

NASCAR FAQ/Walkthrough

by TheLastNight

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Nascar SpeedZone and Dodge Challenges FAQ

Written by: InuYashaIsHawt1 aka LettersFromWar

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A. News And Version History

Version 1.0: FAQ is written.

B. Contact Information

If you need to reach me about correcting this FAQ, you can reach me at ShadowRaven550@hotmail.com. Or, my AIM is MyDarkestDays95, which I can for sure be reached at.

C.1. SpeedZone Passing Level 1

Description: The full feild of cars in front of you is itching to be passed. You need to pass them as quickly as you can.

Track: California Speedway

Type Of Vehicle: Craftsman Truck Series

Challenge Information: Instructions; Points are awarded for each car you pass. You lose points for damaging your car, getting passed by another car, or driving off of the track. Disqualifications: Falling below 100 MPH; Reckless Driving. You get Gold for getting 60 points, Silver for getting 40 points, and Bronze for getting 20 points.

Alright so this is the first of the Passing challenges. The majority of these will be general tips, but they are helpful. Take your time when doing the Passing challenges. I found myself trying to sneak by every car, and kept crashing. Take your time, especially on the first few.

C.2. Speedzone Passing Level 2

Description: The full feild of cars in front of you is itching to be passed. You need to pass them as quickly as you can.

Track: Dover International Speedway

Type Of Vehicle: National Series

Challenge Information: Challenge Information: Instructions; Points are awarded for each car you pass.

You lose points for damaging your car, getting passed by another car, or driving off of the track. Disqualifications: Falling below 50 MPH; Reckless Driving. You get Gold for getting 65 points, Silver for getting 45 points, and Bronze for getting 25 points.

This is basically the same as above. Just take your sweet time.

C.3. Speedzone Passing Level 3

Description: The full feild of cars in front of you is itching to be passed. You need to pass them as quickly as you can.

Track: Homestead- Miami Speedway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Challenge Information: Instructions; Points are awarded for each car you pass.

You lose points for damaging your car, getting passed by another car, or driving off of the track. Disqualifications: Falling below 50 MPH; Reckless Driving. You get Gold for getting 35 points, Silver for getting 25 points, and Bronze for getting 15 points.

Just because the points are lower, it doesn't make it easier. It makes it harder, in fact. Do NOT run into anyone or go off the road. From now on you have to be damn near perfect in your driving, or you can't get gold. Slow and Steady wins the race. Can't stress that enough.

C.4. Speedzone Passing Level 4

Description: The full feild of cars in front of you is itching to be passed. You need to pass them as quickly as you can.

Track: Phoenix International Raceway

Type Of Vehicle: Craftsman Truck Series

Challenge Information: Challenge Information: Instructions; Points are awarded for each car you pass.

You lose points for damaging your car, getting passed by another car, or driving off of the track. Disqualifications: Falling below 50 MPH; Reckless Driving. You get Gold for getting 35 points, Silver for getting 25 points, and Bronze for getting 15 points.

Same as above

C.5. Speedzone Passing Level 5

Description: The full feild of cars in front of you is itching to be passed. You need to pass them as quickly as you can.

Track: Redball

Type Of Vehicle: Whelen Modified Tour

Challenge Information: Challenge Information: Instructions; Points are awarded for each car you pass.

You lose points for damaging your car, getting passed by another car, or driving off of the track. Disqualifications: Falling below 50 MPH; Reckless Driving. You get Gold for getting 40 points, Silver for getting 30 points, and Bronze for getting 20 points.

This one is hard as hell. You can't hit anything, go off the road or anything if you want any chance at gold. I had gold locked many times, and one hit took me down to 0 since the track is so small. Advice: TAKE IT SLOW. Don't rush it. Did I mention take it slow?

C.6. Speedzone Blocking Level 1

Description: You've got the lead and a whole pack of cars are coming hard. See if you can hold them off as they try and pass you.

Track: Atlanta Motor Speedway

Type Of Vehicle: Craftsman Truck Series

Challenge Information: Instructions; Earn points for each opponent you block. Points are deducted when opponents get by you or you drive off the track.

