INSTRUCTION BOOKLET
SPIELANLEITUNG
MODE D'EMPLOI
HANDLEIDING
MANUAL DE INSTRUCCIONES
MANUALE DI ISTRUZIONI
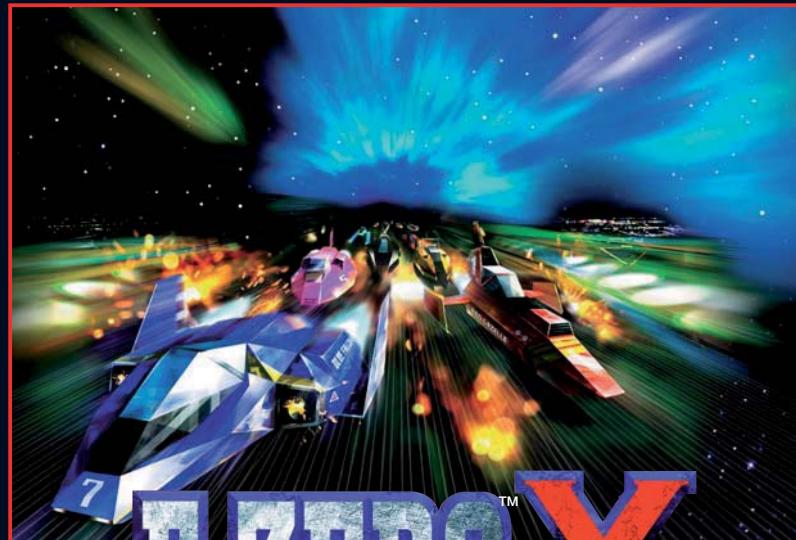
F-ZERO™ X

NINTENDO⁶⁴

Thank you for selecting the F-ZERO™X Game Pak for the Nintendo⑥64 System.

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Original Nintendo Seal of Quality ™

PLEASE READ THIS INSTRUCTION BOOKLET THOROUGHLY TO ENSURE PROPER HANDLING OF YOUR NEW GAMES. THEN SAVE THIS BOOKLET FOR FUTURE REFERENCE.

WIR SCHLAGEN VOR, DASS DU DIR DIESE SPIELANLEITUNG GRÜNDLICH DURCHLIEST, DAMIT DU AN DEINEM NEUEN SPIEL VIEL FREUDE HAST. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

VEUILLEZ LIRE ATTENTIVEMENT LE MODE D'EMPLOI AVANT DE COMMENCER À JOUER AFIN DE PROFITER PLEINE-MENT DE VOTRE NOUVEAU JEU! GARDEZ ENSUITE LE MANUEL POUR VOUS Y RÉFÉRER PLUS TARD.

LEES DEZE HANDLEIDING EERST GOED DOOR OM DIT SPEL GRONDIG TE LEREN KENNEN EN BEWAAR HEM OOK OM ER LATER IETS IN TE KUNNEN OPZOEKEN.

PARA DISFRUTAR AL MÁXIMO, LEE EL MANUAL DE INSTRUCCIONES CUIDADOSAMENTE ANTES DE EMPEZAR A JUGAR. DESPUÉS GUÁRDALO PARA FUTURAS CONSULTAS.

PER POTERTI ASSICURARE UNA CORRETTA UTILIZZAZIONE DEL TUO NUOVO VIDEOGIOCO, LEGGI ATTENTA-MENTE QUESTO MANUALETTO DI ISTRUZIONI, CHE POI CONSERVERAI PER EVENTUALI CONSULTAZIONI FUTURE.

LÄS NOGA IGENOM ANVISNINGARNA INNAN DU BÖRJAR SPELA OCH SPARA HÄFTET FÖR FRAMTIDA BRUK.

LÆS VENLIGST DEN MEDFØLGENDE FOLDER FOR AT SIKRE DIG, AT DU BEHANDLER DIT NYE SPIL KORREKT. GEM FOLDEREN TIL SENERE BRUG.

