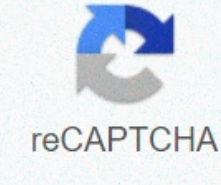




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Need for speed hot pursuit 2 soundtrack

2002 racing video game Need for Speed: Hot Chase 2Cover Art features Lamborghini MurieláagoDeveloper (s)EA Black BoxEA Seattle (GameCube, Xbox & Windows)Publisher(s)EA GamesProducer(s)David C. HooperRichard MulStefan Q. WesselsDesigner(s)William HoSeriesNeed for SpeedPlatform(s)PlayStation 2, GameCube, Xbox, Microsoft WindowsReleaseGameCube, PlayStation 2 & XboxNA: October 2, 2002EU: October 25, 2002Microsoft WindowsNA: October 21, 2002EU: November 8, 2002Genre(s)RacingMode(s)Single-player, multiplayer Need for Speed : Hot Pursuit 2 is a 2002 racing video game, the sixth installment in need for Speed and the sequel to 1998's Need for Speed III: Hot Pursuit. It was developed by EA Black Box for PlayStation 2, and EA Seattle for GameCube, Xbox and Windows. It contains cars of different manufacturers of high performance and exotic cars. Players can compete in races using these cars or choose to play as a police officer and follow the chaser. The game features several popular recording artists from his time such as Uncle Kracker, The Humble Brothers and Hot Action Cop. Need for Speed: Hot Pursuit 2 received generally favorable reviews on PS2 and Xbox, while PC and GameCube versions received mixed or average reviews, according to a review by aggregator Metacritic. In 2002, the game was awarded console racing game of the year at the 6th World Cup. Gameplay Player looking for a chaser, having called for reinforcements in the form of an additional police unit. Need for Speed: Hot Pursuit 2 is a racing game focusing on avoiding police and over-the-top courses with long shortcuts. It primarily draws from the game and style of one of its predecessors, Need for Speed III: Hot Pursuit. Two primary game modes are offered: the World Racing Championship, in which a player competes against other drivers in a series of races, and hot pursuit ultimate racer, which adds police to racing. In the latter, players must finish racing while also avoiding capture. There are several à la carte race types in Hot Pursuit 2. Delivery is timed from point to point dash, with police in pursuit. This is similar to the delivery mission at Porsche Unleashed as the police chase makes it more challenging. A sprint is a point-to-point race where competitors try to get from one end to the other before a rival. Time Trial gives players three rounds at the level with the aim of winning the necessary time to win a gold, silver or bronze medal. Lap Knockout eliminates the last runner in each round until one player remains the winner. The knockout follows a similar principle, but eliminations are made to the last runner at the end of each race. Races are usually limited to a certain class of car. Faster cars are used near the end of Championship and Ultimate Racer modes. The player also has the option to like a cop trying to arrest speeders. The player must disable the speeding to disable it, similar to a PIT manoeuvre. The player must turn on the lights and sirens while in pursuit. As a police officer, the player can call a barricade, additional units, spikes and ask for helicopter assistance to help chase the targeted vehicle. At the end of each event, the player is assigned for the number of arrests. PlayStation 2 version, this mode is called You're the Cop mode, while in versions of Windows, GameCube and Xbox it is called Be the Cop. The game contains cars of various manufacturers. One or more cars are available from the following manufacturers: Aston Martin, BMW, Chevrolet, Dodge, Ferrari, Ford, HSV, Jaguar, Lamborghini, Lotus, McLaren, Mercedes-Benz, Opel, Porsche and Vauxhall Motors. Many vehicles have a police variant that can be unlocked for their mode. Hot Pursuit 2 also features Need for Speed Edition cars, which are upgraded versions of some of the stock vehicles. [1] The races take place in four environments that differ in atmosphere, each with several unique courses. Courses in the environment are created by different roads that are connected or separated by road blocks. The fictional tropical island, reminiscent of Hawaii, is the most complex setting; the trail passes through the city, as well as near volcanoes, waterfalls, beaches, rainforests and two villages. The coastal forest environment resembles the Washington coast because of its forest and nature. A Mediterranean coast reminiscent of Greece because of its stadium and a building reminiscent of the Parthenon. In the end, so-called Alpine environments reminiscent of Alaska are more homogeneous, with little variation other than the occasional short cut. The PlayStation 2 version also features a desert environment resembling Arizona's Sonoran Desert that sometimes has thunderstorms in the North American Monsoon. The PlayStation 2 version had no career mode. Instead, there is a dotted system in which cars are bought from winning races. Points are determined by laps guided and final positioned. In a championship and hot pursuit, extra points are awarded if a medal is won. If the tree is complete, additional bonus races are unlocked. These races include the toughest competitors and the hardest tracks. For multiplayer mode in the Windows version, players can host a game server for LAN or online gaming. In addition, the GameSpy internet matchmaking system can be used to publish and locate such servers. Development As with other games in the Need for Speed series, Hot Pursuit 2 has real-world cars including a Mercedes-Benz CLK GTR (pictured). Different versions of the game are produced for each game platform; Xbox, GameCube, and Microsoft Windows versions were in EA Seattle, a subsidiary of EA Canada, while the PlayStation 2 