SNS-TR-USA

# TOPGEAR

## INSTRUCTION BOOKLET

KEMCO

KEMCO AMERICA, INC.
8415 154th Ave. N.E.
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EmuMovies

PRINTED IN JAPAN

SUPER NINTENDO ENTERTAINMENT SYSTEM

## *Table of contents page*


| | |
|---|---|
| How to get into Top Gear | 3 |
| How to set up the race conditions | 5 |
| Selecting the right car | 8 |
| How to pick the right course | 9 |
| How to check your instruments | 11 |
| Racing strategies | 12 |
| You're racing around the world | 13 |
| Choose the right racing machine | 17 |
| When to hit the pits | 19 |
| Tips for driving to win | 20 |


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# TOP GEAR

## GEAR UP AND GO FOR IT!

**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.**

# HOW TO GET INTO TOP GEAR

## Driver's pre-race meeting

Congratulations.You just qualified to drive for the Championship of the World on 32 of the trickiest racetracks on the planet. There's only one small problem: That demon in the other car is trying to beat you to it. And if you let that happen, you'll never hear the end of it. So fasten your seat belt and ***Get your motor running!***

## About the game

After selecting the racing conditions, take up the challenge presented by four courses in the first country. In order to qualify for the next competition, you must be among the top five finishers each race. Once you clear this point, you are given a password and an opportunity to proceed to the next country. In the two-player mode, once one of the racers clears a race, both racers can proceed to the next country.

## Getting started

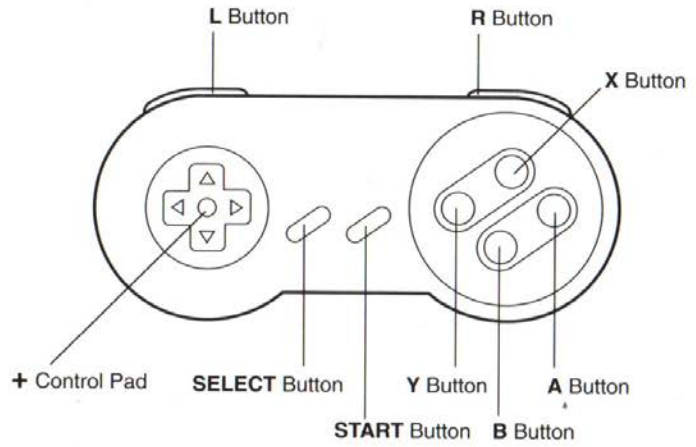
First, insert the Super NES Game Pak into the Super Nintendo Entertainment System, then turn the power on. After the title screen appears, push the start button to begin the game.



## Basic functions of the controller

| | |
|---|---|
| START BUTTON | Starts the game |
| SELECT BUTTON | Pauses the game |
| + BUTTON | Selects a command |
| A BUTTON | Executes the selected command |
| B BUTTON | See page 7 |
| X, Y BUTTON | See page 7 |
| L, R BUTTON | See page 7 |

The operating methods of the controller changes while you are in the race. Read page 7 for details.



# HOW TO SET UP THE RACE CONDITIONS

## How to set up

The initial set-up will determine the race result, victory or defeat. Choose a machine and gear mode which suit you. If you want to improve your skill, challenging a higher level would be a good idea. To set up, follow the Option Screen.

| | |
|---|---|
| 1 PLAYER / 2 PLAYER | Select 1 player or 2 player, register name(s), and choose the gear mode, controller, machine, etc. |
| SKILL LEVEL | Determines the difficulty level of the game |
| COUNTRY | Selects a course |
| SPEED KPH/MPH | Selects the mode of the speedometer, km or miles |
| PLAY GAME | Starts the game |

### Playing the game by yourself

While "1 PLAYER" is selected, execute the selection by pressing the "A button". The computer is your opponent.

### Playing with two people

Select "2 PLAYER" by pressing the right or left side of the control pad and execute the selection with "A button". When the screen changes, determine the PLAYER 1 set up and the PLAYER 2 set up. Use "EXIT" to return to the initial screen.

### Name registration

Using A - Z, you can register names up to eight (8) letters. Move the cursor with the control pad and select with "A button".

