

F-Zero: Maximum Velocity FAQ/Walkthrough

by Hylianhero

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F-Zero: Maximum Velocity
FAQ/Walkthrough
Version 1.0

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1) Updates

8/4/01-Submitted Version 1.0 of this FAQ. It has everything done, even the walkthrough which I think nobody else has done (similar to this, I mean). Just send in your fast times! Look for details in that section. Look for a new section or two in the next version.

2) Introduction

Welcome to my F-Zero: Maximum Velocity FAQ. Being a big fan of F-Zero since the first game came out on the Super NES, I was eager to snatch this one up, and I'm glad to report that this installment of the series lives up to it's name. I prefer this over GT Advance Championship Racing just for the feel of speed. F-Zero also has tight

gameplay, good graphics, and terrific challenge to keep you playing for months, maybe years.

If you're looking for a game with replay value, F-Zero is it. You start with only four cars, but you unlock 6 more. When you first dive into the game, you'll find it near impossible. But master a few techniques and you'll be driving away with the trophy. Just control that road rage!

3) Story

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 for 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 has settled into a period of relative calm following it's 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 incredible trading opportunities, the enormous distances also opened them up to the ravages of piracy. They realized they couldn't afford the cost of being constantly robbed, so they settled into simply regulating and defending their existing territories.

Their conservative buisness practices put a lot of high-priced space pilots out of work and so there came to be a rise in the number of daring men and women looking to get rich the only way left to them-as F-Zero pilots.

4) Controls

You can alternate the control set-up on the options screens. The differences between 1+2, 3+4, and 5+6 are just the accelerate and brake buttons. If you find yourself not using the brake very often, just letting off the gas for turns, Control Set-up 3 or 4 may be the best for you.

Control Set-up 1

Control Pad-Move vechicle

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Boost

A Button-Accelerate

B Button-Brake

Start Button-Pause game

Select Button-Not used.

Control Set-up 2

Control Pad-Move vechicle

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Boost

A Button-Brake

B Button-Accelerate

Start Button-Pause game

Select Button-Not used.

Control Set-up 3

Control Pad-Move vechicle

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Brake

A Button-Accelerate

B Button-Boost

Start Button-Pause game

Select Button-Not used.

Control Set-up 4

Control Pad-Move vechicle

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Brake

A Button-Boost

B Button-Accelerate

Start Button-Pause game

Select Button-Not used.

Control Set-up 5

Control Pad-Move vechicle

Up Arrow-Boost

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Not used.

A Button-Accelerate

B Button-Brake

Start Button-Pause game

Select Button-Not used.

Control Set-up 6

Control Pad-Move vechicle

Up Arrow-Boost

R Button-Drift right

L Button-Drift left

L and R Buttons Together-Not used.

A Button-Brake

B Button-Accelerate

Start Button-Pause game

Select Button-Not used.

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5) Starting Your Game

Turn on your Game Boy Advance, then press start at the title screen. Select "Entry" down at the bottom, and type in your name. Then select it at the file select screen. Now go to the options screen and select the control set-up you will lose. Backtrack to the main menu, and select start. Select training and practice with a vehicle of your choice (I prefer Hot Violet) until you're comfortable. Now select Grand Prix, your vehicle, and then the series and difficulty level to race (I prefer Pawn Beginner).

You'll see a ready sign come down. Depending on what car you have, you should accelerate at a certain point at this light sequence to get a boost. Now you're off. While racing, you'll take damage from other cars and also walls and hazards, such as landmines. You'll see at the top of your screen the word: rank, and a number next to it. You must be in, or above that position to continue racing after that lap. So the first lap has a rank-out of 15: If you're not 15, or 14, 13, all the way to 1 at the end of that lap, you stop racing and are forced to try again. The last lap makes you be in the top 3, so it can be very competitive. It's a terrific, innovative idea that isn't used in enough games.

Make sure you master the blast turn and long jump abilities. They can be found in the instruction booklet that comes with the game.

Now that you know everything in the races, get out there and start driving!

6) Characters/Vehicles

Bear with me with the pick-up graphs. They are very crude, but I just wanted to show the basic acceleration.

