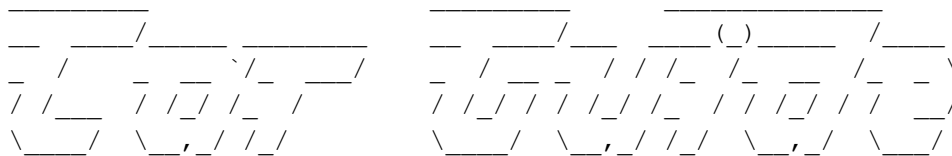
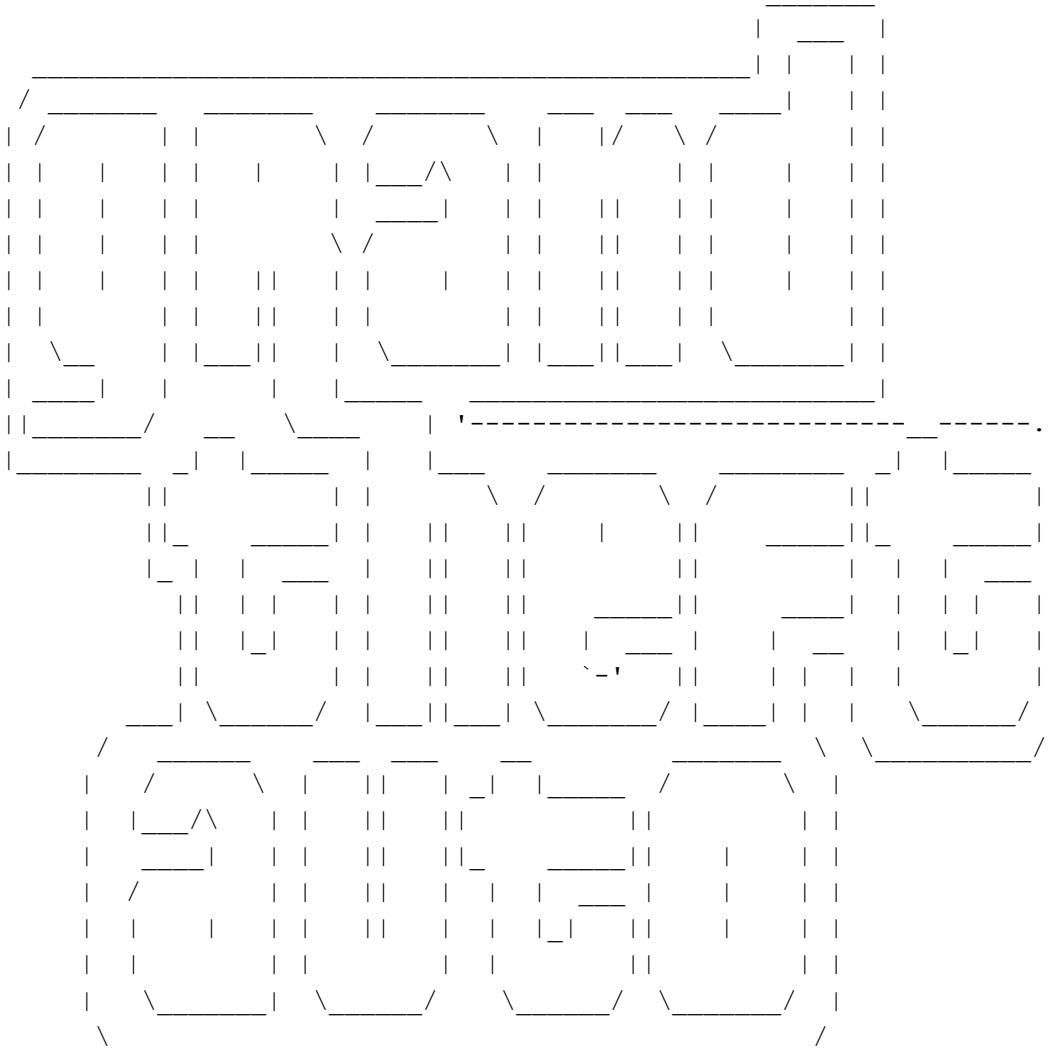


Grand Theft Auto Advance Car Guide

by joekisvcool

Updated on Jul 29, 2013

This walkthrough was originally written for Grand Theft Auto Advance on the GBA, but the walkthrough is still applicable to the PS2 version of the game.



