

F-Zero: Maximum Velocity FAQ/Walkthrough

by ShadowN64

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F-Zero: Maximum Velocity
A Guide for Fast Times
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Expressly for Nintendo Gameboy Advance.
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This FAQ is dedicated to J.M. (Prov. 31:30)

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1. Introduction (INTRDCTN)

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I mainly started this FAQ for myself. I would come back to a track after an absence and could not for the life of me remember what my average laps were

like! So when I'd race through it again, I had no idea if my first lap was good compared to normally and likewise with the other laps. I'd have to learn the race all over again. So I started putting down my target times for each lap and ended up by getting the bright idea of writing walkthroughs so that others could see my methods too! There's just not that many walkthroughs out there it seems, and sadly too. I would suggest going to the message board at FZeroCentral.com if you really want to get some good walkthroughs, they have lots of help there an much better than I can give you! However, if you still would like to see my methods (and critique them) then feel free! That's what they're here for!

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2. Disclaimer (DSCLMR)

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I Logan West wrote all of the walkthroughs here. Personally I don't usually read any walkthroughs myself, so you can be assured that all of the information here is from my own experience with the game. This is said so that you know that these are NOT world record strategies.

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3. Walkthroughs (WLKTHRGHS)

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Ready to rock on and set some great times! Sure you are! These are all the strategies that I used.

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Pawn 1- Bianca City: Stretch Circuit (P1)

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Target Time: 1'57"50

Recommended Vehicle: Fighting Comet

Recommended Opponent: Master Wind Walker

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This is by far one of the easiest levels in the game, yet it will still take a lot of finesse and skill to get a really decent time (I admit that I don't have that "decent time" myself). Getting bumped by the Wind Walker multiple times is desirable but rather hard to do as well. For me at least.

Lap 1: Target Time= 30"00

It's rather hard for me at least to get under 30"00 but I have done it.

Take the starting boost and prepare to strafe. You can't really predict what will happen on this lap, the more boosts you get from sir Wind Walker the better. Just take everything as they come and try to get a time somewhere around 30"00, if you can do a lot better than that then feel free to do so :)

Taking the jump won't really help a whole lot unless you have just had a bump from the rear.

Another little trick is to hug the left wall at that large patch of dirty

stuff that you have to work your way around. If you hit it just right you can go in between the dirt and the wall, this will cut off a lot of time if you can pull it off, but I usually just went around anyway.

Lap 2-5: Target Time= 21"85

For these laps, come into a R-strafe out of the two zippers and across the finish line. Hug the walls as close as you dare and somewhere around the second small corner before the jump, hit your booster. This should allow you to get the maximum use of your zippers and boosters. Another little way to figure out when to fire off your boosters is to experiment and watch your speed. If your speed has dropped to about the same when you trigger your boosters as when you end up at the zipppers, you're doing well.

So after the jump, land in a direction that will take you right next to that left wall in the slow-down zone. Since your booster is still going, you can make it through this slow-down zone without well, getting slowed down! Hug the left wall all the way into that stretch (with the funny yellow "drag" on the sides) and then glide into the end. I like to L-strafe along that stretch and then R-strafe/slide around that last corner. Hit the booster and then the far right boost as well (at least that's what I like). Rinse and repeat.

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Pawn 2- Stark Farm: First Circuit (P2)
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Target Time: 2'10"00
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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Basically just strafe. Strafing really does help, the first time I tried it on this level I cut off three seconds from my old time, and it wasn't even a very good run!

Lap 1: Target Time= 28"50

Get your normal boost from Wind Walker and go into a L-strafe around the two little corners and then slide around the 90 degree corner coming up. Then go into R-strafe for a split second before L-sliding around that large turn. From here start an R-strafe again. This part is a little tricky, you want to head for that large hump in the wall on your right, but you don't want to touch it of course. You want to take the shortest path that you can and that is the straightest, this whole area of the track is in a big arc so you want to try to go through it as straight as you can. Hold your R through the turn (left) and then switch to L-strafing through that zone with the skid areas. This next turn is rather difficult unless you take a wide slide early, so do it! Out of the turn the track falls away to the left, L-strafe down it, it will set you up better for these next turns. R strafe through that little "bridge" area that has the slow-downs on the sides and then off into the end (avoiding the black stuff on the left of course).
Hold an R-strafe.

Lap 2-5: Target Time= 25"20

As you come out of each preceeding lap you should be in an R-strafe, trigger your boost and switch to L-strafe. From there on out it should be the same (only faster at the first, just practice!).

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Pawn 3- Emyprean Colony: Dash Circuit (P3)

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Target Time: 1'59"50
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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An interesting bit of advice, when you go to get the bump from the Wind Walker, get your boost at the start, sidle over so that the "check" is directly behind you, and then hit your brakes. Slow down to almost a standstill and then speed up a little before he crashes into you. Experiment with this a little, I found it cut at least a half second of my first lap!
Use strafing!

Lap 1: Target Time= 26"75

Get your boost from the start and the Wind Walker and R-strafe around the corner, switch to L-strafe and then back around to R. Hold the R-strafe position as you go down this long stretch.
You'll need to practice to know when to start your R-slide, you want to be able to make it around this 180 corner coming up.
L-strafe into the "dash zone" and R-strafe through it. After you hit the fourth one be prepared to R-slide. Sorry for all these technical terms here :)
Then L-strafe for a while. There will be a little minute turn to the left, be careful! you don't need to hug the wall here, practice so you can go straight to the 90 turn (left). Hold your L-strafe here and then cut a quick R-strafe through that little jump in the road before switching back to L-strafing!

Lap 2-5: Target Time= 23"15

Each lap is basically the same (as far as strafing directions) as the first.

When you cross the finish line from the preceeding lap, trigger your boost and then swith quickly to R-strafing (you should be going left). Then watch for that turn coming up to your right. You want to slide into this fairly early not because it is a hard turn but because you want to be in the right position for the NEXT turn after that!
I like to time it by watching for the energy refill zone to end. When I see the end of that, a split second later I begin my slide. Experiment of course to see what works best for yourself. Then take the next corner early (the large 180 one) on the slide and you're away to the straight stretch.
Again, I like to time my slide (for that hairpin 180 turn after the straight stretch) by watching to see where the walls widen (in the straight part). When I see it widen, I wait a teeny bit then start my slide. You want to start it early so you don't slam into the far wall, but not too early lest you slam into the near wall! It's really not too hard once you figure out your timing. From then on just follow the instructions for the first lap!

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Pawn 4- Stark Farm: Second Circuit (P4)

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Target Time: 2'07"50
Recommended Vehicle Jet Vermillion
Recommended Opponent: Wind Walker

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This level is a bit different from how I normally do it, the boost is triggered at the same place each lap, but not at the start. Strafe!

Lap 1: Target Time= 29"00

Start out with a normal boost and get over to the right side, braking as you go. Then speed up.

Stick about a car's width away from the wall and the Wind Walker should bump you, taking you almost, if not all the way, to normal speed.

L-strafe down the track; Coming up on your right after the regenerative zone you'll see the track turn to the right, follow it and R-slide around that brown stuff. I like to R-strafe through the next part, swithing to L-strafting when the track goes off to the left. Then slide around that corner and around that piece of slow-down in the center of the track. It is optional which side you choose. Personally I go right on the first lap, and left every subsequent. Then just slide along that pathway provided for you until you get to the finish line! You should be in an L-strafe.

It is hard for me to get under 29"00 by the way.

Lap 2: Target Time= 25"00

Since this lap's target time is different from the other three remaining I am making a separate section for it.

Basically go the same route and style as lap 1, except that when you get to that brown stuff separating the road into two sections, go left and trigger your boost as you pass the point of the slow-down stuff (in the middle of the road).

Lap 3-5: Target Time= 24"45

I was never able to get very consistent on this lap, an average of 24"45 is probably not too much to ask. This lap is exactly the same as lap 2. See above and then above :)

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Pawn Final- Cloud Carpet: Long Jump (PF)
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Target Time: 1'57"00

Recommended Vehicle: Jet Vermillion

Recommended Opponent: Master Wind Walker
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I used to prefer the Fighting Comet on this track but learned better since :)

Lap 1: Target Time= 25"75

Get the boost at the start. Get the WW to bump you before the first corner. Slide around the corner, come up on the next turn, then slide a bit and switch to an L-strafe around that horrible switchback with that nose sticking out into the center of the track.

Then R-strafe for a moment until the track dies away to the left and R-strafe around those slight corners (this is to prepare you for that turn before that stretch leading to The Jump. It's pretty easy to slide your way around this corner, then head onto the jump. I think it should be pretty obvious that you need to hit the zippers here.

Instead of going the "normal" way though, turn to the left and land on that bit

of track just before that last wicked turn. You'll be going pretty fast through here so watch out! It is very possible to make it through this turn without slamming into the walls, if you do it correctly. I like to stay pretty much as close to the left wall as I can (without running into it silly) and then right when that opening appears to the left I start an L-slide and then quickly cut to the right to get around that corner. Practice for a while and you'll be slipping through there like a greased piglet!

Lap 2-5: Target Time= 22"75

Keep going (you should be at about 530 when crossing the finish line) and go through the turns, coming up on that hairpin. Once through it, boost as soon as you can, go through the channel (with the slight turns), take that one big turn rather wide, cut back in and to the zippers. Then finish up that last turn like you did the first lap! Since you're going the same speed here as on the first lap, it shouldn't be too hard.

<----->
Knight 1- Tenth Zone East: Snake Circuit (K1)
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Target time: 1'59"00
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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This is an excellent level to try your "strafing" methods as well, as it's pretty straight forward. Just keep on cutting off one or two hundredths of a second at a time!

Lap 1: Target Time= 26"50

Get your normal boost at the start (remember, the Jet Vermillion takes longer to "rev up" than most other vehicles) and then pull over until that "check" sign is right in the center of your vehicle, preferably slightly to the left (so you'll get bumped off slightly to the right).

Cut the corner and follow it. As with all levels, it's very helpful to know just where the next curve is going to be and what to expect.

You'll come to the sharp curve with the quick switchback. Slide a little to the right (out of that straight stretch) and then cut in and slide right so you'll just clear that corner (you'll know which ones I'm referring to after you've tried it a few times) then follow a couple of gentle corners that drift off to the right. Here is a good place to do your strafing (these next right angle corners coming up). Start of holding down the R-button and follow the right wall, then swith to holding the L-button at the 90-degree turn going off to the left, swith back to R-strafing down the short stretch off to the right, and then the last 90-degree turn to the left, switch to L-strafing. This is a pretty long stretch coming up now, so keep L-strafing and then cut in right, L-slide and finish off that really wicked corner (don't go too wide and into the slowdown zone!). before you completely straighten out, start up your R-strafe, L-strafe right through that little track-shift and back to R-strafing. Don't finish off that last L-strafe by being out in the middle of the track! Closer to the right hand wall is best as you come up to the finish line. My best first lap with this strategy is 26"30

Lap 2-5: Target Time= 23"00

These laps are very similar to the first lap, the only difference is that you boost right after the finish line. Strafe as much as you can without going too wide on the corners and I usually get somewhere around 22"94.

Once you go through that first really bad corner (the switchback) take a look at your speed meter, it should be above 520ish, if it isn't then you most likely scraped some wall or something and are losing valuable hundredths of seconds! Other than that, just strafe, strafe, strafe! I estimated that I cut about 30 to 50 hundredths of a second EACH LAP by strafing!

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Knight 2- Beacon Port: Crossroad Circuit (K2)
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Target Time: 2'09"50
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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This is a fun level for me.

Lap 1: Target Time= 27"75

Get your boost from sir Wind Walker and head toward that booster coming up. I like to use an R-strafe through here. Almost immediately after you hit that zipper you'll need to start sliding and then almost right after THAT you'll need to start L-sliding! It's a pretty little corner there. Then hug the right wall until you hit the zipper. Through this next part I like to head left and stay left. I mean I don't use the crossroad at all, I believe it wastes a bit of time. Pretty much you follow the left side and instead of crossing the road, just keep to the left, hitting the zipper there. Now you'll have a small turn and you'll need to start an L-slide because there's a nice sharp corner coming your way. Round it and then L-strafe some more, switching to R-strafing when the need arises and you go around the corner. Hit the zipper of course and R-strafe down the track. I like to quickly glide through the little channel and then L-slide around the corner, this is probably one of the trickiest parts of the track because you need to slide and then cut it so that you'll land on that zipper. You'll get the hang of it after a while.

Lap 2-5: Target Time= 25"50

Almost exactly the same routine as the first lap. I like to trigger my boost right after or as I round that target corner coming out of the "crossroads." Before that even is probably okay though.

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Knight 3- Synobazz: Explosive Circuit (K3)
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Target Time: 2'28"00
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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The hardest part of this level is getting that huge S-turn just right and also using the mines efficiently (i.e. not blowing all of them up before the last lap!). Quite possibly this is the single most frustrating level I have worked on up to this time.

Lap 1: Target Time= 31"25

The first lap is pretty critical, start out with your normal boost, soon after holding L to go to the left (so that you are still going straight down the track but have not touched the D-pad yet). Stay out a ways from the wall to lure the Wind Walker into thinking he can pass you on your right. Once he moves into that position, drift back right (but not all the way to the wall lest he take the notion to pass you on the left!) and get a bump from him as you're coming up on the first turn to the right. Sometimes you can get up to a 460ish boost from him but you tend to take the corner too widely, so be happy if you only get up to 456. Take the S-curve as shallowly as you can, and hug the walls to you right as you come out of it.

Some people like to take the first mine out here, which is fine, I like to save it but in so doing I probably hurt my time. Definitely take out the last one or the Wind Walker will take it out for you. There are six mines (in case you didn't take the time to count) so you can use two on one lap.

One note: for all these mines, hit the mine on the right (the left side of your vehicle, the right side of the mine, you know what I mean) because this whole track is drifting away to the right and you don't want to slam into the wall, contrary to common belief, slamming into walls do not help improve your overall time.

So after you hit that last mine, quickly slide with R and then cut the corner before you try to take out the track wall. Go over the jump and hug the right-hand corner, it doesn't matter if your energy is going down, you're not losing speed. Avoid the slow-down zones by side-stepping and go into a nice L-slide, avoiding that large slow-down zone in your way. You should clear that little lip coming up on your right, the R-slide to cut around that last corner.

Lap 2-5: Target Time= 29"00

For these laps, boost right after the finish line and then left into that regenerative zone, you want to get as much energy as possible here. Head right and up to that S-curve. This is probably the most frustrating aspect of the entire track. I like to head diagonally across the track from right to left and when the track dives off to the left I L-Slide, cut as quickly as I can around that huge bubble to the right, and then again very quickly I slide with R and cut that last corner. The trick I think is to cut the first turn as shallowly as you can (but not so you slam into the wall on the second) and cut those corners sharp and quick without running into the walls. It takes a lot of practice at first and if you're like me you'll soon be ready to throw your GBA at the walls (I never did that just so you know)! Anyhow, if you somehow manage to make it through by the skin of your teeth (and don't whap the wall on the other side), and if you don't drop your controller in surprise, head on over to the mines. It's your choice what order to take them in, I like to take them out starting with the last one and working back. Or you could take out the ones nearest the inside wall, I wouldn't recommend taking out the ones on the outside because as you try to work your way back to the inside of the wall (it saves time to hug the inside wall) the chances of hitting another mine (and ruining you perfect run) are too great.

After you hit your mine, cut around that great big corner and get some air dude. From here on out, finish the lap like you would the first.

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Knight 4- Ancient Mesa: Split Circuit (K4)

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Target time: 01'49"50

Recommended Vehicle: Jet Vermillion

Recommended Opponent: Master Wind Walker

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I would recommend the Jet Vermillion for this level not only because of it's high boost and "zipper" speed, but because of it's remarkable cornering abilities on the ice. I would also recommend using a Master opponent: Wind Walker.

Lap 1: Target Time= 24"25

Get your boost at the start and go through the turns leading to the ice. You want to preferably be facing right (with an L-straft). Hit the ice and go right. The JV has a remarkable ability to turn on ice, so use it, don't try slide turning, just blast turn with the A button. Get a bump from Mr. WW.

After the bump, look for the large curve to your left, go into a slide (R button) and cut this corner sharply. Then just keep going and slide/turn around the next one. You'll be coming up on the ice now. I prefer to take the inside right zipper and go down the right-hand channel but I suppose the left would work fine as well if you desire.

Hit the zipper at the end (blast turn around the corner) and head on over to that large one in the center. If you're facing more or less in the direction that zipper is facing (to your right as you come out of those last zippers) it is better. Head through the tiny channel

You'll hit a tiny patch of ice on the next left turn, don't avoid it, go straight through it tapping A to cut this corner sharply. Another left corner (no ice) and you'll come to a sharp right-hand-180-degree turn with ice all around and a jumper bar. Tap A fast to go around this corner but don't hit the jumper bar head on, you want to just catch it in the far corner where the bar meets the wall, hitting it at as shallow of an angle as you can.

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jumper      coming in
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|    . \__/.
|      ....
|      icy area
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Sorry for the poor visuals :) The dotted line represents your path. I know it's all upside down.

You want to hit this jumper and lean on the L button as much as you can so you can land on that piece of track before the finish line. You should be able to clear all of the ice and land on the regular track. This saves a lot of time. Hold down and left on the D-pad of course. You will most likely need to tap A a few times to straighten out. So basically, you hit the jumper, while holding R (you can do a slight R-slide up to the zipper as well) and then switch to L strafing (tap A to straighten out your course) and onto the road, clearing all of the ice!

Your speed should be somewhere around 490 as you cross the finish line, higher is better of course.

Laps 2-5: Target Time= 21"25

Basically this is the same as for lap one, only you will set off your boost

right after you get it at the start.

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Knight Final- Stark Farm: Third Circuit (KF)

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Target Time: 1'45"50
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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I use a little hybrid method of my own, I have no idea how good it is or if any other person uses it but I like it :)

Lap 1: Target Time= 24"25

I don't know if it cuts time to slow down for the Wind Walker or not, regardless, get your boost from the start and from him and head through the curves. It's not really a good idea to hug the wall because it seems to sort of dip in and out when you should go straight. You can pretty much just go straight through the corners, passing the corner on your right, then on your left comes a corner, and another on the right.

To get a boost from the Wind Walker, I found it easiest to stick to the middle of the track. He'll whack you soon after the first corner.

Then jug the right wall and when you come to the fork, head right. Now here's the hybrid part. I like to slip around the corners and when I hit the jump, I don't go straight, but turn hard to starboard and land in the middle path in between that brown stuff! I think this method saves time but you can decide for yourself. Then I R-strafe through it, rounding the corner and L-SLIDING into the zippers. I like to hit the rightmost rear zipper, it just seems to make the next corner easier.

Speaking of the next corner, heh, you'll need to start L-sliding almost right after you hit that zipper, it's a tough one to make otherwise. Then just whack the A button as fast as you can while you make it around and head for the goal!

Lap 2-5: Target Time= 20"25

Same as the first lap except that you get an extra boost! I like to trigger it somewhere around before I come out of that zig-zag zone near the starting line. Or when your speed drops to about 480 I think. Whichever is more preferable to remember.

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Bishop 1- Bianca City: Tightrope Circuit (B1)

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Target Time: 1'49"50
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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This level is all about strafing and cutting corners, you'll have to work out your own best technique I suppose.

Lap 1: Target Time= 24"50

Get your usual boost from the start and from sir Wind Walker and hug the right wall. You'll want to keep hugging the right wall for a while here, there is a long stretch that has oh, three mild corners or so, just cut them as close as you possibly can. You'll come to a large 90 degree turn to your left and at this point I like to switch to L-strafting (through the last part I guess I like to R-straft, either way doesn't seem to make too much of a difference to me anyway) and then back to R-strafting to prepare for the next corner coming up. You'll want to experiment with what works best for your (R vs. L-strafting) all through this level. There really is not any tricks that I know of, you just need to strafe really well and stick close to the corners without slowing down.

Lap 2-5: Target Time= 21"25

Exactly the same as you would do the first lap, only trigger your boost off somewhere after the start line, I do it right after I cross the line (and obtain the boost) but there might be a better time for it. For cutting the corners, I find it easiest to start my turn sooner than I would think I'd need to. In other words, start your turn before you come to it.

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Bishop 2- Ancient Mesa: Skating Circuit (B2)
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Target Time: 1'49"00
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
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The Jet Vermillion is simply the best on ice, hands down, a hint though for the wise: Don't try to do a slide on the ice or you'll lose traction and also speed in the process. Tapping A works really well on ice.

Lap 1: Target Time= 24"50

Get the beginning two boosts and then L-straft/slide around the corner. I like to then switch to an R-straft as I come out of the turn, and back to L-strafting in preparation for the turn with the ice on it. When you come to the icy part, do not slide! Quickly switch from L to R without crossing the two! I then hug the inside wall (right side) and go over around that big thing in the center. With the Jet Vermillion, you need to tap A to straighten yourself out, just using the D-pad has a tendency to make one slide a bit. Then switch to L-strafting and down the path laid out for you. When you come to the big turn (to the right) start you slide, get on the ice and tap your way around the corner. L-straft and tap your way around the other corner on the ice. Now on to the finish!

Lap 2-5: Target Time= 21"15

Same as the first lap, only trigger your boost right after you get it!

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Bishop 3- Crater Land: Skid Zone Circuit (B3)
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Target Time: 1'35"00
Recommended Vehicle: Jet Vermillion

Recommended Opponent: None

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You don't need an opponent for this level, since you get those zippers almost right after you start. The key to this level is lots of strafing and taking the shortest path you can of course!

Lap 1: Target Time= 19"30

This should be your slowest lap, ranging from 19"30 to 19"50 (for me, and I know I'm slow). Take the left split and hit the four boosts, go into a R-slide around the corner and then R-strafe to the next big left turn.

From there go into a L-strafe to the left and then slide around the next corner. I prefer to take the right split up ahead, to make it easier to glide into the "skid zone." In this next zone, be careful about getting knocked into the left wall by that middle skidder, you can cut the left corner here on the third skidder because it will push you away from the wall anyway.

Cut into that stretch that narrows in the middle and R-strafe down it, you needn't really worry about slamming into the walls here, you'll get buffeted around a slight bit but nothing serious.

R-slide around the corner and then strafe on over to the zippers on the right. Take 'em and L-strafe into the finish!