Disqualifications: Fall Below 50 MPH; Reckless Driving. For Gold you need 35 points, Silver you need 25 points, and Bronze you need 15 points.

Ok, this one isn't hard if you know what you are doing. Be conservative. Don't go flying across the track to stop one guy, as it will end in either A. you crashing or B. you losing one hell of a lot of points. Maintain your speed. Don't slow down to try to get the red arrow to turn green. The arrow will turn green when that other person speeds up. For this level, don't rush it. There are more than enough chances to get the gold.

C.7. Speedzone Blocking Level 2

Description: You've got the lead and a whole pack of cars are coming hard. See if you can hold them off as they try and pass you.

Track: Las Vegas Motor Speedway

Type Of Vehicle: National Series

Challenge Information: Instructions; Earn points for each opponent you block.

Points are deducted when opponents get by you or you drive off the track.
Disqualifications: Fall Below 10 MPH; Reckless Driving. For Gold you need 40 points, Silver you need 30 points, and Bronze you need 20 points.

For this one, on the corners don't turn as tight as you can. Turn wider, so you don't have to worry about blocking him. He will be blocked. And watch out for a few of the cars, because when you try to block them they will run you off the road.

C.8. Speedzone Blocking Level 3

Description: You've got the lead and a whole pack of cars are coming hard. See if you can hold them off as they try and pass you.

Track: Chicago Speedway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Instructions; Earn points for each opponent you block. Points are deducted when opponents get by you or you drive off the track.
Disqualifications: Fall Below 10 MPH; Reckless Driving. For Gold you need 40 points, Silver you need 30 points, and Bronze you need 20 points.

For this one, make sure to stay on the outside middle for the turns until the arrow turns green. You can be right in front of him and not be blocking him, but then you go off to the side and the arrow will turn green. Odd yes, but in my opinion it makes it more fun.

C.9. Speedzone Blocking Level 4

Description: You've got the lead and a whole pack of cars are coming hard. See if you can hold them off as they try and pass you.

Track: Richmond International Raceway

Type Of Vehicle: Whelen Modified Tour

Challenge Information: Instructions; Earn points for each opponent you block. Points are deducted when opponents get by you or you drive off the track.
Disqualifications: Fall Below 50 MPH; Reckless Driving. For Gold you need 45 points, Silver you need 35 points, and Bronze you need 25 points.

Ok, so now get rid of all knowledge that I gave you of the red and green arrows. That doesn't matter now. The green arrows are not relevant anymore. It makes it easier to block, but it is no longer needed. This one is relatively easy, except for you can spin out easily. Just make sure to not get hit by anyone and you'll do just fine. Hell, I ran into someone and still got gold, because I didn't spin out. The green arrow is them drafting you, or pushing you forward. While that makes it easier, it is not necessary.

C.10. Speedzone Blocking Level 5

Description: You've got the lead and a whole pack of cars are coming hard.

See if you can hold them off as they try and pass you.

Track: Martinsville Speedway

Type Of Vehicle: Whelen Modified Tour

Challenge Information: Instructions; Earn points for each opponent you block. Points are deducted when opponents get by you or you drive off the track.

Disqualifications: Fall Below 10 MPH; Reckless Driving. For Gold you need 45 points, Silver you need 35 points, and Bronze you need 25 points.

You know all that knowledge about the arrows you just forgot? Guess what? You get to relearn it for this level! This is a small track, and you have two people trying to pass at once. One is in front of the other though. But you can't block people unless the arrow is in green. This one isn't hard, because this car has good controls.

C.11. Speedzone Drafting Level 1

Description: The opponent in front of you is a little mad. Try to share draft with him and earn some respect back.

Track: Talladega Superspeedway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Activate Share Draft with your opponent to earn respect. Lose respect by falling out of the draft when Share Draft is active.

Disqualifications: Fall below 100 MPH; Reckless Driving. To get gold you need 60 points, silver you need 40 points and bronze you need 20 points.

