

Rage Racer FAQ

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Rage Racer Complete FAQ

>>>Version 1.00<<<

Table of Contents

0. Version History

I. The game

II. The tracks

I. Mystical Coast (4641m/2,88miles)

II. Over Pass City (6640m/4,12miles)

III. Lakeside Gate (6237m/3,88miles)

IV. The Extreme Oval (3074m/1,91miles)

III. The cars

I. Customize

I. Tire

I. Grip

II. Drift

II. Transmission

I. Automatic Transmission [AT]

II. Manual Transmission [MT]

III. Design

I. Team Logo

I. Sample

I. Character

I. Advan I (word)

II. Advan II (word, dark)

III. Advan III and IV (logo)

IV. Unknown I (red)

V. Unknown II (light blue)

VI. King of Speed I

VII. King of Speed II (dark)

VIII. Bulldog I (brown)

IX. Bulldog II (blue)

X. Rage Racers (yellow/orange)

XI. Rage Racers (light blue)

XII. Unknown III

XIII. Unknown IV (dark)

XIV. Peace I (orange, blue and white)

XV. Peace II (purple, green and pink)

XVI. Rage Racer I

XVII. Rage Racer II (gold)

XVIII. Skull

XIX. Skull (orange)

II. Background

I/II. Black

III. White

IV. Light Blue

V. Ears of corn

VI. Ears of corn (white with red outline)

VII. Firewire (blue/yellow)

VIII. Firewire (light green and light red)

IX. Doodle (blue)

X. Doodle (red)

XI. Japanese Kanji (green with white outline)

- XII. Japanese Kanji (yellow with green outline)
- XIII. Words (light blue)
- XIV. Words (dark orange)
- XV. Flowers (white flowers with red background)
- XVI. Flowers (white flowers with blue background)
- XVII. Earth (grey)
- XVIII. Earth (light blue)
- XIX. Ellipse (black)
- XX. Ellipse (blue)

II. Paint

II. Team Name

III. Paint Color

I. Body color 1

II. Body color 2

III. Colors

- I. Beige
- II. Dark blue
- III. Yellow
- IV. White
- V. Orange
- VI. Grey
- VII. Green
- VIII. Light red
- IX. Light blue
- X. Red
- XI. Blue
- XII. Pink
- XIII. Black
- XIV. Purple
- XV. Olive
- XVI. Sand
- XVII. Cyan
- XVIII. Light olive

II. Car Shop

III. Engineer Shop

IV. Car Grades

- I. Grade 1
- II. Grade 2
- III. Grade 3
- IV. Grade 4
- V. Grade 5
- VI. Grade ? (a.k.a. Grade 6)

V. Makers and Models

I. Car Name differences

II. Age Cars

- I. Erriso (Alouette)
- II. Abeille
- III. Pegase
- IV. Vainquire (Victoire)

III. Gnade

- I. Esperanza

IV. Lizard

- I. Acceron (Instinct)
- II. Bayonet
- III. Hijack
- IV. Bulldog (Tempest)

V. Assoluto

- I. Fatalita
- II. Istante
- III. Ghepardo

- IV. Squaldon (Dragone)
- VI. Car Explanation
 - I. About the makers
 - I. Age
 - II. Gnade
 - III. Lizard
 - IV. Assoluto
- IV. The game modes
 - I. Grand Prix
 - II. Extra GP
 - III. Time Attack
 - I. Ranking
- V. Summary
- VI. Save & Load
 - I. Save
 - II. Load
- VII. Options
 - I. Trophies
 - I. Data
 - II. Key configuration
 - I. A
 - II. B
 - III. C
 - IV. D
 - V. E
 - VI. F
 - VII. G
 - VIII. H
 - III. Volume balance
 - I. BGM (Background music)
 - II. SE
 - III. Out Put
 - IV. Music Player
 - V. Adjust Screen
- V. Soundtrack
 - I. Story
 - II. Menu theme
 - III. Random Play
 - IV. Rage Racer
 - V. Mathemabeat
 - VI. Lightning Luge
 - VII. Industria
 - VIII. Hurricane Hub
 - IX. Mech Monster
 - X. Silver Stream
 - XI. Stimulation
 - XII. Volcano Vehicle
 - XIII. Deep Drive
- VI. Secrets
 - I. Cheats
 - II. Glitches
 - III. Bonuses
- VII. Game Shark Codes
 - I. Miscellaneous Codes
 - II. Grand Prix Codes
 - III. Extra GP Codes
- VIII. FAQs
- IX. Copyright
- X. Contact

This is a complete FAQ for Ridge Racer and it's very detailed, then make good use

Part 0: Version History

Version 1.00: First version of the FAQ

Part 1: The game

The game is the fifth installment of the Ridge Racer franchise and the second direct to console.

Technical Data:

Game: Ridge Racer

Developer: Namco

Publisher: Namco (Japan and North America)

Sony Computer Entertainment Europe [SCEE] (Europe)

Release date: December 3 1996, in Japan

April 30 1997, in North America

June 1997, in Europe

Genre: Racing

Modes: Single player

Platform: PlayStation

ESRB Rating: K-A (Kids to Adults)

Franchise: Ridge Racer

Preceded by: Ridge Racer Revolution [RRR]

Soundtrack composers: Tetsukazu Nakanishi and Hiroshi Okubo

Media: CD-ROM

Game ID: SLUS_00403 (North America)

Trivia: Introduced Reiko Nagase

Introduced CGI

Introduced Money Feature

Introduced Tune Feature

introduced Car Color personalization

Part 2: The tracks

In Ridge Racer there are four tracks and here there is their description

All the tracks share the same start/finish straight along with a steep climb past a massive waterfall. The straight has a glass canopy housing the line, which is illuminated at night, along with a large stone archway, similar to the Arc de Triomphe