Lap 2-5: Target Time= 18"80

My laps usually range from 18"80 to 18"90, it's all the same as Lap one except that as you go into the skid zone, look to your speedometer to see when you drop to 600, then trigger your boost!

Every hundredth of a second you shave off by strafing counts.

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Bishop 4- Cloud Carpet: Icarus Circuit (B4)
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Target Time: 1'58"00

Recommended Vehicle: Fighting Comet

Recommended Opponent: Master Wind Walker

=====

I like this level a lot for just playing around in, it's fairly simple it seems. Just about every lap is different in some way.

Lap 1: Target Time= 27"25

Get your normal boost from the start and start strafing, more or less hugging the left hand wall as you go through the corners. Somewhere around the last corner you might get a bump from the Wind Walker, now leave him in the dust by hitting one of those two zippers there. I prefer to hit the left one because it is easier to go around that slow-down stuff if you do.

Anyhow, weave your way around it and do an L-slide around the corner. You want to maintain your speed through all of this area so that means NO brushing the walls, and as little tapping of A as possible. Hug those corners! Go through the narrow part with an R-strafe and round the corner, hitting that jump. Cut across the open air to the icy part ahead of you. Land and R-strafe. You should be somewhere over 430 when you hit the jump, if not then you are going to have a hard time with this next part. Hit the jump and aim slightly to your left. Make sure you have an R-strafe here! Hold it in the air and head for that small elbow on the opposite side, if you make it, quickly head right and around the

corner. This cuts off a large arm of the track and is very useful! Zoom into the finish!

Lap 2: Target Time= 24"75.

Now follow the path until you get to the boosters, zip past the slow-down zone and get to the first jump. AFTER you land, hit your booster, I found that triggering your booster here seemed to work the best to get the most out of them.

Lap 2-4: Target Time= 22"10

Same as lap 2, only you have got the remainder of your boost from the previous lap that makes it a bit faster in the first part of the lap.

Lap 5: Target Time= 21"75

Since your boost is kind of wasted if you trigger it at the same point as the previous three laps, trigger it as you come out of the area with the slow-down stuff. You can even trigger it right before it and cut across it if you want!

<----->
Bishop Final- Bianca City: Ultimate Circuit (BF)
<----->

=====
Target Time: 1'49"00
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
=====

This is another strange level. I don't know that my method is the best (surely it is not because you waste some of your boost) but I was willing to give it a shot! :)

Lap 1: Target Time= 24"75

Get your boost from the start and R-strafe down the track. I like to get a bump from sir Wind Walker right after I round the first corner. Then L-strafe down that passage with the funny edges jutting out. This next turn can be quite difficult at high speeds but if you start your slide soon enough you should have no problems.

Now R-strafe around the other corners, then switch to L-strafing to come out of it and back to R-strafing for the next turn. L-strafe past that and then around the next corner and back to an R-strafe. This next corner (the little skinny piece jutting out in the center of the track) is rather tricky, just start your slide early (it might be helpful to aim for that little elbow on the right side of the track first, then when you slide you'll miss it) but you do need to try to get an early start at your R-slide here.

Once out of it, head for home!

Lap 2: Target Time= 22"00

This lap is the same as the first one, only trigger your boost right after that skinny turn near the end.

Lap 3-5: Target Time= 20"75

This is the same as Lap 2. The only reason the time is lower is, of course,

because you have a faster first part of the lap (coasting from the boost on the last one).

<----->
Queen 1- Crater Land: Loop Circuit (Q1)
<----->

=====
Target Time: 1'27"50
Recommended Vehicle: Fighting Comet
Recommended Opponent: None
=====

I don't like to use an opponent because you hit a zipper fairly quickly after you start, and an opponent would only get in the way when you "lap" him. :)

Lap 1: Target Time= 19"00

For this lap, hug the wall and then hit the zipper, I guess I usually am in an R-strafe at this point. Jump way out over the corner and try to land on that closest little path in the middle of all that slow-down stuff. Hit an R-strafe and go over the jump and then hold that R. Round the corner is this tricky part. You need to hit that mine on YOUR right side (the mine's left) and then tap A madly so you don't slam into the opposite wall. What helps is to have your vehicle angled more toward the right (or even center) than to the left. If you have your nose pointed to the left you are going to make a smashing impression!

Then hit the third mine as well! You'll probably pass the second on your right, if you hit that one instead, that will work but is not quite as desirable, basically, you want this second hit from a mine to carry you into the next lap.

Then slide the last corner and head for home!

Lap 2: Target Time= 17"50

This really isn't much different than all the other laps, the target time is just different because you want to save your boost. I like to trigger my boost before I hit the second jump. Then coast on that boost through the beginning of the next lap.

Lap 3-5: Target Time= 17"00

Exactly the same as the lap 2.

<----->
Queen 2- Tenth Zone East: Plummet Circuit (Q2)
<----->

=====
Target Time: 2'15"50
Recommended Vehicle: Fighting Comet
Recommended Opponent: Master Wind Walker
=====

This track has some neat shortcuts to it.

Lap 1: Target Time= 35"50

That 35"50 is only an approximation, there can be a wide variety of times, due to the fact that you really have to rely a lot on the Wind Walker bumping you.

Get your two convenient boosts and then get another from the WW. If you're lucky you'll get up to about 470. After both the jumps you'll hopefully get another one. Like I said, this entire level is very dependant on the WW giving you some good bumps through this thing.

Let me mention something really quick, I believe that it is possible (and even more so given how much better the Champion's time is than mine) to get a bump from the Wind Walker after the first jump and then making it through the shortcut (see second lap info) and cut of perhaps several seconds at least right there! I have tried this many times and the best I ever did was an attempt with my speed at about 480. I crashed into the side and blew up (which was exciting because normally you ahem, "plummet" down into the depths). I think it would be possible if you got the WW to bump you in that tiny window of time and got your speed up over 500, that you could make the jump and cut lots of time off! If I ever succeeded I'd probably muff every other lap though because of my excitement!