LUE NÄMÄ OHJEET HUOLELLISESTI, NIIN OSAAT KÄSITELLÄ PELIÄSI OIKEIN. SÄÄSTÄ VIHKONEN TULEVAA KÄYTTÖÄ VARTEN.

[0399/EU6/N64]

CONTENTS
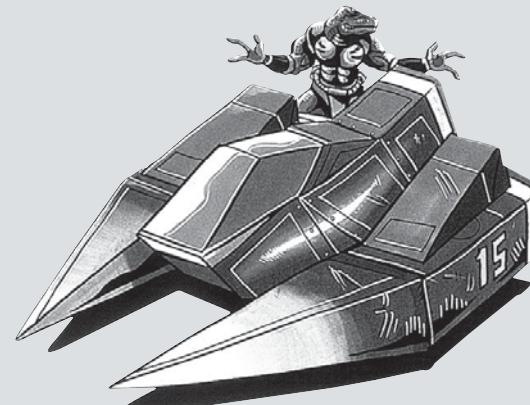
THE NINTENDO⁶⁴ CONTROLLER

The Nintendo⁶⁴ Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.
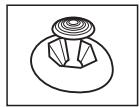
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B- or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

CONTENTS

CONTROLLER FUNCTIONS

START/Pause
Adjust machine settings or replay a race when paused.

R Button ➡ Slide right

🎮 + [R] : ↱ Slide turn right

🎮 + [R] : ↰ Drift turn left

C LEFT:
Switch between lap display and course radar (three- and four-player VS mode only)

C UP/RIGHT:
Switch camera angles

C DOWN:
Air brake

A Button:
Accelerate

Z Button: Slide left

🎮 + [Z] : ↰ Slide turn right

🎮 + [Z] : ↱ Drift turn left

[Z] [Z] : ← Z twice (tap)		Side attack left	
[R] [R] : → R twice (tap)		Side attack right	

Hold R+Z & tap Z twice or
Hold Z+R & tap R twice

[R] + [Z] & [Z]
[Z] + [R] & [R] : Spin attack

B Button: Boost
Boost can be used on the second lap. Press the B Button while holding the A Button and your speed will instantly increase, while your energy decreases.

Control Stick:
STEER
Tilt the Control Stick for tighter turns.

During a jump

Tilt forward to increase speed (flying distance will be shorter).

Tilt backward to fly farther (speed will not be as great).

ARE YOU READY?

GETTING STARTED

Correctly insert the F-ZERO X Game Pak into your Nintendo[64] system and move the POWER switch to the ON position. When the Title screen appears, press START to access the Main Menu.

On each select screen, the START or A Button will always confirm your selections. Press the B Button to cancel and return to the previous screen.

Use the Control Stick to select the desired game mode.

TIME ATTACK
Race solo and go for the best time!

DEATH RACE
Try and put every other machine out of commission!

GP RACE
The main game!

VS BATTLE
Two to four players can race against each other.

PRACTICE
Practice racing any of the tracks in Grand Prix mode.

OPTIONS
Set options for VS mode, sound and clearing saved data.

GRAND PRIX RACE

Twenty-nine other contestants will race against you in this one-player circuit.

SELECT CLASS

Before jumping into the Grand Prix, you'll need to select a difficulty level: Novice, Standard or Expert. The higher the difficulty level, the tougher your opponents.

SELECT COURSE

Now you need to select a Cup (or circuit). There are three Cups to choose from, each consisting of six courses. Drivers with little experience might want to start with an easier Cup.

JACK CUP	Beginner
QUEEN CUP	Intermediate
KING CUP	Advanced

Select a Cup, and a brief explanation of the first course will appear at the bottom of the screen. Press the A Button to advance to the Select Machine screen.

Course Map

Course Name

MACHINE ABILITIES AND SETTINGS

There are 30 machines in total, but you can only select the top six machines at first. Each machine has different abilities. Body, Boost and Grip are rated A–E (A being best and E being worst) and appear on the left side of the screen.

BODY Body deals with a machine's durability. A machine with a high durability rating will take less damage when crashing into other machines or guard rails.

