GAME BOY ADVANCE™

F-ZERO™
MAXIMUM VELOCITY™

INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES

Thank you for selecting the F-ZERO™: MAXIMUM VELOCITY™ Game Pak for the Nintendo® Game Boy Advance™ System.

Merci d'avoir choisi le jeu F-ZERO™: VITESSE MAXIMALE pour le système de jeu Nintendo® Game Boy Advance™.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Always save this book for future reference.

Wir schlagen vor, dass du dir diese Spielanleitung gründlich durchliest, damit du an deinem neuen Spiel viel Freude hast. Hebe dir dieses Heft für späteres Nachschlagen auf.

Nous vous conseillons de lire attentivement le mode d'emploi avant de commencer à jouer afin de profiter pleinement de votre nouveau jeu! Gardez ensuite le manuel pour vous y référer plus tard.

Lees deze handleiding goed door om zoveel mogelijk plezier van dit spel te hebben en bewaar hem ook om er later iets in op te zoeken.

Por favor lee detenidamente este manual de instrucciones para disfrutar al máximo de tu nuevo juego. Guarda este manual para futuras consultas.

Läs noga igenom instruktionerna innan du börjar spela och spara häftet för framtida bruk.

Læs venligst den medfølgende folder for at sikre dig, at du behandler dit nye spil korrekt. Gem folderen til senere brug.

Lue nämä käyttöohjeet huolellisesti, niin nautit pelistäsi varmasti. Säästä vihkonen vastaisuuden varalle.

Vennligst les instruksjonen nøye for å oppnå full utnytelse av spillet. Ta vare på boken til senere bruk.

CONTENTS / SOMMAIRE

CONTENTS

WELCOME TO F-ZERO: MAXIMUM VELOCITY

Captain Falcon, Dr. Stewart... It's been a quarter of a century since they piloted their way to fame as F-Zero racers, and as time has passed, their days of glory have faded into something resembling legend. The extreme danger involved in F-Zero has caused some to call for an end to these races, but now a new generation of pilots has emerged and is looking to continue writing the sport's history. It is a timeless quest for victory, fame and fortune.

Mankind had settled into a period of relative calm following its great leap into space. Among those recovering from the initial space race frenzy were the powerful merchants of the day. They had learned through experience that, while the far reaches of space offered incredible trading opportunities, the enormous distances also opened them up to the ravages of piracy. They realised that they couldn't afford the cost of being constantly robbed, so they settled into simply regulating and defending their existing territories. Their conservative business practices put a lot of high-priced space pilots out of work, and so there came a rise in the number of daring men and women looking to get rich quick in the only way left to them... as F-Zero pilots.

CONTROLS

L Button – Drift Left

L Button + R Button – Boost
(while holding the A Button down)

R Button – Drift Right

• You can change the controller
setup on the **Pause Screen**.

✚ Control Pad
- ▶ Turn Right
- ◀ Turn Left
- ▼ Maintain speed
  after jumping

A Button – Accelerate

START – Pause
(You can choose
to quit a race from
the **Pause Menu**.)

B Button – Brake

SELECT – Not Used

About Boost

There are three 'S' icons in the lower-right portion of the game screen. At the beginning of each race, they are white. One 'S' will turn green after you finish the first lap of a race. A green 'S' equals one Boost. To use a boost, hold the A Button down and then press the L and R Buttons simultaneously. You can have up to three Boosts stored at a time – one for each 'S' icon.

'S' Icons

About Jumps

You will jump when you pass over a Jump Plate on a course. If you press ▼ on the ✚ Control Pad as you land, you will not take damage.

Jump Plate

In non-race situations, press the A Button to confirm selections, the B Button to cancel and return to the previous screen. Use the ✚ Control Pad to make menu selections. Press A + B + SELECT + START simultaneously to reset the game.

STARTING THE GAME

Insert your **F-Zero™: Maximum Velocity** Game Pak into your Game Boy Advance™ and turn the power ON. Once the **Title Screen** comes up, press START.

☒ *Press SELECT on the **Title Screen** to view a demo of play controls.*

Title Screen

FILE SELECT

The **File Select Screen** will come up after you press START. Select the file you want to play, press the A Button to confirm your choice and begin your game. If you are playing for the first time, select ENTRY to start a new file and name it. (You can save three files on one Game Pak.)