← Deletes a letter
→ Makes a space
**END** Ends the name registration

### Gear selection

Select the type of gear either for MANUAL or AUTO transmission. In the MANUAL mode, you have control over gear shifts. You can fully utilize the power your machine possesses for a dynamic race. The AUTO mode gives you easy operation, as the gear is shifted automatically.

### How to use the controller

For controller operation during the race, select from four control layouts, A,B,C or D. Find the type which suits you.

| | |
|---|---|
| ACCEL | Accelerator |
| BRAKE | Brakes |
| NITRO | Nitro (It prompts rapid acceleration of the engine) |
| LEFT RIGHT | Moves the wheel to the left or right |
| UP GEAR* | Shifts the gear up |
| DOWN GEAR* | Shifts the gear down |
| GEARS* | R BUTTON shifts up<br>L BUTTON shifts down |

*Manual Transmission only

### Car selection

The four cars are different in design and performance. Once you select a car, you can not make any change in the middle of the race. Evaluate the data thoroughly and select the car which suits you the best.

**MAX SPEED**
The maximum speed of the vehicle.

**0 to 60 MPH**
The lower the time, the more advantageous it is to the racer.

**TIRE GRIP**
Traction performance of the tires

**FUEL CONSUMPTION**
The consumption of fuel

See page 17 and 18 for the comparison of each machine's performance capability.

When playing the game with two people, the above gear and machine selections have to be done for each player, Player 1 and Player 2.

### Difficulty levels

You can select one of three levels of difficulty. In the higher level, you will encounter more obstacles in the course and blocking by other machines. If you do not select a difficulty level, it defaults to the amateur level.

| | |
|---|---|
| AMATEUR | For beginners |
| PROFESSIONAL | For intermediate players |
| CHAMPIONSHIP | For advanced players |

### Course selection

If you are playing the game for the first time, select USA. Eight countries have four courses each, for a total of thirty-two courses. (South America and Scandinavia are regarded as two independent groups. There are four courses through three countries in South America and four courses through four countries in Scandinavia.)



### Select a course by entering a password

You will be given a password when you maintain your ranking status within the top five racers in all four courses in each country. When you wish to continue the game, enter this password. On the course selection screen, if you select the country which you have already cleared, the password screen will appear. Select eight (8) letters from A - Z, and enter a password.

← Deletes a letter → Makes a space **END** Ends the name registration

### Password

When you enter the password, a flag appears next to a country name. Then, you are allowed to select any of them. Write down your passwords so that you won't forget them.

### Speed indicator

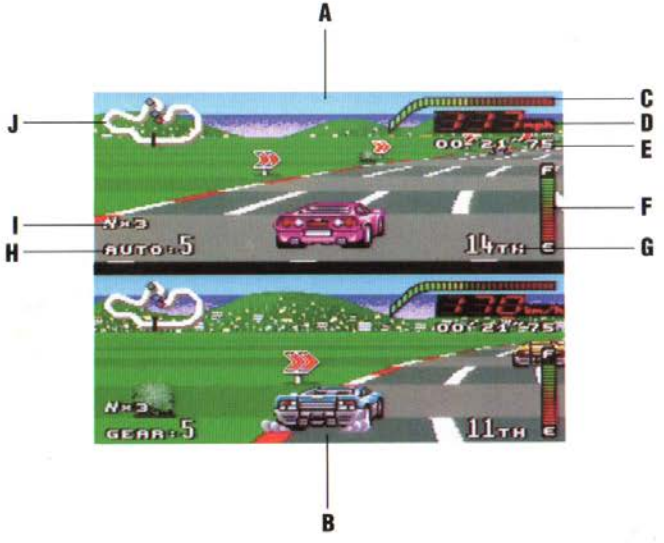
Select a speedometer in km or miles for the race. Press "A button" to select. Each time you press it, one of the two modes, kph or mph, is selected alternately.

### Starting the race

Now, you are ready to start the race. Move the cursor to PLAY GAME, and press "A button". Are you satisfied with your racing conditions? If you wish to make any change, this is the time to re-select the racing conditions.

