

Need for Speed Underground 2 FAQ

by GreyRonin

Updated to v1.0 on Feb 15, 2005

This walkthrough was originally written for Need for Speed Underground 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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NEED FOR SPEED UNDERGROUND 2

General FAQ for GameCube Version 1.0
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I. Introduction (INTR)

Well, first off I gotta say that I doubt I'll ever get this thing to encompass the entire game, so please don't expect it to. This one's still pretty new, hasn't even been out for a month yet, and I doubt that many people know everything yet. I'm just putting everything I know out there in the hope that it helps you guys. If you find something wrong in here, or you want to add something to it, just email me or try and catch me on Yahoo! Messenger, chances are that I'm online, so just IM me. If what you say helps, then I'll post it in my update and I'll add your name to the Thanks section. OK, enough crap, lets get this party started.

II. Controls (CTRL)

Explore Mode

Control Stick ---> Steering
D-Pad Up ---> Enter/Challenge
D-Pad Down ---> Career Stats
D-Pad Left ---> World Map
D-Pad Right ---> SMS Messages
L Trigger ---> Brake
R Trigger ---> Accelerate
X Button ---> Shift Down
Y Button ---> Shift Up
A Button ---> Handbrake
B Button ---> NOS
C-Stick Up ---> View Change
C-Stick Down ---> Look Back

NOTE!!!!

The controls will stay the same in a race, although the D-Pad will steer if you're in a Drag race, otherwise, it's unusable. Also, if you are doing a special event, you will be able to use the D-Pad as you would in Explore Mode.

III. What's New? (NEW?)

Before you jump right into playing the game, there's ALOT that's changed from NFSU. For starters, there isn't a little race map anymore. You get free range over the entire city (kinda). Although you only start with a little bit of it, as the game progresses, you'll unlock new areas of the city to play in. Each new area will have it's own shops to unlock, bringing you new parts.

There's also a few new race types to become familiar with, but for now, I'll just name them: the Outruns, Street X, Underground Racing League (or URL), and SUV races. Each one brings a new element to the arena and more opportunities to kick some serious ass.

Lastly, there's the sponsors. As you make yourself known in Bayview, you'll get a chance to sign with various sponsors and start making some serious money. Each

company has it's own signing bonus, purse for winning a sponsored race, and it's contract terms. The terms are generally the same between sponsors of the same level, and just states how many and which races you win, also it will give you a number of DVD covers that your car has to be featured on. The common things that the sponsors will have in common are the URL victory purse and that you will be allowed to get a new car of your choice, for free!!! I'll get into the specifics later on in the car section.

IV. Map Systems

(MAPS)

In order to fully experience Bayview, you'll have to become a master of the maps. There's two types to speak of, the World Map, and your Mini-Map. The Mini-Map is pretty self-explanatory and is always sitting there at the bottom left of your screen. It will center on your location, and allow you to see the near-by races & shops. It also is the only way to find Outrun races in the city. These will appear as an orange triangle on the map.

The World Map, on the other hand, will show the entire city of Bayview. By hitting either L or R, you can have it zoom in on different areas of the city. This map also has the ability to use a GPS system. To use this, you just select the type of event that you want to use, then the location you want by hitting Left or Right on the D-Pad, then hitting A once, and again to confirm it. Once GPS is activated, as long as you are on an actual road, a blue arrow will appear on screen and will show you the directions to take to get to your destination. While this may not be the shortest way, it is often the easiest for beginners. Here's a key for the map:

KEY

Green Triangle = Your Car
Orange Triangle = Outrun Opponent's Car
Purple Dot = Rachel's Garage
Blue Dot = Performance Shop
Green Dot = Body Shop
Yellow Dot = Car Specialty Shop
Red Dot = Graphics Shop
Yellow Star = Special Event
Green Circle = Sprint Race
Purple Circle = Circuit Race
Yellow Circle = Drift Race
Cyan Circle = Street X Race
Blue Circle = Drag Race
Gold Circle = URL Race
Orange Circle = SUV Race

NOTE!!!

If you notice a colored "X" on the map, that is one of the sponsored races. It is required in order to fulfill your contract. Don't worry though, you'll get more cash if you win for your troubles.

V. NoS & Racebreaker

(NOSR)

Another big change between the two Underground games is how NoS works. Instead of only getting one little gauge for NoS and having that last you the whole race, you

have access to a new "Racebreaker" gauge on top of what you get, and the ability to refill it almost anytime you want. You end up losing the Style Point factor of races, and instead it goes straight to your NoS/Racebreaker gauge. Here I'll list the ways I know of to fill it up:

Avoid Accident

This one's pretty self explanatory. All you need to do is go very fast and be very close to an AI traffic car (not a racer!!), then blow right by them. This stunt yields a reward of 100 points to the gauge, and can be multiplied up to 5 times.

Clean Section

This is a failry difficult feat to accomplish and still smoke your opponents at the same time. A Clean Section bonus is attained by making it through a section of the race without slamming into a wall, car, or anything else. This lil trick scores 150 points, and has the same multiplier.

Clean Lap

This has got to be the second hardest thing to do in the game. As the name states, you have to go an entire lap without any collisions to land this bad boy. As I've yet to do this, I don't know the points for it (wink wink ;)), but will add it when I find that out, and if there's a multiplier.

Hydros

As the name states, this trick involves your hydraulics. By holding down the handbrake and moving your Control Stick in a rhythmic motion (example: Left, then Right, Left, Right, etc...) repeatedly. The point total for this depends on how long you keep the show going. It's fairly easy to score a few hundred points, and perfect if you wanna get ready before doing a special event.

360 (Donuts for you simple folk)

This is trick to do if you need NoS in Explore Mode, and in a hurry. All you need is to get a (fairly) perfect circle burned out on the road, and you'll score 400 points. Unfortunately, this doesn't have a multiplier on it.

Lead Lap

Another simple explanation. Just be in first place at the end of the lap to net 150 points. Luckily, this bad boy has a multiplier.

Spray Show

By pressing the NoS button when you're not accelerating, you can purge some from your system in a little show for the crowd. It only scores you 100 points, so be sure to just tap the button and nothing more.

Drafting

Another stunt to rely on how long you're doing it. Drafting is accomplished by driving your car into the small vacuum area left in the wake of a fast car. This not only will increase your NoS gauge, but while you're there, you can slingshot around the car you were drafting, then use what you just got to blaze out of there, leaving your opponent in the dust.

Reverse

Yes, as sad as it is to say, you can actually get points from driving backwards. The exact total, however, depends on how far you end up going without hitting anything. Remember that if you do, you'll get nothing, so be sure to take it easy.

Head Start

A head start is just that, a head start. You'll know you've got it when you go off the line without having to burnout or anything. I haven't figured out an idiot-proof way of getting them all the time yet, but I'm close. Anyway, this nets you 200 big ones.

Burnout

If you are flooring it right before and as the race starts, holding the accelerator down will increase your chances and how many points you get. It's also possible to do this in Explore Mode, but I've only gotten it a few times with something like the Supra, or a similarly handling vehicle.

Power Slide

Ahh, the trick anyone can do. Power sliding is a form of drifting, and will reward you according to the distance you slide for. It's possible to keep this running for a while, but the longest slide I've managed is about 565.

J-Turn

A very difficult trick to master, the J-Turn yields 500 points. You can do it by driving in reverse, then whipping yourself around 180 degrees, and going forward again. A rumor I've heard states that you can't do this if the counter for Reverse has started, but I've yet to confirm it.

Shortcut

Not something to happen in the game often, the Shortcuts are worth 200 points. They're rare, the only one I've found yet is in the northern area of Beacon Hill.

Hang Time

Obviously, this trick will reward you points for jumping a distance. How many depends on how far you end up going.

Accident Clear

I'm not sure as to the real name of this, as this trick was done by my friend Red. This has got to be the rarest and most difficult trick to do in the entire game. It involves you jumping over AI traffic. For each one you manage to clear, you are supposed to land a whopping 1000 points, not to mention that yet again, you have the infamous multiplier!!

