

GAME BOY ADVANCE

AGB-AFZE-USA

F-ZERO[®]

MAXIMUM VELOCITY



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Ladies and Gentlemen,
Start Your Engines!

F-Zero Maximum Velocity is the modern incarnation of the F-1 races of old. Hotshot pilots control futuristic F-Zero machines, which hover above the earth using opposing-gravity devices, around specially constructed courses throughout the galaxy.



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 realized 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 the only way left to them... as F-Zero pilots.




CONTROLS

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



L Button - Drift Left

 + Control Pad

- ▶ Turn Right
- ◀ Turn Left
- ▼ Maintain Speed After Jumping


START - Pause


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

SELECT - Not Used

L Button + R Button - Boost

R Button - Drift Right


 A Button - Accelerate

 B Button - Brake

Jump Plate



About Jumps

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

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

In non-race situations, press the A Button to confirm selections and the B Button to cancel selections 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 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.

File Select

The File Select Screen will come up after you press START. Select the file you want to play and 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 and choose the file you want to play.



Title Screen



File Select Screen
(with no saved files)



Name Entry Screen



File Select Screen
(with 1 file)

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.

Start

Choose this to begin race setup.

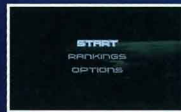
Rankings

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 an available menu selection. You will also use the Rankings Menu to exchange records via the Game Link cable. See page 26 for details.

Next, you will 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 any files saved on your Game Pak or any records of racers you have competed against using the Game Link cable.



Menu Select Screen



Series Select Screen



Rankings Select
Screen

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.



Rankings Screen



Options Screen

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.

Now it's time to choose a game option. 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 Multi-Pak 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.
Multi-Pak Link: You can race against up to three players. You need an equal number of players and Game Paks for this mode.



Game Mode Select Screen

Single-Pak Vs.:

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 Data Screen

Erasing Individual Files

On the File Select Screen, choose the Clear option 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.



File Select Screen

❗ Be careful not to accidentally erase the wrong game file.

RACE SCREEN

Energy Meter

Machine Damage

Your vehicle will lose energy when it runs into other racers or 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

Rank

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

Last

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

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.

Machine

Your F-Zero racing machine appears here.

Check

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

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.



Course

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

GAME MODES

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

Grand Prix

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.

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

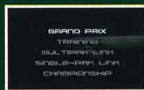
Lap 2 – Must finish in top ten

Lap 3 – Must finish in top seven

Lap 4 – Must finish in top five

Lap 5 – Must finish in top three

! Pilots who fall to twentieth place will be disqualified.



Game Mode Select Screen



Machine Select Screen



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.



Pause Screen

Training

Choose Training on the Game Mode Select Screen to continue with game setup. Press left and right to select your machine.

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



Machine Select Screen

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 up and down 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, Multi-Pak Link and Single-Pak Link. In Multi-Pak Link, up to four players can connect their Game Boy Advance systems using 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.



Series Select Screen



Course Selection Screen

Multi-Pak Link

❗ You must connect all participating Game Boy Advance systems with Game Link cables before playing multiplayer games. See page 30 for Multi-Pak Link details.

On the Mode Select Screen, all players must select Multi-Pak 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 will press START to continue with race setup.

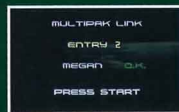
❗ If the number of players is incorrect, check the Link Cable connections and begin setup again.

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

Multi-Pak Link with Two Players

Each racer will select his or her machine and confirm that choice. Each player will then have the option to choose a computer-controlled machine. Each player will also select the difficulty level for that machine.

❗ If you choose 'No Entry', no computer-controlled machines will take part in the race.



Entry Confirmation Screen



Machine Select Screen

Multi-Pak Link with Three Players

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

❗ If you choose 'No Entry', no computer-controlled machines will take part in the race.

Multi-Pak Link with Four Players

Each racer will select his or her machine and confirm that choice. Player 1 will 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.)



Machine Select Screen



Machine Select Screen



Series Select Screen



Course Select Screen

Multi-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.



Single-Pak Link

! You must connect all participating Game Boy Advance systems with Game Link cables before playing multiplayer games. See page 32 for Single-Pak Link details.