First, use the ✚ Control Pad to move the cursor to the open slot where you will save your new file. Press the A Button to confirm your choice and move on to the **Name Entry Screen**. Use the ✚ Control Pad and the A Button to enter your name. When you are finished, select O.K. and press the A Button.

Next, you will return to the **File Select Screen** where you choose the file you want to play.

After you confirm your file selection, the **Menu Select Screen** will appear. The three menu items are START, RANKINGS and OPTIONS. Choose START to move to the **Mode Select Screen**.

Menu Select Screen

START

Choose this to begin race setup on the **Game Mode Select Screen**.

RANKINGS

Select RANKINGS to view speed records for individual courses. Select the series you want to view and press the A Button to confirm your choice.

☐ *After meeting certain conditions,* CHAMPIONSHIP *will become available as a menu selection. You can also use the* **Rankings Menu** *to exchange records via the Game Boy Advance Game Link™ cable. See chapter "Exchanging Rankings" for details.*

Next, choose either your individual file name or MIXED RANKINGS. Use the A Button to confirm your selection.

- View only your records by choosing your individual file.
- View the records of all files saved on your Game Pak or any records of racers you have competed against using the Game Link cable.

Now you can view the top ten records for the individual courses. Use the ✚ Control Pad to scroll through the records. Press ▶ on the ✚ Control Pad to view other course records.

☐ *You will not be able to view records for courses that you have not raced.*

OPTIONS

There are three menu items on the **Options Screen**. You can change the number of machines, the control setup and the music setup. Use the ✚ Control Pad to make your selections and the A Button to confirm your choices. After you have completed your setup, select O.K. and press the A Button to finish.

GRAND PRIX
TRAINING
MULTIPAK LINK
SINGLE-PAK LINK
CHAMPIONSHIP

Game Mode Select Screen

Once you have finished with options, select START to access the **Game Mode Select Screen**. Select a mode from the five selections on the **Game Mode Select Screen** and press the A Button to confirm your choice.

- You must have the Game Link cable connected to select MULTIPAK LINK or SINGLE-PAK LINK.
- After meeting certain conditions, CHAMPIONSHIP will appear as a menu option.

GRAND PRIX:	Compete in any available race series.
TRAINING:	Enter TRAINING to practice on the individual courses.
MULTIPAK LINK:	You can race against up to three players. You need an equal number of players and Game Paks for this mode.
SINGLE-PAK LINK:	Up to four players can race using a single Game Pak. The number of machines and courses will be limited.
CHAMPIONSHIP:	You can play the **Time Attack Mode** or view replays of the top-ranked races here.

ABOUT SAVING AND ERASING GAME DATA

This game has an automatic save feature. Race data is automatically saved when you finish a race.

Erasing All Game Data

Hold the **L** and **R** Buttons down when you turn the power switch ON to make the **Erase Data Screen** appear. Select YES, then confirm your choice by pressing the A Button to erase all game data.

Erase all saved game data?

yes no

Erase Data Screen

Erasing Individual Files

On the **File Select Screen**, choose CLEAR and confirm by pressing the A Button. Next, select the file you want to erase and press the A Button to confirm your choice. Choose O.K. to erase that file.

[!] *Be careful not to accidentally erase the wrong game file.*

File Select Screen

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RACE SCREEN

ENERGY METER

Machine Damage

Your vehicle will lose energy when it runs into other racers or the guard rails. When the energy level drops to a certain point, your speed will decrease, and if it reaches zero, your machine will crash and explode.

Recovering Power

There are pit areas on each course where you can go to restore energy to your racer.

Course Features

There are many special features that appear on the courses. Some of these are obstacles, which will cause damage to vehicles, and some can be helpful, so keep an eye out and be careful.

Some Special Features

Jump Plate	Dash Plate	Speed Down Area	Explosive Trap

SPARE MACHINES
The number of vehicles you have remaining before your game will be over is displayed here.

Speedometer
If you want to know how fast you're going, check your speedometer.

Time
This clock feature keeps track of the time elapsed since the beginning of a race.

RANK
Check here to see your current rank and the place you need to finish in order to continue racing.

BOOST
These are displayed in green when available and shown in pink when being used. You'll get one Boost for every lap you finish. You can have up to three Boosts at one time.