FAQ/Walkthrough

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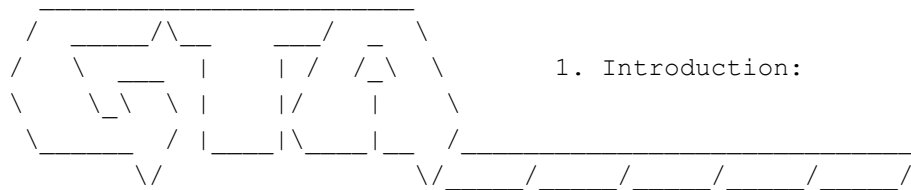
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1. Introduction
2. Basics
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- 5. Car Stats
- 6. Extras
- 7. Contact information
- 8. Legal Stuff/thanks

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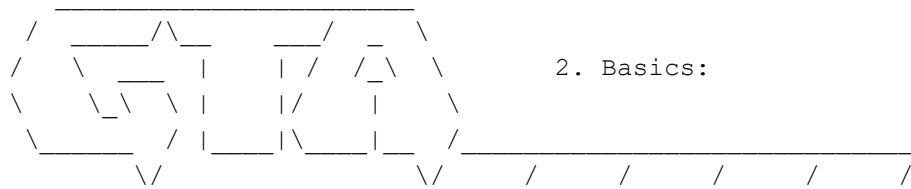
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Thank you for reading my FAQ on GTA Car stats. You can contact me on my email address if you spot a mistake or you want to give me some advice, this is my first/second FAQ (depending on which gets accepted first)
 Hope you like it!!

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Controls:

A = Accelerate

B = Brake/reverse (When stationary)

Left/Right = Steer left/Right

Start = Pause

Select = Switch Weapon

L = Enter car

R = Handbrake

Control Combo's:

L + R = Start side mission

R + Up = Sound horn/Activate siren

Select + L = Scroll through weapons (left)

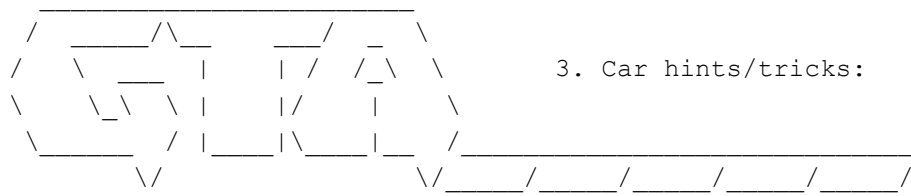
Select + R = Scroll through weapons (right)

A + B + Start = display co-ordinates and activates cheat mode.

For cheats see:

<http://www.gamefaqs.com/portable/gbadvance/code/919434.html>

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3. Car hints/tricks:

Cruise control:

To get be able to set your speed at a certain amount press forward while driving and use accelerate and brake to get the speed you want.

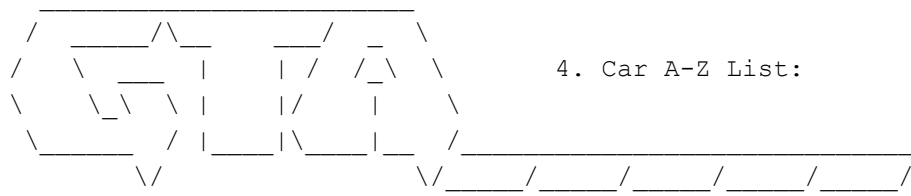
360 Turn:

To do a 360 in a car set your speed at 1 or 2 mph using cruise control (See above) Then press: Right + Up + A + R. If done correctly you should be doing a 360

Direction Change:

When driving on 4 lane roads, to change direction be at full speed and press R + Left. If done correctly you should be on the other side of the road facing the right way.

