

9. GAME DESCRIPTION

The following explanations apply to the case the product is functioning satisfactorily. Should there be any moves different from the following contents, some sort of faults may have occurred. Immediately look into the cause of the fault and eliminate the cause thereof to ensure satisfactory operation.

Whenever power is flowing to the machine, the 2 fluorescent lamps on the back side of the cabinet are lit up. While in Advertising mode, the monitor will go through an advertising display loop, explaining the game's content and card system, displaying the rankings, and so on. Sound is output from the speakers to the left and right of the monitor and on the left and right of the seat's headrest. Sound output during Advertising mode can be turned on or off by adjusting the corresponding setting in test mode.

The "Start" button and the 4 "View Change" buttons on top of the control panel are able to light up. They are not lit during Advertising mode.

The "Start" button will blink when enough credits have been inserted to play the game, and cease to blink when it is pressed to start the game. If there are still enough credits to play again after the game ends, the button will begin to blink again. After the race starts, the "View Change" button corresponding to the currently selected view will light up; all the others will remain unlit.

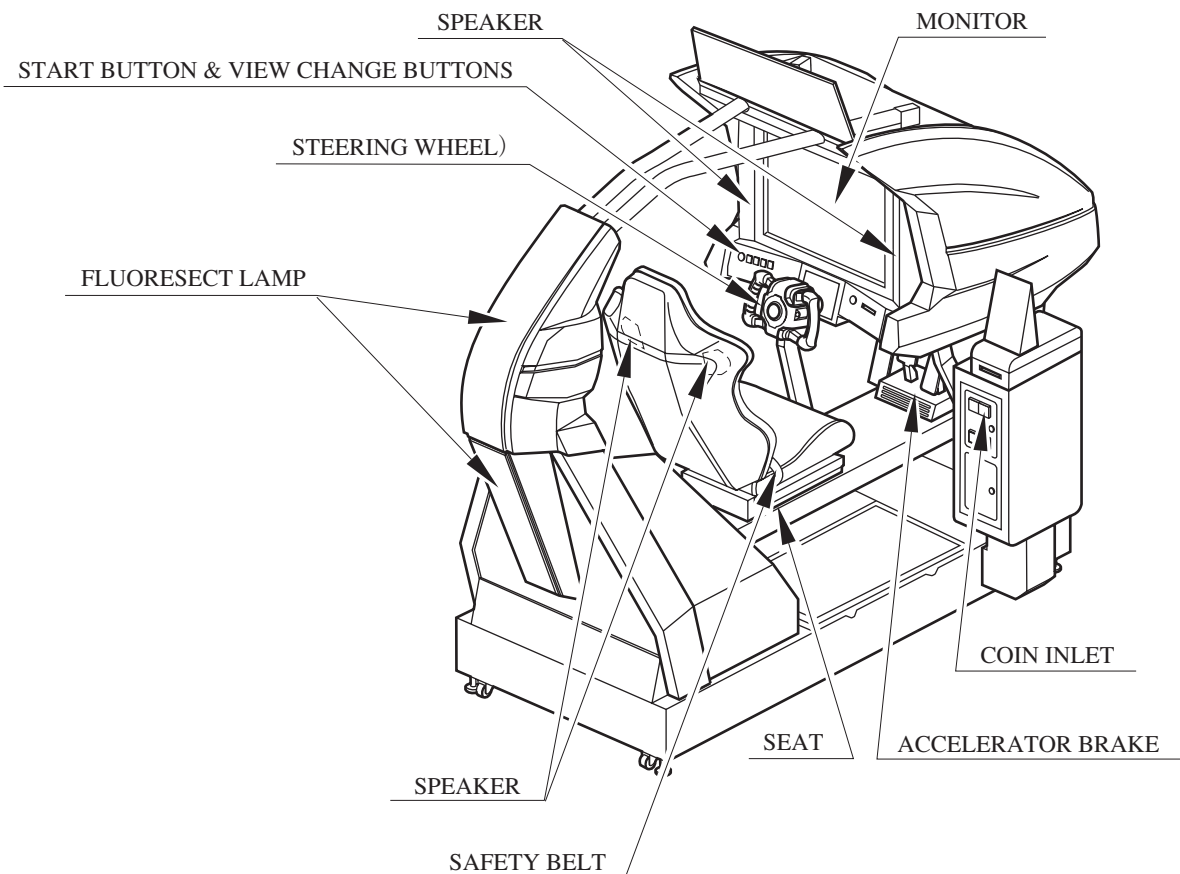


FIG. 9 a

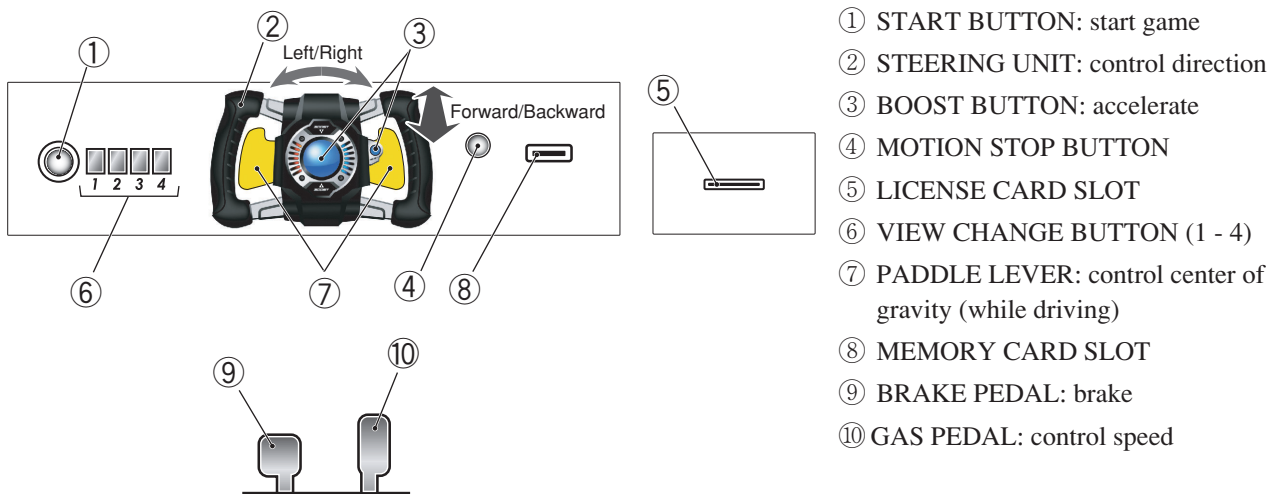


FIG. 9 b CONTROL PANEL

Game Outline