LAST
Each course is five laps long. The number of laps remaining in a race is displayed here.

Machine
Your F-Zero racing machine appears here.

Course
Plan your race strategy with the course map displayed here. (The ● represents your current position.)

CHECK
When a rival racer comes up behind you, this warning will appear at the bottom of the game screen.

GAME MODES

Select a mode and press the A Button to confirm your choice.

ONE PLAYER MODES

GRAND PRIX

GRAND PRIX
TRAINING
MULTIPAK LINK
SINGLE-PAK LINK
CHAMPIONSHIP

**Game Mode Select
Screen**

Select GRAND PRIX from the menu to move to the **Machine Select Screen**. Use the
✚ Control Pad and the A Button to select and confirm your choice.

> [!] *At first, only four machines are available. More machines will
> become usable once you meet certain game conditions.*

Next, choose SERIES and CLASS. Select O.K. and confirm to move
on to a race.

> [!] *The first choice of both SERIES and CLASS is the easiest,
> and the last choice in both is the most difficult.*

Machine Select Screen

Grand Prix Rules

Pilots must finish within the top three on all five courses in a series
to move on. Each race consists of five laps.

Pilots must meet the following conditions or be disqualified.

Lap 1 – Must finish in top fifteen
Lap 2 – Must finish in top ten
Lap 3 – Must finish in top seven
Lap 4 – Must finish in top five
Lap 5 – Must finish in top three

PAWN
KNIGHT
BISHOP

BEGINNER
STANDARD
EXPERT

> [!] *Pilots who fall to twentieth place will be disqualified.*

As long as you have spare machines, crashes and disqualification will not end your
game. (If you run out of spare machines, your game will end.)

ABOUT GIVING UP (SAME ON ALL MODES)

Press START at any point to quit a race. This will bring up the **Pause Screen**, where you can GIVE UP. Press START to confirm your choice and quit the race. When RETRY is displayed, select NO and confirm.

TRAINING

Choose TRAINING on the **Game Mode Select Screen** to continue with game setup. Press left and right on the ✚ Control Pad to select your machine.

Machine Select Screen

[!] *At first, only four machines are available. More machines will become usable once you meet certain game conditions.*

Next, you need to choose the computer-controlled machine and set its difficulty level.

[!] *If you choose NO ENTRY, there will be no computer-controlled racer.*

On the **Series Select Screen**, choose the series you want to race.

Press left and right on the ✚ Control Pad to select the course you want to train on. Your training session will begin when you confirm your course selection.

[!] *Only courses you have raced on in* GRAND PRIX *competition will be open for* TRAINING.

Training Rules
- All training races will consist of five laps.
- If your machine is damaged beyond repair, your training session will end.

MULTIPLAYER MODES

There are two **multiplayer modes**, MULTIPAK LINK and SINGLE-PAK LINK. In MULTIPAK LINK, up to four players can connect their Game Boy Advance systems using Game Boy Advance Game Link cables and one Game Pak per person. In SINGLE-PAK LINK, up to four players can link up using just one Game Pak.

MULTIPAK LINK

⚠ *You must connect all participating Game Boy Advance systems with Game Link cables before playing multiplayer games. See chapter "Playing Multi Game Pak play, Exchanging Ratings, 1 Game Pak play" for MULTIPAK LINK details.*

On the **Mode Select Screen**, all players must select MULTIPAK LINK and confirm with the A Button. This will bring up the **Entry Confirmation Screen** where you can confirm the number of players and your individual ENTRY NAME. If O.K. is displayed on Player 1's screen, Player 1 should press START to continue with the race setup.

MULTIPAK LINK
ENTRY 2
MEGAN   O.K.
PRESS START

Entry Confirmation Screen

⚠ *If the number of players is incorrect, check the Link cable connections and begin setup again.*

Next, the **Machine Select Screen** will appear. Control on this screen will differ depending on the number of players.

Multipak Link with Two Players
Each racer should select his or her machine and confirm that choice. Each player will then have the option to choose a computer-controlled machine and the difficulty level for that machine.

⚠ *If you choose NO ENTRY, no computer-controlled machines will take part in the race.*

Multipak Link with Three Players

Each racer should select his or her machine and confirm that choice. Next, Player 1 should select the difficulty level and machine for the computer to control, finally Player 1 can press START when instructed to do so, to continue.

