Burnout Dominator FAQ/Walkthrough

by Slay3rH3ll

A8. Dominator Points

A9. 100% Checklist

Updated to v0.25 on Aug 17, 2008

(DOMINATOR-GEN-8)

(DOMINATOR-GEN-9)

This walkthrough was originally written for Burnout Dominator on the PSP, but the walkthrough is still applicable to the PS2 version of the game.

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(PSP Version)	
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Spoilers may be revealed in some parts of the If you don't wish to read further on, hit the	
The guide I have written here is based on the I do not have the game on the other system. W is based on PSP version.	
Latest versions will always be at GameFAQs.	
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Al. Author Introduction	(DOMINATOR-GEN-1)
A2. Game Controls	(DOMINATOR-GEN-2)
A3. Burnout: Dominator	(DOMINATOR-GEN-3)
A4. Game Modes	(DOMINATOR-GEN-4)
A5. Signature Shortcuts	(DOMINATOR-GEN-5)
A6. Trophy Targets	(DOMINATOR-GEN-6)
A7. Burnout HQ	(DOMINATOR-GEN-7)

В.	Classic Series	(DOMINATOR-CLA-B)
C.	Factory Series	(DOMINATOR-FAC-C)
D.	Tuned Series	(DOMINATOR-TND-D)
Ε.	Hot Rod Series	(DOMINATOR-ROD-E)
F.	Super Series	(DOMINATOR-SPE-F)
G.	Race Specials Series	(DOMINATOR-RSP-G)
Н.	Dominator Series	(DOMINATOR-DMR-H)
I.	FAQ	(DOMINATOR-FAQ-I)
J.	Official Burnout: Dominator Soundtrack	(DOMINATOR-OST-J)
К.	Credits & Special Thanks	(DOMINATOR-CRD-K)

Ho Ho Burnout Maniac fans! It's me, Justin, back with another walkthrough. This time round, I have started doing for Burnout: Dominator. I just had this game recently for PSP and I thought I should start writing a complete walkthrough for this game.

I'm aged 16 this year and i'm born on the July 16th, 1992. My interests are Computer & Video Gaming, TV Freak and Anime.

I like playing Racing Games especially Need For Speed, Burnout, Ridge Racer, Crazy Taxi and lots more. I also do play Grand Theft Auto series, San Andreas, Vice City, Liberty City Stories and the latest, IV.

I also have somewhat a soccer fan, especially the English Premier League. My supporting team is Manchester United, followed by Chelsea. Outside of games and soccer fan, I do watch Anime and Cartoon shows.

The specified game controls are the default. Take note, this is only on the PSP version of the game, NOT PS2.

(Type A)

(Type B)

That's it. EA has just completely blown me away with my expectations in Burnout Dominator. The last time I played Revenge, it was way too easy.

Now that Dominator is out, it took me way longer to achieve every single target and cars. With new Race Modes and Features, it completely gave me a good cash to spend on.

There are a couple of PS2 and PSP differences from I've heard on the internet:

- >>>-On the PS2 version, you race against 5 competitors in Race, Grand Prix and Eliminator. However, the PSP has only 3 competitors, much easier in few races.
- >>>-The PSP version is much harder, as the opponents were tougher to catch and take them down. On the PS2, it was a little easy.
- >>>-The PSP version features Burnout HQ, where players could Upload their Scores & Records and Download Tracks, while PS2 did not.

In Burnout: Dominator, things have even changed. If you Burn your boost, you cannot earn at the same time, unless you are Supercharging. Supercharging your boost gives you at the maximum speed.

Each time you fill the bar while you are supercharged, you get a Burnout Boost Chain. This is very crucial and most important in Near Miss/Burnout/Drift Challenge & Maniac. The more you supercharge boost, the higher you score in Maniac and the higher your multiplier gets.

To achieve a Burnout Chain, you need to fill your Yellow arrow bar that is covered by the Blue Flames of Boost. If filled completely, the yellow arrow bar will blink, confirming that a Chain is being formed.

Now that we have known the basics, let's head into game modes.

>>>Race<<<

Simple Racing. Fight through traffic and use boost to win the race. You may also takedown rivals.

>>>Eliminator<<<

Eliminator is back, like it was in Burnout: Revenge. With you, against other 3 competitors, you have 30 seconds to escape from the last place. When all the 3 competitors are eliminated, the last driver surviving will win.

>>>Road Rage<<<

This...is, by far, my most favourite mode in every Burnout series. You use your car as a weapon, to destroy competitors cars and take them down. On your car, you will also recieve damage from the others.

In the previous Burnout Series, you had unlimited time while playing for Records. But in Burnout: Dominator, that's all changed.

Now that there is a time limit, you need to do the takedowns fast to gain time. In Record Breaker, the number of targets is always increased by 3. Once you reach the target, your time will extend, making you have enough time to do a takedown on competitors.

If you crash alot of times, you will sometimes get a damaged meter as Critical Damage. This is a warning that if you crash once more, your car will be Totaled after the crash and it's all over.

Remember, survive as much as possible, and takedown the competitors as fast as possible. This is the key to making much more takedown records.

>>>Burning Lap<<<

Somewhat, also known as Time Attack. This is by far, you, racing for the fastest time set by the game. Sometimes, this race mode will come through in the World Tour events.

>>>Near Miss/Burnout/Drift Challenge<<<

Why do these all 3 are under one catergory? It is. Because these modes involve using only a section of a track.

Near Miss Challenges are how good are you at dodging traffic. Dodging traffic increases your points easily. The more you dodge, the more you accumulate.

Burnout Challenges are combination of driving dangerously & Burnout Chains.

The longer your boost chain is, the higher you score.

Drift Challenges is based on your Drifting skills in Burnout. Brake then Steer and mash the gas.

With that, combine any of that challenge with Burnout Chain and you will walk away with a Gold Medal.

>>>Maniac<<<

========

Maniac is one of another favourite of mine. This involves you, driving dangerously earning boost and Maniac Score.

In the later parts of the World Tour progress, the Maniac Score for Gold Medal is very high. The Burnout Chains are very crucial in that stage, because after you complete a chain, you get extra score added to Maniac.

