

Nintendo Gateway 64 - Executive Summary

Game Title:	F-Zero® X
Manufacturer:	Nintendo
Trademark Information:	™ and ® are trademarks of Nintendo of America Inc.
Game Category:	Racing/Futuristic

Game Description

Astonishing, fluid animation plays at a remarkable 60 frames per second allows for responsive play control and blistering speed! Strategy will be necessary on most tracks as each vehicle has unique attributes. Turbo blasts must be used sparingly to avoid a fiery finish.

Controller Functions

Control Stick:	Steers the vehicle
Control Pad:	Not used
A Button:	Accelerates. Makes menu selections
B Button:	Turbo Boost when available, cancels menu selections
Z Button:	Bank left
L Button:	Not used
R Button:	Bank right, change color of car
Up C Button:	Switch camera angles
Down C Button:	Air brake
Right C Button:	Switch camera angles
Left C Button:	Switch between lap display and course radar (multiplayer only)
Start:	Make menu selection, bring up In-Game Options menu

Tips and Tricks

Trick: Shrinks all cars.

On the Car Select screen, press and hold the L and R Buttons, then press C-Left + C-Down. The cars will remain small until you complete the current mode.