Mystical Coast: 4641m/2,88miles

After passing the waterfall, a straight tunnel leads to a steep drop down to the coast. The road runs along the coast, past Mediterranean style houses and a chapel. Climbing back inland past ancient ruins, a hairpin leads back to the main straight through and curving tunnel

Over Pass City: 6640m/4,12miles

The longest track is also the most spectacular. The first tunnel of the Mythical Coast track is partially blocked off and the road is taken away to the right, down a winding route before opening up at the base of the largest climb in the game. Past a working tram and various buildings the road finally reaches the summit and falls slowly through more tunnels, and winding corners. After passing over a hillside bridge, a steep drop leads under a bridge, past a lighthouse, then winds round to past over itself before rejoining the start/section

Lakeside Gate: 6237m/3,88miles

Although shorter than Over Pass City, this has some beautiful scenery to admire. Now leading left from that initial tunnel, the route is laden with hills, tunnels and tight corners, along with a cable car passing overhead. The main attraction though is when the road opens up by a lake, which reflects the surrounding objects. After passing around the lakeside, you cross a bridge, and drive through a woodland scene, before a tight hairpin leads back to the main straight

The Extreme Oval: 3074m/1,91miles

This simply consists of a loop which connects the two ends of the main straight. There is one long tunnel and banked corners.

Part 3: The cars

Here there are the complete explanation of the customize menu, car and engineer menus and obviously the cars :)

Customize menu: here you can set the tire grip (from Grip to Drift), the transmission (Automatic Transmission [AT] or Manual Transmission [MT]) and the design of the car, from the team logo and name to paint color

Customize menu, tire: here you can modify the grip of a car. From Grip to Drift. If you set to "Grip", it will be harder to drift and setting to "Drift" the effect is the opposite. The settings are five:

100% = 100% Grip/0% Drift
75% = 75% Grip/25% Drift
50% = 50% Grip/50% Drift
25% = 25% Grip/75% Drift
0% = 0% Grip/100% Drift

Customize menu, transmission: here you can change from [AT] and [MT]. The Automatic Transmission is recommended for beginners, but many cars have only the Manual Transmission. The Manual Transmission is recommended for the experts. With the [MT], you can use a glitch called "Speed Glitch"

Customize menu, design: here you can change the team logo and name and change the color of your car

Team Logo: you can load a sample or paint one. The samples are twenty characters and twenty backgrounds of a total of forty samples

Characters: 1- Advan I (word)
2- Advan II (word, dark)
3- Advan III and IV (logo)
4- Unknown I (red)
5- Unknown II (light blue)
6- King of Speed I
7- King of Speed II (dark)
8- Bulldog I (brown)
9- Bulldog II (blue)
10- Rage Racers (yellow/orange)
11- Rage Racers (light blue)
12- Unknown III
13- Unknown IV (dark)
14- Peace I (orange, blue and white)
15- Peace II (purple, green and pink)
16- Rage Racer I

- 17- Rage Racer II (gold)
- 18- Skull
- 19- Skull (orange)

Backgrounds: 1 and 2- Black

- 3- White
- 4- Light Blue
- 5- Ears of corn
- 6- Ears of corn (white with red outline)
- 7- Firewire (blue/yellow)
- 8- Firewire (light green and light red)
- 9- Doodle (blue)
- 10- Doodle (red)
- 11- Japanese Kanji (green w/ white outline)
- 12- Japanese Kanji (yellow, green outline)
- 13- Words (light blue)
- 14- Words (dark orange)
- 15- Flowers (white flowers, red background)
- 16- Flowers (white flowers blue background)
- 17- Earth (grey)
- 18- Earth (light blue)
- 19- Ellipse (black)
- 20- Ellipse (blue)

Team Name: here you can change the name of your team.
You can use alphabet, numbers and many marks. Press "ED" (abbreviation of "edit") when you have finished

Paint Color: here you can change the color of the body (body color 1) and of the decal (body color 2). There are eighteen colors:

- 1- Beige
- 2- Dark blue
- 3- Yellow
- 4- White
- 5- Orange
- 6- Grey
- 7- Green
- 8- Light red
- 9- Light blue
- 10- Red
- 11- Blue
- 12- Pink
- 13- Black
- 14- Purple
- 15- Olive
- 16- Sand
- 17- Cyan
- 18- Light olive

Car Shop: here you can buy new cars

Engineer Shop: here you can tune the your car

Car Grades: In Rage Racer, the cars are divided in six grades: 1,2,3,4,5 and ? (6). The Grade 1 is the worst and the Grade 5 is the best. The Grade ? are cars with unique features and are best than Grade 5 cars

Grade 1: - Gnade Esperanza

Grade 2: - Age Erriso (Alouette)
- Lizard Acceron (Instinct)

Grade 3: - Age Abeille
- Lizard Bayonet
- Assoluto Fatalita

Grade 4: - Age Pegase
- Lizard Hijack
- Assoluto Istante

Grade 5: - Assoluto Ghepardo

Grade ?: - Age Vainquire (Victoire)
- Lizard Bulldog (Tempest)
- Assoluto Squaldon (Dragone)

Makers and Models: In the game, there are four makers and thirteen cars. In the Japanese version, many car names are changed. And these cars are:

Erriso = Alouette
Acceron = Instinct
Vainquire = Victoire
Bulldog = Tempest
Squaldon = Dragone

Age cars: - Erriso (Alouette)
- Abeille
- Pegase
- Vainquire (Victoire)

Gnade cars: - Esperanza

Lizard cars: - Acceron (Instinct)
- Bayonet
- Hijack
- Bulldog (Tempest)

Assoluto cars: - Fatalita
- Istante
- Ghepardo
- Squaldon (Dragone)

Car Explanation: now is the real FAQ :). In this section I will describe as detailed as possible all of thirteen cars present in the game