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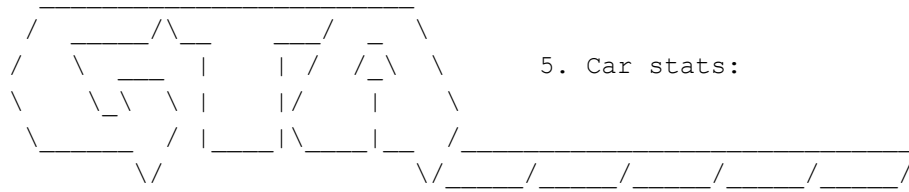
4. Car A-Z List:

- Ambulance
- Asukamobile
- Banshee
- Barracks
- Belly
- BF-Injection
- Borgnine
- Brit
- Coach
- Diablo
- Esperanto
- F-1
- FBI Car
- Fire truck
- Hoods
- Idaho
- Manana
- Monster Truck
- Police car
- Rumpo
- Sentinel
- Stretch
- Swat Van
- Tank

Taxi
Wong
Yardie
Yazuka

Overall: 28 Cars

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Ambulance:

Type: Transport

Colors:

- White with red cross

Speed: 112

On grass: 34

Damaged (black smoke): 58

Damaged (black smoke) on grass: 34

On fire: 32

Reversing: 42

Reversing on grass: 16

Damaged (black smoke) reversing: 26

Crusher value: \$1289

Special Features:

Press L + R to start a paramedic mission, Press R + Up to activate the siren. Be careful of toppling.

Asuka's Yazuka:

Type: Sports

Colors:

- Metallic blue

Speed: 187

On grass: 55

Damaged (black smoke): 102

Damaged (black smoke) on grass: 55

On fire: 47

Reversing: 50

Reversing on grass: 19

Damaged (black smoke) reversing: 32

Crusher value: \$

Special Features:

Asuka's Yazuka is basically a Yazuka with a few differences, they are: the car is quicker than a normal Yazuka and it has a cool metallic blue colour. To get this car you must complete the mission called "Down the river" (Asuka) with recruiting at least 20 thugs. Do not Spray this car otherwise it will lose its cool colour.

Banshee:

Type: Sports

Colors:

- red

- blue

- green

Speed: 174

On grass: 53

Damaged (black smoke): 94

Damaged (black smoke) on grass: 53

On fire: 44

Reversing: 48

Reversing on grass: 19

Damaged (black smoke) reversing: 31

Crusher value: \$448

Special Features:

A nice hot sports car with a decent speed nick 'em when you get the chance.

Barracks:

Type: Heavy transport/Military

Colors:

- Green/brown

Speed: 82

On grass: 27

Damaged (black smoke): 48

Damaged (black smoke) on grass: 27

On fire: 25

Reversing: 25

Reversing on grass: 11

Damaged (black smoke) reversing: 16

Crusher value: \$4096

Special Features:

These are rare, get one by getting the army on you. Be aware of toppling.

Belly:

Type: Cargo

Colors:

- Yellow

- Green

- Gray

- Orange

- Blue

- Red

Speed: 72

On grass: 23

Damaged (black smoke): 44

Damaged (black smoke) on grass: 23

On fire: 19

Reversing: 19

Reversing on grass: 9

Damaged (black smoke) reversing: 14

Crusher value: \$5952

Special Features:

Can topple!

BF-Injection:

Type: Off-road

Colors:

- Blue

Speed: 84

On grass: 84

Damaged (black smoke): 49

Damaged (black smoke) on grass: 49

On fire: 26

Reversing: 41

Reversing on grass: 41

Damaged (black smoke) reversing: 25

Crusher value: \$384

Special Features:

A good car for off-roading (on grass) but is damaged easily.

Borgnine:

Type: Transport

Colors:

- Yellow

Speed: 152

On grass: 42

Damaged (black smoke): 81

Damaged (black smoke) on grass: 42

On fire: 40

Reversing: 43

Reversing on grass: 16

Damaged (black smoke) reversing: 27

Crusher value: \$576

Special Features:

A quick alternative to the normal taxi car, press L + R to start a taxi mission. (Unlocked at Portland hideout when you complete 50 taxi missions)

Brit:

Type: Family car

Colors:

- Green

- Blue

- Red

Speed: 77

On grass: 26

Damaged (black smoke): 46

Damaged (black smoke) on grass: 26

On fire: 24

Reversing: 42

Reversing on grass: 16

Damaged (black smoke) reversing: 26

Crusher value: \$404

Special Features:

Ahhh the Brit probably one of the first cars you will drive, and probably the worst. Terrible top speeds but has good handling.

