

# Top Gear FAQ/Walkthrough

by Madmax777

Updated to v1.3 on May 13, 2008

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Top Gear Walkthrough/FAQ  
By Kemco, SNES  
Version 1.11  
Last Updated (10/14/05)  
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V0.10 (7/28/05): Rough outline complete.

V0.60 (7/29/05): What a boring day. At least this kept me occupied. Just finished adding the "Contents", "Introduction", "Getting Started", "How Races Work", "Tracks" and "Extras" sections.

V0.62 (7/30/05): Had to reformat this, and now it's all a mess. :(

V0.80 (7/30/05): Fixed some formatting problems, added ASCII art, and added a few more subsections to "Extras".

V0.85 (7/31/05): Added another subsection to "Extras" and added a subsection to "How Races Work".

V0.90 (8/01/05): Re-did most of the track section, fixed some problems, and added a few more subsections in various places.

V0.95 (8/02/05): FAQ and a few more subsections are up.

V0.96 (8/02/05): Added "Credits" and "Legal". Next version should be final.

V1.00 (8/02/05): Added a few more subsections. Walkthrough is complete.

V1.05 (8/03/05): Fixed a few formatting errors, added a "Codes/Cheats" section and a "Fake Cheats/Codes" section. Also fixed some grammatical mistakes and added another glitch.

V1.06 (8/04/05): Fixed a few more formatting errors. Neoseeker is now allowed to host this guide as well.

V1.10 (10/13/05): The 'Red Car Acceleration Trick' has been added. Credit for this amazing find goes to Ninjajeff.

V1.11 (10/14/05): Fixed a few spelling mistakes.

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=====  
INTRODUCTION  
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"This is it. The race of your life. Head to head for the championship of the world. And only the hottest driver is going to come out a winner. So read this Driver's Manual Carefully. Keep it around for future reference. Because when you're racing for your life, the last thing you want to do is get rusty."

This is my first attempt at writing a walkthrough. I chose this game since I grew up with it, and know it off by heart. I know that no matter how much I play it, it will never get boring. I hope it's the same with whoever is reading this. Right now I'm on summer vacation, and so, what else should I do? Sit around and watch TV?

=====  
GETTING STARTED  
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First, insert the Super NES Game Pak into the Super Nintendo Entertainment System (make sure the power supply is plugged in :P), then turn the power on. After the title screen appears, push the START button to begin the game.

-----  
=Main Menu=  
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You will be brought to the main menu. Here are the options present:

- 1) 1 Player/2 Player (Press left or right to obtain 2 player mode)
- 2) Skill Level (Determines the difficulty of the game)
- 3) Country (Selects a course)
- 4) Speed (Play in MPH or KPH)
- 5) Play Game (Starts the game)

-----  
=Creating Your Profile=  
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Go to the 1 Player option, and press "A". You are taken to the Name Registration screen, where you get to choose a name for your character. Name your character whatever you want, within the 8 letter limit. When you've done that, select END and press "A".

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=Controls=  
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You are taken to the Gear Selection screen now. Choose either:

- 1) Manual (pressing L and R is needed to change the gears)
- 2) Automatic (recommended for beginners)

Choose the option of your liking and press "A" again. You will be taken to the Controller Selection screen. There are four (4) different controller schemes.

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(\* ) means that you must be using MANUAL transmission (look at beginning of this section on how to turn it on)

-----  
Control Setup A  
-----

- R - Up Gear\*
- L - Down Gear\*
- X - Acceleration

Y - Brake  
A - Nitro  
Select - Pause  
D-Pad - Move left or right

Control Setup B

-----  
(Controller is held upside down)  
A - Up Gear\*  
Y - Down Gear\*  
X - Break  
B - Acceleration  
Start - Nitro  
Select - Pause  
D-Pad - Move left or right

Control Setup C

-----  
X - Acceleration  
A - Up Gear\*  
Y - Down Gear\*  
B - Brake  
Start - Nitro  
Select - Pause  
D-Pad - Move left or right

Control Setup D

-----  
R - Up Gear\*  
L - Down Gear\*  
Y - Brake  
A - Nitro  
B - Acceleration  
Select - Pause  
D-Pad - Move left or right

-----  
=Cars=  
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There are four (4) cars in this game.

Note: All the following descriptions are taken from the instruction booklet.

-----  
:The CANNIBAL (red car):  
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Geared to go like greased lightning, this awesome fuel injected machine gives you the highest maximum speed on the track. Of course, that also means you need the maximum cornering ability. And the high fuel consumption means more pit stops on long courses. Good luck! And eat the competition for breakfast!

-----  
MAX. SPEED - 147 MPH (235 KPH)  
0 to 60M (100KM) - 6.9 Sec.  
Tire Grip - Low  
Fuel Consumption - High

-----  
:The RAZOR (purple car):  
-----

Designed to cut through the air with maximum aerodynamics, the Razor is a hand-built work of art. It's loose in the corners, with a lower top speed and acceleration - making it a real challenge to drive for the amateur, and a

true joy for the professional.

