Zero-4 Champ RR (Import) FAQ/Walkthrough

by TownRanger

Updated to v0.17 on Apr 4, 2017

	、、、、 、 '、、 '、]_) ,_ _ _ _ / _
 \ < < _ __ _\	
Z E R O - 4 C H A M P R R =================================	
Platform : Super Nintendo (TM) / Super Fa The document : Zero-4 Champ RR FAQ/Walkthroug Current version : Version 0.17 Author : TownRanger Author's email : (See Section 5 Closing) First published : 25 July 2005 Last revised : 4 April 2017	
TABLE OF CONTENTS	
<pre>0 - Copyright Notice 1 - Background 1.1 Revision History 1.2 File Information/Location 1.3 Zero-4 Champ RR 1.4 Additional Sources</pre>	
<pre>2 - Game Basics 2.1 Modes 2.1.1 Story 2.1.2 VS 2.1.3 Mini-game 2.2 Controls 2.2.1 In car 2.2.2 In room 2.2.3 In RPG fighting 2.3 Plots</pre>	

```
2.4 Tips
       2.4.1 RPG party
       2.4.2 2nd gear launch
3 - Story Walkthrough
    3.1 Proloque
       3.1.1 The main character
              3.1.1.1 Name input
              3.1.1.2 Start of a new life
       3.1.2 Getting a driving liscense
              3.1.2.1 Driving lesson
              3.1.2.2 Written test
       3.1.3 Preparation work towards a Zero-4 racer
              3.1.1.1 A trip to the Zero-4 circuit
              3.1.3.2 Getting a carpark
              3.1.3.3 Buying your first sports car
   3.2 Money Making
      3.2.1 Police bait (Police building)
       3.2.2 Carpark
   3.3 Races
4 - Worklist
5 - Closing
```

0 - Copyright Notice

Super Nintendo (TM) / Super Famicom (TM) is copyright by Nintendo (R). Zero-4 Champ RR (TM) is copyright 1994 Media Rings (R). All car names that appear in this document belong to their respective manufacturers. The writer is in no way affiliated or associated with Nintendo, any software or hardware producers, or any car manufacturers. This document is not an official guide and is only intended for personal reading.

This document by the name of "Zero-4 Champ RR FAQ/Walkthrough" is copyright 2005--2017 TownRanger. All rights reserved.

Under no circumstances can any person, group, team, company or organisation republish or reproduce this document without my prior permission.

I strictly prohibit any commercial activities that involve the (mis)use of this document. I will not allow profit-making websites, magazines, booklets or guides to use his document.

If any individual would like to post this document onto a website, a forum or an emailgroup, please ask for my permission first. If any profit-making or commercial activities are involved or if I believe it happens to be the case, I deserve the right to refuse.

Do not claim this FAQ/Walkthrough to be your work or else I will file a legal complaint of plagiarism. I have ways to check it out and you are not familiar with the copyright laws in the place I live. I will take all legal actions I wish if you dare to try it.

	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 modificiations 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
 - 20 0019 2000
 - 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 ACSII art:

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.

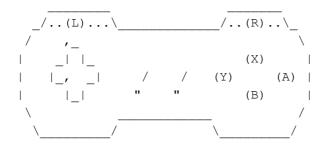
The storyline in the game is getting more fascinating with the hero's number one rival Fujiwara and his several on-and-off girlfriends. In the RPG mode, Mudou the monk, Gintama Oyaji (literally, Brother Silverball), etc. are very unique party members that you can choose.

```
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
  (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
2 - Game Basics
```

==========	=======================================	
	2.1 Control	
==========		

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 Accelerate
 X - Clutch Accelerate
 Y - Non-applicable Accelerate
 N/A

#1: As for shifting, press and hold X before you move the "shifter" with the directonal 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 netural, 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.

3 - Story Walkthrough

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 langauge 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 Liscense, 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.

> +-----+ | 3.1.1.1 Name input | +-----+

When a new game is started with the story mode, the screen will prompt you to enter a name for your hero. Your choices here are, however, very limited. You are only provided with:

> I. Hiragana - Japanese letters that are idiomatically not intended for phonetic borrowings or Romanised foreign languages. Hiragana is the alphabet only for the words that are originally in Japanese.

II. English letters - You can have them all in CAPTIAL letters only.

IV. Numbers - You can choose from 1 to 9 and 0.

Use the directional pad to scroll between them and press the A button on the ones that you have decided. There is a maximum total of 6 spaces to be filled in, and a minimum of 1. After you have finished, you can choose the Kanji (Chinese character) at the very bottom-right corner of the screen which reads "Owari" (End) to proceed the game.