version was developed by EA Black Box in Vancouver, British Columbia, Canada. [2] PlayStation 2 was the main console during development, and because of this, there are several differences between it and other versions of the game. [1] It is powered by the EA Graphic Library (EAGL), which has been used in several other Need for Speed games, as well as driving sequences for James Bond 007: Nightfire and James Bond 007: Agent Under Fire. [3] [4] It was launched in October 2001. [5] Hot Pursuit 2 was also present at the electronic art stand during the E3 2002 [6] [7] Many of the cars featured in the game were not available on the world market until close to the game's exit. For this reason, they modeled the cars by mapping the photos to the front, top and side planes of the art program used. 3D artists then extrapolated the shape from these references. [8] Consultants, such as stuntmen, were brought in to help the team understand how drivers and vehicles would behave in day-to-day situations. This in turn allowed the team to deploy AI runners more efficiently. Motion capture was used to animate characters during arrest sequences. [8] Towards the end of development, Electronics Arts found that only the PlayStation 2 version would receive features such as desert courses and mirror tracks, as they were added late in development and there was not enough time for EA Canada to prepare these assets on other platforms. [9] Hot Pursuit 2 is the first Need for Speed game to feature licensed rock music, along with techno music composed by contract artists. The game features several popular recording artists from his time such as Uncle Kracker, The Humble Brothers and Hot Action Cop. The game's soundtrack consists of eight vocal rock songs and seven instrumental rock and electronic songs, all accelerated with elements of grunge, hip-hop and rap. Vocal songs are also found in another, instrumental version. In The Be the Cop and Hot Pursuit modes, instrumental versions replace vocal ones, which avoids blur police radio messages with song lyrics. In the PlayStation 2 version, there is a possibility to change whether certain songs are played in normal races, hot chase races, game menus or not played at all. The Xbox version also provides custom audio recordings. Prijemi prijemAggregate scoreAggregatorScoreGCPPSPS2XboxMetacritic68/100[43]7/3100[44]89/89100[43]7/3100[44]89/89100[45]75/100[46]Pregled rezultataPublicationScoreGCPPSPS2XboxAllGameN/AN/A[11]N/AEGM6 5/10[12]N/A9.17/10[13]7/10[14]EurogamerN/AN/A8/10[15]N/AGame Informer7.5/10[16]N/A8.75/10[17]8.5/10[18]GameProf[19]N/A[20] [21]GameRevolutionN/AN/A--[22]N/AGameSpot7.2/10[23]7.2/10[24]8.5/10[25]7.2/10[26]GameSpy7[28][29][30]GameZone7.5/10[31]7.7/10[32]N/A7.8/10[33]GN7.3/10[34]N/A9/10[35]7.1/10[36]Nintendo (U.S.) N/AN/A[38]N/AOXM (US)N/AN/AN/A7.9/10[39]PC Gamer (US)N/A68%[40]N/AN/ABBC Sport80%[41]N/AN/AN/AMaximN/AN/A[42]N/A Speed Need: Hot Chase 2 received generally favorable reviews on PlayStation 2 and Xbox. [45] [46] while versions of Windows and GameCube received mixed or average reviews, according to a review by aggregator Metacritic. [43] [44] In 2002, the game was awarded Console Racing Game of the Year[47] at the 6th Annual Interactive Achievement Awards. It was the runner-up for GameSpot's annual Best Driving Game on GameCube award, which went to NASCAR: Dirt to Daytona. [48] The game received praise during its E3 debut and before its release. GameSpot's Jeff Gerstmann noted that fans of the original Hot Pursuit are likely to find a lot to like about Hot Pursuit 2 when it's delivered. David Smith of IGN praised the return to police pursuit action. He stated that Black Box immediately returned to the best game in the Need for Speed series (c'mon, it was) and decided to create a sequel. [6] Maxim gave playstation 2 a perfect five out of five stars and stated that it not only gives you the keys to more than 20 exotic cars, but also gives you the unsurpassed joy of leaving traffic cops in the dust. [42] Entertainment Weekly gave Game B+ and stated: Killer air strikes, intense chases and a rock-infused soundtrack make for a heart-pounding ride. [49] BBC Sport gave the GameCube version an 80% rating and stated that with a lot of racing challenges it should have a decent amount of longevity, but their repetitive nature can grate for some. [41] AllGame also gave the PlayStation 2 version a four-star rating of five and said it offers an impressive amount of arcade-style entertainment enhanced by the number and variety of courses, challenging Hot Pursuit mode and excellent vehicle lineup. [11] The successor at the EA conference for E3 2010 was announced and shown to have presented a new need for speed, called Need for Speed: Hot Pursuit. It was developed by Criterion Games, developers of the Burnout franchise. The game is considered a reboot of the sub-series, and was released on November 16, 2010 in North America, and on November 19, 2010 in Europe. References ^ Differences between the PlayStation 2 version of the game and all other versions are described in Gameplay ^ Ajami, Amer (July 25, 2002). Need for Speed: Hot Pursuit 2 Preview. Gamespot. Date: 31 July 2019 ^ Electronic Arts: Black Box - Profiles. EA Black Box. Archived from the original 16. Returned August 6, 2015. ^ James Bond 007: Night Fire. The floor of the cutting room. ^ ^ ^ a b Smith, David (23 May 2002). E3 2002: Hot Pursuit 2. IGN. returned on 8 July 2019. ^ a b Jeff (May 23, 2002). E3 2002Nest for speed: Hot chase 2 appearances. Gamespot. Ju july 2019 ^ a b NFS Hot Pursuit 2 - Making of. Electronic Arts. ^ ^ Bedigian, Louis (October 11, 2002). Need for speed: Hot chase 2 - PS2 - review. GameZone, gamezones. Archived from original 5. 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