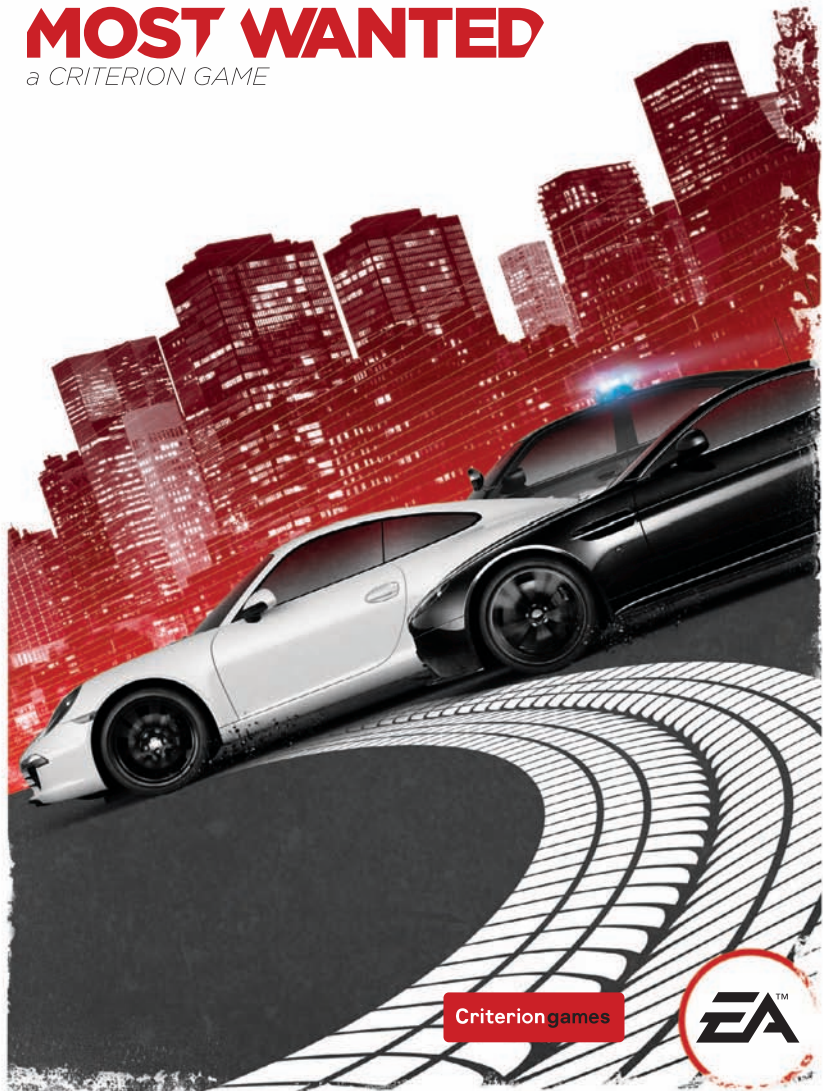


NEED FOR SPEED™

MOST WANTED

a CRITERION GAME



Criteriongames



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COMPLETE CONTROLS

BASIC CONTROLS

Steering	left stick
Accelerate	R
Brake	L
Nitrous	X
E-Brake	□
Engine off	△
Move camera	right stick
Change view	○
Spot player (Multiplayer only)	SELECT
Pause menu	START

EASYDRIVE CONTROLS

EasyDrive Navigation	directional buttons
Drive car	△
E-Brake	□
Exit EasyDrive	○
Start event	L + R
Map screen	SELECT
Pause menu	START

FURTHER CONTROLS

MAP CONTROL

When the map is displayed on the touchscreen, drag to scroll the map and look for places to go.

REAR TOUCH PAD CONTROLS

The Rear Touch Pad allows you to change EA Trax or to change headings in the Map Screen, if the map is open. Simply flick left or right to perform either action.

GENERAL INFORMATION

MOST WANTED

The Fairhaven Police Department has a list of many of Fairhaven's streetracers, some of which are only known by aliases. The top 10 elite of this select group are the FPD's Most Wanted. To earn the opportunity to meet and beat these racers, you will have to earn enough Speed Points through competing in events and exploring the city.