This product is a racing game. It has two modes, RACE MODE and TIME ATTACK MODE. When the cabinets are connected (up to four cabinets), VERSUS PLAY is available. The game features six courses from which the players can choose freely. Each course has a time limit, and if you don't reach the goal within the time limit, your time is up and the race will end. Passing through checkpoints and control lines increases your time. Each course has a different number of checkpoints. A time penalty occurs when the player leaves the course and when his car explodes (energy goes to zero).

● **F-ZERO LICENSE CARD**

You can receive your very own machine by purchasing a license card at the start of play. You can save player data to the card, including your name, pilot rank, pilot points, and time attack records. 1st-place data and numbers of wins are also recorded on the card.

Pilot Points

Use your license card to earn pilot points based on your play in Race and Time Attack Modes. Once you've collected enough points, you can get custom parts to customize your machine with!

Pilot Rank

Your pilot rank increases based on your play. Your rank can never decrease in this game.

● **Nintendo GameCube Memory Card**

Use your Memory Card to link the game with F-ZERO GX for Nintendo GameCube. But in order to use this special feature you must have F-ZERO GX game data on your card, so this feature will not be available until GX is released. Please set Memory Card SLOT USE in Test Mode's GAME ASSIGNMENTS to OUT OF SERVICE or OFF until F-ZERO GX is released. Please note that the game cannot link with a Memory Card that does not contain F-ZERO GX game data.