About the makers: - Age: a French car manufacturer which is known for its grip and easy handling

- Gnade: a German car manufacturer of high-performance luxury cars

- Lizard: an American car manufacturer

- Assoluto: an Italian car manufacturer whose cars are known for their higher top speed

Rating a car: I rate a car so:

- Maker: The maker of the car
- Model: The car name
- Grade: The stock grade of the car
- Price: The price of the car
- Max Power: The max power of the car and the rpm
- Max Torque: The max torque of the car and the rpm
- Acceleration: Expressed from 0 to 6
- Maximum Speed: Expressed from 0 to 6
- Handling: Expressed from 0 to 6

- Grip: The standard value of thr car grip. From 0 to 6
- Tune Cost: The cost for the car upgrade
- Acceleration (tuned): Expressed from 0 to 6
- Maximum Speed (tuned): Expressed from 0 to 6
- Handling (tuned): Expressed from 0 to 6
- Max Power (tuned): The max power of the car and the rpm
- Max Torque (tuned): The max torque of the car and the rpm
- Gears: Number of gears
- Gears (tuned): Tuned number of gears
- MT Only: If yes, the car have only [MT]
- Max rpm: Means the max engine revolutions
- Top Speed: The top speed of the car
- Top Speed (tuned): The tuned top speed of the car
- Upgrade addments: Means what is changed after an upgrade
- Default Color(s): Means the color at car shop
- Real Countpart: The real car
- Notes: Notes about the car

And now the cars...

- Maker: Age
- Model: Erriso (Alouette in Japan)
- Grade: 2
- Price: 2600eg
- Max Power: 80PS/6200rpm
- Max Torque: 7.1kgm/2600rpm
- Acceleration: 1
- Maximum Speed: 2
- Handling: 2
- Grip: 3
- Tune Cost (Grade 3): 11300eg
- Acceleration (Grade 3): 2
- Maximum Speed (Grade 3): 3
- Handling (Grade 3): 3
- Max Power (Grade 3): 130PS/6500rpm
- Max Torque (Grade 3): 10.5kgm/3000rpm
- Tune Cost (Grade 4): 70500eg
- Acceleration (Grade 4): 2
- Maximum Speed (Grade 4): 3
- Handling (Grade 4): 4
- Max Power (Grade 4): 160PS/5800rpm
- Max Torque (Grade 4): 12.8kgm/3500rpm
- Tune Cost (Grade 5): 361500eg
- Acceleration (Grade 5): 3
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 5
- Max Power (Grade 5): 190PS/6000rpm
- Max Torque (Grade 5): 15.5kgm/4000rpm
- Gears: 4
- Gears (Grade 3): 5
- Gears (Grade 4): 5
- Gears (Grade 5): 5
- MT Only: No
- Max rpm: 8000rpm
- Top Speed: 116mph/187kph
- Top Speed (Grade 3): 126mph/203kph
- Top Speed (Grade 4): 140mph/225kph
- Top Speed (Grade 5): 151mph/243kph
- Upgrade addments (Grade 3): Added a front and rear spoiler. The hood is open
- Upgrade addments (Grade 4): Removed rear spoiler and extended sides
- Upgrade addments (Grade 5): Removed front spoiler and extended sides. The rear

is completely rebuild plus a rear spoiler

- Default Color(s): Totally beige
- Real Countpart: Fiat 500
- Notes: Good handling. Cheapest car with a price of 2600eg

- Maker: Age
- Model: Abeille
- Grade: 3
- Price: 14500eg
- Max Power: 99PS/6700rpm
- Max Torque: 9.8kgm/3500
- Acceleration: 2
- Maximum Speed: 3
- Handling: 3
- Grip: 4
- Tune
- Cost (Grade 4): 69400eg
- Acceleration (Grade 4): 2
-
- Maximum
- Speed (Grade 4): 3
- Handling (Grade 4): 4
- Max Power (Grade 4): 170PS/6000rpm
- Max Torque (Grade 4): 22.1kgm/3300rpm
- Tune Cost (Grade 5): 329300eg
- Acceleration (Grade 5): 3
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 5
- Max Power (Grade 5): 205PS/6400rpm
- Max Torque (Grade 5): 24.8kgm/3600rpm
- Gears: 5
- Gears (Grade 4): 5
- Gears (Grade 5): 5
- MT Only: No
- Max rpm: 8000rpm
- Top Speed: 124mph/200kph
- Top Speed (Grade 4): 139mph/224kph
- Top Speed (Grade 5): 150/240kph
- Upgrade addments (Grade 4): Added a rear spoiler
- Upgrade addments (Grade 5): Replaced the rear window with light materials
- Default Color(s): Totally dark blue
- Real Countpart: Renault 5 Turbo
- Notes: Good handling

- Maker: Age
- Model: Pegase
- Grade: 4
- Price: 143300eg
- Max Power: 160PS/7200rpm
- Max Torque: 15.2kgm/6600rpm
- Acceleration: 3
- Maximum Speed: 4
- Handling: 4
- Grip: 6
- Tune Cost (Grade 5): 583700eg
- Acceleration (Grade 5): 3
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 5
- Max Power (Grade 5): 220PS/7000rpm
- Max Torque (Grade 5): 17.6kgm/5400rpm

- Gears: 6
- Gears (Grade 5): 6
- MT Only: Yes
- Max rpm: 9000rpm
- Top Speed: 142mph/229kph
- Top Speed (Grade 5): 155mph/249kph
- Upgrade addments (Grade 5): Removed the hardtop and new rear spoiler
- Default Color(s): Totally yellow
- Real Countpart: Lotus 7
- Notes: Good handling, only provided with Manual Transmission [MT]. It is the only Age car with only provided with the Manual Transmission [MT]

