

Greg Kramer

# 湾岸 **MIDNIGHT CLUB** STREET RACING

**Maps**  
for London  
& New York!



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# 湾岸 MIDNIGHT CLUB STREET RACING

TM

## Prima's Official Strategy Guide

### Greg Kramer

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## GUIDE STRUCTURE

More or less, you can play *Midnight Club* in any order you choose. If you play in *Career Mode*, you have some freedom in deciding which races to run and in what order. In *Arcade Mode*, on the other hand, you are free to jump into any race and any car you wish (as long as the option has been “unlocked”).

To accommodate that freedom, this guide is organized to help you quickly jump to the information you crave.

- *Street Racing for Cabbies*: This instructional section introduces you to the skills necessary to find a place in and rise to the top of the shadowy “*Midnight Club*.” Look here for driving tips and methods for finding shortcuts.
- *Cars*: What’s a driver without his or her car? This reference section provides profiles on each of the 42 cars, including instructions on how to unlock and drive them.
- *New York*: This will be your city guide to the Big Apple, New York City. Here is a map of the city with a helpful overview and highlighted landmarks to aid your sense of direction. You’ll also find maps for each of the 10 head-to-head and 15 waypoint races, descriptions of the race conditions and opponents, and the secrets to unlocking all of the bonus races.
- *London*: Next stop, London! Just like New York, except you’ll be driving on the other side of the road.
- *Arcade Mode*: This section covers special considerations in *Arcade Mode*, including the surprisingly rewarding *Cruising Mode* and the always manic *Capture the Flag* matches.



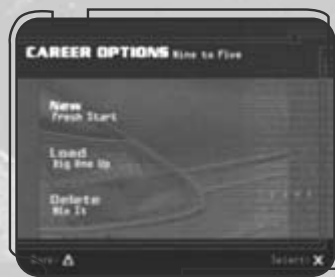
## STREET RACING FOR CABBIES

Picking up fares around town has taught you a thing or two about how to get from here to there fast. Still, pouring on the speed and tearing around corners can really spook the passengers and attract very unfavorable attention from Johnny Law. If only there were a way to channel your hard driving abilities and knowledge of every nook and cranny of the city into a lucrative career.

Ever hear about the "Midnight Club?" These cats spin their wheels around town wherever they want, whenever they want, and it's all for pink slips. You win, you get the other driver's wheels. Sounds choice, huh?

First, however, you're going to need some seasoning to get yourself ready for the top-flight competition that prowls the after-hours streets looking for some action.

### GAME MODES



You can play *Midnight Club* in two modes: Arcade and Career. To get the most out of both, however, you have to understand what each mode offers and how they relate to each other.

### CAREER MODE

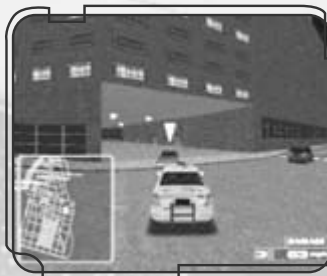


Working your way up the ranks requires challenging various drivers (or "Hookmen") to different kinds of races.

In Career Mode, you begin with only your humble Taxi. When Emilio challenges you to keep up with him on a run through town, you see your opportunity. If you can impress Emilio by hanging tough with him, you'll get a chance to join the *Midnight Club*.

Working your way up the

### Follow Races



Where you find the Hookmen determines where they take you, so be ready for anything.

Don't get too close or you won't have any time to react to a Hookman's sudden turns and maneuvers. Obviously, don't get in the lead or you won't know where you're going.

If you drop too far back, a Hookman will decide you aren't worth it and will turn to resume his or her circuit. If you can catch Hookmen before they resume cruising, they'll immediately re-engage the follow race.

After the Hookman is satisfied that you are worthy, you can compete in a waypoint race.



### Waypoint Races



Waypoint races are multicar challenges against a Hookman and his or her friends. To win, touch every waypoint beacon along the way and be first to the finish.

Races have no time limit (the clock counts up), so your only concern should be to finish before everyone else.

Your first waypoint race with a Hookman earns you the right to challenge the Hookman to a one-on-one race. After you've won that first waypoint race, you can also chase down a given Hookman twice more to race in two more waypoint races. There are nine regular waypoint races per city.

You are not required to run every waypoint race in a city (you need only clear two of the three Hookmen) to get your shot at the City Champ. However, several waypoint races unlock bonus races in Arcade Mode, providing all the incentive you should need to race anyone in every race.



## Head-to-Head Races



After you've chased down a Hookman, completed a follow race, and won a Waypoint race, you earn the Hookman's cell phone number. This number allows you to challenge the Hookman one-on-one three times. For each head-to-head race you win, you receive your opponent's car. Once won, a

car is unlocked in both Career and Arcade Modes.

Head-to-head races are just you versus the Hookman and the clock (the clock counts down and you must finish before time runs out).

Each city has three Hookmen and, therefore, nine head-to-head races. So, you can gain access to nine new cars.

## CLEARING HOOKMEN

After you've beaten a Hookman in all three waypoint races, you'll no longer see him or her cruising the city.

If you clear two Hookmen, the City Champ will appear, driving a circuit in the city.

You aren't required to deal with the third Hookman, but you won't be able to unlock his or her cars or the bonus races he or she can offer.

## CHAMPIONSHIPS

After you've cleared at least two Hookmen, you can chase down the City Champ. If you can stay with him or her in a follow race, you can compete for the city's ultimate late-night prize.



Championship races are waypoint races against the Champ and the city's three Hookman.

In New York, winning the City Championship Race lets you graduate to the international street-racing set and move on to London.

In London, winning the City Championship Race lets you challenge the World Champion.

The World Championship Race is a waypoint race. Multinational bragging rights...just think about it.

## ARCADE MODE

Arcade Mode lets you drive any vehicle and run any race in the game in any order you like without having to cruise for opponents. First, however, you have to earn the right to this freedom.

Unlock races in Arcade Mode by winning races in Career Mode. That happens in two ways:

1. When you win a race, that race becomes available in Arcade Mode.
2. Winning certain races unlocks not only that race but also a bonus race. Bonus races are available only in Arcade Mode.

Unlock cars in three ways:

1. The prize for winning head-to-head races is the pink slip of your competitor's car. You can add 18 different vehicles to your garage by this method.
2. Several waypoint races have a secret prize. Winning these races unlocks bonus cars for use in Arcade Mode races.
3. Touring a city in Cruising Mode (one kind of Arcade Mode game) lets you freely explore the cities. If you look hard enough you'll discover gates that unlock further bonus cars.

Bonus cars and races only appear in Arcade Mode.

## CRUISING MODE AND CAPTURE THE FLAG

Both of these alternate Arcade Mode games are described in the Arcade Mode section.

## LEARNING TO DRIVE

The first thing to know about street racing is that you are above the law...more or less. Traffic lights, crosswalks, turn signals, one-way streets...all meaningless. What's the point of street racing if you can't break some laws?

You need to learn to be fearless to get anywhere in the Midnight Club.



Don't be afraid to go into opposite lanes when weaving through traffic. Feel free to cut corners and run through open spaces if doing either suits your purpose.

Only practice will teach you when to be totally lawless and when to drive more conservatively. Let's just say, though,

that taking risks is really the name of the game.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## DRIVING TECHNIQUE

The mechanics of driving in *Midnight Club* are wonderfully easy. Experienced PlayStation2 drivers will have no problem jumping right into the driver's seat.

For the benefit of newcomers, however, here are a few things to learn and keep in mind.

### Revving

At the start of the race, have your engine revved just into the red on your tachometer. That lets you peel out and start the race with a burst of speed.

In the rare event that winning the race depends on being first off the line, take an advantage by using Nitro charges. If your car is equipped with Nitro, fire one charge off just before the light turns green. This extra boost will usually get you ahead of the pack.



### Turning

The most frequent mistake inexperienced players make in driving games is thinking that they have to keep their throttle jammed at full speed all the time. That's actually a sure way to defeat.



The best technique in most turns is to release the throttle just as you enter the turn. After you get past the crest of the turn (when you're facing in the correct direction), jam on the gas. The idea is to hit the turns as fast as possible without hitting a wall; anything more is counterproductive.



You may frequently be going so fast into a turn that you'll have to actively slow down. Do not, however, jam on the breaks. Rather, apply them gradually and, as you complete the turn, release and throttle up. With the PlayStation2 analog controller and the game's default setup, that means

rotating the right analog stick from the full-forward position toward (but not all the way to) the full-down position. As soon as you've made the turn, go back to full gas.

### Downshifting

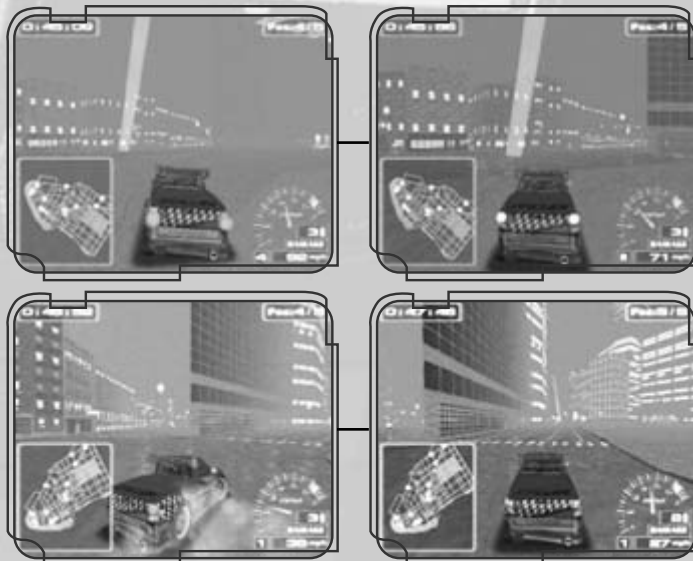
Another way to slow down for turns is downshifting. If you're driving with a manual transmission, shift down one gear as you enter a turn and then return to the higher gear as you come out. This takes considerable practice but it's much subtler than braking.

### Handbraking

You can execute hard turns by using the handbrake, which causes your car to slide laterally when you turn. Handbraking can be useful, but the "reverse turn" (below) seems to be more effective.

### The Reverse Turn

Dramatic hairpin turns require a special technique. To make these turns at any kind of speed without crashing you must perform a reverse turn.



As you approach the turn, jam your car into reverse and turn in the direction you wish to go. There'll be much squealing and speed loss, but that's better than slamming into a wall.

The technique also works when you need to make a sudden U-turn. About halfway through the turn, release reverse and complete the turn normally.





## Using Nitro

Some cars come with a fixed number of Nitro charges. These charges increase acceleration for a brief interval.

They do not, however, increase your car's top speed. Rather, they get you up to that speed faster.

Nitro charges are primarily useful on long straightaways. They also come in handy in any situation where you need a fast boost: coming out of a minor collision, jumping off the starting line, etc.

If you're trying to make a long jump and need some extra speed, pop a Nitro charge on your way up the ramp.

## OBSTACLES

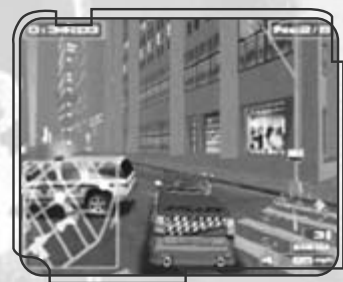
### Police



Many races feature very upset police vehicles. When you hear their sirens or see their blue/red icons on the map, be aware that you're going to have to deal with an extra obstacle.

Police in pursuit will often ram your car or, more frequently, speed ahead of you and turn into your path. After

you've been cut off, any other cops in the area will surround you, making it extremely difficult to get back on track.



To avoid a police car, veer your car slightly toward it when it begins its cut-off move. That lets you scoot around behind the car with minimal speed loss. It also requires the pursuing police to build back up to full speed.

### Weather

The weather can severely impact the conduct of a race. Rain and fog both can obscure vision, reducing the time available to react to obstacles and oncoming cars. Rain also makes the streets slick and too slippery for making sharp turns.



## Civilian Cars

The roads can be filled with innocent but inconvenient civilian cars. Think of them as moving obstacles. You are permitted to hit them, bump them, ram them, or otherwise treat them like the annoying gnats they are.



There is, however, a price. Collisions reduce your speed and can cause you to lose control of your vehicle. They also inflict damage proportional to several factors, including the speed of both cars, the angle of the collisions, and the gross weight of both vehicles.

For example, driving full speed, head-on into a bus traveling in the opposite direction will cause severe damage.

On the other hand, if the other car is significantly lighter (say a compact car) than yours, you may make contact without an appreciable speed loss. Learning what you can and can't hit gives you yet another strategy to consider.

Furthermore, if you can cause a big enough pile-up by hitting other cars, you can create a very serious obstacle for other racers behind you.

## Pedestrians

You can strike pedestrians without penalty. You won't even lose any significant speed or suffer any loss of control.

## Stationary Objects

Stationary objects affect your car to varying degrees. Trash bags, for example, bounce right off and your speedometer barely flickers. A tree, on the other hand, will stop your car dead.

Generally, the larger or more anchored an object, the more it will affect your car. Structures such as buildings, statues, fountains, and walls won't submit to being hit. Lampposts, mailboxes, park benches, trash-cans, phone booths, and the like will move, but will slow you to a degree proportional to the object's weight.



Light objects can become stuck under your car and interfere with your driving until you disengage them.



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## SHORTCUTS

Beyond good driving, shortcuts (finding them and using them) are the secret to becoming the *Midnight Club* World Champion.

Shortcuts can shave precious seconds off your time. That can be important because, in most races, your opposition usually drives a better car. In those situations, execution and cunning become premium.

### NOTE

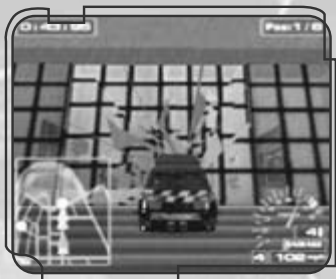
The shortcuts you'll find in the race maps are the ones we found essential to winning the races. You may find other shortcuts or even superior routes that improve your time even more. Our intent is to show what it takes to win.

No shortcuts are shown on the in-game maps. You can, however, find them by using the race maps in Chapters 3 and 4. The courses outlined on these maps indicate the locations of useful shortcuts. After you've gotten some experience in a city, you'll be able to use these shortcuts in different ways to improve your time even further. There are several kinds of shortcuts to look for.

## Building Shortcuts



*Building Shortcuts* are passages through, under, or over buildings. Rather than going around a block, it's far better to just cruise through a building.



These shortcuts are often covered by breakable glass windows. They are, however, easy to spot, always appearing as in the image to the left. Drive straight through them and you're on your way.

After you've found a few of these shortcuts, you'll be able to spot new ones on your own.

## Park Shortcuts

Parks and other open spaces are easy-to-spot shortcuts. Look constantly for wide-open spaces that let you cut corners.

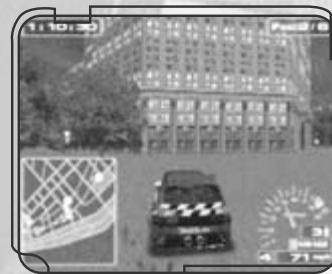


These shortcuts can be parks or simple blocks of grass or pavement. Basically, this shortcut type covers any open area that can be driven over.

Be careful of unmovable fixtures as you ride through these shortcuts. Small stone walls and fountains will stop you dead in your tracks if you

try to run over them. However, you can use sloped surfaces (ramps, staircases, etc.) as ramps.

## Lawn Shortcuts



Many buildings don't cover the entire surface area of their blocks. Thus, there are often open areas around these buildings that you can use to cut corners.

Though some shortcuts can be very significant, most are usually only small timesavers. However, they frequently let

you make at full speed a turn that would otherwise require you to brake or downshift.

## Jump Shortcuts



Why go through when you can go over? Several buildings and parks have ramps that you can use to jump over buildings, bodies of water, etc. Usually, you'll need considerable speed to utilize these ramps, but they tend to yield huge benefits if you use them well.





## Alley Shortcuts



After you get an eye for alley shortcuts, you'll realize how many there are. Look for openings in rows of buildings. These alleys can shorten a trip around a block or bypass an obstacle entirely. A few warnings:

- Alleys aren't the tidiest places in the world, so be careful of debris that can slow you down.
- Often the effort necessary to get into an alley takes more time than just going the long way. The slowing down or turning it requires might actually make the shortcut a waste of time.
- Often, shortcuts may take an unexpected turn. Be adventurous, but prepare yourself for the occasional disappointment.

## STREET RACING DOS AND DON'TS

- Do feel free to drive on the wrong side of the road. Use different timing, however, when the traffic is traveling in the opposite direction.
- Don't be afraid to drive on the grass, through parks, into water, over hills, over dales, up on curbs, on walkways, up stairs, down stairs, through windows, or into buildings.
- Don't weave if you don't have to. Every weaving maneuver reduces your speed slightly. When acceleration counts, try to drive in a straight line.
- Do push your opponents into obstacles. If your car has a weight advantage, that's a reliable technique. However, try to pick unmovable objects like trees and buildings; they'll bring your opponent to a dead halt. Flimsier ones, however, will only slow him or her down.
- Do occasionally bounce off of walls in turns. If you time it correctly and practice, you can bounce off walls to help you make tight turns. Generally, making clean turns is preferable, but that's not always so.
- Do not get stuck jockeying for position with a pack of cars. That slows you down. Better to move away from the crowd and build up some speed, so you can catch them all later.
- Do be constantly on the lookout for shortcuts. They are the secret to success and are darn fun.



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## CARS

Racers are only as good as their wheels. With pink slips on the line, it's good to know how you compare to the competition. Find all the essential info here, plus how to unlock every bonus car.

### NEW YORK CARS

#### TAXIS

##### Taxi



- Unlocked by: Available by default
- Weight: 3,550 lbs
- Drive: RWD
- Engine Power: 215 bhp
- Nitro Charges: 0

Fast enough until you get a better car but slow on acceleration. Handles corners well, but you lose a lot of speed.

#### CRUCERO

##### Bueno

- Unlocked by: NY Head-to-Head Race 1
- Weight: 2,842 lbs
- Drive: RWD
- Engine Power: 230 bhp
- Nitro Charges: 0

A basic street cruiser. Speed and acceleration are negligible, but it's durable and handles credibly. Somewhat bouncy suspension off road.



##### Excelente



- Unlocked by: NY Head-to-Head Race 4
- Weight: 2,880 lbs
- Drive: RWD
- Engine Power: 241 bhp
- Nitro Charges: 0

Better in all categories than the Bueno. A much smoother ride.

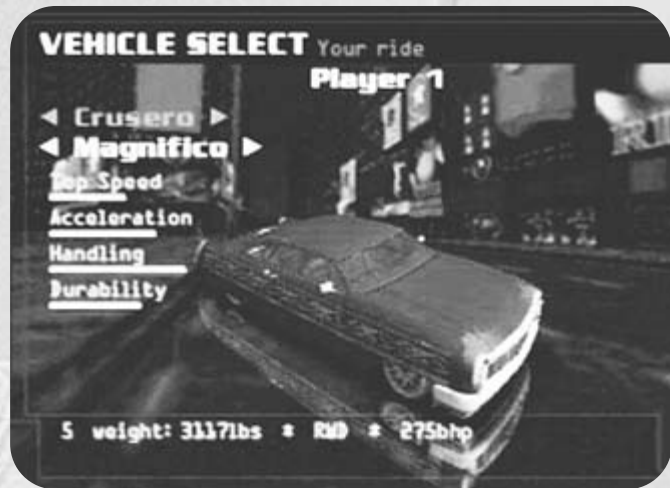




## Magnifico

- Unlocked by: NY Head-to-Head Race 7
- Weight: 3,117 lbs
- Drive: RWD
- Engine Power: 275 bhp
- Nitro Charges: 3

A stylin' racer. Handles curves well and sports good speed. Can, in the right hands, beat anything in New York. The Nitro charges don't hurt either.



## JONES J400



- Unlocked by: NY Head-to-Head Race 2
- Weight: 3,224 lbs
- Drive: 4WD
- Engine Power: 218 bhp
- Nitro Charges: 0

Not much of a racecar (slow and clunky) but durable as all get out.

## J420

- Unlocked by: NY Head-to-Head Race 5
- Weight: 3,387 lbs
- Drive: RWD
- Engine Power: 256 bhp
- Nitro Charges: 0

Better speed with even better durability. Good for those really punishing races on crowded streets.



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## J450



- Unlocked by: NY Head-to-Head Race 8
- Weight: 3,552 lbs
- Drive: RWD
- Engine Power: 298 bhp
- Nitro Charges: 4

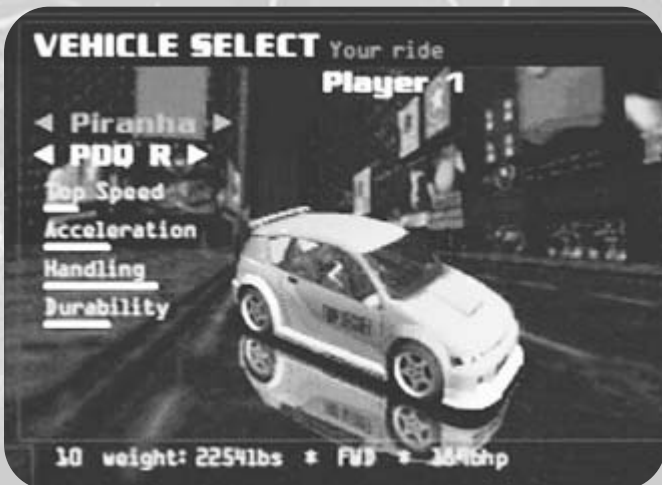
The best car available in New York. Just fast and durable enough to do the job but great acceleration and top-flight durability. Plus, four Nitros!

