

Nakashina Satoshi: F-1 Hero 2 (Import) FAQ

by Da Hui

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Nakashina Satoshi: F-1 Hero 2

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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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T A B L E O F C O N T E N T S

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1. - Controls
2. - Strategies
3. - Cars
4. - Tracks
5. - Disclaimer

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1. - C O N T R O L S

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D-Pad:

- Up - Shift Up
 - Down - Shift Down
 - Left - Steer Left
 - Right - Steer Right
- A - Accelerate
 - B - Brake
 - Start - Pause
 - Select - Give Up (This will end the race)

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

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Transmission

You have to shift up and down yourself in this game. This requires you to pay attention to your speedometer and the track. Once the RPMs hit the red zone in the meter, you should shift up. If you are slowing down, you should also shift down when the meter hits the bottom. You also need to shift up before you start racing. Below I will list at what speeds you should generally shift up.

- 1st Gear - 0Kph
- 2nd Gear - 95Kph
- 3rd Gear - 175Kph
- 4th Gear - 230Kph

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.

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.

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. Also pay attention to each of Michael Andretti's tips before each track.

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3. - C A R S
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There aren't too many diffeent cars in this game, and there is also only a small difference between each car. In this section, I will list each car and their specs. I suggest always using the Makeren since it's the best car.

Makeren MP4

Honta V12
4 Speed
Power - XXXXXXXX
Acceleration - XXXXXXXX
Traction - XXXX

Terrel 020

Honta V10
Automatic
Power - XXXXXX
Acceleration - XXXXXX
Traction - XXXX

Terrel 019

Jado V8
4 Speed
Power - XXXX
Acceleration - XXXXXX
Traction - XX

Lotans 102T

Jado V8
4 Speed
Poer - XXXX
Acceleration - XXXX
Traction - XX

MM M
MM M
;MB Mi
WM MS
M iMMMMMM
iM MW
M, MM;
M .MM
MMMMMM

Round 7

```
                2MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM;
                :MMM7                                           OMMM
                aMMM           MMMMMMMMMMMMX           iMMM
                ZMMB           iMMM:           MM           @M
                ,MMMi           OMMM           ,MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM.
                MM           .MM           .....           :.....
                MX           M           .MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMZ
                MM           M           aMMM           MM
                ;M           iMMMWW           MMMMMMMMMMMMM,
                M           OMMMMMMMMMMMMM           MMX
                M           MM           8MM           Ma
                rM           MM           MMi           M
                MMM           MM           MM           M
                aMMMMMMMMMMMMMX           MM           rM
                .MM           MMr           .MM
                MM           | \           MM
                .MM           | \           MM;
                ;MMZ           \           .MM
                MMMM           MM
                MM           MMMMMMr
                ZMW           iMM
                MM           MM
                MM MM.
                ,MMa
```

Round 8

```
                MMMMMMMX:
                MM           i2MMMMMMW;
                OM           rMMMMMMM,           rMMMM
                MM           rMBMMMMM           MM           iMMM,
                W@MM           ;MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM           MM           MMr
                BM           MM           ,Mr           M
                ZM           ;MZ           BMMZ           M
                :M           MM.           SMMM           M
                M           MM           MM           M
                MM           .MM           Mr           M
                MMMX           BMi           MM           XM
                XM           MMMM           | M
                M           .           | M
                M           V M
                WM           M
                ;MMB;           M
                a8MMMMM2,           M
                aMMMMMMX           M
                8MMMMMMZ           .M,
```



```

MMMi ;M
;MMM MM2. M
MM MMa aMMMMMMS ZM
M: iMMMMMMMM .MMMMMMMMMMMMMMMMMZ iM ZMMMMMM2 M
MZ MM r MMMM XMMM2 M ,2MMMM: M
@M MM <--- SM@ M M M
M 7MX MM MZ Mr M
M MM 0M MMM. MMM
M7 M7 MMMZ
M SMM
M M
M M
M M
M WM
MM MM.
MM SM
MMM@@@WOM

```

Round 12

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:iiiiiiiiiiii M iiiiiiiiiiiiiiii;MMMMM0;MMMMMBi : ,
iMMaZZZZZZZZZZZZZ,MiaZZZZZZZZZZZZZZZZZZZZ ZMMMMMMXMMMMMMZMMMS
:M ----> MM
M MM
M :M
Mi :M
M :M
MM :M
MMM :M
:MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM :M
MM: :M
MMMMMM :M
MM, :M
MM :M
MM :M
ZM0 MM
MM M
MM M
Mi M
SM M
OM; MM
ZMMMMMMMMMMMMMMi

```

Round 13

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7MMMMMMB;
,MMM; XMMMMMM;
8MMM MM
WMMMX OM
MMS M
M2 MX
M M
MMMMMMMMMMMMMa, 7M M
XMS SMMMMMM. MMM@ ,M
MM MM ,MMMMMM8 M
M M XMMMMMMZ. MMMMMMM,
M ;M XMMMMMMB MM
M ,MMM XMMMMMMMMMX iMMM7 M
M ZMMM iMMMMMM8 8MMMMMMX M M
M MM MMMMMW ZMMMMMM2 M M

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