- Maker: Age
- Model: Vainquire (Victoire in Japan)
- Grade: ? (6)
- Price: 2143500 eg
- Max Power: 365PS/7300rpm
- Max Torque: 39.3kgm/4800rpm
- Acceleration: 4
- Maximum Speed: 6
- Handling: 6
- Grip: 6
- Gears: 6
- MT Only: No
- Max rpm: 10000rpm
- Top Speed: 206mph/332kph
- Default Color(s): Dark blue
- Real Countpart: N/D
- Notes: Exellent handling, it is the only Grade ? With both [AT] and [MT]. This car have the best handling in the game

- Maker: Gnade
- Model: Esperanza
- Grade: 1
- Price: Starting car
- Max Power: 70PS/5200rpm
- Max Torque: 8.3kgm/3200rpm
- Acceleration: 1
- Maximum Speed: 0
- Handling: 1
- Grip: 2
- Tune Cost (Grade 2): 1600eg
- Acceleration (Grade 2): 2
- Maximum Speed (Grade 2): 2
- Handling (Grade 2): 2
- Max Power (Grade 2): 140PS/5500rpm
- Max Torque (Grade 2): 11.6kgm/rpm
- Tune Cost (Grade 3): 13200eg
- Acceleration (Grade 3): 3
- Maximum Speed (Grade 3): 2
- Handling (Grade 3): 3
- Max Power (Grade 3): 200PS/6100rpm
- Max Torque (Grade 3): 21.2kgm/4800rpm
- Tune Cost (Grade 4): 61900eg
- Acceleration (Grade 4): 3
- Maximum Speed (Grade 4): 3
- Handling (Grade 4): 3
- Max Power (Grade 4): 240PS/6000rpm
- Max Torque (Grade 4): 30.2kgm/5700rpm
- Tune Cost (Grade 5): 310000eg

- Acceleration (Grade 5): 4
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 4
- Max Power (Grade 5): 280PS/6000rpm
- Max Torque (Grade 5): 36.5kgm/5400rpm
- Gears: 4
- Gears (Grade 2): 4
- Gears (Grade 3): 5
- Gears (Grade 4): 5
- Gears (Grade 5): 5
- MT Only: No
- Max rpm: 7000rpm
- Top Speed: 101mph/163kph
- Top Speed (Grade 2): 116mph/187kph
- Top Speed (Grade 3): 122mph/196kph
- Top Speed (Grade 4): 135mph/217kph
- Top Speed (Grade 5): 152mph/245kph
- Upgrade addments (Grade 2): New rear spoiler
- Upgrade addments (Grade 3): Another new rear spoiler
- Upgrade addments (Grade 4): Exended sides and a new carbon fiber rear spoiler
- Upgrade addments (Grade 5): Added skirts and a new big rear spoiler
- Default Color(s): Totally white
- Real Countpart: N/D
- Notes: It is the only Gnade and Grade 1 car, little acceleration, belanced car

- Maker: Lizard
- Model: Acceron (Instinct in Japan)
- Grade: 2
- Price: 4000eg
- Max Power: 150PS/5000rpm
- Max Torque: 36.2kgm/2800rpm
- Acceleration: 3
- Maximum Speed: 1
- Handling: 0
- Grip: 0
- Tune Cost (Grade 3): 10600eg
- Acceleration (Grade 3): 3
- Maximum Speed (Grade 3): 2
- Handling (Grade 3): 2
- Max Power (Grade 3): 190PS/5100rpm
- Max Torque (Grade 3): 38.8kgm/3900rpm
- Tune Cost (Grade 4): 69900eg
- Acceleration (Grade 4): 4
- Maximum Speed (Grade 4): 3
- Handling (Grade 4): 2
- Max Power (Grade 4): 285PS/5100rpm
- Max Torque (Grade 4): 41.9kgm/3700rpm
- Tune Cost (Grade 5): 362500eg
- Acceleration (Grade 5): 5
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 3
- Max Power (Grade 5): 420PS/5100rpm
- Max Torque (Grade 5): 44.1kgm/4000rpm
- Gears: 4
- Gears (Grade 3): 5
- Gears (Grade 4): 5
- Gears (Grade 5): 5
- MT Only: No
- Max rpm: 6000rpm
- Top Speed: 108mph/174kph

- Top Speed (Grade 3): 121mph/195kph
- Top Speed (Grade 4): 133mph/214kph
- Top Speed (Grade 5): 148mph/238kph
- Upgrade addments (Grade 3): Added a front and rear spoiler
- Upgrade addments (Grade 4): Replaced the spoilers with another smooth
- Upgrade addments (Grade 5): Replaced the spoilers with another big. Added a snorkel and a intercooler in the front spoiler
- Default Color(s): Totally ornage
- Real Countpart: Pontiac Firebird
- Notes: Great acceleration

- Maker: Lizard
- Model: Bayonet
- Grade: 3
- Price: 15200eg
- Max Power: 200PS/5000rpm
- Max Torque: 38.1kgm/3600rpm
- Acceleration: 3
- Maximum Speed: 2
- Handling: 2
- Grip: 0
- Tune Cost (Grade 4): 62400eg
- Acceleration (Grade 4): 4
- Maximum Speed (Grade 4): 3
- Handling (Grade 4): 2
- Max Power (Grade 4): 310PS/5100rpm
- Max Torque (Grade 4): 42.3kgm/3600rpm
- Tune Cost (Grade 5): 331400eg
- Acceleration (Grade 5): 5
- Maximum Speed (Grade 5): 4
- Handling (Grade 5): 3
- Max Power (Grade 5): 430PS/5200rpm
- Max Torque (Grade 5): 45.2kgm/3800rpm
- Gears: 5
- Gears (Grade 4): 5
- Gears (Grade 5): 5
- MT Only: No
- Max rpm: 6000rpm
- Top Speed: 121mph/195kph
- Top Speed (Grade 4): 135mph/217kph
- Top Speed (Grade 5): 148mph/238kph
- Upgrade addments (Grade 4): Exended side and rear spoiler
- Upgrade addments (Grade 5): Added a very big rear spoiler and snorkel
- Default Color(s): Totally grey
- Real Countpart: Chevrolet Corvette Stingray
- Notes: Grat acceleration

