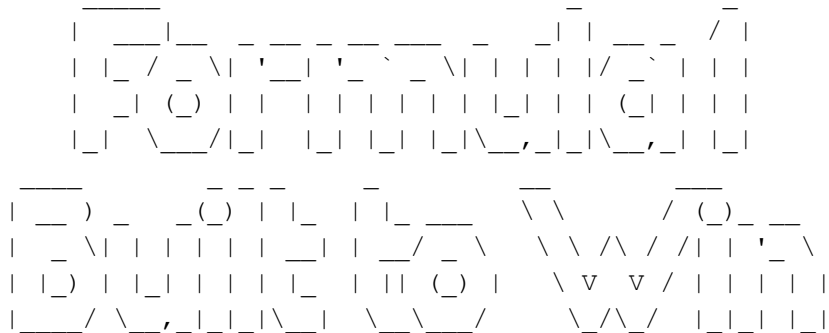


Formula One: Built to Win FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Jul 24, 2008

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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## T A B L E O F C O N T E N T S

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1. - Controls.....	F101
2. - Races (Normal Mode).....	F102
3. - Shops.....	F103
4. - Driving Strategies.....	F104
5. - Cars.....	F105
6. - Car Parts.....	F106
7. - Tracks.....	F107
8. - Disclaimer.....	F108

Please Note - This whole FAQ has been designed for easy access. What does this mean? It means you can easily find any section with the search feature of your web browser. Simply press ctrl+f and a search box will pop up. Type in the code to the section you would like to access. The code is F10# where the number is the number to the section, it is also to the right in the Table of Contents. Just hit search until you are brought to your desired section.

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## 1. - C O N T R O L S F101

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D-Pad

- Left - Steer Left
- Right - Steer Right
- Up - Nitro
- Down - No Use

- A - Gas
- B - Brake
- Start - Pause
- Select - Retire

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When you first start normal mode, you are given the Mini Cooper with the worst parts possible and you have to race to earn money to upgrade your car to become the best driver in the world. You will start off with a map of the United States and have the option to race in several cities. This section will list each event for each city. \*Please note - The reward lists are for winning the race, you will receive a smaller prize for a second or third place finish. Any finish behind third will give you nothing.

| City          | Race Name        | Rank | Price  | Reward   |
|---------------|------------------|------|--------|----------|
| New York      | Novice Race      | D    | \$0    | \$500    |
|               | Big Apple Night  | D    | \$50   | \$1000   |
|               | Niagara Cup      | D    | \$50   | \$1500   |
| Detroit       | Lakeside         | D    | \$50   | \$2000   |
|               | Motor City       | D    | \$60   | \$3000   |
|               | Knight of Night  | D    | \$100  | \$5000   |
| Miami         | Sea Breeze       | D    | \$100  | \$5000   |
|               | Twilight Beach   | D    | \$200  | \$4000   |
|               | Fantasy Dream    | C    | \$200  | \$8000   |
| Yellowstone   | Old Faithful     | C    | \$300  | \$6000   |
|               | Deep Forest      | C    | \$300  | \$8000   |
|               | Great Divide     | C    | \$500  | \$18000  |
| Dallas        | Hot Wind Run     | C    | \$500  | \$8000   |
|               | Prairie Storm    | C    | \$500  | \$10000  |
|               | Lone Star Run    | C    | \$600  | \$15000  |
| Las Vegas     | Million \$ Night | B    | \$600  | \$30000  |
|               | Pleasure City    | B    | \$600  | \$40000  |
|               | Gambler Run      | B    | \$0    | \$50000  |
| Denver        | Mile High Run    | B    | \$1000 | \$18000  |
|               | Colorado Park    | B    | \$1000 | \$25000  |
|               | Mountain Road    | B    | \$1200 | \$30000  |
| San Francisco | Golden Gate Run  | B    | \$2000 | \$80000  |
|               | Alcatraz         | A    | \$2000 | \$50000  |
|               | Bay Circuit      | A    | \$3000 | \$50000  |
| Los Angeles   | Sunset Strip     | A    | \$3000 | \$50000  |
|               | Laguna Beach     | A    | \$3000 | \$60000  |
|               | Dragon Cup       | A    | \$4000 | \$100000 |
| Hawaii        | Paradise Island  | A    | \$4000 | \$80000  |
|               | Volcano Bay      | A    | \$5000 | \$100000 |
|               | Final Road       | A    | \$0    | ***      |