### About the screen

| | |
|---|---|
| **A** 1 player screen<br>**B** 2 player screen | When you are alone, the computer will compete against you |
| **C** Tachometer | Indicates engine rpm's |
| **D** Speedometer | Indicates either in kph or mph |
| **E** Racing time | The actual racing time elapsed |
| **F** Fuel Gauge | Indicates the remaining fuel level |
| **G** Rank indicator | Indicates your current ranking status |
| **H** Gear position | Indicates auto or manual transmission and gear position |
| **I** Nitro | The remaining number of Nitro boosts |
| **J** Course layout | Indicates the current location of the cars |







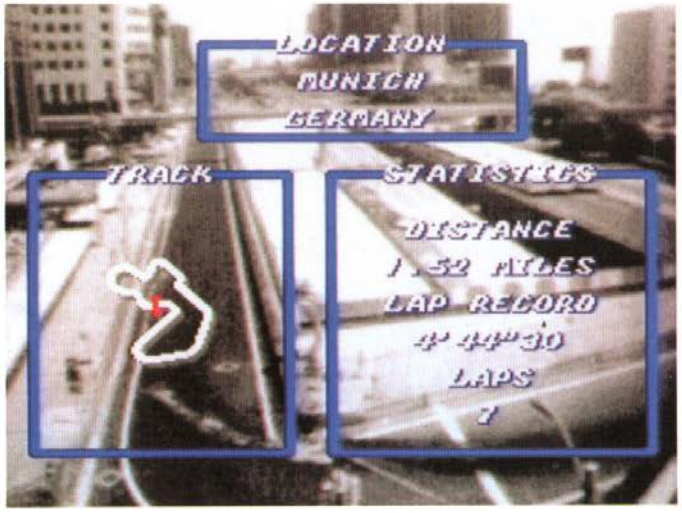

### You're racing around the world

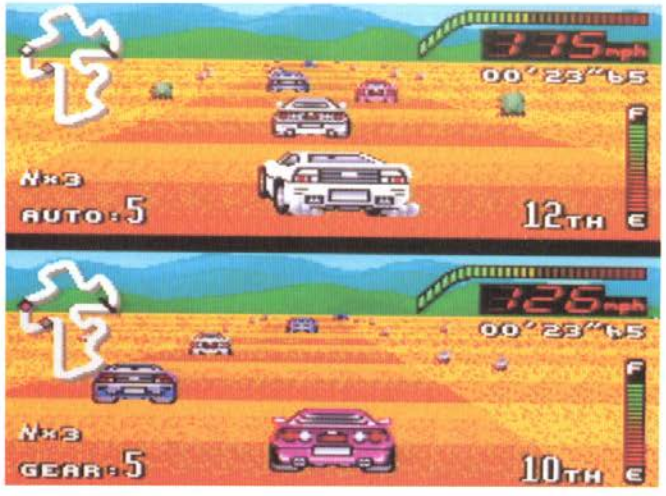
Now that you understand the basic mechanics, let's take a look at where you're driving. And what you'll be driving in. The courses and the cars that can take you into the winner's circle.

### Check the course data

Before each race starts, the course descriptions appear. Pay close attention to the number of laps and memorize it.

| | |
|---|---|
| LOCATION | City and country |
| TRACK | Course layout |
| STATISTICS | Course information |
| DISTANCE | The distance of one lap |
| LAP RECORD | The quickest lap record |
| LAPS | Number of laps |