Remember, the key is to keep the boost chain as HIGH as possible and drive like a no rules traffic.

>>>Grand Prix<<<

===========

Grand Prix only happens near the end of a series, where you participate in 3 races. Your goal is to win the Grand Prix after all 3 races are raced.

Of course, the points are awarded as your placing...

>>>-1st (6 GP) >>>-2nd (4 GP) >>>-3rd (3 GP) >>>-4th (2 GP)

The 1st position earns the maximum points for every race, thus, make sure you win all 3 Races in a Grand Prix, as to ensure your Gold Medal in the event.

For the last few Burnout series, whenever taking down a rival, you will get a snapshot called "Signature Takedown". You only collected all of those just to earn a car that is crappy for races.

However, all of that is over. The guys at EA have kindly renamed them as Signature Shortcuts.

Now, you are wondering, what does it do? The answer to the question is, you open shortcuts that are blocked. To get a Signature Shortcut, simply takedown a rival into the yellow blocked barrier.

Once you take them down, you earn a Signature Shortcut and the shortcut will be opened to you for other uses in the later parts of the game. Signature Shortcuts are also required for 100% Game Completion.

There are a total of 16 Signature Shortcuts to find.

```
Tuscan Hills & Tuscan View
>>>-Tight Squeeze
>>>-Dusty Detour
               Autobahn & Autobahn Loop
>>>-Construction Destruction
>>>-Banned From The 'Bahn
               Bushido Peak & Bushido Valley
>>>-Higher Ground
>>>-Gas Shortage
               Spritual Towers & Spritual Gate
>>>-Back Alley Run
>>>-Bridge Blast Out
               Ocean Drive
```

>>>-Tunnel Trouble

>>>-Lucky Dip

Steeltown Works

>>>-Midtown Mayhem >>>-Hit Factory

Glacier Falls

>>>-Corner Cutter >>>-Trail Blazer

Black Gold Highway

>>>-Wholesale Mayhem >>>-Gold Digger

Completing the whole list of 16 Signature Shortcuts will give you a chance to get 100% Completion.

| A6. Trophy Targets (DOMINATOR-GEN-6) |

In the last few Burnout Series, you had this and you even often complained that it was difficult to get some of the Targets. Especially those who couldn't get after a target after playing for hours.

Now in Burnout: Dominator, with more Targets to achieve, it is much easier to achieve most of them. Although a little number of targets are pain in the ass to achieve.

There are altogether 5 Trophies you have to win, and each has 7 Targets to achieve.

Rookie Trophy

Basic trophy out of the five. Most of these are pretty easy to achieve and you should have no problems.

> >>>-Win 10 Gold Medals. >>>-Get 10 Total Takedowns. >>>-50,000 Total Maniac Points.

```
>>>-50 Total Near Misses.
>>>-Perform Your 1st Burnout.
>>>-Perform Your 1st Takedown Rampage.
>>>-Win Race After 3 Crashes.
```

Reckless Trophy

Targets are a little much higher than the previous, but they are still easy to achieve. The last Target in this trophy is a definite challenge.

```
>>>-Win 25 Gold Medals.
>>>-100 Total Takedowns.
>>>-500,000 Total Maniac Points.
>>>-Get 500 Total Near Misses.
>>>-Unlock Any Dominator Car.
>>>-Perform Your 1st Aftertouch Takedown.
>>>-3 Takedowns On The Same Rival In A Race.
```

Fearless Trophy

Intermediate trophy, less easier than the previous two. The only targets that are difficult to achieve here is only 1,000 Near Misses, 1st Double Takedown and Vertical Takedown.

```
>>>-Win 50 Gold Medals.
>>>-250 Total Takedowns.
>>>-1,000,000 Total Maniac Points.
>>>-Get 1,000 Total Near Misses.
>>>-5x Burnout Boost Chain.
>>>-Perform Your 1st Double Takedown.
>>>-Perform Your 1st Vertical Takedown.
```

Maniac Trophy

If you have made through this far, don't bother celebrating yet. 2,500 Total Near Misses is the only Target you will have to wait for a long way.

```
>>>-Win 70 Gold Medals.
>>>-Get 500 Total Takedowns.
>>>-2,500,000 Total Maniac Points.
>>>-Get 2,500 Total Near Misses.
>>>-10x Burnout Boost Chain.
>>>-Win A Race Without Crashing.
>>>-Boost For A Whole Lap.
```

Dominator Trophy

The final trophy out of all and definitely the hardest, unlike the other 4 trophies. Have fun trying to achieve all the targets in this Trophy, because some takes forever to achieve.

```
>>>-Win All Gold Medals.
>>>-Get 1,000 Total Takedowns.
>>>-Get 5,000,000 Total Maniac Points.
>>>-Get 5,000 Total Near Misses.
>>>-15x Burnout Boost Chain.
>>>-Unlock All Shortcuts.
>>>-Unlock All Cars.
```

Completing all targets for every trophy will earn you a big boost to 100% Game

Completion.

In the PSP version of the game, you will notice at the main menu, there is an option called "Burnout HQ".

This feature is only accessible on PSP, because you will need a wireless connection. Sorry PS2 users, this is not available to you guys.

Once you enter the Burnout HQ, you will have two options.

>>>-Upload Scores
>>>-Download Tracks

| Upload Scores |

You got a record you think anybody cannot beat it? Go ahead and enter this option.

You can submit your score records using this feature on PSP to the Burnout online Leaderboard. These are the only modes that can be uploaded.

>>>-Maniac

>>>-Time Attack

>>>-Road Rage

>>>-Race

| Download Tracks |

In this feature, you get to download addon tracks for PSP version of the game.

Here are the current downloadable tracks:

>>>-Redgate
>>>-Carnival City

New addition to this Burnout is the Dominator Points. Now, you may be wondering what does it do. At the end of every event you complete, you earn points.

You start from 0 and the maximum you reach is 10,000. However, you might be asking, how do you earn the points? Also, what do you unlock when you reach a certain point? These are the two favourite questions you will be asking.