So follow the corners closely and hopefully get some more bumps. When you come to that place with the big split, I like to go left but you may find it easier and faster to go right, I'm not really certain.

Lap 2-5: Target Time= 25"00

Okay, here's the scoop, there are some really great shortcuts here if you'll take the time to listen.

Trigger your boost right at the start and L-strafe around those corners. After you go over the first jump, watch closely for the second and hit it in the left corner. Head left out over the large expanse and you'll see the track coming up just waiting for you to land on it! Congratulations! You just cut off a large part of the track and of your overall time! But wait, there's more!

Hit the next jump in the RIGHT corner and head out to the track's corner looming over to your right. There was another great shortcut!

Shave close to the left corner, start your slide, and cut past the right corner. Pretty easy huh? Now you're on home stretch!

The first time I successfully completed this method vs. the "stick to the original track and not use shortcuts" method, I cut over 30 seconds off my time!

<----->
Queen 3- Empyrean Colony: Twist Circuit (Q3)
<----->

=====
Target Time: 1'42"50
Recommended Vehicle: Fighting Comet
Recommended Opponent: None
=====

Again, I don't think an opponent really helps all that much on this level and would only get in the way in my opinion.

Lap 1: Target Time= 22"50

You'll want to get your two boosts, then R-strafe around the corner and head to the left side of the track so you can hit the zipper. Once you do so, ease right in order to miss that twister and then back to the wall and slide so you can make it around that turn. This next part is fairly easy, you'll want R-strafe at first, then switch to an L-strafe and round the big corner, then back

to an R-strafe, and finally you're out of that channel once you round that last corner. It's best to hit the zipper, go between the two twisters and be in an R-strafe when you come out of it. Hug the left wall and then leave it to hit that zipper way down there. Avoiding the twister looming in front of you (I usually go to the left of it) hit the next zipper (the twisters here don't usually present a problem) and into the final stretch! Hug the left wall of course.

Lap 2: Target Time= 20"00

I like to trigger my boost right after I acquire it (that way it lasts all through that narrow zone) and then follow the same strategy as for the first lap.

<----->
Queen 4- Fire Field: Land Mine Circuit (Q4)
<----->

=====
Target Time: Unknown
Recommended Vehicle: Jet Vermillion
Recommended Opponent: Master Wind Walker
=====

This is laughable, I mean, writing a walkthrough for LAND MINE CIRCUIT!! You've got to be joking, and in fact I am. I have no intention of writing a strategy for this level because it is incredibly random. I could easily use the mines to get a dandy first lap and not have enough energy left to make it through the other four laps! It's just random. Anyone who says they are consistent on this level is a cock-eyed liar. It's just not possible! You can't have 4 laps that are practically identical to eachother. Anyway, at least not within my limited abilities. I can recommend the Jet Vermillion however because he has such great body qualities and can take the beating those mines give. Good luck!

<----->
Queen Final- Fire Field: Warrior Circuit (QF)
<----->

=====
Target Time: 1'50"50
Recommended Vehicle: Fighting Comet
Recommended Opponent: Master Wind Walker
=====

This is a very interesting and fun level to play on. There are lots of great and interesting features. I'm not sure why I prefer the Fighting Comet over the JV for this level, usually it's the other way around. I just performed better with the FC for some reason.

Lap 1: Target Time= 26"20

Get your two boosts after you start, then strafe along the right wall, leaving it at the corner and passing by the corner of that slow-down stuff that shows up on your right. Hopefully you'll get another boost from the WW before that large corner. Or immediately after if I recall correctly. Head over the jump. Since your speed isn't that great, it usually is not beneficial to try to cut off a large part of the track by jumping over the corner. When you reach that stretch with that pink/purplish stuff on the left and the mine on the right, hit a mine and get some speed. Make an L-slide at the end and into that "skidder" which will prevent you from hitting the wall. If you try to head at

and angle while on this thing, you will get slowed down a bit, so I recommend trying to go straight down the length of this thing (I guess I like to use an R-strafe here as well) and then through the very midst of that black junk. The very midst of the track in between it I mean. Then round the corner and head home!

Lap 2-5: Target time= 21"00

Just trigger your boost at the start (and you can kind of go straight through the slow-down stuff now), round the large corner as tightly as you dare without bumping it, and take a large leap over the corner of the track when you hit the jump. From there though you're on your own!

<----->
Synobazz: Championship (CHMPNSHP)
<----->

=====
Target Time: 1'29"00
Recommended Vehicle: Jet Vermillion
=====

Ah yes! Quite possibly the most delicate level of the game, fascinating and wonderful to behold! A level that both exasperates and elates the gamer! The ultimate in pure racing skill. I feel totally unqualified to broach upon this level in particular, but I'll give it a go anyhow.

Lap 1: Target Time= 19"50

Get your boost from the start and immediately go into an L-strafe. You'll want to hit the first mine (farthest left) on YOUR left side and ricochet off of it so that you can hit that solitary mine on you RIGHT side so that you can make it around that corner. I find it easiest to sort of turn into the mine (using R on the D-pad) and then L-slide around the corner. It takes a bit of time to get it down pat though.

Then stay out of the slow-down stuff, zig-zagging back and forth. You should have been able to make it around that large corner without running into it.

Now go into an L-strafe and head straight for the heart of that lava-looking stuff. Hit a mine on you left and L-slide around the corner, cutting it so you'll be able to hit the jump near the right side. Jump it and land near the two zippers, taking the left one with an L-strafe. Then tap A around the corner to your right, again tapping to go to the left (it's tricky) and start a slide. This slide is very difficult to get right because you don't want to run into either the far wall nor the near wall, which makes a very small bracket for error. Hopefully you didn't hit any walls, and then you head for the two zippers!