## PIRANHA PDQ

- Unlocked by: NY Head-to-Head Race 3
- Weight: 2,120 lbs
- Drive: FWD
- Engine Power: 174 bhp
- Nitro Charges: 0

A great little cornerer but nothing for speed. Heavier cars knock it around very easily.

## PDQ R



- Unlocked by: NY Head-to-Head Race 6
- Weight: 2,254 lbs
- Drive: FWD
- Engine Power: 189 bhp
- Nitro Charges: 0

Same as the basic version, but with better acceleration and top speed. Comes out of corners very fast.





## PDQ Ari

- Unlocked by: NY Head-to-Head Race 9
- Weight: 1,986 lbs
- Drive: FWD
- Engine Power: 186 bhp
- Nitro Charges: 5

This model has more speed and much more acceleration, but it gives up some handling and durability. Don't underestimate its Nitro load. The net result is a great little car for twisty races. This is the best car in New York and the best for use in early London.



## LONDON CARS

### PT

#### Phoenix



- Unlocked by: London Head-to-Head Race 1
- Weight: 3,300 lbs
- Drive: RWD
- Engine Power: 256 bhp
- Nitro Charges: 0

Very balanced, with speed that'll blow away anything in the Big Apple. Not spectacular, however, against London competition.

#### Phoenix DDX

- Unlocked by: London Head-to-Head 4
- Weight: 3,456 lbs
- Drive: RWD
- Engine Power: 274 bhp
- Nitro Charges: 3

Actually, the best car in the PT class. Pretty balanced, but with improved speed and acceleration. Nitro charges make it a great competitor.



# PRIMA'S OFFICIAL STRATEGY GUIDE

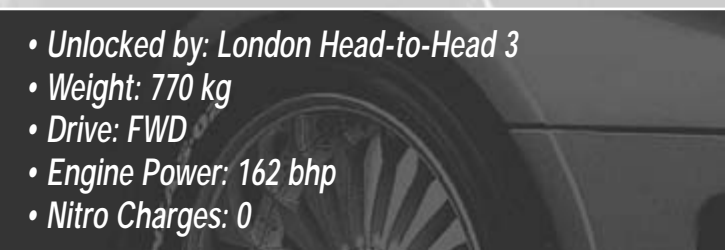
## Phoenix ICX



- Unlocked by: London Head-to-Head 7
- Weight: 3,385 lbs
- Drive: RWD
- Engine Power: 268 bhp
- Nitro Charges: 0

More durable and better acceleration than the DDX, but downgraded in speed and handling. The trade-off isn't worth it, especially with no Nitros.

## MODICUM XSV



- Unlocked by: London Head-to-Head 3
- Weight: 770 kg
- Drive: FWD
- Engine Power: 162 bhp
- Nitro Charges: 0

Incredibly fast for its size, the Modicum's light weight and front-wheel drive make it a good car for twisty courses.

## XSV.5



- Unlocked by: London Head-to-Head 6
- Weight: 792 kg
- Drive: FWD
- Engine Power: 184 bhp
- Nitro Charges: 0

Upgraded in both speed and acceleration, this little car can move. Unfortunately, it's not very durable.



## XSV.25

- Unlocked by: London Head-to-Head 9
- Weight: 801 kg
- Drive: FWD
- Engine Power: 199 bhp
- Nitro Charges: 5

The car that'll make you forget about the PDQ! This model gives up a bit in durability (already the car's weak suit) but cashes in with very good speed and acceleration. Handling is outstanding and Nitro stock is juicy.



## ACCENT 235



- Unlocked by: London Head-to-Head 2
- Weight: 1,468 kg
- Drive: RWD
- Engine Power: 350 bhp
- Nitro Charges: 0

Among the Career Mode cars, the only vehicles better than the 235 are its upgraded versions. Handling is not world class, but speed and acceleration are a nice balance. As with all three varieties, it feels great to drive.

## 237si

- Unlocked by: London Head-to-Head 5
- Weight: 1,483 kg
- Drive: RWD
- Engine Power: 387 bhp
- Nitro Charges: 0

Superior to the 235 in all categories, this is a serious racecar. It would be the best if not for the 470ds.



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## 470ds



- Unlocked by: London Head-to-Head 8
- Weight: 1,592 kg
- Drive: RWD
- Engine Power: 401 bhp
- Nitro Charges: 4

Though it doesn't handle quite as well as the 237, the 470 is killer fast and gets up to full speed in a flash. Don't treat it too horribly, or it will break down on you. Every race is winnable with these wheels.

## BONUS CARS

These vehicles are available in Arcade Mode only. They are unlocked by two methods:

- Winning races in Career Mode
- Finding special Gates in Cruising Mode

## TAXIS Super Taxi

- Unlocked by: Cruising Mode
- Weight: 3,793 lbs.
- Drive: RWD
- Engine Power: 295 bhp
- Nitro Charges: 0

A taxi that's worth driving. It has what it takes to keep up with the big boys.



## Marauder



- Unlocked by: Cruising Mode
- Weight: 3,525 lbs
- Drive: 4WD
- Engine Power: 327 bhp
- Nitro Charges: 0

Not as fast as the Super Taxi, but more fun to watch. Head-on collisions mean nothing to it.





## AMATA Fiorenza

- Unlocked by: London Championship
- Weight: 1,259 kg
- Drive: RWD
- Engine Power: 434 bhp
- Nitro Charges: 0

Very, very fast but seems to be made entirely of tissue paper. This speedster can only take a couple of good collisions before giving up the ghost. The handling isn't sterling either. None of that matters, however, when you're doing 180!



## Fiorenza II



- Unlocked by: New York Waypoint 15
- Weight: 1,334 kg
- Drive: RWD
- Engine Power: 466 bhp
- Nitro Charges: 0

The second incarnation of the Fiorenza is even faster and has even better acceleration, but is saddled with the same twitchy handling and low endurance.

## Crescendo

- Unlocked by: London Waypoint 15
- Weight: 1,485 kg
- Drive: RWD
- Engine Power: 492 bhp
- Nitro Charges: 15

Not as fast as its brethren, but mind-bending acceleration and better handling. Durability is better but still pretty weak. Then again, it comes with 15, yes 15, Nitro charges. As long as you don't hit anything, the race is literally over before it begins.



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## ZENDER

### Alpha



- Unlocked by: World Championship
- Weight: 1,212 kg
- Drive: 4WD
- Engine Power: 550 bhp
- Nitro Charges: 0

*This car's speed and acceleration are so high that nothing can keep up with it in a straight race. Fortunately for its competitors, this is street racing; the Alpha's jumpy handling and incredibly low durability are serious liabilities.*

### Beta

- Unlocked by: New York Waypoint 11
- Weight: 1,226 kg
- Drive: 4WD
- Engine Power: 572 bhp
- Nitro Charges: 0



*As fragile as the Alpha but even faster.*

### Type-S



- Unlocked by: Cruising Mode
- Weight: 425 kg
- Drive: Airfield
- Engine Power: 341 bhp
- Nitro Charges: 0

*Wheels? Who needs wheels? This experimental car looks cool and is very, very fast. However, it's the most fragile vehicle in the game. It also handles very poorly, swinging from side to side even in minor turns. In long, straight races, however, it's a blast.*



## KURUMA

### Faasuto GR

- Unlocked by: Cruising Mode
- Weight: 1,178 kg
- Drive: FWD
- Engine Power: 245 bhp
- Nitro Charges: 0

Like all of the super-fast cars, it lacks a bit in durability, but it provides a much more balanced ride than the Amata and Zender.



## Faasuto GS



- Unlocked by: Cruising Mode
- Weight: 1,192 kg
- Drive: RWD
- Engine Power: 311 bhp
- Nitro Charges: 0

The best gets even better.

## Faasuto GT

- Unlocked by: Cruising Mode
- Weight: 1,304 kg
- Drive: 4WD
- Engine Power: 452 bhp
- Nitro Charges: 0

Simply the best car in the game. Fragile, but drives like a dream.



# PRIMA'S OFFICIAL STRATEGY GUIDE

## MANHATTAN BONUS

### Bus

- Unlocked by: NY Waypoint Race 12
- Weight: 26,642 lbs
- Drive: RWD
- Engine Power: 640 bhp
- Nitro Charges: 0

Well, at least it handles really well! Use it in a race against anything but a Double Decker, and the others will literally finish before you get off the line.



### Meter Maid



- Unlocked by: NY Waypoint 14
- Weight: 1,269 lbs
- Drive: RWD
- Engine Power: 986 bhp
- Nitro Charges: 0

No speed, but outstanding acceleration and handling. Fun to drive in races with other slow cars. Don't forget to use the siren (hit horn once for lights, twice for siren).

### Ice Cream Truck

- Unlocked by: NY Waypoint Race 13
- Weight: 5,237 lbs
- Drive: RWD
- Engine Power: 195 bhp
- Nitro Charges: 0

It's durable and it has a really funny horn, but it's not much of a racer.



## LONDON BONUS

### Double Decker Bus



- Unlocked by: London Waypoint 12
- Weight: 14,899 kg
- Drive: RWD
- Engine Power: 713 bhp
- Nitro Charges: 0

See Bus above. The same information applies here, too. Still, bus-on-bus races are fun, if a bit lengthy.



## Black Cab



- Unlocked by: London Waypoint 13
- Weight: 1,664 kg
- Drive: RWD
- Engine Power: 312 bhp
- Nitro Charges: 0

By cab standards, this car's pretty zippy. Plus it looks cool.

## Crown Mail

- Unlocked by: London Waypoint 14
- Weight: 1,714 kg
- Drive: FWD
- Engine Power: 308 bhp
- Nitro Charges: 0

Another surprisingly peppy vehicle. It's not going to win, but it can get up to speed pretty quick.



## MANHATTAN POLICE DEPARTMENT

### Patrol Car 1



- Unlocked by: NY Head-to-Head Race 10
- Weight: 3,850 lbs
- Drive: RWD
- Engine Power: 430 bhp
- Nitro Charges: 0

A very balanced car that can hold its own with the best. Press the horn once for the lights, twice to get the siren.

### Patrol Car 2

- Unlocked by: NY Head-to-Head Race 10
- Weight: 4,021 lbs
- Drive: FWD
- Engine Power: 445 bhp
- Nitro Charges: 0



Slightly faster than the basic version, the second-tier police car can cut off almost anybody without breaking a sweat.



# PRIMA'S OFFICIAL STRATEGY GUIDE

## Police SUV

- Unlocked by: NY Head-to-Head Race 10
- Weight: 4,234 lbs
- Drive: 4WD
- Engine Power: 421 bhp
- Nitro Charges: 0

It's slower and clunkier than the other NY police cars, but it's way fun to drive.



## LONDON POLICE DEPARTMENT

### Police Car



- Unlocked by: London Head-to-Head 10
- Weight: 1,367 kg
- Drive: 4WD
- Engine Power: 398 bhp
- Nitro Charges: 0

Very fast, with outstanding acceleration...no wonder crime is so low in London. In your experienced hands, this car can contend for the title.

### Police Van

- Unlocked by: London Head-to-Head 10
- Weight: 1,885 kg
- Drive: 4WD
- Engine Power: 364 bhp
- Nitro Charges: 0

Not meant for high-speed chases.



### Police Wagon



- Unlocked by: London Head-to-Head 10
- Weight: 1,733 kg
- Drive: 4WD
- Engine Power: 337 bhp
- Nitro Charges: 0

Gets up to speed a bit faster than the Van, but still not ready for serious crime fighting.



## MAP

Manhattan Island is a playground for street racers. Blessed with both long straightaways and a warren of twisty side streets, the Big Apple makes deciding what car to drive a real challenge.

New York is chock full of recognizable landmarks to help you keep your bearings. It's also home to dozens of shortcuts and even rooftop access (see Waypoint Race 8). Consult the map for locations of major tourism sites. Don't, however, play the tourist, or you might lose your wheels!

Lincoln Center

Madison Square Garden

Central Park

Times Square

Washington Square

World Trade Center

Battery Park

Tunnel

Chinatown

Basketball Courts

New York Stock Exchange

U.N. Building

St. Patrick's Cathedral

Metropolitan Museum of Art

Guggenheim Museum



# PRIMA'S OFFICIAL STRATEGY GUIDE

## RACES

New York consists of 25 races (10 head-to-head and 15 waypoint) listed here in Arcade Mode order.

Races marked with a "\*" are bonus races, available only in Arcade Mode. All bonus races are unlocked by factors outlined in the individual race descriptions.

### Head-to-Head

1. Museum Slide
2. U.N. Invitational
3. Uptown Slalom
4. Assault on Battery
5. Times Square Takeoff
6. Club Crash Midtown
7. Get Down to Win
8. Station Showdown
9. Financial Troubles
10. I Smell Bacon...\*

### Waypoint

1. Beginner's Luck
2. Long Island Sprint
3. Village Slalom
4. Race of Clubs
5. Lucky Seven
6. Off Broadway
7. Manhattan Mayhem
8. Three and Out!
9. Shortcut Mania
10. New York Championship
11. Rapidly Intrepid\*
12. Rabid Transit\*
13. Midnight Treat\*
14. Meter Maids' Revenge\*
15. Manhattan Loop\*

The number of each race represents its designation in Arcade Mode. In Career Mode, the order in which you run these races depends on which Hookmen you follow and in what order. The order below is the recommended order.

## RACE ORDER

### Joining the Midnight Club

To begin the game, you must first find your way into the Midnight Club. The game begins with a challenge from a Midnight Club foot soldier, Emilio. If you can stay with him, he lets you race him and his crew (NYW01) for the right to further challenge him via cell phone.

### New York State of Mind

Once you have Emilio's cell phone number, you can call him for a head-to-head race, chase him down for another waypoint race, or chase down the other two Hookmen to win their phone numbers.

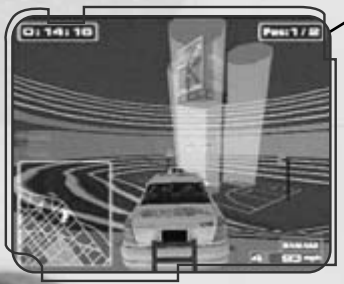
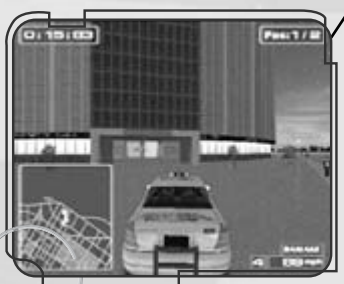
After you've won NYW01, follow this course to win successfully the crown of New York:

1. Race Emilio in NYH01
2. Race Emilio in NYH04
3. Race Emilio in NYH07
4. Chase down Larry
5. Race Larry and company in NYW02
6. Race Larry in NYH02
7. Race Larry in NYH05
8. Race Larry in NYH08
9. Chase down Keiko
10. Race Keiko and company in NYW03
11. Race Keiko in NYH03
12. Race Keiko in NYH06
13. Race Keiko in NYH09
14. Chase down Emilio to run NYW04
15. Chase down Larry to run NYW05
16. Chase down Keiko to run NYW06
17. Chase down Emilio to run NYW07
18. Chase down Larry to run NYW08
19. Chase down Keiko to run NYW09
20. Chase down Kareem for the right to race in the city championship.
21. Race Kareem and all three Hookmen in NYW10.



## HEAD-TO-HEAD RACE 1: MUSEUM SLIDE (NYH01)

- \* Unlocked by: NYW01
- \* Opponent(s): Emilio
- \* Waypoints: 5
- \* Time of Day: Dawn
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: No
- \* Time Limit: 0:50
- \* Winning Time: 0:36:10
- \* Recommended Car (Career): Taxi
- \* Unlocks Race(s): NYH04
- \* Unlocks Car: Crucero Bueno



St. Patrick's Cathedral

Madison Square Garden

*It's just you and Emilio running for The Garden. Break through the plate-glass window in front of you and stay straight and true through the next. Get back onto the pavement immediately and take your first opportunity to force Emilio into one of the lampposts along the course. This slight delay should be all you need to take the lead. Don't hit anything or miss the final turn through the door of Madison Square Garden.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 2: U.N. INVITATIONAL (NYH02)

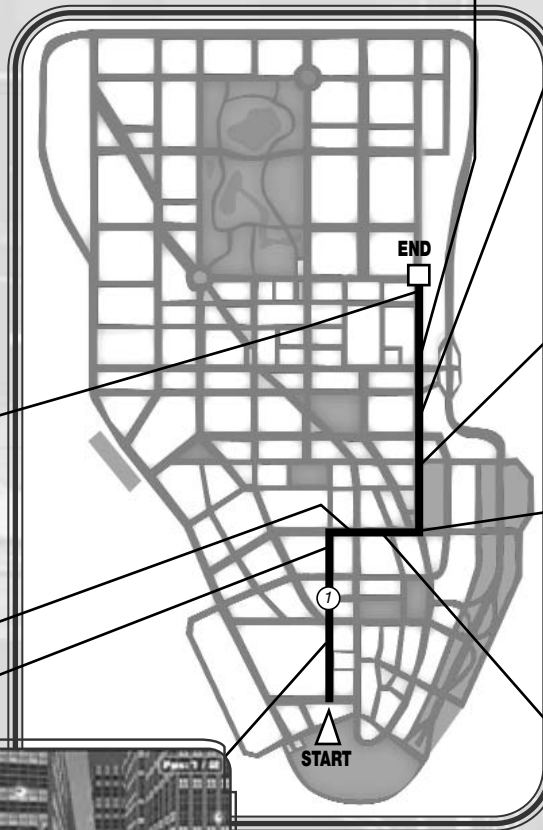
- \* Unlocked by: NYW01
- \* Opponent(s): Larry
- \* Waypoints: 1
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:10:00
- \* Winning Time: 0:48:85
- \* Recommended Car (Career): Crucero Magnifico
- \* Unlocks Race(s): NYH05
- \* Unlocks Car: Jones 400



U.N.



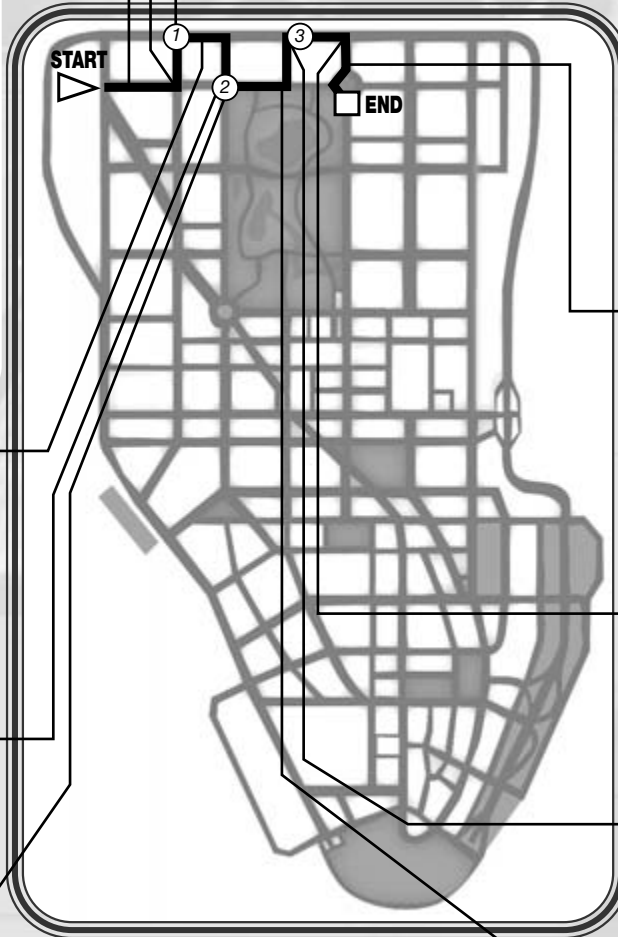
Chinatown



Races don't get much more free-form than this. There's only one waypoint and it's right at the beginning of the race; otherwise, it's all about who can get to the U.N. first. The only way to beat Larry is to turn at the first opportunity (third right after Waypoint 1 and through Chinatown) and use the long straightaway toward the finish to build up to full speed. Save your Nitro charges for this final rush.