Whatever you do, do NOT move from behind him. If it means only getting 2 points instead of 10, then so be it. It is better than losing all your points because you wanted the extra 8. Stay as close as you can without losing control of your car. This car doesn't have the best handling, and you have to get used to that to dot these challenges. These are the easiest challenges for me, and they can be for you to once you know how to do them.

C.12. Speedzone Drafting Level 2

Description: The opponent in front of you is a little mad. Try to share draft with him and earn some respect back.

Track: Daytona International Speedway

Type Of Vehicle: National Series

Challenge Information: Activate Share Draft with your opponent to earn respect. Lose respect by falling out of the draft when Share Draft is active.

Disqualifications: Fall below 100 MPH; Reckless Driving. To get gold you need 60 points, silver you need 40 points and bronze you need 20 points.

You will start out getting 2's until half way or 3/4's of the way up the straight away. After you get closer, it is really smooth sailing. This is an easy track to stay right behind people on, you just gotta figure out where it

is. Once you do that, you've got it in the bag.

C.13. Speedzone Drafting Level 3

Description: The opponent in front of you is a little mad. Try to share draft with him and earn some respect back.

Track: Indianapolis Motor Speedway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Activate Share Draft with your opponent to earn respect. Lose respect by falling out of the draft when Share Draft is active. Disqualifications: Fall below 100 MPH; Reckless Driving. To get gold you need 60 points, silver you need 40 points and bronze you need 20 points.

For this one, you don't start out being able to draft him. Get behind him as quickly as possible and draft. Don't wait, because if you do you won't be able to get gold. Control your car. If you get out from under him for even a second, you will fail. Stay stay behind him and you'll do fine.

C.14. Speedzone Drafting Level 4

Description: The opponent in front of you is a little mad. Try to share draft with him and earn some respect back.

Track: Michigan International Speedway

Type Of Vehicle: Craftsman Truck Series

Challenge Information: Activate Share Draft with your opponent to earn respect. Lose respect by falling out of the draft when Share Draft is active. Disqualifications: Fall below 100 MPH; Reckless Driving. To get gold you need 70 points, silver you need 50 points and bronze you need 30 points.

As before, stay on him from the beginning. That's really all I can say.

C.15. Speedzone Drafting Level 5

Description: The opponent in front of you is a little mad. Try to share draft with him and earn some respect back.

Track: Texas Motor Speedway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Activate Share Draft with your opponent to earn respect. Lose respect by falling out of the draft when Share Draft is active. Disqualifications: Fall below 100 MPH; Reckless Driving. To get gold you need 80 points, silver you need 60 points and bronze you need 40 points.

You need every single point you can get for this one, so if you need to take a risk in this level, do it. You need 6-8's being your average points you get each time. This one is tough, but beatable.

C.16. Speedzone Time Trials 1

Description: With the clock as your enemy, hold on and strap in as you lay down some times through the toughest road courses.

Track: Old Spice Speedway

Type Of Vehicle: Whelen Modified Tour

Challenge Information: Finish the course as quickly as possible in order to win a medal. Make sure you hit your marks though, or you'll lose time.
Disqualifications: Falling below 10 MPH; Time exceeds 0 minutes, 26 seconds. For gold you need to have a time of 0:25.300, Silver you need 0:25.255, and bronze you need 0:26.000.

Generally, stay on the roads and be quick. Not much to say about these challenges.

C.17. Speedzone Time Trials 2

Description: With the clock as your enemy, hold on and strap in as you lay down some times through the toughest road courses.

Track: Watkins Glen International

Type Of Vehicle: Craftsman Truck Series

Challenge Information: Finish the course as quickly as possible in order to win a medal. Make sure you hit your marks though, or you'll lose time.
Disqualifications: Falling below 10 MPH; Time exceeds 0 minutes, 41 seconds. For gold you need to have a time of 0:40.300, Silver you need 0:40.500, and bronze you need 0:41.500.

Generally, stay on the roads and be quick. Not much to say about these challenges.

