

# Nintendo Gateway - Super NES Executive Game Summary

*Game Title* **F-Zero®**

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*Game Description* F-Zero is a one player futuristic racing game, You can choose either to practice (solo) a course or to race in the Grand Prix (computer players). Each course goes for five laps. To qualify to race in the next lap your rank (top left corner) must be equal to or higher than the “safe” rank. To complete the race, you must finish in one of the top three positions. There are four different hover vehicles, three racing leagues, and three classes (difficulty levels) to choose from.

*Controller Information*

Up:	Points machine nose down, shortening jump distance
Down:	Points machine nose up, lengthening jump distance
Left:	Steer Left
Right:	Steer Right
Select:	Moves cursor on the selection screen
Start:	Pause / adjust settings on selection screen
A Button:	Super Jet (turbo)
B Button:	Throttle (acceleration)
X Button:	Brake
Y Button:	Brake
L Button:	Lean Left
R Button:	Lean Right

*Hints & Tips*

You must complete one full lap before receiving a Super Turbo. The super turbo is activated by pressing the A button. It gives momentary burst of speed. It is best used just before a jump.

On a track that has Dash Zones, use a Super Turbo just before you hit it for a blast of searing speed.

The Fire Stingray is the best car for beginners. After you become accustomed to the game, switch to the Blue Falcon.

Some of the tracks have shortcuts that allow you to skip small portions of the track. Always keep your eyes open for these.

Practice, Practice, Practice!