VI. Race Types (Never get tired of that ;))----> (RTYPE)

In this game, there's a total of 10 different types of racing, which I'll proceed with going into. The amount of Reputation points you earn will depend on the space you put between yourself and second place.

VII. Circuit Races (CRCT)

This is the most basic type of racing there is. You'll have a track that will take up a portion of the city, and you'll drive it a few times. Throughout the race, there's going to be "walls" blocking roadways. Pay attention to the way they point and drive accordingly.

VI2. Drag Races (DRAG)

One of the more fun types of races, Drag races will pit you on a (fairly) straight road, with speed and acceleration the determining factors early on. Later in the game however, cars with smaller engines and poor handling would be bad choices, as traffic increases and the races get longer, leaving you a high probability of either totaling your car or blowing out the engine. Your best bet is to get what is called a "Perfect Shift". This means that you shifted at the point where it will take your engine the least amount of time to rev back up. This can be found in the coloring of your needle on the tach. Here's the color coding to the shifting

White/Light Blue = Short Shift: VERY BAD, takes forever to get back up.
Dark Blue = Good Shift: OK, it still takes a little time though.
Green = Perfect Shift: Alright, this takes no time to get up again.
Red = Over Rev: Bad, you took too long and you lost power for it.

VI3. Sprint Races (SPRN)

A Sprint race is a simple "A to B" race. You start at one spot, and your goal is to get to the other spot as soon as you can. And yes, as sad as it is, some people needed that to be explained to them.

VI4. Drift Races (DRIF)

Drifting has got to be the most fun of all the races. Your objective is to drift along the track, racking up as many drifting points as you can. As you get higher in the drifts, they'll give various names to them, the highest (I think) is "Drift King". This will be shown if you manage to score a 100,000 point drift. While these names mean nothing, it is nice to see how you do.

VI5. Street X Races (STRX)

One of the most annoying races to do. The track is set up like a drift track, but you race them instead. The small area and tight turns will make things much more difficult, so your best bet is to get in front early. The AI will play extremely dirty here, so be on your guard if one's close.

VI6. Outrun Races (OTRN)

The easiest race to get into. All you need to do is find another racer in Explore Mode, then get close enough to him, and hit the challenge button. You'll have to get ahead of him, then open the gap to 1,000 feet. While this doesn't seem too hard, the line between you is a straight one, so turns mean nothing. A good idea is to be on the highway or a long straight road, then get up on their side near the back of the car, then challenge them and spin them out right away and floor it outta there. Be warned, these races can easily run into the 10 minute+ bracket, and while their cash reward isn't too good, it'll pay off. Every now and then, after you beat someone in an Outrun, you'll get the chance for a unique upgrade. It may be performance related, a new set of rims, or even just vinyls, but you won't be likely to find these anywhere else, so if you get one, do it right away.

NOTE!

The unique performance upgrades that you get for the car will not show up in the parts area of your garage. The only way you'll notice the difference is in driving your car.

VI7. URL Races (URLS)

The "pinnacle of street racing", the URL race is the type you have to earn to race in. You won't have many of these through the game, and you won't be able to access any until you've gotten yourself a sponsor. These babies will net you tons of cash, and you'll unlock a car after winning one. Be careful not to do all of these right away, as you're likely to lose some of the events you can enter if you do.

VI7. SUV Races (SUVS)

As the name suggests, you'll be racing SUV's in this type. It can vary between the other types (ie. Circuit or Sprint), and fairly easy to win. It's a common thing to win a race by 30 seconds+. Just remember that the SUV's are more likely to roll (supposedly), and that their handling will always be horrible.

VI7. Special Events (SPEC)

While it doesn't really count as a race, these things are important. They'll vary between DVD covers, magazines, or unique upgrades. You'll end up having to go to one spot for the info, then you'll be given so much time to get to another place/shop, or else you can just retry it. These things have been known to disappear after a little while, so make sure to get them quick. They'll always be that yellow star on your map.