All speed numbers are kilometers per hour.

Hot Violet

Normal Max Speed-422
Boost Max Speed-579

Boost Time: 6 seconds

Strength: 69/100

Turn Performance: B
Turn Balance: C

Pickup Graph:

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In contrast to the older body design, this machine is equipped with the very latest high-performance Louis RAM-JET III engine. This makes for a highly personalized machine with high stability and great cornering capabilities.

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*****
Wind Walker (Crazy Horse)
*****
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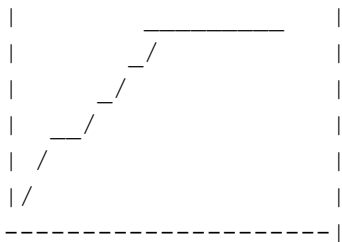
Normal Max Speed-428
Boost Max Speed-585

Boost Time: 5.3 seconds

Strength: 50/100

Turn Performance: A
Turn Balance: D

Pickup Graph:



This machine's small turn radius produces a sensation of slipping while cornering, which may frighten unexperienced pilots. Veteran racers, however, know that this is a sign that this machine was made to cut corners effectively.

```
*****
Sly Joker
*****
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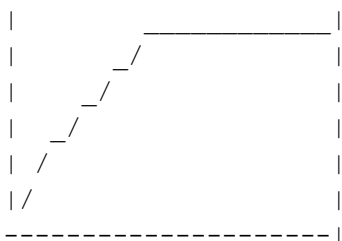
Normal Max Speed-436
Boost Max Speed-591

Boost Time: 3 seconds

Strength: 75/100

Turn Performance: C
Turn Balance: A

Pickup Graph:



The Sly Joker has one of the highest boost speeds in racing today, thanks to it's two side-mounted Mugler MAGNUM-8 Bore-up engines. It's only able to sustain it's incredible speed for a few seconds though, so the key to success may be the pilot's ability to use it's blazing, but short-termed, boost.

Stingray

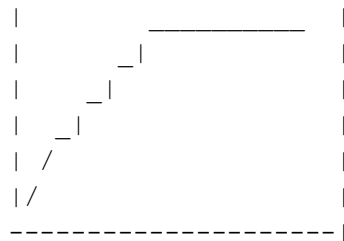
Normal Max Speed-460
Boost Max Speed-525

Boost Time: 12 seconds

Strength: 85/100

Turn Performance: C
Turn Balance: C

Pickup Graph:



The Stingray has two Muggler FORCE-JET-BB engines stacked on top of one another and a unique body design. The machine, which resembles a series of fins, was aerodynamically designed to record better jump distances. It's design is also unique as it uses air resistance as a tool while cornering.

Silver Thunder

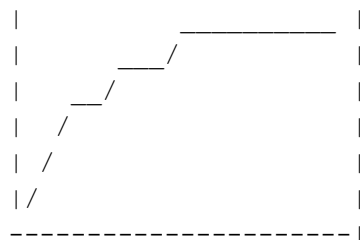
Normal Max Speed-464
Boost Max Speed-589

Boost Time: 3.7 seconds

Strength: 90/100

Turn Performance: D
Turn Balance: B

Pickup Graph:



The Silver Thunder has four engines, two on each side, to keep the machine balanced

and also provide good speed. Dr. Stewart is known to build the machine itself, and as it will appeal to experienced drivers, the Silver Thunder will turn away amateurs.

Falcon MK-II

Normal Max Speed-448

Boost Max Speed-573

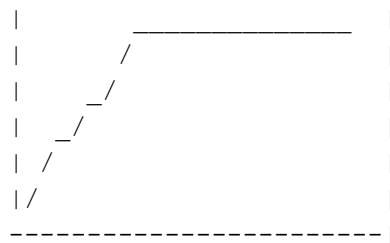
Boost Time: 7.2 seconds

Strength: 66/100

Turn Performance: C

Turn Balance: B

Pickup Graph:



Kent Akechi pilots the Falcon MK-II, and claims to be Captain Falcon's son. It is a well-balanced machine, with excellent cornering, speed and acceleration abilities. It is a tad weak on the defense side, so try to avoid other cars and hazards while driving.

Fighting Comet

Normal Max Speed-412

Boost Max Speed-593

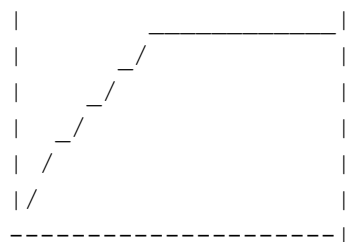
Boost Time: 9 seconds

Strength: 56/100

Turn Performance: D

Turn Balance: B

Pickup Graph:



The Fighting Comet is all about one word: speed. With a long boost time and a terrific boost speed, the Comet can easily past any car at any time. It's turning is not too hot, and either is it's body strength: so use your agility to your advantage.

Jet Vermillion

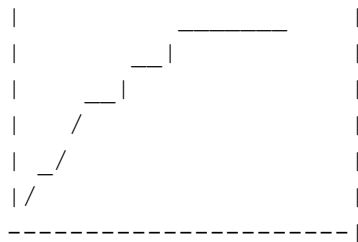
Normal Max Speed-456
Boost Max Speed-602

Boost Time: 4.2 seconds

Strength: 100/100

Turn Performance: E
Turn Balance: B

Pickup Graph:



The Jet Vermillion is the only machine to break the 600 kilometer per hour barrier in the game. It has four engines in the shape of an x, two on each side of the machine. Just like the Silver Thunder, the Jet Vermillion is not for new drivers, but for people who come to appreciate it's ability on ice and it's body strength.

7) Series

There a 4 series (1 hidden) and on each are 5 circuits. Here's a list of each series and it's circuits. Each circuit has a name, that somewhat describes what it will include: use it to think out a strategy for that circuit.

