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# Final Lap FAQ

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it: http://faqs.retronintendo.com

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designed to allow quick access. What does that mean? You could search for any section and have quick acces to it. Just press ctrl and f and type the code (FL##) to that section and you will go straight to it.

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#### 1. - CONTROLS

## D-Pad:

Uр - Turbo Down - No Use Left - Steer Left Right - Steer Right - Accelerate - Brake Start - Pause

## 2. - S T R A T E G I E S

Select - No Use

#### Learning the Tracks

This isn't too difficult considering the fact that the map of the track is always on the screen. They also give you a warning when you are approaching a turn. However, learning the track is one key strategy to winning any race. This will help you prepare for each turn and learn the key passing points for each track.

#### Passing

Be careful for those other cars on the tracks. Don't do something stupid such as hit them when they are easily avoidable. If you hit them, you will slow down and feel shame for your mistake as everybody else speeds off. I suggest passing them on straightaways where you have time and don't have to worry about turning while passing other cars.

### Turning

Turning is fairly difficult in this game and requires a bit of practice. For the most efficient turning, you should practice racing "the line." What this is, is the fastest line around a turn. This requires you to start on the outside of a turn, for example start on the left hand side for a right turn. While in the middle of the turn, you should be on the inside. While exiting the turn, you should be on the outside again. That line will allow you to take the turn at a faster speed which will also give you a greater corner exit speed.

#### Upgrades

Look at the track before you race it and choose your upgrades accordingly. For example, a track with a lot of turns would need better tires. You could remove upgrades and use them in another category whenever you'd like to. I suggest practicing each track with all sorts of upgrades to see what you like best before actually going through the game because you only get one continue if you don't win.

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#### 3. - T R A C K S

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America 2

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#### 4. - U P G R A D E S

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As you progress through the game, you could upgrade your vehicle. You start off with six upgrades to pick as you'd like. The components you are allowed to upgrade are your engine, tires, brakes, and turbo. I suggest starting with your engine and tires. With those, you could go fastest and make turns quicker. After those I suggest nitros so you could get extra speed bursts and then you should go for new brakes. You will gain one more upgrade point every three races.

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#### 5. - DISCLAIMER

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