Defeat one of the Most Wanted racers and you will have the chance to take them down and claim their car as your own. Why take them down? Because the cars these racers drive won't be found on the streets until you have gone wheel-to-wheel and won them.

FREEDRIVE

Freedrive is open world freedom. It's your chance to trigger a pursuit with the FPD, hit those Billboards, or simply explore the city of Fairhaven.

TAKEDOWNS

If you feel like getting physical, then you can take other racers and cops down. Taking down racers scores Speed Points and slows them down. Taking down cops is one way to get away, but wrecking police units will increase your HEAT level too.

BUSTING

If the police trap you, then you must escape before the Busted bar fills completely. When you are Busted, you will be returned to the location of the Jack Spot you most recently used, and lose any Speed Points which you earned in the Pursuit.

EVADED

Evading the police is all about breaking visual contact with pursuing units. Drive fast, handbrake around corners, jump through Billboards, hit drops, and look for shortcuts to get away.

The circle on your mini-map highlights where the police are searching for you. Get out of this zone and you will evade the police and enter Cooldown.

COOLDOWN

Once you have evaded the police and broken visual contact, you enter Cooldown. This is the period of time in which the police are searching for any fugitive that has escaped a pursuit. If any police unit spots you during this time, the pursuit will restart. Avoid being noticed until the end of the Cooldown period and you will escape.

ESCAPE

Evade the police and you have a chance to escape. Burn that Nitro or find somewhere to park and hide. Whatever your chosen tactic, you will need to stay unnoticed until the pursuit is called off and you have made your getaway.

GAME MODES

AMBUSH

You are surrounded by the FPD and must try to escape in the fastest time possible.

CIRCUIT RACE

Race multiple laps around key locations in the city.

SPRINT RACE

Take part in a location-to-location race, one-way, as fast as possible. Follow the checkpoints to reach the finish.

SPEED RUN

Maintain the highest average speed you can on a point-to-point course.

AUTOLOG

AUTOLOG 2.0

Powered by Autolog 2.0, the race-tuned heart of *Most Wanted*, this is the way you can stay in touch with your progress and scores of your Most Wanted friends.

Updating in real-time, Autolog 2.0 will tell you when a friend has beaten your score, if there's an event waiting to be completed, and measure your performance against the others who are out there challenging the streets.

If you want information and want it fast, Autolog 2.0 will keep you up to speed.

Explore, discover, race.

AUTOLOG RECOMMENDS

Autolog Recommends is a quick-view guide to the events that are available to you.

Once you've unlocked an event, Autolog Recommends shows your score and those of your friends. Want to see if a friend is ahead of you or if you've left them in the dust? This is the place to come. Haven't unlocked an event yet? Then you can see the time your friends have set and get ready to take them on.

SPEEDWALL

SpeedWalls show you the fastest people on your Most Wanted list. Who jumped the farthest? Who has the highest speed through each Speed Camera? Who is dominating an event? Your SpeedWall tells all.

SPEED POINTS

To climb the rankings in your Most Wanted list, you need Speed Points. Do well in events, rank-up online, or beat your friends' times; all of these will earn you the points you need to seize that number one spot. Jump through Billboards, log yourself as the fastest through Speed Cameras, takedown cops, drift those corners and build up that total.

EASYDRIVE

Fairhaven is a big city and there are lots of things to see and do. For instant access on the move, activate EasyDrive. There's no need to stop the action, no maps, no wait, and no problem. EasyDrive is designed to take you where you want as you drive.

Select from each car's events to be guided to it via your mini-map, or select the option to jump straight there and start the action right away. EasyDrive will also remember the last event you played and give you the option to replay it at any time.

Want to know the challenge in front of you? EasyDrive grades the difficulty of all the events and tells you the reward you can expect from completing it.

And that's not all. EasyDrive also gives instant access to your Autolog Recommended events. It lets you select Multiplayer and jump straight into the gear-shifting world of *Most Wanted* online. You will be able to get the latest info on your Most Wanted list and progress on the Most Wanted rankings. You also get fast access to all the vehicles you have discovered; simply select the one you want and you can jump straight to it.