BOOST If you select a machine with a high Boost rating, your speed will dramatically increase every time you use Boost.

GRIP A higher Grip rating means your machine will hug curves (or curved surfaces) better.

MORE MACHINES

Every time you win a Cup, an "X" mark will appear on the Course Select screen. When you get three "X" marks, you will be able to select from the second row of machines. The third row of machines will become available when you receive six "X" marks and the fourth row when you receive nine.
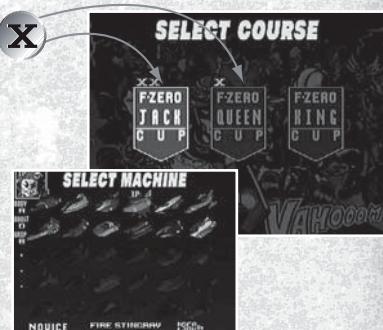
There are three classes with three Cups. That means you can get a total of nine "X" marks. But that only lets you select from 24 machines! Herein lies the mystery: Can you find a way to open up the final row of machines?

ENGINE SETTINGS

After selecting a machine, you can adjust the engine settings. Adjusting the settings customizes your machine. You can customize it towards acceleration or maximum speed. Press LEFT and RIGHT on the Control Stick to move the arrow.

Machine Weight

Settings Meter
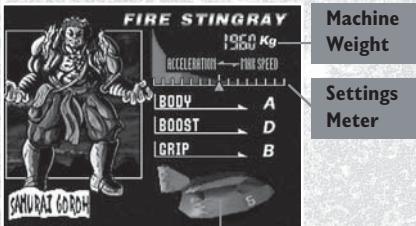
Press the R or Z Button to change the color of the machine. Press the C Buttons to rotate your machine and get a better look.

ACCELERATION

It's great for the technical courses that have lots of corners. It's also great for quick starts and makes drifting easier. When you drive through the dart zone, your speed won't decrease as easily. However, your Maximum Speed, Boost and Grip power will decrease.
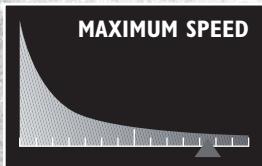

MAXIMUM SPEED

Try customizing your machine this way for those high-speed courses with straight roads. Maximum Speed, Boost and Grip power increase slightly, but you won't get those quick starts, and drifting will be a problem.

ABILITIES AND YOU

Each machine is unique, and its abilities depend on its size and weight.

	Accel.	Max. speed	Boost	Grip	Turning	Crashing into other machines
Light	Good	Slow	Strong	Good	Quick	Heavy machines will effect you
Heavy	Bad	Fast	Weak	Bad	Slow	Not a problem

SCREEN DISPLAY

| red | ➡ | green | ENERGY METER |

As your machine takes damage, your energy meter gradually reduces. When the meter turns black, your machine will explode, and you'll RETIRE.

When you are on lap number two, the meter colour will change from red to green. This means you'll be able to use Boost. You can use Boost as often as you want, but every time you use it, your energy will decrease. Recover energy in the Pit Area.

CURRENT LAP / NUMBER OF LAPS

RANK & MACHINES REMAINING

TIME
Lap time briefly appears each time you pass the finish line.

TOP SIX
The top six driver pictures will appear here. If the order changes, the pictures will change as well.

NUMBER OF RIVALS YOU'VE RETIRED
When you retire a rival, you'll get a star. Each star will slightly replenish your energy meter. For every five stars, you'll receive an extra machine.

RIVAL CHECK MARK
When a rival approaches, this mark will appear.

SPARE MACHINE
Number of remaining machines.

SPEED

COURSE RADAR
Green square = Player,
Blue square = Leader

PAUSE SCREEN

If you do not have a spare machine, RETRY and SETTINGS will not be available.

CONTINUE	Continue the race
RETRY	Restart the race from the beginning. You will lose one machine.
SETTINGS	You can readjust machine settings and retry. You will lose one spare machine.
QUIT	Quit and return to the Select Mode screen.