C.18. Speedzone Time Trials 3

Description: With the clock as your enemy, hold on and strap in as you lay down some times through the toughest road courses.

Track: Infineon Raceway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Finish the course as quickly as possible in order to win a medal. Make sure you hit your marks though, or you'll lose time.
Disqualifications: Falling below 10 MPH; Time exceeds 0 minutes, 49 seconds. For gold you need to have a time of 0:49.000, Silver you need 0:49.200, and bronze you need 0:49.500.

Generally, stay on the roads and be quick. Not much to say about these challenges.

C.19. Speedzone Time Trials 4

Description: With the clock as your enemy, hold on and strap in as you lay down some times through the toughest road courses.

Track: Dockside International Raceway

Type Of Vehicle: Nextel Cup Series

Challenge Information: Finish the course as quickly as possible in order to win a medal. Make sure you hit your marks though, or you'll lose time.
Disqualifications: Falling below 10 MPH; Time exceeds 0 minutes, 22 seconds. For gold you need to have a time of 0:22.650, Silver you need 0:22.750, and bronze you need 0:22.900.

Generally, stay on the roads and be quick. Not much to say about these challenges.

C.20. Speedzone Time Trials 5

Description: With the clock as your enemy, hold on and strap in as you lay down some times through the toughest road courses.

Track: Speedway Boulevard

Type Of Vehicle: Nextel Cup Series

Challenge Information: Finish the course as quickly as possible in order to win a medal. Make sure you hit your marks though, or you'll lose time.
Disqualifications: Falling below 10 MPH; Time exceeds 0 minutes, 30 seconds. For gold you need to have a time of 0:30.200, Silver you need 0:30.400, and bronze you need 0:30.700.

Generally, stay on the roads and be quick. Not much to say about these challenges.

D.1.1. Dodge Challenges Rookie: Just One Of Those Days

Take control of Sterling Marlin's #14 Dodge at the Coca-Cola 600. You are at the rear of the pack. Help MARlin finish his race on a more positive note, and get by 5 cars in the enxt 2 laps to make sure Marlin has something so smile about at the end of the day.

Instructions: Finish 9th or better; Stay at or above 15th; Stay on the track; No reckless driving

Be aggressive. Don't wait, because you quite frankly don't have enough laps to wait. As soon as you get in 9th place, hold everyone off. Or be even more aggressive and get in 7th or 8th to make sure no one can pass you anyways.

D.1.2. Dodge Challenges Rookie: We're Good To Go, I Promise?

Take control of Jeremy Mayfeild's #19 Dodge at the GFS Marketplace 400 on lap 198 with worn tires and low fuel. You're gonna have to watch your fuel and tires for 3 laps and hold off the rest of the feild to get Jeremy the win.

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; No reckless driving

Don't go for 1st on the first lap. See that guy in front of you? Draft with him until halfway through the last lap, then pass him. Or, you can be risky and go for it right away. Either way, your steering sucks now because of the horrible tires. On the turns you'll jerk around so be careful, and you'll pick up the win.

D.1.3. Dodge Challenges Rookie: Only The Last One Counts

Kyle Busch beat Greg Biffle by 0.609 seconds in the Checker Auto Parts 500 at Phoenix. Now let's see if you can change history. Take control of the #16 Ford on the lap 310 with 3 laps to go. You are 1 second behind Busch. Chase Busch down and pass him to get Biffle the win.

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; no reckless driving.

This one is easy enough. Just stay to the inside and you will catch him in no time.

D.1.4. Dodge Challenges Rookie: Up Against The Wall

You're behind the wheel of Kasy Kahne's #9 Dodge on lap 134 of the MBNA Bass Pro Shp[s 500 in Atlanta. Avoid the spinning Reed Sarenson and complete the lap without damaging the #9 Dodge to keep Kasey Kahne in the race.

Instructions: No car damage; Stay at or above 15th; Stay on the track

Basically, just let go of the acceleration for the most part and wait until the crash happens, so you can avoid it easier. The goal is not first place, just to finish the race with no damage.

