

# Need for Speed 4: High Stakes Guide

by Apathetic Aardvark

Updated to v1.6 on Sep 6, 2004

**This walkthrough was originally written for Need for Speed 4: High Stakes on the PSX, but the walkthrough is still applicable to the PC version of the game.**

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Need For Speed: High Stakes

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I am also known as SineNomine on the GameFAQs.com message boards.

What's in this guide and how will it help me?

This guide is the most complete guide you will find. This guide includes;  
Car Buy/Sell/Upgrade Prices; Car Statistics; Tournament and Special event  
schedules, prizes and tips; Course Descriptions and tips; In game secrets and  
codes; a mini guide for hot pursuit mode; Game Shark Codes.

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### i) Disclaimer (Legal stuff)

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### ii) Version History

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3/13/2003 - V 0.7 - Not released, mostly used to double check game data.  
3/15/2003 - V 1.0 - First public version, obvious mistakes fixed.  
3/17/2003 - V 1.1 - Minor changes in the cars section. Added difficulty ratings to the tournaments and special events. Added comments to special events as well.  
4/18/2003 - V 1.4 - Added Sell prices, commas, and more track information. Added winning purse for individual races in the tournaments. Added a bit more depth to a few course reviews.  
4/18/2003 - V 1.47 - Fixed more typos. Moved the Version History to the top so I could change it more easily. Added many much needed dollar signs. Added car details (weight, height, etc). Music tracks added. Police Vehicles and many more hot pursuit tips added. Added some dividers to separate sub sections.  
4/19/2003 - V 1.5 - Added Special Event First place finish Prize money for all cars. Added Gameshark Codes.  
9/5/2004 - v 1.6 - Added frequently asked questions

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iii) Modes of Play

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Test Drive - you get to race cars you don't own. Pretty much for trying before you buy, what a funny name!

Single Race - You race on a course of your choosing alone, against one cpu, a friend, or a whole field of contestants.

Hot Pursuit - Race against other cars while being chased by police or be the police and show speeders who's on top.

Tournament - Race in one of six tournaments

Special Events - Race in one of eight special events

Trophy Room - View the Trophies from the tournaments and special events you have won. This will also tell you what is needed to access the event.

High Stakes - Requires two saved games on 2 separate memory cards. The winner of the race wins both cars, the loser loses his.

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iv) The Cars

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There are fourteen standard cars, three hidden cars, two special edition cars and some police only cars in the game. Each car has its own unique stats in many categories. In this section of the guide I will show their stats as well as comment on how they fair outside of just stats. For tournament and special event modes, cars can be upgraded to perform better. Upgraded cars get 1 point higher in, handling, top speed, and acceleration. All car statistics are based on their initial stats. The maximum for every category is 11 (however no cars have any base stat over a 10). The cars listed are only the cars you can buy or will be given to you at some point. One hidden vehicle and Police only vehicles are not listed.

\*\*\*\*\*

Acceleration: 4  
Top Speed: 5  
Braking: 8  
Handling: 4  
Overall: 5

Cost: \$20,000  
Upgrade 1: \$3,000  
Upgrade 2: \$5,250  
Upgrade 3: \$6,750  
Sell Value (no upgrades): \$10,000  
Sell Value (all upgrades): \$17,500

Weight: 2972 Lbs                      Length: 159.8 Inches  
Horse Power: 193                      Max Speed: 143mph  
0-60mph: 7.1 seconds                  0-100mph: N/A

Available Colors: yellow, white, grey, blue, black, dark red, and light red

Tournaments Allowed: Worldwide roadster classic

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: This is one of the first two cars you can get. It 痴 a good beginning car as it is fairly slow giving you plenty of time to make turns on the first set of tracks. While it is slow compared to later cars, it is the faster of the first two

\*\*\*\*\*

BMW Z3 Roadster  
Acceleration: 5  
Top Speed: 4  
Braking: 7  
Handling: 5  
Overall: 5

Cost: \$20,000  
Upgrade 1: \$3,000  
Upgrade 2: \$5,250  
Upgrade 3: \$6,750  
Sell Value (no upgrades): \$10,000  
Sell Value (all upgrades): \$17,500

Weight: 2910 Lbs                      Length: 159.4 Inches  
Horse Power: 193                      Max Speed: 128mph  
0-60mph: 6.3 seconds                  0-100mph: N/A  
Weight Distribution: 51.1/48.9

Available Colors: purple, green, dark blue, white, grey, red and blue

Tournaments Allowed: Worldwide roadster classic

Special Events Allowed: Weekend road racing classic, Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: The other of the first two cars you can drive. The z3 has better acceleration and handling than the Mercedes Slk 230 does, making it the

stronger choice for corners and hairpins. However, the z3 lacks the speed needed in open road circumstances.

\*\*\*\*\*

Camero Z28

Acceleration: 5  
Top Speed: 5  
Braking: 5  
Handling: 4  
Overall: 5

Cost: \$22,000  
Upgrade 1: \$3,300  
Upgrade 2: \$5,775  
Upgrade 3: \$7,425  
Sell Value (no upgrades): \$11,000  
Sell Value (all upgrades): \$19,250

Weight: 3331 Lbs	Length: 193.3 Inches
Horse Power: 305	Max Speed: N/A
0-60mph: 5.1 seconds	0-100mph: N/A

Available Colors: purple, green, grey, red and dark red

Tournaments Allowed: Regional Club Circuit

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: Much faster than the previous cars. The Camero is a nice mix of speed and response time. Very easy to turn around with after a crash. This car rarely spins out.