! In Single-Pak Link, your machine and the course are selected automatically. No music plays during Single-Pak Link races.

Player 1 will select Single-Pak Link on the Mode Select Screen and then confirm the number of entrants on the Entry Confirmation Screen. Player 1 will then press START when instructed to do so.

! During this setup, the Game Boy logo will display on all other players' screens.

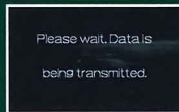
Player 1's Game Boy Advance will now display the Data Transmission Screen. The transmission of game data will take a few moments.

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.



Entry Confirmation Screen



Data Transmission Screen



Data Transmission Error Screen

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 will once again press START.

Next, the course will appear on all players' screens. Player 1 will 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.



Machine Confirmation Screen



Course Screen



Championship

Once you meet certain game conditions, the Championship Circuit will become available on the Mode Select Screen. There is only one course especially designed for this mode.

On the Mode Select Screen choose Championship to move to the Game Select Screen. Choose either Time Attack or Champion Replay.

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.



Game Select Screen



Machine Selection Screen



Champion Ghost Selection Screen

! The Champion Ghost is a ghost of the current course record holder. The current record-holder is Megan. (See page 34.)

Time Attack Rules

- The race consists of five laps.
- Your race will be over if your machine explodes.

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 A to confirm your decision to begin the replay.

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



Replay Confirmation Screen



Replay Screen



EXCHANGING RANKINGS

❗ You must connect your Game Boy Advance with the Game Link Cable before exchanging race times. See page 30 for details.

Up to four players can link with the Game Link Cable to exchange Champion Circuit race times.

❗ All players who want to exchange Champion Circuit records must have the Champion 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 will now choose Exchange Rankings on the Rankings Selection Screen and confirm their selection with the A Button.



Series Select Screen



Rankings Selection Screen



Entry Confirmation Screen

The Entry Confirmation Screen will come up for all players. If the number of players is correct, Player 1 will 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.

If the transfer of data is successful, O.K. will display on all 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.

Unsuccessful Data Transfer

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



Data Transmission Screen



Transfer Confirmation Screen



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  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.



PLAYING MULTI-PAK LINK AND EXCHANGING RATINGS

Here's all of the information you need to link multiple Game Boy Advance systems using multiple Game Paks.

Necessary Equipment

Game Boy Advance systems	_____	One per player
F-Zero Maximum Velocity Game Paks	_____	One per player
Game Boy Advance Game Link Cables	_____	
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the F-Zero Maximum Velocity 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 multiplayer games (page 18) or Exchanging Rankings (page 26).

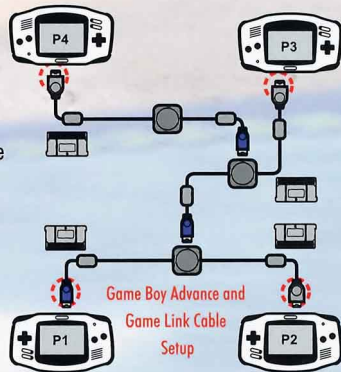
- When playing with only two or three players, do not connect any game systems that will not be used.
- The player who plugs the small, purple connector into his or her Game Boy Advance will be Player 1.
- All other players will plug the gray connector into their Game Boy Advance systems and the purple connector into the Interconnect Box.

Consult the diagram to the right when connecting Game Link cables to Game Boy Advance systems. (Note that the small connector is purple and the larger connector is gray.)

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 any Game Link cable is incorrectly connected to any game system.
- When more than four Game Boy Advance systems are linked.



PLAYING SINGLE-PAK LINK

Here's all of the information you need to link multiple Game Boy Advance systems using a single Game Pak.

Necessary Equipment

Game Boy Advance systems	_____	One per player
F-Zero Maximum Velocity Game Paks	_____	One Game Pak
Game Boy Advance Game Link Cables		
Two players	_____	One cable
Three players	_____	Two cables
Four players	_____	Three cables

Linking Instructions

1. Make sure that the Power Switches on all of the game systems are turned OFF, then insert the F-Zero Maximum Velocity Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link cables.
3. Insert Game Link cables into the External Extension Connectors (EXT). Make sure to insert the small purple connector into Player 1's game system and the larger gray connectors into the other game systems.

