# F-Zero: Maximum Velocity FAQ

by MetroidMoo

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=-	F-Zero: Maximum Velocity (GBA) -=
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Fixed a mistake about jumping.

VERSION 1.0 - JUNE 21, 2001 First version of the FAQ.

### =~ 2) INTRODUCTION

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Nearly a decade after the original F-Zero's SNES release, this classic futuristic racer is revived as a launch title for the GameBoy Advance! Nintendo has adopted the same Mode 7-style graphics from the first title; however, the vehicles and tracks are all brand new! And, unlike its Super Nintendo counterpart, Maximum Velocity features multiplayer capabilities. Praise the lord!

Sorry, folks, you won't find Mute City or Big Blue here...

# =~ 3) STORY

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Maximum Velocity's storyline, from the instruction manual...

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 frenzy were the powerful merchants of the day. They had learned through experience that, while the far reaches of space offered incredibly 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.

# =~ 4) CONTROLS

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This section describes the basic controls.

Start -> Pause

Select -> Nothing

A -> Accelerate

B -> Brake

L -> Drift left

R -> Drift right

L + R -> Use boost

=~ 5) VEHICLES

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This section contains information on the vehicles and how to get them.

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Hot Violet

Max. Normal Speed: 422 km/h
Max. Boost Speed: 579 km/h

Boost Time: 6 seconds
Rev Time: Third "READY"

Body Strength: 69% Turn Performance: B Turn Balance: C

Overall nice vehicle for when you first start out.

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Fire Ball

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Max. Normal Speed: 440 km/h Max. Boost Speed: 565 km/h Boost Time: 6.5 seconds

Rev Time: Between second and third "READY"

Body Strength: 82% Turn Performance: C Turn Balance: B

Fire Ball isn't too bad either. Acceleration is slightly slower than the Hot Violet.

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J.B. Crystal

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Max. Normal Speed: 418 km/h
Max. Boost Speed: 560 km/h
Boost Time: 9.5 seconds
Rev Time: Third "READY"

Body Strength: 63% Turn Performance: C Turn Balance: A

This is the best pick of the four starting cars, in my opinion. It might not have the best turning performance, but the 9.5 second boost and good acceleration make up for it.

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Wind Walker

Max. Normal Speed: 428 km/h
Max. Boost Speed: 585 km/h
Boost Time: 5.3 seconds
Rev Time: Third "READY"

Body Strength: 50%
Turn Performance: A
Turn Balance: D

If you're new to F-Zero, I wouldn't recommend Wind Walker. It has the best turning ability but the horrible balance makes you feel like you are on ice. And the Wind Walker seems to be made of glass. Once you can corner well, it's a good vehicle for courses with a lot of sharp turns.

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Sly Joker

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Max. Normal Speed: 436 km/h Max. Boost Speed: 591 km/h

Boost Time: 3 seconds
Rev Time: Third "READY"

Body Strength: 75% Turn Performance: C Turn Balance: A

How to Unlock: Complete Pawn, Knight, and Bishop on Standard.

Sly Joker is basically the J.B. Crystal without the long boost time. But it has better speed and body strength.

There's one unique characteristic I've noticed about the Sly Joker. As you know, when the speed from a boost or dash arrow begins to wear off, it goes away rather quickly. But in this vehicle's case, it disappears slowly. So this makes it feel as though the boost is much longer than it really is.

The Stingray

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Max. Normal Speed: 460 km/h
Max. Boost Speed: 525 km/h
Boost Time: 12 seconds
Rev Time: Second "READY"

Body Strength: 85%
Turn Performance: C

Turn Balance: C

How to Unlock: Complete Pawn, Knight, and Bishop on Expert.

What makes the Stingray stand out from the rest is its boost time of 12 seconds. Its cornering is so-so, but it's good otherwise.

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Silver Thunder

Max. Normal Speed: 464 km/h
Max. Boost Speed: 589 km/h
Boost Time: 3.7 seconds
Rev Time: First "READY"

Body Strength: 90%
Turn Performance: D
Turn Balance: B

How to Unlock: Complete Queen on Expert.

You might as well just call the Silver Thunder a tank. Its acceleration is absolutely horrendous, one of the worst in the game. Because of that, timing a rocket start can be difficult if you're used to the other vehicles. And it can't turn very well either. On the plus side, it has great defense and a high top speed. If you have great cornering skills, the Silver Thunder is quite nice.

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Falcon MK-II

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Max. Normal Speed: 448 km/h
Max. Boost Speed: 573 km/h
Boos Time: 7.2 seconds
Rev Time: Third "READY"

Body Strength: 66%
Turn Performance: C

Turn Balance: B

How to Unlock: Complete any series on Master.

The Falcon MK-II is the car I tend to use the most in Grand Prix. It has well-rounded stats, so it doesn't have any major weaknesses. The only thing you have to watch out for is the fact that its defense is slightly below average.

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Fighting Comet

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Max. Normal Speed: 412 km/h Max. Boost Speed: 593 km/h

Boos Time: 9 seconds
Rev Time: Third "READY"

Body Strength: 56%
Turn Performance: D

Turn Balance: B

How to Unlock: Complete Pawn, Knight, Bishop, and Queen on Master.

Its maximum normal speed and defense ratings are some of the lowest in the game, but the Fighting Comet does have great acceleration. And it can't corner much better than the Silver Thunder. This vehicle possesses the best overall boosting ability, both in speed and time. The Fighting Comet's jumping ability is one of the best, next to the Stingray.

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Jet Vermilion

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Max. Normal Speed: 456 km/h
Max. Boost Speed: 602 km/h
Boost Time: 4.2 seconds
Rev Time: First "READY"

Body Strength: 100% Turn Performance: E Turn Balance: B

How to Unlock (one of the following:

- 1. Complete every series on Master using every vehicle.
- 2. Complete Championship 255 times.
- 3. If you think that's too difficult, check out the code here: http://db.gamefaqs.com/portable/gbadvance/file/f zero secrets.txt

This is the super special vehicle everyone has been talking about. Jet Vermilion has the highest boost speed and body strength. But...it has the worst turn performance and acceleration. Vermilion also can't seem to jump very well, so watch out if you're playing a course with ramps you need to go over. If you can get over its turning and acceleration abilities, the Jet Vermilion is pretty damn peachy.

# =~ 6) BASIC TACTICS

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This section contains basic tips to winning in F-Zero.

Boost Start

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If you rev up your engine at the correct point before the race begins, you can receive a rocket start and move in front of everyone else. Generally, holding the accelerate button down when "READY" flashes for the third time will work. However some vehicles, such as the Silver Thunder, will require more time to rev up. Just experiment and use what you find best.

Be careful of how long you hold down the acceleration button. Revving up your engine too much will result in an "overheat" when you start the race. You begin with a very slow speed, but it goes away soon afterwards.

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Boosting

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Maximum Velocity follows the same boost rules as the SNES version. When you

successfully complete a lap, you receive a boost (represented by the green S in the lower-right corner). Obviously, it gives you a much higher speed for a length of time. The amount of time it lasts depends entirely on the vehicle you're using. Some can last for a long while (12 seconds on The Stingray), while others are quite short (3 seconds on the Sly Joker).

Learn how to effectively use your boosts. When you reach Expert and Master, boosts can make or break a race. They generally are best used on straight track areas.

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Sharp Turns

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Sharp turns can be a trouble spot, and they're found in several tracks. When you see one approaching, move to the outside edge of the track and turn in with the help of the Blast Turn and L/R buttons.

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Cut Corners

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On turns that are not very sharp, cut the corner to get a slight gain on the opponents. This tactic isn't the best to use, but it does help to save some time.

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Blast Turn

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This tactic was useful in the SNES version, and it's still good here. While in the middle of a turn, press the accelerate button rapidly (not extremely fast though). You should lose very little speed and still make it around the turn.

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Jump Recovery

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On many of this game's tracks are ramps. When you land you might notice that you take damage and lose speed. This can be avoided by holding Down on the control pad. It results in tilting the craft's front-end up. Now you can land safely without having any problems.

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Power Recovery

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Always heal your power, even if the amount taken away seems minimal to you. Don't let damage stockpile. That will make things worse in the end. If your power level reaches the red zone, your speed will drop.

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Use Shortcuts

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Unfortunately, most courses in F-Zero have no shortcuts for your use. But there are a couple out there. Most of these involve boosting off a ramp and flying over a part of the track. The shortcuts are very risky and not having enough speed will result in a crash.

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Let The AI Pass

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Now you might be thinking, why would you want to do that? When you play in Expert and Master, the opponents will bump into you a LOT more. Instead of

taking a beating and losing power, let them pass you. Effective boosting will make up for your loss in rank.

#### =~ 7) TRACK INFORMATION

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<>< [7.1] TRACK OBSTACLES >>>

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Dash Arrows

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Just like in the other F-Zero games, run over one of these and you receive a boost in speed for a short period of time. Make heavy use of these since the AI won't always do the same.