- Maker: Lizard
- Model: Hijack
- Grade: 4
- Price: 136700eg
- Max Power: 340PS/5700rpm
- Max Torque: 42.6kgm/4500rpm
- Acceleration: 4
- Maximum Speed: 3
- Handling: 2
- Grip: 0
- Tune Cost (Grade 5): 577000eg
- Acceleration (Grade 5): 5

- Maximum Speed (Grade 5):4
- Handling (Grade 5): 3
- Max Power (Grade 5): 425PS/5800rpm
- Max Torque (Grade 5): 45.7kgm/rpm
- Gears: 5
- Gears (Grade 5): 5
- MT Only: Yes
- Max rpm: 7000rpm
- Top Speed: 135mph/217kph
- Top Speed (Grade 5): 151mph/243kph
- Upgrade addments (Grade 5): Added a bigger front and rear spoilers and engine
- Default Color(s): Totally green
- Real Countpart: NASCAR Pickup
- Notes: Great acceleration, only provided with Manual Transmission [MT]

- Maker: Lizard
- Model: Bulldog (Tempest in Japan)
- Grade: ? (6)
- Price: 2836800eg
- Max Power: 800PS/6700rpm
- Max Torque: 105kgm/4000rpm
- Acceleration: 6
- Maximum Speed: 5
- Handling: 3
- Grip: 6
- Gears: 6
- MT Only: Yes
- Max rpm: 7500rpm
- Top Speed: 196mph/315kph
- Default Color(s): Totally grey
- Real Countpart: A Hot Rod
- Notes: Extreme acceleration, only provided with Manual Transmission [MT]. This car have the best torque in game, of 105kgm

- Maker: Assoluto
- Model: Fatalita
- Grade: 3
- Price: 20000eg
- Max Power: 255PS/8000rpm
- Max Torque: 28.6kgm/6600rpm
- Acceleration: 2
- Maximum Speed: 4
- Handling: 1
- Grip: 3
- Tune Cost (Grade 4): 77500eg
- Acceleration (Grade 4): 3
- Maximum Speed (Grade 4): 4
- Handling (Grade 4): 2
- Max Power (Grade 4): 325PS/8000rpm
- Max Torque (Grade 4): 34.7kgm/6400rpm
- Tune Cost (Grade 5): 405700eg
- Acceleration (Grade 5): 3
- Maximum Speed (Grade 5): 5
- Handling (Grade 5): 2
- Max Power (Grade 5): 375PS/8200rpm
- Max Torque (Grade 5): 38.2kgm/6100rpm
- Gears: 6
- Gears (Grade 4): 6
- Gears (Grade 5): 6
- MT Only: No

- Max rpm: 9000rpm
 - Top Speed: 170mph/274kph
 - Top Speed (Grade 4): 180mph/290kph
 - Top Speed (Grade 5): 191mph/307kph
 - Upgrade addments (Grade 4): Replaced the spoilers with another big
 - Upgrade addments (Grade 5): Replaced the front spoiler. Added skirts and a carbon fiber rear spoiler
 - Default Color(s): Totally light red
 - Real Countpart: Looks likes a Porsche
 - Notes: High top speed. It is the only Assoluto car with both [AT] and [MT]
-
- Maker: Assoluto
 - Model: Istante
 - Grade: 4
 - Price: 151600eg
 - Max Power: 380PS/7500rpm
 - Max Torque: 47.1kgm/7000rpm
 - Acceleration: 3
 - Maximum Speed: 4
 - Handling: 2
 - Grip: 3
 - Tune Cost (Grade 5): 559700eg
 - Acceleration (Grade 5): 3
 - Maximum Speed (Grade 5): 5
 - Handling (Grade 5): 2
 - Max Power (Grade 5): 450PS/7800rpm
 - Max Torque (Grade 5): 56.1kgm/6200rpm
 - Gears: 6
 - Gears (Grade 5): 6
 - MT Only: Yes
 - Max rpm: 9000rpm
 - Top Speed: 185mph/298kph
 - Top Speed (Grade 5): 193mph/311kph
 - Upgrade addments (Grade 5): Added an aerodynamic hood and a big rear spoiler. The rear window is replaced with light materials. With this upgrade, the car is equal on every aspect with the Lamborghini Countach LP5000
 - Default Color(s): Totally light blue
 - Real Countpart: Lamborghini Countach LP5000
 - Notes: High top speed, only provided with Manual Transmission [MT]
-
- Maker: Assoluto
 - Model: Ghepardo
 - Grade: 5
 - Price: 695900eg
 - Max Power: 650PS/9000rpm
 - Max Torque: 60kgm/6200rpm
 - Acceleration: 3
 - Maximum Speed: 5
 - Handling: 2
 - Grip: 4
 - Gears: 6
 - MT Only: Yes
 - Max rpm: 10000rpm
 - Top Speed: 198mph/319kph
 - Default Color(s): Totally red
 - Real Countpart: Nissan R92CP
 - Notes: High top speed, only provided with Manual Transmission [MT]
-
- Maker: Assoluto

- Model: Squaldon (Dragone In Japan)
- Grade: ? (6)
- Price: 6666666eg
- Max Power: 980PS/12000rpm
- Max Torque: 88.1kgm/58000rpm
- Acceleration: 4
- Maximum Speed: 6
- Handling: 3
- Grip: 4
- Gears: 6
- MT Only: Yes
- Max rpm: 10000rpm
- Top Speed: 231mph/372kph
- Default Color(s): Totally purple
- Real Countpart: KITT (front) and Jaguar XJ220 (rest of the car) hybrid
- Notes: Extreme top speed, only provided with Manual Transmission [MT]. This car have the best top speed and max power of the game. Too expensive car in the game with the price of 6666666eg