## HEAD-TO-HEAD RACE 3: UPTOWN SLALOM (NYH03)

- \* Unlocked by: NYU01
- \* Opponent(s): Keiko
- \* Waypoints: 3
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Heavy
- \* Cops?: No
- \* Time Limit: 1:05:00
- \* Winning Time: 0:50:34
- \* Recommended Car (Career): Crucero Magnifico
- \* Unlocks Race(s): NYH06
- \* Unlocks Car: Piranha PD0

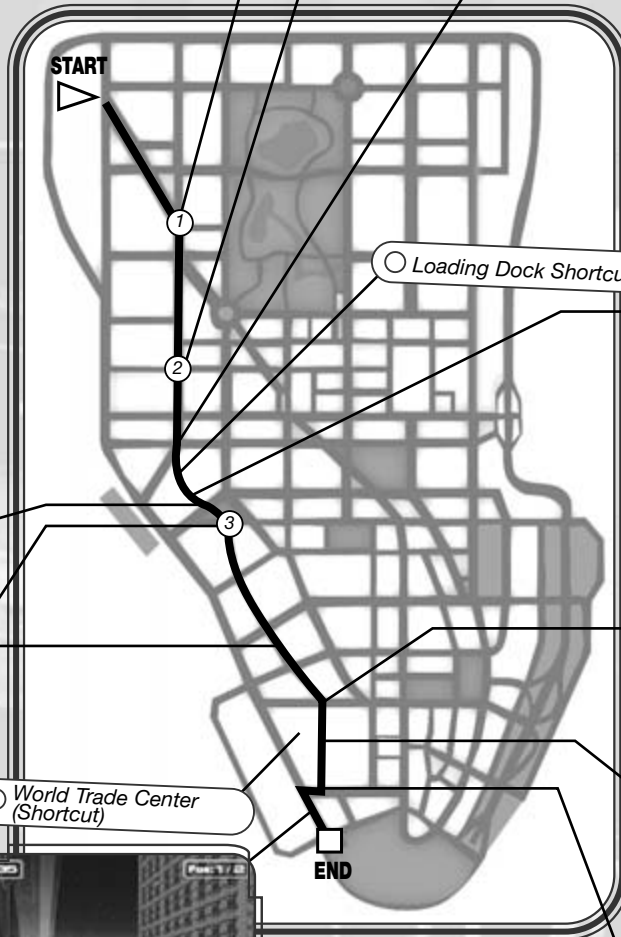


*There's nothing fancy about this little run through uptown—no shortcuts, no tricks. Good driving in some heavy traffic is all you need. Keiko's little car can corner better than yours, but she can't go as fast in the numerous (albeit short) straightaways. Keep your turns clean and crash free, and use your superior weight to knock Keiko into obstacles.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 4: ASSAULT ON BATTERY (NYH04)

- \* Unlocked by: NYH01
- \* Opponent(s): Emilio
- \* Waypoints: 3
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Light
- \* Cops?: No
- \* Time Limit: 1:20:00
- \* Winning Time: 1:04:54
- \* Recommended Car (Career): Crucero Bueno
- \* Unlocks Race(s): NYH07
- \* Unlocks Car: Crucero Excelente



Stay close to Emilio though the first waypoint and remain close to him as you duck under the trucks in the loading dock shortcut. Be ready for the turn through the World Trade Center courtyard or you'll fall seriously behind. Cut between the towers and veer back onto the road to reach your goal in Battery Park.

## HEAD-TO-HEAD RACE 5: TIMES SQUARE TAKE OFF (NYH05)

- \* Unlocked by: NYH02
- \* Opponent(s): Larry
- \* Waypoints: 2
- \* Time of Day: Midnight
- \* Conditions: Rain
- \* Traffic: Medium
- \* Cops?: Yes
- \* Time Limit: 1:05:00
- \* Winning Time: 0:44:57
- \* Recommended Car (Career): Jones 400
- \* Unlocks Race(s): NYH08
- \* Unlocks Car: Jones 420



Subway Station (Shortcut)



Chinatown



Alley Shortcut

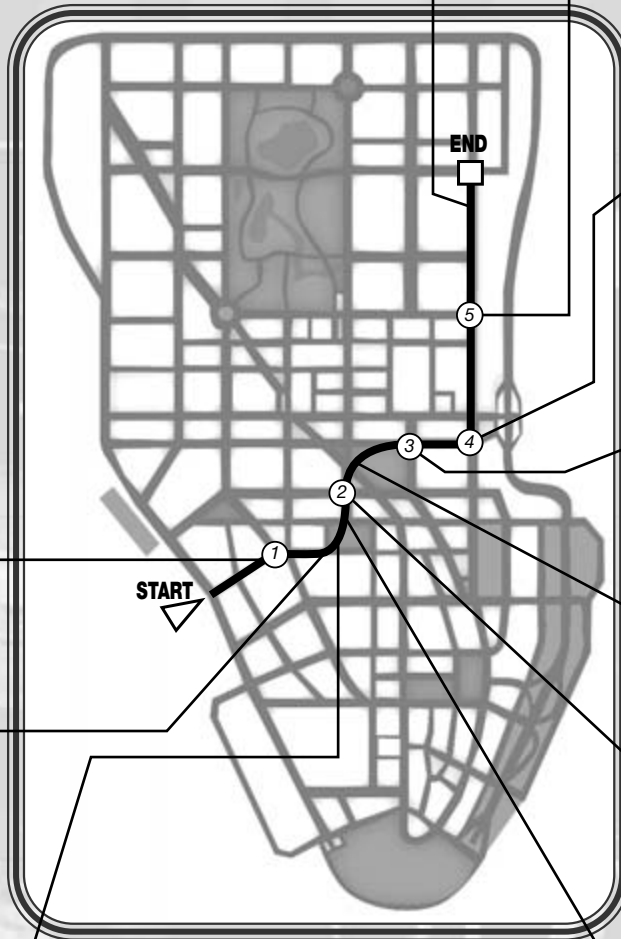


Larry means business this time, but you can beat him by forging your own path through a difficult shortcut. First, cut the corner through the park near the subway station and turn on the jets as you head downtown toward Waypoint 2. As you jog left to Waypoint 2, look for an alley on the right. Make a very tight turn to make it smoothly into this shortcut. Once back out on the street, give it all you've got to reach the finish line.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 6: CLUB CRASH MIDTOWN (NYH06)

- \* Unlocked by: NYH03
- \* Opponent(s): Keiko
- \* Waypoints: 5
- \* Time of Day: Dawn
- \* Conditions:  
Clear/Wet
- \* Traffic: Light
- \* Cops?: Yes
- \* Time Limit: 1:25:00
- \* Winning Time:  
0:57:37
- \* Recommended Car  
(Career): Crucero  
Magnifico
- \* Unlocks Race(s):  
NYH09
- \* Unlocks Car:  
Piranha PDC R



Washington Square  
(Shortcut)



Subway Station (Shortcut)



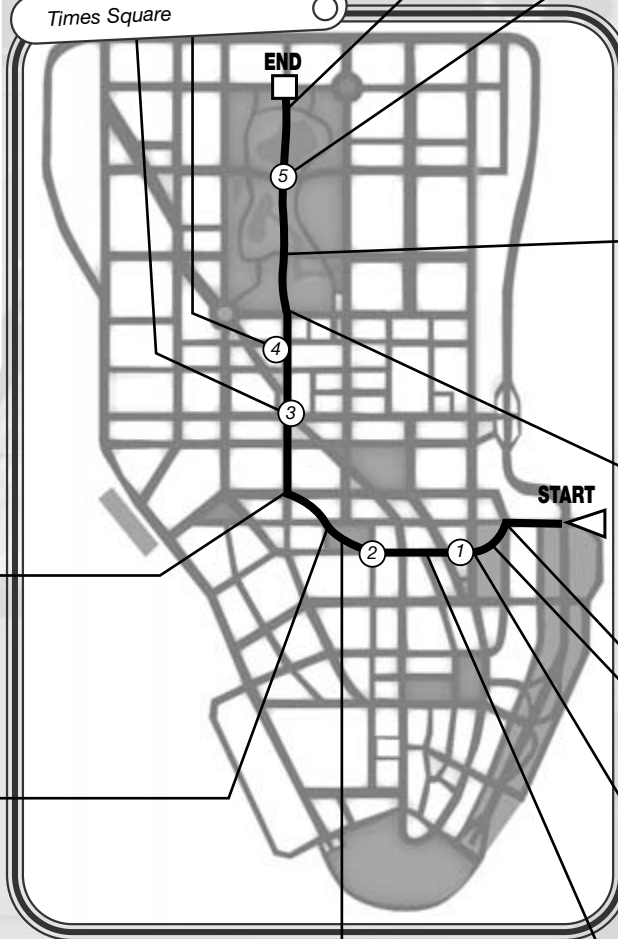
*Racing against Keiko requires some creativity. After the first waypoint, she peels off to the left. When she does, stay straight and cut through Washington Square. Cut through the next park at the subway station and then follow the waypoints past the U.N. and to the finish line. A little Nitro wouldn't hurt in that last, long straightaway.*

## HEAD-TO-HEAD RACE 7: GET DOWN TO WIN (NYH07)

- \* Unlocked by: NYH04
- \* Opponent(s): Emilio
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:40:00
- \* Winning Time: 1:03:25
- \* Recommended Car (Career): Crucero Excellente
- \* Unlocks Race(s): NYH10 (with NYH08 and NYH09)
- \* Unlocks Car: Crucero Magnifico



Times Square



Tunnel



Stream



Park Shortcut



Chinatown



Alley Shortcut



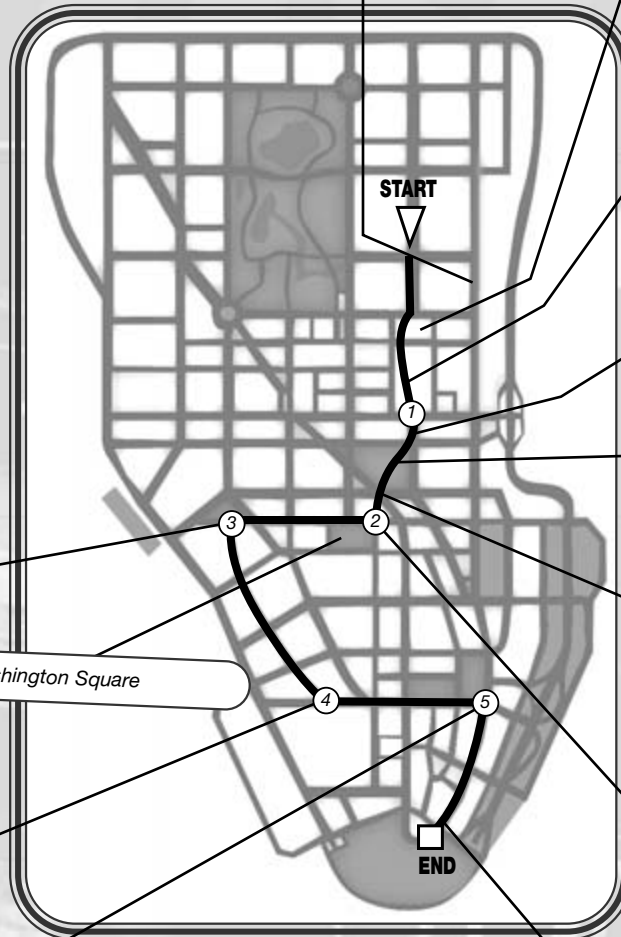
Washington Square (Shortcut)

*This race has a lot of shortcuts—if you spy any parks en route, cut across them. When you go through Washington Square Park (look for the arch) cut through an alley on the right. Roar straight through Central Park (over grass and through the stream) toward Waypoint 5. As it nears, slow down or you'll be going too fast to drop into the tunnel below. Pour it on in the tunnel, because the exit is the finish line.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 8: STATION SHOWDOWN (NYH08)

- \* Unlocked by: NYH05
- \* Opponent(s): Larry
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Cloudy/Wet
- \* Traffic: Light
- \* Cops?: Yes
- \* Time Limit: 1:50:00
- \* Winning Time: 1:28:96
- \* Recommended Car (Career): Jones 420
- \* Unlocks Race(s): NYH10 (with NYH07 and NYH09)
- \* Unlocks Car: Jones 450



○ Washington Square

○ World Trade Center

○ Building Shortcut

○ Building Shortcut

○ Park Shortcuts

○ Alley Shortcuts

Larry is driving the strongest vehicle of the nine available in the New York races. Beating him, however, requires only a few shortcuts and skillful cornering. Follow Larry (he'll blow you off the line) through the building shortcuts. As you emerge at Waypoint 1, tear up the hill, through the park, and into the alley on the far side. Throttle down as you emerge from the alley (do a reverse turn to keep your speed up) because you need to make a razor-sharp right to avoid skidding into Washington Square. From this point, it's a test of speed and driving skill. The traffic's light, but be sure not to hit anything that'll slow you down.



## HEAD-TO-HEAD RACE 9: FINANCIAL TROUBLES NYH09

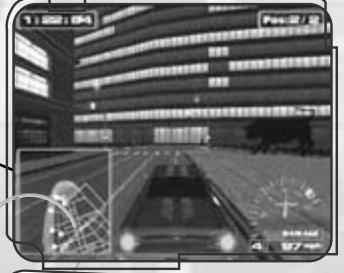
- \* Unlocked by: NYH06
- \* Opponent(s): Keiko
- \* Waypoints: 6
- \* Time of Day: Night
- \* Conditions: Foggy
- \* Traffic: Medium
- \* Cops?: Yes
- \* Time Limit: 2:00:00
- \* Winning Time: 1:10:53
- \* Recommended Car (Career): Piranha PDQ R
- \* Unlocks Race(s): NYH10 (with NYH07 and NYH08)
- \* Unlocks Car: Piranha PDQ ARI



Shortcut



Basketball Courts (Optional Shortcut)



Stock Exchange

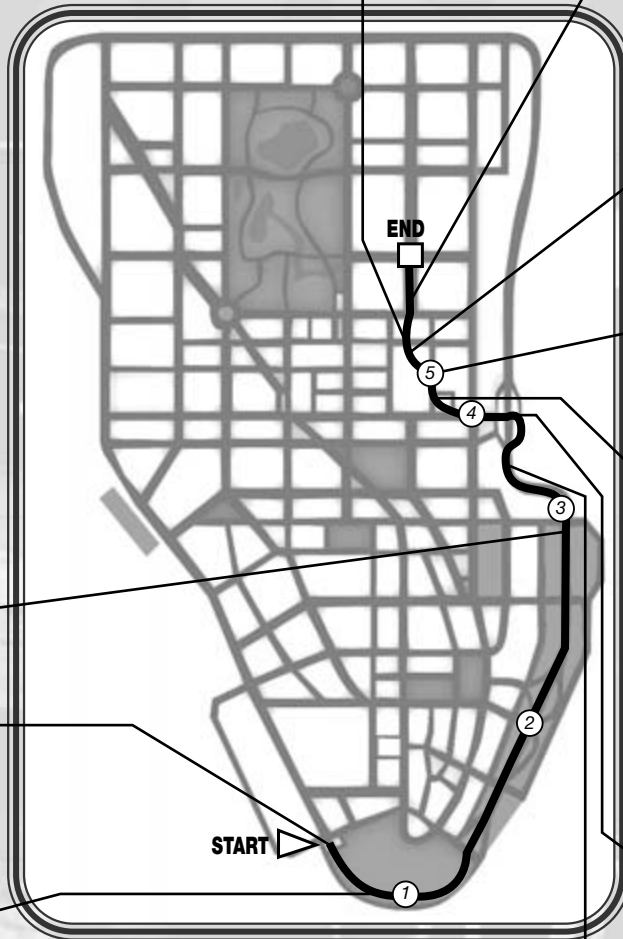


*Running with Keiko through the financial district isn't easy. The key to this race is not so much shortcuts as knowing when to turn (it's not always the obvious choice). As you round the Stock Exchange (look for the bull statue) and hit Waypoint 3, stay in the left lane of the highway. Exit at the next ramp to the left to complete the course. There's a shortcut through the hoops courts near the finish, but you won't gain much time from it.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 10: I SMELL BACON... (NYH10)\*

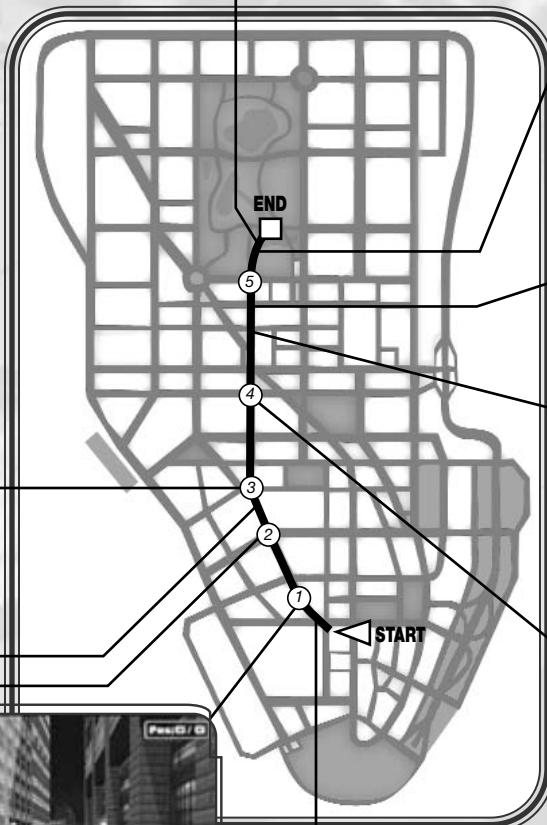
- \* Unlocked by: NYH07, NYH08, and NYH09
- \* Opponent(s): None
- \* Waypoints: 5
- \* Time of Day: Dawn
- \* Conditions: Clear
- \* Traffic: Heavy (all police)
- \* Cops?: Yes!
- \* Time Limit: 1:15:00
- \* Winning Time: 1:13:98
- \* Recommended Car (Career): PT Phoenix DDX
- \* Unlocks Race(s): None
- \* Unlocks Car: Patrol Car 1, Patrol Car 2, and Patrol SUV



*The streets are crammed with nothing but police cars. You must get to the finish line in very tight time and drive perfectly; the slightest crash or slow-down will be your undoing. Stay in the right lane of the highway until Waypoint 3 and exit at the next off-ramp. Jam left, go through Waypoint 4, and look for a breakable window to the right. Another breakable window to the left of Waypoint 5 is the secret to reaching the finish line. You can try running the highway in the left lane, but the traffic volume seems to make this shorter route much more cumbersome.*

## WAYPOINT RACE 1: BEGINNER'S LUCK (NYW01)

- \* Unlocked by: N/A
- \* Opponent(s): Emilio and four Cruceros
- \* Waypoints: 5
- \* Time of Day: Midnight
- \* Conditions: Clear
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 1:00:26
- \* Recommended Car (Career): Taxi
- \* Unlocks Race(s): NYH01, NYW02, NYW03, NYW04
- \* Unlocks Car: None



○ Times Square

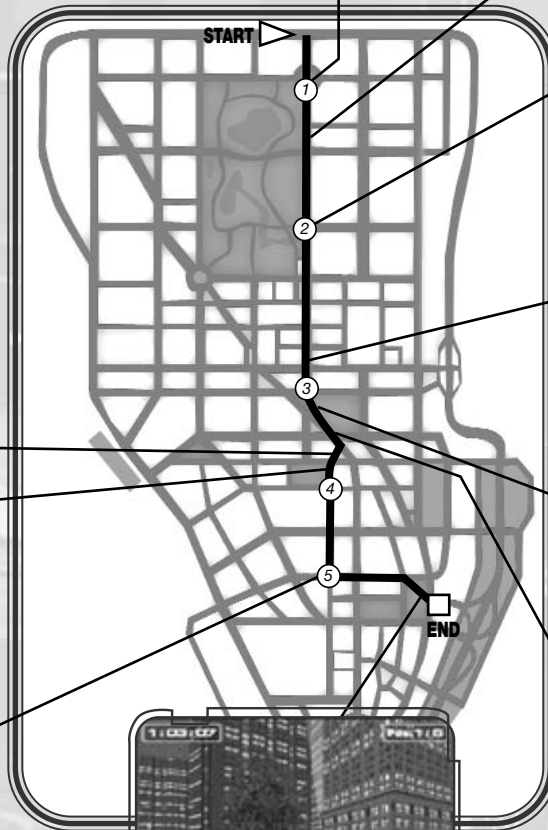


You begin your street racing career by facing off against Emilio and his hermanos. As with most career races, you're at a serious equipment disadvantage—if you drive straight ahead full bore, you'll still come in last. Instead, you must find a way to get up to your superior top speed as quickly as possible. To do this, immediately veer onto the bus lane or sidewalk on the right. If you can avoid contact with the other cars jockeying for position, you'll take the lead at about the halfway mark. When you pull ahead of the leader, move into the center lane and speed straight ahead without looking back. Be ready for the ramp in the park that ends the race.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 2: LONG ISLAND SPRINT (NYW02)

- \* Unlocked by: NYW01
- \* Opponent(s): Larry and four Joneses
- \* Waypoints: 5
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Light
- \* Cops?: Yes
- \* Winning Time: 1:05:31
- \* Recommended Car (Career): Crucero Magnifico
- \* Unlocks Race(s): NYW05, NYH02
- \* Unlocks Car: None



Guggenheim Museum



Subway Station



Lawn Shortcut

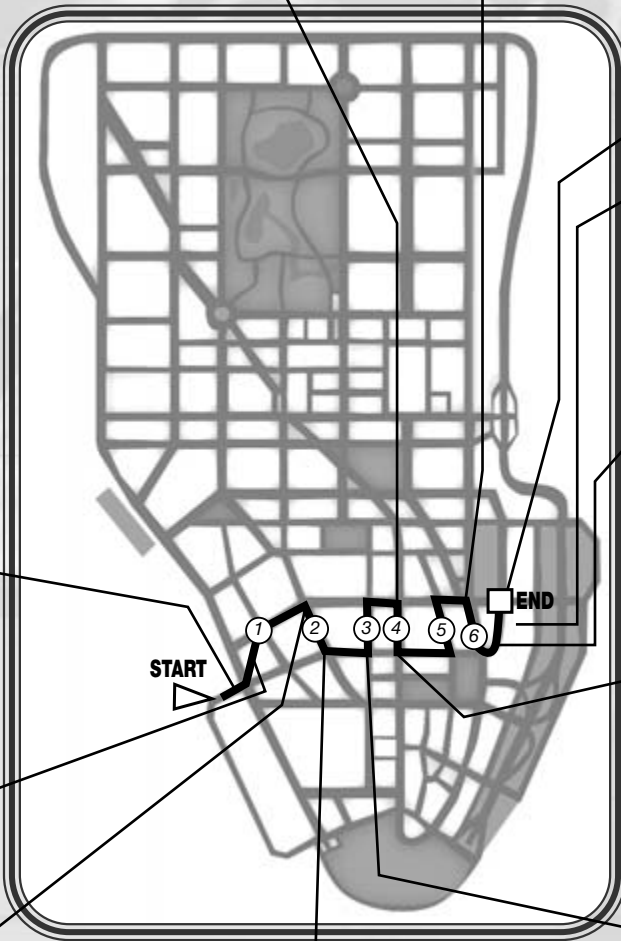


Alley Shortcut

The initial face-off with Larry and his crew rewards good speed and shortcut blazing. Try to get a good lead during the very long straightaway that starts the race. When you hit Waypoint 3, cut the corner at the subway station and look for an alley shortcut before Waypoint 4. Follow the remainder of the course with tight, fast, clean turns. As you approach the finish, cut across the lawn of the building next to the finish line to shave a few precious ticks.