4. Turn the Power Switch on each game system Switch ON.
5. Now, follow instructions for Single-Pak Link. (See page 22.)

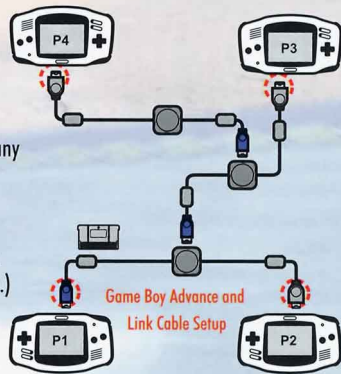
- When playing with only two or three players, do not connect any game systems that will not be used.

Consult the diagram to your 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.)

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 any Game Link cable is incorrectly connected to any game system.
- When the F-Zero Maximum Velocity Game Pak is inserted into any system other than Player 1's Game Boy Advance.
- When more than four Game Boy Advance systems are linked.



HOT VIOLET

In keeping with the popular trend of the times, this machine is designed with a "classic car" feel to it. It's equipped with two side engines with jet intakes known as "Onion Nozzles" because of their unique design. The engine type itself is unknown, and the designer of the machine is a secret as well. Megan dodges inquiries into the origin of the machine by saying that it was a gift from a fan. The overall balance of the machine is good. It's a machine that calls for a lot of Blast-Turn practice.



ACCELERATION



Megan

Age: Unknown
Family Name: Unknown
She is rumored to be a karate expert.

Top Speed: 422 km/h
Boost Speed: 579 km/h
Boost Duration: 6 seconds
Body Strength: 69/100
Turn Performance: B
Balance: C

Mickey Marcus

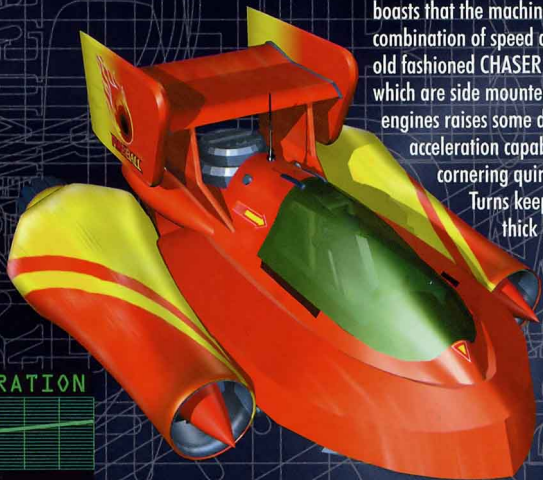
Age: Estimated to be 35
Female fans adore him because he's always a gentleman.

Top Speed: 440 km/h
Boost Speed: 565 km/h
Boost Duration: 6.5 seconds
Body Strength: 82/100
Turn Performance: C
Balance: B

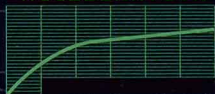


FIREBALL

The designer of the Fireball (the pilot himself) boasts that the machine is the ultimate combination of speed and beauty. It uses two old fashioned CHASER JET Type-B engines, which are side mounted. The age of the engines raises some doubt as to the machine's acceleration capability. While it has some cornering quirks, effective use of Blast Turns keeps this machine in the thick of things.



ACCELERATION



J.B. CRYSTAL

ACCELERATION



Female pilots love the classic design of the 1970s and 80s. In contrast to the older body design, this machine is equipped with the very latest high-performance Louis RAM-JET III engine. This combination makes for a highly personalized machine with high stability and great cornering capabilities.