VI7. Hidden Races (HIDE)

Not officially a type of race, a hidden race is one that isn't shown on your maps. These things are always worth more than a regular race is (sometimes more than a sponsored race). The easiest way to track these things is by listening to your SMS. They'll come across saying that there's action in area "X", and that they haven't got the exact spot. That's your cue to hightail it over there and start looking around for races on your screen that aren't on the map. These things have a tendency to repeat their locations in certain places, so try to remember them for later too. An example for the Beacon Hill/Jackson Heights area is, at the intersection right before going up to Jackson Heights, the northwest corner will almost always have a circuit race there.

VII. Shops (SHOP)

What would a racing game be without shops to upgrade your car? In Underground 2, you have 4 different types of shops for you to tweak your car at: the Body Shop, the Performance Shop, the Graphics Shop, and the Car Specialties Shop. You also have access to a garage and various CarLots throughout the city. I'll also list the costs for the upgrades and their visual benefits if any.

VIII1. Garage (GRAG)

While each area has their own shops, the Garage has only one in the whole game. In here you can switch which one of your cars you want to drive, you can also switch the various parts you own on or off of your vehicle, or you can run a dyno and tweak the little things in your car like your sway bars, or how your NoS system is set up. The World Map option here allows you to go over races you may have missed (trust me, you missed some). While these races supposedly offer you no reward, if you restart the race right away, then go and win, you'll get the Reputation points and the cash instead of the big stifty.

VII2. Car Lot (CLOT)

Ahh, the Car Lot. Here you can pick up new cars as you get sponsors, or you could trade in one you already have. Be warned in doing this, the parts you already have will NOT be transferred to the new car and you can't take parts from one car and put them on another one. If you're early in the game and wondering why you don't have any new cars to pick, the answer is the URL's. After each one you win, you'll get a message on your SMS letting you know that they have a new ride there. Don't be too antsy to trade off your car though. Your starter car, if kept upgraded, can still kick some ass even late in the game. I've been able to use my Civic in Stage 4 races (except drags) without any problems, still smoking them by fifteen seconds or more.

 VII3. Body Shop (BODY)

The Body Shop is your place for upgrading the overall look of your car. Here's the place for spoilers, bumpers, mirrors and the like. While there's carbon fiber parts here as well, keep in mind that you can't paint them, so your car may not look as good with them. It is possible to get a 10-star car (you need one to challenge Caleb at the end of the game) without any carb parts, but how escapes me yet.

Part Type	Cost	Rating
-----	-----	-----
Front Bumpers		
Group 1	300	.12
Group 2	750	.24
Group 3	1000	.50
Rear Bumpers		
Group 1	400	.12
Group 2	800	.24
Group 3	1200	.50
Side Skirts		
Group 1	300	.12
Group 2	450	.24
Group 3	600	.50
Spoilers		
Group 1	200	.10
Group 2	400	.20
Group 3	600	.40
Carbon Fiber 1	1000	.20
Carbon Fiber 2	1250	.40
Carbon Fiber 3	1500	.60
Hoods		
Group 1	250	.10
Group 2	500	.20
Group 3	1000	.40
Carbon Fiber 1	1600	.20
Carbon Fiber 2	2000	.40
Carbon Fiber 3	2300	.60
Roof Scoops		
Group 1	100	.10
Group 2	250	.20
Group 3	500	.30
Carbon Fiber 1	750	.15
Carbon Fiber 2	900	.30
Carbon Fiber 3	1300	.60
Headlights		

Group 1	100	.10
Group 2	200	.20
Group 3	300	.30
Taillights		
Group 1	150	.10
Group 2	250	.20
Group 3	350	.30
Side Mirrors		
Group 1	100	.08
Group 2	200	.16
Group 3	300	.24
Carbon Fiber 1	500	.15
Carbon Fiber 2	750	.30
Carbon Fiber 3	1000	.60
Exhaust Tips		
Group 1	100	.08
Group 2	200	.16
Group 3	300	.24
Rims		
Group 1	400	.15
Group 2	800	.30
Group 3	1000	.40
Carbon Fiber Body Kit		2.00
Convert Trunk to Carbon Fiber		.60

VII4. Perfomance Shop (PERF)

The place for all that goes vroom. Here you'll buy new parts to tune your car into a true racing machine. Here's the list of the packages and their prices.

