® 300C® SRT8	RWD
Dodge Challenger	RWD
Dodge Challenger Concept	RWD
Dodge Charger R/T	RWD
Dodge Charger SRT8	RWD
Dodge Viper SRT-10	RWD
Ford GT	RWD
Ford Mustang GT	RWD
Infiniti G35	RWD
Jaguar XK	RWD
Koenigsegg CCX	RWD
Lexus IS300	RWD
Lotus Elise	RWD
Lotus Europa S	RWD
Mazda RX-7	RWD
Mazda RX-8	RWD
Mercedes-Benz CLK 500	RWD
Mercedes-Benz SL65 AMG	RWD
Mercedes-Benz SLR McLaren	RWD
Nissan 240sx	RWD
Nissan 350Z	RWD
Pagani Zonda F	RWD
Plymouth® Hemi Cuda	RWD
Plymouth® Road Runner	RWD
Pontiac GTO	RWD
Porsche Carrera GT	RWD
Porsche Cayman S	RWD
Porsche GT3 RS	RWD
Renault Clio V6	RWD
Shelby GT500 (1967)	RWD
Shelby GT500 (2007)	RWD
Toyota Corolla GTS	RWD
Toyota MR2	RWD
Toyota Supra	RWD
Vauxhall Monaro VXR	RWD

Cars by Horsepower

Car Manufacturer/Model	HP (BHP)
Audi Le Mans quattro	Unknown
Chevrolet Camaro Concept	Unknown
Dodge Challenger Concept	Unknown
Koenigsegg CCX	806
Mitsubishi Eclipse GT	663
Lamborghini Murciélago LP640	640
Mercedes-Benz SLR McLaren	617
Porsche Carrera GT	605
Mercedes-Benz SL65 AMG	604
Pagani Zonda	603
Lamborghini Murciélago	572
Ford GT	550
Lamborghini Gallardo	520
Chevrolet Corvette Z06	505
Dodge Viper SRT-10	500
Porsche 911 Turbo	480
Shelby GT500 (2007)	475
Aston Martin DB9	450
Chevrolet Chevelle SS	450
Chrysler® Hemi® 300C® SRT8	425
Dodge Charger SRT8	425
Plymouth® Hemi Cuda	425
Porsche GT3 RS	415
Pontiac GTO	400
Dodge Challenger	385
Plymouth® Road Runner	385
Vauxhall Monaro VXR	382
Dodge Charger R/T	375
Mercedes-Benz CLK 500	367
Shelby GT500 (1967)	355
BMW M3 GTR	350
Chevrolet Camaro SS	325
Toyota Supra	320
Ford Mustang GT	300
Nissan 350Z	300
Subaru Impreza WRX STi	300
Jaguar XK	294
Mitsubishi Lancer EVOLUTION IX MR-Edition	286
Infiniti G35	280
Nissan Skyline GT-R R34	276
Mazda Mazdaspeed3	263
Alfa Romeo Brera	260
Mazda RX-7	255
Renault Clio V6	251
VW Golf R32	250
Porsche Cayman S	240
Mazda RX-8	232
Lexus IS300	215
Mitsubishi Eclipse	210
Lotus Europa S	200
Toyota MR2	200
Lotus Elise	189
Nissan 240sx	156
Toyota Corolla GTS	138