D.1.5. Dodge Challenges Rookie: On My Way To A Win

On lap 208 of the Checker Auto Parts 500, Kyle Busch narrowly avoids hitting a spinning Scott Riggs and goes on to win the race by 0.609 seconds over Greg Biffle. Take control of the #5 Chevrolet and avoid Riggs to make it back to the finish line without taking any damage.

Instructions: No car damage; Stay at or above 5th; stay on the track; finish 1st

One of the easiest challenges. Just stay to the outside when he spins and you'll make it.

D.1.6. Dodge Challenges Rookie: The Race Within The Race

We're gonna put you behind the wheel of Jeff Gordon's #24 Chevrolet on lap 369 of the Dodge Charger 500. This time, with only 2 new tires and 2 worn tires, can you make your way to the lead while holding off a hard charging Greg Biffle to get Gordon the win?

Instructions: Finish 1st; Stay on the track; no reckless driving; stay at or above 5th

At the very beginning, go left around Newman. After you pass him, just hold off those two and it's an easy win.

D.1.7. Dodge Challenges Rookie: 2 X 4

We're gonna put you in the #8 Chevrolet on lap 265 with 3 laps to go in the USG Sheetrack 400. You'll be running on 2 good tires and on 2 worn tires with Matt Kenseth right behind you on 4 good tires. Try to hold off Kenseth and get Dale Earnhardt Jr. his 1st win of the season.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

Simple enough really. Just stay to the inside of the track and you shouldn't have problems.

D.1.8. Dodge Challenges Rookie: Up In Smoke

Take control of Greg Biffle's #16 Ford on lap 65 of the UAW-Ford 500 at Talladega. You'll start behind Ryan Newman as a wreck occurs in the tri-oval. Get Greg Biffle through the wreck un-scathed and back to the finish line to win the challenge.

Instructions: No car damage; Stay at or above 15th; Stay on the track

Slow down, and then go to the left on the outside of the track. You shouldn't be penalized for going off the track for that short of time. At least I wasn't.

D.2.1. Dodge Challenges Veteran: More Points

On lap 494 of the Subway 500, an accident brought out the yellow flag while Jeff Gordon led Tony Stewart, Jimmie Johnson, and Bobby Labonte. There are 3 laps to go and you're in Labonte's car. Get to the lead and hold on for the win at Martinsville.

Instructions: Finish 1st; Stay on the track; No reckless driving; Stay at or above 10th.

Stay to the inside of the track. At the very beginning, if you get the chance to pass then go for it. Don't wait until later, or you won't be able to pick up the win very easily.

D.2.2. Dodge Challenges Veteran: Give Me One More Chance

On lap 3 of the Sylvania 300, Scott Riggs got loose in a turn and got into the left rear panel of Kurt Busch. Take control of the #2 car just as the #10 car clips you, save it, and keep racing. Get through this and 2 final laps without losing a spot to win the challenge.

Instructions: Finish 5th or better; Stay on the track; stay at or above 20th

Right when the challenge starts, the car right in front of you will clip you. You can avoid this by shooting left right away. If done right, you'll glaze him and the car clipping you will shoot into the cars behind you, making your job easier. If you can't avoid the clipping, then just keep the car under control as much as possible. Don't jerk it around too much.

D.2.3. Dodge Challenges Veteran: Nursing Her Back

On lap 46 of The Sirius Stallite Radio at the Glen, Jeff Gordon blew his left front tire. Help the #24 team by dropping into the driver's seat just as your tire blows. Guide the #24 Chevrolet safely to the finish line, and allow no more than 10 drivers to pass you.

Instructions: Stay at or above 13th; Stay on the track; No reckless driving

Don't even TRY to stay in first, because unless you want the back of your car to die from being rammed into 12,000 times by the same person, then don't do that. What I mean is don't try your hardest to stay in first. Just make sure too many people don't pass you. If someone passes you, go right behind where he was. You'll get hit, but you will also get a speed boost. Only do this on straight aways, or you'll get blown off the track.

D.2.4. Dodge Challenges Veteran: Exit, Stage Left!

