

GT Advance Championship Racing FAQ

by Kintaro

Updated to v1.2 on Feb 16, 2002

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Note: Best viewed under Notepad; Word Wrap on; minimum of about 70 chars width.

** Section A: AUTHOR'S NOTES **

- I. Foreword
 - A. Copyright Info
 - B. Version Info
 - C. Credits
- II. Introduction
 - A. Game Modes
 - B. Controls
- III. Tips/Stategies
 - A. Picking The Car
 - B. Drifting and Brake Techniques
 - C. Tips and Tricks
 - D. Do's and Don'ts
 - E. Password (Full Unlock)

** Section B: GTA ALL DATA REFERENCE **

- IA. GTA Beginning Car List
- IB. GTA Prize Car List
- IIA. GTA Track List (Summary)
- IIB. GTA Track List (Detailed)
- III. GTA Upgrade Parts List
- IV. GTA Carlist

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S E C T I O N   A  
AUTHOR'S NOTES  
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I. Foreword  
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A. Copyright Info

This FAQ/Document is Copyright 2001 Alexei Rivera. This FAQ is for private and personal use only. It cannot be reproduced by any means without prior notice and acknowledgement of the author. This FAQ cannot be used for profitable purposes.

As of today, three sites will host this FAQ, namely:

- www.gamefaqs.com
- www.neoseeker.com
- www.a2zcheats.com

If you're reading this FAQ elsewhere it means they have plagiarized the author's work. Please contact the author and tell him that.

B. Version Info

- v 1.2 - (2/16/02)
 - Fixed some spelling errors
 - All cars now have thier respective Top Speeds listed
 - Updated some stuff here and there
 - Note: This may be one of the last updates I may do apart from adding an entire walkthrough of the entire Championship mode. So if you need anything else related to this game except cheats then e-mail me and tell me what needs to be updated.
- v 1.0 - (9/29/01)
 - Added large GTA Reference Database
 - Some cars have been listed their Top Speeds (tested by yours truly; out of curiosity)

C. Credits

Thanks to: Nintendo - for creating great handheld consoles ever since they made the original GameBoy

MTO and THQ - nice game; I'm hoping for GTA II!

Me - for taking time to make a FAQ (My first BTW)

YOU - Thanks for reading this! GTA is a great game! ENJOY!

Gamefaqs, Neoseeker, and A2ZCheats - for hosting my FAQ!

II. Introduction

A. Game Modes

1. CHAMPIONSHIP - This is the main single player mode of the game. In Championship, you race certain tracks in a certain difficulty to win extra tracks, bonus car tune-up parts, or bonus cars. Whenever I talk about something, assume that its in CHAMPIONSHIP mode unless otherwise stated. (The other modes doesn't need much mention.)
2. QUICK RACE - This starts a quick race. You can only use the cars available to you in the Championship mode. Which means you have to unlock other cars, parts and tracks to be able to see them available in this mode.
3. TIME ATTACK - This is a single car race. You try to break the records of a certain track. You can only use the cars available to you in the Championship mode. Which means you have to unlock other cars, parts and tracks to be able to see them available in this mode.
4. PRACTICE - This starts a practice course. (Wide area where you can speed up and practice.) You can only use the cars available to you in the Championship mode. Which means you have to unlock other cars, parts and tracks to be able to see them available in this mode.
5. ??? / EXTRA 1 - Unlockable only once you finish Beginner's, Middle and High Speed Classes with all Gold Medals. Lets you race with Go-Karts. Multiple colors to choose from. ;)
6. ??? / EXTRA 2 - Unlockable only once you finish Beginner's, Middl, High Speed and Professional Classes with all Gold Medals. Lets you race with F1 racer cars.
7. VS - Lets you fight another sentient player. You can only use the cars available to you in the Championship mode. Which means you have to unlock other

cars, parts and tracks to be able to see them available in this mode. (No Trading! This isn't Pokemon!)

B. Controls

Note: These controls are in-game controls. The in-menu controls are pretty easy to figure out for yourself.