Once after you have input a name for your hero, it cannot be changed unless you restart a new game and save it into another slot. So choose carefully.

Alternatives (Secrets in the name!)

- There are some tricks to the name input as stated in another guide of mine, "Zero-4 Champ RR Name Input Guide". For your convience, I may put two of them here:-- (There are some more of them but they do not enhance gameplay to your adavantage so I do not want to be redundant here. If you are interested, please refer to my Name Input Guide on www.GameFAQs.com.)
- 1) Huge boost in money By entering the five Hiragana "O Ka Ne Mo Chi" (literally, "money to have"), you will now have 30,000,000 Yen in no time. This triggers another story development which will be discussed later.

2) Nitro in your car(s) - By entering four Hiragana "Ma Ke I Nu" (can't lose), you will have a jet engine in-hand which allows any 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.

+						+
	3.1.1.2	Start	of a	a new	life	
+						+

These are only some cutscenes as an introductory stage of the story.

Cutscene 1

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 abord 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 liscense right now."

Here Eri left.

Cutscene 2

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 inthe same grade, the hero does not agree with her. Aki then argues that she is a prestigeous undergraduate now. Cutscene 3

We are still in the hero's house. There comes his father Seimei who is 47 and is a writer. He likes collecting katana (ancient Japanese knives) as his hobby. He reminds the hero to get a life but not to wander off by the name of jobless and schoolless. He asks how the hero is going to kill his time if he does not enrol in a preparation school (a preparation school is a type of school in Japan which accepts students who fail in a university entry test to study and prepare to redeem the test one year after).

Hiromi, the hero's mother, shows up. She believes the hero has a plan of what to do. She is now 49 and is a housewife.

Here comes the end of these cutscenes. You are now in the hero's room. It is a pretty large room. You will have to decide an action by moving the finger onto an interactive object and press A.

As the game progress, you will be given more objects to choose from. Now we can now have:--

The selection of the bag will trigger further story development. It is:--

Objectives: 1) To get yourself familiar with the in-car controls 2) To get a driving liscense

> +-----+ | 3.1.2.1 Driving lesson | +-----+

Choose the bag on the table and press A to confirm. The hero will prompt if you have decided to attend a driving lesson. Press A again and confirm it.

You are now in the lesson. The screen shows your coach on the left, your car right in the middle, and a pedal indicator on the top-right corner.

Now we are getting to the driving controls. A for the accelerator, B for the brake which you will never use it, and X for the clutch for shifting. These pedals are shown in the indicator up ont he top-right corner of the screen.

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 peda, 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: --

+	+
I	3.1.2.2 Written test
+	+

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!

After passing the written test, you are here back in your room. You are now a legal driver and has yet to learn about Zero-4 and the official Japanese Zero-4 Circuit.

The bag, as the driving school shortcut, is no longer on the table but is now on your right side behind the plant. The bag now serves as another shorcut for the destinations that we will talk about later.

Now the booklet on the right of the TV is ready to be choosen. Decide on it and you are in the Zero-4 Circuit. From now on, the hero is fascinated by Zero-4 drag racing and has dedicated himself to be a Zero-4 pro racer after these cutscenes are triggered. Let us see what happens:--

Cutscene 1

At the pitway, the hero sees a guy dressed in a racer suit begging another trendy guy with black shades, a rag and a nice jacket. The guy in racer suit begs for something called "gearshift". The trendy guy refuses. Apparently the trendy guy seems to be a car tunning technician.

The hero mumbles to himself. He just cannot understand what kind of any big deal can be that important.

"Ignorant!" a stranger shows up and insults the hero. This stranger dresses in a green racer suit and has a fanciful haircut. He is probably making himself a pro racer who stands out with an impressive appearance.

He bets the hero knows absolutely nothing about Zero-4. The hero defends, "That's easy. That's nothing more than upshifts and accelerating along 400 meters."

The stranger then challenges the hero: he bets he can win. He is up for a race with the hero and he lets the hero takes an unfair adavantage. He will race with the hero with a black Toyota Starlet and he just does not care what car the hero uses. He invites the hero to choose any single car on the pitway.

The hero is surprised with the offer. The stranger reveals that all those toptier sports cars on the pitway are his father's showroom's. He will only stick to an underrated Starlet no matter what car the hero decides to use.