⚠️ *If you choose NO ENTRY, no computer-controlled machines will take part in the race.*

Multipak Link with Four Players

Each racer should select his or her machine and confirm that choice. Player 1 should then press START when instructed to do so.

The **Series Select Screen** will come up next. Any of the racers can select and confirm the series to be raced.

Finally, the **Course Select Screen** will be displayed. Any of the racers can select a course by pressing ▲ or ▼ and confirm that choice with the A Button. The race will begin immediately after the course selection is confirmed.

⚠️ *You cannot select a course that you have not previously raced.*
(A course will be open if just one participating player has raced it.)

Multipak Link Rules

- Each race consists of five laps.
- If your machine explodes, you will reappear nearby and continue racing. Your machine will flash briefly after reappearing and be immune to damage during that time.

SINGLE-PAK LINK

⚠️ *You must connect all participating Game Boy Advance systems with Game Link cables before playing multiplayer games. See chapter "Playing Multi Game Pak play, Exchanging Ratings, 1 Game Pak play" for SINGLE-PAK LINK details.*

Entry Confirmation Screen

> ❗ *In SINGLE-PAK LINK, your machine and the course are selected automatically. No music plays during SINGLE-PAK LINK races.*

Player 1 should select SINGLE-PAK LINK on the **Mode Select Screen** and then confirm the number of entrants on the **Entry Confirmation Screen**. Player 1 should then press START when instructed to do so.

> ❗ *During this setup, the GAME BOY logo will display on all other players' screens.*

Player 1's Game Boy Advance will now display the **Data Transmission Screen**. The transmission of game data will take a few moments.

Please wait. Data is being transmitted.

Data Transmission Screen

Data Transmission Errors

If an error occurs in the transmission of data, you will see an on-screen error message. Check the Game Link cable connections and begin the game setup again.

If data transmission is successful, PRESS START will display on Player 1's screen. After Player 1 presses START, the **Machine Confirmation Screen** will display on all players' screens. Each player will see a spinning vehicle, which will be his or hers. From here, Player 1 should once again press START.

A communication error occurred. Try again.

Data Transmission Error Screen

Next, the course will appear on all players' screens. Player 1 can then press START to begin the race.

> ❗ *The computer will add and control any machines necessary to bring the total number of machines to four.*

Single-Pak Link Rules
- Each race consists of five laps.
- If your machine explodes, you will reappear nearby and continue racing. Your machine will flash briefly after reappearing and be immune to damage during that time.

CHAMPIONSHIP

Once you meet certain game conditions, the CHAMPIONSHIP
Circuit will become available on the **Game Mode Select Screen**.
There is only one course especially designed for this mode. On the
Game Mode Select Screen choose CHAMPIONSHIP to move to the
Game Select Screen. Choose either TIME ATTACK or CHAMPION
REPLAY.

Game Select Screen

TIME ATTACK

In this mode you race a specially designed course with the goal of setting a new course
record.

Choose TIME ATTACK from the **Game Select Screen**, then press ▲ or ▼ to choose a
machine to race. Use the A Button to confirm your selection.

[!] *You can use any machine available in the* **Grand Prix Mode**.

Next, choose whether or not to display the CHAMPION GHOST and confirm by pressing
the A Button. When O.K. appears, press the A Button to start your race.

[!] *The* CHAMPION GHOST *is a ghost of the current course
record holder. The current record-holder is Megan.
(See chapter "Pilots and their Machines".)*

Time Attack Rules
• The race consists of five laps.
• Your race will be over if your machine explodes.

Replay Confirmation
Screen

CHAMPION REPLAY

You can view a replay of the record-holder's race on the TIME ATTACK Course. Choose
CHAMPION REPLAY from the **Game Select Screen** to display the **Confirmation Screen**.
Press the A Button to confirm your decision to begin the replay.

The record holder's controls will display during the replay.

EXCHANGING RANKINGS

[!] *You must connect your Game Boy Advance with the Game Boy Advance Game Link cable before exchanging race times.*

Up to four players can link with the Game Link cable to exchange CHAMPIONSHIP Circuit race times.

[!] *All players who want to exchange CHAMPIONSHIP Circuit records must have the CHAMPIONSHIP Circuit open on their individual Game Paks.*

All players must choose RANKINGS from the **Menu Select Screen** to display the series available. All players must then select CHAMPIONSHIP and use the A Button to confirm.

