

# Zero-4 Champ RR (Import) FAQ/Walkthrough

by TownRanger

Updated to v0.17 on Apr 4, 2017

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Platform : Super Nintendo (TM) / Super Famicom (TM) / SNES (TM)  
The document : Zero-4 Champ RR FAQ/Walkthrough  
Current version : Version 0.17  
Author : TownRanger  
Author's email : (See Section 5 Closing)  
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## 0 - Copyright Notice

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=====  
----- 1.1 Revision History -----  
=====

Every hundredth of a version number counts towards the tweaking of the text or the layout of this walkthrough, e.g., fixing typos, grammars, or the layout. After such minor modifications are done, I will indicate a newer version by adding a 0.01 or 0.02, depending on the amount of the correction work, to this walkthrough.

Every zero-point-zero-fifth to one-tenth of a version number means new information in the game is added. That can be things like new ideas in doing certain in-game tasks, data of cars, items, or monster, or alternative story developments. Again, the number increases with the amount of the work done.

Every unith of a version means I have rewritten the walkthrough in a whole or in more than 80% of the contents but so far I haven't done any of that before.

Every English letter put at the end of the version number means I have included new websites, persons, or organisations as sources or acknowledgements.

I will keep track of what has been done on each revision:--

- Version 0.00 - 25 July 2005
  - Initial release
  - Partial walkthrough, mainly a plot guide of the first 25% of the story
  
- Version 0.11 - 31 July 2005
  - Fixed some typos
  - Added a worklist
  - Added Revision History
  - Added the hunt for chicks cutscenes after getting the D Class title
  - Moved Copyright Notice to the start of the document
  
- Version 0.16 - 7 September 2005
  - Edited some text
  - Added GameFAQs, ign, and neoseeker which accepted hosting this FAQ/Walkthrough
  - Added file locations to Section 1.2
  - Added the cutscene after getting the D Class title
  
- Version 0.17 - 4 April 2017
  - Fixed some typos

=====  
----- 1.2 File Information/Location -----  
=====

This FAQ/Walkthrough is written with Microsoft (R) Notepad (TM) using the font fixedsys 10 points. If you do not have the font installed on your machine or if you would like to view with any other fonts, please choose a font that has the exact same width regardless of letters, numbers, and symbols. Please also make sure that the following lines line up or else you will not be able to read the

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abcdefghijklmnopqrstuvwxyzKLMNOPQRS[]-~!@#\$%^&  
1234567890ABCDEFGHIJ\*()\_+.,<>/?\|\*;' "{}TUVWXYZ

This is a partial FAQ/Walkthrough for the SNES game "Zero-4 Champ RR". Many time and efforts have been put into the research, compilation, and organisation of all the information, facts, and ideas found in this walkthrough.

The walkthrough section is the main thing that I am focusing on. It is presented in a highly organised format with explanations in the plot. This provides an understanding of the flow of story.

I am still looking for completion and I appreciate any new ideas, comments, or constructive criticisms with which you can provide me. Questions and new findings like secrets and bugs are also welcomed to submit.

If you have any, please reach me by email: townranger<at>hotmail<dot>com .  
(Replace <at> by @, and <dot> by . (a fullstop))

This FAQ/Walkthrough can be found on the following sites:

<http://www.gamefaqs.com>

<http://faqs.ign.com/objects/762/762425.html>

<https://www.neoseeker.com>

Do not worry if I have allowed you to use this document but haven't added your URL in the above. I'll be updating it asap. Sometimes it's not worth to publish a newer version with nothing more than only one more web address.

=====  
----- 1.3 Zero-4 Champ RR -----  
=====

Zero-4 refers to the total distance of a drag race course of 400m. It is a race which specifies the acceleration power of the car starting from rest at zero along a straight line of 400m.

In the 50's zero-4 drag racing was getting officially recognised as an automoblie sports in the US. There is no telling when Zero-4 drag racing all started at the first place.