-----  
MAX. Speed - 137 MPH (220 KPH)  
0 to 60M(100KM) - 5.0 Sec.  
Tire Grip - Low  
Fuel Consumption - Mid

-----  
:The WEASEL (blue car):  
-----

Okay. So it doesn't have the blinding speed of the Cannibal. So what' The Weasel is still sleek, fast and mean as they come. It's perfectly balanced for vicious cornering. And the moderate fuel consumption means you don't waste time in the pits. If there's a favorite in the race, this is it. Pop goes the Weasel!

-----  
MAX. Speed - 137 MPH (220 KPH)  
0 to 60M (100KM) - 4.3 Sec.  
Tire Grip - Mid  
Fuel Consumption - Mid

-----  
:The SIDEWINDER (white car):  
-----

Snake around your competition with the superior handling of the Sidewinder. It has the maneuverability of a jet fighter, and all the speed and acceleration you could ask for. In fact, the only thing holding this missile back is how much courage you have.

-----  
MAX. Speed - 131 MPH (210 KPH)  
0 to 60M (100KM) - 3.5 Sec.  
Tire Grip - High  
Fuel Consumption - Low

-----  
=My Recommendation=  
-----

Which car is the best? After many years of experience, I noticed that the WHITE car is the best for BEGINNERS. Once you play for as long as someone as me however, you notice that you can do just as well, if not better, with any other car. The RED car is the best for PROFESSIONALS, who've mastered the game, and have memorized each and every turn of each course, for they do not crash as much, and so the horrible acceleration of the RED car is only used while starting up the car, or getting out of the pits.

So stick with this:

- 1) White car for beginners
- 2) Red car for professionals
- 3) Blue/Purple cars for a challenge, since they both suck :P

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How Races Work

=====

The point of the game is to go through 4 courses in a region. You must qualify in the top 5 of every course to make it to the next one. Here is a list of how many points you get for qualifying.

- 1. 20                    11. 0
- 2. 15                    12. 0

3. 12	13. 0
4. 10	14. 0
5. 8	15. 0
6. 6	16. 0
7. 4	17. 0
8. 3	18. 0
9. 2	19. 0
10. 1	20. 0

After 4 matches, your total score is added up. You are then given a ranking of how many points you have after the 4 courses, and how many points your opponents have. If you are in third ranking or higher, you qualify to the next region. If not, sorry, please try again.

-----  
 =About the Screen=  
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Below is an outline of the screen when you race. The letters show where the information is located at on the screen.