## WAYPOINT RACE 3: VILLAGE SLALOM (NYW03)

- \* Unlocked by: NYW01
- \* Opponent(s): Keiko and four Piranhas
- \* Waypoints: 6
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Heavy
- \* Cops?: Yes
- \* Winning Time: 1:08:90
- \* Recommended Car (Career): Crucero Magnifico
- \* Unlocks Race(s): NYW06, WYH03
- \* Unlocks Car: None



Chinatown



Basketball Courts



Warehouse Shortcut



Get ready to weave. Start by following the red car into the warehouse shortcut to the left (don't hit the jersey wall). You emerge at the first waypoint; follow the road and make the first turn. After each turn, prepare to make the next turn you see. The key is in making clean turns with as little loss of speed as possible; this means make them wide but not so fast that you need to brake. When you make the final turn near the basketball courts, turn on the speed toward the finish line!

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 4: RACE OF CLUBS (NYW04)

- \* Unlocked by: NYW01
- \* Opponent(s): Emilio and four Cruceros
- \* Waypoints: 12
- \* Time of Day: Dawn
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:21:31
- \* Recommended Car (Career): Crucero Magnifico
- \* Unlocks Race(s): NYW07
- \* Unlocks Car: None



Chinatown



Lawn Shortcut



Breakable glass

Use Emilio's best car against him in this turn-heavy pathfinding race. Follow the waypoints counterclockwise. There are few opportunities for shortcuts except for a couple of minor corner-cutters across open lawns. The finish line is behind a wall of breakable glass. Be ready to cross paths with racers running the course in the other direction—head-on collisions bring you to a dead stop.

## WAYPOINT RACE 5: LUCKY SEVEN (NYW05)

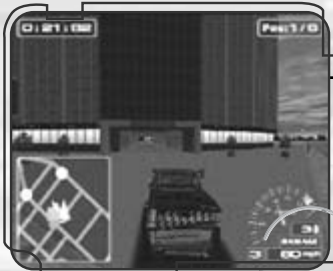
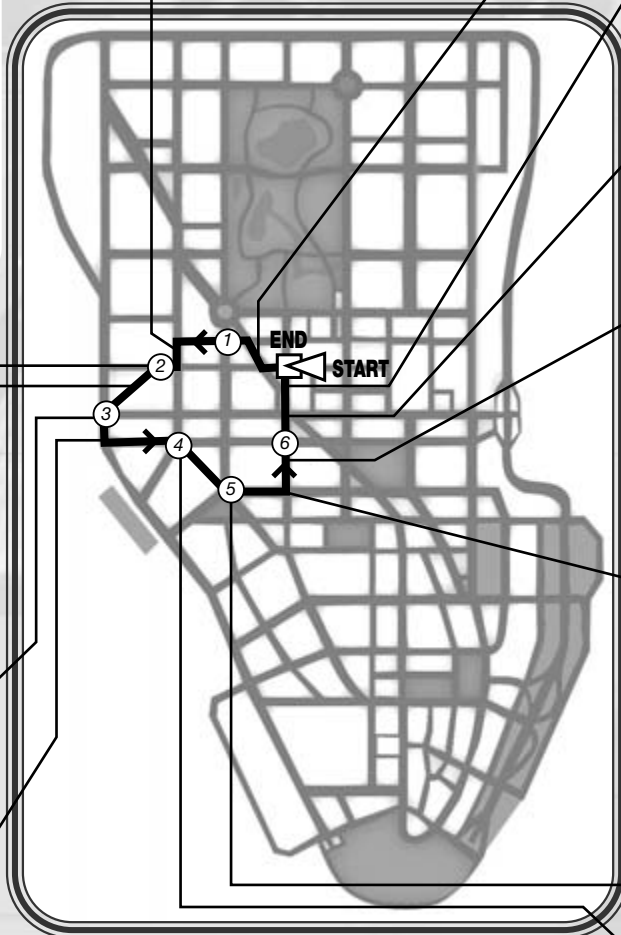
- \* Unlocked by: NYW02
- \* Opponent(s): Larry and four Jones
- \* Waypoints: 6
- \* Time of Day: Dusk
- \* Conditions: Cloudy
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:07:73
- \* Recommended Car (Career): Jones 450
- \* Unlocks Race(s): NYW08
- \* Unlocks Car: None



Times Square



Loading Dock Shortcut



Madison Square Garden (Shortcut)

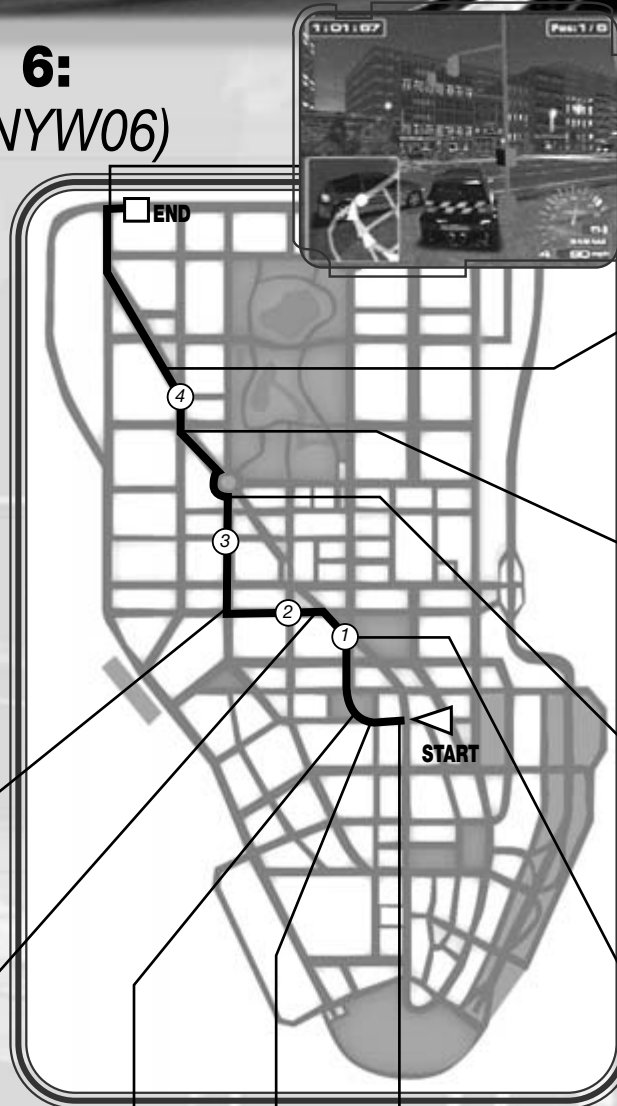


*This circular course allows for considerable creativity. First, it's best to run the route counterclockwise. Second, you need to use several shortcuts, not so much to gain an advantage, but to keep up with the other racers. Immediately after Waypoint 2, cut through Madison Square Garden but slow down as you enter; if you're traveling too fast, you'll never make it out the other door smoothly. At Waypoint 4, use the loading dock shortcut to go directly to Waypoint 5. Beware of racers traveling in the opposite direction.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 6: OFF BROADWAY (NYW06)

- \* Unlocked by: NYW03
- \* Opponent(s): Keiko and four Piranhas
- \* Waypoints: 4
- \* Time of Day: Dawn
- \* Conditions: Cloudy
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:03:81
- \* Recommended Car (Career): Piranha ARi
- \* Unlocks Race(s): NYW09
- \* Unlocks Car: None



Washington Square (Shortcut)

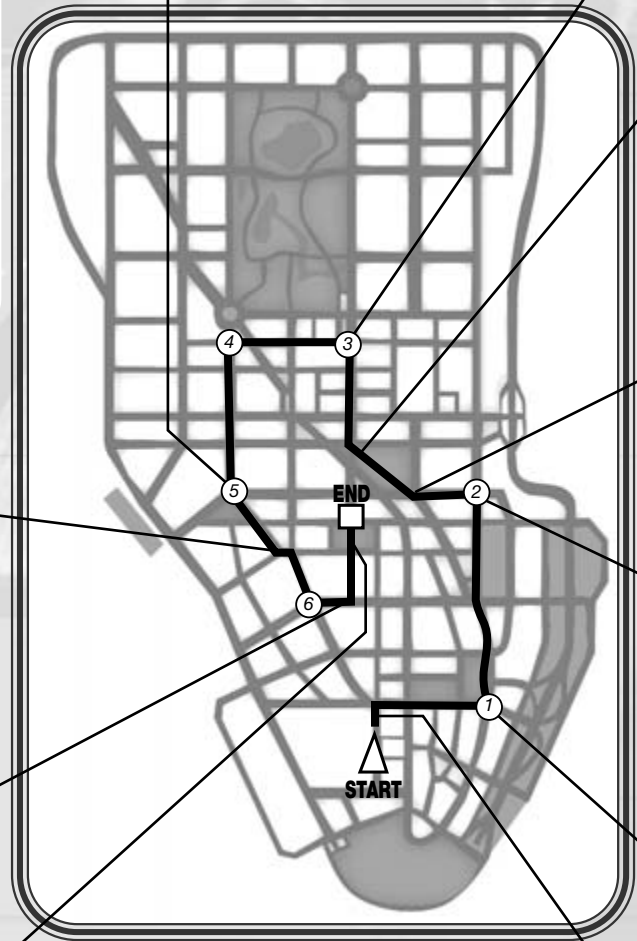
*Racing with a school of Piranhas involves a lot of jockeying and weaving. Picking the best route is the first step to victory, but the key is good driving. Avoid unnecessary collisions and use open spaces as small shortcuts when given the opportunity.*

Chinatown



## WAYPOINT RACE 7: MANHATTAN MAYHEM (NYW07)

- \* Unlocked by: NYW04
- \* Opponent(s): Emilio and four Cruceros
- \* Waypoints: 7
- \* Time of Day: Night
- \* Conditions: Fog
- \* Traffic: Heavy
- \* Cops?: Yes
- \* Winning Time: 1:43:79
- \* Recommended Car (Career): Jones 450
- \* Unlocks Race(s): LW12
- \* Unlocks Car: None



Subway Station (Park Shortcut)



Alley Shortcut



*This is one of the hardest races in New York. Even with the best wheels (the Jones 450), you'll have a hard time beating Emilio and his boys without a good route and an essential shortcut to the finish line in Washington Square. As you make the turn at Waypoint 6, look for an alley halfway down the block on your left. Go at full speed into it, and you'll pop out within spitting distance of the final goal.*





## WAYPOINT RACE 9: SHORTCUT MANIA (NYW09)

- \* Unlocked by: NYW06
- \* Opponent(s): Keiko and four Piranhas
- \* Waypoints: 8
- \* Time of Day: Midnight
- \* Conditions: Rain
- \* Traffic: Light
- \* Cops?: Yes
- \* Winning Time: 1:57:12
- \* Recommended Car (Career): Piranha ARI
- \* Unlocks Race(s): LW13
- \* Unlocks Car: None



Alley Shortcut



Alley Shortcut



Lawn Shortcut



Window Shortcut



Alley Shortcut



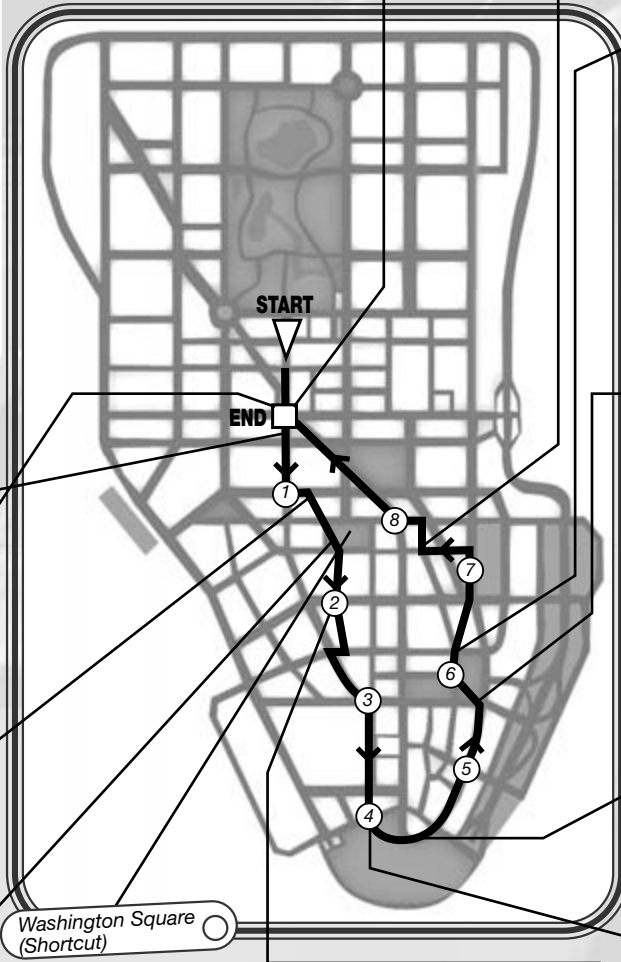
Times Square



Alley Shortcut



Alley Shortcut

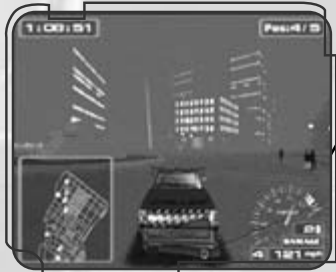


*This race's name should be a big hint about how you should run it. To win, you have to use every shortcut along your route. At times, the hard part is choosing which shortcuts to take when more than one presents itself. The series of alley shortcuts between Waypoints 1 and 3 are old hat to any experienced driver. Be careful as you burst through the window shortcut to get to Waypoint 4; take it too fast and you won't go out the other side unscathed. Try to hit the stairs just so; you want to land correctly on the other side. Use your Nitro charges on the final straightaway.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 10: NEW YORK CHAMPIONSHIP (NYW10)

- \* Unlocked by: NYW07, NYW08, NYW09
- \* Opponent(s): Kareem, Emilio, Larry, and Keiko
- \* Waypoints: 13
- \* Time of Day: Midnight
- \* Conditions: Fog
- \* Traffic: None
- \* Cops?: No
- \* Winning Time: 2:47:81
- \* Recommended Car (Career): Jones 450
- \* Unlocks Race(s): London (LW01, LW02, LW03)
- \* Unlocks Car: None



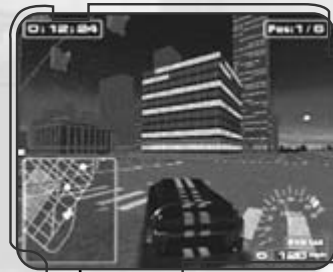
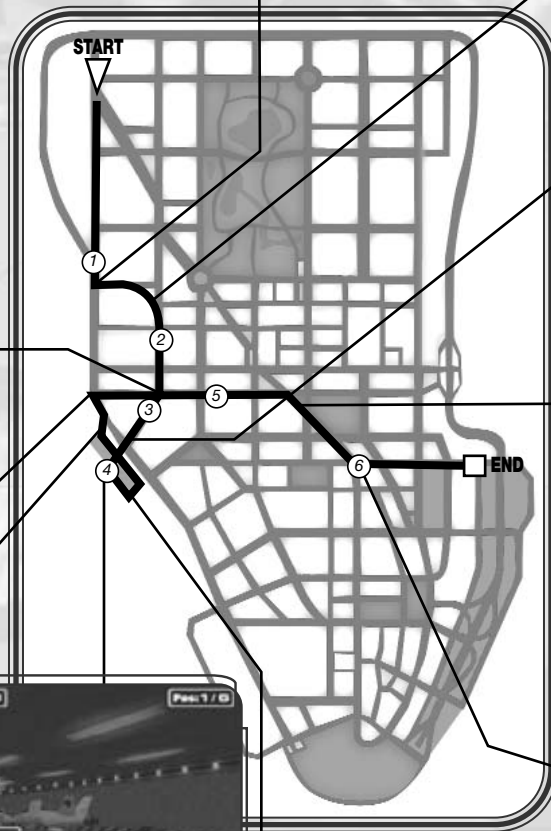
Times Square



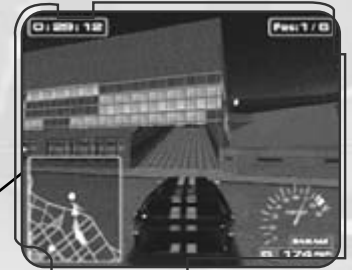
The final race in New York pits you against the City Champ, Kareem, and all three Hookmen. Peel off to the right at Waypoint 3, whip around through the park, and pull a reverse turn to hit Waypoint 4 and end up facing uptown toward Waypoint 5. At the end of the long uptown straightaway (be sure to go around, not through, the circle), reverse turn to head downtown via the extremely long straightaway. Once downtown, follow the waypoints, using any lawn or building shortcuts you see, and use your last saved Nitro for the mad dash to the finish in Battery Park.

## WAYPOINT RACE 11: RAPIDLY INTREPID (NYW11)

- \* Unlocked by: LW11
- \* Opponent(s): World Champion
- \* Waypoints: 6
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: None
- \* Cops?: No
- \* Winning Time: 01:24:59
- \* Unlocks Race(s): None
- \* Unlocks Car: Zender Beta



Lincoln Center



Subway Station



Aircraft Carrier



*This ultra-high-speed race is like nothing you've seen. Not only must you race against the World Champion and her cronies in their blindingly fast and beguilingly nimble Zenders, but you must also follow them on a jump onto an aircraft carrier, moored just off the map. You need a ton of speed and precise positioning on the ramp to even make the jump. Hitting the ramp correctly also allows you to land more or less on your wheels and ready to find the ramp (at the left) to the upper deck. Once topside, drive to the northern tip of the ship and leap to the streets below. If your car survives the jump, follow the remaining waypoints to the finish line in a straining test of speed.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 12: RABID TRANSIT (NYW12)

- \* Unlocked by: LW07
- \* Opponent(s): Kareem and three PTs
- \* Waypoints: 7
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Heavy (Buses)
- \* Cops?: Yes
- \* Winning Time: 01:17:12
- \* Unlocks Race(s): None
- \* Unlocks Car: Bus



Times Square



Subway Station

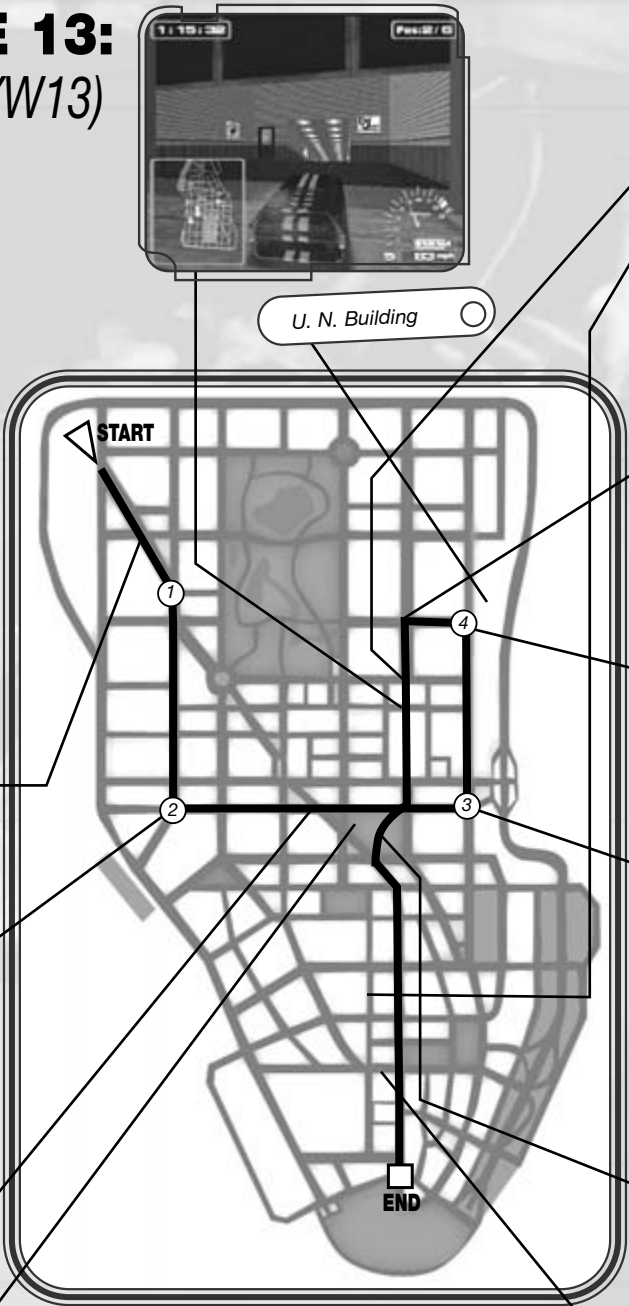


Subway Station

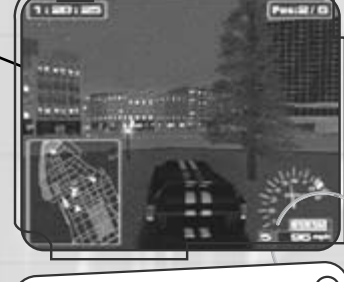
You and Kareem meet again in the streets of New York, but this time, it's just for fun. The diagonal course across the length of Manhattan Island is a fairly straight shot; you need only drive fast and sharp to be in contention. To win, avoid all contact with the big, slow, punishing buses and learn a quick shortcut. After Waypoint 4, keep your eyes peeled for a fairly obvious alley shortcut that'll put you on a straight shot to Waypoint 5.