On lap 35 of the Pepsi 400, a wreck occurred, collecting 9 cars including Dale Earnhardt Jr. The damage to Jr. was minor as he was able to duck down pit road to avoid the rest of the wreck. Get the #8 Chevrolet through the wreck, but this time you must stay on the track.

Instructions: No car damage; Stay at or above 15th; Stay on the track

Quite frankly this one is going to drive you insane to extreme levels. Just go to the outside of the track and hope you don't get penalized. Using the brake is your friend in this level. And I don't know about anyone else, but you'd think that the game would believe that you can avoid a crash after the first 3 times.

D.2.5. Dodge Challenges Veteran: One Last Chance

We're gonna put you in Jeff Burton's seat on lap 498 of the Sharpie 500. You're sitting in 2nd place on the restart behind Matt Kenseth, who's had a dominant car all night. Let's see if you can catch and pass Matt Kenseth in just 3 laps to get Burton a win.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

Okay, you are thinking to yourself "This will be easy, 3 laps is plenty time." Well you're partly right. This is rather easy, but there isn't a lot of time. Pass him on the corners. I was able to pass him on the second turn of the race.

D.2.6. Dodge Challenges Veteran: Gimme My Milk!

On lap 158 of the Allstate 400 at the Brickyard, Tony Stewart had a half second lead on Kasey Kahne. Stewart stayed out on the last caution so his tires are worn. Take control of the #20 Chevrolet and hold off Kahne for the final 3 laps to give Stewart his hometown victory.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

This is one of the simplest challenges. Just stay on the inside, and don't crash. Voila, you have one.

D.2.7. Dodge Challenges Veteran: I'm Climbin' The Fence

We're gonna put you behind the wheel of the Tony Stewart's #20 Chevrolet for the restart on lap 158. You'll have Jamie McMurray, Kurt Busch, and Dale Earnhardt Jr. right behind you. Can you maintain the lead for 3 laps and give Stewart his 1st ever points paying win at Daytona?

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

This one is tougher than it should be. My advice; Hug the inside of the track on the turns like it was your best friend who was going to die. Other than that, if you see no one behind you, randomly drift from one side of the track to the other just to be sure.

D.3.1. Dodge Challenges Legend: To Infineon, And Beyond

On the final lap of the Dodge/Save Mart 350, Kurt Busch chased down Tony Stewart trying everything he could to find a way around the #20 car. Alas, Kurt was unable to make a pass. Chase down Stewart and pass him for the win. You have 1 lap and 11 corners to get it done.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

This one took me up the the U-Turn to beat. Just stay on him and pick your spots.

D.3.2. Dodge Challenges Legend: Plate Track Prince?

On lap 192, Jeff Gordon was able to hold off a pack of cars to win the Aaron's 499. Now you're behind the wheel of the #24 Chevrolet on the restart for a

green, white, and checkered finish. You'll have to hold off the pack of cars behind you for 2 laps for win at Talladega.

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; No reckless driving

This one is like the Daytona one. Block, hug the inside, and you'll do fine.

D.3.3. Dodge Challenges Legend: 600 Miles For The Extra Inch

On the last turn of the Coca-Cola 600, Jimmie Johnson miraculously got by leader Bobby Labonte to take the win. This time, it's your job to get Johnson his 3rd straight Coca-Cola victory. Take control of the #48 Chevrolet with 3 laps to go.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

Intimidator feature is your friend here. Pass him, then block. No need to necessarily stay on the inside, since you're only blocking one person. Just make sure to stay inside the first 3 lanes on the 2nd straight away, since the 4th is technically off of the track.

D.3.4. Dodge Challenges Legend: On Second Thought...

Take control of Ryan Newman's #12 Dodge with 3 laps to go in the Dodge Charger 500. You've got worn tires, and a hard charging pack behind you including Greg Biffle, Jeff Gordon, Kasey Kahne, and Jimmie Johnson, who all have new tires. Hold off the pack and get the victory for Newman.

