

Need For Speed 3: Hot Pursuit FAQ/Walkthrough

by scurty235

Updated to v1.3 on Feb 4, 2003

* * * Awaiting a friendly ASCII Art... * * *

* * * NO MORE SITES WILL BE ALLOWED TO POST MY FAQS FROM NOW ON * * *

[Game] - Need for Speed 3: Hot Pursuit
[Console] - Playstation
[Version] - 1.3
[Type] - FAQ/Walkthrough
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E-Mail Policy

I will take E-Mails under the following conditions:

- o Be Polite
 - o Ask intelligent questions
 - o Have "Need for Speed 3: Hot Pursuit" in the subject
-

Introduction

This guide will help you to complete this game. Keep in mind that I did not play the other NFS games. Any E-Mails concerning them will be instantly deleted. I made this FAQ because there was only one other FAQ for this game at GameFAQs (<http://www.gamefaqs.com/>). And what do you know I already got a hollow blue circle :). Anyway let's get to the guide.

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Version History

- .1 - First Release
Adding everything but gameshark codes.
- .2 - Updated
Added GS codes and a trick/tip
- .3 - Updated
Tested gameshark codes and all work! Also Neoseeker wants my FAQ.
- .4 - Updated
Removed bad code. Still wondering if Gamewinners wants this.
- .5 - Updated
Put the points for the tournament in(I was so dumb, forgetting those...).
- .6 - Updated
Psxcodez wanted this FAQ.
- .7 - Updated
Added a "Top Speed" section for those of you who want to know the top speed for all the cars. Major formating correction.
- Final - Added Track Records section. This will be the last version. Don't E-Mail me anymore. Added ASCII Art. Changed font size. Best viewed in Courier New 10.
- Final - I let IGN post my FAQs from now on.
- Final - I changed the format to look better.
- 1.3 - From now on, I will NEVER mark another guide final. Too many things are always wrong. Well, I basically reformatted the enitire guide from scratch. It took many hours, so I hope this format looks better than the previous ones.

Controls

Menu - Up & Down on D-Pad : Move Highlight
Left & Right on D-Pad: Change Selection
Triangle : Previous Screen
X Button : Choose Selection
Circle : Bring up Menu Control screen
Start Button : Advance to next screen

Racing - Start Button: Pause
X Button : Accelerate
Square : Brake; Reverse
Triangle : Change Views
Circle : Handbrake
L1 : Regenerate Car
L2 : Look behind
R1 : Shift Up
R2 : Shift Down
D-Pad : Steer
D-Pad Up : Horn; Highbeams

Game Type

One Player

It lets you race in any race mode.

Two Players

It lets you race against a friend on Single Race, Hot Pursuit, Tournament, or Knockout.

Race Modes

Single Race

It lets you race on any track that you've unlocked. You can choose how many laps you want, direction forward or backward, mirrored on or off, night on or off, and weather.

Hot Pursuit

It lets you race against the CPU plus there are cops. Depending how long you run from the cops you can get a warning, fined, or arrested. Cops will try anything to try to stop you with pulling you over, making roadblocks, or laying spikestrips! NOTE: The Ferrari 355 F1 & the Ferrari Marranello aren't available in this mode :(.

Tournament

Unlock all tracks (Except Empire City) by completing this mode. These are the points you get for finishing the race:

1st :8
2nd :7
3rd :6
4th :5
5th :4
6th :3
7th :2
8th :1

Come in first after completing the whole tournament to get these cars:

Begginer: Jaguar XJR-15
Expert : Mercedes CLK-GTR

You must place in the top 3 to proceed with the tournament. If you place 4th or lower you lose the tournament. NOTE: The restart button is not available during tournament mode.

Knockout

Unlock Empire City and El Nino. As long as you don't come in last for every race you'll do just fine. Beat all opponents during this mode to unlock:

Beginner: Empire City
Expert : El Nino

After each race the last player will be eliminated from Knockout. NOTE: You cannot use the restart button in this mode.

Practice

Just made for you to practice on tracks you've unlocked. You have the option of:

Ghost car - An invisible car to show the exact same route of you're best lap. Also shows your speed that you raced that lap with.

Braking Assist -The PS2 automatically slows you down around corners.

Traction Assist - Won't make tire marks from burnouts.

Best Line - Shows you the fastest way to beat a course when following these (They don't go into shortcuts).

Tutor - A man tells you when turns are coming up plus an arrow that will tell you how sharp a turn is.

