
How do i find the unlock code for split second velocity...

Overview Split/Second is a cinematic racing simulation video game produced and distributed by Electronic Arts. Split/Second is an arcade racing game with vehicle physics and a variety of aspects including time attack mode, a market, dangerous obstacles and split screen multiplayer. A number of racing games have been compared to Split/Second, including Need for Speed: Hot Pursuit and Project Gotham Racing. Gameplay Split/Second is a racing game that was originally designed to emulate, and in some ways surpass, the extreme sports. Split/Second features extreme conditions such as wind, rain, cold, and heat. There are over 30 cars, including a number of licensed cars. The game can be played in single-player and multiplayer modes. The player can unlock 13 other cars and a variety of tracks. The game features a stunt system, a weather system, and a realistic simulation of racing for different conditions. The game also features a market, where players can sell their gear for points. The game also features split screen multiplayer mode and time attack mode where the player can "chase" other racers. The game also features "Get in the Shot" mode, which allows the player to gain as much notoriety as possible by being in the best position to react to happenings in the race. The game allows the player to use their mobile phone as a touch pad to direct their vehicle, in case they're having trouble steering. Development Split/Second was designed by Simogo and published by EA subsidiary Zevrix. Split/Second was released in 2001, and received the Entertainment and Sports Software Association's 2001 "ESSA Sports" award. The original budget for the game was US\$3 million. Computer and video games journalist Paul Cridland said Split/Second "offers the best possible driving experience." IGN journalist Richard Lee said the game's physics engine was the most realistic and the "high water mark for game physics ever". GameSpot journalist Scott Steinberg said the game's physics engine "has the easiest physics in any racing game... All that being said, Split/Second will still push cars and drivers to the absolute limit." In a 2010 article by journalist Erik Wolpaw, he wrote that he liked Split/Second because of its physics and the ridiculous stunts. GamesRadar journalist Matt Bertz said that the game's physics engine "makes the car feel more like a car... [and] makes hard cornering both a challenge and a thrill." A

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