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--Choosing a Racer--
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There are a total of twelve drivers in the game. You will only start with seven though. Try all of them out and see which one you like best. All of the cars have the same speed, the only difference is their ability. Learn which ability you like the most and use that car. Race a few races and see if there's anybody that has an ability that you hate. You could also try driving with them so the computer won't be able to use that ability against you. Such as using Fat Cat because you don't like when he steals your money. A good beginner car is Throttle's car. It gives you a boost in acceleration whenever you're going slow enough. Use this just to learn how to turn. If you hit the wall, you will get back to speed quickly. The only downside is, you can't take it slow for a hard short cut. So I suggest using Throttle just for practicing turning. If you like money and you just want to build up your car quickly, go with Fat Cat. If you hate getting stuck in the smoke, use Spacewave. Or if you hate messing up because of Stingray's ability, use her. Just use whoever's ability you are most comfortable with.s

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---Staring a Race---
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First we will see how you begin a race. At the very beginning, you will see the lights set up. Watch them go from red, to yellow, to green. As fast as possible, hit A once it turns green. The computer's times will be random but they will be quick too. Try to learn how long it takes in between each light. Try to hit A right when you think it will turn green. If you do that you could get a time of 0.01 seconds. It's very difficult to do and needs a lot of concentration but it's possible. Make sure not to press A too early though, or you will start at the rear of the field.

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----Making Turns----
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There are a few different turns in tracks. The most common are ninety degree turns. They could be made without letting go of the accelerator but you could powerslide. Read more about powersliding in the next section. There are hairpin turns that will only be able to be made by powersliding. If you don't powerslide, you will just hit the wall. On very light turns, you could just adjust your car. Don't make anything too drastic because it won't be needed and could cause you to hit the wall.

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-----Powerslide-----
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Powersliding is a form of turning. It could be made by holding the brakes while turning. You will make the turn quicker and you will gain a little bit of a speed boost. This could be made around any turn but you don't want to use it too often. It can be helpful but it can also mess you up. If you do it wrong, you could just slide right into the wall making you slow down when you could have just made it easily without powersliding. Try not to use it too much when you are in a series of hairpin turns because you will find yourself sliding all over the place. This takes a lot of practice to master so that's exactly what you must do.

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-----Short Cuts-----
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Most short cuts will help you. However, there are a few that won't. Remember what tires you're using and look at the other possible route. It might not be that big of a short cut and it will be a lot worse if you don't have the right tires. A good way of finding short cuts are to just go into practice mode. Look around for anything that even looks like a short cut. Try it out and see how it helps. There are also a few tracks with numerous routes. Take all of them and see which one you are most comfortable with. The harder routes are usually faster but you have to be good.

=====
-----Buying Items-----
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Your first impulse will be to buy engine upgrade after engine upgrade, or going straight after weapons. That's not how you want to race. You should first get the first engine and turbo upgrades. After that, go after tires. They help A LOT. Buy the best tire of each category. After you have all of the GT tires, go back to buying engine and turbo upgrades. After that, you should go for brake upgrades. Then you could go for whatever you want. Then you have to learn which tires to use. To learn more about tires, look in the next section.

=====
-----Conditions-----
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Different weather and track conditions are a key to success. Look at the conditions before each race. First off, you want to look at the weather. If it's raining, use rain tires. If it's snowing, use snow tires. If it's sunny, you'll have to make a choice. It shows the track conditions in the same spot. The condition above the other (if there are two) will be more frequent. So you will want to use tires for that condition. For example, if it shows pavement, then dirt below, you will want Slick tires. If the dirt is above pavement, use the dirt tires. If it only shows one, then choose whatever tire corresponds with that condition.

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---Track Layouts---
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Look at the track layouts before a race. The color of the track will show what condition it is. Gray would be pavement, dirt is brown, and snow is white. Look at that and see where the most turns are in whichever condition. Use those tires if you think you will need them to grip better. You should also look where the roads are close because there could be a short cut there.