Instructions: Finish 1st; Stay on the track; No reckless driving; Stay at or above 10th

Other than not being able to turn correctly, and the slightest touch sending you flying across the track, and not being able to go straight, this one is easy. You may be thinking "Er..That isn't easy!" But I say, since you have bad steering due to the bad tires and someone tries to pass you, you can "accidentally" clip them with the back of your car. If you don't want to do that, then you just have to hold them off. If someone gets ahead of you, use the Intimidator.

D.3.5. Dodge Challenges Legend: 35 Points

You're going to take the wheel of Tony Stewarts #20 Chevrolet on lap 245 of the Ford 400. You're about to be lapped by race leader Casey Mears. Hold off the race leading Mears for 8 laps and help Tony stay on the lead lap in route to his second Nextel Cup championship.

Instructions: Stay on lead lap; Stay on the track; No reckless driving

I question why this is even a Legend difficulty. Just run 8 laps and you're done. If the two close cars behind you even get close enough, just block them.

D.3.6. Dodge Challenges Legend: Time To Trim The Shrub

Take control of Greg Biffle's #16 Ford on the restart with 3 laps to go in the Sony HD 500 at California Speedway. Come from behind and beat Kyle Busch's #5 Chevrolet and prevent him from becoming the youngest winner in Nextel Cup series history.

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; No reckless driving

From the very beginning, draft Busch. Then on the 2nd to last/last lap stop sharing your draft and pass him. Then hold him off, because he wants the win very badly.

----- D.4.1. Dodge Challenges Bonus: Back In Victory Lane

We're gonna put you in Matt Kenseth's #17 Ford in 3rd place for the green, white, checkered finish in the Sharpie 500 at Bristol. Use Kenseth's dominant car to get to the front and hold on for the win in just 2 laps to put an exclamation point on a truly awesome night.

Instructions: Finish 1st; Stay on the track; No reckless driving; Stay at or above 5th

Intimidation is golden. Get past the first car and intimidate the heck out of the leader.

----- D.4.2. Dodge Challenges Bonus: 3 To 1

We're going to put you behind the wheel of Dale Earnhardt Jr.'s #8 Chevrolet on lap 157 of the Pepsi 400. You're running in 3rd place and you'll have to pass 2 cars, Tony Stewart and Jeff Gordon, to get Jr. his 3rd points paying victory at Daytona.

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; No reckless driving

Drafting people is crucial here. Once you are in front, hold on for dear life.

----- D.4.3. Dodge Challenges Bonus: Friendly Competition

Hop in Jimmie Johnson's #48 Chevrolet and hold onto the lead for the last lap of the MBNA RacePoints 400. It may sound easy, but it's not. You're gonna have to hold off your hard charging teammate, Kyle Busch for the win.

Instructions: Finish 1st; Stay on the track; No reckless driving; Stay at or above 5th; No car damage

The description lies. Stay to the inside, and this is easy. Make sure you don't make contact with another car.

----- D.4.4. Dodge Challenges Bonus: Should-A, Could-A, Would-A

With 32 laps to go in the MBNA Race Points 400, Matt Kenseth blew his right front tire and ended up in the wall. This time the tire won't blow. With 10 laps to go, the #17 Ford is 10 spots back. Take control and guide Kenseth to victory to end his day better than it actually did.

Instructions: Finish 1st; Stay on the track; No reckless driving; Stay at or above 15th

Make your way to the top gradually. Intimidate them if you wish. In my opinion that is the best route, intimidation.

D.4.5. Dodge Challenges Bonus: Long Time Comin'

Hop behind the wheel of Ryan Newman's #12 Dodge on the 2nd to last lap of the Sylvania 300. You have just made your move on Tony Stewart. Hang on while the #20 and #12 trade paint. Hold off an aggressive Stewart to claim Newman's first win of the 2005 season.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track: No reckless driving

Perfection. That's what you need for this. Stay on the inside on the straight aways, and the turns. You will be able to pass him on the last turn, or around there. You may need the Intimidator feature for this.