Coach:

Type: Transport

Colors:

- Green

- Blue

Speed: 64

On grass: 21

Damaged (black smoke): 41

Damaged (black smoke) on grass: 21

On fire: 21

Reversing: 15

Reversing on grass: 7

Damaged (black smoke) reversing: 11

Crusher value: \$4096

Special Features:

This car is only for bus driver wanna-be's! Can topple.

Diablo:

Type: Sport

Colors:

- Black

- Red

- Blue/gray

Speed: 171

On grass: 52

Damaged (black smoke): 92

Damaged (black smoke) on grass: 52

On fire: 44

Reversing: 46

Reversing on grass: 18

Damaged (black smoke) reversing: 29

Crusher value: \$532

Special Features:

Another brilliant sports car, good top speed but be aware of when you nick one, the gang member may try to kill you. (Looks lovely in red!)

Esperanto:

Type: Power

Colors:

- Brown
- Red
- green

Speed: 86

On grass: 28

Damaged (black smoke): 49

Damaged (black smoke) on grass: 28

On fire: 26

Reversing: 30

Reversing on grass: 12

Damaged (black smoke) reversing: 18

Crusher value: \$1024

Special Features:

Nothing much to say but overall pretty poor (avoid).

F-1:

Type: racing/Sports

Colors:

- Yellow
- Brown
- Orange
- White
- Blue
- Black
- Light blue
- Green
- red

Speed: 237

On grass: 64

Damaged (black smoke): 147

Damaged (black smoke) on grass: 64

On fire: 59

Reversing: 65

Reversing on grass: 22

Damaged (black smoke) reversing: 41

Crusher value: \$1026

Special Features:

The quickest car in the whole game, driving one of these at full speed in a busy road is suicide! Best for jumps and driving missions. (Unlocked at the street racing area in Shoreside after you complete all the races in the game)

FBI Car:

Type: Power

Colors:

- Black

Speed: 187

On grass: 56

Damaged (black smoke): 103

Damaged (black smoke) on grass: 56

On fire: 47

Reversing: 55

Reversing on grass: 22

Damaged (black smoke) reversing: 36

Crusher value: \$530

Special Features:

The second fastest car in the game, makes a lovely noise, Press R + Up to activate the siren. (press L + R to start a Vigilante Mission).

Fire truck:

Type: Truck

Colors:

- Red

Speed: 105

On grass: 31

Damaged (black smoke): 56

Damaged (black smoke) on grass: 31

On fire: 31

Reversing: 25

Reversing on grass: 11

Damaged (black smoke) reversing: 16

Crusher value: \$4096

Special Features:

Press L + R to start a fire mission, quite fast for a big car but it can topple. Press R + Up to activate siren.

Hoods:

Type: Cargo

Colors:

- Brown

- Green

- Red

- Blue

Speed: 82

On grass: 27

Damaged (black smoke): 48

Damaged (black smoke) on grass: 27

On fire: 25

Reversing: 23

Reversing on grass: 11

Damaged (black smoke) reversing: 16

Crusher value: \$3559

Special Features:

A terrible car avoid at all times, can topple.

Idaho:

Type: Family car

Colors:

- Red
- Blue
- Green

Speed: 89

On grass: 29

Damaged (black smoke): 51

Damaged (black smoke) on grass: 29

On fire: 27

Reversing: 28

Reversing on grass: 12

Damaged (black smoke) reversing: 18

Crusher value: \$512

Special Features:

Not a bad car for cruising around the city, but not one of my favorite.

Manana:

Type: Family car

Colors:

- Orange
- Red
- Green

Speed: 74

On grass: 25

Damaged (black smoke): 45

Damaged (black smoke) on grass: 25

On fire: 23

Reversing: 26

Reversing on grass: 12

Damaged (black smoke) reversing: 17

Crusher value: \$532

Special Features:

Basically the same as the Idaho but a little worse, has a cool name but that's about all.