Part 4: The game modes

The game is mainly composed of three modes: Grand Prix, Extra GP and Time Attack. Then the Save & Load menu and the Options menu

Grand Prix mode: The principal mode of gameplay. The Grand Prix splits in five Classes. Every Class correspond a car Grade. You can play the tracks in any order. For complte a race, you must finish in the top three. From the Third Class, there is also The Extreme Oval. When you finish a race, you get a bronze, silver or gold medal. When the Class is completed, you win a trophy (bronze, silver or gold). For win the gold trophy, you must win the race at your very first attempt. The your starter car is the Grade 1 Gnde Esperanza, the only Gnade and Grade 1 car

Class 1: - Mythical Coast:	1st = 400eg	Calme
	2nd = 240eg	
	3rd = 120eg	
- Over Pass City:	1st = 550eg	Grand
	2nd = 240eg	
	3rd = 120eg	
- Lakeside Gate:	1st = 500eg	Prix
	2nd = 220eg	
	3rd = 110eg	
Bonus: Prize (money) + Grade 3 cars		

Class 2: - Mythical Coast:	1st = 2400eg	Brise
	2nd = 1000eg	
	3rd = 500eg	
- Over Pass City:	1st = 3400eg	Grand
	2nd = 1500eg	
	3rd = 750eg	
- Lakeside Gate:	1st = 3200eg	Prix
	2nd = 1400eg	
	3rd = 700eg	
Bonus: Prize (money) + Grade 4 cars		

Class 3: - Mythical Coast:	1st = 12000eg	Rafale
	2nd = 5000eg	
	3rd = 2500eg	
- Over Pass City:	1st = 18000eg	Grand
	2nd = 7500eg	

- Lakeside Gate: 1st = 500eg Prix
2nd = 220eg
3rd = 110eg
Bonus: Prize (money) + Grade 3 cars

Class 2: - Mythical Coast: 1st = 2400eg Agitation
2nd = 1000eg
3rd = 500eg
- Over Pass City: 1st = 3400eg Grand
2nd = 1500eg
3rd = 750eg
- Lakeside Gate: 1st = 3200eg Prix
2nd = 1400eg
3rd = 700eg
Bonus: Prize (money) + Grade 4 cars

Class 3: - Mythical Coast: 1st = 12000eg Irritation
2nd = 5000eg
3rd = 2500eg
- Over Pass City: 1st = 18000eg Grand
2nd = 7500eg
3rd = 3750eg
- Lakeside Gate: 1st = 16000eg Prix
2nd = 7000eg
3rd = 3500eg
- The Extreme Oval: 1st = 22000eg Extra GP
2nd = 6000eg
3rd = 3000eg
Bonus: Prize (money) + Grade 5 cars

Class 4: - Mythical Coast: 1st = 60000eg Colere
2nd = 25000eg
3rd = 12500eg
- Over Pass City: 1st = 85000eg Grand
2nd = 37500eg
3rd = 18750eg
- Lakeside Gate: 1st = 80000eg Prix
2nd = 35000eg
3rd = 17500eg
- The Extreme Oval: 1st = 90000eg Extra GP
2nd = 30000eg
3rd = 15000eg
Bonus: Prize (money)

Class 5: - Mythical Coast: 1st = 375000eg Rage
2nd = 125000eg
3rd = 62500eg
- Over Pass City: 1st = 420000eg Grand
2nd = 187500eg
3rd = 93750eg
- Lakeside Gate: 1st = 400000eg Prix
2nd = 175000eg
3rd = 87500eg
- The Extreme Oval: 1st = 300000eg Extra GP
2nd = 150000eg
3rd = 75000eg
Bonus: Prize (money) + Max (999999999eg) and unlimited money + Class
6 GP (Diable GP) + Grade ? cars (Age Vainqueur [Victorie],
Lizard Bulldog [Tempest], Assoluto Squaldon [Dragone])

Class 6: - Mythical Coast:	1st = 1250000eg	Diabile
	2nd = 625000eg	
	3rd = 312500eg	
- Over Pass City:	1st = 1875000eg	Grand
	2nd = 937500eg	
	3rd = 468750eg	
- Lakeside Gate:	1st = 1750000eg	Prix
	2nd = 875000eg	
	3rd = 437500eg	
- The Extreme Oval:	1st = 1500000eg	Extra GP
	2nd = 750000eg	
	3rd = 375000eg	

Bonus: Prize (money)

Time Attack: In this mode there is only one opponent: the time. The purpose of this mode is one: the practice. There is also a ranking system, divided in total time and lap time. Also competing the time attack with all first plaes, you win nothing. In time attack you can't change the color and upgrade the cars. For unlock other traks, you must play the Grand Prix and the Extra GP

The Extreme Oval: Complete Class 3

Reversed Tracks: Complte the Grand Prix

Summary: Here the game structure

- 1- Play through Grand Prix Mode and finish the fifth class
- 2- Extra GP mode is unlocked
- 3- The new reverse tracks and The Extreme Oval are added to the Time Attack
- 4- Complete the Extra GP to unlock the Class 6
- 5- Complete Class 6

Save & Load: The Memory Card management. Select "Save" to save the corrent progress to one of the three spaces. If you save on a pre-exixent save, you will overwrite the save. Every time when you exit from the Grand Prix/Extra GP, will be asked to save. The savegame occupates 1 of 15 blocks of the Memory Card. Instead select "Load" to load a savegame.

Options: In this menu you can see the your trophies, change the key configuration, change the volume balance, go to the music player and adjust the sreen.

