

Fixed a mistake about jumping.

VERSION 1.0 - JUNE 21, 2001

First version of the FAQ.

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=~ 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...

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=~ 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.

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=~ 4) CONTROLS ~=
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This section describes the basic controls.

Start -> Pause

Select -> Nothing

D-Pad -> (Left) Turn left
(Right) Turn right
(Down) Maintain speed after jumping

A -> Accelerate

B -> Brake

L -> Drift left

R -> Drift right

L + R -> Use boost

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=~ 5) VEHICLES ~=
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This section contains information on the vehicles and how to get them.

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.

Fire Ball

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.

J.B. Crystal

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.

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.

Sly Joker

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

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.

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.

Falcon MK-II

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.

Fighting Comet

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.

Jet Vermilion

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.

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=~ 6) BASIC TACTICS ~=
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This section contains basic tips to winning in F-Zero.

Boost Start

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.

Boosting

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.

Sharp Turns

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.

Cut Corners

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.

Blast Turn

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.

Jump Recovery

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.

Power Recovery

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.

Use Shortcuts

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.

Let The AI Pass

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

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.

Suggested Area(s) for Boosting:

- 1. Starting line

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

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=~ 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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=~ 9) CONTACT / LEGAL INFORMATION ~=

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