NEED FOR SPEED CARBON

Cars by Torque

Car Manufacturer/Model	Torque (lb/ft)
Audi Le Mans quattro	Unknown
Chevrolet Camaro Concept	Unknown
Dodge Challenger Concept	Unknown
Porsche GT3 RS	Unknown
Mercedes-Benz SL65 AMG	738
Koenigsegg CCX	678
Mercedes-Benz SLR McLaren	575
Pagani Zonda	561
Dodge Viper SRT-10	525
Chevrolet Chevelle SS	500
Ford GT	500
Plymouth® Hemi Cuda	490
Lamborghini Murciélago LP640	487
Dodge Challenger	480
Dodge Charger R/T	480
Plymouth® Road Runner	480
Lamborghini Murciélago	479
Shelby GT500 (2007)	475
Chevrolet Corvette Z06	470
Porsche 911 Turbo	457
Porsche Carrera GT	437
Aston Martin DB9	420
Chrysler® Hemi® 300C® SRT8	420
Dodge Charger SRT8	420
Shelby GT500 (1967)	420
Chevrolet Camaro SS	410
Pontiac GTO	400
Lamborghini Gallardo	376
Mercedes-Benz CLK 500	376
Vauxhall Monaro VXR	376
Ford Mustang GT	320
Toyota Supra	310
Jaguar XK	303
Subaru Impreza WRX STi	300
Mitsubishi Lancer EVOLUTION IX MR-Edition	289
Mazda Mazdaspeed3	280
Infiniti G35	270
BMW M3 GTR	269
Mitsubishi Eclipse GT	260
Nissan 350Z	260
Alfa Romeo Brera	237
VW Golf R32	236
Renault Clio V6	221
Lexus IS300	218
Mazda RX-7	217
Nissan Skyline GT-R R34	216
Mitsubishi Eclipse	214
Porsche Cayman S	201
Toyota MR2	200
Lotus Europa S	194
Nissan 240sx	160
Mazda RX-8	139
Lotus Elise	133
Toyota Corolla GTS	110

Cars by Price

Car Manufacturer/Model	Price (\$)
Audi Le Mans quattro	N/A
BMW M3 GTR	N/A
Chevrolet Camaro Concept	N/A
Chevrolet Chevelle SS	N/A
Koenigsegg CCX	N/A
Lamborghini Murciélago LP640	N/A
Lexus IS300	N/A
Lotus Europa S	N/A
Mitsubishi Eclipse	N/A
Pagani Zonda	N/A
Plymouth® Road Runner	N/A
Pontiac GTO	N/A
Porsche GT3 RS	N/A
Shelby GT500 (2007)	N/A
Toyota Corolla GTS	N/A
Toyota MR2	N/A
Mercedes-Benz SLR McLaren	240,000
Porsche Carrera GT	240,000
Lamborghini Murciélago	225,000
Ford GT	200,000
Chevrolet Corvette Z06	175,000
Lamborghini Gallardo	175,000
Dodge Viper SRT-10	150,000
Dodge Challenger Concept	140,000
Plymouth® Hemi Cuda	130,000
Mercedes-Benz SL65 AMG	125,000
Nissan Skyline GT-R R34	125,000
Shelby GT500 (1967)	120,000
Mitsubishi Lancer EVOLUTION IX MR-Edition	110,000
Aston Martin DB9	100,000
Toyota Supra	90,000
Dodge Charger R/T	80,000
Jaguar XK	80,000
Subaru Impreza WRX STi	80,000
Dodge Challenger	75,000
Porsche 911 Turbo	75,000
Porsche Cayman S	75,000
Dodge Charger SRT8	70,000
Infiniti G35	70,000
Nissan 350Z	70,000
Mazda RX-7	65,000
Ford Mustang GT	50,000
Lotus Elise	50,000
Renault Clio V6	50,000
Mercedes-Benz CLK 500	45,000
Vauxhall Monaro VXR	45,000
Alfa Romeo Brera	40,000
VW Golf R32	40,000
Chrysler® Hemi® 300C® SRT8	35,000
Mitsubishi Eclipse GT	35,000
Chevrolet Camaro SS	30,000
Mazda Mazdaspeed3	30,000
Mazda RX-8	25,000
Nissan 240sx	20,000