## WAYPOINT RACE 13: MIDNIGHT TREAT (NYW13)

- \* Unlocked by: LW09
- \* Opponent(s): Lucas and four Modicums
- \* Waypoints: 4
- \* Time of Day: Dawn
- \* Conditions: Clear
- \* Traffic: Heavy (Ice Cream Trucks)
- \* Cops?: No
- \* Winning Time: 01:47:80
- \* Unlocks Race(s): None
- \* Unlocks Car: Ice Cream Truck



Chinatown



Park Shortcut



Subway Station

*In essence, this is a pure speed race. Advantage, however, goes to whomever can find the quickest path through the quartet of waypoints uptown before rocketing downtown. Run through them counter-clockwise. Turn left at Waypoint 4 and take the first left. Burrow under the city via a pair of consecutive building shortcuts. Once you emerge, you need only avoid the fleet of Ice Cream Trucks meandering about the otherwise empty city.*

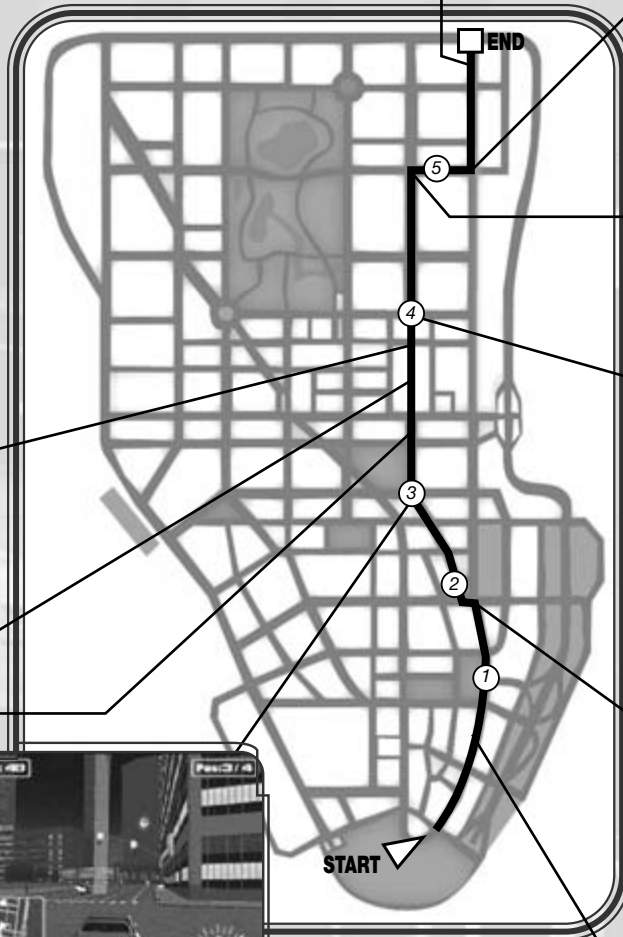
# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 14: METER MAIDS' REVENGE (NYW14)

- \* Unlocked by: LW08
- \* Opponent(s): Emily and two Ascents
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Heavy (Meter Maids)
- \* Cops?: Yes!
- \* Winning Time: 01:23:56
- \* Unlocks Race(s): None
- \* Unlocks Car: Meter Maid



Chinatown

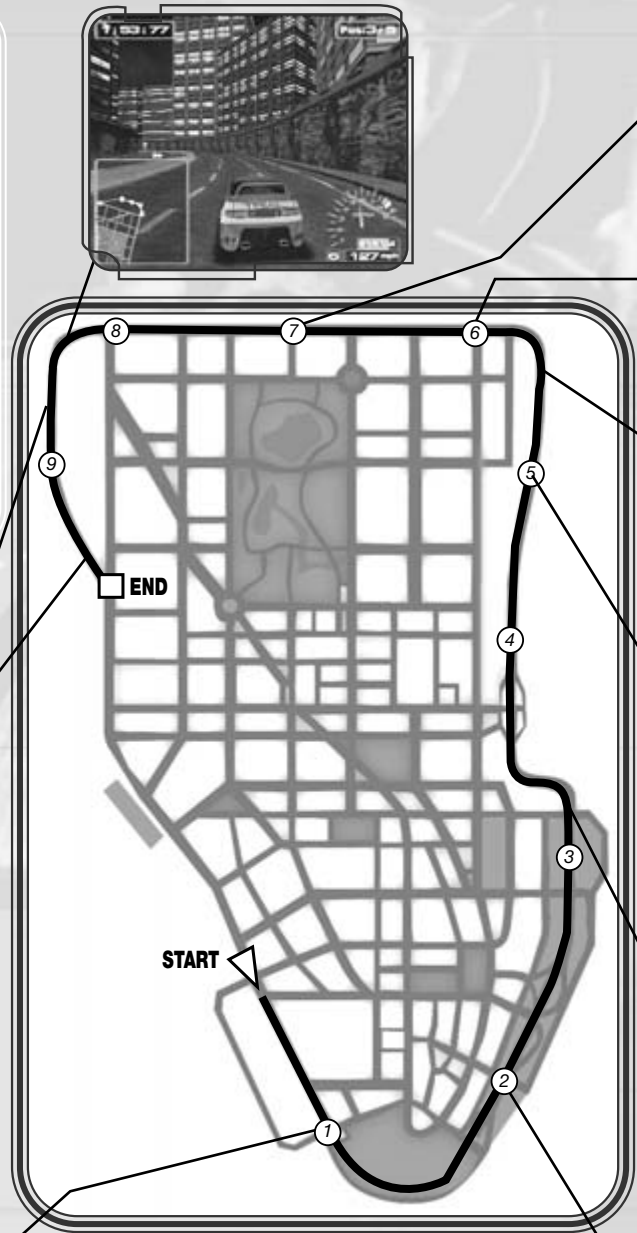


These Meter Maids have been granted authority to run your butt off the road. Like normal Police Cars, the seemingly harmless Meter-mobiles that crowd the streets try to pull you over and cut in front of you. Beyond this somewhat strange obstacle, the rest of the race is tricky. The difficult twist is entering the first building shortcut between Waypoints 3 and 4; the opening is very small. Trying to hit it at top speed is quite a challenge.



## WAYPOINT RACE 15: MANHATTAN LOOP (NYW15)

- \* Unlocked by: LW10
- \* Opponent(s): Darren and three Amatas
- \* Waypoints: 9
- \* Time of Day: Night
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: Yes
- \* Winning Time: 02:02:94
- \* Unlocks Race(s): LW15
- \* Unlocks Car: Amata Fiorenza II



Tunnel

Darren's looking for a rematch and he's brought some of his Amata-lovers club. There is absolutely nothing fancy about this race, just a full-tilt roar around the highway, ending at the legendary Lincoln Center. Chose a fast car that can handle the wide turns of these mean streets and Darren's pet Fiorenza will be yours. Start by diving into the tunnel and then just floor it for as far as the road takes you. Watch out for the gnarly curve between Waypoints 3 and 4.



# LONDON

## MAP

London is a very different world. You have to drive on the other side of the road, but that won't really affect your driving style. London is much smaller than Manhattan, but it has far fewer straightaways. More common are the tangles of winding and very narrow side streets. There's even an abandoned subway (or "underground") tunnel for your use. Who's going to stop you?

Fortunately, London is chock full of recognizable landmarks to help you learn the city layout quickly. Also, London sports shortcuts aplenty—though they can be harder to spot than in New York.

Regents Park

A40 Ramp

Kensington Gardens

Hyde Park

Trafalgar Square

Royal Albert Hall

Buckingham Palace

Piccadilly Circus

Tower of London

Tower Bridge

Tunnel

Millenium Dome

Ferris Wheel

Westminster Bridge

Westminster Abbey

Big Ben

Parliament

## RACES

London consists of 25 races (10 head-to-head and 15 waypoint races)—listed below in the order in which they appear in Arcade Mode.

Races marked with a "\*" are bonus races, available only in Arcade Mode. All bonus races are unlocked by factors outlined in the individual race descriptions.

### Head-to-Head

1. A40 Drag
2. Camdentown Curl
3. Clock Tower Power
4. Canary to Kensington
5. Tunnel Run
6. Parliament Squared
7. Southbank Shuffle
8. Piccadilly Power Slide
9. Southbank Spiral
10. Yard-o-rama\*

### Waypoint

1. Zig or Zag?
2. London
3. Trafalgar Troubles
4. London Loop
5. Shortcut in Soho
6. Confusion at the Wharf
7. River Rat
8. Crazy Curvy
9. Six-Pack in the Park
10. London Championship
11. World Championship
12. River Run\*
13. Black as Night\*
14. Speedy Delivery\*
15. Jump the Thames\*

The number of each race represents its designation in Arcade Mode. In Career Mode, the order in which you run these races depends on which Hookmen you follow and in what order. The order below is the Race Order.

## RACE ORDER

Begin by chasing down one of London's three Hookmen. Follow this course to successfully win the esteem of London and then...the world:

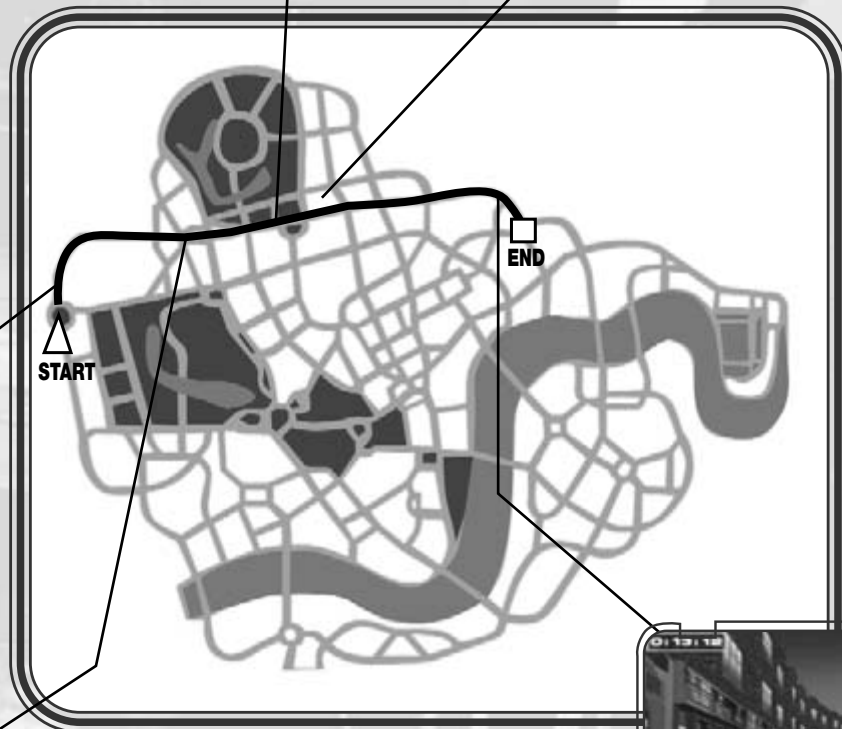
1. Race Kareem in LH01
2. Race Kareem in LH04
3. Race Kareem in LH07
4. Chase down Emily
5. Race Emily and company in LW02
6. Race Emily in LH02
7. Race Emily in LH05
8. Race Emily in LH08
9. Chase down Lucas
10. Race Lucas and company in LW03
11. Race Lucas in LH03
12. Race Lucas in LH06
13. Race Lucas in LH09
14. Chase down Kareem to run LW04
15. Chase down Emily to run LW05
16. Chase down Lucas to run LW06
17. Chase down Kareem to run LW07
18. Chase down Emily to run LW08
19. Chase down Lucas to run LW09
20. Chase down Darren for the right to race in the City Championship.
21. Race Darren and all three Hookmen in LW10.
22. Chase down the World Champion for the right to race in the World Championship.
23. Race the City Champ, Kareem, and Darren in LW11 recommended order.

## HEAD-TO-HEAD RACES

### HEAD-TO-HEAD RACE 1:

#### A40 DRAG (LH01)

- \* Unlocked by: LH01
- \* Opponent(s): Kareem
- \* Waypoints: 0
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 0:55:00
- \* Winning Time: 0:44:07
- \* Recommended Car (Career): Jones 450
- \* Unlocks Race(s): LH04
- \* Unlocks Car: PT Phoenix



A40 Ramp



Nothing could be simpler than a ride on the A40. It's a straight shot, so all you need is a fast car. Unfortunately, your competition, Kareem, has a much faster car. If you beat him, however, it's yours. Drive in the American (right) lane (Kareem will take the left) and get up to speed quickly by avoiding collisions or rubbing against the barriers. When you exit the A40, weave carefully through traffic because the road winds around to the circular finish line.

## HEAD-TO-HEAD RACE 2: CAMDENTOWN CURL (LH02)

- \* Unlocked by: LW02
- \* Opponent(s): Emily
- \* Waypoints: 8
- \* Time of Day: Midnight
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:55:00
- \* Winning Time: 1:47:31
- \* Recommended Car (Career): PT Phoenix DDX
- \* Unlocks Race(s): LH05
- \* Unlocks Car: Ascent 235



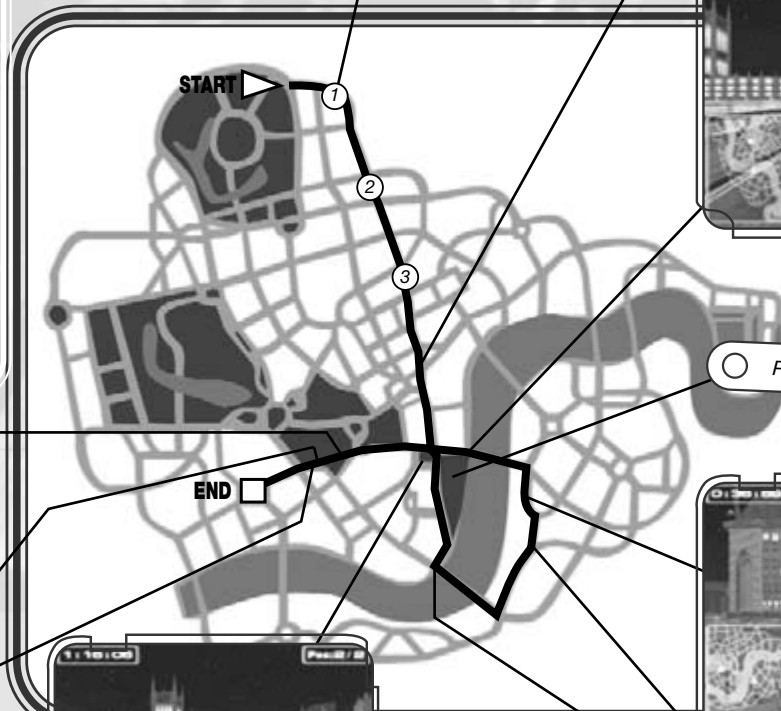
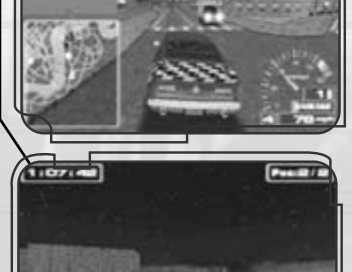
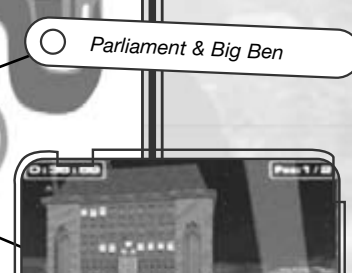
Buckingham Palace Palace Shortcut



Trafalgar Square



Parliament & Big Ben

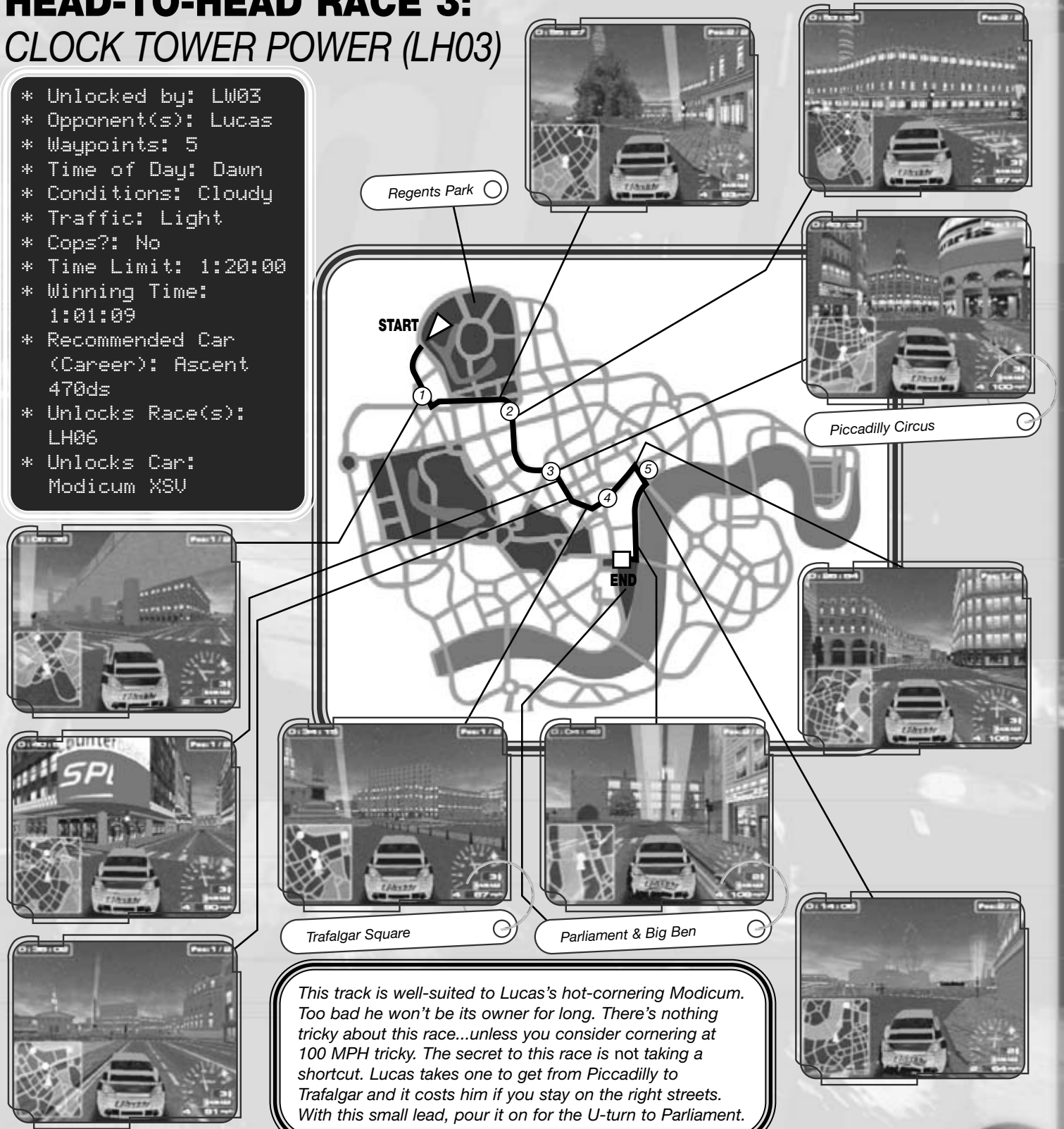


The first head-to-head race with Emily requires good cornering, speed, and careful pathfinding. Weaving through the narrow streets of north London requires finesse. Once you pass the National Gallery (on the right) and Trafalgar Square, the road opens, allowing for more speed. Look for Buckingham Palace; crash through the gate and run through the tunnel on the left side for a shortcut to the finish line.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 3: CLOCK TOWER POWER (LH03)