For unlocks, it only unlocks the car series (Factory, Tuned etc.) and nothing else.

```
>>>-Factory (500 Points)
>>>-Tuned (1,200 Points)
>>>-Hot Rod (2,000 Points)
>>>-Super (3,000 Points)
>>>-Race Specials (4,500 Points)
>>>-Dominator (6,000 Points)*
```

*You will also need to unlock any Dominator Car in order to be able to enter the series.

For earning, it's way much easier. But how? Here:

=======

| Medals |

========

>>>-Bronze	(25	Points)
>>>-Silver	(50	Points)
>>>-Gold	(75	Points)

In each series Grand Prix, you will still only get 75 Points if you achieved a Gold medal.

========

| Unlocks |

========

>>>-Car Unlock	(30 Points)
>>>-Trophy Target	(20 Points)
>>>-Signature Shortcuts	(50 Points)
>>>-Series Unlocks	(0 Points)
>>>-Menu Damage	(0 Points)

The Menu Damage is an interesting effect for your game, but is worth nothing for DP. It can also be turned on and off in the Options.

| 100% Trophy Target |

>>>-Rookie	(100	Points)
>>>-Reckless	(100	Points)
>>>-Fearless	(200	Points)
>>>-Maniac	(200	Points)
>>>-Dominator	(500	Points)*

*Not final, I have not finished this trophy, so please correct this if I am wrong. Only my guess.