00'23"65
N×3
AUTO:5
12TH
00'23"65
N×3
GEAR:5
10TH

00'22"65
N×3
AUTO:5
9TH
00'22"65
N×3
GEAR:5
12TH

01'20"65
N×3
AUTO:5
3RD
01'20"65
N×3
GEAR:4
2ND

01'01"05
N×3
AUTO:5
3RD
01'01"05
N×3
GEAR:5
2ND

00'11"66
N×3
AUTO:5
13TH
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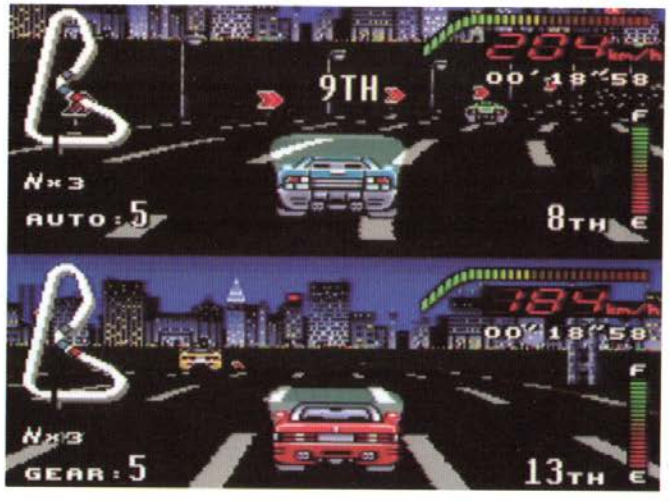
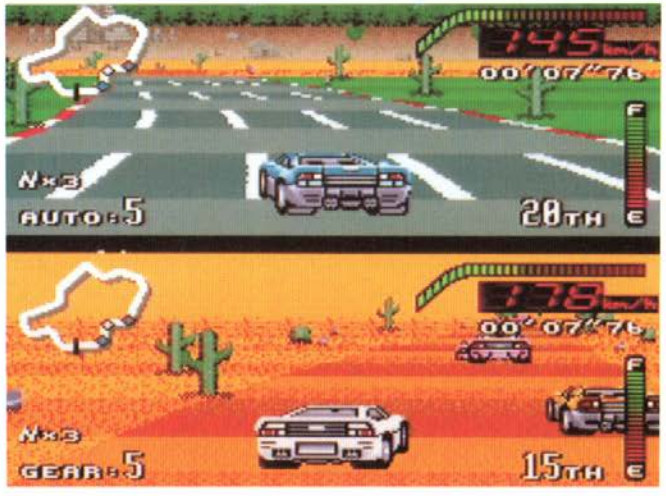
E
100mph
00'11"66
N×3
GEAR:4
19TH
F
E


9TH
00'18"58
N×3
AUTO:5
8TH
F
E
184km/h
00'18"58
N×3
GEAR:5
13TH
F
E

848mph
01'17"71
N×3
AUTO:3
9TH
F
E
188mph
01'17"71
N×3
GEAR:5
7TH
F
E


145km/h
00'07"76
N×3
AUTO:5
20TH
F
E
178km/h
00'07"76
N×3
GEAR:5
15TH
F
E

# CHOOSE THE RIGHT RACING MACHINE

**Each of these incredible racing machines is precision tuned to fit a different driving style. Choose carefully. The whole race is riding on it!**

| | |
|---|---|
| MAX. SPEED | 147 MPH |
| 0 to 60 | 5.9 Sec. |
| TIRE GRIP | Low |
| FUEL CONSUMPTION | High |

## The CANNIBAL

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 **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 | 137 MPH |
| 0 to 60 | 5.0 Sec. |
| TIRE GRIP | Low |
| FUEL CONSUMPTION | Mid |

## The RAZOR

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 | 131 MPH |
| 0 to 60 | 3.5 Sec. |
| TIRE GRIP | High |
| FUEL CONSUMPTION | Low |

## The SIDEWINDER

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 | 137 MPH |
| 0 to 60 | 4.3 Sec. |
| TIRE GRIP | Mid |
| FUEL CONSUMPTION | Mid |

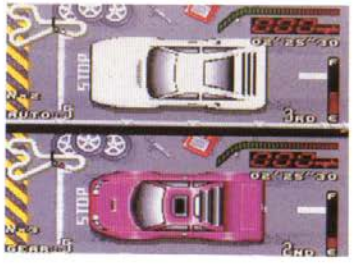
## The WEASEL

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*!**

# WHEN TO HIT THE PITS

## Pit stop

When fuel supply gets low during the race, the warning sign, "FUEL LOW", will be lit. As you near a pit stop, an arrow sign appears. Slow down your car in order to refuel in the pit stop.




At the pit stop, watch your fuel level indicator. When you have refueled your car just enough for the remaining laps, step on the accelerator to leave the pit stop. Nitro cannot be supplied here.



# TIPS FOR DRIVING TO WIN

## 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 cars.

## 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.

## 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.

## 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.

## More hints:

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

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