\*\*\*\*\*

Firebird T/A

Acceleration: 5  
Top Speed: 5  
Braking: 4  
Handling: 4  
Overall: 5

Cost: \$22,000  
Upgrade 1: \$3,300  
Upgrade 2: \$5,775  
Upgrade 3: \$7,425  
Sell Value (no upgrades): \$11,000  
Sell Value (all upgrades): \$19,250

Weight: 3477 Lbs	Length: 193.8 Inches
Horse Power: 305	Max Speed: N/A
0-60mph: N/A	0-100mph: N/A

Available Colors: white, grey, red, purple, green, blue

Tournaments Allowed: Regional Club Circuit

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: This car is tight. It's a bit faster than the Camero but loses this advantage with slow turning at slow speed scenarios. This causes numerous instances of spin outs. Once the Firebird gets moving in the open road though, it is going to slowly pull away from the Camero.

\*\*\*\*\*

Aston Martin DB7

Acceleration: 6

Top Speed: 6

Braking: 5

Handling: 5

Overall: 6

Cost: \$40,000

Upgrade 1: \$6,000

Upgrade 2: \$10,500

Upgrade 3: \$13,500

Sell Value (no upgrades): \$20,000

Sell Value (all upgrades): \$35,000

Weight: 3913 Lbs

Length: 182.9 Inches

Horse Power: 335

Max Speed: 165mph

0-60mph: 5.6 seconds

0-100mph: N/A

Weight Distribution: 56/44

Available Colors: white, grey, silver, olive, red, blue, purple, green, dark blue and black

Tournaments Allowed: Super Sedan Challenge

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: This is possibly the best car in its class. The DB7 is easily better than the Jaguar, though maybe inferior to the M5. However, for being cheaper than the M5 it gets the job done. The speed is the best in the class though the acceleration is the poorest. The long turns are a breeze and the short turns are on a dime.

\*\*\*\*\*

Jaguar XKR

Acceleration: 6

Top Speed: 6

Braking: 5

Handling: 5

Overall: 6

Cost: \$40,000

Upgrade 1: \$6,000

Upgrade 2: \$10,500

Upgrade 3: \$13,500

Sell Value (no upgrades): \$20,000

Sell Value (all upgrades): \$35,000

Weight: 3616 Lbs

Length: 187.4 Inches

Horse Power: 370

Max Speed: 155mph

0-60mph: 5.2 seconds

0-100mph: 12.4 seconds

Weight Distribution: 52/48

Available Colors: light red, dark red, blue, dark blue, green, purple and black

Tournaments Allowed: Super Sedan Challenge

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: While its acceleration is better than the DB7, the handling is just not as good. The car is sluggish to respond for small quick turns. Its speed is inferior to the DB7 too. This works against the XKR though as it lags behind with somewhat rough handling.

\*\*\*\*\*

BMW M5

Acceleration: 6

Top Speed: 6

Braking: 5

Handling: 6

Overall: 6

Cost: \$45,000

Upgrade 1: \$6,750

Upgrade 2: \$11,813

Upgrade 3: \$15,188

Sell Value (no upgrades): \$22,500

Sell Value (all upgrades): \$39,375

Weight: 3957 Lbs

Length: 191.4 Inches

Horse Power: 400

Max Speed: 155mph

0-60mph: 5.0 seconds

0-100mph: N/A

Weight Distribution: 52.4/47.6

Available Colors: black, grey, green, red, white, dark red and blue-grey

Tournaments Allowed: Super Sedan Challenge

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: Slightly slower than the DB7, the M5 makes up for it with the best acceleration in the sedan class. The m5 is described best as a brick. Make sure to use it as one when ramming your way to the front of the pack. This is possibly the first car you'll break any best times with.

\*\*\*\*\*

Corvette

Acceleration: 7

Top Speed: 7

Braking: 8

Handling: 7

Overall: 7

Cost: \$60,000

Upgrade 1: \$9,000

Upgrade 2: \$15,750

Upgrade 3: \$20,250  
Sell Value (no upgrades): \$30,000  
Sell Value (all upgrades): \$52,500

Weight: 3245 Lbs	Length: 179.7 Inches
Horse Power: 345	Max Speed: 175mph
0-60mph: 4.7 seconds	0-100mph: N/A

Available Colors: blue, black, white, red, dark red, purple, grey and green

Tournaments Allowed: Grand Touring Championship

Special Events Allowed: Corvette pro cup, Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: We'll start with the negatives. The Corvette tends to spin out when making low speed turns. Its high speed handling though is one of the smoothest in the game. The car has a good amount of speed and acceleration. While it is inferior to the Maranello, it is the only car that can enter the Corvette Pro Cup, which will save you several thousand dollars in the long run.