BUTTON	ACTION
1. Up	No Action
2. Down	No Action
3. Left	Steer Left
4. Right	Steer Right
5. A Button	Accelerate
6. B Button	Brake
7. L Button	Shift Down
8. R Button	Shift Up
9. Select	No Action (Not Sure)
10. Start	Menu

III. Tips and Tricks

A. Picking A Car

Picking an initial car in GTA probably a little hard because its difficult to compare certain cars without listing them. Thats why I have the cars listed in the Reference Area so you can look up cars' stats. Take a look at the Beginning Car list. You start Championship Mode with these cars and can select them immediately. Priorities in picking a car varies. For me, Top Speed and Acceleration are key factors. Finding a car with a balance between being fast and having good Handling is pretty tough. Most often that not they are inversely proportional. The faster the car, the less maneuverable. Anyway, I've listed the averages of the cars after their names. Mind you this number is not conclusive of the car's performance. This is just a quick evaluation of the car. My suggestions for choice of cars are:

1. Beginner's Class - SILVIA (PS13) - 20 pts. - this car has the best average in the beginning car list. It doesn't disappoint.
2. Middle Class - SILVIA (PS13) - 20 pts. - like I said. Good car. The car will be at par at whatever prize car you may get. Use it if you want or switch to another good car.
3. High Speed Class - RX-7 (FD3S) - Switch to this immediately when you get it. I'd probably call this car the best car in the game but obviously it's average has been outdone by the IMPREZA WRX STi (GDA) - 20 2/3 pts.
4. Professional Class - RX-7 (FD3S) - As I've said the RX-7 is probably your best bet in the game. Once you get the IMPREZA WRX STi (GDA) - 20 2/3 pts., you may want to switch to that, but I still prefer the handling of the RX-7. (Probably because the IMPREZA is 4WD?)

B. Drifting and Brake Techniques

GTA is not a kiddie game. Its not a game where you hold on the accelerator button forever and press the direction buttons until you get to the finish line. You also don't try to pick up prizes in the middle of the road to shoot anyone with. It is a serious race game. That said, I can now tell you that you should not hold on to your accelerator button forever. There will be turns that will force you to press your B Button once in a while (yes the B Button is the brake button, great huh) or sometimes you may even have to let go of your precious little accelerator button and hold a full on brake. The trick is to

recognize which turns require which technique. Here are a few of my turning techniques: (Use an FR car if possible, its up to you to know which ones are. The SILVIA (PS13) and RX-7 (FD3S) are both FR cars.)

1. Hold Accelerate + Pump Brake - For easy to about 90 degree turns. Basically you enter the turn at full Accelerator, turn, then pump the brake once in a while to get a good control of the car. (Pumping the Brake will make the car turn faster.)

2. Hold Accelerate + Hold Brake - For slightly harder turns. Enter the turn at full Accelerator, then press and hold the Brake key while turning. If you do this successfully, your car's rear end will whiplash and get you to a good angle before you hit the guardrails.

3. Full Brake - For U-turns mostly. (Especially in winding maps) The U-turns in most Winding maps are very tight and with no allowance in between. So when enter the corner, release your Accelerator and press and hold your Brake key. Then turn your car with the remaining momentum. (Theres an alternative method, where you only press brake while exiting the turn.)

C. Rocket Start

It is possible to get a speed boost on "GO"; I call this technique the Rocket Start. Basically if your car is revved up at about 7000 to 7500 RPM on Go, you will 'Rocket Start' and gain a lot of speed quickly. This is a great opportunity to overtake the two cars directly in front of you. Tip: On most cars, pressing and holding the Accelerator after the second yellow light has lit is the best way to get a Rocket Start.

D. Do's and Don'ts

1. Don't go off the road - Leaving the main racetrack road (and going to the grass) will slow you down dramatically. (Max of 48 Mph on grass)

2. Don't hit the guardrail - Some tracks have guardrails and no grass. Hitting the guardrail will cause a terrible decrease in speed and change in direction.

3. Don't hit other cars - You may think that bumping slow cars is ok since you are fast enough to overtake them anyway. Well you're thinking wrong. Bumping cars is only gonna make you bump backwards with decreased speed, hitting the guardrail too in most cases.