Part Type	Cost
-----	-----
Engine	
Street	1350
Pro	1800
Extreme	3150
ECU	
Street	765
Pro	1350
Extreme	7200
Transmission	
Street	900
Pro	2250
Extreme	5000
Suspension	
Street	675
Pro	3150
Extreme	6300
NoS	
Street	750
Pro	2000
Extreme	4000
Tires	
Street	500
Pro	1500
Extreme	3000
Brakes	
Street	900

Pro	2250
Extreme	5400
Weight Reduction	
Street	450
Pro	1800
Extreme	3600
Turbo	
Street	1000
Pro	4000
Extreme	8000

VIII5. Graphics Shop (GRAP)

Here's where you make your car shine. Adding a new paint job, vinyls, and decals will make your car unique. As you open up new graphics shops, you'll unlock more options for your car.

Graphic Type	Cost	Rating
-----	-----	-----
Base Paint		
Gloss	200	.10
Metallic	400	.10
Pearlescent	800	.10
Paint Spoiler/Roof Scoops/Mirrors		
Gloss	100	.02
Metallic	200	.02
Pearlescent	300	.02
Paint Rims	300	.02
Paint Spinners	300	.02
Paint Brakes	300	.02
Engine Accents	300	.02
Paint Muffler Tip	100	.02
Vinyls		
Tear Set	100	.04
Stripe Set	100	.04
Splash Set	100	.04
Modern Set	100	.04
Flames Set	100	.04
Lightning Set	100	.04
Racing Set	300	.08
Flag Set	600	.16
Tribal Set	300	.08
Wild Set	600	.16
Hoods	300	.08
After Market	300	.08
Body	300	.08
Unique	600	.16
Top Layer	600	.16
Art Factory	600	.16
Contest	300	.16
All Decals	25	.01

VIII6. Car Specialty Shop (CSPE)

The Car Specialty Shop is where you'll score some neons, tints, and alot of other crazy shit. In order to get the Engine Neon, you'll need the Extreme upgrades for

Engine, ECU, and Turbo, while you need to have Nitrous before you can get a purge system. Also, to get Trunk Neons, you'll have to have the Custom Layout (Group 3) first.

Part Type	Cost	Rating
-----	-----	-----
Custom Gauges		
Group 1	300	.20
Group 2	500	.20
Group 3	1200	.20
Underglow Neon		
Group 1	200	.10
Group 2	300	.14
Group 3	600	.20
Engine Neon		
Group 1	100	.10
Group 2	300	.20
Group 3	600	.40
Trunk Neon		
Group 1	100	.10
Group 2	300	.20
Group 3	600	.40
Window Tint		
Group 1	100	.04
Group 2	200	.08
Group 3	300	.20
Lights		
Group 1	200	.04
Group 2	300	.08
Group 3	550	.12
Nitrous Purge		
Group 1	100	.10
Group 2	200	.20
Group 3	300	.40
Hydraulics		
Group 1	750	.20
Group 2	1100	.40
Group 3	1600	.60
Trunk Audio		
Standard Layout	150	.15
Tuned Layout	300	.30
Custom Layout	1000	.60
Small Item	100	.08
Medium Item	300	.10
Large Item	600	.12
Spinners		
Group 1	1000	.40
Group 2	1400	.50
Splits		
Hood Group 1	1700	.60
Hood Group 2	2300	.60
Doors	2000	.60

 VIII. Cars!!!!

(CARS)

What would a racing game be without some sweet cars? A serious improvement on the last NFSU, this one allows you to own 5 cars instead of just one. Here I'll list both the stock and Level 3 specs on each ride in the game.