- \* Unlocked by: LW03
- \* Opponent(s): Lucas
- \* Waypoints: 5
- \* Time of Day: Dawn
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: No
- \* Time Limit: 1:20:00
- \* Winning Time: 1:01:09
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LH06
- \* Unlocks Car: Modicum XSV

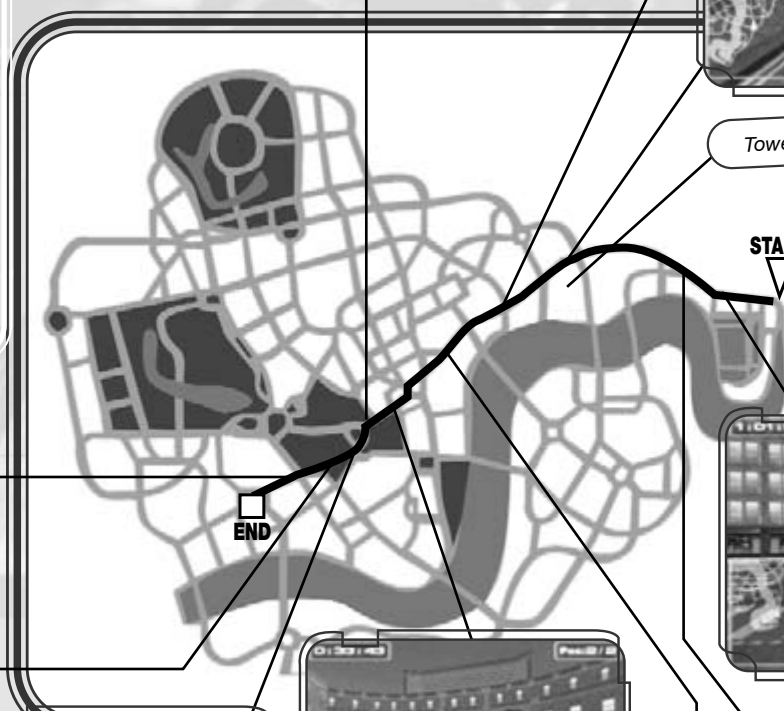


*This track is well-suited to Lucas's hot-cornering Modicum. Too bad he won't be its owner for long. There's nothing tricky about this race...unless you consider cornering at 100 MPH tricky. The secret to this race is not taking a shortcut. Lucas takes one to get from Piccadilly to Trafalgar and it costs him if you stay on the right streets. With this small lead, pour it on for the U-turn to Parliament.*



## HEAD-TO-HEAD RACE 4: CANARY TO KENSINGTON (LH04)

- \* Unlocked by: LH01
- \* Opponent(s): Kareem
- \* Waypoints: 0
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:10:00
- \* Winning Time: 0:58:90
- \* Recommended Car (Career): PT Phoenix
- \* Unlocks Race(s): LH07
- \* Unlocks Car: PT Phoenix DDX



Tower of London



Palace Shortcut



Trafalgar Square

Kareem obviously doesn't think much of waypoints. This is another freeform race but, darn it, Kareem is using the fastest way. Because you can't be faster, you have to drive better. Force him to crash when you're neck-and-neck going into the Admiralty Arch (Trafalgar Square). Squeeze out a few precious milliseconds by breaking through the Buckingham Palace fence and cutting through the tunnel shortcut on the left side.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 5: TUNNEL RUN (LH05)

- \* Unlocked by: LH02
- \* Opponent(s): Emily
- \* Waypoints: 5
- \* Time of Day: Midnight
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:55:00
- \* Winning Time: 1:38:07
- \* Recommended Car (Career): PT Phoenix DDX
- \* Unlocks Race(s): LH08
- \* Unlocks Car: Ascent 237si



Building Shortcut (Ramp)



Building Shortcut



Alley Shortcut



Tower Bridge



Lawn Shortcut



Alley Shortcut

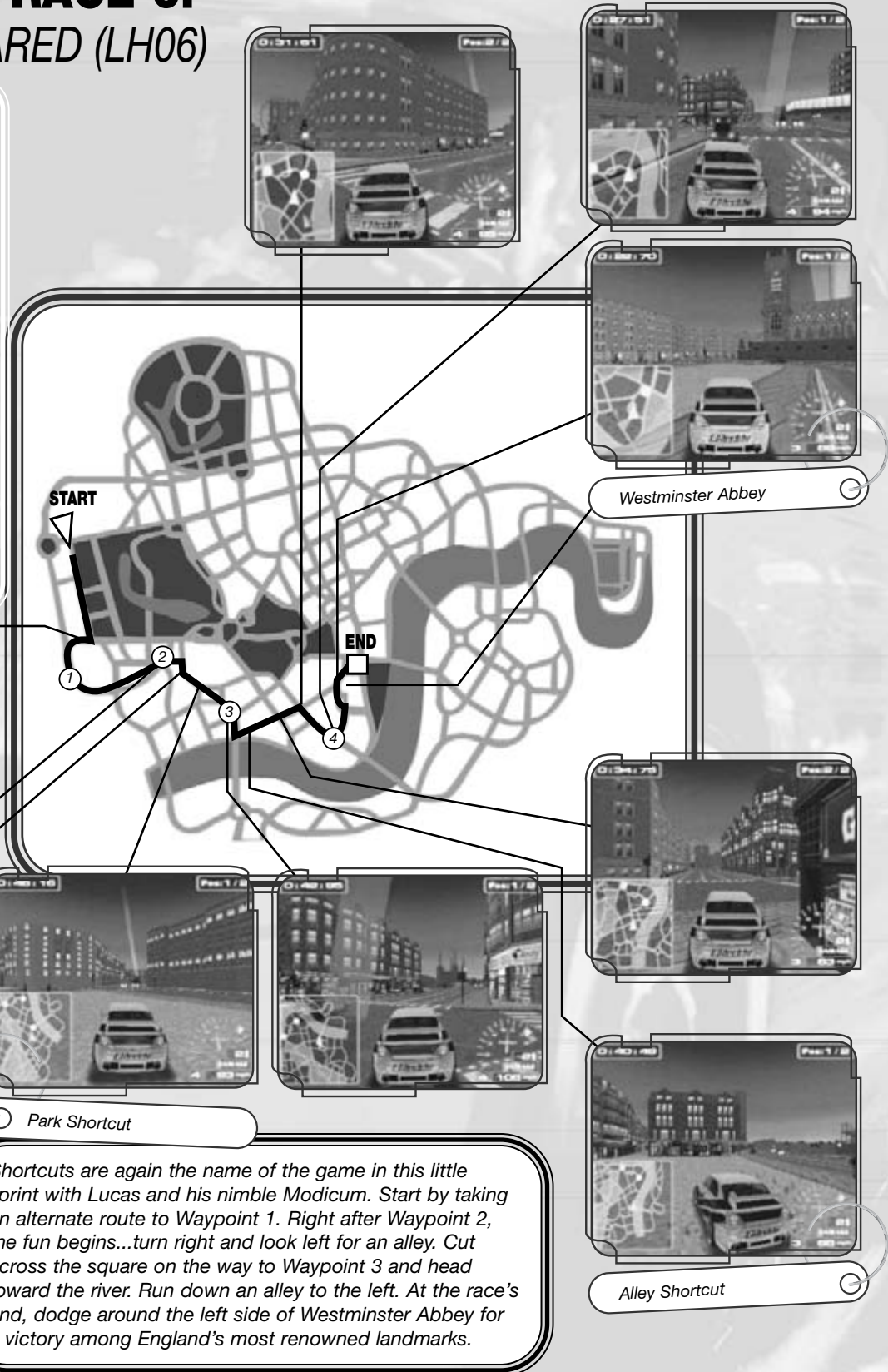


This race on the other side of the Thames has six shortcuts. The most important is the first. At Waypoint 1, dive into the alley to cut the corner to the Tower Bridge. Next, drive across the lawn as you come off the bridge. At the circle (Waypoint 2), go straight through the building with the wide opening and through two subsequent alley shortcuts, rejoining proper pavement just short of Waypoint 4. Don't forget the ramp between Waypoints 4 and 5.



## HEAD-TO-HEAD RACE 6: PARLIAMENT SQUARED (LH06)

- \* Unlocked by: LH03
- \* Opponent(s): Lucas
- \* Waypoints: 4
- \* Time of Day: Night
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: Yes
- \* Time Limit: 1:25:00
- \* Winning Time: 1:08:29
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LH09
- \* Unlocks Car: Modicum XSV.5



Shortcuts are again the name of the game in this little sprint with Lucas and his nimble Modicum. Start by taking an alternate route to Waypoint 1. Right after Waypoint 2, the fun begins...turn right and look left for an alley. Cut across the square on the way to Waypoint 3 and head toward the river. Run down an alley to the left. At the race's end, dodge around the left side of Westminster Abbey for a victory among England's most renowned landmarks.

Alley Shortcut

Alley Shortcut

# PRIMA'S OFFICIAL STRATEGY GUIDE

## HEAD-TO-HEAD RACE 7: SOUTHBANK SHUFFLE (LH07)

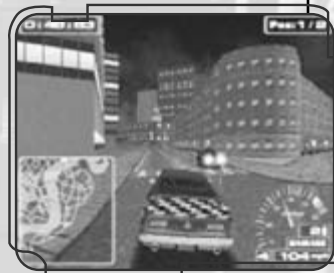
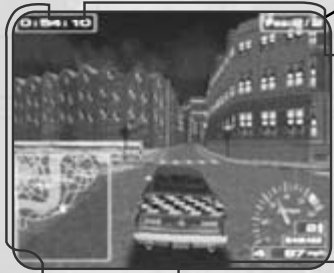
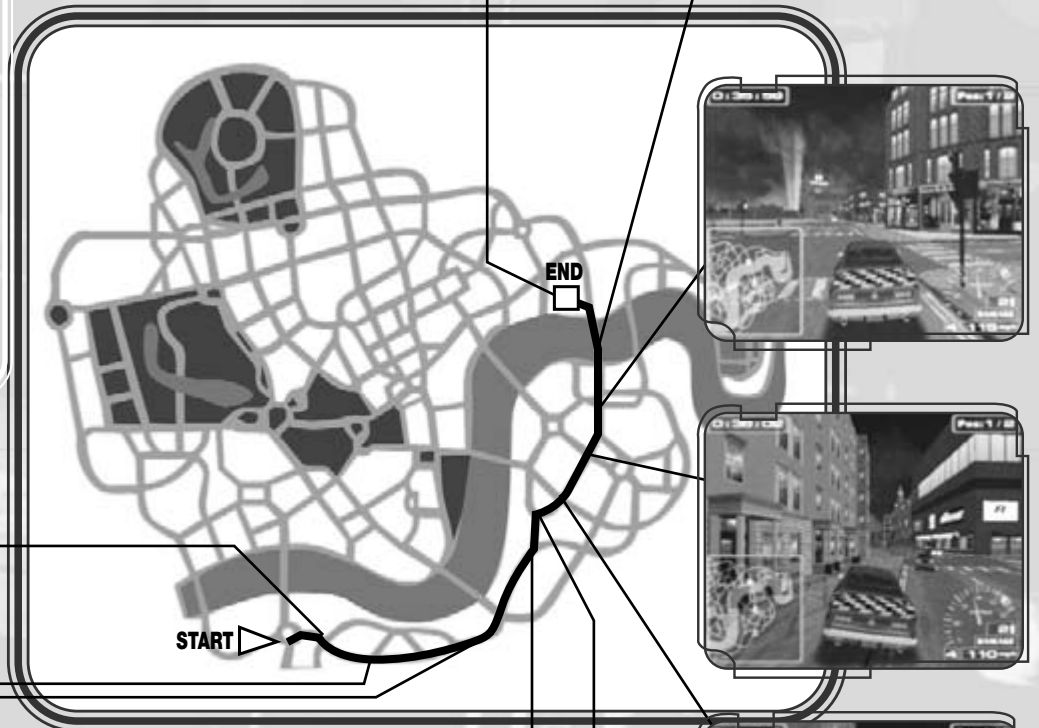
- \* Unlocked by: LH04
- \* Opponent(s): Kareem
- \* Waypoints: 0
- \* Time of Day: Night
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: Yes
- \* Time Limit: 1:20:00
- \* Winning Time: 0:51:13
- \* Recommended Car (Career): PT Phoenix DDX
- \* Unlocks Race(s): LH10 (with LH08 and LH09)
- \* Unlocks Car: PT Phoenix ICX



Tower of London



Tower Bridge

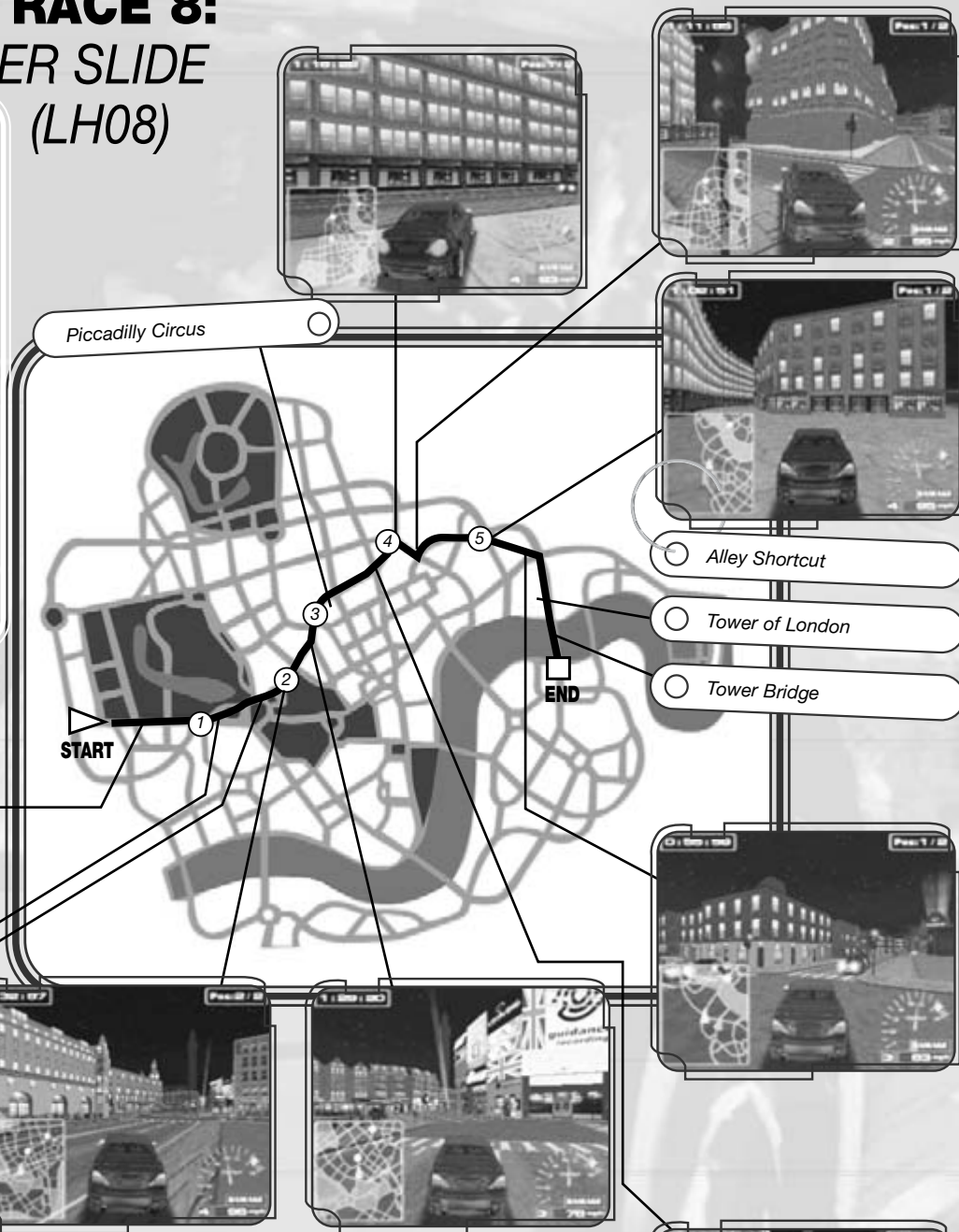


*This one's a sprint to the Tower of London first. Only one route can assure you of winning Kareem's biggest, meanest car. Just make sure you save a few Nitro charges for the final run across the Tower Bridge.*

## HEAD-TO-HEAD RACE 8: PICCADILLY POWER SLIDE

(LH08)

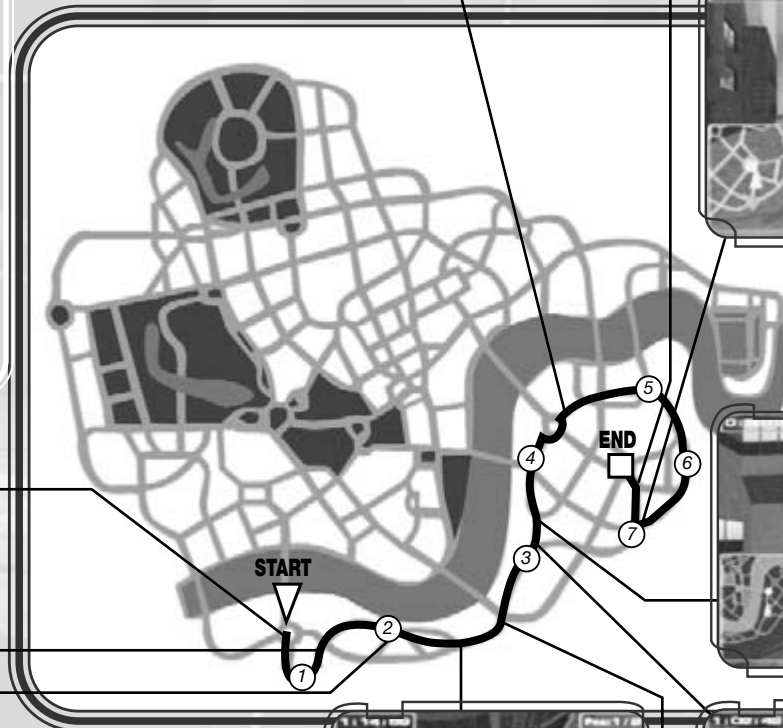
- \* Unlocked by: LH05
- \* Opponent(s): Emily
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Cloudy
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:55:00
- \* Winning Time: 1:08:28
- \* Recommended Car (Career): Ascent 237si
- \* Unlocks Race(s): LH10 (with LH07 and LH09)
- \* Unlocks Car: Ascent



*If you want the best car available in London, you'll have to win it from Emily. Roar past the Royal Albert Hall (don't stop to count the holes) and dive into the tunnel just after Waypoint 1. As you pop out the other end, stay on the road to rip through Piccadilly Circus. After Waypoint 5, look for a wide alley that cuts the corner to the Tower of London. The finish line is right in the middle of the Tower Bridge.*

## HEAD-TO-HEAD RACE 9: SOUTHBANK SPIRAL (LH09)

- \* Unlocked by: LH06
- \* Opponent(s): Lucas
- \* Waypoints: 7
- \* Time of Day: Dawn
- \* Conditions: Rain
- \* Traffic: Medium
- \* Cops?: No
- \* Time Limit: 1:50:00
- \* Winning Time: 1:38:30
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LH10 (with LH07 and LH08)
- \* Unlocks Car: Modicum XSV.25

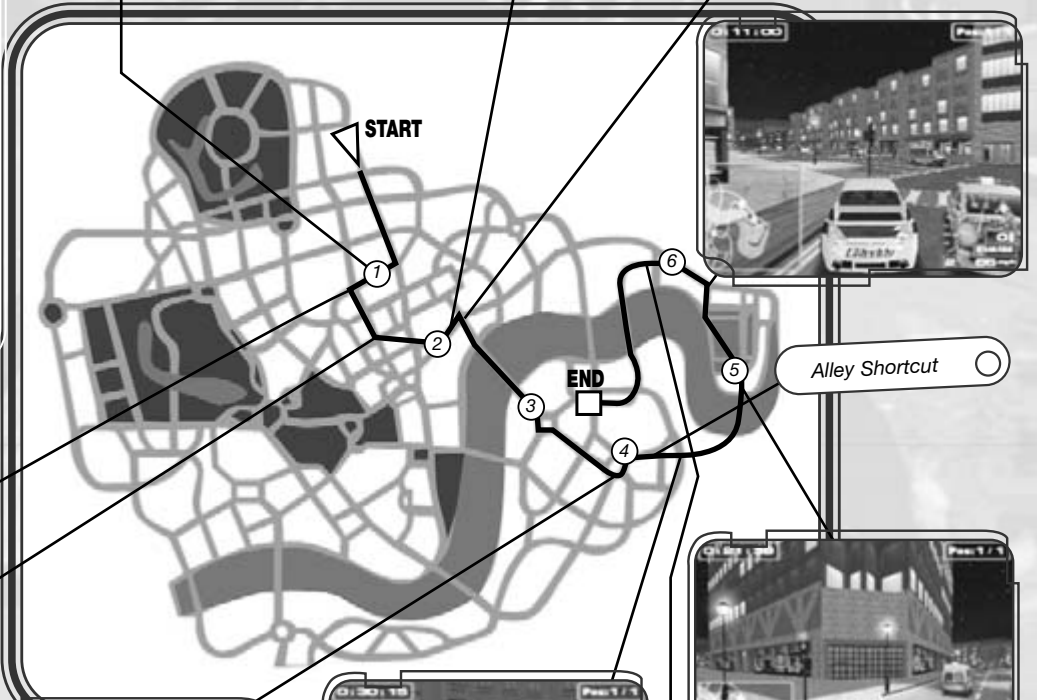


The first part of this race is a straight shot with only a small shortcut just after Waypoint 2. Ride the ramp in the building shortcut to cut the corner. At Waypoint 3, you can choose to circle the finish line in either direction, go left (clockwise). Drive as quickly as the weather conditions, traffic, and narrow streets allow, because you need every tick to beat Lucas. At Waypoint 7, take a hard right and floor it to the finish line.