\*\*\*\*\*

550 Maranello  
Acceleration: 8  
Top Speed: 8  
Braking: 8  
Handling: 7  
Overall: 8

Cost: \$75,000  
Upgrade 1: \$11,250  
Upgrade 2: \$19,688  
Upgrade 3: \$25,313  
Sell Value (no upgrades): \$37,500  
Sell Value (all upgrades): \$65,625

Weight: 3726 Lbs	Length: 179.1 Inches
Horse Power: 485	Max Speed: 199mph
0-60mph: 4.3 seconds	0-100mph: 11.2 Seconds
Weight Distribution: 52.5/47.5	

Available Colors: red, dark red, blue, dark blue, black and yellow

Tournaments Allowed: Grand Touring Championship

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: The Maranello is a super fast great acceleration machine. This power comes at a great cost though, the Maranello has possibly the worst oversteering in the game. While this is wonderful for sharp turns at high speeds, it is horrible for turning at low and medium speed. Its high speed turning is second to none though. The horn is a nice added bonus, meep!

\*\*\*\*\*

Porsche 911

Acceleration: 8  
Top Speed: 7  
Braking: 7  
Handling: 9  
Overall: 8

Cost: \$175,000  
Upgrade 1: \$17,500  
Upgrade 2: \$30,625  
Upgrade 3: \$39,375  
Sell Value (no upgrades): \$87,500  
Sell Value (all upgrades): \$131,250

Weight: 3307 Lbs	Length: 170.4 Inches
Horse Power: 408	Max Speed: 180mph
0-60mph: 4.4 seconds	0-100mph: 9.3 Seconds

Available Colors: dark red, green, dark blue, black, white, grey, yellow, light blue, teal and red

Tournaments Allowed: International Supercar Series

Special Events Allowed: Porsche pro cup, Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: The handling on this car is everything. It is able to turn on a dime at fast and slow speeds. The acceleration good enough to keep up with the big boys. The largest problem with the 911 Turbo is the relatively slow top speed. But, for its low price, the 911 Turbo is a wonderful car.

\*\*\*\*\*

Ferrari F50  
Acceleration: 9  
Top Speed: 9  
Braking: 7  
Handling: 8  
Overall: 8

Cost: \$225,000  
Upgrade 1: \$22,500  
Upgrade 2: \$39,375  
Upgrade 3: \$50,625  
Sell Value (no upgrades): \$168,780  
Sell Value (all upgrades): \$253,125

Weight: 3080 Lbs	Length: 176.4 Inches
Horse Power: 513	Max Speed: 202mph
0-60mph: 3.7 seconds	0-100mph: 6.0 Seconds
Weight Distribution: 40.9/59.1	

Available Colors: yellow, grey, black, red and dark red

Tournaments Allowed: International Supercar Series

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: As the case was with the Maranello. the F50 has a large problem



in the handling department. At high speeds it is very vulnerable to sharp turns with or without the handbrake. At low speeds it likes to chase its own tail. The F50 is well faster than the 911 Turbo though, with better acceleration as well. This car does goes extremely fast though, with the best acceleration in the class, second only to the f1-GTR in the entire game. On a side note, this car gets wonderful hang time.

\*\*\*\*\*

Diablo SV

Acceleration: 8

Top Speed: 9

Braking: 6

Handling: 7

Overall: 8

Cost: \$200,000

Upgrade 1: \$20,000

Upgrade 2: \$35,000

Upgrade 3: \$45,000

Sell Value (no upgrades): \$150,000

Sell Value (all upgrades): \$225,000

Weight: 3575 Lbs

Length: 178.8 Inches

Horse Power: 529

Max Speed: 208mph

0-60mph: 3.8 seconds

0-100mph: 8.0 Seconds

Weight Distribution: 40/60

Available Colors: grey, yellow, dark red, red, dark blue, blue, green, purple, black and white

Tournaments Allowed: International Supercar Series

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: The fastest car on the market. This thing can blow the field away on the open road. The acceleration is wonderful as well. It also isn't as bad as the Ferrari F50 on the handling. At high speeds it performs wonderfully, making turns easily. However, slow speed turns it suffers from the fishtailing disease.

\*\*\*\*\*

Mercedes CLK-GTR

Acceleration: 10

Top Speed: 9

Braking: 10

Handling: 10

Overall: 10

Cost: \$500,000

Sell Value: \$375,000

Weight: 2200 Lbs

Length: 194.2 Inches

Horse Power: 600

Max Speed: 200mph

0-60mph: 4.0 seconds

0-100mph: 6.5 Seconds

Weight Distribution: 40/60

Available Colors: grey, red, green, blue, dark red, purple and black

Tournaments Allowed: GT Championship

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: A wonderfully balanced car. This is the third fastest standard car in the game. It's handling is a bit weaker than the McLarens, sluggish in sharp turns. The acceleration is very nice as well. A definite contender for the best all around car in the game.

\*\*\*\*\*

McLaren F1 GTR  
Acceleration: 10  
Top Speed: 9  
Braking: 10  
Handling: 10  
Overall: 10

Cost: \$500,000  
Sell Value: \$375,000

Weight: 2017 Lbs	Length: 193.9 Inches
Horse Power: 600	Max Speed: 197mph
0-60mph: 2.1 seconds	0-100mph: 4.2 Seconds
Weight Distribution: 53/47	

Available Colors: red, dark blue, black and orange

Tournaments Allowed: GT Championship

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: The first obvious advantage of the McLaren is the handling, while it is a bit slower than the CLK-GTR, its high and low speed turning are second to none. The McLarens is a wonderful choice for any map, especially very curved ones, coming out of turns with lightning fast acceleration. For straight maps, consider the CLK-GTR.

