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## [Need for Speed III: Hot Pursuit Cheats, Unlockables and Easter Eggs \(PC\)](#)

*Old-school cop chases in one of the best games in the series*

**Need for Speed** III: Hot Pursuit (also known as Over Drivin' III: Hot Pursuit in Japan) is a 1998 racing video game, developed by Electronic Arts Canada and published by Electronic Arts. It is the third major title in the Need for Speed series, significantly returning police pursuits as a major part of gameplay. Hot Pursuit remains focused in racing using exotic sports cars, but features races that primarily take place in locations within North America, including varied settings and climates. In addition, police AI is significantly improved over its predecessor, utilizing several tactics to stop both the player and opponent. With police pursuits reintegrated into the game, Hot Pursuit's gameplay now consists of two categories. The first encompasses standard racing, as it has been in its predecessors, The **Need for Speed** and Need for Speed II, in which the player is allowed to race against one (including split-screen races) or seven other racers in normal circuit racers, knockouts, or tournaments (which allow the player to unlock bonus vehicles and a bonus track). **Cheats****All Cars**To receive all cars, type allcars at the main menu.**All cars go faster**To make all the cars go faster in Single Race mode, type in: Madland**Cheat Mode**Before starting a race, enter one of the following codes at any of the menus to enable the respective cheat: EFFECT: Coloured cars mode CODE: ckjones EFFECT: CLK GTR bonus car CODE: merc EFFECT: Diablo pursuit car CODE: dcop EFFECT: El Nino pursuit car CODE: elnino EFFECT: El Nino bonus car CODE: ecop EFFECT: Empire City track CODE: empire EFFECT: Enable all cars CODE: gofast EFFECT: Fast car in single race mode CODE: gofast EFFECT: Jaguar XJR-15 and all secret police pursuit cars CODE: newcars EFFECT: Jaguar XJR-15 bonus car CODE: jag EFFECT: Police yell comments during chase CODE: bullhorn EFFECT: Race with more traffic on the road CODE: rushhour EFFECT: race in manual transmission as if it were an automatic CODE: monkey EFFECT: All pursuit mode cars CODE: macr EFFECT: Voice on radio in single player mode CODE: 43 EFFECT: BMW 5 Series CODE: go04 EFFECT: Cargo Truck CODE: go03 EFFECT: Ford Fullsize Van CODE: go08 EFFECT: Jeep Cherokee CODE: go07 EFFECT: Range Rover CODE: go11 EFFECT: Range Rover Cop Car CODE: go20 EFFECT: Mazda Miata CODE: go01 EFFECT: School Bus CODE: go12 EFFECT: Sedan CODE: go16**Unlock Jaguar XJR-15** Win the Beginner Tournament to unlock the Jaguar XJR-15. **Unlock Mercedes CLK-GTR** Win the Expert Tournament to unlock the Mercedes CLK-GTR.**Easter Eggs****Titanic ship in Aquatica**When racing in Aquatica in Forward Direction, there is a dark seaside area close to the hairpin turn known as the "Orchard Hairpin". If you stop your car here and keep observing the ocean, you will find the Titanic ship sailing across the ocean after regular intervals of time.Here's a neat NFS III: Hot Pursuit race on a snowy track: