

# Route-16 Turbo (Import) FAQ

by Da Hui

Updated to v1.0 on Jun 28, 2008



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>

---

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

---

- 1. - Controls.....R16T1
- 2. - Gameplay.....R16T2
- 3. - Strategies.....R16T3
- 4. - Points System.....R16T4
- 5. - Disclaimer.....R16T5

\*PLEASE NOTE - This whole FAQ is designed to allow quick access to every section of this FAQ with ease. Just press ctrl+f and a search box will appear on the screen. Type the code to whatever section you are looking for. The code is the numbers on the right side of the table of contents, for example the Strategies sections will use the code R16T3. When you type teh code in, press enter until it brings you to the section.

---

## 1. - C O N T R O L S R16T1

---

Directional Pad:

- Up - Turn Up
- Down - Turn Down
- Left - Turn Left
- Right - Turn Right

- A - Turbo
  - B - No Use
  - Start - Pause Game
  - Select - No Use
- 

## 2. - G A M E P L A Y R16T2

---

This is a bit of an interesting game. The whole game is viewed from above a maze of rooms which contains smaller mazes. There is no gas or brake buttons. It's sort of like Pac-Man except you have to avoid the other cars and simply try to collect all of the items in the level. So now with the basic concept of the game down, let's get a little more in depth. We'll begin by quickly going over the Heads Up Display [HUD].

---

		The Score is in the top left corner. The goal is to have
SCORE	ROUND#	as high of a score as possible. The round is obvious, what
		stage you're on. You will advance through rounds by
		collecting all of the items in each round. The bottom
		left is how many lives you have which is self-explanatory.
		The bottom right is fuel which I will explain in more
LIVES	FUEL	depth below.
_____		

The fuel is a major key to pay attention to as you progress through each round. It is in the bottom right corner of the screen. You run out of about three fuel per second. You also have a turbo button which you can use by pressing A. Your fuel count obviously drops at a much more dramatic rate when you use it. You lose roughly ten fuel per second while you use turbo.

The other cars will drive around aimlessly when they are far away from you. When they are close they will try to hit you. There really isn't a way to destroy them so you just have to do your best to try to avoid them.

The map to this game is probably the most innovative part of it. You will notice around the room there is breaks in the outter wall. You can go outside through these breaks and enter the larger map. You are the torquoise color dot on this larger map. The other moving dots are other cars. The flashing dots in rooms are the items you have to collect. You can enter the rooms with the items by going into the break in the walls at those rooms. All you have to do is collect all of the items in the map to complete each round.

---

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

R16T3

---

As explained in the above section, the goal of the game is to collect all of the items in each round. When you exit the first room, take a look at the map and where each item is in relation to each car. I generally try to collect all of the items that are right next to each other. Try to move as far away from the other cars as possible to start and collect each item.

Each round will have a fuel tank in it and it will always be in a room with an item. Another important item to keep an eye for is the question mark in each round. You will notice four dots surrounding the question mark. When you hit one of the dots, the item will turn into a bomb. Collect all of the dots around that item and then the item will turn into money again.

Another important strategy is to remember when to use Turbos. Pay attention to the enemy cars behind and ahead of you. If you see one behind you and another that may approach you from ahead of you, then use your turbo boost just to get out of the situation. Be careful though because you don't want to use it too often or you will run out of fuel and die.

The other cars are basically invincible in this game meaning if they catch you, you're done. There is no way to stop them from crashing into you and causing you to lose a life. When you enter the larger map where you will be a small dot, try to stay as far away from them as possible. They go the same speed as you so you don't have to worry about them catching up unless you screw up making a turn somewhere.

This game is actually incredibly straight-forward and doesn't really have much else to talk about. As I have stated before, the goal is to collect all of the items before you run out of fuel and while avoiding all of the other cars on the track. It's not too difficult since you have plenty of fuel and they drive

at the same speed as you so just collect them patiently and don't make costly mistakes just to save some time if you don't want to die.

---

#### 4. - P O I N T S   S Y S T E M

R16T4

---

The point of this game, like pretty much every game with no story line, is to try to achieve as many points as possible throughout the game. Below is the point value of each item in the game. You also get 10 points for each fuel count you have remaining at the end of each round.

Checkered Flag - 0pts  
Fuel - 0pts  
Orb - 100pts  
Dots - 100-200pts  
Money - 200-500pts

---

#### 5. - D I S C L A I M E R

R16T5

---

This FAQ/Walkthrough is copyrighted 7 2008 to Frank Grochowski. International Copyright laws protect this FAQ/Walkthrough. You cannot sell this FAQ/Walkthrough for a profit of any kind. You cannot reproduce this FAQ/Walkthrough in any way with out my written consent. You are however allowed to download this FAQ/Walkthrough for personal use. You can also post it on your web site as long as you give me full credit, don't change it in any way, and it is free. The latest version will always be found at:

<http://www.GameFAQs.com>

This document is copyright Da Hui and hosted by VGM with permission.