\*\*\*\*\*

Phantom (hidden car)  
Acceleration: 9  
Top Speed: 8  
Braking: 8  
Handling: 10  
Overall: 9

Cost: \$100,000  
Sell Value: \$75,000

Available Colors: Several

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: Supposedly has good handling. Otherwise, the speed and acceleration aren't bad.

\*\*\*\*\*

Titan (hidden car)  
Acceleration: 10  
Top Speed: 10  
Braking: 8  
Handling: 7  
Overall: 9

Cost: \$100,000  
Sell Value: \$75,000

Available Colors: Several

Special Events Allowed: Twilight open series, International open road tour, Knockout challenge, Open knockout challenge, Endurance racing competition

Comments: It has an inherent weakness to drive straight into the nearest wall, barrier, car, etc. Speed is good and acceleration are the best in the business when not stuck on a wall and unable to move.

\*\*\*\*\*

Special Edition Corvette  
Acceleration: 9  
Top Speed: 8  
Braking: 8  
Handling: 9  
Overall: 8  
Cost: N/A

Sell Value: \$168,750

Comments: An improved Corvette with higher stats and a nice paint job.

\*\*\*\*\*

Special Edition Porsche  
Acceleration: 9  
Top Speed: 8  
Braking: 8  
Handling: 10  
Overall: 9  
Cost: N/A

Sell Value: \$131,250

Comments: A Porsche with a great paint job.

\*\*\*\*\*

v) The Tournaments

\*\*\*\*\*

There are six tournaments in the game. You do not have to win one to race in another though. In addition to money, you can open tracks or special events with a victory. This information is listed with the prize money. In tournaments, traffic is never on. The courses can be laid out backwards, mirrored, or both. Weather can be on as well as nighttime driving. The higher up the tournament, the more likely it is to get many different

combinations. The GT Tournament is always day time, no weather with the courses being forward only, however, there are also four laps instead of two. Win all six tournaments and unlock the Phantom for purchasing, you will be given a free one as well.

\*\*\*\*\*

World Wide Roadster Classic:

Difficulty: Easy

Cars allowed: Mercedes SLK 230 and BMW Z3 Roadster

Prizes

1st: \$10,000 - The Twilight Open Series will be unlocked

2nd: \$8,500

3rd: \$7,000

\$2,500 first place prize per race.

Courses Involved: Landstrasse, Route Adonf and Kindiak Park

Car recommendation: The Mercedes SLK 230 is the better all around car for this set of races. However, it is not usable in the first special event, whereas the z3 is. If you're looking long term, go with the z3 as it is just as easy to win with.

\*\*\*\*\*

Regional Club Circuit:

Difficulty: Easy

Cars allowed: Camero z28 and Firebird T/A

Prizes

1st: \$20,000 - Durham Road unlocked - International Road Race unlocked

2nd: \$17,500

3rd: \$15,000

\$3,500 first place prize per race.

Courses Involved: Route Adonf, Landstrasse, Kindiak Park and Durham Road

Car recommendation: Camero, both cars have virtually identical stats though.

\*\*\*\*\*

Super Sedan Challenge:

Difficulty: Easy

Cars allowed: Aston Martin DB7, Jaguar XKR and BMW M5

Prizes

1st: \$30,000 - Knockout Challenge unlocked- Celtic Ruins track unlocked

2nd: \$27,500

3rd: \$26,000

\$5,000 first place prize per race.

Courses Involved: Kindiak Park, Route Adonf, Durham Road, Landstrasse and Celtic Ruins

Car recommendation: DB7, the car is the fastest, handles quite while. The open courses will make up for it's somewhat slower acceleration. The M5 also

makes a good racing choice, though it is a bit heftier of a price tag.

\*\*\*\*\*

Grand Touring Championship:

Difficulty: Easy

Cars allowed: Corvette and 550 Maranello

Prizes

1st: \$110,000 - Corvette Pro Cup unlocked - Dolphin Cove unlocked

2nd: \$105,000

3rd: \$100,000

\$12,000 first place prize per race.

Courses Involved: Durham Road, Landstrasse, Celtic Ruins, Kindiak Park, Route Adonf and Dolphin Cove

Car Recommendation: Corvette, with the tight turns on these courses it fairs much better than the Maranello. The Corvette is also nice since you can use it in the Corvette Pro Cup.

\*\*\*\*\*

International Supercar Series:

Difficulty: Moderate

Cars allowed: Porsche 911, Ferrari F50 and Diablo SV

Prizes

1st: \$175,000 - Porsche Pro Cup unlocked - Snowy Ridge unlocked

2nd: \$150,000

3rd: \$125,000

\$25,000 first place prize per race.

Courses Involved: Celtic Ruins, Kindiak Park, Landstrasse, Route Adonf, Durham Road, Dolphin Cove and Snowy Ridge

Car Recommendation: Porsche 911 Turbo, it has the handling needed for bad weather and it can be used for the Porsche Pro Cup.

\*\*\*\*\*

GT Championship:

Difficulty: Very Hard

Cars allowed: Mercedes CLK GTR and McLaren F1 GTR

Prizes

1st: \$250,000 - Endurance Challenge unlocked - Raceways 1,2,3 all unlocked

2nd: \$225,000

3rd: \$200,000

\$50,000 first place prize per race.