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Ramps

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Run over this to fly into the air. The distance you travel depends on how much speed you currently have. So you can boost off of a ramp to gain some major air and possibly find a shortcut. Just be careful, because it is very easy to crash somewhere off the track.

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Mines

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These annoying buggers are back again. Crash into one of these to lose power and get sent flying into some odd direction. Usually when you hit one mine, you'll end hitting another and cause a chain reaction. If possible, you can attempt to bump an opponent into one.

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Bombs

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After you complete the first lap, bombs will randomly appear around the track. They have the same effect mines do.

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Turn Pad

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You only find this in one track but that's a good thing. Bumping into a turn pad causes your vehicle to turn around and go in reverse. You'll have to move fast, or you will lose rank.

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Conveyor Belt

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You won't find this too often either. This obstacle moves you in the current direction the belt is moving.

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Dirt

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You'll find this obstacle in many tracks. When you drive over this surface, the vehicle slows down. Obviously, avoid this as much as possible.

---Ice

Ice can really foul you up if you can't turn very well. Use the Blast Turn and L/R buttons to help on turns. You might have to resort to using the brake if you find the turn to be too sharp.

Gravity Pad

This purple and yellow section of the track pulls you down if you're in the air. So if you want to continue flying, try to avoid going over it.

Bianca City is the equivalent of the SNES F-Zero's Mute City. Having said that, this track is the easiest around. The only trouble spot is the area with the dirt. Just Blast Turn and use L, and you'll have no problem. Right after the U-shape turn, there are two dash arrows. Make sure you hit them.

Suggested Area(s) for Boosting:

- 1. A bit after crossing the dash arrows
- 2. Straightaway right before the U-shaped turn

Stark Farm - First Circuit
----Difficulty - \*\*/\*\*\*\*

Just take Bianca City, add more dirt and sharp turns, and this is the result. There's one very sharp turn with dirt near it. It can be a pain if you're using a vehicle with poor turn performance. You might have to use the brake if that's the case.

Suggested Area(s) for Boosting:

1. Starting line

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Empyrean Colony - Dash Circuit

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Difficulty - \*\*/\*\*\*\*

This track plays a bit faster than most. When you reach the big turn, you might want to stick to the outside edge before moving in. Empyrean Colony has a part where the track splits up. Both sides are exactly the same. Go over the several dash arrows there.

Suggested Area(s) for Boosting:

1. Starting line

Stark Farm - Second Circuit

Difficulty - \*\*/\*\*\*\*

This Stark Farm track has a lot more dirt, making the part you can actually drive much smaller. Just stay out of it, and you'll be alright.

Suggested Area(s) for Boosting:

- 1. Starting line
- 2. Straight track section with the dirt

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Cloud Carpet - Long Jump Circuit

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Difficulty - \*\*\*/\*\*\*\*

This is the first track with a ramp, which is why it can be slightly more difficult. The ramp has two dash arrows right before it. If you miss them, you won't have enough speed to make it over. There's also a small shortcut here. Take the left arrow and try to move left to another part of the track.

Suggested Area(s) for Boosting:

1. Starting line

<<<< (7.3] KNIGHT SERIES >>>

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Tenth Zone East - Snake Circuit

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Difficulty - \*/\*\*\*\*

This is pretty much Bianca City all over again. Nothing to watch out for, just a few sharp turns.

Suggested Area(s) for Boosting:

1. Starting line

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Beacon Port - Crossroads Circuit

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Difficulty - \*\*\*/\*\*\*\*

Beacon Port runs fast, like the Empyrean Colony. Dash arrows are all over the place, so make use of 'em. Just like the name says, there is a crossroad section. If you decide to cross over to the other road, you'll have to watch out for enemy cars.

Suggested Area(s) for Boosting:

1. Starting line

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Synobazz - Explosive Circuit

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Difficulty - \*\*\*/\*\*\*\*

Synobazz has a lot of obstacles to slow you down. This will be your first encounter with mines, so just weave in and out to avoid them. There's also a couple lava gaps here too. They can take out power quickly so stay far away.