Monster Truck:

Type: Power

Colors:

- Blue

- Orange

- Red

Speed: 87

On grass: 87

Damaged (black smoke): 50

Damaged (black smoke) on grass: 50

On fire: 26

Reversing: 25

Reversing on grass: 25

Damaged (black smoke) reversing: 16

Crusher value: \$3266

Special Features:

A big mean fighting machine. Can knock other cars out of the way and can travel quick on grass.

Police car:

Type: Sports

Colors:

- Black and white

Speed: 177

On grass: 53

Damaged (black smoke): 96

Damaged (black smoke) on grass: 53

On fire: 45

Reversing: 52

Reversing on grass: 20

Damaged (black smoke) reversing: 34

Crusher value: \$532

Special Features:

Nice and quick, Press L + R to start a vigilante mission. Press R + Up to activate the siren.

Rumpo:

Type: cargo

Colors:

- Orange

- Purple

- Yellow/green

Speed: 82

On grass: 27

Damaged (black smoke): 48

Damaged (black smoke) on grass: 27

On fire: 25

Reversing: 23

Reversing on grass: 11

Damaged (black smoke) reversing: 16

Crusher value: \$3559

Special Features:

A very bad car, poor speeds and bad handling. Avoid.

Sentinel:

Type: Power

Colors:

- Red
- Green
- Purple

Speed: 156

On grass: 48

Damaged (black smoke): 83

Damaged (black smoke) on grass: 48

On fire: 41

Reversing: 42

Reversing on grass: 17

Damaged (black smoke) reversing: 26

Crusher value: \$1024

Special Features:

Speedy and large, a posh car for cruising the road, good for impressing the ladies.

Stretch:

Type: luxury

Colors:

- Yellow
- Black
- Green

Speed: 65

On grass: 23

Damaged (black smoke): 42

Damaged (black smoke) on grass: 23

On fire: 21

Reversing: 23

Reversing on grass: 11

Damaged (black smoke) reversing: 16

Crusher value: \$1216

Special Features:

A slow luxury car not designed for speed. The guys who wear yellow coats always drive these.

SWAT Van:

Type: Heavy transport

- Black

Speed: 95

On grass: 30

Damaged (black smoke): 53

Damaged (black smoke) on grass: 30

On fire: 28

Reversing: 23

Reversing on grass: 13

Damaged (black smoke) reversing: 19

Crusher value: \$5120

Special Features:

Can be obtained by either getting swat on you or nicked from the police station on the second island at: (97,221). Press L + R to start a Vigilante Mission. Can topple.

Tank:

Type: military

Colors:

- Green

Speed: 23

On grass: 23

Damaged (black smoke): 16

Damaged (black smoke) on grass: 16

On fire: 10

Reversing: 20

Reversing on grass: 20

Crusher value: \$19904

Damaged (black smoke) reversing: 15

Special Features:

Can only be obtained using this method: Press A + B + Start to activate the cheat mode, press Left, right, up, down, R, R. This enables full wanted level. Grab a car and drive around avoiding being shot by soldiers until you come across a tank. Enter the same cheat as you entered to get the cops on you (Left, right, up, down, R, R) Grab the tank and use the cheat again to get the cops off you. Congratulations you did it. Press L + R to start a Vigilante Mission, press A + B to fire the missile. Only con is that it is incredibly slow. Press R + Up to activate siren.

Taxi:

Type: Transport

Colors:

- Yellow

Speed: 87

On grass: 28

Damaged (black smoke): 50

Damaged (black smoke) on grass: 28

On fire: 26

Reversing: 30

Reversing on grass: 12

Damaged (black smoke) reversing: 18

Crusher value: \$512

Special Features:

Press L + R to start a Taxi mission. Press R + Up to activate siren.

Wong:

Type: Cargo

Colors:

- Blue

- Brown

- Red

Speed: 57

On grass: 19

Damaged (black smoke): 38

Damaged (black smoke) on grass: 19

On fire: 19

Reversing: 11

Reversing on grass: 5

Damaged (black smoke) reversing: 8

Crusher value: \$6272

Special Features:

Almost identical to the belly in appearances. The only difference is that the belly is much quicker. Can topple.