This game, goes by the name of "Zero-4 Champ RR", was produced by Media Rings (R) and released on 22 July, 1994. It was intended to be a transferred version from the predecessor "Zero-4 Champ 2" on the platform PC engine. Media Rings (R), however, put great efforts to go beyond that and added new characters into the game when they finally made it on SNES by the name of Zero-4 Champ RR.

The storyline in the game is getting more fascinating with the hero's number one rival Fujiwara and his several on-and-off girlfriends. In the RPG mode, Mudou the monk, Gintama Oyaji (literally, Brother Silverball), etc. are very unique party members that you can choose.

=====  
----- 1.4 Additional Sources -----  
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=====  
The official Media Rings' (R) site:

- <http://www.mrc.mpi-mrc.co.jp/game/zero4/>

Screenshots of this game in retrobase's website,

- [http://www.retrobase.de/pages/show.php?platform=nintendo\\_super\\_famicom&title=Zero+4+Champ+RR](http://www.retrobase.de/pages/show.php?platform=nintendo_super_famicom&title=Zero+4+Champ+RR)

(The above URL has one line only)

Pictures illustrating the development history of zero-4 drag:

- <http://web.telia.com/~u45106476/dragracingENG.htm>

GameFAQs which hosts thousands of extremely handy game guides, and info on all gaming platforms:

- <http://www.gamefaqs.com>

Excite's translation page:

- <http://www.excite.co.jp/world/english/>

Fan sites dedicated to the game:

i) CALIFORNIA ROMANCE

- <http://zero4champ.com/kou/rr/rr.html>

ii) Utimate's Plasma

- <http://www.asahi-net.or.jp/~BJ2K-SGI/zero4.htm>

iii) The Role of the Roll

- [http://hy-roll.hp.infoseek.co.jp/homepage/zero4\\_menu.html](http://hy-roll.hp.infoseek.co.jp/homepage/zero4_menu.html)

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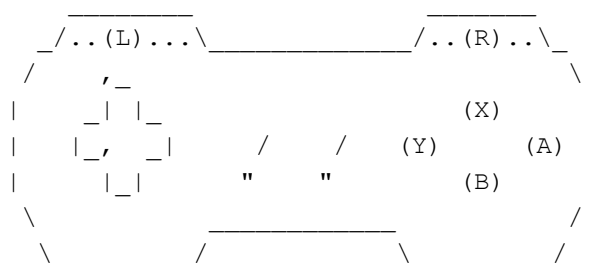
## 2 - Game Basics

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=====  
----- 2.1 Control -----  
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If you are playing this game on your computer with an emulator, you will need a joypad for the precious control when you are shifting in your car. There is no automatic transmission for this game and the keyboard is not responsive enough to perform the fast and precious shifting.

Below is the SNES controller we are using:



In case you do not know, the locations of the A, B, X, Y, L, and R buttons are as shown in the above diagram. It is recommended that if you are using a joypad on your computer, calibrate the X and A buttons in a way that you can press

them at the same time with the same finger. Doing that can greatly increase the efficiency when you shift up a gear and it is also the way that the programmer intended players to control the car with.

The controls are as follows:--

I) The four buttons pad:

A - Gas pedal	.....	Accelerate
B - Brake pedal	.....	Slow down
X - Clutch	.....	Shift up (See #1 below)
Y - Non-applicable	.....	N/A

#1: As for shifting, press and hold X before you move the "shifter" with the directional pad. This will be explained right away when you read down. After positioning the shifter, release the X button. Keep the A button held all the way when you are shifting.

II) Direction pad:

Here is a bit tricky about using a joystick on your computer with an emulator to simulate a real shifting knob. Using a joystick to give a more realistic touch as in a real shifter is not as workable as one may think. Reason is the joystick responses very slowly as a shifter. Use a controller instead. If you are playing this game on a computer with an emulator like ZSNES or SNES9x, let me mind you once again be careful with keyboard jams and use a responsive controller instead.

