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http://faqs.retronintendo.com
T A B L E
O F
C O N T E N T S

| 1. - Controls | BENC1 |
| :--- | :--- |
| 2. - Strategies | BENC2 |
| 3. - Tracks | BENC3 |
| 4. Racers | BENC4 |
| 5. - Tuning | BENC5 |
| 6. Disclaimer | BENC6 |

1.     - CO N TROLS

BENC1

D-Pad:
Left - Steer Left
Right - Steer Right
Up - Shift Up
Down - Shift Down

A - Accelerate
B - Brake
Start - Pause
Select - No Use
2. - STRATEGIES

BENC2

First thing's first, qualifying. If you have auto qualify on, you will automatically start in the middle of the pack. If you qualify yourself, your starting position is based on how well you do. This is where the skill comes in. You need to be really good to qualify in the front row, as opposed to auto qualifying in the middle.

One of the most important things in starting a race is to select your transmission. A manual requires more focus and skill but rewards you with a higher top speed. The automatic does not require you to shift manually but it's top speed is lower. I suggest an automatic for the road courses since there's a lot of shifting. You should use an automatic for the triovals since once you reach your fourth gear, you won't have to shift again.

Now when you actually start to race, there is a few tips and tricks you will need to learn. One of the most important thing to do is drafting. Just get right behind another car and you will avoid the air flow a bit more. This will allow you to go faster. When you get right on the car's bumper, you could slingshot to the left. Just pull into the inside and you should have enough speed to pass him easily.

Passing can be fairly difficult at times. I suggest always going to the inside, or to the left, of the car you are trying to pass. Try not to do this on a straightaway unless you are attempting the slingshot maneuver. I suggest trying to pass them while entering or exiting a turn.

Driving the line will make you be the fastest car on the track. What this is, is the quickest route around the track. You want to stay on the outside of the track while entering the turn, go in to the inside during the turn, and go back to the outside exiting the turn. This should all be done in one smooth motion to be the most successful. If you screw up and go in too much while exiting, just keep going straight, it's not worth it to try to correct yourself that late.

Pitting can be incredibly important too. In longer races you need to pit for fresh tires and more gas. Try to pit during the caution flags so you don't lose any track position. If you pit during the green flag and you don't have a clean pit, you could lose a lot of track positions. I suggesting trying to set up your car in practice mode until you find a set up that works. This will save you precious time in the actual races.




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4. - R A C E R S

The other racers are based on the skill level you choose to begin the race. Here is a quick description of each skill level:

Novice - Other racers are slower and you cannot cash.
Rookie - Other racers are quick and you can crash.
Pro - Other racers are quick and race aggressively.

Car Choices:
Pontiac Grand Prix
Ford Thunderbird
Chevrolet Lumina

The cars have no noticable difference between them except their models and paint jobs.

There are a total of sixteen drivers including yourself. The list of the drivers are : Bill Elliott, Jason Williams, Amory Jackson, Buddy Kiss Jr., Bo Johanson, Cooter Davis, Curtis Colwell, T-Bone Henry, Ray Parson, Jim Bob Lee, Doc Jones, Mick Jacobs, Danny Yates, Cole Mattrick, Lamar Stevens, and you.

5. - T U N I N G

BENC5

This section is taken out of the manual since I'm not too sure about the tuning of racecars.

Spoilers in Triovals - 25-35 degrees
Spoilers in Road Courses - 45-70 degrees
Gear Ratios on Triovals - High
Gear Ratios on Road Courses - Low
Tire Stagger on Triovals - High
Tire Stagger on Road Courses - Low
6. - D I S C L A I M E R

BENC6

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