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----- 3. - Tracks -----
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ALPHA CIRCUIT	
_	
T Autobahn	
R Conditions - Pavement with sunny skies.	
A Difficulty - *	
C Short Cuts - When you are on the long straight-away when you go down and	
K left, there will be a bridge. Just after the bridge, you	

| ʘ could cut through the trees on the right side of the road. |
 | Things to - There's a lot of water in this track, mainly near the |
 | Know beginning and end of each lap so take it easy there. |
 | _ |
T	Gob Dam
R	Conditions - Pavement and dirt with a possibility of rain.
A	Difficulty - **
C	Short Cuts - Shortly after the dirt path and just before straightaway,
K	you will see a dirt path. It's very clear and obvious so it
ʘ is hard to miss. The beginning of this short cut is a little	
difficult to navigate through so be careful.	
Things to - Put on tires with better grip for pavement. There are a lot	
Know of tight and windy turns on the pavement, along with a few	
dirt paths.	
_	
T	Gasex
R	Conditions - Pavement with sunny skies.
A	Difficulty - **
C	Short Cuts - None
K	Things to - There's a river that you could fall into so be careful around
ʘ Know it. There are also a few widened turns so you don't have to	
waste as much speed.	
_	
T	Kahuna
R	Conditions - Pavement and dirt with sunny skies.
A	Difficulty - **
C	Short Cuts - Go straight right off of the finish line, you will drive off
K	a little ledge and land on a beach. Don't drive into the
ʘ water there. There is also another short cut in the second	
dirt path. In the turn just after the two jumps, you could	
cut through the turn in between the trees and rock.	
Things to - If you touch the lava by the volano, your car will catch on	
Know fire. That fire will do a little of damage to your car.	
_	
T	Vineyards
R	Conditions - Pravement and dirt with a possibility of rain.
A	Difficulty - **
C	Short Cuts - Right at the beginning, you will see a dirt path. Turn to the
K	left there and you will cut into a short cut. Jump over the
ʘ train and continue to the next road. There is another short	
cut by the tower in the northeast corner. You could squeeze	
in between the trees and tower.	
Things to - You could drive through the vegetable field at the start/	
Know finish line.	

GAMMA CIRCUIT

| _ |
T	Montana
R	Conditions - Snowy roads with the possibility of snow flurries.
A	Difficulty - **
C	Short Cuts - You will be making down hill S turns near the end of the
K	track. At the second to last turn, you will see a gap in the
ʘ trees. You could go in between them and land behind the	
ski lodge.	
Things to - There are a lot of downhill roads followed by a turn. Be	
Know careful because if you don't, you're going right into the	
wall.	
_	
T	Loggers

R	Conditions - Dirt and pavement with a possibility of rain.
A	Difficulty - ***
C	Short Cuts - You could cut through the trees near the end of the first
K	dirt path. You go just to the left of the last sign.
Y Things to - There's a lot of water in this track, especially on the	
Know outside of sharp turns so be careful and take the turns	
slowly.	

|_ |
|T| Lakeview |

R	Conditions - Pavement and dirt with a possibility of rain.
A	Difficulty - ***
C	Short Cuts - You will see a dirt path in the trees on the right side just
K	after the first hill. Go through that for a big short cut.
Y There is also another shortly after the first bridge that	
pass under. Make the two turns after that and you will see a	
dirt path in the trees. Go through it and make a jump. Jump	
over the road and you will go through another dirt path that	
works as a huge short cut.	
Things to - If you don't take the short cuts, the whole race will be on	
Know pavement. Use the slick tires for this race. There is also a	
small stream in the southwest corner of the track just past	
the short cut with the jump in it. Make sure not to fall in!	

|_ |
|T| Cactirun |

R	Conditions - Dirt and pavement with a possibility of rain.
A	Difficulty - ***
C	Short Cuts - None. There will be a point where you drive off a bridge, the
K	other half looks like a short cut but it's not so don't
Y waste your time!	
Things to - Use dirt tires for this track because there's only one short	
Know road that's pavement.	

|_ |
|T| Area 99 |

R	Conditions - Pavement and dirt with sunny skies.
A	Difficulty - ***
C	Short Cuts - After the dam will be a series of turns. After the second
K	turn, you could drive straight off the cliff. You will jump
Y a river and land in a quick dirt path.	
Things to - There is a little bit of water here but it's still possible	
Know to fall in. The one spot you should be the most careful by,	
is after the first hill. If you turn too late, you'll drive	
right into the water.	

| DELTA CIRCUIT |

|_ |
|T| The Point |

R	Conditions - Pavement and dirt with a possibility of rain.
A	Difficulty - **
C	Short Cuts - Right off the starting line, cut in between the lighthouse
K	and the trees. Drive along the cliff and get on the road at
Y the end. Make sure not to drive off the cliff though. Only	
take this short cut if you have really good dirt tires.	
Things to - There is water to the east of the start/finish line and in	
Know the short cut.	

|_ |
|T| Monastery |

R	Conditions - Pavement and dirt with a possibility of rain.
A	Difficulty - ***
C	Short Cuts - Just after the destroyed monatery, you will be on a cobble

|K| road. Look on the right side of the road for what looks like
|Y| a destroyed path. You could cut through that. |

| Things to - There is a river you have to drive by. In the road you drive |
| Know on will be some debris. If you hit it, you'll most likely go |
| into the water so be careful. |

|_ |

|T| Resort |

|R| Conditions - Snowy roads with a possibility of snow. |

|A| Difficulty - *** |

C	Short Cuts - In the northern portion of the track, you will notice a snow
K	covered hill on the left side of the track. You could go up
Y	that and go along this path for a jump that will drop you on
the track up ahead.	

| Things to - There are a lot of obstacles on the actual track so be very |
| Know careful. There will be a hole in the first bridge and a few |
| barracades in random spots. |

|_ |

|T| Swamps |

|R| Conditions - Pavement and dirt with a possibility of rain. |

|A| Difficulty - *** |

C	Short Cuts - You will go up a hill just after the swamp. There will be a
K	path on the right side of the road. Take that and make a few
Y	jumps until you reach the very end. There's another jump you
could take just after the straight away. Look on the right	
side for a jump, immediately turn to the right so you could	
stay on the road.	

| Things to - You could very easily drive into the swamp so be careful. |
| Know |

|_ |

|T| Bridges |

|R| Conditions - Pavement and dirt with a possibility of rain. |

|A| Difficulty - *** |

C	Short Cuts - There are three routes you could take near the end. One is in
K	the middle, one is to the north, and one is to the south.
Y	The path to the north is definately the slowest. The other
two depends on your driving style. The middle path is good	
if you're not too good at turning. The south path is the	
best but it's the hardest, only take it with practice.	

| Things to - There is a lot of water just by the edge of the dirt path. |
| Know You could easily fall in if you took the first turn badly or |
| by just being careless. |

EPSILON CIRCUIT

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|T| Icewalk |

|R| Conditions - Snowy roads with a possibility of snow. |

|A| Difficulty - **** |

C	Short Cuts - You could take a jump at the beginning on the right side of
K	the track that'll skip a turn.
Y	There are two other short cuts in this track but you could
only one so I will list them both here:	

| In the northwestern portion, you will notice a snowy path to |
| the left. Go around and take that. Go down this hill and you |
| could drive off the cliff there for the other part of this |
| short cut. |

| In the northeastern portion, you will start going downhill |
| and making S turns. At the first turn, you could drive off a |
| that you will notice. Just turn to the left as you fall. |

| Things to - Learn which short cut you are better and more comfortable |

| Know with and take that one more often.
|_
|T| Oilspill
|R| Conditions - Pavement and dirt with sunny skies.
|A| Difficulty - ***
|C| Short Cuts - Just before the tank, you could squeeze in between the rocks.
|K| Shortly after that, you will see a dirt path on the top. Go
|Y up that path and jump over the road. Quickly slam on the
| brakes and turn to the right. Go through this path before
| the truck.
| Things to - They don't call this track Oilspill for nothing. There is oil
| Know scattered along the track all over the place so be careful.
|_
|T| Twins
|R| Conditions - Dirt roads with a possibility of rain.
|A| Difficulty - ****
|C| Short Cuts - Just after the second turn, you could drive off the cliff.
|K| Things to - You could drive in between the houses in the village section
|Y Know if you need to avoid weapons.
|_
|T| Shipyard
|R| Conditions - Pavement with a possibility of rain.
|A| Difficulty - **
|C| Short Cuts - None.
|K| Things to - You can't fall into the water in this track.
|Y Know
|_
|T| Ravine
|R| Conditions - Pavement and dirt with a possibility of rain.
|A| Difficulty - ****
|C| Short Cuts - None.
|K| Things to - There are a lot of rocks in the dirt so be careful while
|Y Know going downhill.