4. Do overtake the last two cars in the game ASAP - The two losers in the back are the most annoying cars in the game. They will always bump into you, which you already know is very bad. Rocket Start and overtake the two losers As Soon As Possible!

5. Do upgrade your car everytime you recieve a tune up - Having a highly tuned car is key to getting quick and effective victories. If you switch cars, remember to check its tuning to see if it lacks any upgrades.

6. Don't settle for anything less than a Silver Medal - Getting a Silver Medal or better will get you car tune-up parts. Even if you only got silver, tune-up your car and go back into the same race with a slightly better car!

E. Password (Full Unlock)

This password will unlock all cars/tracks/parts of the game. You agree that by using this code, you are depriving yourself of all the enjoyment of actually playing the game and beating the game by yourself. Using this code means that you accept that you are spoiling the game and thereby making the money that you used on buying the game be absolutely worthless. Anyway, if you've already beaten the game totally, you can freely use this code.

Password - 3zP5 R!MR PndR \$ZF8

I won't post any cheat codes because thats even more disgusting than using another person's passcode.

SECTION B
GTA ALL DATA REFERENCE

Note: Some of the data in the references overlap, but one chart is usually better than the other at finding whatever it is that you wish to find in the reference.

IA. GTA Beginning Car List

Note: These are the cars you start with in Championship Mode. The numbers after the name of the car is its average rating. Higher is Better.

A. DAIHATSU

1. MOVE (GPSX2) - 17 pts.

B. HONDA

1. CAPA (GA4) - 15 1/3 pts.
2. CIVIC TypeR (EK9) - 16 2/3 pts.

C. MAZDA

1. MX-5 Miata (NB8C) - 17 2/3 pts.

D. MITSUBISHI

1. FTO (DE3A) - 17 pts.

E. NISSAN

1. MARCH (AK11) - 15 pts.
2. SILVIA (PS13) - 20 pts.
3. 180SX (RPS13) - 19 2/3 pts.

F. SUBARU

1. IMPREZA WRX STi version VI (GC8) - 19 2/3 pts.

G. SUZUKI

1. wagonR RR (MC21S) - 18 pts.

H. TOYOTA

1. Vitz (SCP10) - 17 pts.
2. SPRINTER TRUENO (AE86) - 16 1/3 pts.
3. MR2 (SW20) - 19 pts.
4. ALTEZZA (SXE10) - 17 1/3 pts.

IB. GTA Prize Car List

Note: These are the cars you win in Championship Mode. The numbers after the name of the car is its average rating. Higher is Better.

A. DAIHATSU

1. midget II (K100P) - 15 pts.

B. HONDA

1. ACURA INTEGRA TypeR (DC8) - 16 2/3 pts.
2. S2000 (AP1) - 17 pts.
3. ACURA NSX (NA2) - 20 pts.

C. MAZDA

1. MX-5 Miata (NA8C) - 17 1/3 pts.
2. RX-7 (FC3S) - 19 1/3 pts.
3. RX-7 (FD3S) - 20 pts.

D. MITSUBISHI

1. LANCER GSR Evolution III (CE9A) - 19 1/3 pts.
2. LANCER GSR Evolution VI (CP9A) - 20 pts.
3. GTO (Z16A) - 19 1/3 pts.

E. NISSAN

1. CUBE (AZ10) - 17 pts.
2. SILVIA (S14) - 19 2/3 pts.
3. SILVIA (S15) - 19 1/3 pts.
4. SILEIGHTY (RPS13) - 20 pts.
5. SKYLINE GT-R (BNR32) - 19 2/3 pts.
6. SKYLINE GT-R (BCNR33) - 19 2/3 pts.
7. SKYLINE GT-R (BNR34) - 20 1/3 pts.
8. Fairlady Z (Z32) - 19 2/3 pts.