Game Mode

● Race Mode

A single-course race. Thirty machines go head to head for first place. In linked play, players can go head-to-head against other players.

When using a license card, the game ends when the player takes first place on every course.

● Time Attack Mode

Race a set number of laps in time-trial format and fight for the best total time record. Ghost play is also available.

Internet rankings via PC are also planned. A license card is needed for Internet rankings.

Internet Rankings

Turn **PASSWORD DISP**, found in **GAME ASSIGNMENTS** in Test Mode, to **OFF** until the unit is working properly. (The factory default is **OFF**.)

When **PASSWORD DISP** is set to **OFF**, the Internet Rankings guide is not shown during advertising.

When it is set to **ON**, a password is shown after playing Time Attack. Enter this password with a PC to join the F-ZERO Internet Rankings.

At the start of operation the rankings will be available on the F-ZERO Official Home Page (<http://f-zero.jp/>).

Playing the Game

- (1) The **BEFORE YOU START** Screen
Shows various warnings.

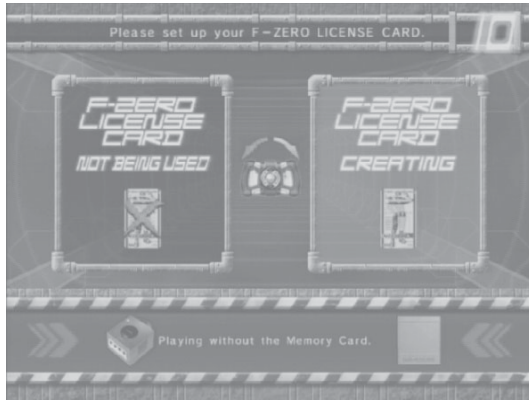


- (2) The Card Check Screen
If you already have a license card, place it in the License Card Slot to continue automatically to the next screen. You can insert the Memory Card in this screen as well, but if you do not insert the Memory Card before the license card, it will not work properly.

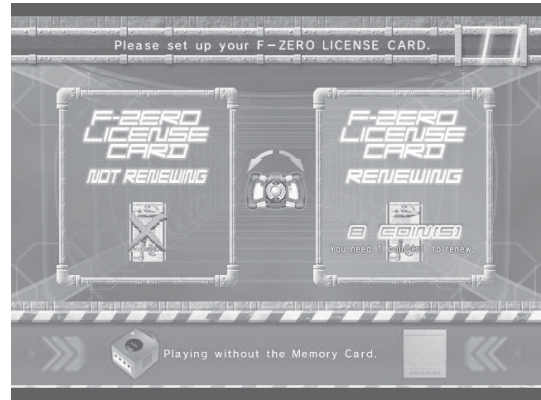


(3) The F-ZERO LICENSE CARD Screen

Press down on the accelerator in the Card Check Screen to move to the Purchase Screen. When creating a new card, insert the required number of coins to make a new license card. When your license card's credits have been used up, you will be moved to the Renewing Purchase Screen. You can insert the Memory Card in this screen as well, but if you do not insert the Memory Card before the license card, it will not work properly.



<Creating a new card>



<Renewing>

(4) The NAME ENTRY Screen (Shown the first time a license card is purchased)

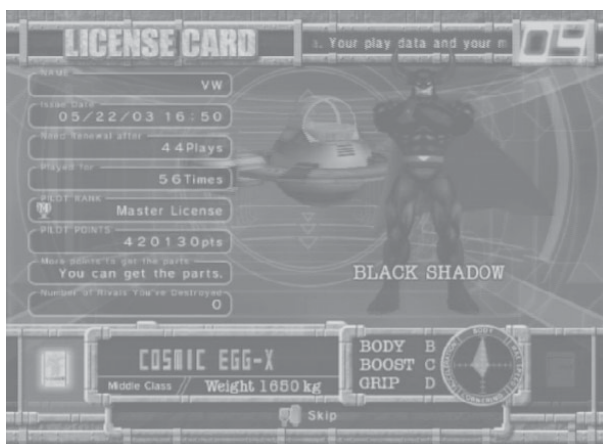
When you purchase a new license card, you are moved to the Name Entry Screen. (Inappropriate words will be changed into asterisks.)



