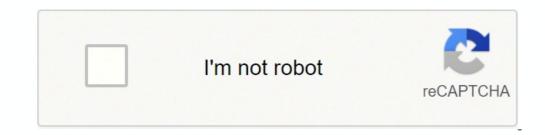
## <u>Need for speed underground tuning</u>





## Need for speed underground tuning

Need for speed underground 2 tuning. Need for speed underground 2 tuning.

2004 video game of racing 2004 video gameNeed for Speed: Underground 2Cover art with a Nissan 350ZDeveloper (s) EA Black BoxPocketeers (GBA, DS) Team Fusion (PSP) Editore (s) Electronic ArtsComposer (s) Tom SaltaSerieNeed for SpeedPlatform (s) Microsoft Windows, Game Boy Advance, GameCube, PlayStation 2, Xbox, PlayStation Portable, Nintendo DSReleaseNA: November 15, 2004 (PC NA) 27 July 2005PlayStation Portable[1]NA: 14 March 2005EU: 27 May 2005EU: 27 for Speed series, the direct sequel to Need for Speed: Underground. It was developed and published by Electronic Arts in 2004, for Microsoft Windows, Game Boy Advance, GameCube, PlayStation 2, Xbox, PlayStation Portable, Nintendo DS and mobile phones. Like his predecessor, he also had commercial success, selling about 11 million copies worldwide and beating sales records in the UK.[2] The game involves tuning cars for road races, taking the Need for Speed plot: Underground 2 offers different new features, such as a wider customization, new methods of selection of races, set in a city known as Bayview. Brooke Burke is the voice of Rachel Teller, the person who drives the player during the game. The plot of the game is presented in a comic strip. The game was followed by port introduces a new feature where the player can design custom decals to adorn any vehicle in the game. The game was followed by Need for Speed: Most Wanted in 2005, with an unrelated plot of Underground games. Trama The story begins after the player beat Eddie and his street gang - "The Eastsiders" along with Melissa in Olympic City and is now venerated as the best street racer in Olympic City. After a race, the player is called by an unidentified man with an "invitation" to join his team and who "does not accept a no as an answer." The player ends the call without responding and starts driving towards a party, but is ambushed by a Hummer H2 that hits his Nissan Skyline GT-R, destroying it. A man with a tattooed sickle on his hand calls to confirm that "he is busy with a problem." Six months later, the player climbs on a plane to Bayview with a Samantha greeting card that also refers to his friend Rachel Teller. The player arrives in Bayview, buys his first car with insurance money on his Nissan Skyline, and starts racing again. The player arrives in Bayview, buys his first car with insurance money on his Nissan Skyline, and starts racing again. Reece. Caleb is the Hummer driver who destroyed the player's car in Olympic City. Rachel reveals herself to the al That Caleb is trying to take control of the Bayview race scene by manipulating sponsorship offers in his favor, threatening the player's livelihood, and Rachel's connection to the sponsors. Caleb tries to make the player lose an Underground Racing League tournament by putting Nikki Morris, a member of the Wraith, in the same tournament as the player. This fails, and Nikki warns them of the consequences of Caleb's plan if he takes control of the city's street racing scene Desperate to stop the player, Caleb eventually puts all the remaining Wraiths members into an Underground Racing League tournament against the player to a showdown.. The player wins the race and celebrates with Rachel and Nikki while Caleb is left insolvent and defeated. This event consolidates the player's status as the best underground driver in Bayview. Gameplay In-game Need for Speed: Underground 2 screenshots using a modified Mitsubishi Lancer Evo VIII in a circuit race, where the races are roughly similar to that of the subway and still revolve around the culture of import. The running modes are roughly similar to those of the Metro; one running mode has been withdrawn, this is the Knockout competition. However, a Lap Knockout option is available when racing the circuit race is a standard race involving up to four cars circling around a track that returns to the starting line itself. A circuit race typically has a minimum of 2 laps to a maximum of 5 laps. The Sprint race is a top race involving up to four vehicles. Drifting is one of the technical aspects of Metro 2. On the tracks of the "parkade", the player moves away with a maximum of 3 competitors at the same time on the tracks of the parkade. Points are awarded when the player successfully slides the car and finishes each drift without hitting any wall or traffic. Nitrous oxide is not allowed. There are also downhill drifting events where the player pulls away the car as it progresses along the course from top to bottom. In downhill descents, there are no other drivers, but there is normal city traffic. Players increase their points by sliding the city cars. Unlike the subway, time plays a crucial role here, especially in parkade tracks; if opponents end up crossing the finish line before the players a 30-second timer will start within which players will have to accumulate drift points until the timer runs out or cross the finish line. Drag racing is another technical aspect of the game; a straight that forces players to use manual transmission. like the subway, the steering in this mode is simplified to allow simply changes of lane, while the game manages the steering along the screen; Emphasizing on monitoring them, monitoring them, the speedometer and temperature