

Zero-4 Champ RR-Z (Import) Name Input/Room Colour Guide

by TownRanger

Updated to vFinal on Jun 5, 2005

```
ooooooooooooo .o
d'""""""d888' .d88
      .888P      .ooooo.  oooo d8b  .ooooo.      .d'888
      d888'      d88' `88b `888""8P d88' `88b      .d' 888
      .888P      888ooo888 888 888 888 8888888 88ooo888oo
      d888'.....P 888 .o 888 888 888
      .8888888888P `Y8bod8P' d888b `Y8bod8P'      o888o
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888      888 888 .oP"888 888 888 888 888 888
`88b  ooo 888 888 d8( 888 888 888 888 888 888
`Y8bood8P' o888o o888o `Y888""8o o888o o888o o888o 888bod8P'
      888
      o888o
```

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oooooooooooo.  ooooooooooooo.  oooooooooooooo
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888 .d88' 888 .d88'      .888P
888ooo88P' 888ooo88P'      d888'
888`88b. 888`88b. 8888888 .888P
888 `88b. 888 `88b.      d888'.....P
o888o o888o o888o o888o      .88888888888P
```

N A M E I N P U T A N D R O O M C O L O U R S C H E M E G U I D E

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SNES
Zero-4 Champ RR-Z
Name Input and Room Colour Scheme Guide Final Version
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A. Revision Notes

- Version 1.0 [05 April 2005] - First released
- Version 1.1 [16 April 2005] - Fixed some typos
 - Added ACSII
- Version 1.2 [23 April 2005] - Edited some text
- Version 1.3 [25 April 2005] - Fixed some typos and formatting errors
- Version 1.4 [09 May 2005] - Added some sites
- Final Version [05 June 2005] - Changed copyright notice
 - Edited some text
 - Fixed all the typos and grammar mistakes

B. Copyright Notice

Zero-4 Champ RR-Z is copyright 1995 Media Rings (R). This document and its contents are copyright 2005 TownRanger aka Leslie Keung.

All in-game cars are properties of their respective manufacturers or owners. I am in no way affiliated with any car manufacturers or software producers.

This guide can only appear on:

GameFAQs---<http://www.gamefaqs.com/console/snes/game/581827.html>

Gamerhelp--<http://www.gamerhelp.com/snes/Zero4ChampRRZ/103481.shtml>

Neoseeker--https://www.neoseeker.com/Games/Products/SNES/zero4_champ_rrz

I will not let anyone republish or reproduce my guide in return for making profit like charging money from readers or obliging readers to install a piece of spyware.

C. Background

Hello and welcome to my Zero-4 Champ RR-Z Name Input and Room Colour Scheme Guide. This is my second in-depth FAQ written for this game.

Now that it's been 10 years after this game was first published in Japan in 1995. This game is definitely worth a replay even after such a long time despite the "outdatedness" of the SNES.

Getting to it, you may have asked, "why the hell did TownRanger write a guide this stupid? There's nothing more than putting in a name for the hero and

choosing some colours for the room. Why wrote a guide that complicated?"

FYI, there are some tricks with your hero's name and dining room that enhances the entire gameplay.

Quite a lot of players LITERALLY get stuck in snow. Yeah, I mean it. Cars sink into the snow and are reluctant to speed up. The mahjong contest is tough like hell and if you are not up to it, you can never win the gold medal in return for a huge boost for your revenue. The monster-slaughtering in the Misery Temple can be very harsh when you reach the upper levels.

And yes, the game is programmed in a way to torture you with the stuff aforementioned. And yay! We have a set of special settings that can get rid of the tortures.

So be prepared to realise what the name input system can do. Also realise how the colours of your dining room counts!

D. Name Input

The name input prompt in this section refers to your hero's name in the Story mode. I assume that you have the slightest knowledge about the sounds of the Japanese alphabet.

All the names are effective if and only if you start a new game and put them as your hero's name. Each of the specialised names mentioned below have their own miraculous effect but they cannot co-exist with one another. You can only have them one at a time in a game save. So decide carefully which single one to use.

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Installation of the Jet Engine

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By entering the name "Do N Ga Me" in hiragana (literally means "dumb tortoise"; an insult to a car racer) when the Story mode starts, you can immediately have the jet engine in-hand.