TIME DIFFERENCE

Each time you complete a lap, the time difference between you and the lead machine will appear in the center of the screen. If you are in the lead, the time difference between you and the second place machine will appear.

Press the L Button to make the time difference appear under TIME.

RIVALS

For the second Cup race, and every race afterwards, a Rival Mark will appear on the first place machine (if you are in first place, it will appear on the second place machine). A successful cup run means you need to pay attention to the score. If your rival has a large point lead, you'll need to figure out a way to get him/her to retire.

PRACTICE

On the Select Mode screen, select PRACTICE and you can practice the GP (with rivals) in the Cup course of your choosing. After selecting the difficulty and Cup, choose the desired course by pressing LEFT and RIGHT on the Control Stick.

The same machines that are available in GP will be available in PRACTICE. While driving, you can pause the game and try a different machine and/or course. This is a good way to see which machines are good for which courses.

● *There is no limit to the number of laps. Only the lap time will be displayed.*
● *You can use Boost at any time.*

OFFICIAL RULES OF F-ZERO X

These are the official rules of the F-Zero X Grand Prix as established by the F-Zero X Execution Project. Adherence to these rules is mandatory for each pilot wishing to participate in the GP.

❶ **Standard Rules**

1-1 To complete a Cup, you must finish all six courses.

1-2 Each course consists of three laps. Rank will be determined at the finish of the race.

1-3 Your start position will depend on your rank from the previous race. The closer you finish a race to first place, the further from start you will be in the next race. For example, if you finish 1st in the first race, you'll start 30th in the second race.

1-4 A driver who completes a course will receive points. These points will depend on where you finish. The driver with the most points at the end of the sixth course will be declared the winner.

Rank:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Point:	100	93	87	81	76	71	66	62	58	54	50	47	44	41	38	35	33	31	29	27	25	23	22	21	20	19	18	17	16	15

Race Results

Total Score and Rank

The red and blue triangles indicate movement in the overall rankings.

1-5 After all six courses are completed, if two or more pilots are in first place, the driver who placed first more often will be the winner. If there's still a problem deciding a winner, whoever has the highest total points after the 6 courses are completed will be the winner.

❷ **Retire**

2-1 If a machine loses a race badly, falls off the course or if the Energy Meter is completely black, the pilot will be forced to RETIRE. Their machine will be totaled by the Execution Project.

2-2 If the pilot decides to RETRY or CHANGE SETTINGS during a race, it will be treated as a RETIRE and rule 2-1 will be enforced.

❸ Spare Machines and Retrying

3-1 A pilot participating in a Cup will be allowed to have spare machines. Only when a pilot has a spare machine will he or she be allowed to RETIRE and retry a race.

3-2 In Novice Mode, a pilot will have five spare machines. Four will be available in Standard and three in Expert. One spare machine will be given to a pilot each time he or she retires five competitor machines.

3-3 If a pilot retires and has no spare machine, the game will be over.

❹ Prohibited Action

4-1 Boost is prohibited during the first lap of every race.

4-2 If a pilot is driving the wrong way, the Execution Project will issue a REVERSE warning. The pilot MUST immediately change directions.

❺ Establishments on the Course

5-1 Pilots have the right to replenish their Energy Meter in the Pit Area. The amount of energy recovered depends on how much time a pilot spends in the Pit Area.

5-2 The following course establishments are necessary for competition. Pilots may not dispute or complain about their existence.

Dash Plate
Speed will temporarily increase.

Trap
Your machine will jump in the air, and your Energy Meter will decrease.

Jump Plate
Your machine will jump in the air.

Dart Zone
Speed will decrease in the Dart Zone.

TIME ATTACK

Select a machine and see if you can finish a course in record time. If your time is fast enough, you'll be able to race against the developer's ghost machine (or STAFF GHOST).

SELECT COURSE AND MACHINE

When on the Select Mode screen, select TIME ATTACK, then choose the desired course and machine.

THE RESULTS ARE IN!

Race results will appear once you've finished the three-lap race. Press the A Button to see the top five times. If your time is better than an existing best time, you will be able to register your initials.