F. SUBARU

1. IMPREZA WRX STi (GDA) - 20 2/3 pts.
2. LEGACY B4 (BE5) - 19 2/3 pts.
3. LEGACY Touring Wagon (BH5) - 18 2/3 pts.

G. SUZUKI (None)

H. TOYOTA

1. bB (NCP31) - 16 2/3 pts.
2. COROLLA LEVIN (AE86) - 16 1/3 pts.
3. MR2 (AW11) - 17 1/3 pts.
4. MR-S (ZZW30) - 19 1/3 pts.
5. CELICA (ST205) - 19 2/3 pts.
6. CELICA (ZZT231) - 17 pts.
7. MARK II TourerV (JZX90) - 19 1/3 pts.
8. CHASER TourerV (JZX100) - 19 1/3 pts.
9. Supra (JZA70) - 19 2/3 pts.
10. Supra (JZA80) - 19 2/3 pts.
11. ARISTO (JZS161) - 19 2/3 pts.

IIA. GTA Track List (Summary - Arranged by Type)

TRACK NAME	DIFFICULTY
A. Circuit	
1. HORNET	Beginner's Class
2. BULLET	Middle Class
3. BIG TRAP	Middle Class
4. DRIFT PARK	High Speed Class
5. ROUGH	High Speed Class
6. FOX	Professional Class
7. FREE SPEED	Professional Class

B. Winding	
1. CROSS	Beginner's Class
2. SPEEDSTAR	Beginner's Class
3. TURNPIKE	Middle Class
4. CAUTION	Middle Class
5. DOGLAKE	High Speed Class
6. SKYLINE	Professional Class
7. WILD BOAR	Professional Class

C. Highway	
1. NIGHTWALK	Beginner's Class
2. BAYSIDE	Beginner's Class
3. FREEWAY	Middle Class
4. OUTBURN	High Speed Class
5. STARDUST	High Speed Class
6. BLACK EYE	Professional Class

D. City	
1. MAIN STREET	Beginner's Class
2. DASH	Middle Class
3. RUNNING FREE	Middle Class
4. YELLOW POST	High Speed Class
5. GOOD LINE	Professional Class
6. BARRACUDA	Professional Class

E. Dirt	
1. ZERO	Beginner's Class
2. HALFDUMP1	Beginner's Class
3. DIRT PARK	Middle Class
4. RESPONSE	High Speed Class
5. INLINE FOUR	High Speed Class
6. HALFDUMP2	Professional Class

IIB. GTA Track List (Detailed - Arranged by Class)

A. BEGINNER'S CLASS

1. Circuit-1 HORNET

Type - Circuit; Daytime; Dry Road
Prize/s - Special FILTER
Honda ACURA INTEGRA TypeR (DC8) - 16 2/3 pts.

2. Winding-1 CROSS

Type - Winding; Nighttime; Dry Road
Prize/s - N/A
Nissan CUBE (AZ10) - 17 pts.

3. Highway-1 NIGHTWALK

Type - Highway; Nighttime; Dry Road
Prize/s - Special CPU
Toyota bB (NCP31) - 16 2/3 pts.

4. City-1 MAIN STREET

Type - City; Daytime; Dry Road
Prize/s - N/A
Toyota COROLLA LEVIN (AE86) - 16 1/3 pts.

5. Dirt-1 ZERO

Type - Dirt; Daytime; Dry Road
Prize/s - Steel MUFFLER
Toyota MR-S (ZZW30) - 19 1/3 pts.

6. Highway-2 BAYSIDE

Type - Highway; Daytime; Dry Road
Prize/s - N/A
Toyota MARK II TourerV (JZX90) - 19 1/3 pts.

7. Dirt-2 HALFDUMP1

Type - Dirt; Daytime; Dry Road
Prize/s - Springs SUS.
Nissan SILVIA (S14) - 19 2/3 pts.

8. Winding-2 SPEEDSTAR

Type - Winding; Sunset; Dry Road
Prize/s - Special AERO.
Daihatsu midgetII (K100P) - 15 pts.

B. MIDDLE CLASS

1. Circuit-2 BULLET

Type - Circuit; Daytime; Dry Road
Prize/s - Light Tune ENGINE
Nissan SKYLINE GT-R (BNR32) - 19 2/3 pts.