Before you go into the series, I recommend that you keep track of the Game Progress through the World Tour. Although the Driver Details have a much clear statistics, it is still not detailed enough.

```
| World Tour Events (88 Events) |
(Classic Series)
        >>>-Burnout Challenge - Glacier Falls - Forward
[ ]
[ ]
        >>>-Drift Challenge - Bushido Peak - Forward
        >>>-Maniac - Glacier Falls - Forward
[ ]
        >>>-Race - Black Gold Highway - Forward
        >>>-Road Rage - Bushido Peak - Forward
[ ]
        >>>-Near Miss Challenge - Black Gold Highway - Forward
[ ]
        >>>-Burning Lap - Spiritual Towers - Forward
[ ]
        >>>-Road Rage - Glacier Falls - Reverse
[ ]
        >>>-Race - Spiritual Towers - Forward
        >>>-Eliminator - Spiritual Towers - Reverse
[
        >>>-Maniac - Black Gold Highway - Reverse
[ ]
        >>>-Grand Prix - Glacier Hill / Black Gold Highway / Bushido Peak
[ ]
        >>>-Dominator Challenge Maniac - Bushido Peak - Reverse
[ ]
        (Factory Series)
        >>>-Maniac - Spiritual Gate - Forward
[ ]
        >>>-Drift Challenge - Glacier Falls - Forward
[ ]
        >>>-Road Rage - Autobahn Loop - Forward
[ ]
        >>>-Race - Glacier Falls - Forward
        >>>-Burning Lap - Autobahn - Forward
        >>>-Burnout Challenge - Bushido Valley - Forward
[ ]
        >>>-Race - Tuscan Hills - Forward
[ ]
        >>>-Near Miss Challenge - Spiritual Towers - Forward
[ ]
        >>>-Eliminator - Tuscan View - Forward
[
[ ]
        >>>-Road Rage - Black Gold Highway - Reverse
[ ]
        >>>-Maniac - Black Gold Highway - Forward
        >>>-Grand Prix - Spiritual Gate / Tuscan Hills / Autobahn
[ ]
[ ]
        >>>-Dominator Challenge Maniac - Glacier Falls - Reverse
        (Tuned Series)
        >>>-Road Rage - Steeltown Works - Forward
[ ]
        >>>-Maniac - Spiritual Towers - Reverse
[ ]
        >>>-Race - Bushido Valley - Forward
[ ]
Γ
        >>>-Burning Lap - Ocean Drive - Forward
        >>>-Burnout Challenge - Steeltown Works - Forward
[ ]
        >>>-Near Miss Challenge - Autobahn - Forward
        >>>-Maniac - Autobahn - Reverse
[ ]
        >>>-Drift Challenge - Ocean Drive - Forward
  1
        >>>-Eliminator - Autobahn Loop - Forward
Γ
       >>>-Race - Steeltown Works - Reverse
[ ]
        >>>-Road Rage - Tuscan Hills - Forward
Γ
        >>>-Grand Prix - Black Gold Highway / Ocean Drive / Steeltown Works
[ ]
        >>>-Dominator Challenge Maniac - Steeltown Works - Reverse
[ ]
         (Hot Rod Series)
        >>>-Road Rage - Spiritual Gate - Forward
        >>>-Burning Lap - Tuscan View - Reverse
[ ]
        >>>-Maniac - Ocean Drive - Forward
  1
        >>>-Near Miss Challenge - Black Gold Highway - Reverse
Γ
[ ]
        >>>-Race - Autobahn Loop - Reverse
        >>>-Maniac - Steeltown Works - Reverse
        >>>-Road Rage - Ocean Drive - Reverse
        >>>-Drift Challenge - Glacier Falls - Reverse
  1
        >>>-Eliminator - Tuscan Hills - Reverse
[
[ ]
       >>>-Race - Black Gold Highway - Reverse
```

```
>>>-Burnout Challenge - Tuscan View - Forward
        >>>-Grand Prix - Autobahn Loop / Spiritual Gate / Tuscan View
[ ]
        >>>-Dominator Challenge Maniac - Autobahn - Forward
        (Super Series)
[ ]
        >>>-Race - Ocean Drive - Forward
        >>>-Maniac - Bushido Valley - Reverse
[ ]
        >>>-Road Rage - Tuscan Hills - Forward
[ ]
        >>>-Burnout Challenge - Black Gold Highway - Reverse
        >>>-Burning Lap - Steeltown Works - Forward
        >>>-Race - Bushido Peak - Forward
[ ]
        >>>-Drift Challenge - Ocean Drive - Reverse
[ ]
        >>>-Near Miss Challenge - Steeltown Works - Forward
[ ]
        >>>-Eliminator - Glacier Falls - Forward
        >>>-Maniac - Tuscan Hills - Forward
[
        >>>-Road Rage - Autobahn - Reverse
[ ]
        >>>-Grand Prix - Steeltown Works / Glacier Falls / Bushido Valley
[ ]
       >>>-Dominator Challenge Maniac - Steeltown Works - Forward
        (Race Specials Series)
        >>>-Race - Spiritual Gate - Reverse
[ ]
        >>>-Maniac - Ocean Drive - Reverse
[ ]
        >>>-Burning Lap - Bushido Peak - Reverse
[ ]
        >>>-Road Rage - Black Gold Highway - Reverse
        >>>-Race - Steeltown Works - Reverse
        >>>-Burnout Challenge - Spiritual Towers - Reverse
[ ]
        >>>-Road Rage - Tuscan View - Forward
[ ]
        >>>-Near Miss Challenge - Spiritual Towers - Reverse
[ ]
        >>>-Eliminator - Tuscan Hills - Reverse
[
[ ]
        >>>-Maniac - Black Gold Highway - Forward
        >>>-Drift Challenge - Bushido Valley - Reerse
[ ]
        >>>-Grand Prix - Autobahn Loop / Steeltown Works / Bushido Valley
[ ]
[ ]
        >>>-Dominator Challenge Maniac - Glacier Falls - Forward
        (Dominator Series)
        >>>-Maniac - Bushido Peak - Forward
[ ]
        >>>-Race - Autobahn - Reverse
[ ]
        >>>-Road Rage - Ocean Drive - Reverse
[ ]
Γ
        >>>-Burnout Challenge - Glacier Falls - Reverse
        >>>-Maniac - Steeltown Works - Forward
[ ]
        >>>-Road Rage - Tuscan View - Reverse
        >>>-Race - Black Gold Highway - Forward
[ ]
[ ]
       >>>-Eliminator - Steeltown Works - Reverse
[ ]
        >>>-Grand Prix - Ocean Drive / Bushido Peak / Spiritual Gate
        >>>-Total Maniac - Ocean Drive - Forward
| Car Unlocks (36 Cars) |
(Classic Series)
        >>>-American Classic
[ ]
       >>>-Burnout Classic
[ ]
        >>>-Classic Muscle
[ ]
       >>>-Drift Classic
[ ]
       >>>-Euro Classic
        (Factory Series)
[ ]
        >>>-American Drifter
[ ]
       >>>-Factory Muscle
```

```
[ ]
        >>>-Factory Sport
[ ]
        >>>-J Coupe
[ ]
        >>>-Limited ST
        (Tuned Series)
        >>>-Custom Coupe Ultimate
[ ]
        >>>-Tuned Drifter
[ ]
[ ]
       >>>-Tuned Muscle
        >>>-Tuned Sports
[ ]
[ ]
        >>>-Works M-Type
        (Hot Rod Series)
       >>>-Assassin
Γ
  1
        >>>-Blue Lightning
  1
      >>>-Custom Hot Rod
[ ]
[ ]
       >>>-Street Dodger
[ ]
        >>>-Street Rod
        (Super Series)
[ ]
        >>>-American Super
       >>>-Euro Super
[ ]
        >>>-Royal X3
[ ]
        >>>-Super Muscle
[ ]
[ ]
        >>>-Works GT
        (Race Specials Series)
        >>>-Euro Circuit Racer
[ ]
       >>>-Euro Classic LM
[ ]
[
 ]
        >>>-Oval Circuit Racer
[ ]
       >>>-US Circuit Racer
       >>>-World Circuit Racer
[ ]
        (Dominator Series)
        >>>-Low Rider
[
 ]
[ ]
      >>>-Factory GT
[ ]
       >>>-Super Coupe
       >>>-Charger
[ ]
[ ]
       >>>-Super Prototype
        >>>-GT Racer
[ ]
| Target Trophies (35 Targets / 5 Trophies) |
(Rookie Trophy)
        >>>-Win 10 Gold Medals.
        >>>-Get 10 Total Takedowns.
[ ]
        >>>-50,000 Total Maniac Points.
[ ]
        >>>-50 Total Near Misses.
[ ]
       >>>-Perform Your 1st Burnout.
        >>>-Perform Your 1st Takedown Rampage.
[
 ]
        >>>-Win Race After 3 Crashes.
        (Reckless Trophy)
[ ]
        >>>-Win 25 Gold Medals.
        >>>-100 Total Takedowns.
[ ]
        >>>-500,000 Total Maniac Points.
[ ]
        >>>-Get 500 Total Near Misses.
[ ]
 1
        >>>-Unlock Any Dominator Car.
[
[ ]
        >>>-Perform Your 1st Aftertouch Takedown.
```

```
[ ]
       >>>-3 Takedowns On The Same Rival In A Race.
        (Fearless Trophy)
        >>>-Win 50 Gold Medals.
[ ]
        >>>-250 Total Takedowns.
[ ]
       >>>-1,000,000 Total Maniac Points.
        >>>-Get 1,000 Total Near Misses.
[ ]
       >>>-5x Burnout Boost Chain.
       >>>-Perform Your 1st Double Takedown.
  1
        >>>-Perform Your 1st Vertical Takedown.
[ ]
        (Maniac Trophy)
        >>>-Win 70 Gold Medals.
Γ
  1
        >>>-Get 500 Total Takedowns.
        >>>-2,500,000 Total Maniac Points.
        >>>-Get 2,500 Total Near Misses.
[ ]
[ ]
        >>>-10x Burnout Boost Chain.
       >>>-Win A Race Without Crashing.
[ ]
        >>>-Boost For A Whole Lap.
        (Dominator Trophy)
        >>>-Win All Gold Medals.
[ ]
        >>>-Get 1,000 Total Takedowns.
[ ]
        >>>-Get 5,000,000 Total Maniac Points.
        >>>-Get 5,000 Total Near Misses.
       >>>-15x Burnout Boost Chain.
[ ]
        >>>-Unlock All Shortcuts.
[ ]
       >>>-Unlock All Cars.
_____
| Signature Shortcuts (16 Signature Shortcuts) |
_____
        (Tuscan Hills & Tuscan View)
[ ]
       >>>-Tight Squeeze
[ ]
       >>>-Dusty Detour
        (Autobahn & Autobahn Loop)
        >>>-Construction Destruction
       >>>-Banned From The 'Bahn
        (Bushido Peak & Bushido Valley)
       >>>-Higher Ground
[ ]
[ ]
        >>>-Gas Shortage
        (Spritual Towers & Spritual Gate)
        >>>-Back Alley Run
[ ]
[ ]
        >>>-Bridge Blast Out
        (Ocean Drive)
[ ]
        >>>-Tunnel Trouble
        >>>-Lucky Dip
        (Steeltown Works)
[ ]
       >>>-Midtown Mayhem
        >>>-Hit Factory
        (Glacier Falls)
        >>>-Corner Cutter
[ ]
       >>>-Trail Blazer
```

```
(Black Gold Highway)
     >>>-Wholesale Mayhem
    >>>-Gold Digger
We've got everything prepared, so let's head for the World Tour, going ahead
| B. Classic Series
                                 (DOMINATOR-CLA-B) |
Welcome to the World Tour! You start off in the Classic Series, and you only
have 1 car unlocked, Classic Muscle.
There are 13 Events in the Classic Series, and they are done in the order:
| 1. Burnout Challenge |
| Glacier Falls |
       \ | /
| 2. Drift Challenge |
| Bushido Peak |
      \ | /
   3. Maniac |
  Glacier Falls
       \ | /
      \ | /
_____
| 4. Race |
                                    5. Road Rage
| Black Gold Highway |
                                    Bushido Peak
       \|/
                                       \ | /
| 6. Near Miss Challg. |
                                  7. Burning Lap
                                 Spiritual Towers |
| Black Gold Highway |
```

```
8. Road Rage
                                                       9. Race
    Glacier Falls
                                                  Spiritual Towers |
   10. Eliminator |
                                                      11. Maniac
| Spiritual Towers |
                                                 Black Gold Highway |
                     12. Classic Series Grand Prix
           | Glacier Hills - Black Gold Highway - Bushido Peak |
                 | 13. Dominator Challenge - Maniac |
                             Bushido Peak
Events Listing:
Event 1: Burnout Challenge
Requirement: N/A
Car: Any Classic Series car.
Track: Glacier Falls
Direction: Forward
Target: N/A
Reward/Award:
        >>>-2,000 Points (Bronze Medal)
        >>>-4,000 Points (Silver Medal)
        >>>-6,000 Points (Gold Medal)
Unlocks:
        >>>-Event 2 (Drift Challenge)
```

```
Event 2: Drift Challenge
Requirement: Event 1 (Burnout Challenge)
Car: Any Classic Series car.
Track: Bushido Peak
Direction: Forward
Target: N/A
Reward/Award:
        >>>-2,000 Points (Bronze Medal)
        >>>-4,000 Points (Silver Medal)
        >>>-6,000 Points (Gold Medal)
Unlocks:
        >>>-Event 3 (Maniac)
Event 3: Maniac
===========
Requirement: Event 2 (Drift Challenge)
Car: American Classic
Track: Glacier Falls
Direction: Forward
Target: Get 10,000 Maniac Points to unlock the American Classic.
Reward/Award:
        >>>-4,000 Points (Bronze Medal)
        >>>-6,000 Points (Silver Medal)
        >>>-10,000 Points (Gold Medal)
Unlocks:
        >>>-Event 4 (Race)
        >>>-Event 5 (Road Rage)
        >>>-American Classic (Classic Series)
______
Event 4: Race
==========
Requirement: Event 3 (Maniac)
Car: Burnout Classic
Track: Black Gold Highway
Direction: Forward
Target: Perform a 2X Burnout Chain to unlock the Burnout Classic.
Reward/Award:
        >>>-3rd Place (Bronze Medal)
        >>>-2nd Place (Silver Medal)
        >>>-1st Place (Gold Medal)
Unlocks:
        >>>-Event 6 (Near Miss Challenge)
        >>>-Burnout Classic (Classic Series)
______
Event 5: Road Rage
==========
Requirement: Event 3 (Maniac)
Car: Any Classic Series car.
```