Below is a description of the controls of the directional pad. Here I take a gearbox of 6 as an example. Same goes for a 4-gear or a 5-gear one.

		"  "  "
Up	.....	_   _
Down	.....	_ _
Left	.....	
Right	.....	_   _   _

Before you change a gear, hold the X button, i.e., the clutch. As soon as you press the X button, position the shifter with the directional pad immediately to minimise the time lag. After changing the gear, release the X button.

As for a shifter, the four directional buttons act together to give you a feel of moving the shifting knob. Look at the screen and see how the shifter visualises itself. Press the corresponding directional buttons to get the shifter moves into an appropriate H-shaped space for the right gear.

For example, if you are to put the gear in first which is at the top left-hand corner, press on the directional pad Left and Up so as to move the shifting knob there. The figure "1" will then appear on the screen if you get the first gear correctly.

The figures 1 to 6 stand for the 1st to 6th gears respectively. The letter "N" represents natural, the gear in which you are in before you gain control of your car.

III) L, and R buttons:

L - Non-applicable ..... N/A  
R - Non-applicable ..... N/A

However you can activate the L and R buttons by entering the name cheat. If you put your hero's name as "Ma Ke I Nu" at the first place and choose to use the item jet engine, you can press L and R at the same time in any race to give your car an ultimate speed boost of 500km/h.

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### 3 - Story Walkthrough

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Starting a new story, you can decide the order in which the in-game tasks are done but doing some things in a certain sequence will be of most benefit to you like finishing the D Class race before entering the Kuuron Tower.

All the tasks in this section are listed in the order that I did them for this walkthrough. This is to my experience the best sequence that saves me time and helps me get the most out of everything. This also chronicles my progress towards a completion of the game.

Since sometimes the sequence of doing the tasks count towards the development of the story, I will explain such cases when appropriate and I will explain which one of them is seemingly a better choice.

The way I sequenced all the tasks below are open for discussion.

I am not a Japanese speaker so I may not be able to get everything exact and I am very likely to be missing something in the story. But I have tried my very best in understanding the story. Or at least my Japanese proficiency allows me to do that. This is a decent way to learn a language through video games.

The following walkthrough is organised in such a format:--

3.x - A general picture of the STAGE of story, e.g., 3.1 is the Prologue, which briefs you what are to be done in that whole stage.

3.x.x - A specific definition of what a TASK in a stage is about, e.g., 3.1.2 is Getting a Driving License, which also includes the Prerequisites, and the Rewards after that TASK is done.

3.x.x.x - A guide of HOW TO DO the task, e.g., 3.1.2.1 is Driving Lesson, in which you will learn about what buttons to press, what cutscenes to see, and how the story goes on from that point.

=====  
----- 3.1 Prologue -----  
=====

Here is where we start:-- the opening stage of the story, the prologue.

Bascially the prologue gives you a general picture of the development of the whole story and introduces you to some characters. The backbone of the storyline is brought to you in this sub-section. Be prepared to familiarise yourself with the graphics, controls, and gameplay of Zero-4 Champ RR.

.....





car of yours to travel at 500km/h in all races. To use it, click on the black drawer where the red phone is placed on top, and choose the item "Jetto EnJin", which is a phonetic borrowing of "jet engine", press A. If you see a Kanji "Tsukai" (Use) in front of the word, that means you are now using the nitro on all of your cars.

In case you do not feel like entering any name, you can skip this whole step and go straight to the Kanji "Owari" at the very bottom-right corner. The game will then automatically generate the name "Mo No Gu Sa" in Hiragana for you.

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+-----+
|                 3.1.1.2 Start of a new life                 |
+-----+
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These are only some cutscenes as an introductory stage of the story.

-----  
Cutscene 1  
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Here comes a cutscene at the real beginning of the game. That happens in Narita Airport, Tokyo, Japan. Just getting back to Japan, a young couple feel someone runs into them from behind. It is a young guy who passes out to be a school teen. He apologises to the couple. He is in a rush and the couple think that he is probably going to say farewell to someone who is leaving.