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  _____
  |J                               C |
  |                               D |
  |           A (Player 1 screen)   E |
  |I                               |
  |H                               GF |
  -----
  |J                               C |
  |                               D |
  |           B (Player 2 screen)   E |
  |I                               |
  |H                               GF |
  |-----|
  
```

- A - 1 Player Screen
- B - 2 Player Screen (When playing on 1 player, computer will compete here)
- C - Tachometer (Indicates engines RPM's)
- D - Speedometer (Indicates speed in either KPH or MPH)
- E - Racing Time (The actual racing time elapsed)
- F - Fuel Guage (Indicates remaining fuel left)
- G - Rank Indicator (Indicates your current position in the race)
- H - Gear Position (Indicates auto or manual, and gear position)
- I - Nitro (The remaining number of nitro boosts)
- J - Course Layout (A map of the course and the location of cars)

-----  
 =Qualifying Messages=  
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If you get 6th or lower in a race, you are given this message:

SORRY YOU FAILED TO QUALIFY FOR THE NEXT RACE

-----

When you qualify for the next region, you are given this message and a password:

CONGRATULATIONS YOU QUALIFIED FOR THE NEXT COUNTRY (password)

-----  
Completing the 4 races, but getting worse than 3 overall, gets you this message:

SORRY YOU FAILED TO QUALIFY FOR THE NEXT COUNTRY (password)

(Note: I don't know why it gives you the password, since you just failed to qualify.... oh well!)

-----  
=Racing Tips=  
-----

First of all, I'll write down the tips given in the booklet:

1) Dash Start: The position of the machines at the start line is determined by the order in which they finished the previous race. The earlier a car finished the previous race, the farther back it is positioned. The primary racing technique is to swiftly race through the machines in front of you to get ahead and be in the top group of the cars.

2) Power of Nitro: A single boost of Nitro powers up your machine's acceleration capability for a short period of time. Only three (3) portions of Nitro are available in one course. Save it until an absolutely critical moment on a straight stretch of the course.

3) Obstacles: Public roads around the world are the only real race course for the Top Gear racer. Roads challenge you with a variety of conditions. Especially, watch out for obstacles. A hefty time loss results from a collision with an obstacle. Consequently, you will lag behind other machines.

4) Racing at Night: After the blazing sunset, you will race into the night. The battle of Top Gear continues around the clock. Although headlights are lit during the night race, the racing conditions, such as visibility ahead of you and distance between your machine and others, are far more challenging than they are during the day.

5) More hints:

- a. Revving high at the start line is a taboo: you will be penalized with one (1) wheel spin and lag behind.
- b. The hard and fast rule of cornering is a tight maneuver around a curve.
- c. Running out of gas will put you out of the race. Refuel your machine before it happens.

And now my tips:

1) When turning on a sharp turn, and you notice that you will not make it, let go of the acceleration button, and just hold down the direction you are going. If you still can not make it, tap the brake button twice. This technique is useful at sharp narrow turns, or if your car has a low tire grip.

2) Do NOT go to the pits on the last lap unless you are already OUT of fuel or NEED too for sure. Going to the pits on the last lap will probably get you from first place to somewhere around 3rd. It's a bad idea. I know this goes against the "better safe than sorry" rule, but its common knowledge, as you can probably pull it off 95% of the time without going to the pits on the last lap.

3) Look at the horizon when driving. I know this works great for me, as I can

see everything coming at me. Do not look DIRECTLY in front of your car, as you will have less time to think about your next move.

4) Stay in the middle of the road at all times. This is a great way to have access to upcoming turns or obstacles that come from both directions.

5) Have courage when trying to overtake opponents, even if a turn is right ahead. Practice zigzagging in between them all, if there is more than one, and sooner or later you will be able to pass just about anything in your way.

6) Try to get in first early in the game, as the longer you wait, the greater the distance will be between you and the other cars.

7) When you have the option of crashing into either a car, or an obstacle/going off road, crash into the car. You'll lose speed, but not as much as crashing into an obstacle.

8) ALWAYS be aware of how many laps there are, and how many are left. This is very crucial when going in to the pits.

9) Always keep a look out at the signs, as they indicate which way the turn goes. Remember that if the signs are on the left side of the road, the road turns the opposite direction. Always remember that.

=====  
TRACKS  
=====

Each track in Top Gear has its own length, record lap and location. I've added this, plus a little extra.

There are four courses for every region. I have added the following to each:

- Name of where the course is located
- Amount of laps
