

# Nigel Mansell's World Championship Racing FAQ

by Da Hui

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## Nigel Mansell's World Championship Racing

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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 if you choose a 6Speed. 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 - 0MPH
- 2nd Gear - 40MPH
- 3rd Gear - 96MPH
- 4th Gear - 136MPH
- 5th Gear - 164MPH
- 6th Gear - 200MPH

## 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. - T U N I N G  
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There isn't much to tuning in this game, but I will list all of it anyways.

Gears - Automatic will automatically shift for you. A 6Speed will make you shift yourself. Check out the strategies section for more information about shifting.

Tires - There are three different types of tires. Hard doesn't give you as good traction but they will last longest. Soft will give you better traction but won't last as long. Wet will give you better traction in rain.

Wings - You get a choice between three wings. The smallest angle (ten degrees) will make your car lighter and faster, however you won't be able to turn as well. Twenty degrees will be a split between speed and turning and thirty degrees will give you more turning ability than speed.

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4. - T R A C K S  
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5. - D I S C L A I M E R

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