Key

- DT = Drive Train
- FW = Front Wheel Drive
- RW = Rear Wheel Drive
- AW = All Wheel Drive
- HP = Horsepower
- TQ = Torque (in ft-lbs.)
- 0-60 = Time from 0 mph to 60 mph (in seconds)
- 0-100 = Time from 0 mph to 100 mph (in seconds)
- TS = Top speed (in mph)
- H = Handling %

NOTE: The "H" stat is not one I'm entirely sure on. I had a friend work that out for me and I honestly don't know how accurate it is, so if you can verify or correct this, then e-mail me with it and let me know. Do that and you got a spot in the credits.

 VIII1. Start (STG1)

 STOCK

Name	DT	HP	TQ	0-60	0-100	TS	H
2003 Peugeot 206	FW	138.0	141.5	8.32	21.00	125	33.3
2003 Focus ZX3	FW	130.4	134.2	8.71	25.23	125	34.8
1987 Corolla GTS	RW	112.1	95.8	8.53	24.90	125	37.8
1992 Nissan 240SX	FW	155.4	159.0	8.33	22.33	130	37.0
1999 Mazda Miata	RW	128.1	109.5	7.73	21.27	125	41.5
2004 Civic Coupe Si	FW	158.7	111.4	7.24	20.70	127	37.0

 LEVEL 3

Name	DT	HP	TQ	0-60	0-100	TS	H
2003 Peugeot 206	FW	398.8	278.0	3.12	8.54	207	72.6
2003 Focus ZX3	FW	426.5	332.7	3.08	8.10	210	75.6
1987 Corolla GTS	RW	428.9	269.7	2.95	7.56	213	68.9
1992 Nissan 240SX	FW	466.7	335.2	3.47	8.03	219	74.8
1999 Mazda Miata	RW	424.3	303.8	3.05	7.28	213	87.4
2004 Civic Coupe Si	FW	454.3	283.9	3.11	7.92	216	70.4

 VIII2. Stage 2 (STG2)

 STOCK

Name	DT	HP	TQ	0-60	0-100	TS	H
2004 Hummer H2	AW	324.5	385.0	10.95	25.09	125	4.4

2004 Lincoln Navigator	RW	300.5	353.5	9.45	25.06	125	4.4
2004 Cadillac Escalade	AW	345.6	379.8	8.58	24.08	125	11.1
2003 Hyundai Tiburon GT V6	FW	181.7	176.3	7.23	20.35	137	30.4
2003 Nissan Sentra SER Spec-V	FW	174.8	179.2	7.33	19.33	135	26.7
2003 Toyota Selica GT-S	FW	180.3	129.8	6.78	18.13	130	34.8

LEVEL 3

Name	DT	HP	TQ	0-60	0-100	TS	H
2004 Hummer H2	AW	574.4	531.0	6.05	13.16	210	38.5
2004 Lincoln Navigator	RW	500.6	512.2	4.50	11.48	204	40.7
2004 Cadillac Escalade	AW	551.0	505.7	4.82	13.01	213	49.6
2003 Hyundai Tiburon GT V6	FW	511.8	338.9	2.81	7.34	222	65.2
2003 Nissan Sentra SER Spec-V	FW	481.9	338.4	3.14	7.68	219	62.2
2003 Toyota Selica GT-S	FW	445.8	281.4	3.20	8.02	219	74.8

VIII3. Stage 3 (STG3)

STOCK

Name	DT	HP	TQ	0-60	0-100	TS	H
2002 Lexus IS300	RW	214.3	217.1	7.10	18.13	139	26.7
1998 Toyota Supra	RW	225.4	210.2	6.53	15.78	150	23.7
2003 Volkswagen Golf GTI 1.8T	FW	180.2	173.1	6.60	17.97	131	26.7
2004 Audi A3	AW	249.6	235.2	6.32	14.06	155	32.6
2003 Acura RSX Type-S	FW	200.2	141.6	6.51	17.35	145	34.8
1999 Mitsubishi Eclipse	AW	209.0	213.9	6.60	18.51	137	35.6
2004 Audi TT Quattro	AW	249.0	236.0	6.34	13.93	155	44.4