2. Winding-3 TURNPIKE

Type - Winding; Sunset; Dry Road
Prize/s - N/A
Toyota CELICA (ZZT231) - 17 pts.

3. Highway-3 FREEWAY

Type - Highway; Daytime; Dry Road
Prize/s - Special GRIP
Honda S2000 (API) - 17 pts.

4. City-2 DASH

Type - City; Nighttime; Dry Road
Prize/s - N/A

Toyota CELICA (ST205) - 19 2/3 pts.

5. Dirt-3 DIRT PARK

Type - Dirt; Daytime; Dry Road

Prize/s - Stainless MUFFLER

Mitsubishi LANCER Evolution VI (CP9A) - 20 pts.

6. Circuit-3 BIG TRAP

Type - Circuit; Daytime; Wet Road

Prize/s - N/A

Nissan SILVIA (S15) - 19 1/3 pts.

7. Winding-4 CAUTION

Type - Winding; Nighttime; Dry Road

Prize/s - Sports SUS.

Toyota CHASER TourerV (JZX100) - 19 1/3 pts.

8. City-3 RUNNING FREE

Type - City; Nighttime; Dry Road

Prize/s - Middle Tune ENGINE

Mazda RX-7 (FD35) - 20 pts.

C. HIGH SPEED CLASS

1. Circuit-4 DRIFT PARK

Type - Circuit; Sunset; Dry Road

Prize/s - Special WEIGHT

Mitsubishi LANCER GSR Evolution III (CE9A) - 19 1/3 pts.

2. Winding-5 DOGLAKE

Type - Winding; Daytime; Dry Road

Prize/s - N/A

Nissan SKYLINE GT-R (BCNR33) - 19 2/3 pts.

3. Highway-4 OUTBURN

Type - Highway; Daytime; Wet Road

Prize/s - Titanium MUFFLER

Toyota SUPRA (JZA80) - 19 2/3 pts.

4. City-4 YELLOW POST

Type - City; Nighttime; Wet Road

Prize/s - N/A

Subaru LEGACY B4 (BE5) - 19 2/3 pts.

5. Dirt-4 RESPONSE

Type - Dirt; Daytime; Dry Road

Prize/s - Race SUS.

Honda ACURA NSX (NA2) - 20 pts.

6. Circuit-5 ROUGH

Type - Circuit; Nighttime; Wet Road

Prize/s - N/A

Mitsubishi GTO (B16A) - 19 1/3 pts.

7. Highway-5 STARDUST

Type - Highway; Nighttime; Wet Road

Prize/s - Full Tune ENGINE

Mazda MX-5 Miata (NB8C) - 17 2/3 pts.

8. Dirt-5 INLINE FOUR
Type - Dirt; Daytime; Dry Road
Prize/s - Special SEAT
Nissan SKYLINE GT-R (BNR34) - 20 1/3 pts.

D. PROFESSIONAL CLASS

1. Circuit-6 FOX
Type - Circuit; Nighttime; Wet Road
Prize/s - N/A
Mazda RX-7 (FC3S) - 19 1/3 pts.

2. Winding-6 SKYLINE
Type - Winding; Daytime; Dry Road
Prize/s - N/A
Nissan Fairlady Z (Z32) - 19 2/3 pts.

3. Highway-6 BLACK EYE
Type - Highway; Nighttime; Wet Road
Prize/s - N/A
Subaru LEGACY Touring Wagon (BH5) - 18 2/3 pts.

4. City-5 GOOD LINE
Type - City; Daytime; Wet Road
Prize/s - N/A
Toyota ARISTO (JZS161) - 19 2/3 pts.

5. Dirt-6 HALFDUMP2
Type - Dirt; Daytime; Dry Road
Prize/s - N/A
Toyota MR2 (AW11) - 17 1/3 pts.

6. Circuit-7 FREE SPEED
Type - Circuit; Daytime; Wet Road
Prize/s - N/A
Nissan SILEIGHTY (RPS13) - 20 pts.

7. Winding-7 WILD BOAR
Type - Winding; Daytime; Dry Road
Prize/s - N/A
Toyota SUPRA (JZA70) -19 2/3 pts.

8. City-6 BARRACUDA
Type - City; Daytime; Dry Road
Prize/s - N/A
Subaru IMPREZA WRX STi (GDA) - 20 2/3 pts.

III. GTA Upgrade Parts List

Legend:

- H - Handling
- TS - Top Speed
- A - Acceleration

PART NAME	UPGRADE EFFECT	WHERE TO GET
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Handling - 6/13
Top Speed - 8/23 (158 Mph)
Acceleration - 8/10
Average - 15 1/3 pts.

