



INSTRUCTIONS BOOKLET

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1. Introduction

Welcome to the most prestigious racing championship of the universe: the F-Zero Grand Prix! In the fastest machines ever built, 16 drivers battle for supremacy on various planets to become the ultimate F-Zero Champion!

30 drivers registered for the Grand Prix this year, with, among them, the reigning champion Captain Falcon driving the Blue Falcon. But he will face, once again, tough opponents, such as Might Gazelle, the dead-or-alive cyborg, Jody Summers, the fastest cop of Mute City, Jack Levin, the popstar sensation, Zoda, the sadistic creature to ever step foot inside a F-Zero car, or Black Shadow, Falcon's nemesis who intends to prove that he is superior to the Captain.

The Grand Prix drivers will go in various locations, such as the futuristic town of Mute City, the cold White Land or the volcano-like Fire Field, to prove their desire to be the very best, and answer the most anticipated question of them all: who will be F-Zero Champion?

Ladies and Gentlemen, start your engines

2. Game Presentation

“F-Zero Pocket” is a fan-game made by Linky439 in GameMaker Studio 1.4.

It is a free and non-profit game, not affiliated with Nintendo in any sorts, and will be taken down if the owners of the F-Zero license, characters, music and locations ask to.

“F-Zero Pocket” is a racing game made as a tribute to both the GameBoy/GameBoy Color and the F-Zero series, which is about to turn 30 at the time of this document.

The goal in the game is simple: be the fastest and cross the line in first place to win the championship!

3. Controls

Here are the standard controls that matches those of a GameBoy Color:

- “D-Pad”: mapped to the keyboard keys left, right, up and down by default
- “A-button”: mapped to the “X” key by default
- “B-button”: mapped to the “C” key by default
- “Start button”: mapped to the “Enter/Return” key by default

In game controls are as follow:

- D-Pad Left/Right: Steer the car left and right; Move the cursor in menu/pause

- D-Pad Up: Boost when available; Move the cursor in menu/pause
- D-Pad Down: Move the cursor in menu/pause
- A-button: Accelerate; Validate in menu/pause
- B-button: Brake; Cancel in menu/pause
- Start button: Pause; Validate in menu/pause

4. Main game screen

The heart of “F-Zero Pocket” is racing. Here is a view of what the screen looks like in a race:



- 1: It is you!
- 2: Your current position and the total number of drivers still running
- 3: Your current lap time
- 4: Your energy
- 5: Your position on the race lap. The position of the first opponent (as well as your rival) is also displayed here
- 6: Your current speed
- 7: The current lap you are in, and the total number of lap to drive in the race
- 8: One of your many opponents

- 9: The current Top 6 drivers of the race. If you move up in the ranking, your driver icon will appear here as well!

5. Racing

The racing in itself in “F-Zero Pocket” is rather simple and straightforward: you go as fast as possible to win in 16-driver races.

There are several differences between racing in real life however:

- The starting slots on the grid are the opposite of the current championship ranking. If you are currently 2nd in the championship overall ranking, you will start the following race in 15th place. You always start a championship as the default leader, which means you will start the first race in 16th place.
- You have an energy bar that get emptied if you ram into other vehicles, into the walls or simply stay too close to the walls. If you are out of energy, your car explodes and the race is over for you.
- You have spare cars at your disposal. The amount of spare cars you have depends of the level of difficulty chosen at the beginning of the championship. If you crash, you can use a spare car to restart the race, but if you are all out of spare cars, you will have to pass to the next race and score 0 point. Spare cars are set for the entire championship, so you do not get any new spare cars between races.
- You gain the ability to boost upon entering the second lap of every race. By pressing “Up”, your F-Zero vehicle will boost, but using this ability will cost you a part of your energy, so keep an eye on your energy bar at all time.

6. Game Modes

There are two game modes available in “F-Zero Pocket”:



a. Grand Prix

The main mode is the “Grand Prix” mode, in which you compete against 15 other drivers on one of the 4 cups to determine the winner of the championship.