- Length of course
- Record lap
- Terrain (temperate, snowy, desert)
- Time of day (day, night, dusk [sun sets], dawn [sun rises])
- Difficulty rating (rated by me)

-----  
=USA=  
-----

1. Las Vegas
  - 3 laps
  - 1.28KM, 0.85M
  - 1'03"45
  - Desert
  - Day
  - 1/10 difficulty

Welcome to the first track of the game! Nothing hard here, so just blast your way through the cars at the beginning. Use one nitro per lap, and on the last lap you'll start lapping the slower guys. You might want to keep an extra nitro for just in case you crash, but nonetheless, this is an easy match, and you shouldn't have ANY problems.

2. Las Angeles
  - 3 laps



- 2.40KM, 1.60M
- 1'51"50
- Temperate
- Day
- 3/10 difficulty

A bit harder than the first. After the first turn there are some rocks on the very right hand side of the road, so stay away from that side. After a few more turns, you'll reach a long strip, where it's easy to pass cars and gain speed. This is where you should use your nitros. You one per lap at this part and you'll easily get in first.

### 3. New York

- 3 laps
- 2.46KM, 1.69M
- 1'54"45
- Temperate
- Night
- 2/10 difficulty

Blast your way past the other cars. The first few turns are very wide, but you'll notice that the turns get narrower after a while. Just use nitros on the long strip, as always, and you'll get in first, no problem.

### 4. San Francisco

- 6 laps
- 2.05KM, 1.36M
- 3'24"90
- Temperate
- Day
- 5/10 difficulty

Welcome to the final race of USA. This is your first long race. If you have any car other than the white car, you will need to pit. If you keep crashing into the road signs, learn to stay in the middle of the road. The middle lane of this level has no signs or rocks, unless you're playing on Championship mode. Once you learn how to stay in the middle lane, you'll have no problem getting in first. Basically save all of your nitros for the last two laps, or use one to get ahead early in the beginning and the other two on the last two laps.

-----  
 =South America=  
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### 1. Rio, Brazil

- 6 laps
- 2.46KM, 1.64M
- 4'19"40
- Mostly Temperate/Desert
- Day
- 7/10 difficulty

The hardest race so far. Rio consists of many sharp turns. I suggest that you do not go very fast in this race. You should have to pit with any car that you have on this race, and so keep that in mind. The best time to use a nitro is in the first few laps when going down the hill and into the desert, so you can get an early lead. Use the other two nitros when coming out of the pits. Also, keep in mind that going to the pits early is a good idea, since you'll have more time to catch up.

## 2. Machu Picchu, Peru

- 4 laps
- 1.87KM, 1.25M
- 1'53"66
- Temperate
- Day
- 5/10 difficulty

This race has lots of turns, but most of them are extremely easy ones. Use nitros on the first, second, and third laps. The reason for this is that, the best place to use a nitro is to use it at very end of the lap, on the last turn. Using it there helps you gain tons of speed on a very easy turn, and than right after helps you gain speed while going up, and than down the hill. If you do this, you'll surely gain first place, as long as you don't crash, which can be a bit tricky while turning and going really fast. If you go too fast for your liking after you use the nitro, put a little break, but not to much.

## 3. Chichen Itza, Mexico

- 6 laps
- 1.99KM, 1.32M
- 3'06"26
- Temperate/Mostly Desert
- Day
- 4/10 difficulty

Very easy course. You can gain VERY high speeds on this track if you're using the Cannibal, and use 3 nitros, one after the other. Basically use one nitro early in the game to gain the lead, pit if you have to, and then use the other two on the last two laps. Easy as that.

## 4. Rain Forest, Brazil

- 3 laps
- 2.63KM, 1.75M
- 2'20"55
- Temperate/Desert (half and half)
- Day
- 7/10 difficulty

Basically, the Rain Forest is in danger of getting cut down. There are "SAVE THE TREES" signs literally EVERYWHERE on the side of the roads. Anyways, a good strategy is to stay in the middle of the road, as always. The only time they should get in the way is at the sharp turns. Make sure you turn at the right time, and you won't crash into them, so work on that if you keep crashing. The place where you should use your nitros is located RIGHT after the second desert area. When it ends, use your nitro and go directly to the left side of the road when the road opens up, to pass others easily.

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=Japan=  
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## 1. Tokyo

- 7 laps
- 2.28KM, 1.52M
- 4'44"35
- Temperate
- Day

- 7/10 difficulty

Welcome to your first 7 lap race. The course itself is a long one, and with 7 laps it's even longer. Generally easy, you might need to go to the pits twice if you crash a lot and don't time things correctly. If not, than you only have to go once (this includes all the cars). Most of the turns have wide roads, so they're easy, but a few are narrow. Try and time those turns correctly, so you won't crash, and try not to go into them by being right behind someone, or you might crash. As for nitros, use one right at the beginning of the second lap to get an early lead, and the other two when you come out of the pits.

## 2. Hiroshima

- 5 laps
- 2.34KM, 1.56M
- 3'24"55
- Temperate
- Dawn
- 6/10 difficulty