2. CIVIC TypeR (EK9)

Handling - 8/15
Top Speed - 8/23 (158 Mph)
Acceleration - 10/12
Average - 16 2/3 pts.

3. ACURA INTEGRA TypeR (DC8)

Handling - 7/14
Top Speed - 8/23 (158 Mph)
Acceleration - 11/13
Average - 16 2/3 pts.

4. S2000 (AP1)

Handling - 7/14
Top Speed - 8/23 (169 Mph)
Acceleration - 12/14
Average - 17 pts.

5. ACURA NSX (NA2)

Handling - 7/14
Top Speed - 15/30 High Top Speed (191 Mph)
Acceleration - 14/16 High Acceleration
Average - 20 pts. Good Car

C. MAZDA

1. MX-5 Miata (NA8C)

Handling - 11/18
Top Speed - 6/21 (152 Mph)
Acceleration - 11/13
Average - 17 1/3 pts.

2. MX-5 Miata (NB8C)

Handling - 10/17
Top Speed - 8/23 (169 Mph)
Acceleration - 11/13
Average - 17 2/3 pts.

3. RX-7 (FC3S)

Handling - 8/15
Top Speed - 12/27 (170 Mph)
Acceleration - 14/16 High Acceleration
Average - 19 1/3 pts.

4. RX-7 (FD3S)

Handling - 7/14
Top Speed - 15/30 High Top Speed (179 Mph)
Acceleration - 14/16 High Acceleration
Average - 20 pts. Good Car

D. MITSUBISHI

1. FTO (DE3A)

Handling - 8/15
Top Speed - 8/23 (158 Mph)
Acceleration - 11/13
Average 17 pts.

2. LANCER GSR Evolution III (CE9A)

Handling - 8/15
Top Speed - 13/28 (173 Mph)
Acceleration - 13/15
Average - 19 1/3 pts.

3. LANCER GSR Evolution VI (CP9A)

Handling - 8/15
Top Speed - 14/29 (176 Mph)
Acceleration - 14/16 High Acceleration
Average - 20 pts. Good Car

4. GTO (Z16A)

Handling - 8/15
Top Speed - 14/29 (188 Mph)
Acceleration - 12/14
Average - 19 1/3 pts.

E. NISSAN

1. MARCH (AK11)

Handling - 18/25
Top Speed - 2/17 (141 Mph)
Acceleration - 1/3
Average - 15 pts.

2. CUBE (AZ10)

Handling - 16/23
Top Speed - 6/21 (152 Mph)
Acceleration - 5/7
Average - 17 pts.

3. SILVIA (PS13)

Handling - 10/17
Top Speed - 13/28 (173 Mph)
Acceleration - 13/15
Average - 20 pts. Good Car

4. SILVIA (S14)

Handling - 10/17
Top Speed - 13/28 (173 Mph)
Acceleration - 12/14
Average - 19 2/3 pts.

5. SILVIA (S15)

Handling - 8/15
Top Speed - 14/29 (188 Mph)
Acceleration - 12/14
Average - 19 1/3 pts.

6. 180SX (RPS13)

Handling - 10/17
Top Speed - 13/28 (173 Mph)
Acceleration - 12/14

Average - 19 2/3 pts.

7. SILEIGHTY (RPS13)

Handling - 10/17

Top Speed - 13/28 (173 Mph)

Acceleration - 13/15

Average - 20 pts. Good Car

8. SKYLINE GT-R (BNR32)

Handling - 8/15

Top Speed - 14/29 (176 Mph)

Acceleration - 13/15

Average - 19 2/3 pts.