OMEGA CIRCUIT

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|T| Mines
|R| Conditions - Dirt roads with sunny skies.
|A| Difficulty - ****
|C| Short Cuts - None.
|K| Things to - There are a lot of obstacles scattered throughtout the track.
|Y Know There is also a lot of lava that you could easily drive
| into.
|_
|T| Gondola
|R| Conditions - Snowy roads with a possibility of snow.
|A| Difficulty - *****
|C| Short Cuts - You could cut through the trees after the tunnel. You could
|K| also go to the left of the bridge and make a jump to the
|Y next road.
| Things to - There are a lot of places where you could slide off a cliff
| Know and fall far behind.
|_
|T| Kongo
|R| Conditions - Dirt and pavement with a possibility of rain.
|A| Difficulty - ****
|C| Short Cuts - None.
|K| Things to - There are a lot of bridges so don't drive along the walls.
|Y Know

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|T| Canal
|R| Conditions - Dirt roads with a possibility of rain.
|A| Difficulty - *****
|C| Short Cuts - In the middle, you could go through two paths, take the
|K|                second path.
|Y| Things to - There are a lot of jumps scattered throughout the game so
|   Know                make your turns early.
|_
|T| Warstrike
|R| Conditions - Snowy roads with a possibility of snow.
|A| Difficulty - *****
|C| Short Cuts - You could drive off the right of the second bridge. There is
|K|                also a jump after the third bridge (the bridge after the
|Y|                jump) you could drive off the cliff and land on the road.
|   Things to - There's a lot of water in this track and it's very slippery.
|   Know
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----- 4. - Drivers -----
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Jack Speed

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Car       : Lotus Elise
Birthplace : Italy
Ability   : Fission Charger - Car accelerates when hit by weapons.
Background : This bad boy lives only for the thrill of race and the adoration
           of the crowd.
Unlock    : Already Unlocked.

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Throttle

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Car       : Chevrolet Corvette Coupe
Birthplace : Australia
Ability   : Drag Racing - Turbo acceleration from stopped position.
Background : Always living on the edge, this carefree adventurer is in search
           of the next adrenaline rush.
Unlock    : Already Unlocked.

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Spacewave

```

Car       : Lotus Exige
Birthplace : Sweden
Ability   : Infrared Vision - No effect from smokesreen and can see cloaked
           cars.
Background : Often seen as a slacker, he hides his insightful thoughts in his
           music.
Unlock    : Already Unlocked.

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Fat Car

```

Car       : Dodge Super-8 Hemi
Birthplace : Mexico
Ability   : Mo' Money - Can steal money from other drivers.
Background : Always in a jovial mood, he loves money and will risk everything
           to satisfy his greed.
Unlock    : Already Unlocked.

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Typhoon

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Car       : Lotus 340R
Birthplace : Jamaica
Ability   : Explosive Punch - Weapons do additional damage.

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Background : An aggressive perfectionist who lives by the motto, "If you're gonna do it, do it right!"

Unlock : Already Unlocked.

Iron Bull

Car : Chevrolet SSR

Birthplace : Russia

Ability : Super Steady - Nearly impossible to spin out.

Background : Strong and steady, he bulldozes his way through anything in his path.

Unlock : Already Unlocked.

Stingray

Car : Dodge M80

Birthplace : Canada

Ability : Electroshock - Temporarily immobilizes vehicles on contact.

Background : A tomboy at heart, she enters the league to prove her skills.

Unlock : Finishing first in Delta Circuit.

Gunner

Car : Hummer H2 SUV

Birthplace : USA

Ability : Rapid Deployment - Twice the normal rate of weapons fire.

Background : An ex-military officer with a tendency to be slightly trigger-happy.

Unlock : Already Unlocked.

Mad Falcon

Car : Lotus Elise V8SE

Birthplace : Britain

Ability : Spin Out - Causes cars to spin out on contact.