LEVEL 3

Name	DT	HP	TQ	0-60	0-100	TS	H
2002 Lexus IS300	RW	480.0	349.5	3.90	9.01	213	60.7
1998 Toyota Supra	RW	516.4	396.4	3.13	6.94	219	60.7
2003 Volkswagen Golf GTI 1.8T	FW	419.2	369.3	2.91	7.74	207	65.9
2004 Audi A3	AW	510.6	369.4	3.21	7.01	216	71.9
2003 Acura RSX Type-S	FW	471.8	294.1	3.36	8.01	216	71.1
1999 Mitsubishi Eclipse	AW	467.0	402.2	3.09	9.14	216	71.1
2004 Audi TT Quattro	AW	500.1	368.8	3.29	6.63	216	78.5

VIII4. Stage 4 (STG4)

STOCK

Name	DT	HP	TQ	0-60	0-100	TS	H
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2004 Mazda RX-8	RW	237.7	158.5	5.97	15.89	148	41.5
2003 Nissan 350Z	RW	287.1	272.7	6.16	13.94	155	32.6
2004 Infiniti G35	RW	278.9	269.0	5.88	15.05	151	28.1
1999 Mitsubishi 3000GT	AW	319.7	314.8	5.73	14.04	159	34.1
2004 Pontiac GTO	RW	349.0	365.1	4.97	12.11	155	20.7
2005 Ford Mustang GT	RW	299.8	313.0	4.68	13.01	155	22.2
2003 Mitsubishi Lancer Evo 8	AW	270.5	272.1	4.06	13.34	155	43.7
1995 Mazda RX-7	RW	255.7	215.9	4.90	12.92	155	37.0

LEVEL 3

Name	DT	HP	TQ	0-60	0-100	TS	H
2004 Mazda RX-8	RW	476.6	269.9	3.38	8.04	216	75.6
2003 Nissan 350Z	RW	523.9	415.7	3.76	7.96	222	63.7
2004 Infiniti G35	RW	515.4	408.7	3.41	8.22	216	65.2
1999 Mitsubishi 3000GT	AW	472.0	397.3	3.69	9.34	207	69.6
2004 Pontiac GTO	RW	543.6	493.7	2.89	8.21	219	53.3
2005 Ford Mustang GT	RW	551.7	488.1	2.70	7.78	225	56.3
2003 Mitsubishi Lancer Evo 8	AW	430.9	377.6	2.45	8.37	207	75.6
1995 Mazda RX-7	RW	441.6	291.3	3.12	8.53	213	68.9

VIII5. Stage 5 (STG5)

STOCK

Name	DT	HP	TQ	0-60	0-100	TS	H
1999 Nissan Skyline R34 GTR	AW	276.6	220.4	5.22	12.98	155	52.6
2003 Subaru Impreza WRX STi	AW	299.7	381.7	5.01	12.90	155	32.6

LEVEL 3

Name	DT	HP	TQ	0-60	0-100	TS	H
1999 Nissan Skyline R34 GTR	AW	494.0	353.4	2.46	7.38	213	82.2
2003 Subaru Impreza WRX STi	AW	443.0	381.7	2.93	7.31	210	65.9

IX. Creds & Legal Crap (CRAP)

Well, this is the part where I go on and on about who can use this, who can't and every other piece of crap like that. I'll make this simple, the ONLY website able to use this document right now is GameFAQs. That'll probably change soon, as I'm sure that Neoseeker will want it too, so I'll go ahead now and tell them sure, just e-mail me before this gets posted on the site. Now that that BS is done, lets carry on.

X. Thanks (THNX)

RedGreeno = He's my cuz and the whole reason I wrote this
BrianFau = Helping me out w/ the Cars section and a lil of the Shops
EA = Sweet game guys, make another
Nintendo = For makin the dang games. BTW, hurry up w/ that new Zelda
GameFAQs = Gettin my butt through all those old RPGs for Genesis

Well that's all folks...

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