He is the guy, the hero of the game. He is longing to see his girl Eri who is taking a flight to go study abroad for two years before she comes back to Japan. He reaches Eri and tells her that he just cannot wait for two years. Eri says she still wants to watch a movie once again with him before she leaves Japan. They have not yet started an actual dating but she already senses that he is in love with her.

Eri declares if the hero wants her to be his girlfriend, he should purchase a nice car and keep dating her. The hero feels bad, "How can I? I was born in March and just passed 18. I don't have a driving license right now."

Here Eri left.

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Cutscene 2  
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The next cutscene takes place in the hero's house. The hero, whose family name is Akazawa (literally, red river), is currently 18. He just finishes high school but fails in the university entry test. He is now going to be a Ronin (literally, ranger. That means a guy with no school and no job). He will continue hunting for girls before he gets an official girlfriend.

After he goes back home, he meets his sister Aki. Aki is 19 and is born in April but she is a dokyusei (student in the same grade of study) of the hero's. Unlike the hero, she passes the university entry test and is accepted as an undergraduate. She tells the hero not to directly address her given name Aki but to address her "sister". Since they are in the same grade, the hero does not agree with her. Aki then argues that she is a prestigious undergraduate now.

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The pedal indicator is all written in Japanese that needs to be explained:

- The left one is blue and is the clutch, i.e., the X button, for shifting.
- The middle one is yellow and is the break that you will never use it.
- The right one is red and is the accelerator, i.e., the A button.

You are supposed to follow your coach's instruction. IF you cannot read Japanese, it matters not that much because you can pay attention to the subtitles and find the corresponding keywords, "kuracchi" (Clutch), "Bureeki" (Break), and "Akuseru" (Accel.). Do as what he says.

As for the numbers he mentions, they are always followed by a Kanji which reads "soku" and means "gear". That is you have to either shift up or shift down. Just pay attention to the numbers.

When you shift, release the gas pedala, i.e., A button, and hold down the clutch, i.e., X button. Use the directional pad to position the shifting knob into the right space. Release the X button and hold A again. All the same for upshift and downshift.

After each driving session, your coach will signify an end of the lesson. He will tell you whether you have passed it (the hero smiles), or failed it and have to come again tomorrow (the hero feels bad). You can tell from the hero's face.

This road test part in the driving school is very easy. Even if I have messed up quite a few times, I still got it passed.

We will be back right away in the hero's room after the driving session. Try again and you can pass it if you did not in the first try.

We are about to move on to another driving test before we get a liscense:--

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|           3.1.2.2 Written test           |
+-----+

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I should have told you in advance that this is going to be a bit annoying for non-Japanese speakers like me. Not only because of the inability to understand those questions written in Japanese, but also because of the randomness. The questions vary every time and there are quite a number of them that they will not all appear in a single test. That is to say, if you fail the written test and start a new test again, you will see new questions and you will encounter a different order in those you have seen.

What you have got to do is to score at least 90 out of the full mark of 100. There is a total of 10 different questions in each test. Each question worths 10 marks. If you answer a question correctly, you will get 10 marks. If you answer it wrong, you will get no mark. No mark will be deducted.

Keep trying and relying on your memory and eventually you will pass.

Congratulations! You have got a driving liscense now. Let us do some preparation work before becoming a pro zero-4 racer!

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:                                           :
:==--==--==          3.1.3 Preparation work towards a Zero-4 racer          ==--==--==:

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A race starts.

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Cutscene 2 (on the Zero-4 Circuit)  
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The two cars line up at the starting line. The one nearer the screen is the red Supra that the hero is using. The one further from the screen is the black Starlet, a heavily underrated car compared with the strong Supra, ridden by that stranger goes by the name of Fujiwara Taisuke.

The race starts. The hero in Supra beats Fujiwara off the line. But when they both shift to the second gear, Fujiwara catches up. By the time both cars are in the third gear, Fujiwara's Starlet overtakes the hero's Supra!