Background : This insane racer has an unpredictable nature that makes him a serious threat.

Unlock : Finishing first in Gamma Circuit.

Piranha

Car : Mitsubishi RPM 7000

Birthplace : Japan

Ability : Light Step - Unaffected by oil slicks and mines.

Background : A Peaceful woman who believes in avoiding confrontation.

Unlock : Finishing first in Epsilon Circuit.

Thunderfox

Car : Dodge Viper GTS

Birthplace : France

Ability : Blaze - Weapons ignite other cars upon impact.

Background : A beautiful face that masks a mild case of pyromania.

Unlock : Finishing first in Alpha Circuit.

King Komet

Car : Cadillac Cien

Birthplace : Unknown

Ability : Puppet Master - Temporarily takes control of other cars upon impact.

Background : This mysterious racers waits patiently for the challenge of a worthy opponent.

Unlock : Finishing first in Omega Circuit.

UPGRADES

-----Weapons-----

Name	Cost	Description
Oil Slick	\$100	Dropped behind vehicle, players crossing on oilslick will spin out.
Nitro	\$300	A short burst of acceleration and top speed.
Rockets	\$100	Small rockets fire out from the front of the vehicle, medium damage.
Smokey	\$250	Smoke shoots out from the back of the vehicle, temporarily blinding players.
Mine	\$200	Dropped behind vehicl, players crossing will take major damage.
Missile	\$250	Heat seeking missile targeting the closest frontal target, major damage.
Scorcher	\$350	Flames blast out the back of the vehicle, scorching other cars.
Cloak	\$500	Vehicle becomes invisible for a short period of time.

-----Tires-----

Tire : RADIAL	Cost : \$0
Pave : [][[]]	Snow : []
Dirt : [][[]]	Rain : []
Grass : []	Ice : []
Tire : SLICK	Cost : \$6000
Pave : [][[]][[]][[]]	Snow : [][[]]
Dirt : [][[]][[]][[]]	Rain : [][[]]
Grass : [][[]]	Ice : []
Tire : SLICK GT	Cost : \$18000
Pave : [][[]][[]][[]][[]][[]]	Snow : [][[]][[]]
Dirt : [][[]][[]][[]][[]]	Rain : [][[]][[]]
Grass : [][[]][[]][[]][[]]	Ice : []
Tire : RAIN	Cost : \$7000
Pave : [][[]]	Snow : [][[]]
Dirt : [][[]]	Rain : [][[]][[]][[]][[]][[]]
Grass : [][[]]	Ice : []
Tire : RAIN GT	Cost : \$21000
Pave : [][[]][[]]	Snow : [][[]]
Dirt : [][[]][[]]	Rain : [][[]][[]][[]][[]][[]][[]]
Grass : [][[]][[]]	Ice : []
Tire : DIRT	Cost : \$6500
Pave : [][[]][[]][[]]	Snow : [][[]]

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| Dirt : [[]][[]][[]][[]][[]] | Rain : [[]]
| Grass : [[]][[]][[]][[]][[]] | Ice : []
-----
| Tire : DIRT GT | Cost : $19500
| Pave : [[]][[]][[]][[]] | Snow : [[]][[]]
| Dirt : [[]][[]][[]][[]][[]][[]] | Rain : [[]][[]]
| Grass : [[]][[]][[]][[]][[]][[]] | Ice : []
-----
| Tire : SNOW | Cost : $7500
| Pave : [[]] | Snow : [[]][[]][[]][[]][[]][[]]
| Dirt : [[]] | Rain : [[]]
| Grass : [[]] | Ice : [[]][[]][[]][[]]
-----
| Tire : SNOW GT | Cost : $22500
| Pave : [[]] | Snow : [[]][[]][[]][[]][[]][[]]
| Dirt : [[]] | Rain : [[]]
| Grass : [[]] | Ice : [[]][[]][[]][[]]
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-----UPGRADES-----