(5) The LICENSE CARD Screen

(Not shown if a license card is not used)

Shows your personal car and play information.



(6) The MODE SELECT Screen

Choose either RACE MODE or TIME ATTACK MODE. Different descriptions will appear below based on the cabinet and Test Mode settings. In Versus Play, select the race mode while holding down the brake to bypass the Versus Screen.



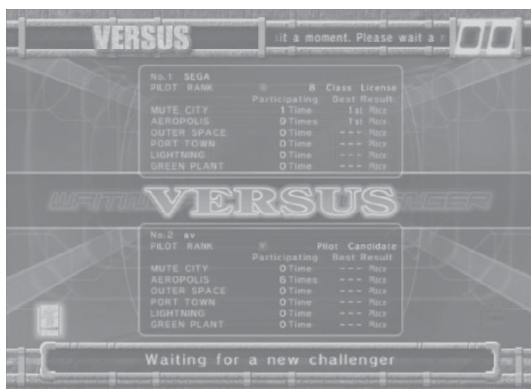
(7) The VERSUS Screen

(When linked and playing Race Mode.)

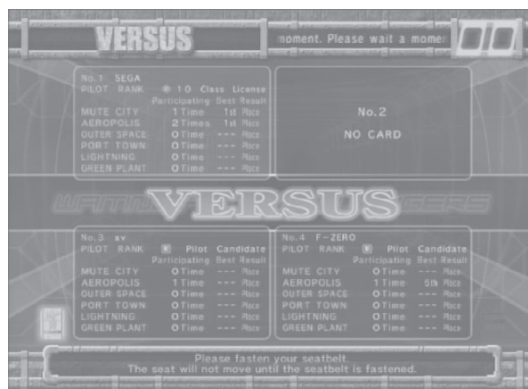
When you choose Race Mode in the usual way, you will be taken to the Versus Screen. Empty cabinets will display a similar screen.

If you are using a license card, Race Mode-related data will appear. If others are also using license cards, you can take a look at their data. The layout of the screen differs according to the number of linked cabinets (though the information shown is the same).

* You cannot skip this screen.



<2 cabinets linked>



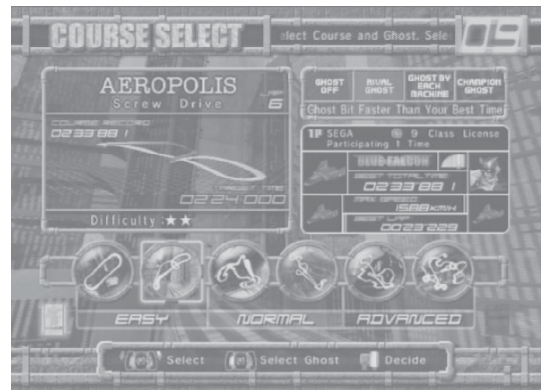
<3-4 Cabinets linked>

(8) The COURSE SELECT Screen

Select your favorite course from the six available. In Time Attack Mode, you can also configure Ghost settings. (Use the pedal lever to choose a ghost.) If you are using a License Card, you can look at information on each course. In Race Mode, wins, win percentage, and other data appear. In Time Attack Mode, total time, best lap, and max speed are shown.



< Race Mode >



< Time Attack Mode >

(9) The MACHINE SELECT Screen

Select your machine. You always get to choose machines, regardless of your card. The machines you can choose from change based on the card(s) you've inserted.