=====
Style

=====

Arcade

Easier of the two. Lets you have better control over the road than in Simulation. When you hit cars or other obstacles you just spring back up on the road again.

Simulation

Harder of the two. You'll have to set up your car to suit its needs on certain courses.

Skill Level

Beginner

CPU players are slower than in expert mode. I use this mode to train when I play it. This is usually the first mode you will play in Tournament, Knockout, or Hot Pursuit.

Expert

CPU players are tough. This mode is basically used for earning cars and tracks or just having fun. CPU players also drive more aggressive and with better driving skills.

Tracks

Hometown

Length - 3.6 Miles

The easiest course in the game. The only hard part of it is the 90 degree turn a little past halfway of the track. Besides that, it's a fast course that I love :). NOTE: Going backwards on this track near the end is a jump that will send you flying.

Redrock Ridge

Length - 5.4 Miles

Easy once you know what it's like. After the first two main turns, in the beginning is a long curvy straightaway with rocks in the middle. Be careful, if you hit these rocks it could cost you. After that there's a 180 degree turn. After that go ahead for a little bit and you'll come across a place where police hide in Hot Pursuit mode. Then the rest is open desert, then a tunnel, then you go under a train track.

Atlantica

Length - 4.9 Miles

This is a fast course. About half of it is slightly curved. At about halfway through you make a sudden 180 degree turn then another down the way. It's an

easy course once you know it.

Rocky Pass

Length - 5.5 Miles

The name says it all. This course goes up, down, and through mountains. Near the end you'll come to an S-curved road. Power sliding works here to keep an extra 10 secs. or so. At the end you'll come near a town.

Country Woods

Length - 5.2 Miles

There are about seven 180 degree turns which makes this course very hard. At first it's nothing until you meet your first two very wide curves. After that watch out for a jump that sends you flying into a wall. Then there's five 90 degree turns. Then another four wide 180 degree curves. After that there's a 90 degree turn. Finally, after that, there's just a speedy, curvy road to the finish.

Lost Canyons

Length - 6.3 Miles

This course IS one of the hardest in this game. There is NO straight away in this course. The easiest parts are the ones found in Redrock Ridge. Other than that everything else is curves, curves, and even more curves! Near the end is a three lane. The best I can help you with that is pick the middle lane.

Aquatica

Length - 5.3 Miles

Easy in the beginning and end, hard in the middle. That's what I have to say about this course. At the beginning you'll come across a 270 degree turn, which isn't hard. Then comes the hard part, going through a series of curves. Throughout the whole middle you'll be going through series of curves. At the end it's a long, easy, slightly curved straight-a-way to the finish.

The Summit

Length - 6.4 Miles

Once again, the name says it all. This course is at the top of a mountain. This course is slightly hard in the beginning. As the course goes on though it gets tougher. Near halfway you'll come to a long, curvy straight-a-way. After that there's two tight 180 degree turns then two wide 180 degree turns. After that, it's just crazy.

Empire City

Length - 4.6 Miles

This is my favorite course, and it's a bonus course:). At the beginning are two 180 degree turns then a 270 degree turn. After that you go up a hill then into a two lane straight-a-way. During this straight-a-way, there are pillars that can cost you the race. After that there are three 90 degree turns. Finally, after that there's another one of those long straight-a-ways with pillars. Shortly after, you're done.

Opponents

There are 7 opponents which you race against in Tournament, Knockout, Single Race, and Hot Pursuit.

Ice - He usually comes in first of the seven. He occasionally comes in second or third out of the seven.

Bullit - He usually comes in second out of the seven. He occasionally comes in first or third out of the seven.

Blazin - He usually comes in third out of the seven. He occasionally comes in second or fourth out of the seven.

Terror - He usually comes in fourth out of the seven. He occasionally comes in third or fifth out of the seven.

Swerve - He usually comes in fifth out of the seven. He occasionally comes in fourth or sixth out of the seven.

Tad - He usually comes in sixth out of the seven. He occasionally comes in fifth or seventh out of the seven.

Karkas - He usually comes in seventh out of the seven. He occasionally comes in seventh out of the seven.

Cars

Ratings of 1-16 in each category.