Everything you need to know to become the Most Wanted, whenever and wherever you want it, right away at the touch of a button... that's EasyDrive.

MULTIPLAYER

The Multiplayer option gives you the ability to join your Friends online, join other players in online Public Games, or create Friends' Games where you can serve up your own Custom SpeedLists.

MAP

This guide doesn't just show the streets of Fairhaven. Find a Billboard, discover a Bodyshop, or crash through a Security Gate, and it will be shown on your map.

The more you explore the more you'll discover, and everything you find will appear here along with its SpeedWall challenge.

Your map will also show you all the events you can compete in, with every car you discover opening up more opportunities. Simply select an event and you can jump straight to it, or display a route to reach it.

MAP SYMBOLS

Want to locate the nearest Speed Camera? Wondering where the closest Billboard is located? Then select the view you want to see on the map.

MINI-MAP

Your heads up display (HUD) includes a GPS driven mini-map and is capable of displaying all known race routes used in Fairhaven. The mini-map shows your current route, pursuing police units, and allows you to plan your escape.

This modified police kit will also display the radius you must escape in order to evade the police and enter Cooldown.

FPD

The nemesis of Fairhaven's street racers, the Fairhaven Police Department has an array of different vehicles and tactics designed to take you down and end your race. You won't be able to make your name without encountering the cops, and when you do, they will go all out to stop you.

HEAT

HEAT is the system the FPD uses to prioritize pursuits in Fairhaven. The higher the HEAT level, the more police units and tactics will be deployed to bring a pursuit to an end.

Taking down vehicles, speeding, and remaining in a pursuit all increase your HEAT level, making your escape more difficult. Staying out of sight will cause your HEAT level to decrease.

DISPATCH

Dispatch is the coordinating voice of the FPD. The police dispatch team gives the FPD's mobile units their orders, intel and directions.

PATROL CARS

The Crown Victoria is used by police forces across America. Combining speed, durability, and reliability, these Patrol cars are the frontline against street racers. Patrol cops have Lemur, Charlie, and Echo call signs.

HIGHWAY

Highway cars are upgraded Patrol cars especially modified to handle pursuits. Tougher, faster, and with advanced drivers at the wheel, these units will be called out if their Patrol car colleagues hit trouble. You are that trouble.

INTERCEPTORS

Interceptors are the fastest units in the FPD's garage. Light, nimble, speedy Chevrolet Corvettes crewed by highly skilled drivers; these Interceptors are almost impossible to escape through pure speed alone. All Interceptors use 'Indigo' call signs.

RHINOS

The FPD's heavy hitters; these specially designed Ford Interceptor SUVs are brought in to takedown street racers who just won't stop for Patrol Cars. Rhino cops use 'Romeo' call signs.

TACTICAL UNITS

Large, armored police response vehicles; these mobile roadblocks are impossible to takedown. When a pursuit goes on long enough, the police will mobilize these units to make roadblocks, close side roads and reduce your escape options.

ROADBLOCKS

Used to contain suspects, police roadblocks can be evaded or taken down. Try to avoid hitting cars around the engine blocks where they are the heaviest, watch out for spikestrips, and if you see a tactical roadblock, evade – these bad boys can't be taken down.

SPIKESTRIP

A chained set of spikes in a plastic cover; these devices puncture tires, slowing vehicles and making them hard to control. Deployed manually across roadblocks, or dropped from intercepting police vehicles, spikestrips have been the end of many street racers.

POLICE RADIO CODES

10-1	Responding
10-2	Cancel response
10-3	Arrived on scene
10-4	Message received, understood, acknowledged
10-5	Repeat
10-6	Standby
10-10	Return/returning to station
10-30	Back-up required
10-31	Patrol unit back-up
10-32	SUV/Rhino unit back-up
10-34	Interceptor unit back-up
10-36	Tactical back-up needed
10-40	Suspicious vehicle
10-41	Speeding vehicle
10-42	Wreckless driver
10-43	Vehicle wanted
10-44	Racing vehicles
11-50	Accident
11-51	Hit & run
11-52	Auto accident
11-53	Tractor trailer accident
11-54	Spilled cargo
11-55	Traffic hazard
11-56	Tow truck required
11-57	Transport required
11-58	Accident – no detail
11-59	Major emergency
11-23	Vehicle out of service

MDC

The Mobile Data Computer (MDC) is the FPD's guide to locations, suspect descriptions, and the position of supporting units. Every police unit has one of these devices onboard to coordinate pursuits and Cooldown searches.