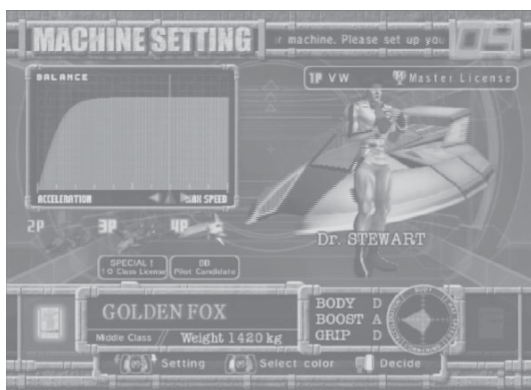
- No Card: Select from the default 14 machines.
- License Card: Select from 15 machines, including your own on the far left.
- Memory Card: Adds machines from your F-ZERO GX garage on the far right.
If there are no cars in your F-ZERO GX garage, no machines will appear.



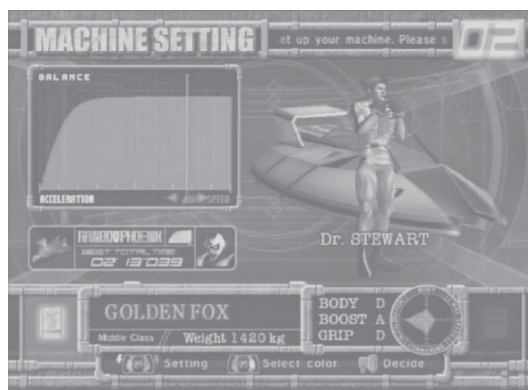
(10) The MACHINE SETTING Screen

Use the graph to configure your machine.

In multiplayer Race Mode, you can view other players' machines. If you are using a License Card in Time Attack Mode, you can look at best total times, machines used and settings. If there is no data, NO DATA appears.



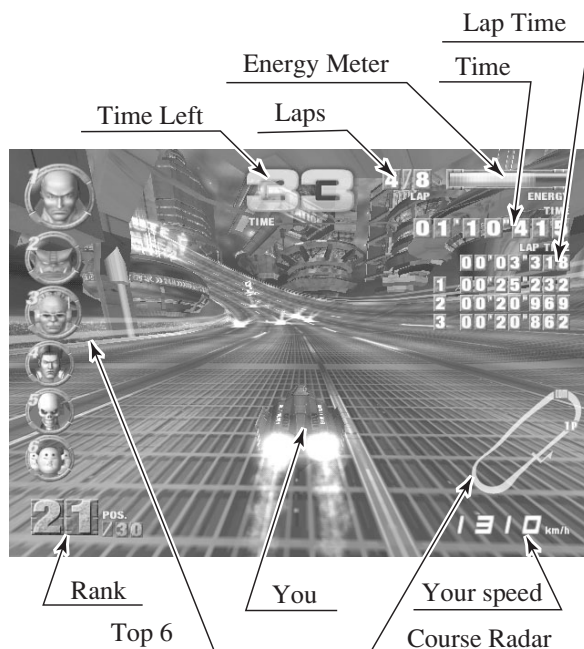
<Race Mode>



<Time Attack Mode>

(11) Race

This is the racing screen. The basic controls of the machine are the steering wheel and the accelerator. You can use the booster after the second lap, so feel free to press the button in the center of the steering wheel. When the booster is used, the energy drain rate increases. If energy reaches zero and your machine takes damage, your machine will flash red, you will be unable to move, and an official car will come with extra energy. If you leave the course, an official car will come to return your machine to the course.



