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Welcome to Redview County, where street racing rivalry between police officers and competitors never stops as both sides compete in a war involving the fastest cars, mods and technology in a rugged open road environment. Play either Cop or Rider, where each side of the law has its own set of high-risk challenges, rewards and consequences. Risk everything in the ultimate high-stakes rivalry. Key traits in high-risk rivalry - racers are lone wolves out to their glory. Driving agile cars built for high speed racing and epic pursuits. Officers work in groups to hunt and arrest competitors using the full force of the police force. Each side has its own unique set of cars, technology, game styles and careers. Switch sides to get the car you need, the technology you want, and the role you crave in a progression system built for each side. Watch bets grow with a new betting system, which will allow the race to bet on their speed points to shoot for higher multipliers and bigger rewards, or bank their speed points safely when they return to hiding. The more risk you take, the faster you can move forward, but get caught by the cops and they take your speed points as a reward. AllDrive – New in need for speed opponents, AllDrive deletes the line between single player and multiplayer game. On AllDrive, you and your friends seamlessly join each other's games. My race and your race are becoming our race. Friends or rivals, online or offline, the choice is yours. Paths will intersect when races and pursuits collide, creating a world where no two moments or events will ever be the same. Your car, your identity - power up your car with the latest performance upgrades and technology, and customize your car with fresh coloring, animals, custom license plates, hoops, and sticks to show off your style to your friends and rivals. Save different configurations and keep a variety of car packages available to leave your mark no matter what the situation. Pursuit and tech evasion - Intense racing moments are becoming even more exciting with access to technology and custom upgrades to each side of the law. Racing can choose evasive technology from disruptors to electromagnetic pulses. Officers are equipped for aggressive arrests with shock waves, roadblocks, helicopter support and more. Whichever side you choose, use technology to keep you one step ahead of your opponents. Next Generation Racing - The power of the Frostbite 3 gaming engine brings the breathtaking scope and rapid operation of Redview County to life. Every detail of the game world is processed in amazing, high definition, next-generation graphics, while weather conditions are constantly changing as you race to chase in snow, hail, rain, dust storms and heavy fog. Contact the need for a speed network to knock down barriers or alert friends of incoming cops, compare your progress against your opponents, and share photos of your best pursuit races. Next Cop Career Introduction Previous Racer Career List of Cars List Upgrades Grows Along Progress career mode but you also need to buy new car models in any car you have you can assemble up to two pursuit technologies and it's good to use two slots from the start, even if you initially have these upgrades that are not useful to the max. The important information is that from the beginning some of the more advanced technologies are not available and in order to unlock them you need to advance to the next chapters of the main career. As a panel for new generations of existing technologies. For example, if you invest in a developed version of EMP you can decrease the time needed to lock another vehicle. Unfortunately, when you want to put together the best version of a particular technology, you have to buy all previous versions first, so you really need to think up if you use this technology and you don't waste points upgrading it. A complete list of technologies, along with suggestions on how to use them, can be found more in the guide. Important note - New versions of technologies also require better models of cars, locked together with achieving new ranks. So don't count on it because you will purchase the best accelerators for porsche cayman S's base model for example, because you just won't see them on the list. This dependency sometimes forces you to buy new cars, clearly hindering attempts to complete a large part of your career with one selected car model. Electrostatic field (ESF)Usability: High main applications: races with other competitors; Hot Pursuit ESF is one of the best offensive technologiesContrary for what a description of this technology might offer, ESF should not be used primarily to prevent shock mines from EMPs, though of course these are its undoubted strengths. The main advantage of this change is that after charging the controlled car it hits other vehicles which contact it. You can use it in two ways: hit race cars and police cars yourself or run the technology described after you see your opponent's car in the rearview mirror. Regardless of the circumstances of using the ESF, the energy of rival cars can be greatly reduced, and in extreme cases the only collision can take of 2/3 of the competitor's energy bar. A very important thing is to unlock new generations of this technology as quickly as possible, so that the power of ESF grows. In addition, with the acquisition of new generations of ESF you are reducing regeneration time and increasing the amount of use possible so that you do not have to continue looking for a repair shop. EMPUsefulness: Average main applications: Racing with other competitors at lower emp charging levels unfortunately takes a long time and EMP on lower development levels is not a very useful pursuit technology and that's because full tracking of the vehicle in front of you takes far too long. As a result it is easy to make a mistake and waste the EMP charge after a botched process of deliberate or unnecessarily driving slowly in order to wait for a follow-up process instead of continuing the race. Only after that Future generations the effectiveness of this technology is growing, although I still wouldn't take it in the same line as the ESF for example. I suggest using an electromagnetic pulse just to track other competitors. I do not recommend using this technology on police cars, because during the surveillance process you can be hit by another vehicle from behind or on the side and lose a lot as a result. Along with opening up new generations of technology this charging time is decreasing. In addition you can count on taking more energy from other vehicles. JammerUsefulness: Low main applications: Races with other players and the effects of a disruptor can be clearly seen when you become a victim and this technology in my opinion is less useful among all available reser. The main drawback of a controlled car environment with a kind of defensive barrier is that you really don't know when this change could be most useful. Furthermore, another feature of this technology, which is about blocking the interface of other cars, is actually only useful in racing with other players. Blocking other players from using you, for example, can lead to mistakes or being completely lost, driving off the planned route. In the case of playing against AI I suggest