NAME	LEVEL	COST	DESCRIPTION
Engine	1	\$9000	Stock 4-cylinder engine, race tuned.
Engine	2	\$13500	4-cylinder, iron block with aluminum heads.
Engine	3	\$20250	6-cylinder, aluminum block and heads, dual overhead cams.
Engine	4	\$31500	8-cylinder, aluminum block and heads, titanium crankshaft and connecting rods.
Engine	5	\$45000	8-cylinder, titanium block and heads, multipoint fuel injection, balanced and blueprinted.
Turbo	1	\$8500	Standard racing turbo.
Turbo	2	\$12750	Steel racing turbo with 2-inch exhaust.
Turbo	3	\$19125	Full stainless steel racing turbo with 2.5-inch exhaust, dual ball bearing design.
Turbo	4	\$29750	Full stainless steel racing turbo with 3-inch exhaust, dual ball bearing design.
Turbo	5	\$42500	Titanium machined 3.5-inch exhaust racing turbo with magnetic ionizing airflow.
Armor	1	\$7000	Standard racing armor.
Armor	2	\$10500	Reinforced stel strut racing armor.
Armor	3	\$15750	Fully protected grill and steel gated armor.
Armor	4	\$24500	Car molded steel armor with dewpoint bumper absorption.
Armor	5	\$35000	Car molded titanium armor with hypeflux magnetic repulsers.
Brakes	1	\$5500	Steel padded standard racing brakes.
Brakes	2	\$12375	3-Caliper brakes, carbon fiber pads, gas-slotted and vented 11.8-inch rotors.
Brakes	3	\$27500	Dewpoint oilmax filled 15-inch brakes, magnetic calipers.
Cells	2	\$10000	Dual side storage cells for 2-weapon capacity.
Cells	3	\$10000	Dual side and single front storage cells for 3-weapon capacity.
Cells	4	\$10000	Dual side and front storage cells for 4-weapon capacity.
Cells	5	\$10000	Dual side, dual front, and rear storage cells

| | | | for 5-weapon capacity. |
|_____||_____||_____||_____||

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----- 6. - Unlockables -----
=====0006=====

After completing each circuit you will unlock different things. I am going to list everything you could win for each circuit meaning you would have to finish first in the circuit.

- Alpha Circuit:
- *You have earned license "C"
 - *You have qualified for Gamma Circuit
 - *New Weapons: Rockets and Smokey
 - *New Character: Thunderfox

- Gamma Circuit:
- *You have earned license "B"
 - *You have qualified for Delta Circuit
 - *New Weapon: Mine
 - *New Character: Mad Falcon

- Delta Circuit:
- *You have earned license "A"
 - *You have qualified for Epsilon Circuit
 - *New Weapon: Missile
 - *New Character: Stingray

- Epsilon Circuit:
- *You have earned license "S"
 - *You have qualified for Omega Circuit
 - *New Weapon: Scorcher
 - *New Character: Piranha

- Omega Circuit:
- *You have qualified for the custom circuit.
 - *New Weapon: Cloak
 - *New Character: King Komet

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----- 7. - Contact -----
=====0007=====

Do you have any comments, suggestions, critiques, or just a simple thanks to me? Well you could e-mail me at FrankTheTank3388@gmail.com and tell me what you think! You could tell me whatever you'd like about the game whether it is a strategy to use on a certain track or just a simple easter egg in the track. I will try to get back to you as quickly as possible answering any question(s) you may have. Just make sure to include something about Racing Gears Advance in the subject of the e-mail and not to send attachments.

- Things/How to e-mail me:
- *What you think about this guide.
 - *Whatever you are having trouble with.
 - *Some short cuts I may have missed.
 - *Anything that you think would be a good addition to this FAQ.
 - *Make sure you include Racing Gears Advance in the subject of the e-mail.

Things/How not to e-mail me:

- *Things that don't have anything to do with the game.
- *Any 1337 typ!ng
- *DoN't E-mAiL mE lIkE tHiS, iT's JuSt AnNoYiNg AnD iT wAsTeS tImE.
- *ANY file attachments.
- *Things that are already clearly discussed in this FAQ.

*You could also rate this FAQ by going to the FAQ list for the game. On the right will be a button you could click to rate it.

=====
----- 8. - Version History -----
=====0008=====

[07/27/05] v. 1.0

-Finished everything up. I might include the endings for each driver in the future if I'm in the mood.

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----- 9. - Disclaimer -----
=====0009=====

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