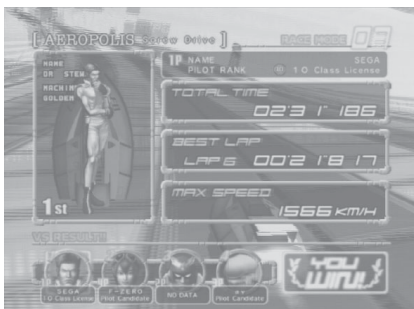
<Race Mode>



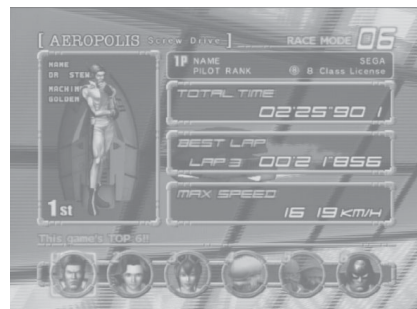
<Time Attack Mode>

(12) VS RESULT! Screen

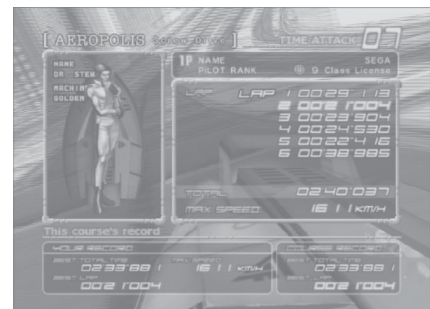
When you complete the race, the results of the race appear. Results do not appear when you retire. The display for COM races and multiplayer races are different in Race Mode. In Time Attack Mode, your personal best and other data are also shown if you use a license card.



<Race Mode: for COM>



<Race Mode: Multiplayer>



<Time Attack Mode>

(13) RESULTS Screen (Race Mode), TIME ATTACK RANKING Screen (Time Attack Mode)

The Results Screen shows the results of the race, while the Time Attack Ranking Screen shows the best times recorded in the cabinet. When using a License Card, your username is automatically entered. If you are not using a License Card, you can enter a three-letter rankings name.



<Race Mode>



<Time Attack Mode>

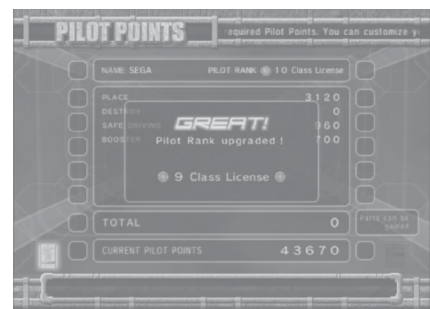
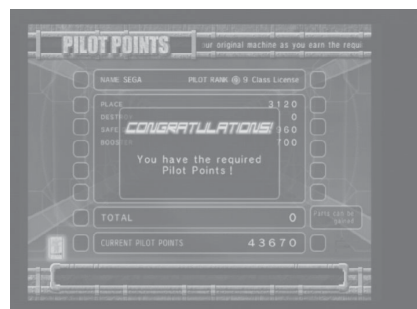
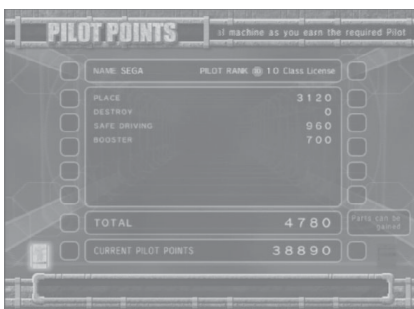
(14) The PILOT POINTS Screen

(Only with License Card)

Gives you Pilot Points based on your race performance.

Points are added and totaled for each category.

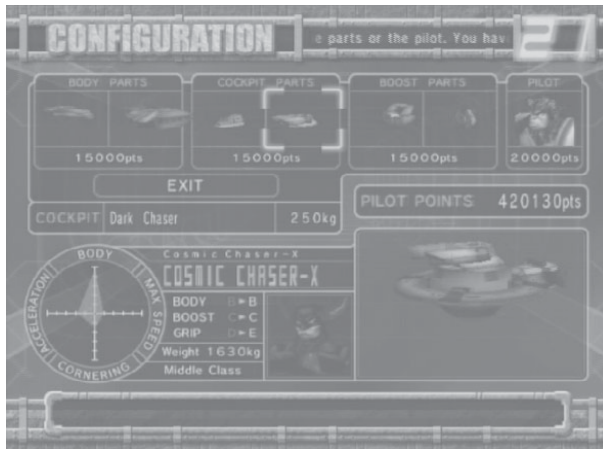
When your Pilot Points exceed the required value, you are congratulated and moved to the Congratulations Screen. This screen also informs you of Pilot Rank promotions.



