Need For Speed 3: Hot Pursuit FAQ

by JChamberlin   Updated to vFinal on Jan 14, 2005

```
  ____   __          _____        _____
 __   | / /____ ___ ___  /       __ ___/_____ _____
 __   |/ / _  _ \_  _ \_ __ /      __  /  __  \__ __/
 _  /|  / /  __/  __/ /_/ /      _  __/  / /_/ /_ /
 /_/ |_/  \___/ \___/ \__,_/       /_/    \___/ /_/


  _____                   _____      _____
 __ ___/_____ ___ ___ ____ /     ___ _/___ _/___ _/___
 ___ \ __ __ \_  _ \_  _ \_ __ /     _  /  __  /  __  / __(_)
 ___/ / __  /_// __// __// /_/ /     _/ /   _/ /   _/ /   __
 /___/  _  .___/ \___/ \___/ \__,_/     /__/   /__/   /__/   _(_)
         /_/


  _ _          _   ____                    _ _
 | | | |  __  | |_   | _ \ _   _ _ __ __ _ _ _ (_)| |_
 | |_| | / _ \ | __|  | |_) || | | | | '__|/ _|| | | || |_
 | _  || (_) || |_    | __/ | |_| | |   \__ \| |_| || ||  _|
 |_| |_| \___/  \__|   |_|    \__,_||_|   |___/ \__,_||_| \__|



 -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
                      Need For Speed III: Hot Pursuit
                      System: Sony PlayStation
                      Author: Jim Chamberlin
                      (red_phoenix_1@hotmail.com)

                      Version: FINAL (12/30/04)



  =======================================================================

  << Disclaimer >>

  This document is Copyright ⑦ 2001 Jim Chamberlin.  All Rights Reserved.

  =======================================================================



 -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Version -  0.1   Everything is new, of course.
           0.2   Added a few things.
           0.3   Minor Changes.
           0.4   Minor Changes
           0.5   Minor Changes.
           0.6   Minor Changes.
           0.7   Minor Changes.
           0.8   Minor Changes.
           0.9   Added the URL of my Sid Meier's Alpha Centauri FAQ.
           1.0   A minor change.
           1.1   A minor change.
           1.2   A few minor changes.
           1.3   A few changes.
           1.4   A few changes.
           1.6   A minor change.
```

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

This guide is complete. I am also no longer accepting questions regarding this
game; you're pretty much on your own if you can't find the information here or
in another help guide from sites like GameFAQs. As for any other GameShark
codes, well I just don't feel like putting any more there. If you would like
more, go to http://www.cmgsccc.com. They have the best list of GameShark codes.

With this game, you can't really make a walkthrough for it. However I did
my best at trying to produce some kind of strategy guide for it. It
covers the basics of the game.

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```
                             Table of Contents
```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

```
====================================
```
I. Game Modes
```
====================================
```

Need For Speed III comes with a few different game modes, ranging from
Single Race to Hot Pursuit.

```
============
```
= Practice =
```
============
```

What's the point of explaining this mode. Race the tracks without the
practice.

```
==============
```
= Single Race =
```
==============
```

This mode doesn't exactly need any explaining either. Basically it's a
single race on any selectable track, with an opponent or two. You get to
select the number of opponents.

```
=============
```
= Tournament =
```
=============
```

This tournament involves eight races, which you compete for top spot. You
are rewarded a certain number of points for whatever spot you finish.

1st place- 8 points
2nd place- 7 points
3rd place- 6 points
4th place- 5 points
5th place- 4 points
6th place- 3 points

7th place- 2 points
8th place- 1 point

If you win the tournament as an expert, the Mercedes CLK-GTR will be
released/ available.

If you win the tournament as a beginner, the Jaguar XJR-15 will be
released/ available.

============
= Knockout =
============

This is basically like a playoffs series: The loser is out of the game.

If you win Knockout as an expert, the El Nino will be released/ available.

If you win Knockout as a beginner, the Empire City is available.

===============
= Hot Pursuit =
===============

This is what the game is all about. You get to have police try to pull
you over. Depending upon the track or the car you are using, the chase
can really get exciting. The track that may give you the most trouble,
would be one with a narrow road and no area off to the side of the road to
get past the police. They try just about everything to get you stopped.
They like to try to fish- tail you off to the side of the road. The also
use road blocks and lay tire spikes. If you run over the spikes, you're
finished.

======================
= Arcade/ Simulation =
======================

It's self- explainable.

=====================================
II. The Tracks
=====================================

There are several tracks, but you may want to cheat to access them all.
This section is a little later.

HOMETOWN
3.6 miles
This track is easy. The only fun turn is the 90 degree turn in town.

REDROCK RIDGE
5.4 miles
Learn the turns, and you're fine.

ATLANTICA
4.9 miles
This track isn't too difficult. There are only a few sharp turns.

ROCKY PASS
5.5 miles
It'll take a little while to learn the turns and bad spots, but you'll do

fine.

COUNTRY WOODS
5.2 miles
This track can be difficult. There are several tough turns. A good tip
here is to work on your power- sliding.

LOST CANYONS
6.3 miles
This track is definitely one of the most difficult on the game. You'll
have to practice on this one.

AQUATICA
5.3 miles
This is a coastline track with many, many curves. Once again, power-
sliding is key. By the way, watch for the Titanic.

THE SUMMIT
6.4 miles
This track is very difficult with the snow. You will need some practice
for this beast.

EMPIRE CITY
4.6 miles
There are several columns in the road in this city- based track.

CAVERNS
Watch out for the obstacles. You can't use this track in the Hot Pursuit
or Single Race modes.

THE ROOM
A track in a kid's room. Same stipulation as above.

AUTOCROSS
A dirt track with some high jumps. Same stipulation as above.

SPACE RACE
A track in a space station. Sam stipulation as above.

SCORPIO- 7
A huge aquarium. Sam stipulation as above.

=====================================
III. The Cars
=====================================

Car Name	Acc.	Speed	Braking	Handling	Overall Rating
Chevy Corvette	7	7	11	8	8
Lamborghini Countach	8	9	7	8	8
Ferrari 355 F1	8	9	9	9	9
Italdesign Nazca C2	9	11	11	8	10
Ferrari 550 Maranello	9	12	10	10	10
Lamborghini Diablo SV	11	15	9	8	11
Jaguar XJR-15	13	10	15	15	13
Mercedes CLK-GTR	15	12	13	12	13
El Nino	15	15	15	15	15

=====================================
IV. Tips
=====================================

There are really only two tips I could give: practice on a couple of the
tracks, and work on your power- sliding.