NEED FOR CARR



PURSUIT BREAKER



HIDING SPOT



SAFE HOUSE



CAR LOT

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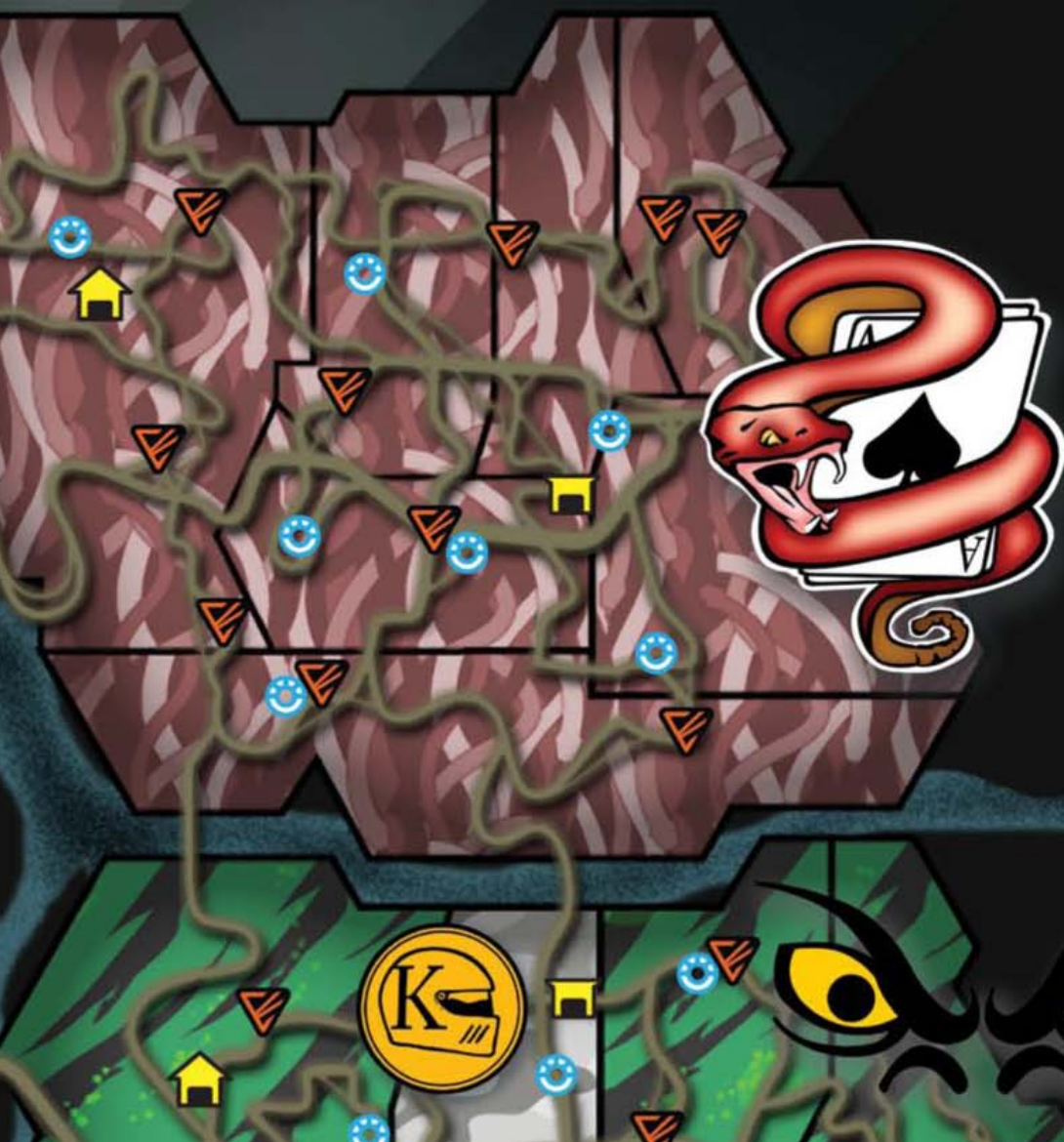
1KM

WEST CANYON



SPEED BON

CARBON CANYON





PALMONT CITY



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