Fairhaven's street racers carry hacked versions of this police support equipment to help them get around the city and to avoid the police.

CHARLIE-INDIGO

Police slang for a civilian car.

COLLECTIBLES

From Billboards to Jack Spots, Speed Cameras to Bodyshops – there is a lot to find out there.

BILLBOARDS

There are Billboards all around the city just waiting for you to find them and set your distance. To complete a jump and register a score, you will have to smash the Billboard and land without crashing.

Every completed jump will win you Speed Points. If one of your Most Wanted friends has set a distance from a Billboard, then you will see their distance set against yours.

The driver with the longest jump will have their picture displayed on that Billboard.

JACK SPOTS

Fairhaven's street racers have located Jack Spots around the city. Find the Jack Spots and you can get behind the wheel of some of the finest automotive engineering ever to grace the road. As each vehicle has its own set of five races, you will have to find and drive all these cars before you can truly claim to have mastered the streets of Fairhaven.

Once you have found a Jack Spot, you can jump into the vehicles there through EasyDrive.

Stuck in a pursuit? Then switch vehicles at a Jack Spot without being seen to get away. This tactic won't work in Ambush, though. In Ambush events you will just have to use your skill and wits to get away.

CHANGING CARS

You can change your car by driving to a Jack Spot, or by jumping to one via EasyDrive.

SPEED CAMERAS

Each Speed Camera has its own SpeedWall to show you who went through these speed traps the fastest.

SECURITY GATES

Concealing escape routes and Jack Spots; Security Gates are there to be crashed through to gain you Speed Points.

BODYSHOP

There are Bodyshops across Fairhaven, just waiting to fix or re-spray the vehicle you are driving. Driving through a Bodyshop will change the color of your vehicle, and when it's damaged, will fix it up instantly. If you wreck in Freedrive, then you will restart at your nearest Bodyshop.

MODIFICATIONS

Modifications (“mods”) are upgrades for your vehicles. You can earn these by finishing 1st or 2nd in events. Once you have gained a mod, you can apply it to your vehicle through the modification option on EasyDrive.

Available mods include engine upgrades, tires for grip, aero packages, even improvement to the strength of your car’s chassis, all of which are designed to help you achieve the top spot on the Most Wanted list.

Want to know what the mod will do? The display here will show the stats of your current car with or without the mods so you can choose a package that suits you.

PRO MODS

These special Pro mods are only available to the most dedicated of street racers, the ultimate upgrades available to Fairhaven’s racing community. Master the streets, demolish those times, and claim these Most Wanted mods.

In the Single Player game, Pro mods have to be unlocked for each car individually. In Multiplayer, when you complete a Pro Driver Milestone for driving with a particular type of mod, all mods of that type are upgraded to Pro for all cars.

MULTIPLAYER

Fairhaven, home to the hottest driving action on the planet and with Multiplayer, it only gets hotter online.

In Multiplayer, you start at SpeedLevel 1 with a set of specially selected preset cars; these are hand-tuned with a fixed set of preset mods to get you straight into the action. Hit higher SpeedLevels and you will unlock more cars that can be customized. If you want to change your ride in the game, bring up EasyDrive and select Change Car.

Online gameplay is served up in SpeedLists – sets of five events designed to challenge even the best of drivers. From Speed Tests to Races to Team Races and Challenges, every event in the SpeedList starts with a Meet Up. Drive to the Meet Up on the map and drive fast – whoever gets there first gets a Speed Points bonus. If you’re ever stuck, then check the Ticker at the bottom of the screen. It’s always there telling you what to do next.


Ready to go?

SPEED LEVEL

Your Multiplayer SpeedLevel determines how much you’ve unlocked to play with. As you go up from SpeedLevel 1 to 70 you’ll unlock more cars, Milestone Lists, Sweet Revenge Awards and License Plates.