All records will be saved to game memory.

LAP TIME

TOTAL TIME

MAXIMUM SPEED

Courses with differences in altitude will affect your machine's speed. These differences do not count towards your final maximum speed.

BEST TIME

MACHINE USED

PLAYER NAME
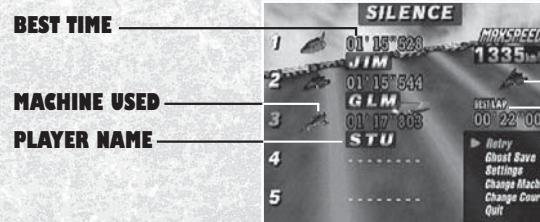
MAX. SPEED / MACHINE IN COURSE
BEST LAP

WHAT IS A GHOST?

After finishing a course, if you re-race the same course, a ghost will appear.

The Ghost is a translucent machine which mimics your previous performance. Drive with the Ghost and try to improve your time. Up to three Ghost machines can appear in the same race. If you change courses, the ghosts will disappear.


When selecting a course, if you select Without Ghost, the ghost will not appear.

● *If the course is not finished, or if it takes more than three minutes to finish a course, the ghost will not appear.*
● *You can update the ghost data even if three ghosts appear in the same course.*

SAVING GHOST

Ghost data will be deleted if you turn the power off and do not save. To save ghost data, select GHOST SAVE. While up to three ghosts can appear at the same time, you can only save one to memory.

When a ghost is saved, the course and time will appear. To overwrite saved data, select GHOST SAVE. When it asks you if you want to replace the current data, select YES and press the A Button.

● *When there are two or more ghosts on one course, the fastest ghost will be the new ghost.*
● *Be careful when saving over old ghosts. You don't want to accidentally delete a favourite!*

RECORD SCREEN / ERASING TIME ATTACK DATA

Select RECORDS in Time Attack to view time records for each course. Here, you can erase course or ghost data (to erase ALL saved data, go to OPTIONS).


Press LEFT and RIGHT on the Control Stick to view records for other courses.

A course with saved ghost data will show this mark.

Engine settings will appear too.
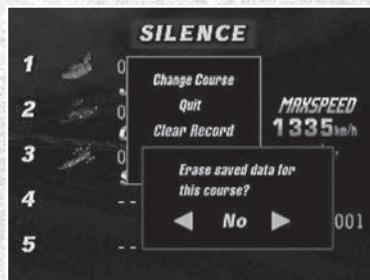
Press the A Button to bring up the menu. To erase time data for a course, select CLEAR RECORD. Select GHOST CLEAR to erase ghost data for that course. Confirm selections by pressing the A Button.

Remember that once data has been erased it is lost for ever.

DEATH RACE

In Death Race, your goal is to take out 29 machines before they take you out! Run 'em off the road; make 'em crash; do whatever it takes to win!

> ● *There is only one course and no difficulty level.*
> ● *Best times will be saved to memory.*
> ● *There is no limit to the number of laps, and Boost can be used right away.*

REMAINING NUMBER OF RIVAL MACHINES

When the number of remaining machines is zero, the game is over.

BEST TIME

You'll get a star for each machine you actually destroyed. You won't get a star if a rival machine crashes into another.

TIPS FOR A GOOD RECORD

● Attack when the rival machines are crowded. You can destroy several machines at once this way.
● Machines with higher speeds can damage others easier.
● It's more advantageous to drive a heavier, tougher machine.
● Keep an eye on your rear view!
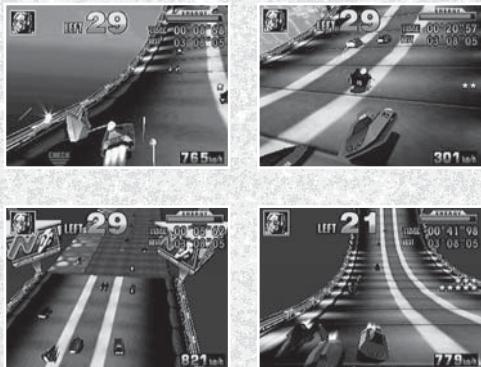
VS BATTLE

In VS Battle, two to four players can play simultaneously – just make sure you have enough controllers. Course and machine selection are entered like other modes.