Track: Bushido Peak

```
Direction: Forward
Target: N/A
Reward/Award:
         >>>-4 Takedowns (Bronze Medal)
         >>>-6 Takedowns (Silver Medal)
         >>>-8 Takedowns (Gold Medal)
Unlocks:
         >>>-Event 7 (Burning Lap - Preview Event)
Event 6: Near Miss Challenge
==========
Requirement: Event 4 (Race)
Car: Any Classic Series car.
Track: Black Gold Highway
Direction: Forward
Target: N/A
Reward/Award:
         >>>-1,000 Points (Bronze Medal)
         >>>-2,000 Points (Silver Medal)
         >>>-4,000 Points (Gold Medal)
Unlocks:
        >>>-Event 8 (Road Rage)
Event 7: Burning Lap - Preview Event
=========
Requirement: Event 5 (Road Rage)
Car: Low Rider
Track: Spiritual Towers
Direction: Forward
Target: N/A
Reward/Award:
         >>>-2:30:00 (Bronze Medal)
         >>>-2:10:00 (Silver Medal)
         >>>-2:00:00 (Gold Medal)
Unlocks:
         >>>-Event 9 (Race)
Event 8: Road Rage
=========
Requirement: Event 6 (Near Miss Challenge)
Car: Drift Classic
Track: Glacier Falls
Direction: Reverse
Target: Drift over 3,000ft to unlock the Drift Classic.
Reward/Award:
         >>>-3 Takedowns (Bronze Medal)
         >>>-5 Takedowns (Silver Medal)
         >>>-8 Takedowns (Gold Medal)
Unlocks:
         >>>-Event 10 (Eliminator)
         >>>-Drift Classic (Classic Series)
```

```
Event 9: Race
=========
Requirement: Event 7 (Burning Lap - Preview Event)
Car: Any Classic Series car.
Track: Spiritual Towers
Direction: Forward
Target: Takedown the Euro Classic at least once to unlock the car.
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
        >>>-1st (Gold Medal)
Unlocks:
        >>>-Event 9 (Race)
        >>>-Event 13 (Dominator Challenge - Maniac)
        >>>-Euro Classic (Classic Series)
Event 10: Eliminator
=========
Requirement: Event 8 (Road Rage)
Car: Any Classic Series car.
Track: Spiritual Towers
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
        >>>-1st (Gold Medal)
Unlocks:
        >>>-Event 12 (Classic Series Grand Prix)
Event 11: Maniac
_____
Requirement: Event 9 (Race)
Car: Any Classic Series car.
Track: Black Gold Highway
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-10,000 Points (Bronze Medal)
        >>>-15,000 Points (Silver Medal)
        >>>-25,000 Points (Gold Medal)
Unlocks:
        >>>-N/A
-----
Event 12: Classic Series Grand Prix
=========
```