There is a technique known as the Japanese Dash Technique but I have not the knowledge nor practice enough to use it. Nor the interest I suppose :(

Lap 2-5: Target Time= 17"40

Go into an L-strafe as you come across the finish line and start your slide fairly early. As you are going around it, quickly tap the R button to trigger your booster. Then head straight through the slow-down stuff and round the corner, heading for the group of mines. You can use these mines sitting here to get a slight boost. The rest of the lap is up to you. Good luck! You'll need it! :)

4. Basic Tecniques You Need To Know (BSC)

Okay, this is the part of a FAQ that nobody reads right? Yet it is vital to understanding what I have written. First off, on FZeroCentral.com Dave Crawford has written a wonderful guide on the basics, so if I am hard to understand, try looking to his guide for help.

4a: Turning (TRNNG)

The easiest way to turn is just to use the d-pad, however, there are aids that will make turning and cornering sharper, easier. First is the L and R buttons. If you want to turn Right, using R will make you lean toward the right and thereby turn a little sharper. Same thing goes for the L button, if you want to turn left, the most basic tecnique is to hold down L while you turn left! Easy huh? J.B. Crystal works decently with only this tecnique.

The next tecnique is called the blast turn, which is accomplished by tapping the A button. I prefer to use this tecnique in bursts of three, since by removing your thumb to press the button again you do lose a slight bit of speed. This really helps your cornering and now you can use Hot Violet with ease!

4b. Sliding (SLDNG)

This deserves a section all to itself because it is so important. It's called sliding and new players seem to dread it. Actually, it's not at all hard to learn if you'll just apply yourself. It involves using the OPPOSITE shoulder button than the direction you desire to slide. If a really sharp corner is coming up to the right, you start by holding down the L-button and pressing RIGHT on the d-pad. This will cause your vehicle to slide out and you'll be facing toward the right, now let go of the L-button and hold down the R-button while tapping A (if you need it). This last part is to finish off the curve, to "cut it" if you will. Congratulations! you just performed your first slide turn! Now pick up your scrapped vehicle and try again. It becomes easier with practice of course. In my walkthroughs I refer to a slide with the L button as an L-slide and an R button slide as an R-slide. Remember! R-slides go to the left, L-slides go to the right!

Sliding works best with heavy vehicles such as the Wind Walker, Silver Thunder, and especially my favourite, the Jet Vermillion.

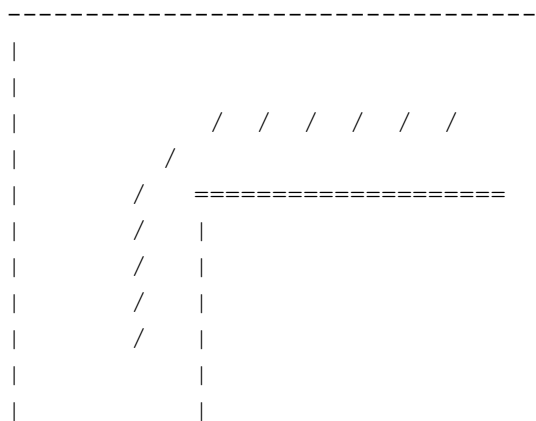
4c. Strafing (STRFNG)

This is a more advanced tecnique, only once you have mastered the slide turns (or are attempting to) would I suggest using this.

One of the things I liked about this game is the fact that I would keep discovering new tecniques as I went along and got better and better.

Depending on the track, you can cut upwards of half a second off of each lap! That may not sound like much, but that could mean at least 2.5 seconds better

than your previous best time! It is accomplished by holding down either the L or R button and keep holding it even when you are going on a straight stretch. If your vehicle was going straight in the first place though, it will mean that now you are drifting toward the wall! So you have to correct your path by tapping the d-pad. You steer like normal, only you are now going diagonally! Hmm, GoldenEye anyone? This is corner strafing and I refer to it as either R-strafe or L-strafe, depending upon which button you are using. Now let's test it out. Try it with a vehicle such as the Jet Vermillion. Just start strafing down the track getting used to the feel of it. Once you become adjusted to it, you can start to plan which direction you want to strafe in to prepare for a corner. If a big right-angle corner is coming up that turns to the Right, use an L-strafe, that way you are already facing in the direction you want to turn, you can also just pretty much release the L button and switch to using the R-button and you're practically already heading how you want to.



That little slash is supposed to be your vehicle and how it is facing. At the corner the player switched from an L-strafe to an R-strafe. College-level visual aids here. High-tec stuff!

4d. Boosts (BSTS)

The first boost you encounter is from the starting line. Rev your engines up and if you are in the right pitch, you get a boost. Soon after you slow down though, and that's why an opponent is required. Here's an easy way to know how to get a boost at the start, just hold down the A button and keep it held, you just have to know when to press it. Here's a chart:

For Light Vehicles, press the A button and hold it right after or as the "Ready" sign flashes for the third time (the last time before "GO" appears).

For Medium Vehicles, press the A button the second time "Ready" flashes.

For Heavy Vehicles, press the A button as the "Ready" flashes for the first time.

Mammoth Vehicles: (i.e. Jet Vermillion) press sometime just before the "Ready" sign first flashes.

Light Vehicles:

Hot Violet

J.B. Crystal

Wind Walker

Sly Joker

Falcon Mk-II

Fighting Comet

Medium Vehicles:

- Fire Ball
- The Stingray

Heavy Vehicles:

- Silver Thunder

Mammoth Vehicles:

- Jet Vermillion

One of the most common boosts is gained by running over a little pink zipper on the ground, this will take your speed up instantly to 615 KPH.

