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G. Credits

A. Revisioning Notes

- Version 1.0 - 05 April 2005 - First released
- Version 1.1 - 16 April 2005 - Added ACSII arts
 - Fixed some typos
- Version 1.2 - 23 April 2005 - Edited some of the text
- Version 1.3 - 25 April 2005 - Fixed some typos and formatting errors
- Version 1.4 - 09 May 2005 - Added some sites
- Version 2.0 - 05 June 2005 - Changed copyright notice
 - Edited some of the text
 - Fixed all the typos and grammar mistakes
- Version 3.0 - 14 June 2005 - Added the Email Policy section
 - Added the Glitches section
 - Edited some of the text
 - Fixed the layout problem
 - Renumbered all sections
 - Renamed the last section
- Version 3.2 - 18 June 2005 - Added the save file corruption glitch
 - Edited some text
- Version 3.7 - 07 July 2005 - Added the Ninjitsu-never-succeed glitch
 - Edited some of the text
 - Fixed some inaccurate information
- Version 4.0 - 14 July 2005 - Changed the layout

- Edited some text
- Reorganized this guide
- Version 5.0 - 19 July 2005
 - Added the Credits section
 - Added the sites which accept this FAQ
 - Changed the layout
 - Deleted the Closing Remarks section
 - Edited some text
 - Extended the Table of Contents
 - Fixed an error about the maximum revenue
 - Fixed some grammar mistakes
 - Renumbered all the secrets and glitches
 - Rewrote the Background section
- Version 5.1 - 22 July 2005
 - Changed some ACSII arts in the title
 - Edited some text
 - Fixed some typos
 - Reorganised all the secrets and glitches in alphabetical order
- Version 6.9 - 25 July 2005
 - Added the Enemy Disappears? glitch
 - Added the Time Travelling secret
 - Added the True Ending secret
 - Edited some text
 - Fixed a big subheading mistake in the table of contents
- Version 7.4 - 31 July 2005
 - Added the Optimum Super E.F.I. Values for all cars
 - Edited some text
 - Renamed the subheading F.c into Weirds
- Version 7.5 - 8 Sept 2005
 - Added SNES Central for accepting this FAQ
 - Edited some text
- Version 8.1 - 12 Sept 2005
 - Added the Top-tier Occupations not the Best? glitch
 - Edited some text
 - Fixed some typos
 - Reorganised Section E.d
- Version 8.6 - 19 Jan 2009
 - Edited some texts
 - Fixed some typos
 - Added useful links to wikipedia and youtube
 - Added the plagiarising site Gamewinners
 - Edited sections D and F.c.i
- Version 8.7 - 4 Apr 2017
 - Removed email
 - Name changed

B. Copyright Notice

Zero-4 Champ RR-Z is copyright 1995 Media Rings (R). This document and its contents are copyright 2005 TownRanger.

All in-game cars are properties of their respective manufacturers or owners. I am in no way affiliated or associated with any car manufacturers or software producers.

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This FAQ can only appear on the following sites:

GameFAQs-----<http://www.gamefaqs.com/console/snes/game/581827.html>
Gamerhelp-----<http://www.gamerhelp.com/snes/Zero4ChampRRZ/103481.shtml>
<http://www.gamerhelp.com/snes/Zero4ChampRRZ/104460.shtml>
Games.net-----<http://www.games.net/snes/109000/index.shtml>
IGN-----<http://faqs.ign.com/articles/633/633491p1.html>
Neoseeker-----https://www.neoseeker.com/Games/Products/SNES/zero4_champ_rrz
SNES Central-----<http://snescentral.edgeemu.com/article.php?id=0096>

In the above websites, you may find yet another similar FAQ written by me named "Zero-4 Champ RR-Z Name Input and Dinning Room Colour Guide". That is an older version of this FAQ . I have already finalised that guide and I will no longer update it. With more glitches added into that guide, I changed its name into "Secrets and Glitches FAQ" which is the one you are reading right now.