OPTION SETTINGS

Before starting a VS battle, make sure you set your options. Go to OPTIONS and change the desired settings with the Control Stick.
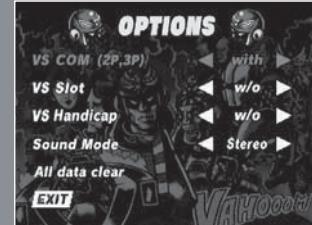
VS COMPUTER (2P, 3P)

Select WITH and four machines will race in all multi-player modes (machines not used by players will be operated by the computer).

VS SLOT

Select WITH and if you retire, you'll play a slot game that could provide an interesting surprise or two.

VS HANDICAP

Adjust the handicap of other players to make the race more exciting!

SOUND MODE

Select either STEREO or MONAURAL sound modes.

ALL DATA CLEAR

Erase all saved data. Remember that once data has been erased it is lost for ever.

EXIT

Return to the Select Mode screen.

THE VS BATTLE SCREEN

Player rank will appear in the lower left corner of each player's screen. In a three- or four-player game, press the C ◎ Button to switch between lap display and course radar.
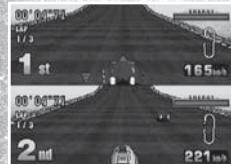
2P VS
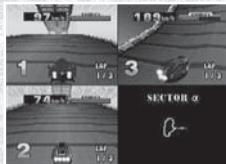
3P VS
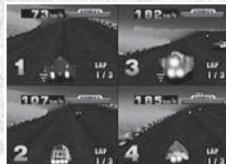
4P VS

RANK

Like GP Race, this is a three-lap race. If two or more players retire, the player who retired first will have the lower rank.

POINTS

When the race is completed, points will be given according to rank. Point distribution differs depending on the number of machines in the race.

	2 machines	3 machines	4 machines
1st place	5 points	5 points	5 points
2nd place	0 points	3 points	3 points
3rd place		0 points	1 point
4th place			0 points

TOTAL RANK

NUMBER OF WINS
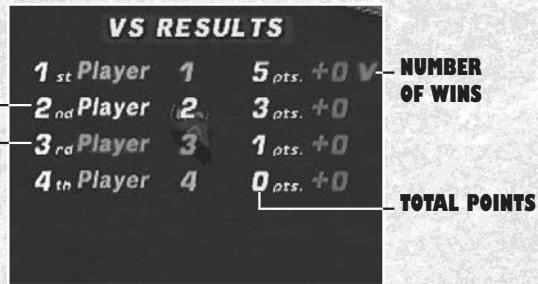
TOTAL POINTS

- If you select WITH for VS Computer (2P, 3P) in Options, the computer-controlled machine(s) will receive points.
- If you quit VS Mode and do not turn the Control Deck off, the total points will remain if you go back and play VS Mode.

SLOT GAME

Go to Options and select WITH for Vs. Slot. If you end up retiring before the other players, the slot machine will appear. Press the B Button to start the slots and the A Button to stop them. If you match three pictures, you can make another player's machine lose all or half of its energy (depending on which pictures you match).
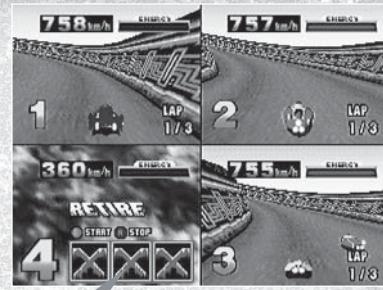
If three "X" marks appear, the leading machine will lose all its energy.

HANDICAP

Adjusting the HANDICAP option (on the Options screen) will give the slower machine an advantage.

+1	Boost power will not consume as much energy.
+2	Boost power will consume even less energy.