Super Sprint FAQ/Walkthrough

by hfpseudonym

Updated to v1.1 on Feb 22, 2006

This walkthrough was originally written for Super Sprint on the NES, but the walkthrough is still applicable to the PC version of the game.

This guide was written for the NES FAQ Completion Project. Check out the topic on the FAQ Contributors board if you interested in contributing.

Super Sprint FAQ
For the Nintendo NES
Written by Pseudonym
Version 1.1

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Revision History

January 26th, 2006 Version 1.1

Finished the Game Basics and Tracks sections. I completed everything that I could think of.

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FAQ

Q: Are there any other games similar to this game?

Super Off Road and Micro Machines are the only games I can think of that are similar to this one.

Introduction

Super Sprint is an overhead racing game that was released by Tengen in 1989. It痴 not one of the best racing games on the NES but it痴 good if you are looking for a quick spin because of it痴 fast-paced yet simple game play. This guide isn稚 a walkthrough since it doesn稚 really need one, nor does it have any deep insight on how to win races. Instead, this guide will try to help you with the difficult turns and stuff to watch out for on the track. If you have any suggestions, comments, or constructive criticism, please email me at <shdwswrm@hotmail.com>. All flames, threats, childish comments, etc. will be deleted and you're email address will be filtered.

Game Basics

Controls

Start Button: Pauses the game.

Select Button: Not used.

B Button: Accelerates your car.

A Button: Exit the Game Over/Victory Screen quickly.

Directional Pad: Turns your car. You only need to use Up/Down buttons though.

Screen Info

of Players: Located in the top left corner. It indicates the number of people playing. If there are two people playing, it will say P1 and P2 there.

Score: Located to the right of the # of players. It show the score for the current player(s). If there are two people playing, the score will appear beside the P1 and P2 on the left.

Level: Located to the right of the score. It shows which track your on.

Lap: Located to the right of the level. It shows how many laps you致e done. There are five laps to each race. If there are two people playing, the current lap will appear at the same height as the P1 and P2 on the left.

Stuff on the Track

Red Bar: Gives you points. These aren稚 too helpful. Don稚 bother grabbing them unless they are in your way.

Wrench: Gives you one point to use toward an upgrade. Two of them will appear during a race. The other cars won稚 go out of their way to get them but you should as long as it doesn稚 cost you the race.

Water: Slows you down when you go through it.

Oil: Spins you out when you go through it. These are trouble. Avoid them if you can.

Pylon: Slows you down when you hit it.

Tornado: Spins you out when you go through it. These are a pain in the ass because they move around on the track but try to avoid them if you can.

Upgrades

Super Traction: Increases the grip of your tires. It痴 hard to gauge the results of this upgrade but it seems to help you slightly when you going around turns. The Higher Top Speed upgrade will negate it somewhat.

Higher Top Speed: Increases the top speed of your car. Use this sparingly because it makes it harder to take turns and easier to blow up and spin out when you run into the barrier or other objects.

Turbo Acceleration: Increases how fast your car speeds up. It makes it a little harder to take turns if you put a lot of points into it but you don稚 have to worry too much about the negative effects.

Increase Score: Increases your score. You don稚 need to use this until later in the game, maybe after you finish track 7 and beyond.

Track 1

Difficulty: 1/5

Start ############################ ################################ ################################## ##### Т4 ##### ###### ##### ######### ########### ##### ##### ###### ############################# ########## ## T6 T2 ########### ##########

Т5

Т3

Track 1 is a simple to complete since there are no significantly difficult turns, the cars are slow as hell, and the track is wide all throughout. You should be able to lap the cars at least once. The only turns you should watch out for are turn 3 to turn 5, which can make your run into the wall and crash. You can take those turns at full speed but take your finger off the gas if it looks like you are going to crash.

Track 2
---Difficulty: 2/5

Start

T1 ######=############### T8 #######=#################### #######=###################### ##### ##### ################## ##### ###################### ####### ##### ##################### #################### Т2 ############################### ##################################

Track 2 is a little more difficult because of the numerous turns but they are still simple to go around. Be careful when you drive through the crossover since you can spin out or possibly crash if you run into another car. The cars are little faster but you should be able to lap most or all of them again.