Suggested Area(s) for Boosting:

1. Starting line \_\_\_\_\_\_ Ancient Mesa - Split Circuit \_\_\_\_\_ Difficulty - \*\*\*/\*\*\*\* If you're not used to Maximum Velocity's steering system, you better start now. About half of this track is covered in ice, making turning even more difficult. There's also a ramp here but not a lot of speed is required to complete the jump. Suggested Area(s) for Boosting: 1. Starting line 2. Area right before the ramp. Use the boost to move to another section of the track. It's risky, but it can save some time. Stark Farm - Third Circuit \_\_\_\_\_ Difficulty - \*\*/\*\*\*\* The Knight series ends with a track that's not a problem. There's a fork in the road here. If you take the right path, you'll slow down a bit, but you get perfectly aligned with the dash arrows. The left path is the opposite. You won't lose speed but hitting the arrows can be difficulty. Suggested Area(s) for Boosting: 1. Starting line 2. Section before the fork [7.4] BISHOP SERIES \_\_\_\_\_ Bianca City - Tightrope Circuit \_\_\_\_\_ Difficulty - \*/\*\*\*\* No problems here. I don't think you need any tips for this... Suggested Area(s) for Boosting: 1. Starting line \_\_\_\_\_ Ancient Mesa - Skating Circuit \_\_\_\_\_ Difficulty - \*\*\*/\*\*\*\* Ancient Mesa is back and even more troubling than before. The ice is around again except this time it's on sharp turns. Slow down and practice the track if you're having a problem. Suggested Area(s) for Boosting: 1. Starting line Crater Land - Skid Zone Circuit

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Difficulty - \*\*/\*\*\*\*

Crater Land is piece of cake compared to the last track. At each track split, at least one path has dash arrows on it. If your power level is fine always goes for the arrows. Since you're always on the move, boosts might not be your savior against some opponents.

Suggested Area(s) for Boosting:

1. Area before starting line

Cloud Carpet - Icarus Circuit \_\_\_\_\_ Difficulty - \*\*/\*\*\*\*

Cloud Carpet has a small mix of obstacles. There's one part that has two dash arrows. I would suggest picking the left one because you will be able to evade the dirt patch easier. Ice is found here too. But there are no turns involving it, so don't worry. If you use a boost before you encounter the second ramp, you can fly over the track for a shortcut.

Suggested Area(s) for Boosting:

- 1. Starting line
- 2. Right before second ramp

\_\_\_\_\_ Bianca City - Ultimate Circuit \_\_\_\_\_\_ Difficulty - \*\*\*/\*\*\*\*

Sharp turns are in no shortage in this Bianca City track. Follow the basic tactics, and they shouldn't cause you any problems.

Suggested Area(s) for Boosting:

- 1. Starting line
- 2. Area after U-shape turn

<<< [7.5] OUEEN SERIES >>> 

NOTE: To access this series, complete all of the others on Expert.

Crater Land - Loop Circuit \_\_\_\_\_ Difficulty - \*\*/\*\*\*\*

Don't be deceived by the track's basic shape, there's obstacles abound. After the first turn, there are two dash arrows. Hit them, corner around the next turn, hit the ramp, and then the next one. If you can get that down pat, the dirt patches won't put a dent in your speed. Mines are also found here.

Suggested Area(s) for Boosting:

- 1. Starting line
- 2. Ramp section

\_\_\_\_\_ Tenth Zone East - Plummet Circuit \_\_\_\_\_

Difficulty - \*\*\*/\*\*\*\*

This is my personal favorite. Tenth Zone East possesses more ramps than any other track in the game. Keeping your speed up is key here, since, as you know, not acquiring enough will result in death. On some ramps, you might have to jump off at the corner of it so you can reach the next track section.

Suggested Area(s) for Boosting:

1. Starting line

Empyrean Colony - Twist Circuit

Difficulty - \*\*\*\*/\*\*\*\*

This track can be a big 'ol pain. Why? Turn pads. When you drive into one of those things, your craft gets flipped so you're driving in the opposite direction. You can use the dash arrows but that might increase the risk of hitting a turn pad. A part of Empyrean Colony is very narrow, so watch out for the AI if you're on Expert or Master.

Suggested Area(s) for Boosting:

- 1. Starting line
- 2. Narrow track area

Fire Field - Land Mine Circuit
----Difficulty - \*\*\*/\*\*\*\*

As you can probably guess from the name, this course is filled with land mines and that's the only real obstacle. If you can dodge them, then this will be quite easy. But if you crash into a mine, chances are you'll hit at

least one more.

1. Starting line

Suggested Area(s) for Boosting:

Fire Field - Warrior Circuit

Difficulty - \*\*\*\*/\*\*\*\*

The final track in Maximum Velocity has several traps set up. Again, there are mines, but you can easily go around all of 'em.

Suggested Area(s) for Boosting:

1. Starting line

=~ 8) CREDITS

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This section is here to recognize those who have contributed to this FAQ.

MeMyselfI14 - For notifying me of an error I made.

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E-mail Information

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