Courses Involved: Raceway 2, Raceway and Raceway 3

Car Recommendation: McLaren F1 GTR. For the tight turning Racecourses you will find the McLaren easier to win with. The CLK-GTR isn't a bad choice though, as it seems to outrace the McLaren in the open field.

\*\*\*\*\*  
vi) The Special Events  
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Special events have an entrance fee to get in. They typically give less money for winning as well. Most special events have some sort of theme, whether it be the car you can use or the conditions they have for the races. Five of the eight Special Events do not have car restrictions. Do not be afraid to use a slower car if you are more comfortable with it, the computer will be given cars from the same class. Get the gold trophy in all 8 Special Events to unlock the Titan car for purchasing and win a free one.

\*\*\*\*\*  
Weekend Road Racing Classic:

Difficulty: Moderate

Cars allowed: Fully Upgraded BMW Z3 Roadster

Entrance Fee: \$5,000

Prizes

1st: \$10,000

2nd: \$7,500

3rd: \$5,000

\$3,000 first place prize per race.

Courses Involved: Route Adonf and Landstrasse

Comments: Don't let the low number of courses and specific car trick you. This is one of the hardest special events as there are only two courses so you need to place well in both.

\*\*\*\*\*  
Twilight Open Series:

Difficulty: Easy

Cars allowed: Any standard car

Conditions: Night time

Entrance Fee: \$5,000

Prizes

1st: \$12,500

2nd: \$10,000

3rd: \$7,500

First place prize per race:

Z3/Slk230: \$3,700

550: \$8,249

Camero/Firebird: \$3,770

911: \$10,875

DB7/XKR: \$5,100

F50: \$13,125

M5: \$5,362

Diablo: \$12,000

Corvette: \$7,199

F1-GTR/CLK-GTR: \$17,999

Courses Involved: Kindiak Park, Route Adonf and Landstrasse

Comments: A very easy tournament. Three courses you're familiar with having one large difference, it is night time. Turn on your brights (up) and you should have no problem on this event.

\*\*\*\*\*

International Open Road Tour:  
Difficulty: Moderate  
Cars allowed: Any Standard Car  
Conditions: Traffic is on

Entrance Fee: \$5,000

Prizes

1st: \$15,000  
2nd: \$10,000  
3rd: \$5,000

First place prize per race:

Z3/Slk230: \$4,700	550: \$9,249
Camero/Firebird: \$4,770	911: \$11,875
DB7/XKR: \$6,100	F50: \$14,125
M5: \$6,362	Diablo: \$13,000
Corvette: \$8,199	F1-GTR/CLK-GTR: \$18,999

Courses Involved: Landstrasse, Kindiak Park, Route Adonf and Durham Road

Comments: A somewhat difficult race. Oncoming traffic is a factor, but most of these courses are fairly wide allowing for dodging room. In addition, this is opened fairly early when you have fast responding slow moving vehicles to use.

\*\*\*\*\*

Knockout Challenge:

Difficulty: Easy

Cars allowed: Any Standard Car

Conditions: If you finish last in any race you are eliminated

Entrance Fee: \$10,000

Prizes

1st: \$45,000

First place prize per race:

Z3/Slk230: \$700	550: \$5,249
Camero/Firebird: \$770	911: \$7,875
DB7/XKR: \$2,100	F50: \$10,125
M5: \$2,362	Diablo: \$9,000
Corvette: \$4,199	F1-GTR/CLK-GTR: \$14,999

Courses Involved: Landstrasse, Route Adonf, Celtic Ruins, Kindiak Park and Durham Road

Comments: As you may notice when you start this event, there's no money if you don't win. For one simple reason, after the last race, there will be only one person left. This isn't terribly difficult, just avoid being last place in any race.

\*\*\*\*\*

Corvette Pro Cup:

Difficulty: Easy

Cars allowed: Fully Upgraded Corvette

Entrance Fee: \$15,000

Prizes

1st: \$30,000 - Special Edition Corvette

2nd: \$25,000

3rd: \$20,000

\$12,500 first place prize per race.

Courses Involved: Landstrasse, Durham Road, Kindiak Park and Dolphin Cove

Comments: You will race against other fully upgraded Corvettes, but this should still be a rather easy race. Four very fast paced tracks will test out the full potential of Corvette top speed.

\*\*\*\*\*

Porsche Pro Cup:

Difficulty: Moderate

Cars allowed: Fully Upgraded Porsche 911

Entrance Fee: 50,000

Prizes

1st: \$100,000 - Special Edition Porsche 911

2nd: \$75,000

3rd: \$50,000

\$25,000 first place prize per race.

Courses Involved: Durham Road, Kindiak Park, Dolphin Cove and Snowy Ridge

Comments: This set of events could be a problem. Snowy Ridge is a difficult course and with very few events a bad finish, even with three first places on the previous tracks could cost you.