Requirement: Event 10 (Eliminator)

```
Track: Glacier Hills - Black Gold Highway - Bushido Peak
Direction: Reverse - Forward - Forward
Target: N/A
Reward/Award:
      >>>-20,000 Points (Bronze Medal)
      >>>-30,000 Points (Silver Medal)
      >>>-40,000 Points (Gold Medal)
Unlocks:
      >>>-Low Rider (Dominator Series)
Event 13: Dominator Challenge - Maniac
==========
Requirement: Event 9 (Race)
Car: Low Rider
Track: Bushido Peak
Direction: Reverse
Target: Get Gold to unlock the Low Rider for Dominator Series.
Reward/Award:
      >>>-20,000 Points (Bronze Medal)
      >>>-30,000 Points (Silver Medal)
      >>>-40,000 Points (Gold Medal)
Unlocks:
      >>>-Low Rider (Dominator Series)
______
Congratulations! You have beaten all the events in the Classic Series! We will
now head for Factory Series.
| C. Factory Series
                                    (DOMINATOR-FAC-B) |
Welcome to the Factory Series! Here, you will race all the cars under Factory
catergory. You currently have one Factory car unlocked, Factory Muscle.
As with the Classic Series, there are 13 events and in the following order:
_____
    1. Maniac |
  Spiritual Gate
        |-----
                                            \ | /
                                            \ | /
| 2. Drift Challenge |
                                        3. Road Rage
                                       Autobahn Loop
   Glacier Falls
```

Car: Any Classic Series car.

\ /		\ /
4. Race Glacier Falls	 	5. Burning Lap Autobahn Loop
6. Burnout Challe		7. Race Tuscan Hills
8. Near Miss Chal		9. Maniac Tuscan View
10. Road Rage Black Gold Highw	ay	11. Maniac Black Gold Highway
1		1
 \	 	/
 \ 8	 	d Prix
 	 	d Prix
	 	d Prix s - Autobahn

Event 1: Maniac

```
Requirement: 500 Dominator Points
Car: Any Factory Series car.
Track: Spiritual Gate
Direction: Forward
Target: N/A
Reward/Award:
        >>>-8,000 Points (Bronze Medal)
        >>>-12,000 Points (Silver Medal)
        >>>-20,000 Points (Gold Medal)
Unlocks:
       >>>-Event 2 (Drift Challenge)
        >>>-Event 3 (Road Rage)
Event 2: Drift Challenge
Requirement: Event 1 (Burnout Challenge)
Car: American Drifter
Track: Glacier Falls
Direction: Forward
Target: Drift over 3,000 ft to unlock the American Drifter.
Reward/Award:
        >>>-2,000 Points (Bronze Medal)
        >>>-3,500 Points (Silver Medal)
        >>>-5,000 Points (Gold Medal)
Unlocks:
        >>>-Event 4 (Race)
        >>>-American Drifter (Factory Series)
_____
Event 3: Road Rage
==========
Requirement: Event 1 (Burnout Challenge)
Car: Any Factory Series car.
Track: Autobahn Loop
Direction: Forward
Target: N/A
Reward/Award:
        >>>-4 Takedowns (Bronze Medal)
        >>>-7 Takedowns (Silver Medal)
        >>>-9 Takedowns (Gold Medal)
Unlocks:
        >>>-Event 5 (Burning Lap - Preview Event)
______
Event 4: Race
=========
Requirement: Event 2 (Drift Challenge)
Car: Limited ST
Track: Glacier Falls
Direction: Forward
Target: Get up to a total of 15 Near Misses to unlock the Limited ST.
```

```
Reward/Award:
        >>>-3rd Place (Bronze Medal)
        >>>-2nd Place (Silver Medal)
        >>>-1st Place (Gold Medal)
Unlocks:
        >>>-Event 6 (Burnout Challenge)
        >>>-Limited ST (Factory Series)
______
Event 5: Burning Lap - Preview Event
=========
Requirement: Event 3 (Road Rage)
Car: Factory GT
Track: Autobahn Loop
Direction: Forward
Target: N/A
Reward/Award:
        >>>-1:30:00 (Bronze Medal)
        >>>-1:20:00 (Silver Medal)
        >>>-1:15:00 (Gold Medal)
Unlocks:
        >>>-Event 7 (Race)
Event 6: Burnout Challenge
=========
Requirement: Event 4 (Race)
Car: Any Factory Series car.
Track: Bushido Valley
Direction: Forward
Target: N/A
Reward/Award:
        >>>-4,000 Points (Bronze Medal)
        >>>-9,000 Points (Silver Medal)
        >>>-12,000 Points (Gold Medal)
Unlocks:
        >>>-Event 8 (Near Miss Challenge)
______
Event 7: Race
=========
Requirement: Event 5 (Burning Lap - Preview Event)
Car: Any Factory Series car.
Track: Tuscan Hills
Direction: Forward
Target: Takedown the J Coupe at least 2 times to unlock the car.
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
        >>>-1st (Gold Medal)
Unlocks:
        >>>-Event 9 (Eliminator)
        >>>-J Coupe (Factory Series)
```

```
Event 8: Near Miss Challenge
=========
Requirement: Event 6 (Burnout Challenge)
Car: Any Factory Series car.
Track: Spiritual Towers
Direction: Forward
Target: N/A
Reward/Award:
        >>>-1,000 Points (Bronze Medal)
        >>>-2,000 Points (Silver Medal)
        >>>-4,000 Points (Gold Medal)
Unlocks:
        >>>-Event 10 (Road Rage)
-----
Event 9: Eliminator
=========
Requirement: Event 7 (Race)
Car: Any Factory Series car.
Track: Tuscan View
Direction: Forward
Target: N/A
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
       >>>-1st (Gold Medal)
Unlocks:
       >>>-Event 11 (Maniac)
______
Event 10: Road Rage
=========
Requirement: Event 8 (Near Miss Challenge)
Car: Any Factory Series car.
Track: Black Gold Highway
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-4 Takedowns (Bronze Medal)
        >>>-6 Takedowns (Silver Medal)
        >>>-9 Takedowns (Gold Medal)
Unlocks:
       >>>-Event 12 (Factory Series Grand Prix)
Event 11: Maniac
=========
Requirement: Event 9 (Eliminator)
Car: Factory Sports
```