\*\*\*The Final Road is the International F1 Races. To see maps of the tracks, check out the Tracks section of this FAQ (F107)

| International F1 Races | Track             | Reward   |
|------------------------|-------------------|----------|
| 1                      | Brazil Grand Prix | \$200000 |

|    |                          |          |
|----|--------------------------|----------|
| 2  | San Marino Grand Prix    | \$200000 |
| 3  | Monaco Circuit           | \$200000 |
| 4  | Mexico Grand Prix        | \$200000 |
| 5  | U.S.A. Grand Prix        | \$200000 |
| 6  | Canada Grand Prix        | \$200000 |
| 7  | France Grand Prix        | \$200000 |
| 8  | Great Britain Grand Prix | \$200000 |
| 9  | West Germany Grand Prix  | \$200000 |
| 10 | Hungary Grand Prix       | \$200000 |
| 11 | Belgium Grand Prix       | \$200000 |
| 12 | Italy Grand Prix         | \$200000 |
| 13 | Portugal Grand Prix      | \$200000 |
| 14 | Spain Grand Prix         | \$200000 |
| 15 | Japan Grand Prix         | \$200000 |
| 16 | Australia Grand Prix     | \$200000 |

If you win the whole series, not every race, just the total points series, then you will simply get an ending screen showing that you are the best F-1 Driver of all time.

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3. - S H O P S F103

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There are a couple of different shops throughout the game. In this section, I will describe what each shop does and where they are located. Check the parts section of this guide to see how each part can be upgrade. Also below the shop details, I will list what each shop has to offer.

Parts Shop - You can buy parts in these.

Locations - New York, Miami, Yellowstone, Denver, Los Angeles, and Hawaii

|             |            |
|-------------|------------|
| New York    | Miami      |
| Nitrous     | Nitrous    |
| Tire        | Tire       |
| Engine      | Chassis    |
| Bumper      | Turbo      |
| Chassis     | Suspension |
| Yellowstone | Denver     |
| Nitrous     | Nitrous    |
| Tire        | Tire       |
| Engine      | Bumper     |
| Brakes      | Suspension |
| Chassis     | Turbo      |
| Los Angeles | Hawaii     |
| Nitrous     | Nitrous    |
| Tire        | Tire       |
| Engine      | Turbo      |
| Chassis     | Brakes     |
| Suspension  | Engine     |

Speed Shop - You can sell spare parts in these.

Locations - Detroit and San Francisco

|         |               |
|---------|---------------|
| Detroit | San Francisco |
| Tire    | Tire          |
| Engine  | Engine        |
| Bumper  | Turbo         |

Chassis  
Suspension

Brakes  
Chassis

Casino - You can try your luck at slot machines and possibly win some extra money.  
Locations - Las Vegas

As you enter the casino, you have the option of coin denomination. This means whatever number you pick, 1, 10, or 1000 is how much money each coin is worth. The higher the denomination the more money you can win or lose. If you hit A in the slots screen you will insert a coin up to three coins. Each coin will buy a different line. The first coin is the middle line, the second is the top, and the third is the bottom. You have to have a row there. Press Down to pull the handle. Press B to leave the casino. Below is a chart showing what you can win.

|                                  |        |                          |                                                       |
|----------------------------------|--------|--------------------------|-------------------------------------------------------|
| Seven Seven Seven                | - 1000 | Orange Orange Orange     | - 10                                                  |
| Bar Bar Bar                      | - 50   | Cherry Cherry Anything   | - 6                                                   |
| Bell Bell Bell                   | - 30   | Cherry Anything Anything | - 2                                                   |
| Watermelon Watermelon Watermelon | - 20   | All                      | - Pays on All. This means if                          |
| Blue Fruit Blue Fruit Blue Fruit | - 15   |                          | that it's basically a wild and can count as anything. |

\*Note that the cherries. don't need to be in order, so long as you have one or two cherries on a line, you'll still win the coins.