The hero feels teased. He chooses the Toyota Supra. It has 280 horsepower and 6 gears. It is what the hero calls a "monster machine". He believes there will be no way out for him to lose to a underpowered Starlet.

The stranger urges the loser should worship the winner after the race. That is how both of them provokes an unofficial Zero-4 race.

A race starts.

Cutscene 2 (on the Zero-4 Circuit)

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, riden 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!

Cutscene 3

The hero is very disapppointed. 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.

+	+	
	3.1.3.2 Getting a carpark	
+	+	

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:--

The neighbour is bald! He has been wearing a wig for so long that even the hero lives next door does not know this secret. The hero decides to keep it to himself and so this bald neighbour agrees to let the hero use the carpark for free!

The carlot problem is fixed. Now we are to buy the very first car:--

+-----+ | 3.1.3.3 Buying your first sports car | +-----+

To prioritise our goal in the game, we should go and buy our first sports car. We already have a saving of 2 million yen which is enough for a car.

An alternative is to choose the bag and to go somewhere else to earn money and build up your saving. But that is not our focus here because it may pull us way out from the backbone of the story. And doing that, you may miss another item which can boost your attacks in the RPG fighting. We will talk about it later.

Now choose the car magazine on top of the TV. It is a shortcut to the Autoshop that we have visited before. Here the story goes on:--

Cutscene

The Auotshop keeper knows the hero must have got a carlot and he knows the hero must be using the car for Zero-4. He reminds the hero that Zero-4 is a race counting on how fine a car is tuned in a sense that a well-tuned underpowered car can win against a stock powerful car. The hero learns it. This is why he loses in his Supra to FUjiwara's Starlet; Fujiwara's car must have been tuned.

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 suggest you may go for the cheapest car to save you some revenue. Do not worry; if you

========		
	3.2 Money Making	
========		

After purchasing our car and tunning it, usually you will be running out of money short (unless you have used the money cheat or you have skipped right away into the RPG to make tons of money in advance). This is time to go and collect money.

The hero is now about to go out and get something done for good money. Here are out two choices:--

:.:.:.:.:.:.:.:	. : . : . : . : . : . : . : . : . : . :		. : . : . : . : . :
:			:
:=-=-=-=	3.2.1 Police bait	=-=-=-	:
:			:
:':':':':':':':':	· . · . · . · . · . · . · . · . · . · .	. ' . ' . ' . ' . ' . ' . ' . ' . ' . '	

Objectives: 1) To get yourself familiar with the RPG part of the game

- 2) To collect money to support your sports cars
- 3) To build up the hero's level and ability for the later RPG parts

Now this is the RPG part of the game which is what fascinates me and makes this game so unique.

Starting off at the Police bait, you will have to enter combats in RPG to get down the monsters in return for money.

There are four floors in this police tower and if you manage to fully explore all the floors, the maps on the top-right on each floor will turn yellow. When you exit, the game registers that you have finished the police tower and allows you to progress on a party fighting--you will be with a team and the Kuuron Dou (literally, Nine Dragon Tower).

Objectives: 1) To earn some money to support your sports cars 2) To move the requested car out of the carpark before the timer runs out

First off, this carpark task is not required to complete the game. It does not have impacts on the development of the story either. This task is entirely an option up to you.

Our objective in this carpark task is to move the cars out of the carpark before the timer runs out. For your interest, the metropolitan cities in Japan is very crowded with empty land sparsely scattered on the country side. The insufficient land limits the physcial space available for city constructions. In Tokyo the capital of Japan which is also where the story takes place, there are some carparks designed exclusively to save land. They are intended to make the most out of the limited land assigned for the carpark.

To do that, the carpark is built up upwards with platforms that are moveable. The platforms can be moved to fit into the only entrance to the carpark in a way that there will be a tight space for only one car to exit or enter at a time. That way the carpark makes the very use of the entire area.

A new job opportunty arises:--a techician controlling all these platforms. Each platform fits a car. The techician is supposed to move out or move in the cars as requested by the drivers.

Each successful move of a car grants you 2,000 yen. The moving of the truck's platform will slow down the platforms so avoid it. Moving empty platforms increases the platform movement.

=========		
	3.3 Races	
==========		

We will start with the E class. After you have won all the opponents, you will have your ranking increased. Fujiwara shows up and challenges the hero.

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.

4 - Worklist

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

```
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!
SNES Zero-4 Champ RR FAQ/Walkthrough by TownRanger
Version 0.17 on 4 April 2-17
End of Document
```

This document is copyright TownRanger and hosted by VGM with permission.

5 - Closing