9. SKYLINE GT-R (BCNR33)

Handling - 8/15

Top Speed - 14/29 (176 Mph)

Acceleration - 14/15

Average - 19 2/3 pts.

10. SKYLINE GT-R (BNR34)

Handling - 8/15

Top Speed - 15/30 High Top Speed (191 Mph)

Acceleration - 14/16 High Acceleration

Average - 20 1/3 pts. Better Car

11. Fairlady Z (Z32)

Handling - 8/15

Top Speed - 14/29 (176 Mph)

Acceleration - 13/15

Average - 19 2/3 pts.

F. SUBARU

1. IMPREZA WRX STi version VI (GC8)

Handling - 8/15

Top Speed - 13/28 (173 Mph)

Acceleration - 14/16 High Acceleration

Average - 19 2/3 pts.

2. IMPREZA WRX STi (GDA)

Handling - 10/17

Top Speed - 14/29 (188 Mph)

Acceleration - 14/16 High Acceleration

Average - 20 2/3 pts. Best Car

3. LEGACY B4 (BE5)

Handling - 8/15

Top Speed - 14/29 (176 Mph)

Acceleration - 13/15

Average - 19 2/3 pts.

4. LEGACY Touring Wagon (BH5)

Handling - 12/19

Top Speed - 13/28 (173 Mph)

Acceleration - 7/9

Average - 18 2/3 pts.

G. SUZUKI

1. wagonR RR (MC21S)
Handling - 16/23
Top Speed - 6/21 (152 Mph)
Acceleration - 8/10
Average - 18 pts.

H. TOYOTA

1. Vitz (SCP10)
Handling - 16/23
Top Speed - 6/21 (152 Mph)
Acceleration - 5/7
Average - 17 pts.

2. bB (NCP31)
Handling - 14/21
Top Speed - 6/21 (152 Mph)
Acceleration - 6/8
Average - 16 2/3 pts.

3. SPRINTER TRUENO (AE86)
Handling - 12/19
Top Speed - 8/23 (158 Mph)
Acceleration - 5/7
Average - 16 1/3 pts.

4. COROLLA LEVIN (AE86)
Handling - 12/19
Top Speed - 8/23 (158 Mph)
Acceleration - 5/7
Average - 16 1/3 pts.

5. MR2 (AW11)
Handling - 12/19
Top Speed - 8/23 (158 Mph)
Acceleration - 8/10
Average - 17 1/3 pts.

6. MR2 (SW20)
Handling - 8/15
Top Speed - 12/27 (170 Mph)
Acceleration - 13/15
Average - 19 pts.

7. MR-S (ZZW30)
Handling - 11/18
Top Speed - 12/27 (170 Mph)
Acceleration - 11/13
Average - 19 1/3 pts.

8. ALTEZZA (SXE10)
Handling - 11/18
Top Speed - 8/23 (169 Mph)
Acceleration - 9/11
Average - 17 1/3 pts.

9. CELICA (ST205)

Handling - 10/17
Top Speed - 13/28 (172 Mph)
Acceleration - 12/14
Average - 19 2/3 pts.

10. CELICA (ZZT231)
Handling - 10/17
Top Speed - 8/23 (169 Mph)
Acceleration - 9/11
Average - 17 pts.

11. MARK II TourerV (JZX90)
Handling - 8/15
Top Speed - 14/29 (176 Mph)
Acceleration - 12/14
Average - 19 1/3 pts.

12. CHASER TourerV (JZX100)
Handling - 8/15
Top Speed - 14/29 (176 Mph)
Acceleration - 12/14
Average - 19 1/3 pts.

13. Supra (JZA70)
Handling - 11/18
Top Speed - 12/27 (170 Mph)
Acceleration - 12/14
Average - 19 2/3 pts.

14. Supra (JZA80)
Handling - 8/15
Top Speed - 15/30 High Top Speed (191 Mph)
Acceleration - 12/14
Average - 19 2/3 pts.

15. ARISTO (JZS161)
Handling - 10/17
Top Speed - 13/28 (173 Mph)
Acceleration - 12/14
Average - 19 2/3 pts.

*** END OF FAQ ***