Car Shop - You can buy new vehicles in these.  
Locations - Dallas

|             |          |
|-------------|----------|
| Mini Cooper | \$8000   |
| Vector W2   | \$30000  |
| Ferrari F40 | \$200000 |

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4. - D R I V I N G S T R A T E G I E S

F104

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##### Improving Ranks

You will notice that you cannot buy all of the upgrades or cars from the start of the game even if you do have the money for it. To rank up, you have to win all of the races in that rank. So to start, to rank up from Rank D to Rank C, you have to finish all of the Rank D races and then you rank up.

##### Quick Cash

If you want quick cash you have one of two options, race or try your luck at the casino. If you are actually using a NES instead of an emulator, I suggest just racing on the more expensive races. If you are using an emulator, go to the casino. Use a save state before you put any coins in and use the slots. If you lose, just load the save state you just made, if you win, just save a new save state. It makes the casino act like free money.

##### Passing

The cars that you have to pass to actually advance in position are light blue. The green cars only seem to be in the game to get in your way. When you don't have a car that is much faster than the others, the green cars will try to block you. When you approach a green car, stay in the middle of the track and let them turn in front of you, then quickly turn to where they were. Be careful trying to pass the blue cars, they will try to block you and often times won't give up. Try to use your boost once you get to the side of them.

##### Sharp Turns

Sharp turns are a pain in this game since the computer seems to be able to fly right through them. I recommend just trying to stay on the inside of every turn. The inside is the left side of the track for a left turn and vice versa for right turns. If you see your car start to shoot to the outside, hit the brakes until you don't slide anymore and then let go of both the gas and the brake. Just coast through the rest of the turn until it's not sharp anymore. If you don't brake, you will fly into the grass and possibly spin out. Even if you don't spin out, you'll be stuck in the grass driving at no more than 60mph until you fully exit the turn.

#### Boosting

You have a nitrous tank that can be recharged after every race at the parts shop. It is important to know when to use the nitrous. You should always use it when you are on a straight road that is clear. I generally save it as I approach other cars because you might hit them and you'll slow down and possibly spin out. Once you see a hole you can fit in to pass the car, then start to use your boost. Try not to boost around turns unless it's light turns. If you have to brake during the turn at all, it's not worth using some of your nitrous on.

#### Learning Each Track

Sometimes you won't be able to catch up on tracks but after you get the hang of them, you'll be wondering why you were having problems before. You may waste some money on the entry fee but don't let a loss push you from finishing the game. Learning a track helps you take turns a lot better since you'll know when, where, and how much to brake for some turns. So if you fail, just try, try again.

#### Upgrades

The easiest way to win a race that you have trouble at is always to make sure you have the best parts available. If you have an emulator, I suggest using the save state feature at the casino to rack up a lot of money to spend on parts. Always try to buy the best parts possible and buy extra tires because they wear out over time. I highly recommend refilling your nitrous tank after every race.

#### Tires

The more grip your tires have, the quicker they wear out. The D Grip tires last forever and the A grip tires will only last one race. However, they have so much better grip that you should replace them after every race. If you have another pair of tires, just make sure you have a decent set before you enter each race by checking out the CarCheck section.

#### Career Mode - F1 Racing

I highly recommend saving as much money as possible before you enter the Formula 1 races. I highly recommend waiting until you have \$1,000,000. To fully upgrade your Formula 1 car from the parts that you are given, you will need to spend \$900,000. The reason I recommend having an extra \$100,000 is for the nitrous refills after each race, trust me, you'll need them.

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There are only four different vehicles you get to race with. In normal mode, you obviously start with the slowest car and have to work your way up as you race for money. This section will give you a quick run down of each car and it's top speed.