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

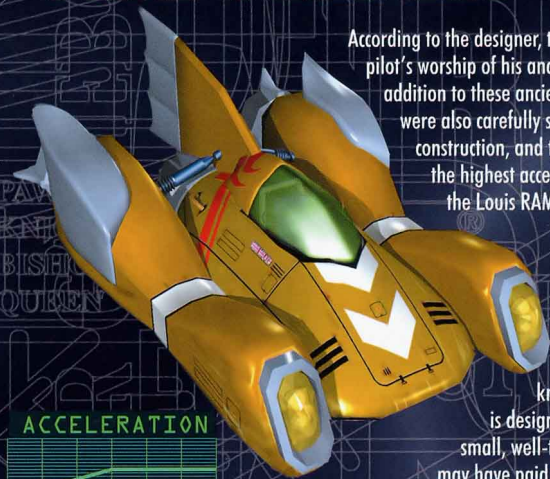
WIND WALKER

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



ACCELERATION



According to the designer, this machine's body is based on the pilot's worship of his ancestors and love of their art. In addition to these ancient themes, modern aerodynamics were also carefully studied and considered during its construction, and this allows the machine to produce the highest acceleration possible with its engine, the Louis RAM-JET II C.

Its small turn radius produces a sensation of slipping while cornering, which may frighten pilots inexperienced at Blast Turns. Veteran racers, however, know this as a sign that the machine is designed to let them cut corners with small, well-timed Blast Turns. The machine may have paid for its agility by sacrificing overall body strength.

SLY JOKER

ACCELERATION



The Sly Joker has one of the highest boost speeds in racing today, thanks to its two side-mounted Mugler MAGNUM-8 Bore-Up engines. It's only able to

sustain its incredible speed for a few seconds though, so the key to success may be how well the pilot can use its blazing, but short-lived, boost. It's said that the old photos displayed in one room of the pilot's castle influenced the ship's design.

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





Alex

Age:	30
Full Name:	Alexander O'Neill
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

THE STINGRAY



This Stingray has two Mugler FORCE-JET-BB engines stacked on top of one another and a unique body design. The machine, which resembles a series of fins, was aerodynamically designed to surpass the distances Nichi's Wind Walker has recorded off of Jump-Plates. Its design is also unique in that it uses air resistance as a tool when cornering. The downside to using air resistance is that it makes the Stingray lose more speed than other machines in the corners. As compensation, the Stingray suppresses magnetic friction, allowing it to maintain its inertia on straight stretches.

ACCELERATION



COURSES

Here is an introduction to some of the F-Zero host cities as well the circuits currently open in the Pawn Series.

Bianca City

Immigrants originally founded Bianca City, which was named after the wife of the first mayor. It remained a small village of fewer than five hundred people for years. Then, some forty years ago, a large deposit of extremely pure titanium was discovered nearby, and the village became a boomtown overnight. As it grew, it gradually replaced Mute City as the center of economic, political and cultural activity in the galaxy.



Tenth Zone East

The universe's elite industries are based in Tenth Zone East, so it was chosen as an F-Zero host city. The Louis Corporation was the first company to move in to the area years ago. They bought up huge sections of land, including the area now known as Tenth Zone East. After the area was designated as one of the few authorized industrial centers in the Milky Way, other companies rushed to establish factories there, and the Louis Corporation became incredibly wealthy. The area of greatest development and competition was the 10th Zone, and the city proper, which lay to the east of the area, became known as Tenth Zone East.



Stark Farm

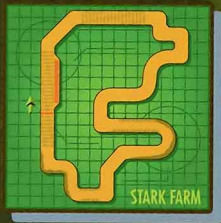
A generation ago, this huge area was famous for being the agricultural center of the universe. But when what was suspected to be a harmful substance was discovered in the tilled soil, the crops failed to sell and the land was abandoned. In a recent turn-around, people hoping to escape the hardships and coldness of modern society once again returned to the area. Now, three F-Zero tracks have been built here and the area is basking in unexpected attention.



Pawn Series

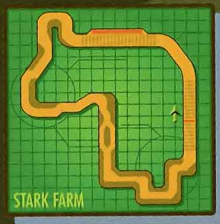
Bianca City / Stretch Circuit

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.



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.

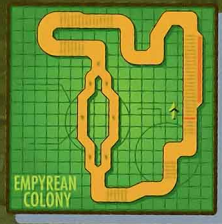


Stark Farm / Second Circuit

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.

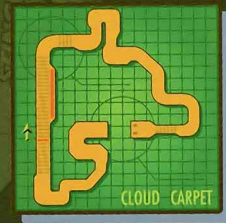
Empyrean Colony / Dash Circuit

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



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.



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REV-B

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PRINTED IN JAPAN