```
=======================================
V. General Codes
=======================================
```

Enter these as your User Name:

```
SPOILT  - All Cars and standard tracks
SEEALL  - Additional camera views
PLAYTM  - The Room
XCAV8   - Caverns
XCNTRY  - Autocross
MNBEAM  - Spacerace
GLDFSH  - Scorpio-7
MCITYZ  - Empire City
1JAGX   - Jaguar XJR-15
AMGMRC  - Mercedes Benz CLK-GTR
ROCKET  - El Nino
```

Never Crash - press U,D,U,L,R at the loading screen.

Gum Ball Police - select the Redrock Ridge track and hold Down+ R1+ L2
before the loading screen appears, and until it disappears.

Crown Victorias - select the Rocky Pass track and hold Right+ R1+ L2 before
the loading screen appears, and until it disappears.

Crown Victorias - select the Summit track and hold Down+ R1+ L2 before the
loading screen appears, and until it disappears.

No police jeeps - select the Rocky Pass track and hold Right+ R1+ L2 before
the loading screen appears, and until it disappears.

No police jeeps - select the Summit track and hold Down+ R1+ L2 before the
loading screen appears, and until it disappears.

After selecting the game options, press Start to load a race. Before the
loading screen appears, press and hold the buttons indicateduntil the
loading screen disappears:

```
L+ []+ O -- Horsepower boost
Start+ Select+ R1+ L2 -- Crash other cars
Select+ []+ X -- Heavy Car
U+ R1+ L2 -- Police with a new accent
D+ R2+ L1 -- Spanish police
U+ R2+ L1 -- German police
L+ R2+ L1 -- Italian Police
R+ R2+ L1 -- French Police
U+ X+ /\ --  Slow motion mode
```

Advanced Options - Beat Knockout and Tournament in the simulation mode.

Titanic - select the Aquatica track and turn off night driving and weather.
When you hear a horn, stop and you'll see the Titanic pass by.

```
=======================================
VI. GameShark Codes
```

```
=======================================

Unlock all cars and hidden tracks      80125F10 01FF
Start on lap 4 in the tournament        D011DD30 0000
                                        8011DD30 0003
Start on lap 2 in Knockout              D011DD30 0000
                                        8011DD30 0001
Unlock Empire City and El Nino          800FA9E0 003D
Unlock Nazda C2                         8004392E 0101
Unlock Ferrari 550 and Diablo           80043930 0101
Unlock Jaguar XJR-15 and Mercedes       80043932 0101


=======================================
VII. Credits
=======================================


- Jeff Veasey and GameFAQs (http://www.gamefaqs.com)
- Al Amaloo at Game Winners (http://www.gamewinners.com)
- Dave Allison and Cheat Code Central (http://www.cheatcc.com)


  ========================================================================

  ASCII Art created using SigZag by James Dill:   (freeware!)
   http://www.geocities.com/southbeach/marina/4942/sigzag.htm

  This FAQ was writen entirely using the GWD Text Editor:  (shareware)
    http://www.gwdsoft.com/

   - There are many, many text editors out there (even completely free), but
     this is certainly one of the absolute best editors out there.  Also,
     be sure to support the software developer(s); they did a lot of hard
     work on this.



  ========================================================================


  << Disclaimer >>

        This Document is Copyright 2001 Jim Chamberlin.  All Rights Reserved.

        This guide can be FREELY distributed as long as you agree to a few
        things:

         - You do not alter this guide, leaving it in the original .txt
           file format
         - You do not charge for viewing this guide.  This includes, but
           is not limited to websites, cds, dvds, magazines, etc.
         - You give me credit.
         - Visit GameFAQs (http://www.gamefaqs.com) on a regular basis and
           download any updates to the guide.  Authors hate responding to
           questions that were answered in newer versions of the guide.


                                                    ///,         ////
                                                    \  /,      /  >.
                                                     \ /,   _/  /.
                           - (C)Jim Chamberlin       \_  /_/   /.
    _____             _____                            \__/_  <
   / __ _____   / __ \___ _ _____ _____ _ ____ __ /<<< \_\_
  / / / / ___/ __ \ / / / / // \/ __ \/ ___/   Y \/__/ \/ / /,)^>>_._ \
```

```
   /   /_/ /   _/_/ /_/ //  /_/ /   _~   /  /_/ /   _/_/  \   /  />   <  (/    \\ /\\\
  /__/ \  >____/_____//  ____/__//__/\_____/_____/__//__/\_//__/\_\      // ````
  ======\/===========\_/=======[red_phoenix_1@hotmail.com]===========((`=======
```

This document is copyright JChamberlin and hosted by VGM with permission.