Ferrari 355 F1

Acceleration: 9
Top Speed :10
Braking :10
Handling :10
Overall :10

Chevorlet Corvette

Acceleration: 8

Top Speed : 8
Braking :12
Handling : 9
Overall : 9

Lamborghini Coutach

Acceleration: 9
Top Speed :10
Braking : 8
Handling : 8
Overall : 9

Italdesign Nazca C2

Acceleration:10
Top Speed :12
Braking :12
Handling : 9
Overall :11

Ferrari 550 Maranello

Acceleration:10
Top Speed :13
Braking :11
Handling :11
Overall :11

Lamborghini Diablo SV

Acceleration:12
Top Speed :16
Braking :10
Handling : 9
Overall :12

Jaguar XJR-15

Acceleration:14
Top Speed :11
Braking :16
Handling :16
Overall :14

Mercedes CLK-GTR

Acceleration:16
Top Speed :13
Braking :14
Handling :13
Overall :14

El Nino

Acceleration:16
Top Speed :16
Braking :16
Handling :16
Overall :16

Top Speed

This section is made for the top speed for every car. Remember that these are the high speeds I got for my cars. If you have anything different please E-Mail me.

Ferrari 355 F1 : 183 mph
Chevrolet Corvette : 175 mph
Lamborghini Coutach : 181 mph
Italdesign Nazca C2 : 194 mph
Ferrari 550 Maranello: 199 mph
Lamborghini Diablo SV: 206 mph
Jaguar XJR-15 : 191 mph
Mercedes CLK-GTR : 200 mph
El Nino : 226 mph

Track Records

These are track records (Not counting the secret tracks). These will give you an idea how well you did on these tracks. I will be listed as SPOILT. If you want to submit your own, please E-Mail me using the address at the beginning of this FAQ.

HOMETOWN (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	1:32.71	1:32.71
2. SPOILT	El Nino	2:25.81	1:08.12

HOMETOWN (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	4:43.93	1:06.93
2. SPOILT	CLK-GTR	4:45.09	1:07.78
3. SPOILT	CLK-GTR	4:50.21	1:08.43
4. SPOILT	El Nino	4:50.75	1:08.43
5. SPOILT	El Nino	5:00.56	1:06.03

HOMETOWN (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	9:42.06	1:09.09
2. SPOILT	CLK-GTR	10:16.29	1:12.96
3. SPOILT	CLK-GTR	10:47.78	1:11.56

REDROCK RIDGE (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	2:19.75	2:19.75
2. SPOILT	El Nino	4:07.03	2:01.37

REDROCK RIDGE (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	8:17.37	1:56.68

REDROCK RIDGE (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	16:34.46	1:55.12

ATLANTICA (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	3:52.75	1:54.37

ATLANTICA (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	7:40.06	1:46.84
2. SPOILT	El Nino	7:45.59	1:45.96

ATLANTICA (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	14:49.87	1:43.65

ROCKY PASS (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	2:35.87	2:35.87
2. SPOILT	El Nino	4:41.43	2:20.62

ROCKY PASS (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	9:26.43	2:15.34

ROCKY PASS (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	18:49.53	2:16:28

COUNTRY WOODS (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	2:40.68	2:40.68

COUNTRY WOODS (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	9:12.06	2:14.21
2. SPOILT	CLK-GTR	9:29.71	2:16.25

COUNTRY WOODS (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	18:43.68	2:08.62

LOST CANYONS (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	4:58.21	2:22.18

LOST CANYONS (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	10:15.15	2:28.40
2. SPOILT	El Nino	10:25.96	2:31.40

LOST CANYONS (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	19:09.33	2:29.67

AQUATICA (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	3:04.00	3:04.00

AQUATICA (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	9:54.65	2:22.71
2. SPOILT	CLK-GTR	9:55.56	2:24.62

AQUATICA (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	17:59.79	2:23.98

THE SUMMIT (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	3:21.15	3:21.15
2. SPOILT	El Nino	5:55.12	2:56.37

THE SUMMIT (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	El Nino	12:08.37	2:55.75
2. SPOILT	CLK-GTR	12:39.50	2:57.90

THE SUMMIT (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	25:12.09	2:56.89

EMPIRE CITY (2 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	2:05.21	2:05.21
2. SPOILT	El Nino	3:55.34	1:54.84

EMPIRE CITY (4 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	7:51.78	1:53.43

EMPIRE CITY (8 Laps)

Name	Car	Total Time	Best Lap
----	---	-----	-----
1. SPOILT	CLK-GTR	14:49.45	1:54.73

Codes

I verified all these codes either right or wrong.

(* = I have tested the cheat and it works.)