The other common way is to use the boosts allotted to you. After each time you cross the finish line you are awarded a boost that can be set off. It depends on what vehicle you use as to how long your boost lasts and how fast it is.

Mines are usually avoided, but when going for fast times you can use them to your benefit! Run into it from the side and hope you don't get blown off into the wall. Light vehicles such as the Fighting Comet get knocked around like a straw in a tornado, but heavier vehicles such as the Jet Vermillion *hint* take it like a man and last right through it gaining tons of speed.

Another way is to have an opponent:

The recommended opponent for most levels is the Wind Walker as he gives you a nice boost. The opponent is usually only used once per race: on the first lap, right after the starting line. You get a boost by zooming ahead of your opponent using a boost at the start, then sidling over so that the "check" sign is directly behind your vehicle. Some levels this will not work because of corners but generally speaking it works fine.

I find that I get up to speed quicker if I get in front of Wind Walker and then brake until I'm almost stopped, then speed up again. This allows Wind Walker to catch up to you quicker and allows you to gain your normal speed in a shorter amount of time. I found that slowing down at the start seemed to cut about a half second off my first lap!

=====

5. Unlocking Secrets (UNLCKNG)

=====

There are a number of secret Vehicles to unlock, you must go through Grand Prix in order to get them though.

When you first get the game, I suggest using Hot Violet, she's a fairly good overall character right at the start and works well with blast turning. After you go through all the tracks in Beginner I believe the Sly Joker will appear, use him to go through some more tracks (higher and higher in difficulty) and I believe if you defeat a cup on Master (to unlock Master mode merely defeat Expert for that cup) you will unlock the Falcon Mk-II, which has very good cornering and good speed, it's only drawback is it's boost but I would suggest using that to go through all of the tracks in Master. To unlock the next best vehicle (Fighting Comet) you must beat all of the cups in Master mode (even the Queen cup. Queen cup is available after beating the other three on at least Expert).

There is only one ship left to go and he is the best overall but hard to learn how to use at first.

Jet Vermillion.

There are three methods, the first is to go through Grand Prix with every

vehicle, in every cup, on Master. Now honestly, who has time for that? Besides Simon Cheetham.

Another way is to go through Championship (a special unlockeable track) 255 times. That doesn't mean 255 laps, that's 255 times! Let me see that's 1275 laps around this track! Well, at least you'd get good at it. :P

Don't Despair!

The final way (and the way I chose *shamed*) is to go to FZeroCentral.com and follow instructions for unlocking the Jet Vermillion, which in short entails going to a Japanese website and entering the code into your GameBoy.

=====

6. Fast Laps Information (FST)

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I guess I could have written separate walkthroughs for each of the fast laps, but a fast lap basically follows the same principal as a regular lap. Here is the difference.

For a fast lap, one must go through all the other laps without setting of any of their boosts (hoarding them if you will). By the time you are on your fourth lap (in the upper left it says "last 2") and then just before you cross the finish line to start your final lap, trigger a boost. You see, you can only hold 3 boosts at a time, so if you trigger your boost right before the finish line the computer reads it as that boost is gone (being used) so it fills up the "empty spot" with another boost, so you basically cram four boosts into one lap! Obviously good steering is necessary as well and it gets annoying having to restart the level and go through those first four boring laps again and again.

=====

7. Version History (VRSN)

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Version 1.0

Uh, released sometime in 2003.....

Version 1.1

2003-11-10

Added updated walkthroughs to P5 and K4.

Fixed typo on P4. Thanks Richard Huang!

Version 1.2

2004-5-18

Spiffed everything up and added F-mode and MrFixitOnline to list of good guys ;)

V 2.0: Final

2005-1-20

This is by no means the last update I'll allow myself. I just feel that this guide hasn't had a real need for any fantastic updates in a while, so I'm calling it complete. Again, there are far faster, better strategies out there, these are what I used to get my (poor) times and I could have improved much more using these strategies. These are the best ways to do things that I know of.

=====

8. Copyright Information (CPYRGHT)

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9. Contact Information (CNTCT)

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I'd be happy if you wanted to contact me and let me know how you liked the layout of the guide, my writing style, wanted to point out corrections, tell me your scores or strategies etc. etc.

However, I will NOT accept mail that has flames, advertisements, get-rich-quick offers and the like. If you want to e-mail me, be nice. Please be clear and concise as well, the game you are playing, the level you are on, and the version of the guide/game (i.e. platform) would all be helpful. And none of this: "plz hjlp me one teh levl were u hav 2 save thjat gy u saw in eht last lvel tjnks" Because other than me having a good laugh, it's no use to me whatsoever.

If you have a question to ask, then I would really suggest first going to the GameFAQs.com message board for this game, it would really save me from having to answer a lot of questions (my Hobbit FAQ garnered well over 250 e-mails regarding basic gameplay that I probably shouldn't have received as it was an advanced guide) and it also gives the people on the message board a chance to help out, rather than the author of a guide having to answer all the questions (it can be tiring answering the same questions over and over via e-mail).

Okay then, looking forward to hearing from you!

The Shadow (ShadowN64@yahoo.com)

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10. Credits (CRDTS)

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1. Thanks to my Lord and Saviour Jesus Christ for dying for me.
2. Thanks to J.M. for the friend you have been.
3. Thanks to Dave Crawford for the best FZero site out there!
4. Thanks to Silas Verrinder for FAQ Writer. It's a lot better now!
5. Special Thanks to Dave Phaneuf for being a (albeit unknown) competitor!
6. Thanks to CjayC for posting this
- 7.Thanks very much to Alexander Davidson for his program: Metapad. I like it!
8. Thanks to you, my fine reader!