ignoring this technology completely when planning purchases. Future generations are increasing its time, improving its range, shortening technological regeneration time and increasing its use. However, all of these changes do not clearly improve the usefulness of the technology described. Shock Wave Usage: Average main applications: races with other competitors; Hot pursuit shock wave has a relatively low shock and powerShock wave has almost only benefits at first glance - it's cheaper to purchase than ESF and unlike EMP doesn't require much time of follow-up. Unfortunately, it soon becomes clear that the price for such benefits is its relatively low efficiency. Don't count on the fact that thanks to the technology described you can remove your opponent's energy bars, even after purchasing future generations of shockwaves. Its main use is to throw your enemies off the drive and depending on the situation it can slow them down, as well as force them to collide with elements in environments or a civilian car. To sum up it's a pretty good change to start but later in your career it would be better to invest in something stronger. Along with the acquisition of future generations of shock wave, its power is growing, the regeneration time is decreasing and the amount of use is increasing (you don't have to visit repair shops so often). Stun MineUsefulness: High main applications: Hot chases are remembered to place mines in tight spots, increases the chances of their explosions and Stun Mine Technology is one of the cheapest available in the game and at the basic level is not very useful. But when you acquire future generations of the technology described, everything changes because mines become a very useful addition, especially You want to evade the police and don't want to reduce your current speed which is kind of a requirement to use such technologies as EMP or shock wave. If you want to maximize the effectiveness of this technology you should consider putting them in the right places. You have to place them in narrow parts of the road rather than on highways for example, where other vehicles can easily change the drive line. If you purchase future generations of the shock mine it will cause an increase in their detonation power and the possibility that there are more of them in your car. But the best thing is that their regeneration time has been significantly reduced, thanks to the fact that two or even more mines can be placed at a relatively short distance from each other. TurboUsefulness: High Main Applications: Time Trials; Races with other racers use turbo only on long, straight road sectionsTurbo and is just one of the pursuit technologies available for Racers, which have no offensive characteristics. Its only use acts as a much stronger version of standard nitro. This is used especially useful when completing time trials, but this change can also be used in all races where you have to travel on long straights. The very important information is that you don't have to run this technology when you're approaching the turn because you can't break it prematurely and as a result you can crash on the barrier or other obstacle and crash your car instead of moving away from your competitors. Still, I recommend purchasing turbo, especially later in your career. Along with opening up future generations of turbo you will notice to increase its usage time and increase the engine power guaranteed by this technology. You'll also get more use of it. Purchasing higher levels is not required because even the weakest variable gives you noticeable effects. Summary Regardless of the events you choose to complete, I recommend purchasing ESF at the highest level possible. When it comes to a second slot, I recommend purchasing shock mines, although if you build the car to be the best in time trials, you should invest in turbo for obvious reasons. Next Career Cop Introduction Career Rider Previous List of Cars Page 2 Download PDF Game Guide, ePub ∓ eBooks free iOS app Want to be a jockey or cop? The text below is a complete guide for Need for Speed Rivals game, which helps you understand both its basic rules and more complex elements, so achieving more goals becomes much easier and more enjoyable. The text below is a complete guide for Need for Speed Rivals game, which helps you understand both its basic rules and more complex elements, so achieving more goals becomes much easier and more enjoyable. This guide is divided into several main chapters. The first episode offers a number of tips for gamers to start their adventure with this game. The clues mentioned refer, among other things, to efficient navigation, to rules in the game world, and to repairing cars. Next chapters of Focus on describing two main game modes: opponent and policeman. In the description of each situation mentioned you can find information about available races and challenges, earn Speedpoints, rules on opening play vehicles and their upgrades to evasion or final police pursuit. It's worth mentioning that the important feature of Need for Speed Rivals is the possibility of free passage between the two careers, but of course you can focus your efforts on completing more quickly than just one of them. The finale of this guide focus on multiplayer play and completing achievements and trophies (most of the straws are described in more detail). Need for speed: Rivals is the next installment of one of the most popular racing game series, focusing on the ongoing fight of road hogs and police trying to reach them. Both sides of the conflict to complete their goals use fast, powerful and luxury models of sports cars. The game also offers an open world with a lot of freedom when choosing how to spend free time. Need for Speed: Opponents Guide contains:Description of all the main elements of the game (navigation, controls, car repair and more)D Travel description of racer career status (races available and challenges, earn speed points, buying and upgrading vehicles, listing cars, avoiding the police, completing career chapters)D Detailed description of cop career status (races and challenges available, earn speed points, upgrade police vehicles and their types, list of police vehicles, busting riders, completing career chapters)information about possible interactions with other players; List of all possible achievements/trophies. Jacek Alien Halas Translation: Maciej Elrond Myrcha Next Controls PC Author - Jacek Alien Halas for gamepressure.com Translator - Maciej Elrond Myrcha Last Updated : May 5, 2016 Guide contains: 35 pages, 177 photos. Use the comments below to send your updates and fixes to this guide. Page 3 Download PDF Game Guide, ePub ∓ eBooks Free iOS App Want to Be a Jockey or Cop? The text below is a complete guide for Need for Speed Rivals game, which helps you understand both its basic rules and more complex elements, so achieving more goals becomes much easier and more enjoyable. The text below is a complete guide for Need for Speed Rivals game, which helps you understand both its basic rules and more complex elements, so achieving more goals becomes much easier and more enjoyable. This guide is divided into several main chapters. The first episode offers a number of tips for gamers to start their adventure with this game. 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