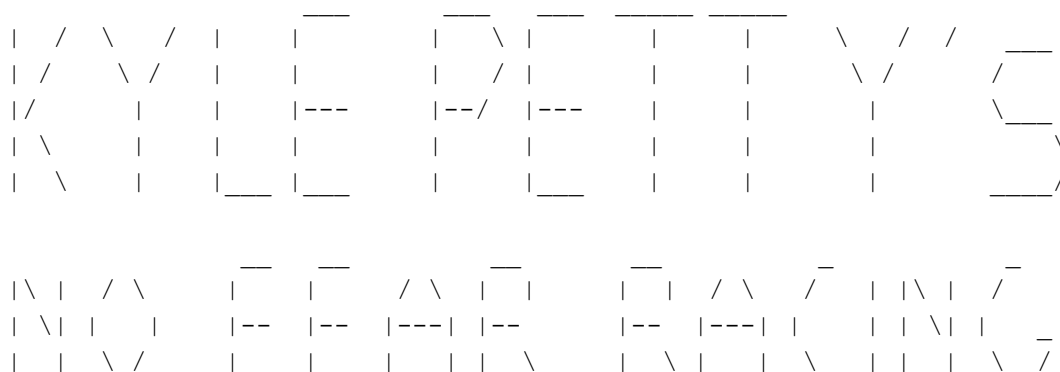


Kyle Petty's No Fear Racing FAQ/Strategy Guide

by VinnyVideo

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VinnyVideo's FAQ/Strategy Guide for Kyle Petty's No Fear Racing

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Introduction [INTRO]

Hear ye, hear ye! Another guide from VinnyVideo. However, if you've read the other walkthroughs I've done, you'll eventually notice that this one is a little bit different. There's really not a lot to say about Kyle Petty's No Fear Racing - it's an arcade-style racing game. Instead of providing detailed descriptions of each course, I'm just going to give a few general tips, since all 28 tracks are pretty similar. Nonetheless, this guide is still packed with all the goodness and wholesomeness you've come to expect in a VinnyVideo walkthrough, even though the game itself is hardly the greatest ever.

FAQs and General Tips [NOTES]

Q: What are the controls?

A: The controls in Kyle Petty's No Fear Racing are similar to those of most other Super NES racing games:

- Y: Accelerate
- A: Brake (very rarely, if ever, used)
- B: Use nitro fuel (if you have any left in your tank)
- X: Cruise control (maintains current speed)

L: Shift down (if you have a manual transmission)

R: Shift up (if you have a manual transmission)

If you don't like this configuration, you can change it using the Configuration option in the Speedshop.

Q: How do pit stops work?

A: Mastery of pit stops is one of the most important skills in this game.

First, remember that you have to veer into the pits quickly, or you'll miss out and have to wait another lap to pit. Your pit crew members always start pumping gas as soon as you enter. Press the following buttons to perform other operations:

Press A to change tires if you have one or more extra sets.

Press B to add nitro fuel if you have an extra tank. This is rarely useful, though.

Press Y to drive off and end your stop

If you're changing tires or getting a nitro, make sure to press the appropriate button as soon as your pit crew is ready. This way, your crew can multitask and complete the stop more quickly. In some cases, you'll need only a little bit of fuel, so press Y to end the stop once you think you have enough gas. In a close race, this could save a lot of time.

Q: What do those three meters on the screen mean?

A: The leftmost meter displays the amount of gasoline that is remaining in your tank. If it reaches empty, you'll coast to a stop, so make sure to refuel in a pit stop if the tank gets too low. Keep in mind that upgrading your Fuel System helps improve fuel efficiency.

The middle meter shows the quantity of nitro fuel you have left. The number next to it indicates the number of spare nitros you can use to refuel the nitro gauge during a pit stop. Some courses have nitro power-ups that increase your fuel. Try to avoid collecting those until you're low on nitro.

The rightmost meter shows you how worn your tires are. The number tells you how many spare sets of tires you have. If the gauge is fully gray, make sure to enter the pits as soon as possible to change them. Otherwise, you'll spin out and/or roll over on almost every turn.

Q: What's the best way to use nitro fuel?

A: Use nitro fuel while starting up to get up to speed 1.5 seconds faster than usual, especially in qualifying. If you haven't upgraded your engine more than once or twice, nitro can greatly increase your top speed, but use it carefully (mostly on straightaways). By the way, you have to hold down the B button to get any real effect from nitro - don't press B once or tap B.

Q: What good is cruise control?

A: It maintains your current speed, consuming less fuel than flooring the accelerator. Use cruise control on long straightaways while you're going at top speed. However, make sure to resume holding the Y button at the end of turns, when you hit a wall or opposing car, or whenever you dip below your maximum possible speed. And, of course, there's no point at all in cruising during qualifying, when fuel consumption isn't a concern.

Q: What items appear in the road?

A: Barricades slow you down substantially. Be very careful to avoid them. If you hit one, use some nitro fuel to get back up to speed.

Oil slicks and rain puddles can cause you to spin out if you touch them. To

reduce the risk of spinout, try to avoid them. If you can't, don't steer left or right while passing through them and you'll often be OK.

Dollar signs are good. You get \$1,000 for each one you hit!

Bottles fill up your nitro fuel - blue partially, red fully. Since they can be collected only once, try not to get them unless you're low on nitro fuel.

Tires give you a fresh set of tires, eliminating tire wear and boosting grip. Don't touch them unless your tires are worn.

Q: How can I eliminate the fog at the Dover course?

A: You can't while driving, but the fog will disappear when the game is paused. If you have a turbo controller with a slow-motion feature, try activating it. It will pause the game at least every second and might make visibility a bit better. Or on some turbo controllers and emulators, assign the START button to the turbo button. Or just pause the game every once in a while.