of the engine. the positions of the players will be lost if they collide in traffic or in barriers, or overheat the engine due to prolonged redness. In addition to these, four new variants of the race in subway 2: street x is similar to the races on circuits, except that they take place on closed and narrow tracks. a maximum of 4 drivers will participate in this event. like drift mode, this mode disables the use of nitrogen protoxide. Underground racing league (url) is a series of tournaments that take place in a specific series of tracks closed off the streets city - racing circuits or airport runs. Url tournaments usually consist of one to three races, with a maximum of six cars (both in career mode and online.) in tournaments with two or more races, a point system is used. at the end of each race, drivers receive a specific number of points according to their position in the race. the total score at the end of these races determines the winner of the tournament. special events - similar to sprints, with the intention of reaching a point on the map, which is a "photograph", and the player must reach the goal within a certain time limit. To achieve this will reward the player with a magazine cover. Overcomings - during free roaming, the player can challenge specific opponent cars (an opposing car will have bright tail lights, similar to the player's cars when oano nitrous oxide) in an "outrun", where the goal is to start a overtaking and then drive away their car from the opponent's car of 300 meters (1000 feet). each stage, has a limited number of outruns that a player can win. For example, in the introductory phase, where the player is driving the car of rachel, 3 outruns can be won. after winning the number of outruns allowed for a stage outrun opponent cars cease to appear. after completing a career, there is no limit to the number of outruns, the player is rewarded with a unique piece. some stages allow the player to perform a series of outrun sequences, rewarding the player with multiple unique parts (one for each series of outrun wins.) the outrun mode is similar to that of the tokyo xtreme racer and wangan midnight video games, which use health bars instead of the next stage. a "Worldmap" feature includes a competition menu for all previous stages, indicating racesand not yet completed. After completed. After completed, as a player must a single sponsor per stage and can only run 3 out of 11 single sponsor races, leaving 8 incomplete sponsor races at the end of each stage. These can only be done using the world map. Due to a game bug (at least on the PC version), if you run an incomplete race from the world map, no credit (cash or rep) will be awarded unless the player starts again at least once after the start of the race Underground 2 is unique in the Need for Speed series in that it requires a player to drive to a certain location in the city to start a race (other games allow the player to select a race from a menu). Most races are scored on the in-game radar, but some are hidden and the player to select a race from a menu). help players in this regard: Mobile / SMS system - During the game play, players will occasionally receive phone calls or text messages. The game maintains a list of messages and game information that can be reviewed through a menu system. Cash and Information Icons - Each stage, including the intro stage, includes a set of hovering icons scattered across the gaming world. While the player scans the map in free roam, the player receives a cash reward and/or information as the player discovers and guides through each of the icons. Vehicles As in Need for Speed: Underground 2 continues to offer similar vehicles for purchase and modification, most of which are made up of Japanese models such as the Nissan 240SX, Nissan Skyline R34, or Mitsubishi Eclipse, with some European and American models. In addition, it is the second game in the Need for Speed series after the subway to offer a Korean car (Hyundai Tiburon) as a racing vehicle. There are two versions of the game, US and EU, where each version has 29 of 31 possible cars: the American version has a Peugeot 106 and a Vauxhall Corsa, the rest of the 27 cars in both versions are the same. SUVs, also known as sports utility vehicles, were a new addition to Metro 2. SUVs can be updated and tuned in the same way as cars. Some of the events in career mode are SUV only events and only appear when a player is driving an SUV. In career or in any offline mode, if the player is driving an SUV, the computer opponents will also drive SUVs. However, after completing a stage the world map allows a player to run any event from previous stages in a car or SUV. Underground Customization 2 has been greatly expanded with the ability to customize the front and rear bumpers of the car, side skirts, spoiler, hood, exhaust tips, doors, roof scoop, wheels (including the ability to put on wheels), headlights, side mirrors and paint. Vinyls and decals can also be added, as well as car stereo (speaker, & subwoofers), hydraulics, nitrose bottles, and underneon glow. Most visual changes to the car have no real effect on the vehicle's performance. Sound systems, for example, could be placed in the trunk of cars, but they were not used for anything other than visual purposes. Plumbers can be used in combination with nitrous at the beginning of a race which can cause a car to make a carruri and for some cars