

# Burnout Legends FAQ/Walkthrough

by MrMeatWad

Updated to v1.3 on Dec 10, 2005

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Table of Contents  
~~~~~

- 1.0 Introduction
- 2.0 Version History
- 3.0 Race Types
  - 3.1 Areas
  - 3.2 Tour Course
  - 3.3 Crash Course
- 4.0 Unlocking the Veichles
  - 4.1 Compact
  - 4.2 Muscle
  - 4.3 Coupe
  - 4.4 Sport
  - 4.5 Super
  - 4.6 Race Special
  - 4.7 Heavyweight
  - 4.8 Collector
- 5.0 Extras
  - 5.1 Multiplayer
  - 5.2 Unlocking the Collectors
  - 5.3 In Race Bonuses
- 6.0 Rewards
  - 6.1 Trophies
  - 6.2 Signature Takedowns
  - 6.3 Special Events
  - 6.4 Crash Headlines
- 7.0 FAQ (Frequently Asked Questions)
- 8.0 Contact and Legal Info

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1.0 Introduction  
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Mmm, my first FAQ, hope it doesn't turn into a disaster. And don't be surprised if you don't know me, this is a fresh account and I post mostly at...GameSpot. \*gasp\* Yeah, yeah, put the little 'rivalry' aside and just enjoy this FAQ.

Anyways, this is formatted like your basic FAQ, so it should be pretty easy to navigate, using Ctrl-F of course. An right now, I'm at 44% in the game, so this FAQ will take a while to finish, so just sit tight.

For those of you who are new to the Burnout series, welcome to my ship! But from what I've seen from Revenge and Legends, its like any other racing game, but it has an extra twist: You usually have to crush your opponents to win. Either to gain boost power, slow them down, or to get cash points in those crash courses.

And those asking why there isn't a controls section, theres the manual for a reason. You lost it? Tough. I'm too lazy to write them all down.

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2.0 Version History  
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Version 1.3 (12/10/05)- Just in time for the holiday season, another update! After some internet problems, I'm back!...with no sound driver...Anyways, I added more ways to nail those signature takedowns. (Courtesy of two people.) I added a FAQ section and some other stuff. But other than that, the only thing that this FAQ needs is some bonus stuff.

Version 1.0 (11/11/05)- Man, I am so good keeping up with updates! A huge 5 day delay...I promise it won't happen again. Anyways, fixed a couple of mistakes that I made, such as that it doesn't vary by UMDs, but rather, it's random by profile. I also some extra info and filled in sections 6.3 and 6.4. I think this should be 1.5 or something, but oh well. This guide looks half-decent already.

Version 0.6 (11/6/05)- First Version of this guide. Mostly stuff on how to unlock the veichles or some tips to nail those signature moves.

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3.0 Race Type  
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There are a couple types of races out there, but the one that's used the most is the Crash Course. The Tour Course is important also; Once you finish the GP in that class, the next class is unlocked. I will also list the areas you'll be racing in.

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3.1 Areas  
-----

Ah, the world of Legends... You'll race in these populated areas, causing havoc and destruction. Fun, isn't it?

Region - USA

Ah...Good ol' USA. You'll be racing here the majority of the time.

Tracks -

Waterfront

Downtown

Silver Lake

Airport T1 & T2

Airport T3

Palm Bar Marina

Big Surf Shore

Interstate Loop

Sunrise Valley

Region - Europe

Only place where it's cold! Brr! But not all of them are snow stages, but there's still some decent tracks here.

Tracks -

Winter City

Alpine

Rivera

VineYard

Harbour Town

Region - Far East

Poor East, it gets the least of tracks...Still, the courses here are pretty good too.

Tracks -

Golden City

Dockside

Island Paradise

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3.2 Tour Course  
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~~~~~  
~Medals~  
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Compact - 13 Medals  
Muscle - 13 Medals  
Coupe - 15 Medals  
Sport - 18 Medals  
Super - 16 Medals

Yeah, Sport has more than Super. Supers are hard to handle at the beginning, so I guess it's reasonable.

~~~~~  
~Types of Tour Races~  
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Race-

Your basic race here. 3 Laps, 3 opponents, one winner. Yeah...thats how it is. You can destroy your opponents for boost power, but they just com back.

Face-Off-

You vs. one other car for 3 laps. Hence the name 'Face-Off'. If you beat the other car, you get a gold medal and you unlock the car you beat.