To install it, choose the option "Dogu O Tsukau" ("Use an Item") and then choose "Je To E N Ji N" (phonetic borrowing of "Jet Engine").

To use it, press L and R at the same time in a race. Your car will be rushing at 512km/h in no time! Don't think you will lose anymore. You cheater!

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Erase of the fastest records

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By entering the name "Ra N Ku Ku Ri A" in katakana (phonetic borrowing of "Rank Clear") right after the story mode starts, you can delete all the fastest records that you have made in the VS mode.

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Erase of both fastest records and game saves

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Start a new game with the story mode, enter these Japanese katakana as your hero's name: "Ra Mu Ku Ri A" (phonetic borrowing of "RAM clear"). You have deleted all of the game saves (GOSH!) and the fastest records made in the VS mode.

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Invincibility

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Put your hero's name as "Go Bu Ri N" in Japanese hiragana which is a phonetic borrowing of "Goblin". When you pay visits to the Misery Temple to join the slaughter of monsters with your party members, your HP will never be used up.

Congratulations! You are now invincible and can keep fighting monsters to collect money forever (before you are bored to death IRL).

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Sound test

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Start a new game with the story mode and enter the following katakana: "He I He I He I", a laughing aloud sound. You are in the sound test mode.

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Mastery of mahjong contest

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Enter the Japanese katakana "Ro N Ro N Ro N" which means the winning of mahjong. You now have the mahjong cheating items in-hand!

They are "Bell of Dora collection", "One color note", "Guard of Kizaco", and "Yaotukirar Yell of Tsumo".

E. Dining Room Colour Schemes

After the starting scene where you will have to customise the colour scheme of your dining room, the game provides you with five items of furniture. For each of these items, you will have a few options to choose from.

Again every single one of the items and options are in Japanese. This time life is even tougher as Kanji (Chinese characters) are used.

It matters not if you cannot read the letters and the Kanjis. You can always tell from the colour.

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Unlock the hidden car--Zero1

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~ KaBe	(wall)	= *shiro	(white)
~ Ka-Ten	(curtain)	= *kuro	(black)
~ Ka-Petto	(carpet)	= *kuro	(black)
~ SoFa-	(sofa)	= *aka	(red)

~ PoSuTa- (poster) = Su-Pa-Ka- (super car)

Now you can purchase the hidden car Zerol in the showroom at any time!

*Note: These items are written in Kanji.

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Easy money onhand--30 million yen

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~ KaBe (wall) = *kiiro (yellow)

~ Ka-Ten (curtain) = *midoriiro (green)

~ Ka-Petto (carpet) = *kiiro (yellow)

~ SoFa- (sofa) = *kiiro (yellow)

~ PoSuTa- (poster) = Shu-Ru (surreal)

You will now immediately have 30 million yen as your savings!

*Note: These items are written in Kanji.

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Increased byte fee of arcade

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~ KaBe (wall) = *ao (blue)

~ Ka-Ten (curtain) = *ao (blue)

~ Ka-Petto (carpet) = *ao (blue)

~ SoFa- (sofa) = *midoriiro (green)

~ PoSuTa- (poster) = no restriction

You will now have an improved byte fee of the video game corner.

*Note: These items are written in Kanji.

F. Conclusion

That's it so far. But if you would like to stick to the original gameplay without bearing the cheapness of cheating, go ahead. If you find this entire guide a piece of rubbish in telling you how to cheat, I am sorry.

Thanks for reading!

Farewell!

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Written by TownRanger on 5 June 2005

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