Mini Cooper - 120mph

Vector W2 - 160mph  
 Ferrari F40 - 200mph  
 Formula 1 - 240mph

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6. - C A R P A R T S

F106

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In normal mode, you can upgrade your car as you race your way to the top. Once you choose a location, you will come to a quick screen that lists Office, Parts Shop, Car Check, and Save Game. These parts can all be bought in Parts Shop.

| TIRE          | GRIP | PRICE  | ENGINE  | SPEED   | PRICE    |
|---------------|------|--------|---------|---------|----------|
| Radial        | C    | \$50   | 4Cyl    | +100mph | \$1000   |
| Belted Radial | B    | \$200  | V-6     | +120mph | \$2000   |
| Slick         | A    | \$1000 | V-8     | +140mph | \$5000   |
|               |      |        | V-12    | +160mph | \$30000  |
|               |      |        | Turbine | +180mph | \$100000 |

| BUMPER         | STR | PRICE   | CHASSIS   | STR | PRICE  |
|----------------|-----|---------|-----------|-----|--------|
| Metal Bumper   | C   | \$400   | Aluminium | +1  | \$200  |
| Shock Absorber | B   | \$8000  | Metal     | +2  | \$500  |
| Memory Bumper  | A   | \$50000 | Duralumin | +4  | \$3000 |

| BRAKES     | BRAKE | PRICE   | TURBO       | ACCEL | PRICE   |
|------------|-------|---------|-------------|-------|---------|
| Disk Brake | C     | \$800   | TURBO       | C     | \$4000  |
| 4W-Brake   | B     | \$4000  | SUPER       | B     | \$10000 |
| Antilock   | A     | \$10000 | IMPACT FLOW | A     | \$40000 |

| SUSPENSION     | STEER | PRICE   |
|----------------|-------|---------|
| Coil Dampened  | C     | \$1000  |
| Air Suspension | B     | \$6000  |
| Active Sus     | A     | \$60000 |

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7. - T R A C K S

F107

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-----  
 Brazil GP  
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|  |            |       |       |
|--|------------|-------|-------|
|  |            | rBMM7 |       |
|  |            | aM    | 8MMM7 |
|  |            | 2M    | rMMM8 |
|  | MMMMMMMMMM | SM    | WMMM7 |
|  | rMMM8      | MM    | M;    |
|  | ZMMM7      | MM    | M:    |
|  | .MMM7      | 2M    | M:    |
|  | SMMM7      | MM:   | M:    |
|  | MM,        | 7MMMS | M:    |
|  | MM         | MMMM: | aM    |
|  | XM         | XMMMZ | MMW   |









```

7/^ \                          :M
M |                              MM
M |                              MM
W                                WMM:
:M,                             7MM;
MM SMMMMMMMMMMMMMMMMMMMMMMMM7 .MM8
MMMZ :MM@                       MMM
      iMM7                       ZMM
      2MMi                       rMM7
      MMM                       MMW
      MM8                       @MM
      7MMM2SXZMMMi
      S22S

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West Germany GP
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```

;7ZMMMMMMMMMMMMMB SMMMMMS7:
    ZMMMMMMZ2      MMMMM      ZZMMMMMMX
rZOMMMMMM .      iMMMMMMZ8 .
WMMMM@@      i@MMMMMM;
:M2.      :rMMMM
ZM      MMB
aM      iiiiiii      :Mr
ZM      MMMMMMMMMMW      MM
XM      rM      .M.      :M
Z      :M      ,M      ;M
MM/^ \SMMMMMM      :M      aMMMMM@
aM |      MM      :M      M;
7@ |      MM      :M      Mr
ZM      MM      :M      SM
aM      MM      :M      MM
ZM      MM      ;M      WMM
,MBS      SMMr      MMS      SMMMM7
8MMMMMMMS      ,@MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM8
      `iBB7

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Hungary Grand Prix
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      , @MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM8      a@MMMZ
      MMM.      @M      MM      MZ
      ZMM:      BM      MM      M8
      .MMMMMMMMMMMMMS      ;M8      MM      MZ
      MM2r777777i      7M0      MM      MZ
      ;M      XMMS      MM      MZ
      ,M,      OMM.      MM      MZ
      ,M,      MMM      MM      MZ
      ,M,      :MMZ      MM      MZ
      .Mi      2MM;      MM      MZ
      MM      ZMMMMMMMi      MZ
      MM.      7XXi      M0
      ZMM:      2:
      BMMa      |MM
      ,MMMMMB.      OMMMMMM      |MM
      @8      MMM,      MM      V Z
      Mr      WMM      MM      Ma
      M7      XMM;      MM      M8
      M7      ,MMO      MM      MZ
      M7      MMM      MM      MZ