\*\*\*\*\*

Open Road Knockout Challenge:

Difficulty: Very Hard

Cars allowed: Any Standard Car

Conditions: If you finish last in any race you are eliminated, traffic is on

Entrance Fee: \$20,000

Prizes

1st: \$75,000

First place prize per race:

Z3/Slk230: \$700

550: \$5,249

Camero/Firebird: \$770

911: \$7,875

DB7/XKR: \$2,100

F50: \$10,125

M5: \$2,362

Diablo: \$9,000

Corvette: \$4,199

F1-GTR/CLK-GTR: \$14,999

Courses Involved: Celtic Ruins, Durham Road and Kindiak Park

Comments: The hardest of all the special events. You need to avoid finishing in last place, while dodging traffic. Fortunately, two of the three courses have a lot of maneuvering room. There are only four cars at the start of this as well. Slower cars are recommended for this event, though you may use anything.



\*\*\*\*\*

Endurance Challenge:

Difficulty: Hard

Cars allowed: Any standard car

Conditions: All courses take four laps to win

Entrance Fee: \$100,000

Prizes

1st: \$300,000

2nd: \$250,000

3rd: \$200,000

First place prize per race:

Z3/Slk230: \$50,700

550: \$55,249

Camero/Firebird: \$50,770

911: \$57,875

DB7/XKR: \$52,100

F50: \$60,125

M5: \$52,362

Diablo: \$59,000

Corvette: \$54,199

F1-GTR/CLK-GTR: \$64,999

Courses Involved: Landstrasse, Raceway2, Kindiak Park, Raceway, Durham Road, Raceway3 and Snowy Ridge

Comments: All of the courses have four laps, making this a very long event. If you an eight or more point lead before the last race starts, feel free to forfeit that race and save a few minutes of your life. The course selections are good though. Use any car your comfortable with.

\*\*\*\*\*

vii) The Courses

\*\*\*\*\*

There are ten courses to race on. Seven of these are normal courses and three are raceways. Each course will be scored after it has been commented on. Please note, the overall score is not a statistical average.

\*\*\*\*\*

Landstrasse (Germany) - A great beginning course which offers a little bit of everything. The opening of the course has long rolling hills which eventually turn into a few gradual turns, before meeting the first hard turn inside a small village. After leaving the village there are two more wide turns which lead into a series of S-turns. The S-turns lead into a nasty hairpin which is the hardest part of the track. After the hairpin there is a long stretch of highway with slight turns only. All of this leads of a very long tunnel which gradually turns back towards the starting line.

Course Challenge: 7

Computer AI: 7

Variety of Hazards: 6

Graphics: 7

Overall: 7

\*\*\*\*\*

Route Adonf (France) - Another beginning course, this one has a lot more town driving than Landstrasse does. Sharp and gradual turns in town are the cause of many collisions with buildings. The next leg of the course has some hard

turns around the side of a mountain until it becomes one of the best straight-aways in the entire game. After getting to freakishly high speeds, the course will pull several alternating turns through some ruins. You will come out of the turns just in time to go through a small winding forest. After all of these obstacles you'll pass an old watch tower and be back where you began.

Course Challenge: 7  
Computer AI: 8  
Variety of Hazards: 7  
Graphics: 8  
Overall: 7

\*\*\*\*\*

Kindiak Park (Canada) - The final course in the first circuit. Canada has a large variety of turns with two long straight-aways. There are many badly placed trees which will knick you if you hug corners too tight. The dirt is also a unique feature, unlike grass, which slows you down, the dirt trails do not; and they often have a shorter path than the curving road does.

Course Challenge: 8  
Computer AI: 6  
Variety of Hazards: 7  
Graphics: 8  
Overall: 7

\*\*\*\*\*

Durham Road (England) - This course is fast. The pace of the race is far more accelerated than any other course thus far. The start of the race will take you under an overpass with various pillars trying to hit you. After getting by this area, the next chunk of the course is just two gradual turns. They bring you to a large tunnel, which at first looks like a challenge, except, there's almost a straight path right through it. You'll come out to a pair of medians. Take whichever route you want. After this area there's a very long stretch of open road with a nice hill for getting some hang time. After a while you'll return to civilization, with a very hard turn under a tunnel. It is followed by a small straightaway with another tunnel at the end. The second tunnel isn't nearly as hard to maneuver as the first. After a quick leap through some overpasses you'll be back to the beginning of the course.

Course Challenge: 8  
Computer AI: 7  
Variety of Hazards: 7  
Graphics: 8  
Overall: 8

Additional Comment: the default best times on this course are very inflated. You will likely make the top times your first time racing this track.

\*\*\*\*\*

Celtic Ruins (Scotland) - The Celtic Ruins are very open. Getting to and maintaining high speeds are the joy of the track. Aside from a rough turn after hopping a large bridge, this map has no obstacles other than trees, which don't exist in multiplayer mode, so you can just cut across the area.

Course Challenge: 5  
Computer AI: 8

Variety of Hazards: 5  
Graphics: 9  
Overall: 6

\*\*\*\*\*

Dolphin Cove (United States) - The first map in the U.S. does not disappoint. The course starts winding along the ocean and a mountain. After a hairpin turn, you'll enter a forested area. The last turn in this area is tricky, it looks as if it should go to the left when in fact it jogs right first, then left. After getting out of the wilderness, you'll encounter close to a dozen curves which end with a finale of spitting you out directly on course with a large rock. Steer one way or the other and go through the tunnels. You'll make it back to town after not too long.