By the end of the circuit, the black Starlet wins with a pretty good distance!

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Cutscene 3  
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The hero is very disappointed. He should uphold his bargain of worshipping Fujiwara simply because he lost. There is one thing that he has in mind: why does he lose to such a weak car?

He declares vengeance on Fujiwara. Some days later he will be back and beat Fujiwara. He will never forget the insult Fujiwara gives him today.

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+-----+  
|           3.1.3.2 Getting a carpark           |  
+-----+
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After the hero's visit to the Zero-4 Circuit, he has decided to do the next thing, which is to purchase a car in order to take revenge on Fujiwara some time later.

Now the car magazine on top of the TV is ready to be chosen. Decide on it and you will see the hero has made up his mind of visiting a local automobile shop (the game calls it Autoshop) and to buy a sports car.

Some cutscenes are triggered:--

-----  
Cutscene 1 (inside Autoshop with the keeper)  
-----

The hero tells the shopkeeper that he wants a sports car. He is reminded that he should have a carpark beforehand. Soon the hero heads back to his home and goes to talk to his neighbour who has a pretty large carpark.

-----  
Cutscene 2 (in the neighbour's backyard)  
-----

The hero talks nicely and requests for a carpark. The neighbour turns out to be reluctant and tries to refuse by making irrelevant arguments and stupid excuses.

Now you gain control over the hero's action again. Decide on the neighbour's hair and a cutscene will be triggered:--

-----  
Cutscene 3





However, this is a sore loser's battle. You will lose it even if you use the nitro secret in naming your hero.

Same goes for D class. But after the D class title is won, you lose to Fujiwara again. This time the hero is not happy about it and is about to hunt for girls.

Choose the girl at the left. She is a shop attendant. You will enter her shop. You will have to buy two of the items there in order to trigger the storyline later. The items are:--

1) a handkerchief, and 2) a gold piece.

The hero succeeds in initiating a conversation with her. Just as the hero is about to request her number, she reveals that she has got a boyfriend already. She, however, is more than happy to refer a friend of hers to the hero. That friend of hers is now currently studying in the US (in the Japanese culture, the practice of throwing one's son/daughter to the West to study aboard symbolises the son's/daughter's social prestige and his/her wealthy family).

Choose the girl in the middle. She reveals herself to be an elder woman. She tells the hero that there is a moonlight sword that contains enormous ancient power.

Continue the progress until you finished A class race and get the Zero-4 Champ title.

After the above cutscene, you gain control over the hero again. Buy a car, any of them will do. You may want to judge the value of a car by the price, c.c., and maximum horsepower and torque output. To my testing, these cars, however, are only of a very slight difference once after you have fully tuned them and installed all the essential parts on them. I would suggest you may go for the cheapest car to save you some revenue.

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#### 4 - Worklist

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This section is to include what changes have to be made to come to a completion of this walkthrough.

- A complete beginning-to-end of the story mode
- The whole plot
- More info on the Police Baits
- More info on cars
- Alternate cutscenes and storylines that can be triggered
- Translation of the names of monsters, items, and spells
- ACSII Kanji
- Inclusion of modes, plots, mini-games, and tips in the Game Basics Section
- More info on upgrading the cars
- A list of all the websites that accept or are allowed to post this walkthrough
- All the data about monsters, items, equipment, and spells
- A gambling FAQ in the mini-game unlocked after the completion of the story mode
- A VS Walkthrough
- A Mini-game Walkthrough
- Changed the layout; not to have too many indents



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5 - Closing

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This is only an initial version of this walkthrough. I'm still working on quite many things, mainly translations of the RPG spells and items, in that I will take a long time to keep updating this walkthrough unless it comes to a completion.

Thanks for reading!

Thanks to all the webmasters who accepted this rough draft of a walkthrough.

Stay tuned... more updates to go!

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SNES Zero-4 Champ RR FAQ/Walkthrough by TownRanger  
Version 0.17 on 4 April 2-17

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End of Document

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