```

M7 7MMM, MM MZ  
 M7 7MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM MZ  
 M7 BMMr MM M8  
 M; XMMr MM M0  
 ,MW@MM0i MMW@M

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 Belgium Grand Prix  
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iMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMX  
 MMB. MM  
 7MMMM; .MMMM2 WMM MM  
 0MMMMMMMMM. ;MMMM7 .MMMM8 MMMM  
 ZM MB  
 B@ <-- X@  
 MMMMMMMMMMMMMB BMMMMMMMMMMMMMM2. i2MMMMMMMMMa S@  
 @M M@ r0MM2 8MM0i MM S@  
 ;M M; :MM MM. MM 2M  
 MMMMMMMMMMMM Mr ZM MMMM.  
 XM M;  
 iM M.  
 iM MM  
 iM MM  
 iM WMM  
 iM MM  
 iM MZ  
 ;M M8  
 7M; :MMMM  
 MM MMr;  
 MMW M,  
 SMMMW0MM

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 Italy Grand Prix  
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ZMWMWMMMMMMMMMMMMM@MMi  
 M MMS  
 M XM i  
 M WM  
 M MM  
 M MM  
 ZMMM2 MM  
 ,Ma ,MZ  
 MW :M2  
 MB 2M:  
 MB 8M  
 MB MM  
 MB ;MMX222222Xr  
 MB XMMMMMMMMMMMMM:  
 MB ZMM  
 MB MMM  
 MB :MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM  
 MB BW  
 M0 BB  
 @M M  
 MM MM  
 MMM @MM: <--- MMM  
 ZMMMMMM 7M: BMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM  
 BM0MM.

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 Portugal Grand Prix  
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aMM@MMZ  
ZMMM; XMM  
MMMM. @MM  
.MMM2 MMZ  
M@ rMM:  
MM 8MZ  
rMMMMMMMMMMMMMMMMM: M0 .Mr  
M. WM iMMi MM  
M BM :MM0 MM  
M rM: WMMM MM  
M WMS S0 XMMM2 MM  
M 2MM ZMMM@MMM: XMM MM  
M ,Mr ,MMMw aMMMx MM WMMMMMMMMMMW  
M MM XMMS iMMM8 M: ;8MM  
M MM @MMM: BMMM, M: MM  
M MMMB XMMMMMMMMM8 MZ  
M M  
M M  
M M8  
M iM  
M <-- MMX  
;MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM2@MMM0MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMW

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Spain Grand Prix  
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BMMMMWX 8MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMWS  
ZM ZM@ MMMM@: ZMM  
BM 2M0 8MMM2: XMM  
OM rMM. iZMMM@2 aM@  
OM @MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM aM@  
OM aM@  
OM aMW  
B@ BM8  
iMM2 <--- BMMXSS.  
8MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM@MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM MMMMMMr  
iMM @0  
MM WW  
ZMZ @W  
iMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM @W  
2MMMM. @W  
,MMMr @W  
BMM2 @W  
SMM@ raaaaaaaaaaaaaaaaaaaaaS @W  
;MM, ,MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMr, @W  
MMMS 2MMM,, .0MMM @W  
0MM8 iMMMi BMMZ BW  
MMM .MM7 .MMMWS ;Ma  
MM7 .MM ZMMMMMMMM;  
MMX ;MM  
MMi .MM  
MMr .MM  
MMr .MM  
MMr .MM  
MMr .MM  
MM, MM  
2MW 0MZ  
72MMMMMMMMMMMMM27  
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7MM, MMX  
7MM .MM. MM; MM2  
MM; ZMMMM8 iMM.  
MM8 @M 2MM  
8MM MMW  
;MM. MMX  
MMX rMM  
MMMMMMMW OMMMMMM  
@MM MMM  
--> XMM MMZ  
:MMMMMMMMMMZMMMMMMMr :MM.  
M. 7M  
M 8  
OMMM7 XMMMMMMMMX WM8  
7MMM8WMM: MX XMM  
W8 M0 .MMi  
.MMMMM MM8  
M8 BMM  
Mr XMM  
8MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMX

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8. - D I S C L A I M E R F108

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