Course Challenge: 7  
Computer AI: 7  
Variety of Hazards: 7  
Graphics: 9  
Overall: 7

\*\*\*\*\*

Snowy Ridge (United States) - This is a horribly difficult course. Snow will throw you off course if you spend any amount of time in it. Toss in a few back to back hairpins and you have yourself a five mile per hour race for a bit. Fortunately, only one small area of the course is like this. The rest is mostly an uphill climb around corners. This makes the course interesting when you drive it backwards, giving insane amounts of downhill speed.

Course Challenge: 9  
Computer AI: 7  
Variety of Hazards: 7  
Graphics: 7  
Overall: 7

\*\*\*\*\*

Raceway (Italy) - This is the hardest of the raceway tracks. It has constant sharp turns and misleading gradual turns. For a raceway, there's only one stretch of extreme speed building, often resulting in a spill at the end of it. However, these sharp turns work against the course when you get to race it backwards, giving a very easy time on it.

Course Challenge: 8  
Computer AI: 9  
Variety of Hazards: 5  
Graphics: 7  
Overall: 7

\*\*\*\*\*

Raceway 2 (United States) - The easiest of the raceway courses. This one has very smooth turns and moderate ranged straight-aways. A good deal of the turns on this track can be done at extreme speed. This course is mostly a practice run for the other two raceways.

Course Challenge: 6  
Computer AI: 7  
Variety of Hazards: 5

Graphics: 8

Overall: 7

\*\*\*\*\*

Raceway 3 (Spain) - This course just rocks. Hard turns, underground tunnels, soft turns, cheering crowds. It has a bit of everything. A very large underground section occupies a large portion of the map. When you exit it, your vehicle will ramp off with great speed and altitude into two hard turns in opposite directions.

Course Challenge: 7

Computer AI: 7

Variety of Hazards: 8

Graphics: 9

Overall: 8

\*\*\*\*\*

### viii) Secrets and Codes

\*\*\*\*\*

Secrets: The following codes have an effect on the user name screen.

HOTROD - will activate the Titan, however, saving will be disabled

FLASH - will activate the Phantom, however, saving will be disabled

WHIRLY - Activates the police helicopter, saving is disabled and may only be used on test drive mode.

BIG\_OVEN - cops everywhere have British accents!

NFS\_PD - all kinds of police cars are now active for all courses

Getting the Phantom normally - win all six tournaments

Getting the Titan normally - win all eight special events

Better police cars - arrest all ten speeders in a round on single player mode, you will get the next better police car (A corvette or Porsche depending on the country) If you arrest all ten with the new car you will be given the best police vehicle, the Diablo SV cop car.

Heavy Car - After selecting your car hold left on the d-pad while holding circle and square. Release them when the map has fully loaded. You can now lift most objects you run into over you. This is useful with oncoming traffic on.

\*\*\*\*\*

Game Shark Codes:

Drunk Mode: 8013e6ac 001f

Infinite Cash: 80115da6 3b00

Heavy Car: 801144dc 0002

Dash View: 8011491c 0001

Light Car: 801144dc 0004

No Repair Bill: 80180e28 0000

Enable Durham Road: 80115d2c 0001

Enable Celtic Ruins: 80115d24 0001

Enable Dolphin Cove: 80115d18 0001

Enable Snowy Ridge: 80115d1 00001

Enable Raceway 1: 80115d34 0001

Enable Raceway 2: 80115d30 0001

Enable Raceway 3: 80115d38 0001

Infinite Pursuit Time: 8005e1ee 2400

\*\*\*\*\*

### ix) Hot Pursuit Tips

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As the Police:

First, let's get to know the Police Vehicles. Note; no vehicles in hot pursuit mode, have upgrades. Note; Hot Pursuit mode can not be played on any of the raceways.

\*\*\*\*\*

Caprice

Acceleration: 4

Top Speed: 5

Braking: 5

Handling: 6

Overall: 5

Courses: Kindiak Park, Dolphin Cove, Snowy Ridge

\*\*\*\*\*

BMW M5

Acceleration: 7

Top Speed: 6

Braking: 5

Handling: 6

Overall: 6

Courses: Landstrasse, Route Adonf, Durham Road, Celtic Ruins

\*\*\*\*\*

Corvette

Acceleration: 7

Top Speed: 7

Braking: 8

Handling: 7

Overall: 7

Courses: Kindiak Park, Dolphin Cove, Snowy Ridge

\*\*\*\*\*

Porsche 911

Acceleration: 8

Top Speed: 7

Braking: 7

Handling: 8

Overall: 7

Courses: Landstrasse, Route Adonf, Durham Road, Celtic Ruins

\*\*\*\*\*

Diablo SV

Acceleration: 8

Top Speed: 9

Braking: 6

Handling: 7

Overall: 8

Courses: All hot pursuit courses

\*\*\*\*\*

Single Player - While backup is nice to have, it's not always available. Try to get the car if you can. If your time exceeds a minute get some help.

Roadblocks and spike strips are also nice, but even shorter supply.

Multiplayer - With two players its a lot easier to coordinate who will get in front of the car and who will push him aside. If one player is a very good racer, race the police car ahead, turn around and head to head collide the speeder for some massive air.

-Hitting select when both you and the speeder have just collided will often land you an arrest by placing you back in the middle of the road. This works quite well if you lose track of the speeder after stopping him.