A long strip and wide road lies in the middle of this course. There should be no problems here, other than the very end of the course, which is 3 very large sharp turns. Just let go of the acceleration button and hold the direction you're turning, to pull off the turns if you're getting too close to the signs. Other than that, use one nitro on the second lap, and the other two on the last two laps, or after you've been to the pits if you're using a car with high fuel consumption.

## 3. Yokohama

- 3 laps
- 2.22KM, 1.48M
- 1'52"25
- Temperate
- Day
- 3/10 difficulty

One of the fastest courses in the game. Get in first on the first lap, or close to it, and right when you pass the finish line and enter the second lap, start your nitro. You should gain amazing speeds. Do this on the last lap too, but use the 3rd nitro right after it, if you crash, or need an extra boost.

## 4. Kyoto

- 7 laps
- 2.57KM, 1.71M
- 4'33"95
- Temperate
- Day
- 9/10 difficulty

Another 7 lap wonder here in Japan. This one's a pain, in my opinion. Basically, try and get in first early on, and use your nitros when you get out of the pits. The turns near the end of the course are a little narrow and kind of hard, but they're nothing new. As for nitro, there's a huge long strip to use it on.

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=Germany=  
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## 1. Munich

- 7 laps
- 2.28KM, 1.52M
- 4'44"30
- Temperate
- Day
- 7/10 difficulty

Another tough level. Most of the turns aren't very sharp though, so you're in luck. All I can suggest is that you pit early on if you have to, and use the nitros at the stretch which consists of the pit stop, as that's the straightest part of the race.

## 2. Cologne

- 3 laps
- 2.46KM, 1.64M
- 2'15"55
- Temperate
- Dusk
- 5/10 difficulty

Fairly easy race if you've master cornering. If not, good luck, as most of this level consists of sharp turns. Other than that, use your nitros on the little stretch between the final turn and the third final turn. The second final turn is a little thing, and you can easily go 300 KM+ over it if you wanted too.

## 3. Black Forest

- 6 laps
- 2.40KM, 1.60M
- 4'09"36
- Temperate
- Dawn
- 6/10 difficulty

People find this level either easy or hard. The pit stop is the only tough thing in the level. It's right on top of a hill, and is VERY easy to miss, or easy to go into, by accident. If you go into it by accident with about 3 laps to go, don't worry. Just fill 'er up, instead of wasting a whole pit stop going in and than quickly leaving. It's a good idea to pit in early on this map, but if you don't know the level, your bound to go into the pit stop at least once before the match is over by accident, so go around lap 3 or so. Also to add, the large hill right before the pits is perfect for using a nitro. If done correctly, you can gain speeds of over 400KM+ with the red car.

## 4. Frankfurt

- 8 Laps
- 1.99KM, 1.32M
- 4'43"96
- Temperate
- Day
- 4/10 difficulty

This one's a walk in the park. Just pit early, if you have a low consumption vehicle, and use the nitros on the last 2 laps or so. However, if you have a high consumption car, you'll need to pit around halfway for sure, and so pitting early is a taboo. If you're using a high consumption car, my advice is to pit when you need to pit and not pit too early. If you do it just right, you'll only need to pit once. If you do it wrong, then you need to pit

twice. Again, use the nitros on the last two laps, but if you need an extra boost, use one early on.

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=Scandinavia=  
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#### 1. Stockholm, Sweden

- 3 laps
- 2.22KM, 1.48M
- 1'50"30
- Snowy
- Day
- 4/10 difficulty

Be patient at the turns, and keep steady. Don't try and speed up. Once the beginning turns are over, use a nitro while going down the hill for some extreme speed, and you'll get in first no problem.

#### 2. Copenhagen, Denmark

- 3 laps
- 2.46KM, 1.64M
- 1'56"86
- Snowy
- Day
- 3/10 difficulty

Very easy race. The sharp turns are located on wide roads, and vice versa. The only exception is the second last turn (it goes to the left), and you might have to brake a bit to make it out alright. Just nitro once per lap and you'll make it.

#### 3. Helsinki, Finland

- 3 laps
- 2.22KM, 1.48M
- 1'38"95
- Snowy
- Day
- 2/10 difficulty

One of the easiest levels in the game, Helsinki is great for gaining speed. It also houses the first river in the game, and is easy to get first at. Just use one nitro per lap, right after the beginning turns, when you start going down the hill. You'll be done before you know it, since the turns are all easy ones.

#### 4. Oslo, Norway

- 3 laps
- 2.34KM, 1.56M
- 1'56"56
- Snowy
- Day
- 3/10 difficulty

Just as easy as the last three courses. Use a nitro per lap and you'll do fine.

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=France=  
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## 1. Paris

- 3 laps
- 2.51KM, 1.67M
- 2'12"35
- Temperate
- Day
- 7/10 difficulty

This level has lots of very sharp turns. Try to use a nitro per lap right after the second turn. The area where you will use the nitro consists of a few turns, but they are not sharp at all. Make sure to slow down though when you start going downhill for the second time, as the sharp turns are just over the horizon.

## 2. Nice

- 7 laps
- 2.05KM, 1.36M