Pawn Series

- Pawn 1) Bianca City-Stretch Circuit
- Pawn 2) Stark Farm-1st Circuit
- Pawn 3) Empyrean Colony-Dash Circuit
- Pawn 4) Stark Farm-2nd Circuit
- Pawn Final) Cloud Carpet-Long Jump Circuit

Knight Series

- Knight 1) Tenth Zone East-Snake Circuit
- Knight 2) Beacon Port-Crossroad Circuit
- Knight 3) Synobazz-Explosive Circuit
- Knight 4) Ancient Mesa-Split Circuit

Knight Final) Stark Farm-Third Circuit

Bishop Series

- Bishop 1) Bianca City-Tightrope Circuit
- Bishop 2) Ancient Mesa-Skating Circuit
- Bishop 3) Crater Land-Skid Zone Circuit
- Bishop 4) Cloud Carpet-Icarus Circuit
- Bishop Final) Bianca City-Ultimate Circuit

Queen Series

- Queen 1) Crater Land-Loop Circuit
- Queen 2) Tenth Zone East-Plummet Circuit
- Queen 3) Empyrean Colony-Twist Circuit
- Queen 4) Firefield-Landmine Circuit
- Queen Final) Firefield-Warrior Circuit

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8) Tracks

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In this section, which will be very hard to do, I will list how to conquer every track. I'll show you how I usually go through each circuit. I will not list the same strategy 5 times; I'll simply just say, "Repeat for the rest of the race", since the course does not change from lap to lap.

It's quite tough to write a walkthrough for a racing game, and most of the tracks are quite easy to complete anyway-so even if you don't find what you're looking for, it shouldn't be too hard to get past.

Pawn Series

Bianca City-Stretch Circuit

Take the first slight turn left, then keep drifting left. Now bend around near the area where the jump plate is to the right, then soon after that, you'll have to turn to the left again. Ahead, you'll find a major speed down area. I use a boost through this area to take a shortcut through the speed-down area, but you can also steer to the right, then bend around to the left and go straight. Soon you'll take another left turn, then cross a bridge surrounded by speed-down lanes. Now take the left or right path in the fork in the road, and turn right when you reach the next turn. Now go left, boost off the boost plates, and cross the line. Repeat for the next 4 laps, and you should be fine.

Stark Farm-1st Circuit

Drift right for the first two slight turns, then take a hard turn right, one left, another one right, then finally another turn right. Now drift left and right for

the slight turns, then take a hard left after the slight turns. After that, go straight, then perform a 180 degree turn to head the other way. Go straight for a bit, then turn left. Drift left, then right, then wave back and forth until you reach a straight-away and the finish line. Repeat for the rest of the race.

Empyrean Colony-Dash Circuit

Go straight, then take a 180 degree to the left, then another to the right. Now go straight some more, and turn left. Go straight down the striped path, then take a hard 180 degree turn to the left. After that, take a turn right, and choose your path in the fork in the road. Use the boost plates for extra speed and swerve back and forth until the paths come together again. Now just follow the path, swerving left and right when needed until you hit the lap marker. Repeat 4 more times.

Stark Farm-2nd Circuit

Drift left for the first two curves, then turn right, then turn left for a 180 degree turn. Go straight a bit, curving around the speed-down areas. You'll come to a right turn, and once you take it, get ready to choose right or left on a narrow path surrounded by speed down areas. After that, just follow the bending path around to the lap marker. Repeat for the rest of the race.

Cloud Carpet-Long Jump Circuit

Take the first turn right, then another to the left. Soon after that left turn, you'll have to make a 180 degree turn to the right. Now continue, and turn to the left, then drift to the left and right with the curves. Eventually, you'll come to a right turn, and after that and a straightaway, you should boost off a pad to clear the gap. Now take the 180 degree turn to the left, then a few turns to the right and left. The last turn you'll have to make is a hard right one-do that, and the only thing between you and the lap marker is a clean straightaway. Rinse and repeat.

