

Super Sprint FAQ/Walkthrough

by hfpseudonym

Updated to v1.1 on Feb 22, 2006

This walkthrough was originally written for Super Sprint on the NES, but the walkthrough is still applicable to the PC version of the game.

This guide was written for the NES FAQ Completion Project. Check out the topic on the FAQ Contributors board if you're interested in contributing.

Super Sprint FAQ
For the Nintendo NES
Written by Pseudonym
Version 1.1
Email: shdswrm@hotmail.com

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January 26th, 2006

Version 1.1

Finished the Game Basics and Tracks sections. I completed everything that I could think of.

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FAQ
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Q: Are there any other games similar to this game?

Super Off Road and Micro Machines are the only games I can think of that are similar to this one.

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Introduction
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Super Sprint is an overhead racing game that was released by Tengen in 1989. It's not one of the best racing games on the NES but it's good if you are looking for a quick spin because of its fast-paced yet simple game play. This guide isn't a walkthrough since it doesn't really need one, nor does it have any deep insight on how to win races. Instead, this guide will try to help you with the difficult turns and stuff to watch out for on the track. If you have any suggestions, comments, or constructive criticism, please email me at <shdswrm@hotmail.com>. All flames, threats, childish comments, etc. will be deleted and you're email address will be filtered.

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Game Basics
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Controls

Start Button: Pauses the game.

Select Button: Not used.

B Button: Accelerates your car.

A Button: Exit the Game Over/Victory Screen quickly.

Directional Pad: Turns your car. You only need to use Up/Down buttons though.

Screen Info

of Players: Located in the top left corner. It indicates the number of people playing. If there are two people playing, it will say P1 and P2 there.

Score: Located to the right of the # of players. It show the score for the current player(s). If there are two people playing, the score will appear beside the P1 and P2 on the left.

Level: Located to the right of the score. It shows which track your on.

Lap: Located to the right of the level. It shows how many laps you致 done. There are five laps to each race. If there are two people playing, the current lap will appear at the same height as the P1 and P2 on the left.

Stuff on the Track

Red Bar: Gives you points. These aren't 稚 too helpful. Don't 稚 bother grabbing them unless they are in your way.

Wrench: Gives you one point to use toward an upgrade. Two of them will appear during a race. The other cars won't 稚 go out of their way to get them but you should as long as it doesn't 稚 cost you the race.

Water: Slows you down when you go through it.

Oil: Spins you out when you go through it. These are trouble. Avoid them if you can.

Pylon: Slows you down when you hit it.

Tornado: Spins you out when you go through it. These are a pain in the ass because they move around on the track but try to avoid them if you can.

Upgrades

Super Traction: Increases the grip of your tires. It's 痴 hard to gauge the results of this upgrade but it seems to help you slightly when you going around turns. The Higher Top Speed upgrade will negate it somewhat.

Higher Top Speed: Increases the top speed of your car. Use this sparingly because it makes it harder to take turns and easier to blow up and spin out when you run into the barrier or other objects.

Turbo Acceleration: Increases how fast your car speeds up. It makes it a little harder to take turns if you put a lot of points into it but you don't 稚 have to worry too much about the negative effects.

Increase Score: Increases your score. You don't 稚 need to use this until later in the game, maybe after you finish track 7 and beyond.

=====
Tracks

Track 1

Difficulty: 1/5

```

                Start
T1 #####=##### T7
#####=#####
#####=#####
#####=#####
##### T4 #####
##### #####
##### #####
##### #####
##### #####
##### #####
##### #####
##### ##### T6
T2 #####
T3 T5

```

Track 1 is a simple to complete since there are no significantly difficult turns, the cars are slow as hell, and the track is wide all throughout. You should be able to lap the cars at least once. The only turns you should watch out for are turn 3 to turn 5, which can make your run into the wall and crash. You can take those turns at full speed but take your finger off the gas if it looks like you are going to crash.

Track 2

Difficulty: 2/5

```

                Start
T1 #####=##### T8
#####=#####
#####=#####
##### T6 #####
##### #####
##### #####
##### ##### T7
#####
##### T3
##### #####
##### #####
##### T2 #####
##### #####
T5 ##### T4

```

Track 2 is a little more difficult because of the numerous turns but they are still simple to go around. Be careful when you drive through the crossover since you can spin out or possibly crash if you run into another car. The cars are little faster but you should be able to lap most or all of them again.

Track 3

Difficulty: 2/5


```

T1 #####=##### ##### T10
#####=##### #####
#####=#####
#### #####
##### #####
##### T11 #####
T2 ##### T9
####
T5 #####|#####|#####|#####|##### T6
#####|#####|#####|#####|#####
#####|#####|#####|#####|#####
##### #####
#####
#####
T4 ##### T7
T3 T8

```

Track 5 is more difficult, solely because of the twisty nature of the track. The underpass sections aren't too difficult if you keep straight on and don't run into the barrier. You also don't have to take Turn 11 because of the hole in the barrier which lets you bypass it nicely. The cars are starting to get fast now. The white car will be able to keep pace with you.

Track 6

Difficulty: 3/5

Start

```

T1 ##### T10
#####
#####
#### T3 #####
#####
#####
T2 #####
T7 #####
T6 #####
#####
#####
#####
#####
#####
#####
#####
#####
T5 ##### T9
T4 T8

```

Track 6 is a step down in difficulty from the previous track since there are no tough turns and the cars are around the same speed. There are a lot of sections of track that are straight where you can get to full speed and some moderate turns that shouldn't be much trouble to get through. The crossover isn't much trouble as long as you don't run into another car.

Track 7

Difficulty: 4/5

Start

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