You get to select a difficulty setting that will determine the opponents speed as well as the amount of spare machines you have. You then get to choose the one cup you want to race on, and which driver you wish to race as.

You score points at every races, and the winner of the championship is the one with the most points at the end of it.

b. Quick Race

“Quick Race” is a mode in which you compete in only one of the races. As in “Grand Prix” mode, you pick up a difficulty setting, a cup, a track and a driver.

7. Options

Here are explained the different Options that can be found in the “Options” menu.

a. Screen Resolution

As the game is based on the GameBoy Color characteristics, you can choose a multiple of the 160x144 screen resolution of the Nintendo handheld. You cannot choose a resolution higher than the one used by your Operating System.

b. Fullscreen

With this option, you can switch to fullscreen or not.

c. Road Quality

Determines the graphical quality of the road. A lower setting can impact the way track altitude is displayed on screen.

d. Music and SFX Volume

Set the music volume and sound effects volume. By default, music is at 10/10 and SFX are at 5/10.

e. Set Inputs

Choose which key of the keyboard is mapped to the GameBoy Color-like buttons.

Here are the default settings in the Save.ini file:

```
Start="13.0  
B="67.00000  
A="88.00000  
Down="40.00  
Up="38.0000  
Right="39.0  
Left="37.00  
- - - - -
```

See the “3. Controls” (p5) section for default keys on launch.

8. Drivers

There is a grand total of 30 drivers to select in “F-Zero Pocket”. However, only 5 of them are available at the beginning of the game, and you unlock more drivers as you win Grand Prix cups in various difficulty.

Each driver has their own set of characteristic, represented by these four icons:



From left to right:

- Body: how strong and robust is the body of the car
- Boost: how powerful is the boost
- Grip: how well does the car turn
- Weight: how heavy the car is

Each of these characteristics are graded from “S” (the best) to “F” (the worst).

Make sure to try different drivers and different cars to determine which one suits you best.

9. Objects/Trap

Several objects and traps can be found on the racetrack in “F-Zero Pocket”:

- Turbo pad:



Makes you boost without losing energy.

- Jump pad:



Makes you jump in the air. Once in the air, you do not lose any speed but it is harder for you to turn. Be careful where you land, because landing outside the track boundaries means instant death!

- Mine:



Explodes on impact, making you gain a huge amount of speed, jump a little, but also harms you.

- Healing section:



By entering these red and purple sections, your car will get healed progressively.

- Mud section:



These black stripes will slow your car.

- Ice section:



These blue sections will make you slide, as you will be unable to steer your car on it and your speed will stay constant.

- Lava section:



These red sections will only harm your car.

- Magnet section:



These yellow and pink stripes will attract your car to the left or to the right.

10. Add new tracks

With the way “F-Zero Pocket” has been built, it is easy to create and add new tracks to the game with nothing more than notepad! Follow this little Q&A to have a better understanding about how to create your own tracks.

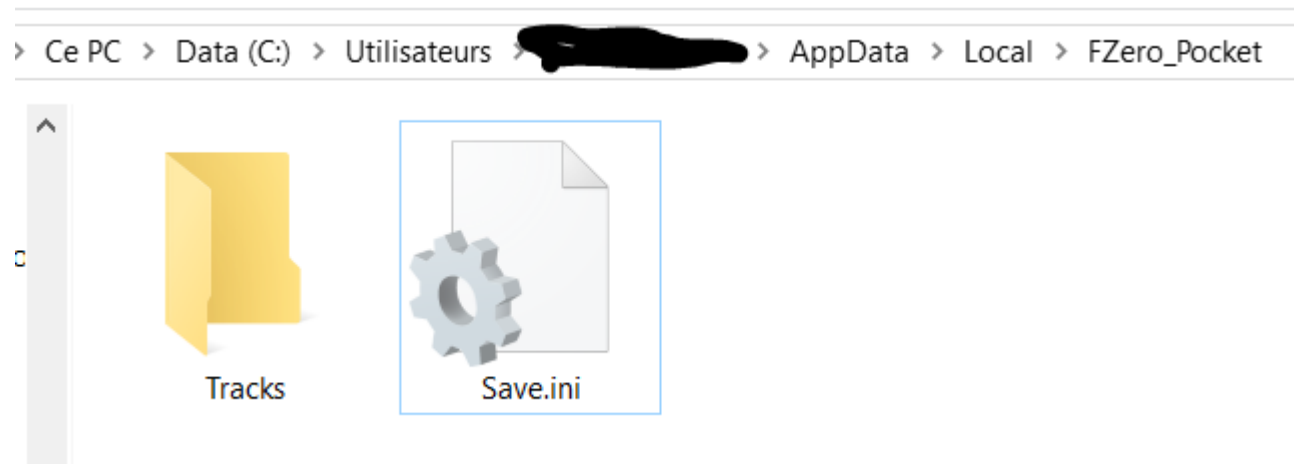
a. How are tracks stored?