Yardie:

Type: SUV

Colors:

- Green

- Blue

- Brown/orange

Speed: 105

On grass: 33

Damaged (black smoke): 56

Damaged (black smoke) on grass: 33

On fire: 31

Reversing: 35

Reversing on grass: 14

Damaged (black smoke) reversing: 21

Crusher value: \$1040

Special Features:

A gang car so be aware of gang hostility if you nick to many of these cars, quite quick for a big car.

Yazuka:

Type: Sport

Colors:

- Fire red
- Silver
- Green

Speed: 171

On grass: 52

Damaged (black smoke): 92

Damaged (black smoke) on grass: 52

On fire: 44

Reversing: 46

Reversing on grass: 18

Damaged (black smoke) reversing: 29

Crusher value: \$512

Special Features:

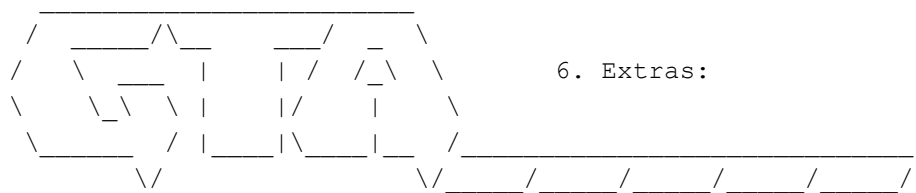
A lovely car, brilliant handling and speed, but be aware of gang hostility if you nick to many of these cars.

|The best car|:

(The car that wins is the one with the highest stats when added together)

The best car overall is: **** F-1 ****

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This is my extras section for all the bits about cars that have not been covered yet.

Street cars:

Street races are side missions that involve you driving round a circuit in a set amount of time in a car. Some cars that are featured in street races are slightly quicker than the normal versions of that car. Below is a list of all the cars that speeds change and the difference.

Diablo:

Normal top speed: 171
Street racing top speed: 180
Difference: 9

Idaho:

Normal top speed: 89
Street racing top speed: 106
Difference: 17

Yardie:

Normal top speed: 105
Street racing top speed: 108
Difference: 3

Manana:

Normal top speed: 74
Street racing top speed: 108
Difference: 34

Yazuka:

Normal top speed: 171
Street racing top speed: 184
Difference: 13

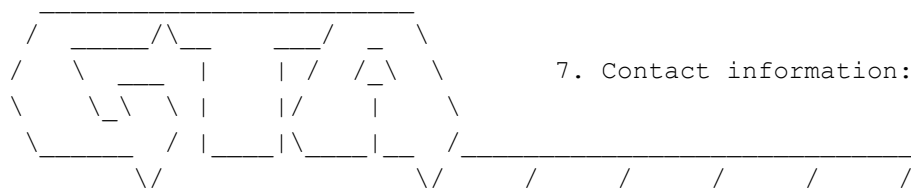
Banshee:

Normal top speed: 174
Street racing top speed: 196/199 (later races)
Difference: 22/25

F-1

Normal top speed: 237
Street racing top speed: 242
Difference: 5

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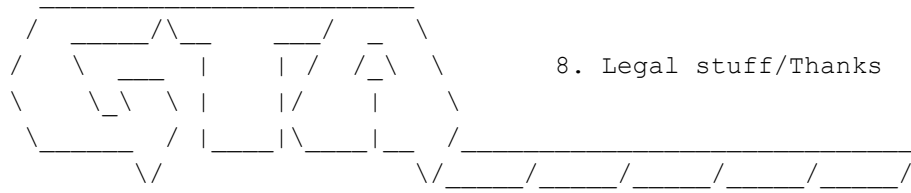


7. Contact information:

You may contact me to tell me about mistakes in my FAQ or you want to give me some advice. Do not email me junk. Thanks.

My email Address: joealternative@hotmail.co.uk

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But.... if you email me and ask very very nicely I'll let you use my guide on your site but you probably wont want to!

This is a www.gameFAQs.com exclusive, if you are reading this off a different website please email me (see contact information)

Thanks:

I would like to thank:

Rockstar:

For creating this great game.

GhostOfLegault:

For getting the Grand Theft Auto title art.

iSeeRed45:

For helping me out in the type section.

garrett_daniels:

For telling me how to get: Asuka's Yazuka

ASCII art generator:

(<http://www.network-science.de/ascii/>) for the following pieces of art:
Car guide art, sections art, and the art bellow.