Burning Lap-

You start off with an empty x4 boost bar and you're using a Race Special car. Anyways, you have to beat the record for that lap that the game has set up for you. Refer to the Boost Techniques section on how to build up you boost, since you'll have to use the boost all the time to get a gold medal.

Pursuit-

You see the high speed chases on TV? Yeah, thats what you have to do. But this time, you have to destroy your opponent in a set amount of time, before they get away. You also unlock the Cop cars if you beat these.

Road Rage-

Like a race, only you have to destory your opponents. Has a time limit and if you reach critical damage, it's over if you crash one more time. There are limitless spawns of opponents, so you dont have to slow down for them, just keep going forward and another 3 will appear.

Eliminator-

Like a race, only the game eliminates the last person every lap, eventually, leading to just you and one opponent.

Grand Prix-

Unlocked after you get at least one medal in each city. 3 Races, and the winner is based on a point score. (1st: 6 points, 2nd: 4 points, etc.) The person with the most points at the end wins. You also have to score at least a bronze to advance to the next class of racers.

Legends/Special G.P.-

Legends in unlocked after you get all the golds. Special is after the Super G.P. Only seen the Special in the Super class. You can only use Legends car in the Legends G.P. (No s\*\*t) Like the normal G.P. Except it's not...

-----  
3.3 Crash Events  
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Ah, the Crash Course. Your chance to cause chaos among the streets. And if you cause enough chaos, a newspaper will report the crash! (Look in Rewards section)

~~~~~  
~Medals~  
~~~~~

100 Medals

Yep, its 100 medals total. However, you also have some Heavyweights to assist you in your mission to cause havoc. (Trucks, Vans etc.)

~~~~~  
~Types of Crash Events~  
~~~~~

Destroy!-

Heh, that's not really the name of the event. Anyways, each event has a

different name, and I'm not going to sit here and list all 100 of them. They all involve the same thing, so there's no difference. Before the event starts, it gives a small overview of the city. You'll also see some \$ coins in the middle. Collect them, and you'll get extra cash points to help you get the gold medal.

Gold: \$20,000  
Silver: \$ 10,000  
Bronze: \$5,000

Sometimes it's best to forget about them to get some good crashes though.

Then there's the other icons:

Instant Crashbreaker: Once you touch it, you immediately explode, causing cars to crash and even launch into other cars.

Instant Boost: Gives you a full x4 boost gauge.

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~~~~~  
4.0 Unlocking the Veichles  
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Creative names these veichles have, no? Anyways, this list shows how to unlock them and earning them should be self-explanatory.

\*\*\*\*\*

About the Collectors-

It seems that which ones you get in a race vary by profile. So hope that your friend has the car you want, or if you have 2 PSPs (WTF?) you can keep making profiles until you get the cars you want, then race.

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-----  
4.1 Compact - You start the game with this.  
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Compact cars are the first veichles you get to drive. Sure it seems they're pretty fast, but just wait till you unlock the next couple of series; They make this class look like a joke.

~~~~~  
~The Cars~  
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Compact Type 1 - Awarded at start of compact series.  
Compact Type 2 - Awarded at start of compact series.  
Compact Type 3 - Awarded at start of compact series.  
Compact Cop - Awarded for Bronze in Silver Lake or Airport T1 & T2 Pursuit.  
Legend Compact - Awarded for Gold in Interstate Loop Legend Face-Off.  
Gangster Legend - Awarded for Gold in Palm Bay Legend Face-Off.  
Dominator Compact - Awarded at 10,000 Burnout Points.  
Tuned Compact - Awarded for 5 Gold Medals.  
Assassin Compact - Awarded at 15 Takedowns.  
Compact Collectors - LOOK BELOW

-----  
4.2 Muscle - Win Bronze in Compact GP to unlock this class.  
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Woo, muscle cars! What, no woos? Well, at least they're better than compacts... Even if it is better, it's not a class you want to stay there for too long.

