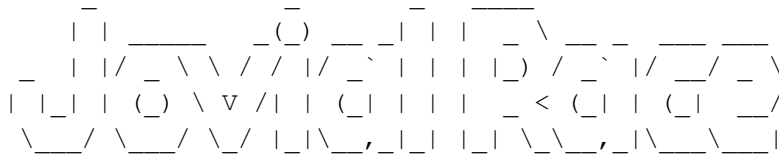


Jovial Race FAQ

by Da Hui

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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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*Please Note - This whole FAQ is designed to allow quick access to every section of this FAQ with ease. Just press ctrl+f and a search box will pop up. Type the code to whatever section you are looking for. The code is the numbers on the right of the table of contents, for example the upgrades section is the code JV03. When you type in the code, press enter and you will find the section.

1. - C O N T R O L S JV01

D-Pad

- Up - Turn Up
- Down - Turn Down
- Left - Turn Left
- Right - Turn Right
- A - Use Power-Up
- B - Drop Sludge
- Start - Enter Shop/Pause
- Select - No Use

2. - S T R A T E G I E S JV02

The point of this game is to collect all of the flags scattered throughout the map before the other cars hit you. They are out to get you and Sachem has conveniently made them faster than you. That's fair isn't it? Well in a way it is since you get to stop them in their tracks! They also get stuck behind random obstacles that you could go right through.

The first thing you need to do is pay attention to the radar on the bottom of the screen. The radar reveals the location of each and every flag in the map. They will be the square spots. The flashing flags will give you small power ups such as more fuel. The tall rectangular pieces that move are the other cars that try to get you. Basically just stay away from the other cars and chase after the flags whenever you can. Grab the foods when you pass them for a small points bonus.

When another car starts to chase you is when you should start to worry. They are quicker than you so you should be very careful. Try to lose them at first because a lot of the time, they will actually just turn away. If they're getting too close, keep pressing B. You will drop some sludge behind you and it will stop your enemies in their tracks, literally.

One really important thing you have to check is the fuel meter! Dropping sludge behind you will take fuel away from you. The flag with L next to it will refuel you. Try to save those flags for later in the round so you won't go incredibly slow when you run out. If you are running out, buy the Saver to conserve fuel.

Always check out the shops. You will collect money from collecting flags and stopping the other cars. Your money total will remain in the bottom right hand corner of the screen. Just enter the shop by pressing the start button and purchase whatever power-up you'd like. Below this section is the "Upgrades" section, that section will describe everything you could purchase in the shop and what they do.

This game is really straight forward and doesn't really have many more strategies. If you're looking for a complex game, do not pick this one because it seems like something you'd play on an Atari. Anyways, just keep playing this game until you pretty much get bored of it because there's not much else to do in the game.

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3. - U P G R A D E S JV03
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This section will describe every item and price of each item you could buy in the shop.

Turbo

Price - \$7000

Description - Turbos will give you a nice speed boost. This will help you escape enemies easier.

Gun

Price - \$5000

Description - The gun will allow you to shoot enemies in front of you. Use this when you want to stun an enemy ahead of you and he's in your way of the next flag.

Saver

Price - \$2500

Description - The saver will help you preserve your fuel. Buy this if you don't pay attention to your fuel meter.

Wheel

Price - \$2000

Description - The wheel will allow you to turn slightly quicker. This could come in handy when there's another car coming straight at you

and you don't see him.

Bumper

Price - \$3500

Description - These will allow you to run over certain obstacles. I really find it pointless since they are easily avoidable.

Secret

Price - \$8000

Description - This will turn you into a ghost. It will allow you to go through enemies.

Rocket

Price - \$10000

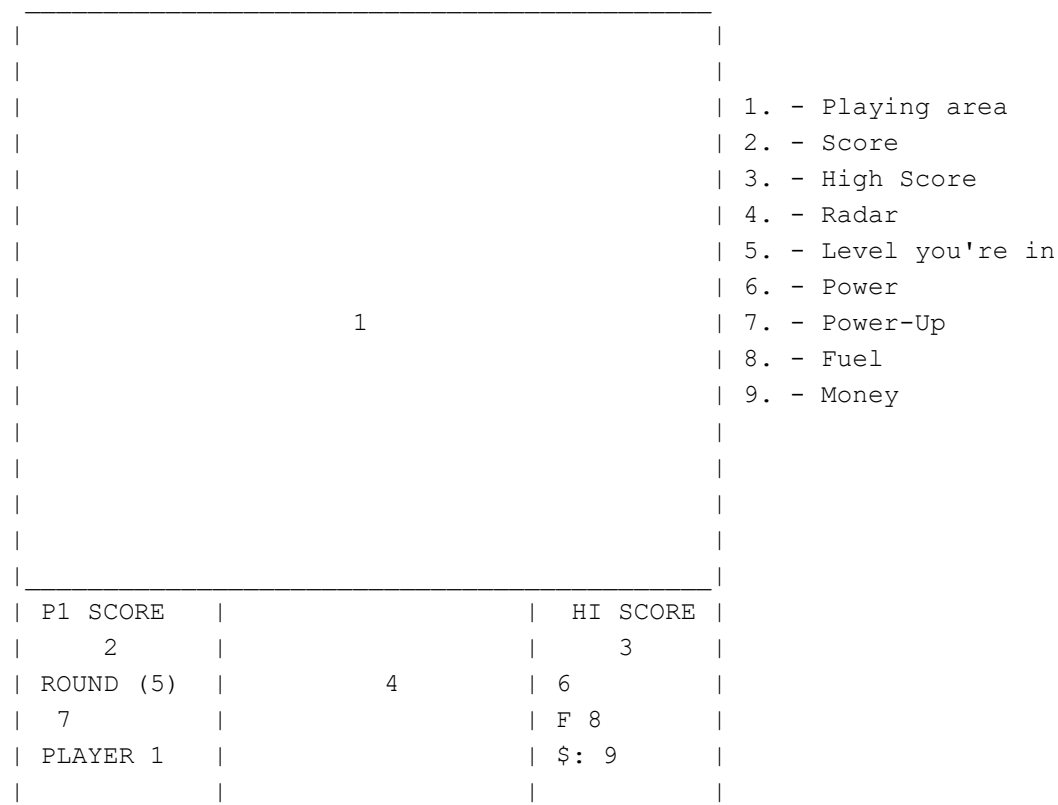
Description - This is just like the gun except it won't just stun them, it will destroy them.

1-Up

Price - \$15000

Description - This power-up is obvious. It will give you an extra life in case you crash.

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4. - HUD EXPLAINED JV04
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5. - POINTS SYSTEM JV05
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The main point of this game is to have a high hi score, along with collecting all of the flags. Collecting fruit won't give you any money but it will always give you some points. The points will always range anywhere from two hundred all the way to one thousand. The flags are a bit of a different points system. The first flag will be one hundred, the second will be two hundred, etc. There's also money involved in killing other cars. You will get one thousand

and two hundred dollars for killing other cars with rockets. There is no points involved in this. There is also no bonus in stunning other vehicles with sludge and the gun.

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6. - D I S C L A I M E R

JV06
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