D.4.6. Dodge Challenges Bonus: Just Another Million

In the closing laps of the Nextel All-Star Challenge, Elliot Sadler had taken 2 tires on the last pit stop and was never able to reach Mark Martin. This time, well give the #38 Ford a fresh set of 4 tires with 3 laps to go. Get around Martin and bring home the checkered flag.

Instructions: Finish 1st; Stay at or above 5th; Stay on the track; No reckless driving

This one is easier than the last one. Just stay on the inside, and use his draft when you can.

D.4.7. Dodge Challenges Bonus: 5th To 1st In 2 Laps

You're behind the wheel of Dale Jarrett's #88 UPS Ford sitting in 5th place preparing for the green, white, and checkered finish. Can you restart 5th, pass 4 other drivers, hold off everyone behind you, and take the checkered flag in the UAW-Ford 500?

Instructions: Finish 1st; Stay at or above 10th; Stay on the track; No reckless driving

This one was hard for me. If you can, share draft the leader at the very beginning. If not, share draft the highest person you can, and work your way up from there. Good luck.

E.1 Fight To The Top Guide: Edit Driver

Here you will choose what your driver looks like, his name, age, where he is from, and the like. This doesn't really matter a whole lot in Fight To The Top mode. Just do what you please.

E.2 Fight To The Top Guide: Edit Settings

Here we will choose the difficulty settings. For the easiest, chose Rookie, race length at Medium [12%], Unlimited fuel and tires at On, Damage Repair at Visual Only, and Yellow Flags at Off.

E.3.1 Fight To The Top Guide: Menu Guide: Select Event

E.3.2 Fight To The Top Guide: Menu Guide: Race Shop

This is where you do contracts, choose a different series, and the like. You have Teams OWned, which is what different Teams you own, Under Contract which is what contracts you have, and Not Participating, which is the series you aren't participating in. If you wish to participate in a series, click on it using the X button. There if the option is available, you can view your contracts, or buy a team. You need some money before you can buy a team. For the beginning, click on the Whelen series and chose the only contract available.

E.3.3 Fight To The Top Guide: Menu Guide: Standings

Here is where you can see how you are doing for the season, and how many points you have compared to other drivers. Keep an eye on this to see how you need to race. If you need more points, then lead as many laps as possible. If you are just fooling around, then either Draft or Intimidate to get your villian or hero status up. You'll learn about those after a few races.

E.3.4 Fight To The Top Guide: Menu Guide: Career Status

Here is where you see what your prestige level is, how popular you are, what percent of the game you have completed, and your villian/hero status. You will get phone calls talking about these things during the first season.

E.3.5 Fight To The Top Guide: Menu Guide: My Nascar

Track Performance: How your stats are. This contains how many Starts, Poles, and Wins you have under each series.

Best Laps: Exactly that. The best laps set on a certain track.

Skill Points 1, Task Status: Doing these gets you skill points, which can be used to by Plates. You can't get them all in one season, but then again you don't have to. Just get the ones you can, and then go from there.

Skill Points 2, Chase Plates: This is where you can use the skill points you earned to buy plates. There are a lot of them, which I will list at a later time.

Edit Driver: This is where you can edit your driver, just like you did before.

Settings, Driving Control: This is where you can change your driving settings to your choosing. I prefer the default.

Settings, Music: Edit the tracks you want playing.

Settings, Audio: How loud or soft each sound is.

Settings, Display: What displays when you are racing.

Settings, Saved Data: Exactly that. Where you can edit your profile name, save your profile, and disable/enable auto save.

E.4 Fight To The Top Guide: General Information

I can't give an in-depth guide on this, since each race is different every time. You don't know when crashes will happen, when you will gain fans for whatever reason, or anything. But I can tell you some things.

When going for a Villian role, run into people. This makes them your rival, thus giving you more villian points. Intimidating people gets you good villian points as well.

If going for the hero role, just run a clean race. Share Draft is a great way to get your hero status up.

Fans. Winning races gets you fans. People love a bad guy, or a good guy. Just go with what you desire, but winning races for sure gets you good amounts of fans.

D. Legal Information

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