(**= I have tested the cheat and it didn't work)

*All cars and all regular tracks:

Enter SPOILT as a name.

**Additional camera views:

Enter SEEALL as a name.

*Flip cars

Hold Start, Select, L2, R1 after the loading screen appears.

*Jaguar XJR-15

Enter 1JAGX as a name.

*Mercedes CLK-GTR

Enter AMGMRC as a name

*El Nino

Enter ROCKET as a name

*Horsepower Boost

Hold Left, Square, Circle after the loading screen appears.

**Heavy car

Hold Select, Square, X after the loading screen appears.

*Regular Police

Hold Down, R1, L1 after the loading screen appears. Only available in Redrock Ridge and Lost Canyons.

*Southern Accented Police

Hold Up, L1, R1 after the loading screen appears

*German Police

Hold Up, L2, L1 after the loading screen appears.

*Spanish Police

Hold Down, R2, L1 after the loading screen appears.

*Italian Police

Hold Left, R2, L1 after the loading screen appears.

*French Police

Hold Right, R2, L1 after the loading screen appears.

Secret Tracks

NOTE: You can get Empire City by beating Knockout on beginner. These are all verified correct.

The Room

Enter PLAYTM as a name.

Caverns

Enter XCAV8 as a name.

Auto Cross

Enter XCNTY as a name.

Space Race

Enter MNBEAM as a name.

Scorpio-7

Enter GLDFSH as a name.

Empire City

Enter MCITYZ as a name.

Tricks/Tips

Hometown

The only trick I know is when you get to the 90 degree turn you can powerslide and still be going well over a 100 MPH.

Redrock Ridge

Right before the 180 degree turn, to the right is a plain go on it and curve left and go through the opening onto the road to lose cops and beat opponents.

Atlantica

Shortly after the race there is a wide turn with two roads. Take the higher one. Follow that road and go off the jump. That wasn't really a shortcut but it's fun to go off of :). The real shortcut is past the Atlantica Civic Center. After that there's a two lane road. Take the right lane. Down the road to the right you should a gap in the wall. Go in there to get ahead of other players.

Rocky Pass

I found it helpful to powerslide at the S-curve right before the town and the S-curve near the end of the race.

Country Woods

After the five 90 degree turns, to the right is a shortcut that can save you valuable time.

Lost Canyons

Right before the three lane highway is a jump that can save time if you don't land into the pillars.

Aquatica

After you come out of the first tunnel there is a shortcut to the right. Right after you come out there are two possibilities either take a left or right. For me taking the right is better. At the next intersection either way is good.

The Summit

(No real shortcuts)

Empire City

Almost right at the start to the left is a shortcut. As you come out of the shortcut to the left is another one. Right after the statue is a downhill road. Instead look to the right to see a little ledge. Go on the ledge and follow it. Eventually you will come across a jump. Go off it to land on another ledge then, jump off the second ledge (Extremely useful for losing cops). Finally, at the end of the second group of pillars, to the right is an opening. Go in the opening to go off a jump.

Gameshark Codes

All codes were obtained from Gameshark.com

- Ferrari 550 and Diablo - 800439300101
- Jaguar XJR-15 and Mercedes CLK-GTR - 800439320101
- Version 2.0 for Diablo - 800439300100
- Start on Lap 2 (Knockout) - D011DD300000
8011DD300001
- Start on Lap 4 (Tournament) - D011DD300000
8011DD300003
- All Regular Levels and Cars - 80125F10FFFF
- Nazda C2 - 8004392E0101
- Empire City and El Nino - 800FA9E0003D

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|_4_ sites that spell PING with their first letters are:
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E|Neoseeker [https://www.neoseeker.com/]
A|IGN [http://faqs.ign.com/]
T|Playstation cheat.net [http://www.psxcodez.com/]

C|

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Credits

- o GameWinners for the codes and secret tracks
- o GameWinners for posting this on their site
- o GameFAQs for posting this on their site
- o Neoseeker.com for posting this on their site
- o IGN for posting this
- o Playstation cheat.net for posting this
- o Electronic Arts for producing a great game
- o CjayC for running the best FAQ site on the web!
- o Gameshark.com for their great gameshark codes
- o Me for writing this FAQ

Authors Note

NO MORE WEBSITES EXCEPT FOR THE ONES LISTED ABOVE WILL BE ALLOWED TO HOST MY
FAQS FROM NOW ON.

* * * E N D O F D O C U M E N T * * *