The number of Speed Points you have determines your Multiplayer SpeedLevel. So if you have played the Single Player game and earned some Speed Points, the next time you return to Multiplayer, you’ll find your SpeedLevel has increased and unlocked even more cool stuff to play with online.

NEED FOR SPEED

A pre-selected set of cars for you to drive in Multiplayer. These preset cars can be identified by the  icon next to their name in EasyDrive. These cars come with a fixed set of mods designed to get you into online play and cannot be customized.

CUSTOM CARS

Once you reach SpeedLevel 2, you’ll start unlocking cars that you will be able to customize. Each is unlocked with Stock components and a basic paint job.

To unlock mods to customize these cars, open up Customize Car in EasyDrive and check out the Milestones that are available. Complete the Milestone and the mod will be yours to equip to that car using the options in EasyDrive.

TIP: Once you’ve unlocked a Milestone for a car, progress towards that Milestone still counts if you’re driving the *Need for Speed* version of the same car.

MILESTONES

Every car has a list of Milestones for you to achieve. Reaching these Milestones will unlock mods and paint for your car. To unlock further mods for your car, complete the mod Milestones. These will require you to complete a Milestone with a mod you have already unlocked equipped to the car.

MILESTONE LISTS

As you get to higher SpeedLevels, lists of additional Milestones will be unlocked. Complete these for Speed Point rewards, collectible License Plates and Pro mods.

These Milestone Lists and your progress to completing the Milestones they contain can be viewed in the Milestone Lists section of Driver Details.

PUBLIC GAME

Online Multiplayer where SpeedLists are served up automatically and everyone competes to be the Highest Scoring Player.

FRIENDS GAME

Online Multiplayer between invited players, where players can join up to drive Fairhaven together. Once players are together in a Friends Game, the player that set up the game can then opt to: take the group of players who have joined up together into a Public Game, serve up their own Custom SpeedLists, or kick off automatically served Criterion SpeedLists using the options that are available to them in EasyDrive.

SPEEDLIST

SpeedLists are the heart of Multiplayer – a specially selected set of five events that are played back-to-back. The objective of a SpeedList is to finish the SpeedList as the Highest Scoring Player by earning more Speed Points than anyone else.

TICKER

The most important thing to remember while playing Multiplayer is to keep an eye on the Ticker at the bottom of screen – it always tells you what you need to do at any time.

MEET UP

Every event in a SpeedList starts with a Meet Up. Just follow the green line on your mini-map to the red pulsing circle. Get there first for a Speed Points Bonus. Once everyone's there, the event will begin.

TIP: If you run out of time or leave the Meet Up location after driving to it, don't worry, your car will automatically be relocated to the Meet Up in time for the start of the event.

CAR RESTRICTIONS

Sometimes a SpeedList will serve up an event that will require you to drive a certain class of car. When this happens, access EasyDrive to select from the list of eligible cars you've unlocked for that event and drive to the Meet Up.

If you don't get to the Meet Up in the right car in time, then you will automatically be swapped into a default version of an eligible car before the event starts.

MULTIPLAYER CAR CLASSES

Car Restricted Events and some Multiplayer Milestones require you to drive a particular class of car.

There are 7 classes of car: Everyday, Exotic, Grand Tourer, Muscle, Race, Sports, and SUV.

EVERYDAY

- Audi A1 Clubsport Quattro
- Ford Focus RS500
- Ford Focus ST
- Lancia Delta HF Integrale Evoluzione 2
- Mitsubishi Lancer EVOLUTION X
- Subaru Cosworth Impreza STI CS400

EXOTIC

- Bugatti Veyron 16.4 Super Sport
- Chevrolet Corvette ZR1
- Ford GT
- Lamborghini Aventador LP700-4
- Lexus LFA
- McLaren MP4-12C
- Pagani Huayra
- Porsche 918 Spyder Concept Study
- Koenigsegg Agera R

GRAND TOURER

- Bentley Continental Supersports Convertible ISR
- Maserati GranTurismo MC Stradale
- Mercedes-Benz SLS AMG
- Porsche Panamera Turbo S