All players should now choose EXCHANGE RANKINGS on the **Rankings Selection Screen** and confirm their selection with the A Button.

The **Entry Confirmation Screen** will come up for all players. If the number of players is correct, Player 1 should press START when instructed to do so. This will begin the transfer of data.

Next, the **Data Transmission Screen** will appear on all of the players' game screens. The transmission of game data will take a few moments. If the transfer of game data is successful, O.K. will show up on all of the players' game screens. Press START to return to the **Rankings Selection Screen**.

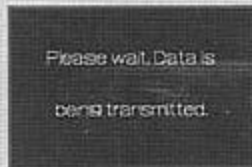[!] *Do not disconnect the Game Link cable before returning to the* **Rankings Selection Screen.**

Series Select Screen

Rankings Selection Screen

Entry Confirmation Screen

Data Transmission Screen

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Unsuccessful Data Transfer

If the data transfer is unsuccessful, an error message will be displayed. Check your Game Link cable connections and begin again.

A communication error
occurred.

Try again.

Error Message

RACING ADVICE

Here are some pointers for improving your piloting skills. Master the advanced techniques, then go for the checkered flag.

Blast Turn

Control: Tap the A Button.

By tapping the A Button, your machine's engine will ignite momentarily, allowing you to straighten out of corners more quickly.

Use Blast Turns: During cornering or when your machine is off-balance (after colliding with another machine or the guard rail, etc.).

• Well-timed Blast Turns will really make a difference on especially tight corners.

Rocket Start

Control: Press and hold the A Button.

You can rev up your engine by holding the A Button down before the race begins. Rev your engine up in time with the READY display to perform a Rocket Start.

Use Rocket Starts: At the start of a race.

- The timing needed to successfully perform a Rocket Start is different with each vehicle.
- If you begin revving up your engine too early, your engine will overheat and your machine will lose speed shortly after the start.
- If you feel that you've begun revving up too quickly, release the A Button and then begin revving up your engine again.
- If your timing is good, your machine will be able to use the momentum to maintain some of the speed from the Rocket Start.

Long Jump

Control: Press and hold the A Button + ▼

If you press ▼ on the ✚ Control Pad during a jump, your machine's front end will lift, enabling you to jump farther. Long jumps may let you take some shortcuts.

Use Long Jumps: As you take off.

PILOTS AND THEIR MACHINES

	Hot Violet	**Fireball**
Pilot:	Megan	Mickey Marcus
Age:	Unknown	Estimated to be 35
	She is rumored to be a karate expert.	Female fans adore him because he's always a gentleman.
Top Speed:	422 km/h	440 km/h
Boost Speed:	579 km/h	565 km/h
Boost Duration:	6 seconds	6.5 seconds
Body Strength:	69/100	82/100
Turn Performance:	B	C
Balance:	C	B

J.B. Crystal

Pilot:	Jane B. Christie
Age:	Claims to be 20 years old
	She looks young, but rumor has it she's misrepresenting her age.
Top Speed:	418 km/h
Boost Speed:	560 km/h
Boost Duration:	9.5 seconds
Body Strength:	63/100
Turn Performance:	C
Balance:	A

Wind Walker

Pilot:	Nichi "The Sweep Man"
Age:	28
	He's a very quiet man of immense pride.
Top Speed:	428 km/h
Boost Speed:	585 km/h
Boost Duration:	5.3 seconds
Body Strength:	50/100
Turn Performance:	A
Balance:	D

Sly Joker

Pilot:	Lord Cyber
Age:	Around 40
	He has blood ties to royalty and titled nobility. He lives in a castle in a remote area and has lots of servants, but the source of his income is unknown.
Top Speed:	436 km/h
Boost Speed:	591 km/h
Boost Duration:	3 seconds
Body Strength:	75/100
Turn Performance:	C
Balance:	A

The Stingray

|	
Pilot:	Alex
Age:	30
	Alex, a popular ex-pro football player, has energy to spare.
Top Speed:	460 km/h
Boost Speed:	525 km/h
Boost Duration:	12 seconds
Body Strength:	85/100
Turn Performance:	C
Balance:	C

COURSES

PAWN SERIES

Pawn 1

**BIANCA CITY/
STRETCH CIRCUIT**
The opening course in the Pawn Series has a layout of both wide and tight turns. Times on this course can vary greatly depending on how well pilots use their boosts.