get a better pitch. The performance and handling of the car are affected by cosmetic changes[citation required] such as spoilers and hoods, which affect the downforce of the car - better spoilers allow for better tuning of the downforce management both in front of the car, up to a rating of 10.0. At least one car in a career garage must be visually upgraded to a rating of 10.0 to unlock all 10 DVD events (these awards the player with a DVD coverage), and each stage has a required number of DVD events. The performance of a car can be improved by upgrading the car's engine, engine control unit (ECU), transmission, suspension, tires, brakes, reducing the weight of the car, and adding turbo and/or nitrous. The player has the ability to upgrade performance through upgrade packages or by purchasing individual parts of each performance category. NFS: Underground 2 also introduces a dino-tuning system that allows players to specifically tune certain aspects of the car such as ECU, turbo, suspension springs, front and rear shock absorbers, gear ratios, aerodynamics, bias brakes, individual tyre grips, etc. The player can test the settings by means of a dino race which will display a torque and power compared to the rpm chart, and an estimated time of 0â60 mph (0â100 km/h). Multiplayer Underground 2 had online multiplayer capability on PS2, PC and Xbox, however by 2010, EA Games had shut down its servers, making the version, [49][55] 80.77% and 82 out of 100 for PlayStation 2, [50][57] 79.98% and 77 out of 100 for the PSP version, [51][58] 76.44% and 74 out of 100 for the PSP version, [52][59] 69.45% and 72 out of 100 for the Game Boy Advance version [53][60] and 65.44% and 65 out of 100 for the DS version. [54][61] The game was widely regarded as one of the best games in the series and is remembered for the quality of the gameplay, the length, the infinite customization, the interesting side missions, the graphics, and the addition of "Free Roam".[63] However, some of its elements have been criticized, such as the need to drive excessive sums for achieving specific races, weak voice, and product positioning for companies that have no ties to auto racing, such as the integration of the Cingular logo, an American wireless communications company, into the game/s messaging system and its display on the screen for much of the gameplay.[64] The GameCube version has also been criticized for Frame rate unstable and lower graphics, the hip-hop slang used by the characters (like calling money "bank"), the comic scenes and the lack of police. GameSpot gave the mobile version a score of 9.2 out of 10 and said that "it's not just the best racing game ever made for a mobile phone; It is also a much needed showcase for V Cast technology. This game boasts game length and playback value so many orders beyond the mobile standard that requires a total paradigm shift. Simply put, mobile gaming has just gained much-needed momentum on the evolutionary scale".[65] IGN gave the same version a score of eight out of ten and called it "a big step for mobile gaming, in my opinion. Although there are some things I didn't like about the game -- the loading and some control issues -- I can't deny that it's a hell of a package. If you want a game that maximizes your 3D laptop, Need for Speed Underground 2 is the game to get".[66] The Detroit Free Press awarded the Rivals version all four stars, exclaiming: "The races here are fun, with growling engines, jumps and shortcuts allowing you to break through the fences.. But there are thoughtful additions, including Party Play".[46] The Sydney Morning Herald, however, gave the Rivals version three and a half stars out of five and said, "Although it's not the best driving game in the PSP, Rivals is a fun street runner with fast excitement".[67] On the other hand, the same newspaper gave to GameCube, PS2, PC and Xbox a four-star rating out of five and said, "While the driving action is not as satisfying as the superb Burnout 3, it is still strong through the 150 or so runs. "[68] The Times also gave the game four out of five stars and stated: "The courses in this game are as much the stars as the cars. The centre's highlights are enormous, dominated by skyscrapers whose light bathes the streets in a luminous ray. According to Electronic Arts, Need for Speed: Underground 2 sold over 8.4 million units worldwide by the end of 2004. [69] The PlayStation 2 version of Underground 2 received a Double Platinum Sales Award from the Entertainment and Leisure Software Publishers Association (ELSPA),[70] which indicates sales of at least 600,000 copies in the UK. [71] The game eventually sold about 11 million copies[72] and entered the "best sellers" of each console, PS2's Greatest Hits,[citation required] Xbox's Platinum Hits,[citation required] and GameCube's Player's Choice. ^ Need for Speed Underground Rivals Release Information for PSP. Retrieved 10 August 2015. ^ (EN) UK Charts: NFSU2 entra in the record books. Eurogamer. Retrieved 1 September 2017. ^ "Online Service Updates." Electronic Arts. Archived from the original on 1 March 2010. Retrieved 11 August 2015. ^ (EN) UK Charts: NFSU2 entra in the record books. Eurogamer. Retrieved 1 September 2017. ^ "Online Service Updates." Electronic Arts. Archived from the original on 1 March 2010. Retrieved 11 August 2015. ^ (EN) UK Charts: NFSU2 entra in the record books. 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