GameFAQs is the website that I will always send my most recent updates to.

Notice that Gamewinners.com has ripped off my guide at
-----<http://www.gamewinners.com/snes/Zero-4ChampRR-Z.htm>
claiming it is their own work without acknowledging me or informing me in advance. I deserve the right to file complaints and to act according to the copyright laws in my hometown.

C. Email Policy

I have ceased receiving emails with reagrds to this FAQ. Sorry.

D. Background

Hello and welcome to my Zero-4 Champ RR-Z Secrets and Glitches FAQ. This is my second in-depth FAQ written for this game.

Now that it has been 14 years after this game was first published in Japan in 1995. This game definitely worths a replay even after such a long time despite the outdatedness of the SNES (TM) console system.

This game is very unique in a way that it is arguably the only SNES driving game with an original storyline that makes this game into an RPG/RAC game.

Thanks to the youtube community where you can familiarise yourself with the videos of this game, in case you don't udnerstand which exactly is the game we are referring to

-----<https://hk.youtube.com/watch?v=crgt57rubz4>

There are some secrets with the hero's name and dining room that enhance the entire gameplay and to reduce the difficulty of some parts in the game. The mahjong contest is tough like hell and if you are not up to it, you can never win the gold medal in return for a huge boost in your bank. The monster-killing in the Misery Temple can be very harsh when you reach the upper levels.

There are some glitches in the game as well. One of them will even corrupt your saved game.

Some of the information could not be best expressed in this file through texts only. So there is a few information regarding this FAQ that could be found at
-----<http://en.wikipedia.org/wiki/Katakana>
-----http://en.wikipedia.org/wiki/Wankel_engine
-----http://en.wikipedia.org/wiki/Zero_4_Champ_series

So be prepared to find out the secrets and glitches of Zero-4 Champ RR-Z!

E. Secrets

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E.a - Name Inputs

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The name input prompt in this section refers to your hero's name in the Story mode. I assume that you have the slightest knowledge about the sounds of the Japanese alphabet.

All the names are effective if and only if you start a new game and put them as your hero's name. Each of the specialised names mentioned below have their own miraculous effect but they cannot co-exist with one another. You can only have them one at a time in a game save. So decide carefully which single one to use.

E.a.i . Erase both the Fastest Records and Game Saves

Start a new game with the story mode, enter these Japanese Katakana as your hero's name: "Ra Mu Ku Ri A" (phonetic borrowing of "RAM clear").

You now have deleted all of the game saves (GOSH!) and the fastest records made in the VS mode.

E.a.ii . Erase the Fastest Records

By entering the name "Ra N Ku Ku Ri A" in katakana (phonetic borrowing of "Rank Clear") right after the story mode starts, you can delete all the fastest records that you have made in the VS mode.

E.a.iii . Installation of the Jet Engine

By entering the name "Do N Ga Me" in hiragana (literally means "dumb tortoise"; an insult to a car racer) when the Story mode starts, you can immediately have the jet engine in-hand.

To install it, choose the option "Dogu O Tsukau" ("Use an Item") and then choose "Je To E N Ji N" (phonetic borrowing of "Jet Engine").

To use it, hold L and R at the same time in a race. Your car will be

rushing at 512km/h in no time. You will not lose this way.

E.a.iv . Invincibility in the RPG Mode

Put your hero's name as "Go Bu Ri N" in Japanese hiragana which is a phonetic borrowing of "Goblin". When you pay visits to the Misery Temple to join the slaughter of monsters with your party members, you will not fall even if you HP is all used up.

Congratulations! You are now invincible and can keep fighting monsters to collect money forever (before you are bored to death).

E.a.v . Mastery of Mahjong Contests

Enter the Japanese Katakana "Ro N Ro N Ro N" which means winning mahjong. You now have the mahjong cheating items in-hand!