SERIES COMPLETE!

Knight Series

Tenth Zone East-Snake Circuit

After the straightaway, turn right, then drift right for the next curve. Drift left, then turn right, left, then right again. After going straight again, drift right for the curve, then turn left. Go straight, then turn right, then left, and follow the curving path to the lap marker. Repeat for the rest of the race.

Beacon Port-Crossroad Circuit

After the beginning straightaway, drift right for the first two curves. Hit the boost pad, then turn as necessary to avoid the walls. Once you're going straight again, you'll hit a boost pad. Go left or right, then when they cross go the opposite way.

Now, I usually take right at the beginning, meaning I end up on the left. So on the left side, just hit the boost pad and rejoin the road. Now take a few turns and curves, and once you're going straight, you'll hit boost pad. Now avoid the walls at this speed, and you'll reach another boost pad; just keep turning, and eventually you'll reach a straightaway, where you can drive to the lap marker.

Synobazz-Explosive Circuit

Head straight at the beginning, and drift around the first curve. Now after the repair zone, turn right, then drift right for the next curve. Now drift left, and take the two 180 degree turns. Now turn right, then left, and follow the curving path without hitting the landmines. Now take the next 180 degree turn, then jump over the lava pit, and try to land on the left. After avoiding lava pits, take a 180 degree to the right. Then, turn left for that curve, then head straight for the lap marker.

Ancient Mesa-Split Circuit

Head straight, then curve left, then right. After the straightaway, take the 180 degree turn to the left, then take the next turn to the right. Then, after another straightaway, take a 180 degree turn to the left. Once you reach the ice, hit a boost pad and head left. Then take a 180 degree turn, then turn left as roads combine. Up ahead, turn left, then turn left again, and then right. Use the jump pad to reach another strip of land, then turn left and hit the lap marker.

Stark Farm-3rd Circuit

Head straight, then curve right, left, right, etc. until you reach a straightaway. Now when you reach the fork in the road, take the left path, and be prepared to curve on a narrow strip of ground. After that, rejoin the track by hitting a boost pad to the right of you. Now curve around, then take the 180 degree turn to the right. Now just cruise to the lap marker.

SERIES COMPLETE!

Bishop Series

Bianca City-Tightrope Circuit

After the initial straightaway, drift right and take the curve. Take another right curve, then swerve back and forth in the curved road. After going straight after that, you'll have to turn left, then follow more curved road, then turn left again. After that, perform a 160 degree turn to the right, then follow more curved road until the lap marker. Easy circuit, but it's the first of the Bishop series also.

Ancient Mesa-Skating Circuit

After the beginning straightaway, turn right for more straight road. Now drift left, then right, then choose a path on the ice (I prefer right). So curve around on the

ice, then turn right. (if you're going right....if you're going left, the turn is left then). After a straightaway, make 3 hard, 180 degree turns, then cruise to the lap marker.

Crater Land-Skid Zone Circuit

Head straight, then left for the boost, since it's your first lap and you have no damage. Now turn left up ahead, then follow the road until another fork. Choose either path(both have boost pads) and then turn left. Follow the road, and you'll come to a skid zone...try to make it through while it pushes you to one side. After a left, and more skid zones, you'll make a right, and cross a narrow strip of land with skid zones all over it. Once you pass that horror, make a 180 degree turn, then choose either a boost or repair. After that, you're home free for the lap marker. Tough the first time around....