(15) The CONFIGURATION Screen

(Only with a License Card and sufficient Pilot Points)

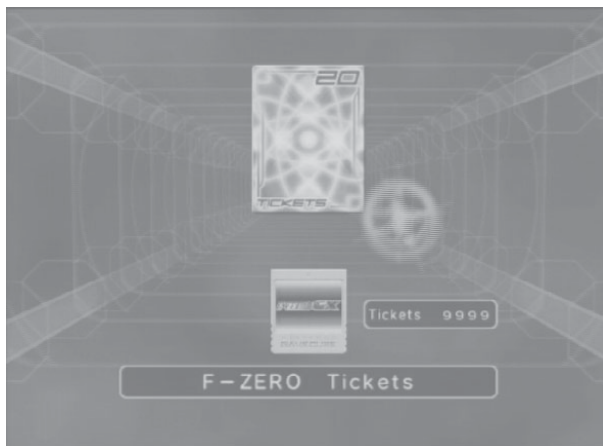
Lets you switch out your personal machine's parts and change pilots. Changing parts and pilots costs Pilot Points. When you change machine parts, the old parts are disposed of.



(16) Memory Card Screen

(Only with a Nintendo GameCube Memory Card inserted)

If you play with a Memory Card inserted and satisfy certain conditions, you can download special F-ZERO AX data to your Memory Card. You can then use the downloaded data in F-ZERO GX.



(17) The PASSWORD Screen

(Only with a License Card, when playing Time Attack Mode, and when the course has completed data)

Once you complete a course in Time Attack Mode, you are taken to the Password Screen and given a password. This password is for your best total time. It is shown every time, but it is not necessarily the password for the race.

Enter the ID and name written to your License Card and the password shown on this screen into the F-ZERO Official Home Page to join the Internet Rankings. The launch of the Internet Rankings will be announced on the F-ZERO Official Home Page (<http://f-zero.jp/>).

Set PASSWORD DISP to OFF in GAME ASSIGNMENTS in Test Mode to hide this screen. You cannot continue to the next screen until the License Card is removed.



(18) The GAME OVER Screen

This screen is shown when the game is over. A reminder regarding your card (and seatbelt) is shown.

And if your license card will need to be renewed next time, this screen will indicate that.



Other Warnings

● Error Display

Basic errors related to magnetic cards and memory cards cause detailed instructions to appear on the screen. Mechanical errors in the cabinet, however, are displayed with error numbers. The following is a description of those errors. (See 18-4.)

- Error 01 : Cabinet — I/O Error
- Error 02 : Cabinet — Overheat/Overload Error
- Error 03 : Cabinet — Encoder Error
- Error 04 : Cabinet — Excess Current Error
- Error 05 : Steering — I/O Error
- Error 06 : Steering — Overheat/Overload Error
- Error 07 : Steering — Encoder Error
- Error 08 : Steering — Excess Current Error

● Secret Codes

Race Mode: "No Versus"

- Description: Play by yourself, with no VERSUS screen.
- To access: Hold down the brake when selecting a race mode in the MODE SELECT screen. This is explained in the MODE SELECT Screen help.

Note: No Versus cannot be used when there is only one cabinet.

Race Mode: "VS BATTLE" (Human-only race)

- Description: A race with only human competitors. COM machines cannot join the race. For two to four players.
- To access: Each participant must hold down the brake when selecting their machine in the MACHINE SELECT screen.

Note: Cannot be used with only one cabinet or in one-player play. COM machines will always join.

Race Mode: "No Handicap"

- Description: In Race Mode, cars in the rear are given supplemental speed and can go faster (player-controlled machines only). To turn off supplemental speed, use No Handicap.
- To access: All players (even in one-player races) must hold down the brake when selecting a machine from the Machine Settings Screen.

Note: In Race Mode, even one-player games are handicapped, so use the above to turn handicapping OFF.

Time Attack: Racing Staff Ghosts

- Description: Lets you race against Staff Ghosts
- To access: Hold down the brake with the cursor on "Champion Ghost" in the Course Selection Screen and select a course.