They are "Bell of Dora collection", "One color note", "Guard of Kizaco", and "Yaotuukirar Yell of Tsumo".

E.a.vi . Sound test

Start a new game with the story mode and enter the following Katakana: "He I He I He I", a laughing aloud sound. You are in the sound test mode.

E.b - Dinning Room Colours

After the starting scene where you will have to customise the colour scheme of your dining room, the game provides you with five items of furniture. For each of these items, you will have a few options to choose from.

Again every single one of the items and options are in Japanese. This time life is even tougher because Kanji (Chinese characters) are used.

It matters not if you cannot read the letters and the Kanjis. You can always tell from the colour.

E.b.i . Easy Money Onhand--3 000 000 Yen

~ KaBe (wall) = *kiiro (yellow)
~ Ka-Ten (curtain) = *midoriiro (green)
~ Ka-Petto (carpet) = *kiiro (yellow)
~ SoFa- (sofa) = *kiiro (yellow)
~ PoSuTa- (poster) = Shu-Ru (surreal)

You will now immediately have 30 million yen as your savings!

*Note: These items are written in Kanji.

E.b.ii . Increased Byte Fee in the Arcade

- ~ KaBe (wall) = *ao (blue)
- ~ Ka-Ten (curtain) = *ao (blue)
- ~ Ka-Petto (carpet) = *ao (blue)
- ~ SoFa- (sofa) = *midoriiro (green)
- ~ PoSuTa- (poster) = no restriction

You will now have an improved byte fee of the video game corner.

*Note: These items are written in Kanji.

E.b.iii . Unlock the Hidden Car--Zero1

- ~ KaBe (wall) = *shiro (white)
- ~ Ka-Ten (curtain) = *kuro (black)
- ~ Ka-Petto (carpet) = *kuro (black)
- ~ SoFa- (sofa) = *aka (red)
- ~ PoSuTa- (poster) = Su-Pa-Ka- (super car)

Now you can purchase the hidden car Zero1 in the showroom.

*Note: These items are written in Kanji.

E.iii - Unlocking the Hidden Cars

E.c.i . Funnycar

Reach the final champion and keep losing to him 10 times in a row. Go back to the showroom. You can now purchase the ultimate Funnycar.

E.c.ii . Zero1

If the last four digits of your bank savings reach 0100 (e.g., if you have 740,100 yen in hand), go to the showroom and you will see the Zero1 is now available in stock.

F. Glitches

F.a - Disadvantageous Programming Errors

F.a.i . Impossibility to Full-tune the Funnycar

The money you own is at most 99,999,900 yen, where the tenth and unith digits do not count. If you have unlocked the Funnycar, you will notice that the T.C.Traction of the car costs one million yen which is only 100 yen away from the maximum money you can get. So you can never full-tune your Funnycar.

F.a.ii . Ninjitsu-never-succeed

If you manage to perform a class change into Ninja, the ninja, however, can never cast a ninjitsu that is not missed. Probably this is due to a glitch that causes a permanent miscalculation in the ninjitsu hit rates in that it will never hit any target regardless of the ninja's subayasa (dexterity).

F.a.iii . Saved File Corruption with Run and Save

When you are in the Misery Temple, NEVER RUN AND SAVE AT THE SAME TIME or else next time when you try to load the game, your hero freezes and there is no way you can proceed the game.

This glitch is so horrific; it corrupts your saved game. There is no way to fix this glitch but to load from a previous save prior to your last run and save. The only thing we are sure is that this glitch exists in both the SNES cartridge and the ROM.

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F.b - Advantageous Programmng Errors
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F.b.i . Top-tier Acceleration

I can't think of a more appropriate name for this glitch. If you can, please email me and let me know. It is recommended that you install a manual transmission and use a controller with the auto-turbo fire function to exploit this glitch.