~~~~~  
~The Cars~  
~~~~~

Muscle Type 1 - Awarded for unlocking Muscle Series.  
Muscle Type 2 - Awarded for unlocking Muscle Series.  
Muscle Type 3 - Awarded for unlocking Muscle Series.  
Muscle Cop - Awarded for Bronze in Harbour Town or Sunrise Valley Pursuit.  
Classic Legend - Awarded for Gold in Big Surf Legend Face-Off.  
Legend J-Muscle - Awarded for Gold in Airport 1+2 Legend Face-Off.  
Dominator Muscle - Awarded at 25,000 Burnout Points.  
Tuned Muscle - Awarded for 20 Gold Medals  
Assassin Muscle - Awarded at 30 Takedowns.  
Muscle Collectors - LOOK BELOW

-----  
4.3 Coupe - Win Bronze in Muscle GP to unlock this class.  
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Pretty good class, beginning of the good cars.

~~~~~  
~The Cars~  
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Coupe Type 1 - Awarded for unlocking Coupe Series.  
Coupe Type 2 - Awarded for unlocking Coupe Series.  
Coupe Type 3 - Awarded for unlocking Coupe Series.  
Coupe Cop - Awarded for Bronze in Big Surf Shore or Sunrise Valley Pursuit.  
Legend Pickup - Awarded for Gold in Airport 3 Legend Face-Off.  
Legend SUV - Awarded for Gold in Sunrise Legend Face-Off.  
Dominator Coupe - Awarded at 50,000 Burnout Points.  
Tuned Coupe - Awarded for 40 Gold Medals.  
Assassin Coupe - Awarded at 60 Takedowns.  
Coupe Collectors - LOOK BELOW

-----  
4.4 Sport - Win Bronze in Coupe GP to unlock this class.  
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Now this is a class! Of course, they're speed is still slower than the Super's,  
but not by that much.

~~~~~  
~The Cars~  
~~~~~

Sports Type 1 - Awarded for unlocking Sports Series.  
Sports Type 2 - Awarded for unlocking Sports Series.  
Sports Type 3 - Awarded for unlocking Sports Series.  
Sports Cop - Awarded for Bronze in Dockside or Island Paradise Pursuit.  
Legend Oval Racer - Awarded for Gold in Sunrise Valley Legend Face-Off.  
Legend Roadster - Awarded for Gold in Big Surf Shore Legend Face-Off.  
Domniator Sports - Awarded at 100,000 Burnout Points.  
Tuned Sports - Awarded for 50 Gold Medals.  
Assassin Sports - Awarded at 100 Takedowns.  
Sports Collectors - LOOK BELOW

-----  
4.5 Super- Win Bronze in Sports GP to unlock this class.

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The best class out there, no doubt. The fastest cars out there, this class is sure to put up a challenge. A whole bunch of reckless driving is caused because of their speed. Can be really fun in multiplayer mode.

~~~~~  
~The Cars~  
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Super Type 1 - Awarded for unlocking Super Series.  
Super Type 2 - Awarded for unlocking Super Series.  
Super Type 3 - Awarded for unlocking Super Series.  
Super Cop - Awarded for Bronze in Winter City or Island Paradise Pursuit.  
Legend Super Car - Awarded for Gold in Airport 3 Legend Face-Off.  
Legend Hot Rod - Awarded for Gold in Palm Bay Legend Face-Off.  
Dominator Super - Awarded at 200,000 Burnout Points.  
Tuned Super - Awarded for 75 gold medals.  
Assassin Super - Awarded at 150 Takedowns.  
Super Collector - LOOK BELOW

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4.6 Race Special  
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These cars are unlocked after you complete some objectives. Some cars are for speed, (The circuit racers) others are for bragging rights. (Gangster Boss, Custom Coupe) Either way, they're pretty kick ass.