Trophies: The trophies "room". Select "Data" to view the various trophies and how many times you have won the gold trophy

Key Configuration: In game there are eight key configurations, called with a alphabet letter. From A to H

Universal: Left/Right steer

A: L1 = Shift down
 R1 = Shift up
 R2 = N/D
 X = Acceleration
 Square = Brake
 Triangle = Change view
 Circle = N/D

B: L1 = N/D

R1 = Shift up
R2 = Shift down
X = Acceleration
Square = Brake
Triangle = Change view
Circle = N/D

C: L1 = Shift down
R1 = Shift up
R2 = N/D
X = Brake
Square = Acceleration
Triangle = Change view
Circle = N/D

D: L1 = N(D
R1 = Shift up
R2 = Shift down
X = Brake
Square = Acceleration
Triangle = Change view
Circle = N/D

E: L1 = Shift down
R1 = Shift up
R2 = N/D
X = Brake
Square = N/D
Triangle = Change view
Circle = Acceleration

F: L1 = N/D
R1 = Shift up
R2 = Shift down
X = Brake
Square = N/D
Triangle = Change view
Circle = Acceleration

G: L1 = Shift down
R1 = Shift up
R2 = N/D
X = Acceleration
Square = N/D
Triangle = Change view
Circle = Brake

Volume Balance: Change the BGM (Background music), SE and the Out Put

BGM: Set the BGM volume. To 0 (Min) to 15 (Max)

SE: Set the SE volume. To 0 (Min) to 15 (Max)

Out Put: Set the volume out put. If putted to Stereo,
all of the loudspeakers of the your TV emits
the sounds, instead if putted to Monural only
one of the loudspeakers emits the sounds

Music Player: Listen the game soundtrack. Also a demo is showed when
you listen the music. Press R1 to unshow the commands

and L1 to restore. Use Left/Right to change the impostations. For exix press the central button

Adjust Screen: Use the directional buttons (Left/Right/Up/Down) to change the positon of the game sreen

Part V: Soundtrack

Here there is the list of the soundtrack. The soundtrack is composed by Tetsukazu Nakanishi and Hiroshi Okubo

- 1- Story (Intro soundtrack)
- 2- Menu theme (Main menu soundtrack)
- 3- Random Play (Is played a random music)
- 4- Rage Racer
- 5- Mathemabeat
- 6- Lightning Luge
- 7- Industria
- 8- Hurricane Hub
- 9- Mech Monster
- 10- Silver Stream
- 11- Stimulation
- 12- Volcano Vehicle
- 13- Deep Drive (Is unlocked with five gold trophies)

Part 6: Secrets

This part contains all secrets of the game. I have divided to: Cheats, Glitches and Bonuses for more order

Cheats: This part contain every cheat present in game plus a detiled description

Extra palette colors: In costumize menu, team logo, paint, hold all of four shoulder buttons (L1+L2+R1+R2)+Select. If done correctly, will appear the RGB (Red, Green, Blue) scale to the right. The 0 corrispond to "White" and the 255 corrispond to "Black". Pressing Select will show the guide markers and zoom the paint. Press Up or Down for change the palette and Press R2+Up or Down change the value.

Manipulate the Team Logo: Hold L1 to slide the image around

Hold R buttons (R1+R2) then Right to flip horizontally

Hold R buttons (R1+R2) then Left to flip vertically

Hold R buttons (R1+R2) then Up to rotate 90 deg one way

Hold R buttons then Down to rotate 90 deg the other way

Mirrored tracks: After pressed "Race Start", press L1+R1+Select+Start until the race begins. The track will be a mirrored image of the track

Rear view mirror: Pause the game and press Triangle+L1 to remove the rear view mirror and press Triangle+R1 to restore the rear view mirror

Alter track/car view: Press L1 to spin the track/car faster, press R1 to spin the track/car slower

Alter car's front wheels: Press L2 to steer the car's wheels to the left and press R2 to steer the car's wheels to the right

Soundtrack: If you put the game CD in any CD player, like others Ridge Racers, you can listen the game soundtrack

Glitches: This part contain the only glitch of the game: the Speed Glitch

Speed Glitch: For perform this glitch you must use the Manual Transmission [MT (why if you use the Automatic Transmission [AT], you can't perform this glitch). At the race beginning, rev your car to max holding also the brake (Square in preset configuration) and when you go, go to last or penultimate gear and relase the brake. If done correctly, you will reach the top speed in less of one second, driving extremely fast.

Bonuses: This part contains the bonuses of the game

Deep Drive song: Earn 5 Gold trophies

Max and unlimited money: Complete the Grade 5 Grand Prix. Save and re-enter to the Grand Prix. You must have max money (999999999eg) and unlimited money

Part VII: Game Shark Codes

This part contains all Game Shark Codes of the game. I have divided to: Miscellaneous codes, Grand Prix Codes and Extra GP Codes for more order. These codes are specific for the North American version of the game (SLUS_00403). Obviusly, you must have the Game Shark for use these codes

!! ONLY FOR THE NORTH AMERICAN VERSION !!

Miscellaneous Codes: These codes affetcts the gameplay in every mode

Joker Command
007BE48 ????

Description: Sincerly I don't know what affects this code

Infinite Race Tries
01E3FFA 0005

Description: The race tries never decreases

Always Place 1st
009E53C 0001

Description: You win always the race, also if you arrive last

Infinite Time
009ACA4 06C5

Description: The time limit of the race never finish. Activating this code the time limit is glithed, marking only forty-seven seconds of the nine and fifty-nine minutes

Nitro Boost [Note 1]
D01E4072 0020
8009E52E 0FFF

Description: This Code gives to you a speed boost. Infact, the my Gnade Esperanza at Grade 1 have reached the 226mph!!!