To do, when your car is moving with any gear except the N-gear, press the clutch (X button) repeatedly and rapidly. The engine will rev up a lot faster then normal causing an amazing speed boost.

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F.c - Weirds
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F.c.i . RX-7's Boa Improvement?

Technically speaking, I am not the only person who has some slight knowledge about automoblie and Mazda's (R) rotary engine, the Wankel engine.

Thanks to wikipedia's full illustration with an animated diagram at -----http://en.wikipedia.org/wiki/Wankel_engine

The rotary engine utilises a reuleaux triangle with a three-pointed curve with constant widths regardless of the rotation alongside the eccentric shaft.

Boa improvement is arguably impossible in modding the rotary engine.

F.c.ii . Enemy Disappears?

This is a glitch in the RPG fighting in the game that makes you stuck in any battle. In higher levels after you or your characters have learnt some ultra physical attacks, namely Ninja's "ShunSetsu no Jitsu" (one-hit-kill), Budouga's (Grappler) "HyakuRetsuKen" (hundred-punch) and "ShouHyakuRetsuKen" (super hundred-punch), and Samurai's "IAiKiri" (cross-chop) and "Shou IAiKiri" (super cross-chop), you can use these ultra physical attacks to get your enemy backstabs.

If you cast all these ultra physical attacks all on one single enemy, you may get it out of the screen and the game registers that there is no enemy and the game freezes.

F.c.iii . Top-tier Occupations not the Best?

This is something strange enough. The Samurai in the RPG fighting is not the best although it does have some prerequisites to change into. At the same level as a Mujittsuka (Grappler), the Samurai is weaker at Kougekiryoku (Attack power). So why bother with class changing into the Samurai in which you can actually get the Grappler better off?

E.d - Optimum Super E.F.I. Values

Celica	: 510
Cosmo	: 023
Eclipse	: 649
FTO	: 048
Funnycar	: 649
GTO	: 140
Impreza	: 385
Legacy	: 609
MR2	: 075
NSX	: 168
R32 GT-R	: 286
R33 GT-R	: 253
RX-7	: 666
Supra	: 891
Zerol	: 475

E.e - RPG Fighting

E.e.i . Time Travelling

This is a pretty long secret that you need some tasks to be done at a time.

Reaching the uppest floor the 16th floor in Misery temple, you will encounter a green frog-like monster which misleads you to think it is the last boss.

Go and talk to it, the game will prompt you whether or not you will kill it. Choose the option on the right Kougekishinai (do not attack). You will be teleported back to your home.

Re-enter Misery temple. You can now have access to the real uppest floor the 17th floor. There is quite a number of treasure chests there. But the real secret in this secret floor is the entrance to a time machine.

Look at the map. You will find two long corridors pointing downwards in the middle area of this floor. Get to the one on the left and go all the way down.

Now, believe it or not, you have discovered an extremely big easter egg hidden in this game--the ancient time! You have travelled through the time machine in Misery Temple and is now stuck in the ancient time until afer you find your way out!

E.e.ii . True Ending

Got to the time machine and then to the ancient time aforementioned in the secret numbered E.e.i above. Find and fight all your way out.

Beat the game. Wait for five mintues after the ending; do not do anything, and do not press any buttons when you are watching the ending custscene.

Here it comes the true ending. I won't tell you what it is because I don't want to take away the fun and the hard work of striving the ancient time.

G. Credits

Me - for writing this FAQ
You - for taking your time to read
CJayC - for running ever-best gaming site GameFAQs on the Internet

Media Rings (R) - for producing such a decent and unique game

Nintendo (TM) - for always creating the best gaming platform at all time

The ZSNES team - for writing the ZSNES emulator

Comments, suggestions, corrections, and constructive criticisms are all welcomed. Email me if you have any.

Thanks for reading!

See you again in future revisions!

SNES Zero-4 Champ RR-Z

Secrets and Glitches FAQ (Version 8.7) by TownRanger

End of Document

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