~~~~~  
~The Cars~  
~~~~~

Custom Coupe Ultimate - Collect a Medal in every Race Event.  
Oval Special Racer - Collect all Signature Takedowns.  
Classic Hot Rod - Collect all Special Event Postcards.  
Euro Circuit Racer - Collect all Takedown Trophies.  
US Circuit Racer - Awarded for Gold in Super GP.  
World Circuit Racer - Awarded for Gold in Special GP.  
Cop Racer - Win Gold in all Pursuit Events.  
Gangster Boss- Get Gold in all Race Events!

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4.7 Heavyweight  
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These SUV's and Trucks are used on the Crash Course tracks. And no, they aren't really taxi cabs, they're trailers.

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~The Trucks~  
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Heavy Pick-Up - Awarded at \$1,000,000 in Crash Mode.  
Trash Truck - Awarded at \$90,000,000 in Crash Mode.  
4WD Racer - Awarded at \$2,000,000 in Crash Mode.  
SUV Deluxe - Awarded at \$5,000,000 in Crash Mode.  
FireTruck - Collect all Crash Gold Medals.  
4WD Heavy Duty - Awarded at \$10,000,000 in Crash Mode.  
B-Team Van - Awarded at \$15,000,000 in Crash Mode.  
Delivery Truck - Award at \$20,000,000 in Crash Mode.

Tractor Cab - Awarded at \$30,000,000 in Crash Mode.  
Longnose Cab - Awarded at \$50,000,000 in Crash Mode.  
City Bus - Awarded at \$70,000,000 in Crash Mode.

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4.8 Collector  
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This isn't really a class, but I think they deserve their own section, sue to some reason regarding on how to unlock them.

Now, Only one collector car from each class can be unlocked in-game. Using that one car (5 in total) you can win other cars using multiplayer via wi-fi. Just go to multiplayer in the main menu, make a room or tell your friend to make one, choose the collector callenge option, then begin! Well, enter the room then begin. Anyways, it's just a race using collector cars and if you win, you get his/her car. If you lose, vice-versa. Don't worry, you don't lose your cars. And if your friend decides to chicken out and quit, finish the race and volla! You got his or her car!

Now, the collector car you get in-game varies from profile to profile, not UMD to UMD. Also, if you get 4/5 of the collector cars in a class, the fifth one is rewarded to you! So you don't have to waste another race to get the last car.

Compact Collector- Awarded for Gold in Silver Lake Eliminator

Muscle Collector- awarded for Gold in Harbour Town Eliminator

Coupe Collector- Awarded for Gold in Winter City Eliminator

Sport Collector- Awarded for Gold in Sunrise Valley Eliminator

Super Collector- Awarded for Gold in Dockside Eliminator

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5.0 Extras  
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This area is for stuff I was too lazy to make a section for. There I said it! But that doesn't matter, what matters is that the info is here. But even some of the info wont be there... Moving on!

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5.1 Multiplayer  
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Challenge your friends to create some havoc!

-Join Game  
Join a room that another player created.

-Single Event  
Make a room and decide the rules and everything.

-Tournament  
Like the G.P., except you challenge your friend and it can go to five rounds.



## -Collector Challenge

Beat your friend on this one and earn his/her car! Don't know if you lose it though.

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## 5.2 Unlocking the Collectors

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Go to multiplayer and click on the next multiplayer option. Challenge a friend to a collector challenge and beat him/her.

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## 5.3 In Race Bonuses

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This area is a list of the types of crashes you can do in Legends. (Excluding Signature Takedowns) It also includes the ones when you crash. (Yes, you get bonus points for that, but lose a piece of your boost bar.) When you crash though, its all random, you don't really know what bonus you're going to get.

### Wall Takedown!

Takedown, 2-in-a-row!

Takedown, 3-in-a-row!

Takedown Streak!

Takedown Rampage!

-These are your basic takedowns or crashes. All you have to do is ram an opponent against a wall and destroy them. Keep doing that without crashing yourself to get the 2-in-a-row and the rest.

### Van Takedown!

-Ram yourself or your opponent into a Van. Simple enough.

### Revenge!

-Take down your opponent that just took you down before.

### Psych Out!

-Ram your opponent, he sways back and forth, crashes. Make him lose control basically.

### Aftertouch!

-After you crash, your opponent may ram into you can crash. A bit tough to achieve.

### Bus-Ted!

-Nice pun. Anyways, all you have to do is crash to a bus. Boo.

### Concrete Kiss!

-Crash onto concrete! (Walls, walls, etc.) One of the easiest to get out there.

### Four Wheel Flip-Out!

-Land on top of your car when you crash.

### Rightslide Reverse!

-When you crash, spin to the right.

### Shunt!

Dueling!

Boost Shunt!

(A couple more)

-Bump your opponent, usually gives you a lot of boost power.

I know there's waaaay more, so e-mail me some I missed.

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6.0 Rewards  
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After all your hard work, your rewards are presented here! All but the garage, since its basically the 4th section of this guide.

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6.1 Thropies  
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If you meet the requirements for a trophy, well...you win the trophy! Yeah, bragging rights there, since the Champion ones look tough.

The best place to nail these would be in single event mode, especially the road rage ones, since there's no time limit.

- 'Easy Takedowns' Trophy
- 2 Wall Takedowns in a race.
  - 1st Car Takedown.
  - 1st Aftertouch Takedown.
  - 5 Takedowns in a race.
  - 1st Takedown Rampage

- 'Advanced Takedowns' Trophy
- 1st Revenge Takedown.
  - 1st Psyche Out Takedown.
  - 1st Big Rig Takedown.
  - 2 Bus Takedowns in a race.
  - 10 Takedowns in a race.

- 'Expert Takedowns' Trophy
- 1st Double Takedown
  - 2 Tram Takedowns in a race.
  - 3 Aftertough Takedowns in a race.
  - 20 Takedowns in a Road Rage Event.

- 'Champion Takedowns' Trophy
- 1st Triple Takedown
  - 1500 total Takedowns
  - 15 Takedowns in a race.
  - 40 Takedowns in a Road Rage Event.
  - 2000 Total Takedowns

Reward: Euro Circuit Racer

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6.2 Signature Takedowns  
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Do a crash right, and a cutscene will show a camera taking a picture of the crash. That's called a Signature Takedown. This section will show you how to nail one. Did I mention I'm not done though? A lot of these were luck though. Also, they can only be done in Tour Mode.

-Gone Fishin'

Knock your opponent onto water.

-Homewrecker

Crash your opponent onto an RV, or something to that sort. A specific area on where

-Pillar Driller

Crash your opponent onto a pillar under a bridge. Sunrise Valley has one behind the start of the lap, but there was a place where there were multiple ones... Forgot it though.

-Hit the Split

Crash your opponent on a giant divider. (Where the road splits into two, make sure its one they can't go over.

-Euro Tram Ram\*

Crash your opponent onto a tram in located in the middle of the street. Looking at the name, I'm guessing a good place for them is in the Europe stages.

-Snowed Under

Crash your opponent onto a snowplow truck. Europe has the winter stages, so go there.

-Paid The Price

I have this one, but I don't know how. I think it was at an Airport level. And from the photo, it looks like a toll area.

-Rivera Roustabout

Another one I have, but don't know how I got it. Seems you have to ram your opponent onto the giant statue in the Rivera stages.

-Market-Stalled

Crash your opponent onto a market stand. There are a lot of these in the Golden City stages. Easy one here.

-Rumble in the Jungle

Crash your opponent in the jungle area in Dockside. Not hard to find, you'll have to go through there eventually.

-Catch the Tour Bus

Ram your opponent onto a Tour Bus. (The long white ones.)

-Taxi Takedown

Crash your opponent onto a Taxi.

-Bridge Over

It seems like you have to ram your opponent over a bridge, or just crash him in one.

-Median Mash

Crash your opponent in a divider. (Where the roads split, has to be an area a car can go over on...I think.)