Track 3

Difficulty: 2/5

```
##################################
   ###############################
   #####
             Т5
             ###################
   #####
   #######
           ####################
   ######## ################ T6
            #####
T10 ########
      ##### ####
                  ######## T2
      ##### ##### ###########
T11 ####### ##### #############
   #######
            ##########
                        #####
                    T3 #####
           Т4
   ################################
   ################################
T12 ############################# T1
             Start
```

Track 3 is more difficult because there are a series of somewhat difficult turns at turn 2 to turn 4 and turn 10 to turn 12. Those turns form a rough S shape that can be hard to negotiate, especially if you have a Higher Top Speed upgrade since it痴 easier to crash. The cars move a little faster as well. The white car in particular is getting quite fast.

```
Track 4
----
Difficulty: 3/5
```

```
Т8
T7 ############
              ########### T2
  ####################################
  #################################
  #####
        ##### ##### T4 #####
       ##### ######### #####
   ##### ####
              ###############
    #########
             ## ##### ####
    ########
              ##
                 ##### ####
    ##### ###############################
  #####
        Т6
                 Т5
  T9 ############################## T1
              Start
```

Track 4 is roughly as difficult as the previous track. The only problem that I can notice is turn 3 and turn 4 and the shortcut where you can get caught on the inside of the barrier if you are not going straight. The crossover can cause some problems if you run into another car though. The others cars are about the same speed as the previous track.

Track 5

Difficulty: 4/5

Start

```
T1 ################
                 ########## T10
  #######=###########################
  #######=############################
            ########
  ###################################
  ############# T11 ############
T2 #############
                  ######### T9
         #####
                  #####
T5 ######|####|#### T6
  ###### #####
                 ##### ####
  #############
                 #############
  #############
                 #############
                  ######### T7
T4 ###########
          Т3
                  Т8
```

Track 5 is more difficult, solely because of the twisty nature of the track. The underpass sections aren稚 too difficult if you keep straight on and don稚 run into the barrier. You also don稚 have to take Turn 11 because of the hole in the barrier which lets you bypass it nicely. The cars are starting to get fast now. The white car will be able to keep pace with you.

```
Track 6
-----
Difficulty: 3/5
```

```
Start
T1 ############## T10
  #############################
  ##############################
               T3 #####
  т7
             ##### ####
T6 ##########
            ##### ####
  ###################
                 #####
       #########
  #####
                 #####
  #####
        #######
                 #####
       ########
  #############################
  ##############################
T5 ##########
            ######## T9
         Т4
             Т8
```

Track 6 is a step down in difficulty from the previous track since there are no tough turns and the cars are around the same speed. There are a lot of sections of track that are straight where you can get to full speed and some moderate turns that shouldn $\mathfrak k$ be much trouble to get through. The crossover isn $\mathfrak k$ much trouble as long as you don $\mathfrak k$ run into another car.

Track 7

Difficulty: 4/5

```
####################################
 #####################################
 #####
        Т3
              ################
  ##### ######### ###################
  ##### ###############################
  ##### ########## #### ##### ####
  T2 ###############
                 Т6
     #####
     ##################################
     ###################################
```

Track 7 is the last unique track that you have to race in the game. That being the case, it痴 a difficult one to complete because of the two loops dominating the track and the speed that the cars travel now. Take it easy around those loops and try not to run into the walls, which is easy if you don稚 watch out... or you have a Higher Top Speed upgrade.

After Track 7

You will start on track 1 again but this time there will be more obstacles. The cars will reset to their original speed as well so you can beat them handily again until the later tracks.

Closing

Final Words

Goodbye. It's been fun writing this thing for you all. Well, not really, but I had to have something nice to say since this guide is almost at the end. Heh. Just kidding. If you have any questions, comments, suggestions, praise or criticism, they should be sent to <shdwswrm@hotmail.com> with heading Super Sprint. If you池e planning on using this guide in the near future, I壇 appreciate it if you emailed me first.

Credits

Tengen for creating this game.

Mountain Dew, Pepsi, and Coke for when I'm writing.

And thank you for reading.

Anyone else who contributes will get a nifty spot here, so don稚 delay, contribute today!

End of Document

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