Cloud Carpet-Icarus Circuit

Head straight, then curve along with the road. Now take a left up ahead, then boost off the boost pads while avoiding the walls and speed down areas. Once you go straight, turn right, then go farther on a narrow strip of ground. Now turn left, and follow the road through the mini-ice. After that, take a 180 degree turn, then make another left turn up ahead and you'll find a straightaway which will lead to the lap marker.

Bianca City-Ultimate Circuit

After the first straightaway, take the 180 degree turn slowly. Why? Cause you'll need to slow down to make it. Up ahead, turn left, then swerve back and forth to avoid the walls in your path. After that, take another 180 degree turn, then a turn left. Once you're going straight again, follow the road, then take a turn left, then one right. After those, you'll reach a a 180 degree turn-slow down to make it. After that, just follow the road, avoid the speed down areas, and you're home free.

SERIES COMPLETE!

Queen Series

Crater Land-Loop Circuit

Go straight, then drift right a bit for the first two curves. Hit the boost pad, then turn right and jump over the speed down area. After jumping both, avoid the landmines, then take a 180 degree turn. After that, follow the long straightaway to the lap marker; don't worry, this is only a taste of what's to come in the Queen series.

Tenth Zone East-Plummet Circuit

You'll be jumping alot from track to track in this circuit. After the first straightaway, turn left for the first couple of turns, then jump off the platform and head

left to land. Go straight, then jump off again to the left to land. Turn left once on that platform, then left again. Now turn right, and jump straight across. Once you've landed, do 3 180 degree turns in a row (literally.....they're all connected). Now follow the straightaway, and jump to either the left or right platform. Go straight, then jump off to the middle one. Take a right turn, then follow that path to the lap marker.

Empyrean Colony-Twist Circuit

After the straightaway, turn left, then avoid the twist pads, and hit the boost pad. Now avoid more twist pads, then turn left again. Follow that path around to a boost pad, then use it. Avoid more twist zones, and hit 2 more boost pads. Eventually, you'll reach a straightaway that leads to the lap-marker.

Fire Field-Landmine Circuit

This track is hell. Landmines ALL over the place. It's understood to avoid them, so I won't even put it in my walkthrough. After the straightaway, take the first couple of turns left. Now take two 180 degree turns in a row, then drift right and follow the path. After a long straightaway littered by many landmines, you'll reach the lap marker. Not too long of a circuit, just filthy.

Fire Field-Warrior Circuit

The final circuit is here. After the start, take the right path in the fork in the road. Now take a 180 degree turn, then jump over the landmines. At this next portion, stay on the flashing path to avoid all landmines. After that, take a 180 degree turn, then let the skid zone straighten you out. Follow the curved path surrounded by speed down areas, then just head straight for the lap marker.

SERIES COMPLETE!

9) On-Track Hazards and Helps

Repair Zones-The green zones usually at the beginning of the race. They repair your vehicle's power if it took damage from racers or obstacles during the race. No need to stop-go full throttle through it and you'll recover.

Boost Pads-These give your vehicle a small boost, equivalent to the one you earn after completing a lap. These can also be used by computer-controlled players.

Speed-Down Areas-They look like oil, but they slow your car down. Avoid if possible, or if you can't, boost through them.

Skid Zones-These pull your car to one side. Try to go full throttle through them if possible to keep your position on the track.

Twist Pads-These will turn your car around. They are only found on the third circuit in