~~~~~  
~Thanks to Joel for these takedowns! (email was removed upon request)~  
~~~~~

-Gatecrasher

To get this one you need to make one of your rivals crash into the giant arch gate like thing leads up a steep road with houses on either side. It's right at the start on rev and at then end on fwd. I'm not %100 sure but I think you have to do it on rev. The map is called "Vineyard" and it's in Europe.

#### -Ship Wreck

On the map "Dockside" in the Far East, after about two or three turns you are forced to drive down the narrow ally with all the giant crates, cranes and gates with those orange and whit striped wood things around you, it's actually a shipyard loading bay and all you have to do, is while your in there just takedown a rival so that they fly up, and I think they may have to fly over the fence.

#### -Tow Away Zone

This is another easy one, on the "Airport T1 & T2" track in the US, along the long stretch down the front of the airport, you need to takedown a rival by forcing them into one of those cavities on the sides, I think they're taxi loading zones or something.

#### -Truck Torpedo

Now I don't have this one on PSP but on X-Box Burnout 3 I do, and you have to force a rival into an oncoming truck. I think that all, but the truck may have to fly up after it is hit.

He also noted that in Truck Torpedo, the truck has to have a boat on it's back.

#### - Grapes of Wrath

On the vineyard level ram your rival into an wine truck, they are the white ones.

#### - Tuk-Down

I had this one but then lost the race so I hit restart or quit so I lost it, I'm pretty sure you have to ram your rival into one of those three wheeled cars in the Far East.