[Note 1]: For use this Code, you must press Circle. Every other button pressed together will stop your car

Darwin Awards' JATO Car
009E480 0AAF

Description: I don't know what affects this Code

Custom Logo Colors (Team Logo)

007F638 0001

Description: This code unlocks additional colors for the paint of the logo. This is the R (red) G (green) B (blue) scale. The value starts from 0 (black) to 255 (white)

Grand Prix Codes: These codes affects the Grand Prix Mode

Have ERRISO

01E4C50 0100

Description: Gives to you the Age Erriso already boughted for 0eg

Have ABEILLE

01E4C58 0100

Description: Gives to you the Age Abeille already boughted for 0eg

Have PEGASE

01E4C60 0100

Description: Gives to you the Age Pegase already boughted for 0eg

Have ACCERON

01E4C70 0100

Description: Gives to you the Lizard Acceron already boughted for 0eg

Have BAYONET

01E4C78 0100

Description: Gives to you the Lizard Bayonet already boughted for 0eg

Have HIJACK

01E4C80 0100

Description: Gives to you the Lizard Hijack already boughted for 0eg

Have FATALITA

01E4C88 0100

Description: Gives to you the Assoluto Fatalita already boughted for 0eg

Have ISTANCE

01E4C90 0100

Description: Gives to you the Assoluto Istante already boughted for 0eg

Have GHEPARDO

01E4C98 0100

Description: Gives to you the Assoluto Ghepardo already boughted for 0eg

Have VAINQURE

01E4CA0 0100

Description: Gives to you the Age Vainquire already boughted for 0eg

Have BULLDOG
01E4CA8 0100

Description: Gives to you the Lizard Bulldog already boughted for 0eg

Have SQUALDON
01E4CB0 0100

Description: Gives to you the Assoluto Squaldon already boughted for 0eg

Max Money
8019C610 C9FF
8019C612 3B9A

Description: Whit this code you have max money (999999999eg) and infinite money

Extra GP Codes: These Codes affect the Extra GP

Have ERRISO
019C620 0100

Description: Gives to you the Age Erriso already boughted for 0eg

Have ABEILLE
019C628 0100

Description: Gives to you the Age Abeille already boughted for 0eg

Have PEGASE
019C630 0100

Description: Gives to you the Age Pegase already boughted for 0eg

Have ACCERON
019C640 0100

Description: Gives to you the Lizard Acceron already boughted for 0eg

Have BAYONET
019C648 0100

Description: Gives to you the Lizard Bayonet already boughted for 0eg

Have HIJACK
019C650 0100

Description: Gives to you the Lizard Hijack already boughted for 0eg

Have FATALITA
019C658 0100

Description: Gives to you the Assoluto Fatalita already boughted for 0eg

Have ISTANCE
019C660 0100

Description: Gives to you the Assoluto Istante already boughted for 0eg

Have GHEPARDO
019C668 0100

Description: Gives to you the Assoluto Ghepardo already boughted for 0eg

Have VAINQURE
019C670 0100

Description: Gives to you the Age Vainqure already boughted for 0eg

Have BULLDOG
019C678 0100

Description: Gives to you the Lizard Bulldog already boughted for 0eg

Have SQUALDON
019C680 0100

Description: Gives to you the Age Erriso already boughted for 0eg

Infinite Money
019C610 ?????

Description: Whith this code you have max money (999999999eg) and infinite money

Part VIII: FAQs

Here there are many FAQ

1A) How to unlock other cars?

1B) Simply completing the championships. After completed a champoinship, you will unlock a new Grade of cars

Class 1 = Grade 1 and 2

Class 2 = Grade 3

Class 3 = Grade 4

Class 4 = Grade 5

Class 5 = Nothing

2A) How to unlock the secret cars (Grade ? (6) Vainqure [Victoire], Bulldog [Tempest] and Squaldon [Dragone])?

2B) After completing the Extra GP, you will activate the Class 6. Go to Extra GP and in the car shop there are these three secret cars: Vainqure (Victorie), Bulldog (Tempest) and Squaldon (Dragone). Buy all of three (after compelting the Grand Prix you will have infinite money)

3A) What is the best car?

3B) Indeed there are three of best cars, and these are Grade ? Cars:

- Vainqure (Victoire): Best handling

- Bulldog (Tempest): Best acceleration and best max torque (105kgm)

- Squaldon (Dragone): Best top speed (231mph/372kph) and best max PS (980)

4A) Manual [MT] and Automatic [AT] Transmission: what is the best?

4B) For me is the Manual Transmission [MT] why it distributes the power and torque better and you can change the gear faster and with the Manual Transmission [MT] you can use a glitch called "Speed Glitch"

5A) What is the "Speed Glitch"?

5B) The "Speed Glitch" is just a glitch. For perform this glitch you must use the Manual Transmission [MT] (why if you use the Automatic Transmission

[AT], you can't perform this glitch). At the race beginning, rev your car to max holding also the brake (Square in preset configuration) and when you go, go to last or penultimate gear and release the brake. If done correctly, you will reach the top speed in less of one second, driving extremely fast. You can use the glitch only when the race starts

6A) What is the cheapest and too expensive cars?

6B) The cheapest is the Erriso (Alouette), with 2600eg and the too expensive is the Squaldon (Dragone) with 6666666eg

7A) What is the worst car?

7B) It is the Grade 1 Gnade Esperanza, the your starter car

8A) Why in Japanese version of the game many cars have different names?

8B) Sincerly...I don't know ^^

9A) Why many cars have only the Manual Transmission [MT]?

9B) I don't know...Maybe there are cars suggested for experts

10A) How many cars there are?

10B) There are thirteen cars

11A) The grip value affects the start?

11B) No, but affect the your drift performance

12A) Why the tach and gear display are different between [AT] and [MT]

12B) Maybe for rember the player if use the Manual or Automatic Transmission

Part IX: Copyright

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Part X: Contact

For every question about the FAQ please contact me as soon as possible at:

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