- 4'08"96
- Temperate
- Day
- 8/10 difficulty

This track is anything BUT nice, so don't be fooled. Overall this is not a very hard course, but annoying at times. For one, the obstacles near the end of the track can get very annoying if you don't know how to get around them. Basically, your turning to the left, and the obstacles appear while you're turning. Normally, people press up + right and crash into the right wall. However, to get through them without crashing just let go of the left button and press nothing. It's as easy as that. Just go forward. Anyways, use either 1 nitro early one, and the last two on the last two laps (or when you get out of the pits), or save them all until the end.

## 3. Bordeaux

- 6 laps
- 2.22KM, 1.48M
- 4'17"70
- Temperate
- Day
- 9/10 difficulty

The hardest track in the game, as it's made completely of sharp turns. Doesn't sound that bad right? Wrong. Each sharp turn houses some stupid vineyard sign (or whatever those things are, since they look like huge grapes). Basically, go slow and steady. Don't be angry with not getting in first on this match, as it is a pain. As for nitros, I suggest using one early on in the race and the other two when you get out of the pits. The best place to use a nitro is right after the second HUGE left turn (it goes up a hill right at the end). The nitro should take you all the way past the finish line and you should slow down in the second turn of the lap, as the stupid vineyard things appear on the third turn.

A little note: This track holds the top speed I've ever gotten. I obtained 464KM (288M), with the Cannibal (red car). ;D

## 4. Monaco, Monaco (located in Monaco, not France)

- 3 laps
- 2.69KM, 1.79M
- 2'09"65
- Temperate

- Day
- 5/10 difficulty

With only a few sharp turns, here and there, this level is nothing like the previous one. Just use a nitro every lap when you get to the tunnel and other than that, be careful and you'll do just fine.

-----  
=Italy=  
-----

#### 1. Pisa

- 3 laps
- 2.69KM, 1.79M
- 2'10"30
- Temperate
- Day
- 4/10 difficulty

The course at Pisa is a very easy one, with loads of turns. Most of the turns take place on very wide roads, and none of them are very sharp. This one's a piece of cake. Remember to use a nitro per lap, or save them all for the last lap or so.

#### 2. Rome

- 6 laps
- 2.46KM, 1.64M
- 3'50"75
- Temperate
- Day
- 6/10 difficulty

Another long, yet easy course. Just make sure you pit on your 4th or 5th lap. Keep your nitros for when you come out of the pits. Other than that, there's nothing else to say.

#### 3. Sicily

- 3 laps
- 2.51KM, 1.67M
- 2'04"31
- Temperate/Desert
- Dusk
- 5/10 difficulty

Just make sure you do the first three turns without crashing, and than nitro on all three laps at the huge straight part to get an easy victory.

#### 4. Florence

- 3 laps
- 2.46KM, 1.60M
- 2'01"25
- Temperate
- Dawn
- 4/10 difficulty

Yet another very easy track. Just nitro in the little stretch near the end of the end of the track, and you'll do just fine. There's only one sharp turn on this track, after the steep hill. Other than that, there are lots of deep hills, so lots of speed can be obtained, and most of the roads are very wide.

-----  
=United Kingdom=  
-----

#### 1. London, England

- 8 laps
- 2.46km, 1.64m
- 5'32"05
- Temperate
- Day
- 7/10 difficulty

London holds another one of those long, yet easy tracks. You will have to pit at least once, so keep that in mind. The track has tons of hills, and so there are loads of places where you can easily gain speed. There's nothing new here that you haven't experienced before. Use the nitros right after you go up the hill that follows the pits stop.

#### 2. Sheffield, England

- 3 laps
- 2.16KM, 1.44M
- 1'42"30
- Temperate
- Day
- 3/10 difficulty

The toughest turn is the turn before the final stretch. Other than that, all the other turns are very simple. Just nitro at the final stretch before the finish on every lap and you'll get an easy first place.

#### 3. Loch Ness, Scotland

- 3 laps
- 2.40KM, 1.60M
- 1'57"85
- Temperate
- Day
- 7/10 difficulty

There are a few tough turns here and there, but nothing a good braking can't handle. Just keep it slow and steady until you get to the part where you go uphill. There, use a nitro. It might not be the best place to use it, but I've noticed that it does a lot, since instead of going really slow up the hill, you go a ton faster, and usually gain a few positions just from doing this. Use 1 nitro per lap again.

#### 4. Stonehenge, England

- 4 laps
- 2.34KM, 1.56M
- 2'04"85
- Temperate
- Day
- 1/10 difficulty

The first time I got here I was expecting something very hard, but it seems that Kemco left the easiest for last. Just muster up all the skills that you've obtained so far and you will easily pull this one off. As for nitros, use them on the 3rd and 4th laps while going down the hills. Make sure the nitros last you as you go up the hill as well, as you don't want to lose your high speeds because of some hill. Do this, and you'll pull it off easily.



Note: If you are using Manual with the Cannibal (red car) you WILL run out of gas before the course ends, and if going slow, you will not make it. I suggest you use automatic for the UK region.

-----  
 =Ending=  
 -----

There are three ending messages, which appear depending on what difficulty you just beat the game on. Amateur, Professional, Championship.

For Amateur:

```
*~~~~~*
| CONGRATULATIONS ON COMPLETING |
| TOP GEAR BUT CAN YOU WIN ON   |
|     PROFESSIONAL LEVEL         |
*~~~~~*
```

For Professional:

```
*~~~~~*
| CONGRATULATIONS ON COMPLETING |
| TOP GEAR BUT CAN YOU WIN ON   |
|     CHAMPIONSHIP LEVEL        |
*~~~~~*
```

For Championship:

```
*~~~~~*
| CONGRATULATIONS ON COMPLETING |
|     TOP GEAR                   |
*~~~~~*
```

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EXTRAS

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-----  
 =Track Codes=  
 -----

REGION	AMATEUR	PRO.	CHAMPION
S. America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEARBOX	LEGEND	OILCLOTH
Germany	CAR PARK	THEWORLD	WRECKAGE
Scandinavia	ROAD HOG	LETSRACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	A LOOPER	GLUCAGON
U.K	HORIZONS	SEASONAL	KEELSON
_____	_____	_____	_____

-----  
 =Speech Bubble Signs=  
 -----

This section is devoted to the speech bubbles that appear when either; your driver gets frustrated, uses a nitro, or laps someone.

When your driver gets frustrated (crashes a lot), any one of these speech bubbles will appear:

\*?#@!!

MOVE THE WRECK!  
OUTTA MY WAY!!  
WHAT THE HECK??  
AAARGH  
ARE YOU BLIND?  
WATCH OUT!  
OUCH

When your driver laps someone, any one of these speech bubbles will appear:

YO! BURN RUBBER  
LATER GEEK!  
HA! HA! LOSER  
EAT DUST SUCKER!  
YO BONE HEAD!! (Must lap second player, or computer player for this)

When you use a nitro, this speech bubble will appear:

LET'S GO!

-----  
=Opponent Car Colors=  
-----

The opponent cars (excluding the computer at the bottom screen) are split into two car types. If you are using the Cannibal, and the bottom screen computer is using the Weasel (or the 2nd player), than the computer cars are split half and half between Cannibals and Weasels. They however, are different colors than the cars that are in use. Here is a list of the colors that the cars can be:

Black, Orange, Pink, Green, Navy Blue, Gray. (I might have missed one)

-----  
=Glitches=  
-----

Here are some glitches I've run into.

1. You can get two places at the same time, by running into the pole (which supports the finish sign) at the very end of the race. Ramming into it will push you through it, and than you will recoil backwards and go through it again, giving you the other place. A very nice technique if you have no way to get your overall goal, since you get the amount of points given for each of the standings you get. (ie. if you score first and second with this, you will get both the 20 and 15 points)
2. Sometimes the game will glitch up and when you start to race, you will be a lap behind. I've run into this a few times. You will gain positions only once you start lapping the people, since they start a lap ahead of you. Kind of a messed up glitch... It's really annoying when it happens, so good luck with this.
3. If you're playing with a cartridge (like me) than the game will probably freeze if you nudge it while it's on. Very annoying, so keep your SNES out of the way so no one can touch it. This might relate to only older SNES's.
4. Not really a glitch, but the first level of the game is a desert level. Normally you would expect it to have a desert road, but it's the only desert level which has a normal road (black and gray instead of brown and orange).

-----  
='Finishing In Two Places' Score List=  
-----

Q. How is it possible to get more than one rank in a race?

A. Basically you run into the finish line post as you cross the finish line, and sometimes the car runs through it, and bounces back, getting you two positions. You must be going at 250KM+ (160M+) for this to work. If you get first place and second place rankings using this, you get both of the points for both of the rankings. Basically, once you pass 100, some funny stuff happens to your score, as the score can only hold two digits. 80 is maximum, without the trick, but with it, a new maximum of 140 is obtainable. Here is how the different scores look.

Note: the first number changes to a symbol and the second stays the same as the last number in the three-digit number (5, if the 3-digit number was 105, etc.)

100-109: These use a colon (:) (ie. 105 is :5, 106 is :6, etc.)

110-119: These use an apostrophe (') (ie. 110 is '0)

120-129: These use a quotation mark (") (ie. 123 is "3)

130-139: These use a period (.) (ie. 137 is .7)

140: The maximum score of 140 uses a plus sign (+) (ie. 140 is +0)

-----  
=Red Car Acceleration Trick=  
-----

Note: This whole 'trick' was given to me by Ninjajeff off of Gamefaqs. He is the one who found out about it, and e-mailed me with it. I have no credit for finding this, and so all credit goes to him.

Here is what to do, in his own words:

-----  
Anyway, here's the legendary "Red Car Top Gear 4th Gear Trick" to shed extra seconds off your race time in the Cannibal (Red Car)

This is not a glitch and is not a cheat- it is smart driving. In my opinion, this car was designed to run in 4th gear beyond what automatic transmission does for it.

Automatic transmission for the Red Car is **\*\*bad\*\***, we'll leave it at that. To be a true speed-master of the track, drive the red car in manual transmission.

Here's the trick-

Watch your speedometer, and let it run in 4th gear all the way up to around 215-225 Km/h (to figure out MPH for this equivalent, divide the Km/h by 1.6-- but I always drive in Km/h since it's a lot more accurate.)

Being in 4th gear up to around this speed will make your red car

accelerate MUCH faster than if you had shifted earlier to 5th gear. It is also advised that you downshift to 3rd gear and then 4th for awhile if you hit an opposing car.

When going downhill, if your speed is below 220 Km/h, throw it into 4th gear. Memorize which sections of each tracks have decent downhill runs, and throw it into 4th gear when going down them for some extra speed. Your car should hit around 230 km/h or so, and once it gets around to that speed, shift to 5th gear to build further speed, as well as save your fuel (running at higher revs in lower gears burns more fuel.)

When using a nitro, ALWAYS have the car in 5th gear, unless your speed is below 220 km/h from hitting a car or something. If that happens, shift down to 4th gear, and throw it back into 5th gear once you hit around 220-230 km/h, to make your nitro boost maximize its power, as well as conserving fuel.

In short, through using gears with the red car-

1st Gear- Shift up at the start of the race as soon as your tach fills to about halfway (audio cue also helps a good bit)

2nd Gear- Same as the first gear, shift up ASAP, you don't need to stay in this gear for long.

\*\*3rd Gear- Should only be used if your speed is below 160 km/h. This will get you up to speed quicker. Shift up as soon as you hit 185-190-ish.

\*\*\*4th Gear- The best gear to accelerate (gain speed) in. Hit it to 4th gear when you are above 190, and keep it in 4th until you hit around 215-225. Use this gear when going downhill if your speed is below 225. Once you get above 230 when going downhill, shift to 5th to get more speed and save fuel.

On long endurance races (pit stop races), you shouldn't run it in 4th gear long (try to use it only on downhill stretches-- like the end part of Tokyo, for example), so use 5th when around 215 or so to conserve your fuel.

On 3-4 lap "sprint" races, this really doesn't matter. Drive in 4th as much as you need to, sprint races are easy to win in the red car. You should not run out of fuel in any of them except Stonehenge, so drive as aggressively as you want. When using the red car, consider "sprint" races an easy 20 points.