Pawn 2
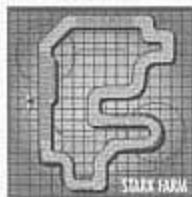
STARK FARM/FIRST CIRCUIT
A series of small tight corners starting in the middle stages and continuing toward the finish line gives the opening circuit in this series a more technical layout. If pilots keep their machines in line, however, this course shouldn't prove difficult to master.

Pawn 3

**EMPYREAN COLONY/
DASH CIRCUIT**
The fork at the halfway point is the trademark of this course. The key to mastering this course is to prepare for the four consecutive Dash Plates on either fork—you'll have to be ready to handle the high velocities they produce.

Pawn 4

**STARK FARM/
SECOND CIRCUIT**
This is a fairly wide course, but it is filled with Speed-Down areas that border and define the safe racing line. It is said that victory here depends on how well pilots can avoid colliding with rival machines.

Pawn Final
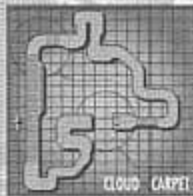
**CLOUD CARPET/
LONG JUMP CIRCUIT**
The final course in the Pawn Series runs through the clouds, so visibility is poor. In addition, a jump and many complex corners requires superb technical piloting skills.

> **THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK™ CABLE.**

Necessary Equipment

Game Boy Advance systems:..One per player
Game Paks – Multi Game Pak play, Exchanging Ratings: ......One per player
    – 1 Game Pak play: ....One Game Pak
Game Boy Advance Game Link cables: ....Two players: One cable
    ....Three players: Two cables
    ....Four players: Three cables

Linking Instructions

Multi Game Pak play, Exchanging Ratings:
1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn the Power Switch on each game system ON.
4. Now, follow the instructions for Multi Game Pak play.

• When playing with only two or three players, do not connect any game systems that will not be used.
• The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.

Consult the picture on the right when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the large connector is gray.)
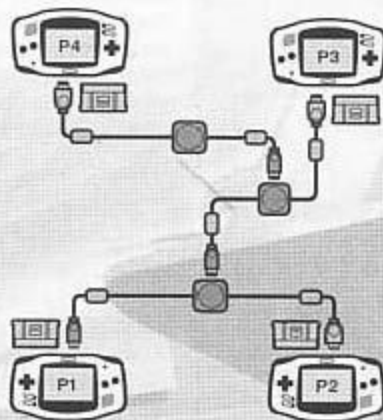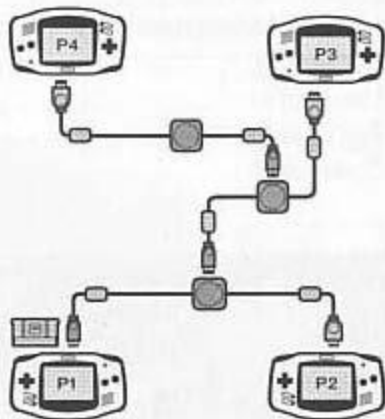
Game Boy Advance and
Game Boy Advance Game Link cable

1 Game Pak play:
1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables.
3. Making sure to insert the small purple connector into Player 1's game system and the large gray connectors into the other game systems, insert the Game Link cables into the External Extension Connectors (EXT).
4. Turn each system's Power Switch ON.
5. Now, follow the instructions for 1 Game Pak play.

• When playing with only two or three players, do not connect any game systems that will not be used.

Consult the diagram on the right when connecting Game Link cables to Game Boy Advance systems. (Note that the Game Pak and the small, purple connector go into Player 1's game system.)

Game Boy Advance and
Game Boy Advance Game Link cable

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:
• When you are using any cables other than Game Boy Advance Game Link cables.
• When any Game Link cable is not fully inserted into any game system.
• When any Game Link cable is removed during the transfer of data.
• When more than four Game Boy Advance game systems are linked.
• When any Game Link cable is incorrectly connected to any game system.
• When the Game Pak is inserted into any system other than Player 1's Game Boy Advance (1 Game Pak play).

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PRINTED IN GERMANY
IMPRIME EN ALLEMAGNE