-If you can't quite get around the speeder, attempt to spin him around by nudging one side of his back bumper. It's a lot easier to get someone when you are pushing their car horizontally and they lose all speed.

-Try to have your car perpendicular to the speeders when you catch him. If he decides to try and escape you will catch him again almost immediately.

-If the speeder gets too far away, shut off your police lights (up and L1) and he will slow down. However, you can not catch him until you turn them back on. This is useful if you have spun out and the speeder got quite a ways away.

-Being a strong racer is very effective to catching speeders. Rather than trying to push them off of the road from the side, it is best to get in front of them and slant in front of them forcing them to ram into your door and try to turn the opposite direction of you to escape, which works against them as they head into a wall barrier and make their angle of escape even steeper.

\*\*\*\*\*

List of Speeders:

- |            |             |
|------------|-------------|
| 1. Clutch  | 6. Thunder  |
| 2. Chump   | 7. Razor    |
| 3. Roadhog | 8. Bullit   |
| 4. Ranger  | 9. Snake    |
| 5. Frost   | 10. Nemesis |

The Order Varies slightly depending on the course, this is the most common order.

\*\*\*\*\*

After each arrest you will gain bonus time, the time lowers per arrest, 1 indicates the first car caught, 2 the second car caught, and so on.

- |               |               |               |              |
|---------------|---------------|---------------|--------------|
| 1. 45 seconds | 4. 30 seconds | 7. 15 seconds | 10. you win! |
| 2. 40 seconds | 5. 25 seconds | 8. 10 seconds |              |
| 3. 35 seconds | 6. 20 seconds | 9. 05 seconds |              |

\*\*\*\*\*

As the Speeder:

Single Player - Your only goal here is to finish without being arrested. There will at times be several police cars chasing you and nudging up against your back end. After a while they will set up roadblocks, which are easy to a void and are often on the top of hills (you somewhat just ramp over them). The more severe hazard is the spike belt. Crossing the spike belt with your tires on the ground will pop them, slowing you and making steering virtually

impossible. The good news is, the spike belt is only wide enough to cover about half of the drivable surface, making it possible to avoid. Another very important piece of advice. Sometimes the speech for the game gets very far behind what's actually going on. This can be very bad as you'll go through a tunnel and come out in the middle of a spike belt you have not heard announced. Try not to get ahead of the speech if you can at all avoid it.

\*\*\*\*\*

Multiplayer (race) - This time you don't have the luxury of taking it slow as you're racing someone else. The cops will chase the first one to pass them. However, they can still arrest the player they were not initially chasing. If you get arrested you are taken out of the race and credited with a Did not finish. Being pulled over and ticketed will cost you about ten seconds. This is a lot of time for your opponent to catch up or expand his lead.

\*\*\*\*\*

As both:

Multiplayer (Head to Head) - Similar to single player in the standpoint that you are not racing against anyone. Different in the fact that your opponent is a human player. There is a downfall though. The speeder has quite an advantage. As long as you keep your hand on the accelerator and aren't stuck on a wall or on the cops back bumper, it is virtually impossible to get pulled over. As a cop, this makes your task more challenging because you almost have to wreck the speeder to catch him.

\*\*\*\*\*

#### x) Other

\*\*\*\*\*

Music - There are twenty songs in this game. The last two are shut off by default but can be opened from; options, audio, cd player, then select them to the on position.

Music Tracks:	Time:	Music Tracks:	Time:
1. Amorphous Being	2:59	11. Bring that Beat Back	2:50
2. Roll the Dice	3:19	12. Dude in the Moon	2:39
3. Rock This	2:34	13. Def Beat	3:21
4. Naked & Ashamed	2:32	14. Cost of Freedom	3:16
5. War	2:49	15. Globular Cluster	3:37
6. Bionic	3:10	16. No Remorse	3:44
7. I am Electro	2:44	17. Insanity Sauce	3:14
8. Liquid Plasma	2:48	18. Road Warrior	2:25
9. Fight	2:49	19. Callista	4:11
10. Clutch	2:09	20. Electro Optik	3:08

\*\*\*\*\*

#### xi) Frequently Asked Questions

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1. What's the best car?

There is no certain answer to that. In terms of stats, the McLaren F1 and the Mercedes CLK GTR cars are by far the best. However, as most courses are not straight lines, speed and acceleration are not the only important things. The Porsche 911's handling is probably the best in the game. All three of these cars are great. The DB7 and M5 area also great cars for their division. The easiest car to learn on though is probably the 911.

2. What's a good course to get good at?

Obviously all of them. However, Germany gives a good mixture of obstacles as does Canada. Also, as two of the first three courses, you will be able to advance into some better tournaments.

3. Which upgrades should I get if I can not afford them all?

Handling is probably the most useful, as it is also quite cheap. Acceleration is more practical than speed for most of the courses. However, as opponents never seem to get upgrades, they can easily be blown away with extra speed or acceleration.

4. Should I sell my previous car to get a new one?

No. If you sell your old car and find the new races too hard without upgrades, how will you get money finishing in last place?

\*\*\*\*\*  
xii) Credits  
\*\*\*\*\*

CJayC = the founder of GameFAQs for hosting this guide.

Railroad Rusty - For testing out car stats with me to see if they perform as well as the game says they should. Also thanks for the game shark codes.

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