Track: Black Gold Highway Direction: Forward

```
Target: Get 50,000 Maniac Points to unlock the Factory Sports.
Reward/Award:
       >>>-20,000 Points (Bronze Medal)
       >>>-30,000 Points (Silver Medal)
       >>>-50,000 Points (Gold Medal)
Unlocks:
       >>>-Event 13 (Dominator Challenge - Maniac)
       >>>-Factory Sports (Factory Series)
Event 12: Factory Series Grand Prix
=========
Requirement: Event 10 (Eliminator)
Car: Any Factory Series car.
Track: Spiritual Gate - Tuscan Hills - Autobahn
Direction: Forward - Reverse - Reverse
Target: N/A
Reward/Award:
       >>>-3rd (Bronze Medal)
       >>>-2nd Points (Silver Medal)
       >>>-1st Points (Gold Medal)
Unlocks:
       >>>-N/A
Event 13: Dominator Challenge - Maniac
=========
Requirement: Event 11 (Maniac)
Car: Factory GT
Track: Glacier Falls
Direction: Reverse
Target: Get Gold to unlock the Factory GT for Dominator Series.
Reward/Award:
       >>>-10,000 Points (Bronze Medal)
       >>>-20,000 Points (Silver Medal)
       >>>-30,000 Points (Gold Medal)
Unlocks:
       >>>-Factory GT (Dominator Series)
Congratulations! You have beaten all the events in the Factory Series. Let's
head for the Tuned Series.
 | H. Dominator Series
                                         (DOMINATOR-DMR-H) |
Welcome to the final event series in the World Tour, the top of the line,
Dominator Series. All these events will let you pick ANY unlocked Dominator car
```

Unlike the rest of the series, the Dominator Series has only 10 events and in the following order of race event:

to race the event.

1. Maniac Bushido Peak	
 	 /
2. Race Autobahn	3. Road Rage Ocean Drive
4. Burnout Challenge Glacier Falls	5. Maniac Steeltown Works
 	 \ /
6. Road Rage Tuscan Valley	7. Race Black Gold Highway
8. Eliminator Steeltown Works	9. Dominator Series Grand Prix Ocean Drive - Bushido Peak - Spiritual Gate
 	 /
 	10. Total Maniac Ocean Drive
Events Listing:	

Event 1: Maniac

```
Requirement: 6,000 Dominator Points & 1 Unlocked Dominator car.
Car: Any Dominator Series car.
Track: Bushido Peak
Direction: Forward
Target: N/A
Reward/Award:
        >>>-50,000 Points (Bronze Medal)
        >>>-75,000 Points (Silver Medal)
        >>>-125,000 Points (Gold Medal)
Unlocks:
        >>>-Event 2 (Drift Challenge)
        >>>-Event 3 (Road Rage)
Event 2: Race
_____
Requirement: Event 1 (Maniac)
Car: Any Dominator Series car.
Track: Autobahn
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
        >>>-1st (Gold Medal)
Unlocks:
        >>>-Event 4 (Road Rage)
Event 3: Road Rage
==========
Requirement: Event 1 (Maniac)
Car: Any Dominator Series car.
Track: Ocean Drive
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-6 Takedowns (Bronze Medal)
        >>>-11 Takedowns (Silver Medal)
        >>>-14 Takedowns (Gold Medal)
Unlocks:
        >>>-Event 5 (Maniac)
______
Event 4: Burnout Challenge
_____
Requirement: Event 2 (Race)
Car: Any Dominator Series car.
Track: Glacier Falls
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-5,000 Points (Bronze Medal)
        >>>-10,000 Points (Silver Medal)
```

```
>>>-15,000 Points (Gold Medal)
Unlocks:
        >>>-Event 6 (Road Rage)
______
Event 5: Maniac
=========
Requirement: Event 3 (Road Rage)
Car: Any Dominator Series car.
Track: Steeltown Works
Direction: Forward
Target: N/A
Reward/Award:
        >>>-50,000 Points (Bronze Medal)
        >>>-75,000 Points (Silver Medal)
        >>>-125,000 Points (Gold Medal)
Unlocks:
        >>>-Event 7 (Race)
Event 6: Road Rage
=========
Requirement: Event 4 (Burnout Challenge)
Car: Any Dominator Series car.
Track: Tuscan Valley
Direction: Reverse
Target: N/A
Reward/Award:
        >>>-6 Takedowns (Bronze Medal)
        >>>-12 Takedowns (Silver Medal)
        >>>-15 Takedowns (Gold Medal)
Unlocks:
        >>>-Event 8 (Eliminator)
Event 7: Race
=========
Requirement: Event 5 (Maniac)
Car: Any Dominator Series car.
Track: Black Gold Highway
Direction: Forward
Target: N/A
Reward/Award:
        >>>-3rd (Bronze Medal)
        >>>-2nd (Silver Medal)
        >>>-1st (Gold Medal)
Unlocks:
        >>>-Event 9 (Dominator Series Grand Prix)
Event 8: Eliminator
```