\*\*\*5th Gear- 5th gear should be used when your car hits around 215-225 km/h in speed, or, of course, when you are using a nitro. The 5th gear saves your car fuel and is the "holding speed" gear. If you're smart, you can actually hold speeds of 240-250 km/h in 5th gear for a long time.

Note that the Cannibal (Red Car) in Top Gear is basically the only car in the game that can effectively run ABOVE it's redline (ie- 235 km/h, maximum top speed.) In reality the Red Car can effectively hold about 240-250.

Fuel- You shouldn't have to worry too much about fuel. If you play it smart, you won't burn up much more fuel than if you had been driving

automatic (maybe 1-3 lines if you are really good at it.)

Use this to tear up the competition.

Remember that the Red Car takes a lot of skill to drive. It is by far the best car in the game in the hands of an experienced driver. Even in pit stop races you should be able to knock the socks off your opponent in the White Car (Sidewinder), with the exception of Black Forest and Nice, two races where the White Car doesn't need to make a pit stop.

The Cannibal (red car) is the game's fastest car and has the best nitro boost system BY FAR. Use this to your advantage. Using this "4th Gear Acceleration Trick" will boost the Red Car's acceleration up to speed better than the Purple Car (Razor) can accelerate.

With this, you should be able to kill the competition.

Good luck driving this awesome car!

-Jeff

-----  
=Codes/Cheats=  
-----

1. Although more of a glitch than a cheat, you can get two ranks at the same time by running into the pole which holds the finish line at the end. Your car will go through it, and recoil back giving you two positions. With this, you can get first place and second place, and get 35 points per course, instead of just 20 maximum.

2. Here are the codes for unlocking all the countries and their courses:

COUNTRY	AMATEUR	PRO.	CHAMPION
S. America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEARBOX	LEGEND	OILCLOTH
Germany	CAR PARK	THEWORLD	WRECKAGE
Scandinavia	ROAD HOG	LETSRACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	A LOOPER	GLUCAGON
U.K	HORIZONS	SEASONAL	KEELSON
_____	_____	_____	_____

-----  
=Fake Cheats/Codes=  
-----

This section is for cheats and codes that have not worked for me. I have tried them on all versions of Top Gear (US, European, and the Japanese Top Racer version).

Note: If you do not believe me, try them yourselves. If they do in fact work, e-mail me with EXACTLY what you have done, since I've tried them word for word and nothing happened.

1. Going to the "select country" screen and typing in VALHALLA at the United Kindgom region will not work. It simply doesn't allow you to access any country afterwards. Therefore, this is fake cheat #1.

2. Probably the most commonly used fake cheat of Top Gear, the "press up when at pits" does nothing! Don't believe me? Run out of fuel or something, and go to the pits. Do this twice with the SAME amount of fuel, (works better when playing on a rom as you can save state RIGHT when you go in) and once hold up, and the second time don't hold anything. Use a timer both times, and you will see that both of the times will be exactly the same. Yet another fake cheat. Horray!

3. Another fake cheat going around in the Top Gear community is that you can select any level you want by going to any country you want, pressing START, and you'll get some "invalid password" comment. After going back to the main menu, you must repeat the "invalid password" thing and you'll get access to any country you want, and get some money. First of all, this is obviously fake. It sounds more like a Top Gear 2 code, than a Top Gear code, since you can NOT get money in Top Gear, and there is no "invalid password" message. Fake.

-----  
=Game Genie Codes=  
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Note: These codes have not been tested by me, so use them at your own risk. If your game data is erased, I can not be held responsible for the damage. In using these, you are agreeing.

You will need a Game Genie to use these codes, as they do not work with an Action Replay. When inserting Game Genie codes, don't forget the hyphen (-)

a) Unlimited nitro boosts for Player 1:	3C84-6D64
b) Unlimited nitro boosts for Player 2:	3C86-64A4
c) Unlimited fuel for Player 1:	C225-6429
d) Unlimited fuel for Player 2:	C223-6D95
e) Nitros last forever for Player 1:	C280-6FA4
f) Nitros last forever for Player 2:	C288-6DD4
g) Race in any country:	6DB7-AFEA
h) Start with 1/2 fuel:	972B-0F64
i) Start with 3/4 fuel:	5A2B-0F64
j) Start with 0 nitro:	DD63-6DDD
k) Start with 1 nitro:	DF63-6DDD
l) Start with 2 nitro:	D463-6DDD
m) Start with 6 nitro:	D163-6DDD
n) Start with 9 nitro:	DB63-6DDD

-----  
=PAR (Pro Action Replay) Codes=  
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Note: These codes have not been tested by me, so use them at your own risk. If your game data is erased, I can not be held responsible for the damage. In using these, you are agreeing.

You will need a Pro Action Replay to use these codes, as they do not work with a Game Genie.

a) Unlimited nitro boosts for Player 1:	00BA22EA
b) Unlimited nitro boosts for Player 2:	00BA8BEA
c) Nitros last forever for Player 1:	00BA47AD
d) Infinite fuel for Player 1:	05D67BAD
e) Infinite fuel for Player 2:	05DEE1AD
f) Race in any country:	0F933780

=====  
FAQ (Frequently Asked Questions)  
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Q. Who released the game, and when?

A. The game was designed and released by Gremlin Graphics and Kemco. Licensed by Nintendo.

Q. What is the best car to use?

A. White car for beginners, Red for professionals.

Q. What about the other two cars?

A. Use them only if the game is too easy for you and you need a challenge.

Q. Does manual transmission use up more gas?

A. Yes. Although the difference is not much, I suggest sticking with automatic on long tracks.

Q. What is the hardest track and region?

A. France, and its third track, Bordeaux.

Q. What is the fastest track?

A. There are quite a few, but I obtained 464KM (288M) on Bordeaux, after many tries.

Q. Is there any way to change it to full screen instead of split?

A. No. You are always with someone, either a computer, or a player.

Q. In what ways is the bottom screen computer handicapped?

A. He turns perfectly, speeds up (more than normal) when you're ahead of him, and slows down a lot if you're behind him. Basically, he stays around you, or tries to.

Q. Any tips on how I can be better?

A. Go to the "Racing Tips" section.

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=How to Contact Me=  
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If you wish to contact me, with any new information, corrections, or any need of help, do not think twice. Please do so at [chronobanjo777@yahoo.ca](mailto:chronobanjo777@yahoo.ca).

=====  
Credits  
=====

Thanks to CJayC ([www.gamefaqs.com](http://www.gamefaqs.com)) for creating the best site on the net, and for the hosting of this guide.

Thanks to all the other sites who've asked for my permission for the hosting of this guide. Without you, we would all be a mess.

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And the best for last, many thanks to "Martin from Holland", for helping correct my many mistakes. :)

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## Legal

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