Q: What is No Fear?

A: No Fear is a brand of apparel that reached its peak in popularity during the mid-1990's - maybe from 1995 to 1998 or so. They seemed to advertise in unconventional ways - at concerts, in mall food courts, on police cars (I'm not making this up), and even in the titles of video games. Here's what Wikipedia's page on No Fear says: "No Fear is a lifestyle brand that was created in 1989 by Marty Moates, Mark Simo, and Brian Simo. The shirts feature existential slogans or quotes that tout the virtues of extreme sports. The themes: fear of death, lack of laziness, [and] contempt for social norms and the law. No Fear Inc. products are sold at various leading retail stores and company owned stores... It also offers SoBe No Fear energy drinks under the same brand, in a joint venture with SoBe. The company currently employs about 450 people." There you go. I think NASCAR rebels usually prefer extreme sports like bass fishing and symbols of rebellion like those Confederate flags that say "We Support Our Troops." I'm sorry if I offended someone - probably at least Brian France - here.

Car Setup Tips [SETUP]

Nine settings can be changed on the Speedshop (car setup) screen:

Number: This doesn't do anything useful, but you can change your car colors to those of the 2, 3, 6, 10, 11, 15, 17, 21, 28, 43, or 99 cars. It doesn't actually change your car's number, though, which is always 00. This is one of the two free options in the car setup screen.

Configure: Changes what each button on your controller does. The default controls should be OK, and I assume them throughout this guide. At least this is free!

Tire Changes: Once you've gotten a little bit of money, make sure to buy one of these for \$2,000. You need a tire change in order to change tires while in the pits. There's little point in having more than one or two of these at any one time, though.

Fuel System: This can be upgraded up to four times, and each upgrade costs \$10,000. The more you upgrade this, the less often you'll have to stop for fuel. The first two upgrades are more valuable than the second two.

Suspension: Each of the four suspension upgrades costs \$5,000 each. I'm not totally sure what they do. They might improve handling or reduce tire wear, but

I think they help prevent you from losing speed on jumps.

Nitros: Not a good upgrade, although each one costs only \$1,500. They can be used to refill your nitro tank during pit stops. Engine upgrades are a much better investment.

Transmission: Invest in transmission upgrades to boost acceleration. Each one costs \$8,000. Use the SELECT button on the Speedshop screen to toggle between automatic and manual transmission. Manual transmission can facilitate faster acceleration when used by a good player.

Engine: Engine upgrades are the most expensive - and easily the most useful. Each one costs \$15,000. Because your car can never exceed 200 MPH, the first two upgrades are extremely helpful, while the next two aren't quite as important.

Pit chief: Upgrading your pit chief makes pit stops go faster. Each upgrade costs \$10,000. You can also use the SELECT button in the Speedshop to change the gender of your pit chief, but doing so doesn't really affect anything. Talk about sexual equality.

Don't forget that no sales are final. You can press B to sell a part and get all your money back. For example, you could sell an engine upgrade and use that money to buy three suspension upgrades.

Modes of Play [MODES]

Season mode lets you run a 28-race season. You receive a password after each race that allows you to continue from where you left off. Make sure to write it down.

Single Race lets you run a race at the track of your choice. A good way to practice.

Custom Track is where you can design a track of your own. You can even run a race there in Single Race mode.

Options changes settings - whether there will be one player or two and the difficulty level (Novice, Pro, or Veteran). Novice is very easy; Veteran is quite challenging. This is also the place to go to turn the announcer and music on or off.

Password lets you enter a password received in season mode.

Cheat Codes [CHEAT]

I know of absolutely nothing resembling a cheat code for Kyle Petty's No Fear Racing. However, G40N2QJLJV (that's a zero, by the way) is a good password that gives you a fully-upgraded car midway through the Novice season.

Comparing with Reality [REALL]

If you've read my Formula One walkthroughs, you know this section very well. I know it's a bit of a stretch to include this segment in this guide, but I will anyway. Here I match the game's car numbers with their actual 1995 drivers:

- 3 Dale Earnhardt
- 6 Mark Martin
- 10 Ricky Rudd
- 11 Brett Bodine
- 15 Dick Trickle
- 17 Darrell Waltrip
- 21 Morgan Shepherd
- 28 Dale Jarrett
- 43 Bobby Hamilton
- 99 ???

Coincidentally, Kyle Petty hasn't won a NASCAR Sprint Cup (or various other names) event since about a month before this game was released. It should be noted that the #3 car's colors are actually those of Sterling Marlin, who drove the Kodak-sponsored #4 car.

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*****
Version History                                     [VERSN]
*****
0.3    Began guide on 12/30/07.
0.8    Did more stuff on 12/31/07.
0.9    Made some very small changes on 1/4/08.
1.0    Submitted guide to GameFAQs and Neoseeker on 1/5/08.
1.1    Made a few changes and made it a full guide on 3/3/09.
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*****
Contact Information                                 [CONTC]
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If you have any questions or comments about this guide, send an e-mail to VHamilton002@gmail.com. Remember that not all e-mails will be read. Please follow these rules:
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Do include "Kyle Petty" in the subject line.

Do send polite suggestions about ways to make this walkthrough better.
Do send information about any glitches, tricks, or codes you find.
Do ask any questions you have about Kyle Petty's No Fear Racing gameplay. I will answer them eventually if you follow all of these guidelines.
Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so I can understand what you're saying.
Do use patience. I check my messages rather sporadically.
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Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:

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Nigel Mansell's World Championship Racing FAQs/Walkthrough
Kyle Petty's No Fear Racing Strategy Guide

This is not my last walkthrough, so fear not!

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