Building Shortcut

## HEAD-TO-HEAD RACE 10: YARD-O-RAMA (LH10)

- \* Unlocked by: LH07, LH08, and LH09
- \* Opponent(s): None
- \* Waypoints: 6
- \* Time of Day: Midnight
- \* Conditions: Clear
- \* Traffic: Heavy (Police)
- \* Cops?: Yes!
- \* Time Limit: 1:40:00
- \* Winning Time: 1:38:55
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): None
- \* Unlocks Car: Police Car 1, Police Van, and Police Wagon



The streets in this race are loaded with police cars that are just aching to ram you or cut you off. The trick is to take the hidden subway tunnel after Waypoint 4. Cut through the nearby alley and break through the boards covering the glass window ahead and force your way into the main subway tunnel that leads to the finish line.



# WAYPOINT RACES

## WAYPOINT RACE 1: ZIG OR ZAG? (LW01)

- \* Unlocked by: NYW10
- \* Opponent(s): Kareem and three PTs
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Rain
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 1:39:97
- \* Recommended Car (Career): Jones 450
- \* Unlocks Race(s): LH01, LW04
- \* Unlocks Car: None



Hyde Park



Alley Shortcut



Tower Bridge



Trafalger Square



Buckingham Palace



Wellington Arch



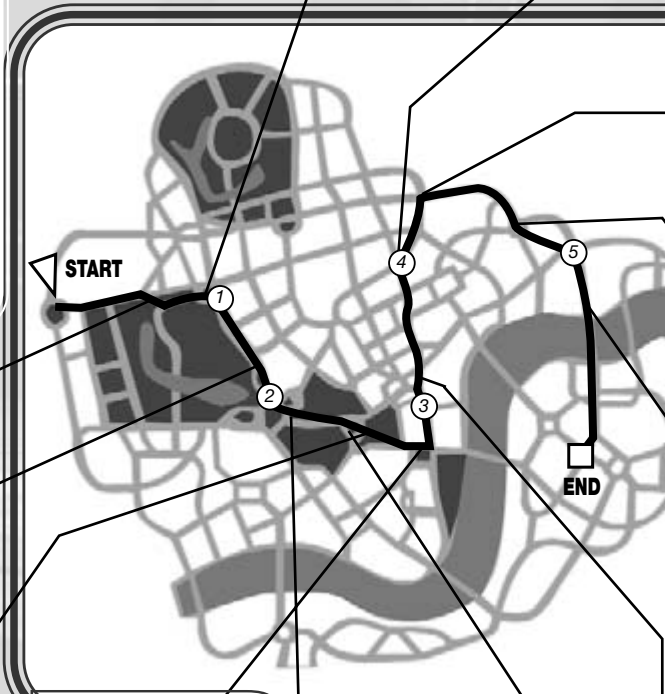
Park Shortcut



Big Ben



Lawn Shortcut



Kareem and his mates will give you a tour of many of London's attractions. Try to cut straight lines between waypoints by running through any parks, lawns, and open spaces that lie between you and the next waypoint. Don't forget the alley shortcut leading to Waypoint 5. Give it everything you've got in the long straightaway across the Tower Bridge and all the way to the finish line.

## WAYPOINT RACE 2: LONDON (LW02)

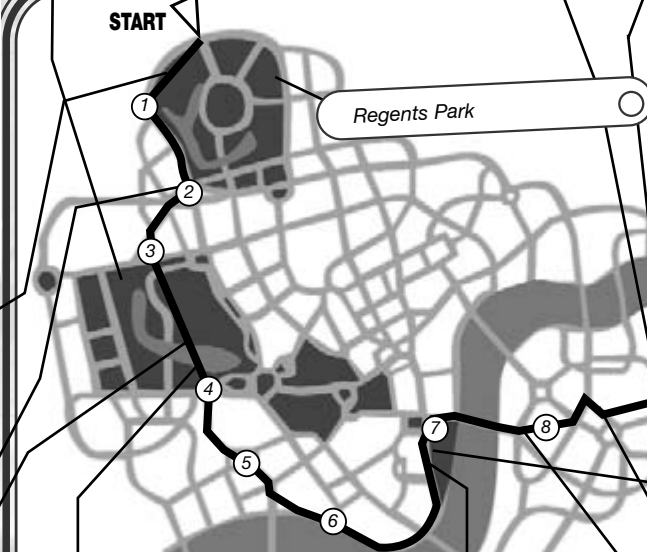
- \* Unlocked by: NYW10
- \* Opponent(s): Emily and three Ascents
- \* Waypoints: 8
- \* Time of Day: Dawn
- \* Conditions: Cloudy
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:54:33
- \* Recommended Car (Career): Phoenix PT
- \* Unlocks Race(s): LW05, LH02
- \* Unlocks Car: None



Park Shortcut



Tunnel Shortcut



Lawn Shortcut



Westminster Abbey



Roof Shortcut



Ramp

When you begin in Regent's Park, get out of the position-jockeying by running on the grass. Rejoin at the first waypoint and stay straight (most of the other cars will peel off) until you go under the A40. Follow the waypoints around to Parliament Square and cross the Westminster Bridge. Duck through a building shortcut and make a hard left. The showy red building sports a ramp to its roof. Stay in the middle of the ramp, make the jump, and drop through the opening straight ahead. When you land, turn hard to the right and look for a tunnel entrance to the left (if you're first, it'll be covered by boards). Tear through the tunnel and you're done. Whew!



Building Shortcut

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 3: TRAFALGAR TROUBLES (LW03)

- \* Unlocked by: NYW10
- \* Opponent(s): Lucas and three Modicums
- \* Waypoints: 4
- \* Time of Day: Dawn
- \* Conditions: Rain
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 1:12:41
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW06, NYH03
- \* Unlocks Car: None



National Gallery

Trafalgar Square

START

Alley Shortcuts

Parliament & Big Ben

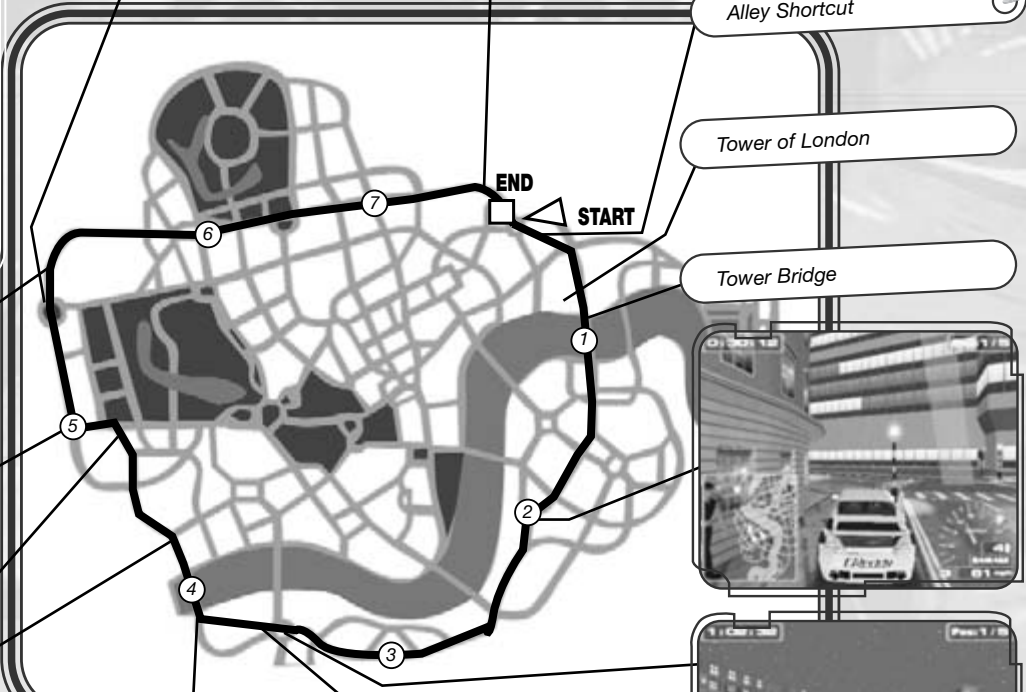
Cross the Thames and race through the Regent's Park neighborhoods with Lucas. Start by jumping through a consecutive pair of alley shortcuts right after Waypoint 1. As you pass the National Gallery north of Trafalgar Square, pull a hard left to Waypoint 3 and cut across the small park to the long straightaway to hit the finish line.





## WAYPOINT RACE 4: LONDON LOOP (LW04)

- \* Unlocked by: LW01
- \* Opponent(s): Kareem and 3 PTs
- \* Waypoints: 7
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 2:24:74
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW07
- \* Unlocks Car: None



Alley Shortcut

Tower of London

Tower Bridge

A40 Ramp



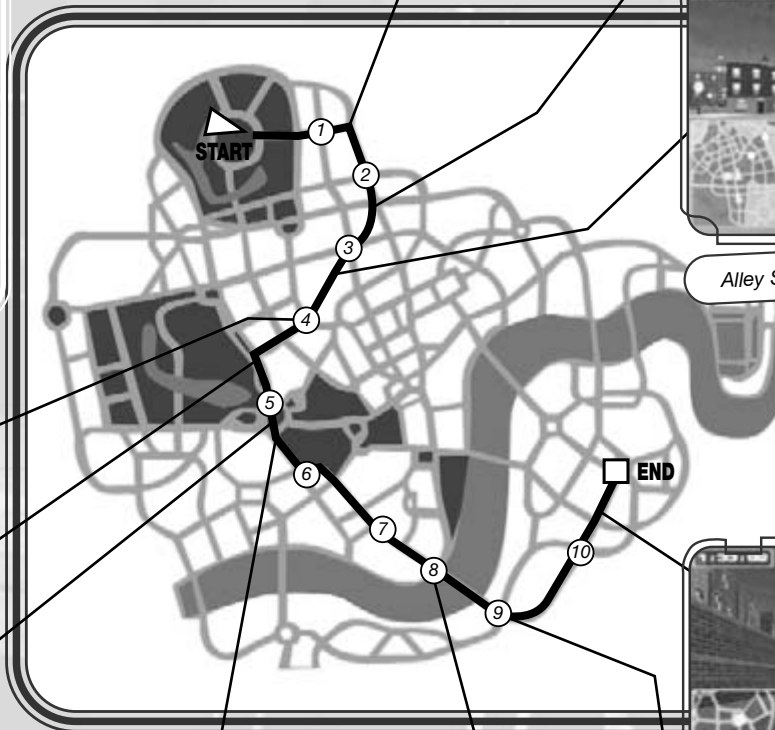
Park Shortcut

Ring around old London with Kareem and friends. With only a couple of small shortcuts, this is a pretty straightforward race, depending on good pathfinding and clean driving. There isn't much room for error even if you follow the route. The first shortcut comes right off the starting gun: Look for the big alley leading to the Tower of London. The second shortcut cuts the corner at the bridge on the way to Waypoint 4. Save all your Nitro charges for the race-ending flight down the A40.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 5: SHORTCUT TO SOHO (LW05)

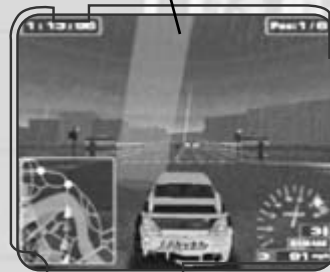
- \* Unlocked by: LW02
- \* Opponent(s): Emily and four Ascents
- \* Waypoints: 10
- \* Time of Day: Dawn
- \* Conditions: Rain
- \* Traffic: Light
- \* Cops?: Yes
- \* Winning Time: 1:36:05
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW08
- \* Unlocks Car: None



Alley Shortcut



Wellington Arch



*This twisty race from Regent's Park and across the Thames may look long, but you'll be amazed by how fast you'll have to be to win. Fortunately, you can gain quite a bit of time with judicious pathfinding and a very important shortcut (between Waypoints 3 and 4).*



## WAYPOINT RACE 6: CONFUSION AT THE WHARF (LW06)

- \* Unlocked by: LW03
- \* Opponent(s): Lucas and three Modicums
- \* Waypoints: 5
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:44:79
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW09
- \* Unlocks Car: None



Regent's Park

Trafalgar Square

Piccadilly Circus



Ramp



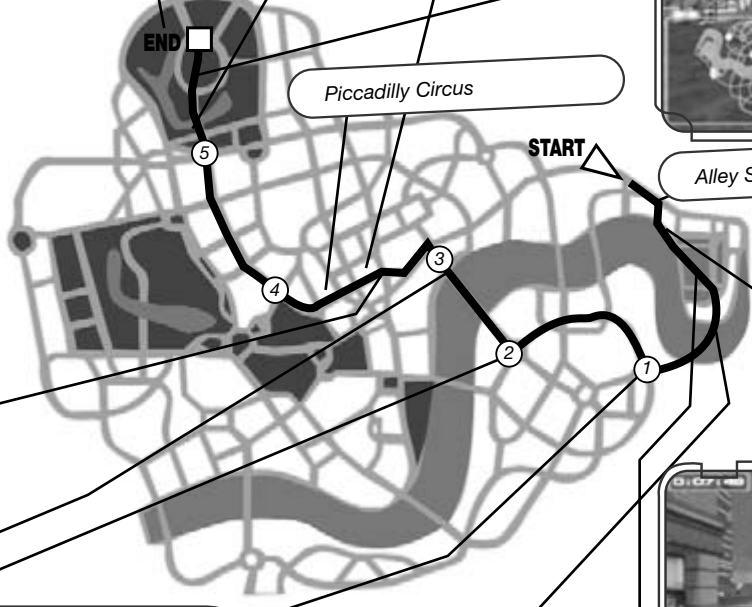
Alley Shortcut



National Gallery



Building Shortcut (window)



Yee-haa! Get ready for a wild ride with some cool shortcuts and a killer finish. Start the race by taking a hard left and peel right through an alley towards the river. Continuing toward the docks, burst through the large building's window for an essential shortcut. Next, ram into the abandoned subway tunnel to take the shortcut across the Thames. Throttle down as you near the other side, or you won't be able to make the very hard right. At the race's end, ride the Regent's Park ramp to the finish line.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 7: RIVER RAT (LW07)

- \* Unlocked by: LW04
- \* Opponent(s): Kareem and four PTs
- \* Waypoints: 5
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Light
- \* Cops?: Yes
- \* Winning Time: 1:55:38
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW10 (with LW08 and LW09), NYW12
- \* Unlocks Car: None



Lead Kream along the River Thames at full throttle. Make a beeline for the river but cut the corner at Parliament Square (Waypoint 3) by running in the tunnel under the Parliament building. Resume the race along the river until turning inland at Waypoint 4. At Waypoint 5, shift back toward the river and cut through the building shortcut (through the window) to the finish line on the other side..

## WAYPOINT RACE 8: CRAZY CURVY (LW08)

- \* Unlocked by: LW05
- \* Opponent(s): Emily and four Ascents
- \* Waypoints: 12
- \* Time of Day: Dawn
- \* Conditions: Cloudy
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 1:48:90
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW10 (with LW07 and LW09), NYW14
- \* Unlocks Car: None

Regent's Park



Tower of London

Millenium Dome

Marble Arch

A40 Ramp

*If you look at the map of this race long enough, a pattern emerges. Luckily, the pattern isn't obvious to all the racers. There are no shortcuts or tricks in this race, but you'll see some very serious hardware for the long, punishing straightaways (especially on the return leg). Be careful on the curves and be extra careful to avoid collisions.*

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 9: SIX-PACK IN THE PARK (LW09)

- \* Unlocked by: LW06
- \* Opponent(s): Lucas and four Modicums
- \* Waypoints: 8
- \* Time of Day: Midnight
- \* Conditions: Fog
- \* Traffic: Medium
- \* Cops?: Yes
- \* Winning Time: 1:54:09
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): LW10 (with LW07 and LW08), NYW13
- \* Unlocks Car: None



Regent's Park



Piccadilly Circus



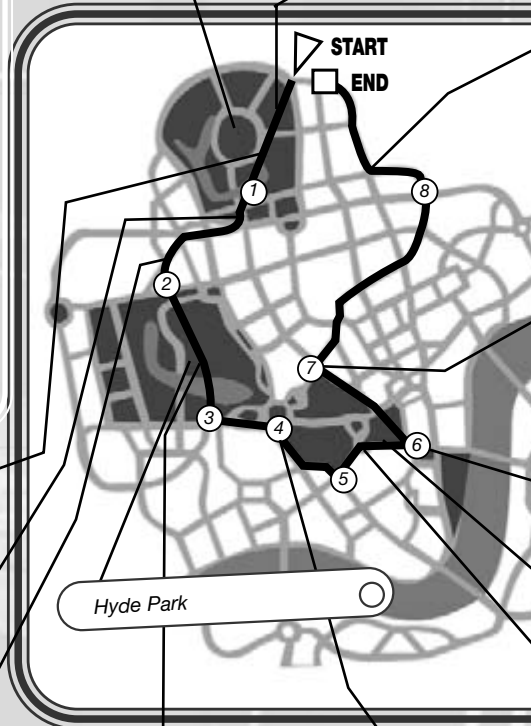
St. James Park



Wellington Arch



Ramp



You get your chance to tear up London's lovely parks in this little Lucas adventure. Start by running through Regent's Park—just plot a straight line to Waypoint 1. Next, do the same to Hyde Park, but don't miss the ramp. Do a little damage to St. James Park as you head back north (towards Waypoint 7). Finally, kick it into high gear to finish the last couple of waypoints and bound through the narrow streets to the finish line.

## WAYPOINT RACE 10: LONDON CHAMPIONSHIP (LW10)

- \* Unlocked by: LW07, LW08, LW09 (any two)
- \* Opponent(s): Darren, Kareem, Emily, and Lucas
- \* Waypoints: 18
- \* Time of Day: Midnight
- \* Conditions: Clear
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 3:22:96
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): NYW15
- \* Unlocks Car: Amata Fiorenza

Park Shortcut

Piccadilly Circus

National Gallery

Tower of London (Shortcut)

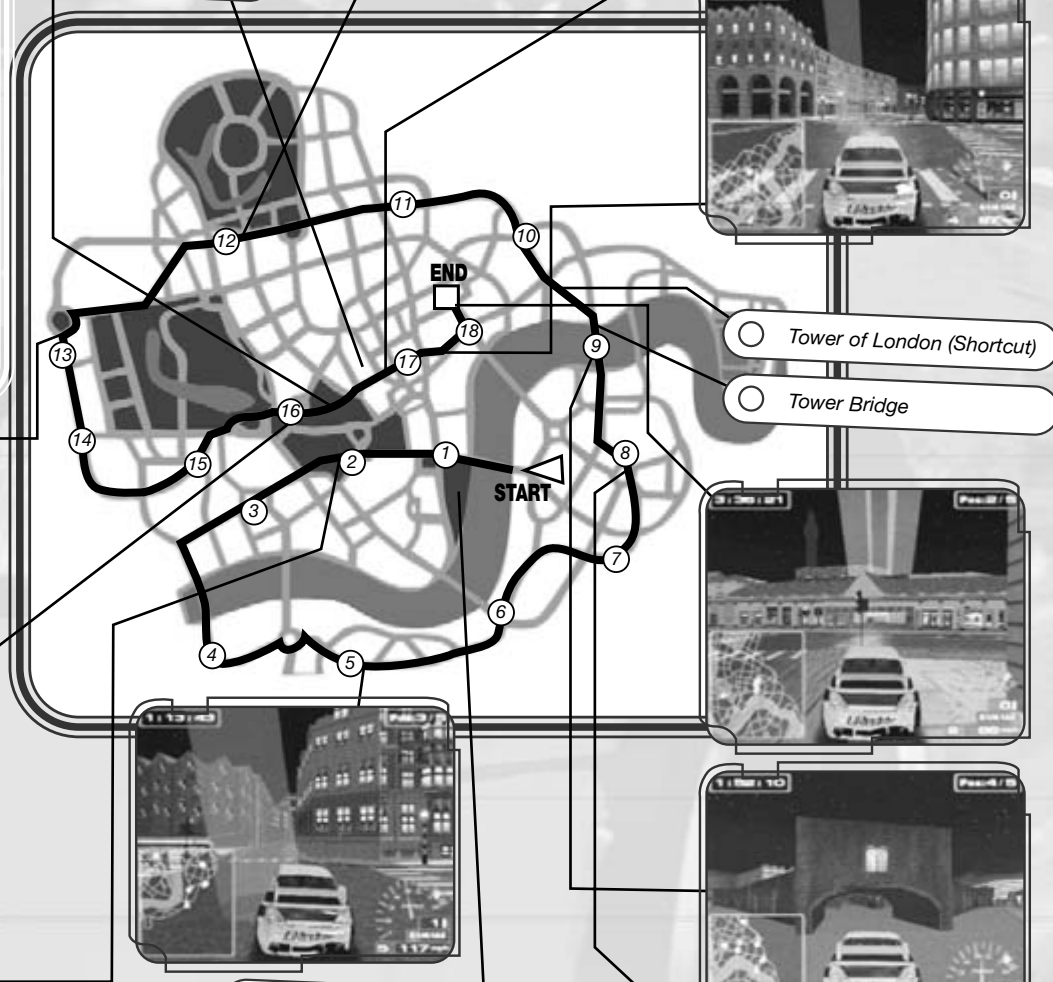
Tower Bridge



Wellington Arch



Buckingham Palace (Shortcut)



Parliament & Big Ben

The race for the Crown of London is the longest so far. With 18 waypoints and a nerve-rattlingly complex course, it's as much an endurance test as a speed race. You will, of course, need all the speed you can get, but you'll also have to drive very, very well to stand a chance. The first step is to find a good route (see above). The next is to use the few effective shortcuts—through Buckingham Palace and the Tower of London and through any open space you see.



# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 11: WORLD CHAMPIONSHIP (LW11)

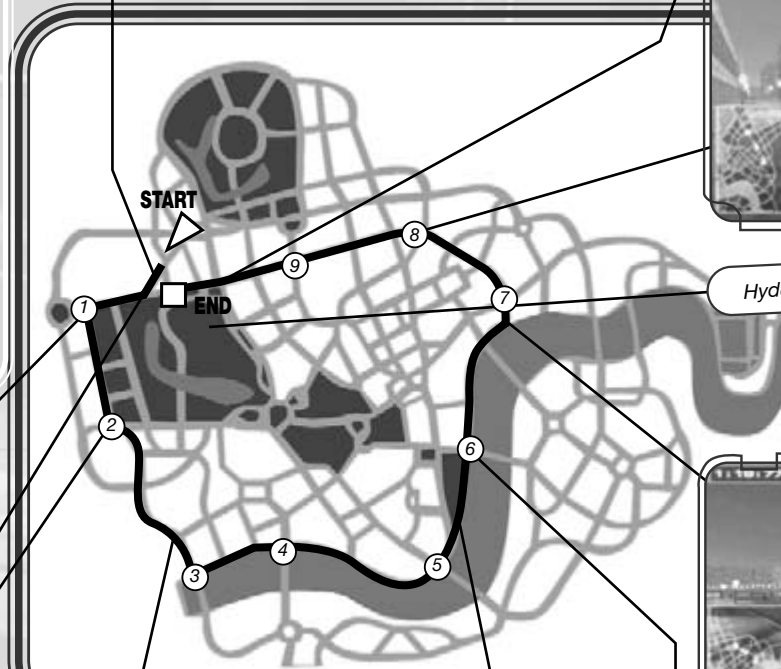
- \* Unlocked by: LW10
- \* Opponent(s): World Champion, Darren, Kareem
- \* Waypoints: 9
- \* Time of Day: Dawn
- \* Conditions: Fog
- \* Traffic: Light
- \* Cops?: No
- \* Winning Time: 1:31:86
- \* Recommended Car (Career): Ascent 470ds
- \* Unlocks Race(s): NYW11
- \* Unlocks Car: Zender Alpha



Marble Arch



Hyde Park



Parliament & Big Ben (Shortcut)



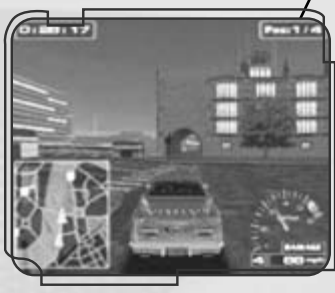
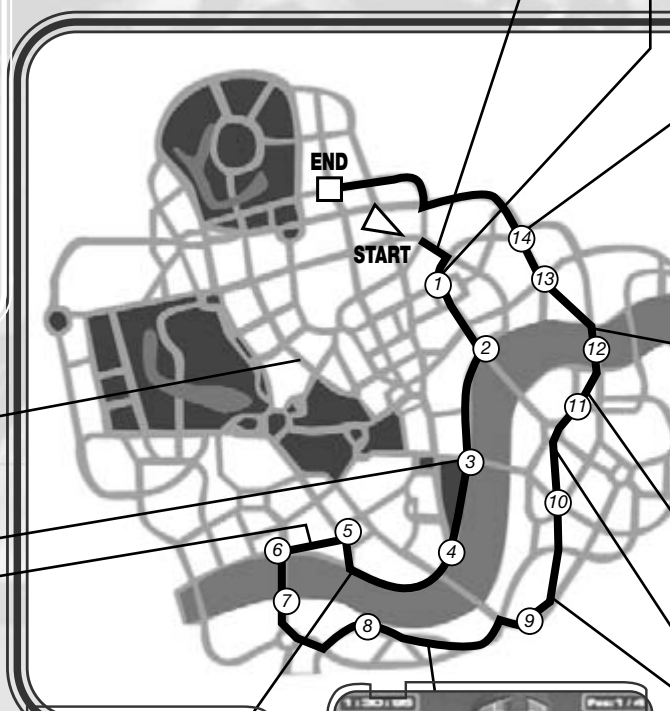
*The world is yours if you can win this one last race. No matter what you drive, however, you're going to be at a serious speed disadvantage. Go counterclockwise, drive really fast, don't hit anything, and cut your corners tight—everything you've been doing up until now. You'll generally be sticking to the pavement—except for a mandatory shortcut through the Parliament tunnel.*





## WAYPOINT RACE 12: RIVER RUN (LW12)

- \* Unlocked by: NYW07
- \* Opponent(s): Emilio and two Cruceros
- \* Waypoints: 14
- \* Time of Day: Dawn
- \* Conditions: Foggy
- \* Traffic: Heavy (Buses)
- \* Cops?: No
- \* Winning Time: 2:51:30
- \* Unlocks Race(s): None
- \* Unlocks Car: Double Decker Bus



○ Alley Shortcut



○ Building Shortcut



○ Tower of London (Shortcut)



○ Building Shortcut



Take a stroll down by the Thames with Emilio in this long, punishing race. The roads are thick with Double Decker Buses, which deal out major damage in collisions. Choose a durable car. There're a bunch of shortcuts you can use to your advantage, including the customary run through Parliament, an alley just after Waypoint 5, the triple-whammy leading to and from Waypoint 10, and of course, the Tower of London.

# PRIMA'S OFFICIAL STRATEGY GUIDE

## WAYPOINT RACE 13: BLACK AS NIGHT (LW13)\*

- \* Unlocked by: NYW09
- \* Opponent(s): Keiko and three Piranhas
- \* Waypoints: 12
- \* Time of Day: Midnight
- \* Conditions: Fog
- \* Traffic: Heavy (Black Cabs)
- \* Cops?: No
- \* Winning Time: 1:51:15
- \* Unlocks Race(s): None
- \* Unlocks Car: Black Cab



Alley Shortcut



Piccadilly Circus



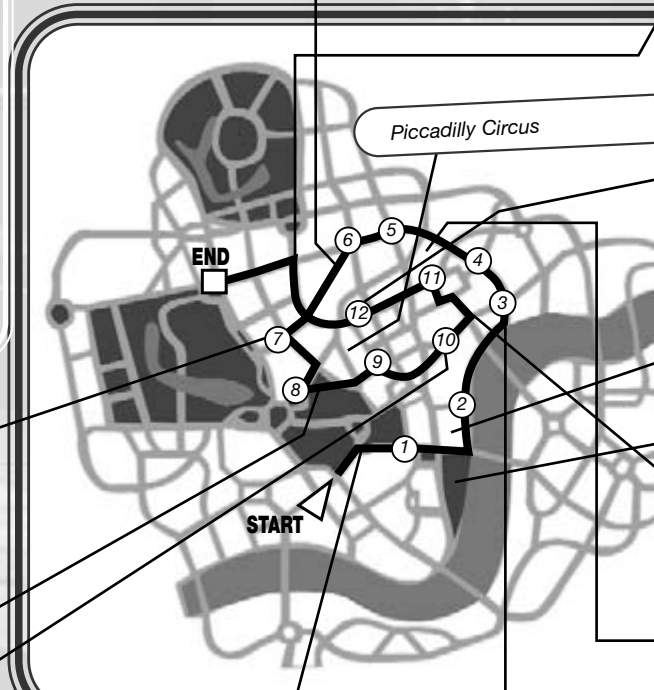
Trafalgar Square



Parliament & Big Ben



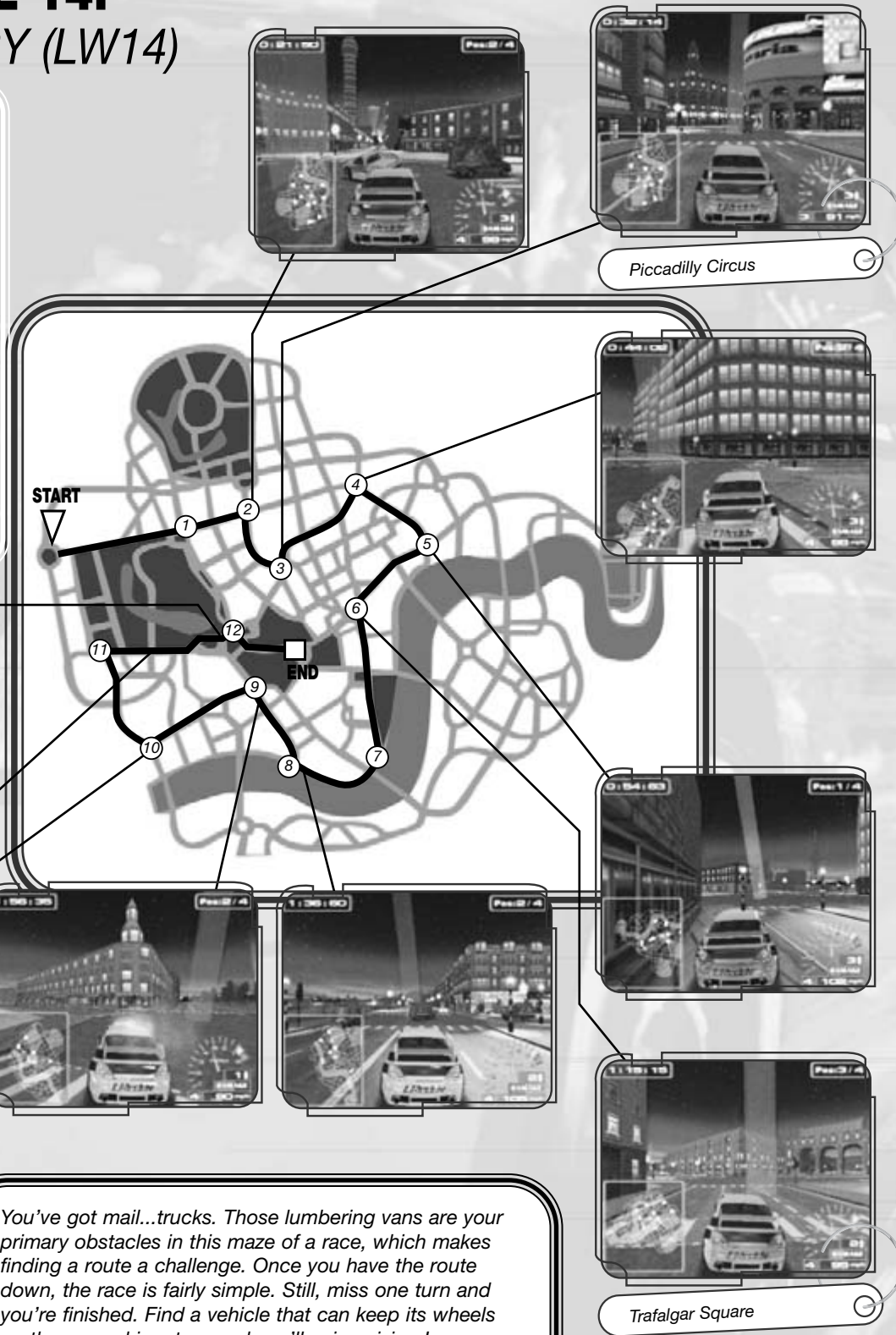
Park Shortcut



The fog's so thick you can't see a thing and the streets are full of reckless and hard-to-see Black Cabs. It's only fitting, then, that you have to run one of the hardest races in this mess. The really hard part (pathfinding) has been done for you here, but the execution is up to you. Use the few available shortcuts (between Waypoints 7 and 8, for example) to gain some advantage. Mostly, however, you'll need a fast but well-cornering car to win this one.

## WAYPOINT RACE 14: SPEEDY DELIVERY (LW14)

- \* Unlocked by: NYU08
- \* Opponent(s): Larry and two Joneses
- \* Waypoints: 12
- \* Time of Day: Night
- \* Conditions: Clear
- \* Traffic: Heavy (Crown Mail trucks)
- \* Cops?: No
- \* Winning Time: 2:37:80
- \* Unlocks Race(s): None
- \* Unlocks Car: Crown Mail



Westminster Arch



Royal Albert Hall



Piccadilly Circus

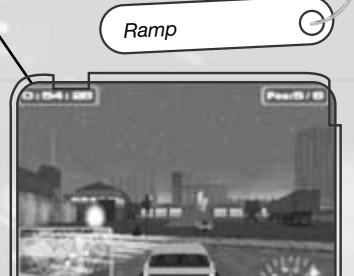
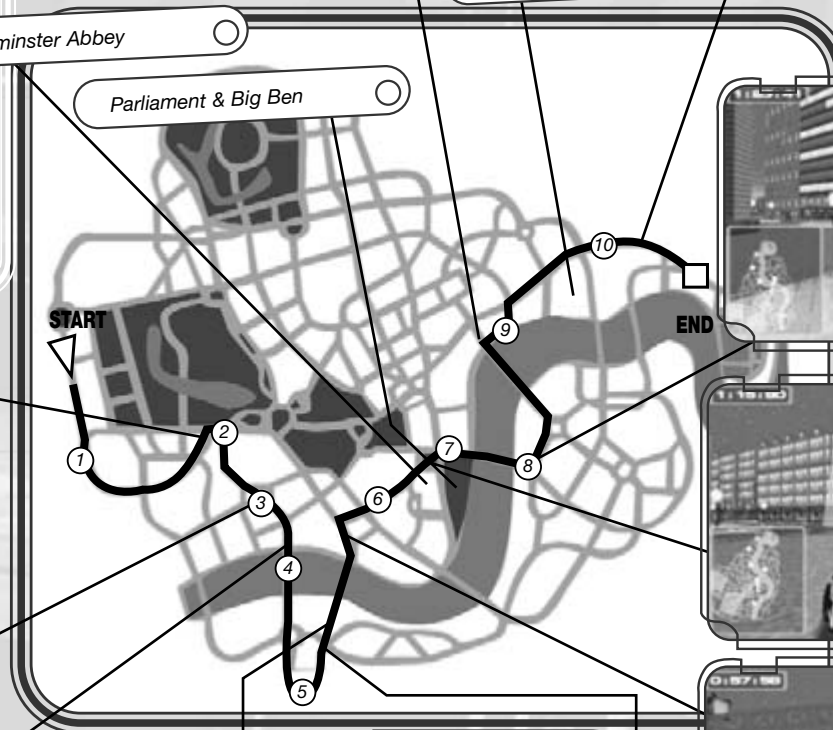


Trafalgar Square

*You've got mail...trucks. Those lumbering vans are your primary obstacles in this maze of a race, which makes finding a route a challenge. Once you have the route down, the race is fairly simple. Still, miss one turn and you're finished. Find a vehicle that can keep its wheels on the ground in a turn and you'll enjoy giving Larry one more beating.*

## WAYPOINT RACE 15: JUMP THE THAMES (LW15)\*

- \* Unlocked by: LW10
- \* Opponent(s): Darren and four Amatas
- \* Waypoints: 10
- \* Time of Day: Dusk
- \* Conditions: Clear
- \* Traffic: None
- \* Cops?: No
- \* Winning Time: 1:52:30
- \* Unlocks Race(s): None
- \* Unlocks Car: Amata Crescendo



Darren and his mates want to take you on the ride of your life. There's only one shortcut in this race, but it's a doozy. Be ready as you approach Waypoint 2—as you near the beacon, jam your car into reverse and turn right. There's no other way to make this hairpin turn. As you round Waypoint 5, go full throttle to prepare for the big shortcut. Blow some Nitro into your engine as you climb the ramp, and enjoy the ride across the Thames. If you're lucky, you'll land on your wheels (after a roll or two) and you can then focus on the twists and turns of the rest of the race.



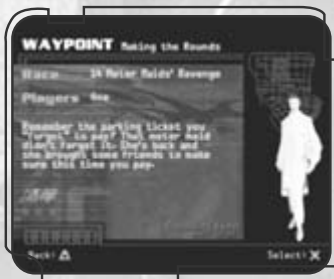
## ARCADE MODE

Arcade Mode lets you enjoy the pleasures of street racing after you've had a successful run in Career Mode. Sometimes you just want to jump in and race. That's what Arcade Mode is for. Several treats await you in Arcade Mode.

## BONUS CARS AND RACES

Playing the game in Career Mode unlocks several bonus races and cars available only in Arcade Mode.

### BONUS RACES



See New York and London for maps of these races and the secrets to unlocking them. After you've unlocked them, these races become available in Arcade Mode.

- NYH10: I Smell Bacon...
- NYW11: Rapidly Intrepid
- NYW12: Rabid Transit
- NYW13: Midnight Treat
- NYW14: Meter Maids' Revenge
- NYW15: Manhattan Loop
- LH10: Yard-o-rama
- LW12: River Run
- LW13: Black as Night
- LW14: Speedy Delivery
- LW15: Jump the Thames

### BONUS CARS



You can select each of these cars for Arcade Mode races. Most are unlocked by winning Career Mode races, but some can be found in Cruising Mode.

- Super Taxi
- Marauder
- Amata Fiorenza
- Amata Fiorenza II
- Amata Crescendo
- Zender Alpha
- Zender Beta
- Zender Type-S
- Kuruma Faasuto GR
- Kuruma Faasuto GS
- Kuruma Faasuto GT
- Bus
- Ice Cream Truck
- Meter Maid
- Double Decker
- Black Cab
- Crown Mail
- NY Patrol Car 1
- NY Patrol Car 2
- NY Patrol SUV
- London Police Car
- London Police Van
- London Police Wagon

## CRUISING MODE

Cruising Mode allows you to get to know your cities without the pressure of racing. Tour New York City or London in any car you've unlocked with any time of day, weather, and traffic you wish.

There's more to Cruising Mode, however, than just sightseeing. Search the cities thoroughly to find bonus car gates. These gates each unlock a bonus car. Cars unlocked in Bonus Mode include:

- Super Taxi
- Marauder
- Kuruma Faasuto GR
- Kuruma Faasuto GS
- Kuruma Faasuto GT
- Zender Type-S



# PRIMA'S OFFICIAL STRATEGY GUIDE

## CAPTURE THE FLAG

Capture the Flag matches are a great way to test your knowledge of the cities and your skill behind the wheel. Battle against another driver or computer-controlled opponents for some wild vehicular action.



The rules are simple: Go get a flag and bring it back to a base. In *Midnight Club Capture the Flag*, however, both the flag and the base move to random locations each time a player successfully scores a flag.

The race here is to get to the flag first and hold onto it until you can get back to the base.



If you're in a big collision or another player hits you hard enough, you'll lose possession of the flag. After a short delay, the lost flag once again will be up for grabs.

The player with the most points at the end of the match wins.



## STRATEGY

Obviously, your goal is to get to the flag first every time, but that isn't always possible.



If there's no way to get to the flag before opponents, try to figure out which route they'll take to the base and position yourself to meet them en route. When they come by, ram them to dislodge the flag. Suddenly, you'll be back in the game.

On the other side, you can avoid being rammed if you drive as erratically as possible. Avoid being predictable in your driving and route choices. Swerve and turn unexpectedly. If you can see where your opponent is preparing for your return, choose another route.



Avoid fragile fast cars; getting "damaged out" while carrying the flag basically gives the flag away.

Knowing shortcuts is the true secret to success in Capture the Flag matches. If you know more than your foe, you have a distinct advantage.

Choose durable and maneuverable cars for Capture the Flag matches. Speed is less important than the ability to weave and bob without damage.