=========

```
Requirement: Event 6 (Road Rage)
Car: Any Dominator Series car.
Track: Steeltown Works
Direction: Reverse
Target: N/A
Reward/Award:
      >>>-3rd (Bronze Medal)
      >>>-2nd (Silver Medal)
      >>>-1st (Gold Medal)
Unlocks:
      >>>-N/A
______
Event 9: Dominator Series Grand Prix
=========
Requirement: Event 7 (Race)
Car: Any Dominator Series car.
Track: Ocean Drive - Bushido Peak - Spiritual Towers
Direction: Reverse - Forward - Reverse
Target: N/A
Reward/Award:
      >>>-3rd (Bronze Medal)
      >>>-2nd (Silver Medal)
      >>>-1st (Gold Medal)
Unlocks:
      >>>-Event 10 (Total Maniac)
______
Event 10: Total Maniac
=========
Requirement: Event 8 (Eliminator) & Event 9 (Dominator Series Grand Prix)
Car: Any Dominator Series car.
Track: Ocean Drive
Direction: Forward
Target: N/A
Reward/Award:
      >>>-250,000 Points (Bronze Medal)
      >>>-500,000 Points (Silver Medal)
      >>>-1,000,000 Points (Gold Medal)
Unlocks:
      >>>-N/A
______
Congratulations! You can now re-play any events for fun OR play the Record
Breaker to set your own ultimate records!
(DOMINATOR-FAQ-I) |
A quick FAQ on common things.
```

Q: I'm stuck on [x] event, can you help me?

A: Just e-mail me with the specified event you are having trouble and I will be happy to reply. Q: I can't seem to play the Dominator Series when I've unlocked! What is wrong? A: You need to unlock at least a Dominator car in each series of Dominator Challenge. Q: Does the PS2 version supports Multiplayer? A: No. Q: What is Burnout HQ? A: It's a feature only available on PSP, allows you to download TWO additional tracks and upload your records. If your question isn't in here, feel free to e-mail. need for speed(bat)hotmail(rot)com NOTE: change the (bat) to @ and (rot) to . This is to prevent spambots from sending spam. | J. Official Burnout: Dominator Soundtrack (DOMINATOR-OST-J) | Complete Soundtrack of Burnout Dominator. If any mistakes found, please submit the corrections immediately. Artist: iForward, Russia! Song: Nine Album: Give Me A Wall 2 Artist: Alice In Chains Song: Would? Album: The Essential Alice In Chains 3. Artist: Army Of Anyone Song: It Doesn't Seem To Matter Album: Army Of Anyone Artist: Army Of Me Song: Going Through Changes Album: Artist: Avril Lavigne Song: Girlfriend (English) Album: Best D*** Thing 6. Artist: Avril Lavigne

Song: Girlfriend (Japanese)
Album: Best D*** Thing

```
7.
Artist: Avril Lavigne
Song: Girlfriend (Mandarin)
Album: Best D*** Thing
Artist: Avril Lavigne
Song: Girlfriend (Spanish)
Album: Best D*** Thing
9.
Artist: B'z
Song: Friction
Album:
10.
Artist: Brand New
Song: The Archers Bows Have Broken
Album: "The Devil And God..."
11.
Artist: Bromheads Jacket
Song: Fight Music For The Fight
Album: Dits From The Commuter Belt
12.
Artist: Dead Identities
Song: Long Way Out
Album: Music For The Waiting Room
13.
Artist: Earl Greyhound
Song: S.O.S.
Album: Soft Targets
14.
Artist: Filter
Song: Hey Man, Nice Shot (Big Mac Remix)
Album: Short Bus
15.
Artist: Hot Hot Heat
Song: Give Up?
Album:
16.
Artist: Jane's Addiction
Song: Stop!
Album: "The Best Of Jane's Addiction..."
17.
Artist: Killswitch Engage
Song: My Curse
Album: As Daylight Dies
18.
Artist: LCD Soundsystem
Song: US V. Them
Album: Sound Of Silver
```

19.

Artist: Lifetime

Song: Haircuts And T-Shirts

Album: Lifetime

20

Artist: Make Good Your Escape

Song: Beautiful Ruin Album: Beautiful Ruin

21.

Artist: Maxeen

Song: Block Out The World

Album: Hello Echo

22.

Artist: N.E.R.D.

Song: Rockstar (Jason Nevins Remix)

Album: In Search Of...

23.

Artist: Saosin Song: Collapse Album: Saosin

24.

Artist: Senses Fail Song: Calling All Cars Album: Still Searching

25.

Artist: Shadows Fall Song: Burning The Lives Album: Threads of Life

26.

Artist: Shiny Toy Guns

Song: Le Disko

Album: We Are Pilots

27.

Artist: Skybombers Song: It Goes Off Album: Sirens

28.

Artist: Sugarcult Song: Dead Living Album: Lights Out

29.

Artist: The Confession Song: Through These Eyes

Album:

30.

Artist: The Fratellis Song: Chelsea Dagger Album: Costello Music Artist: The Have Song: One Step Ahead Album: Back To The Burning Wreck Artist: The Photo Atlas Song: Red Orange Yellow Album: No, Not Me, Never 33. Artist: The Styles Song: Glitter Hits (J.J Puig Mix) Album: Burnout Dominator Exclusive Artist: The Sword Song: Freya Album: Age of Winters 35. Artist: Trivim Song: Anthem (We Are The Fire) Album: The Crusade 36. Artist: Wired All Wrong Song: Lost Angeles Album: Break Out The Battle Tapes | K. Credits & Special Thanks (DOMINATOR-CRD-K) | Now that we have come to the end, there's a little things to clear up. >>>Electronic Arts (EA Games) For making another great Burnout title in the whole series. Although your Need For Speed was disappointing, your Burnout titles have kept me jealous of it. Your EA Trax Jukebox for every titles are also epic. >>>Sonv For making the popular console, PS2 and PSP. >>>CJayC (GameFAQs Webmaster) Probably the most famous site for walkthroughs, i'd like to thank him for making my walkthrough possibly accepted @ GameFAQs! And thanks to all who are reading the walkthrough right now. I guess it's over. The End (:

The End (: "DOM-CL-02" - Classic Muscle License Plate

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