MUSCLE

- BMW M3 Coupé
- Chevrolet Camaro L1
- Dodge Challenger SRT8 392
- Ford Mustang Boss 302
- Mercedes-Benz SL 95 AMG Black Series
- Shelby COBRA 427®
- SRT Viper GTS

RACE

- Ariel Atom 500 V8
- BAC Mono
- Caterham Superlight R500

SPORTS

- Alfa Romeo 4C Concept
- Aston Martin V12 Vantage
- Audi R8 GT Spyder
- Jaguar XKR
- Lamborghini Countach 5000 QV
- Lamborghini Gallardo LP570-4 Spyder Performante
- Marussia B2
- Porsche 911 Carrera S
- Porsche 911 Turbo 3.0
- NISSAN GT-R EGOIST
- Tesla Roadster Sport

SUV

- Ford F-150 SVT Raptor
- Range Rover Evoque Coupé

SWITCHING CARS IN MULTIPLAYER

Use the Change Car option in EasyDrive to change your car while in Multiplayer.

MULTIPLAYER RACES

Multiplayer Races begin at a Meet Up – there is no starting grid and no rules, so jostle for the best start you can get and race through the Checkpoints.

Your finish position determines the Speed Points you get. If you fail to complete the Race in time, you'll get a DNF and receive no Speed Points.

MULTIPLAYER TEAM RACE

Arrive at the Meet Up to be sorted into two teams. The objective of a Team Race is to be the team that earned the most Speed Points at the end of the event. Speed Points are earned from your Finish Position, from Takedowns and from Spot Bonuses. A Team Race doesn't finish until the last player has crossed the Finish or the Race Timer runs out. So once you've claimed your Finish Position, seek out opponents, spot them and take them down to boost Speed Points for your team.

MULTIPLAYER SPEED TESTS

Speed Tests are 90 seconds of intense competition where everyone competes to set the highest speed through a Speed Trap, the longest jump, drift or time.

Race to get your score on the scoreboard first for a Speed Points bonus, then protect that score by improving it or by taking down opponents to eliminate them from the Speed Test.

Eliminations are active during Speed Tests – this means that if you Takedown an opponent, their score is frozen on the scoreboard and they are no longer able to set a higher score. If you're eliminated, do all you can to Takedown opponents and protect your score.

MULTIPLAYER CHALLENGES

Multiplayer Challenges are multi-part events where everyone cooperates to complete a Challenge against the clock.

Check the Ticker for what you have to do and race to get your part of the Challenge done fastest, or make the greatest contribution for the most Speed Points.

TIP: In cooperative actions like Jump Over, working together is what's important, so you'll get an equal contribution for jumping over a car, as you will if your car is the one that's parked up and being jumped over.

TICKETS

If you do something unique in an event, you'll get a Ticket issued at the end of it for a Speed Points bonus.

TIP: The Frenemy Ticket earns you the most Speed Points – awarded by beating the most Friends' SpeedWalls in an event.

INTERMISSION

Between every SpeedList, there is an Intermission. This gives you time to Freedrive, change and customize your cars, and explore anything you might have unlocked during a SpeedList.

CUSTOM SPEEDLISTS

Custom SpeedLists are SpeedLists that you can create yourself with your favorite events to play in Friends' games.

To create a Custom SpeedList, access the Edit SpeedLists option from the Multiplayer Map Screen. In order to play your Custom SpeedLists, you must be the player that created the Friends' Game.

LICENSE PLATES

You can earn License Plates to show off to other players online by completing Milestones and other secret challenges.

To customize your License Plate, access the Customize License Plate menu from the Driver Details Screen.

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HIGHEST SCORING PLAYER

The Highest Scoring Player is the player who currently has the most Speed Points during the SpeedList events. Takedown the Highest Scoring Player for additional Speed Points.

SWEET REVENGE AWARDS

If you are taken down multiple times without getting a Takedown yourself, a Sweet Revenge award is activated. These will give you the ability to drive the same car as the person who took you down, gain limitless Nitrous for a short time, be hardened against impact for a limited time, or get a one-touch Takedown ability.

To assign which Sweet Revenge Award you wish to be activated for the car you're driving, access Customize Car in EasyDrive.