~~~~~  
~Thanks to Justin Collins for a quick recap of the takedowns!~  
~~~~~

- Gone Fishin'- Takedown over cliff by Silver Lake trailer park
- Homewrecker- Takedown into a motorhome
- Pillar Driller- Takedown into "L" train support in Downtown
- Hit the Split- Takedown into wall at tunnel entrance in Downtown
- Truck Torpedo- Takedown into a big rig hauling speedboats
- Euro Tram Ram- Takedown into a Winter City tram
- Snowed Under- Takedown into a snowplow
- Paid the Price!- Takedown into the Alpine Tollbooth
- Riviera Roustabout- Takedown into Riviera's Roundabout Monument
- Gatecrasher- Takedown into the wall by Vineyard's Town Gate
- Grapes of Wrath- Takedown into a wine truck
- Market-Stalled- Takedown in the Golden City Market
- Tuk-Down- Takedown into a Tuk-Tuk
- Ship Wreck- Takedown in the Dockside Tanker Port
- Rumble in the Jungle- Takedown on the Island Paradise offroad route
- Catch the Tour Bus- Takedown into the parked tour buses in Island Paradise
- Taxi Takedown- Takedown into a Taxi
- Tow Away Zone- Takedown opponent in front of the Terminal Building

Bridge Over- Takedown over the edge of Harbour Town bridge  
Median Mash- Takedown into Palm Bay Median

Reward: Oval Special Racer

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6.3 Special Events  
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Postcards you receive when you beat a Special Event on Tour Mode.

Getting them isn't all that hard, just get Gold on the Burning Lap events.  
Or any other events that uses a Race Special Car, although I don't think there's  
any other events. The Super G.P. postcard is available when you get gold  
in the Super G.P. in the Super Class.

Reward: Classic Hot Rod

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6.4 Crash Headlines  
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Earn enough cash points on a city, and your crashes get reported on the newspaper!  
This is only available through the Crash Events.

- Bayside Blitz - \$800,000+ in Waterfront
- Downtown Demolition - \$500,000+ in Downtown
- Silver Lake Lunacy - \$520,000+ in Silver Lake  
    "Silver Lake Lunacy! Highway Havoc at Sleep Resort Town"
- Winter City Frozen - \$550,000+ in Winter City
- Alpine Smash - \$650,000+ in Alpine
- Rivera Wreck - \$575,000+ in Rivera
- Vineyard Crushed - \$800,000+ in Vineyard  
    "Grape Harvest Crushed! Wine Deliveries Blocked by Vineyard Crash"
- Golden City Madness - \$600,000+ (or around there) in Golden City  
    "Golden City Madness! Crash brings delays to Market District"
- Dockside Ruin - \$600,000+ in Dockside
- Trouble in Paradise - \$600,000+ in Island Paradise

Reward: At least one event in each city requires you to get the Crash Headline  
requirement to get a Gold Medal, so you'll eventually get all of them.

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7.0 FAQ (Frequently Asked Questions)  
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I only got repeated question so far. They're all something like this:

Q:Do you need to get all the Legend G.P. medals too to unlock the Custom Coupe  
Ultimate?

A:Yes, you do. To unlock the Legend G.P., you need to get gold on all the  
race events on that class. Yes, the Super class has a Legend and Super G.P.

Don't be shy, ask away!

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## 8.0 Contact, Credits, and Legal Info

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Well, it was a good FAQ. Don't have much to say, so here's the rest of the junk:

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MrMcNuggets15@yahoo.com

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[www.auspsp.tk](http://www.auspsp.tk)

[www.lup.com](http://www.lup.com)

Now I know I said no more, but I thought I would add two more for the hell of it....

That and I'm a sucker to accept. But seriously, no more.

~People who contributed to this FAQ:~

These are the people who actually bothered to help me and this FAQ. And for that, I say thanks, and they get their own area here.

Joel (e-mail removed)- For figuring out some of those signature takedowns that I couldn't get. :P

Justin Collins - Another person contributing to the signature takedowns, but explaining it in a simpler way.

If I missed anyone e-mail me.

Also, don't e-mail me about cheats (Unlimited Boost, all cars cheats, etc.) because you will not find any! You have to earn all these cars by hard work. You can e-mail comments, insults, tips, stuff I missed, and yes, even typos. Typos ruin a good read, don't they?

Thanks for stopping by!