

# Rage Racer Car FAQ

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Updated to v1.50 on Aug 8, 2016

Rage Racer  
Complete Car FAQ

>>>Version: 1.00<<<  
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Part 0: Version History

Version: 1.00: First version of the FAQ

This is a detailed FAQ for Ridge Racer for the cars aspects. In the FAQ I have included the customization menu, car shop and engineer shop

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 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  
- Lizard Acceron

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

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

Grade 5: - Assoluto Ghepardo

Grade ?: - Age Vainquire  
- Lizard Bulldog  
- Assoluto Squaldon

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 (Istinct)  
- 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: Excellent 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: Grac 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 3: 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 Grand Prix 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 infinyte money)

3A) What is the best car?

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

- Vainquire (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 5: Contact

If you find any mistake please contact me as soon as possible at one (or both) of these two e-mails: salvo2014\_2014@libero.it OR salvo2014\_2014@hotmail.com

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by Sal\_89