the Queen Series. Avoid if possible, but also knock enemy drivers into them.

Landmines-These will explode if you run over them, giving damage to your car. Once they explode, a pool of lava remains where they were. This lava will damage your car if you run over it also; so you need to avoid them even if somebody hit them already.

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10) Record Times

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Here, if you send them in, I will post your times for the circuits in F-Zero: MV. You can send in a time for just one circuit, just one series, all the series, or even the championship. Here's my times to get you started. They're laughable, I know, but I haven't tried much for times yet; I'm having fun with multiplayer. So enjoy.

Hyliahero's Times:

- Pawn 1) 2'15"60-Sly Joker
- Pawn 2) 2'31"78-Sly Joker
- Pawn 3) 2'27"29-Sly Joker
- Pawn 4) 2'23"41-Stingray
- Pawn 5) 2'30"38-Stingray

- Knight 1) 2'16"30-Falcon MK-II
- Knight 2) 2'45"96-Falcon MK-II
- Knight 3) 3'05"55-Falcon MK-II
- Knight 4) 2'37"89-Falcon MK-II
- Knight 5) 2'20"25-Falcon MK-II

- Bishop 1) 2'11"48-Sly Joker
- Bishop 2) 2'18"47-Sly Joker
- Bishop 3) 1'58"73-Sly Joker
- Bishop 4) 2'41"57-Sly Joker
- Bishop 5) 2'17"12-Sly Joker

- Queen 1) 1'48"36-Falcon MK-II
- Queen 2) 2'51"20-Falcon MK-II
- Queen 3) 2'17"05-Sly Joker
- Queen 4) 2'40"16-Sly Joker
- Queen 5) 2'16"36-Stingray

Also, there is a site that holds the fastest times ever in F-Zero: Maximum Velocity. The url is <http://surf.to/fzeromv>.

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11) Secrets and Codes

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LOTS of things are hidden in this game, and you might not know where to start at first. So take a look below for everything you'll need to unlock the mighty secrets of F-Zero.

Complete the Pawn, Knight, and Bishop Series on Standard to unlock the Sly Joker.

Complete the Pawn, Knight, and Bishop Series on Expert to unlock the Stingray.

Complete the Pawn, Knight, and Bishop Series on Expert to unlock the Queen Series.

Complete the Queen Series on Expert to unlock the Silver Thunder.

Complete any series on expert to unlock that series' master difficulty setting.

Complete 1 series on Master to unlock the Falcon MK-II.

Complete all the series on Master to unlock the Fighting Comet.

Complete ALL the series on Master with ALL 9 cars to unlock the 10th car, Jet Vermillion. You can also complete the Championship 255 times to unlock Jet Vermillion, also.

NOTE: There also is another way to unlock Jet Vermillion through password; look at Gamefaqs.com's secrets FAQ for this game to find out how.

Complete the Pawn, Knight, and Bishop series on any difficulty to open the Championship circuit.

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12) Credits

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Me, for writing this FAQ/Walkthrough and wasting battery life sitting by the comp with my GBA on.

CJayC, for posting this guide and for running GameFAQs.

Nintendo, for making this game AND the system it's played on.

[Your name here-just send in your times or info!]

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13) Copyright

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url, and I'll check it out. Usually, I'll let you do it.

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14) Contact Information
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I can be reached through email, AIM, ICQ, or MSN messenger services. My email is hylianhero16@hotmail.com. Use that to email me and for MSN Messenger. My AIM s/n is NAHylianhero. My ICQ number is 64388446. Please do not send me emails that bash my FAQ or the game. And also, try to be legit-Spanish is excepted, but don't overdo it. I do not even open email that refer to porn, emulators, ROMS, spam, etc. I also do not easily open emails with attachments. So if you wish to send me, lets say your times attached to your email, contact me first and tell me it's on the way.

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