Tracks are loaded from “.trk” files located in a “Tracks” folder. This “.trk” file are text files that contains all the information about the track: every segment with their width, altitude, curve, every sections (healing, mud, etc.), every objects with their position and the points the AI use to drive.

b. Where is the “Tracks” folder located?

This is the “complicated” part. By default, all 20 tracks are loaded directly by GameMaker Studio in the .exe.

However, you can always override these files by placing your own in the %localapp%/FZero_Pocket directory.



c. How can I add a .trk file?

Simply having a new .trk file will not be enough for the game to read it. You have to specify the new race in a cup first. To do that, retrieve the “ChampData.ini” file located in the same directory as the “FZero_Pocket.exe” file and place it in the %localapp%/FZero_Pocket directory.

You can open the ini file in any text editor. **Please note you should not add a championship/cup while the game is running.** You can however modify the other information as you wish, but the game loads the amount of cup on start.

Here is an example:

```
[Champ_0]
Name = "Ruby Cup"
Icon = 1
nTrack = 5
Track0 = "Mute City I"
Track1 = "Simoom Spiral"
Track2 = "Dry Hills"
Track3 = "Frosted Ears"
Track4 = "Boldness Trial"
```

All cups are numbered in an incremental way (do not skip a number!) starting at 0, inside Sections named “Champ_X”, with “X” your number.

The “Name” key contains the name of the cup.

The “Icon” key is to determine which cup icon to display. For user-created cups, the values of 5 or 0 are recommended.

The “nTrack” key determines how many tracks are in the cup.

The “Track*” key determines which races are the cup’s tracks. Once again, do not skip a number in the key name, and always start by “Track0”.

Let’s say you have created a track called “My User Track” for a new cup called “My User Cup”. You should have a “MyUserTrack.trk” (always respect the Capital letters in the filename, just remove all the spaces in the name) file that contains your circuit first, and place it in the “Tracks” folder in %localapp%/FZero_Pocket.

Then, edit the “ChampData.ini” with the following:

```
[Champ_4]
Name = "My User Cup"
Icon = 5
nTrack = 1
Track0 = "My User Track"
```

You can virtually add as many cups and tracks as you want this way!



d. How is track constructed?

A track in “F-Zero Pocket” is based on Segments. Segments have a length, a width, an altitude and a curve.

On top of these segments can be added Ground Types, which are the healing, mud, lava, ice and magnet sections presented above in the present booklet. These Ground Types have a starting distance, a length, a width, a left-position.

Are added after that the objects (turbo pad, jump pad and mines), which have a type, a horizontal position and a location on the track.

Finally, the AI points determines the overall target speed of the AI vehicles until a certain distance is reached by their car.

e. [How can I create my track?](#)

There are several rules to follow to create a .trk file.

Let's start with the header:

```
[Track]
Name = "Mute City I"
Location = "Mute City"
Length = 10750
Segments = 26
Ground Types = 5
Objects = 3
Lap = 3
Icon = 1
```

The "Track" section contains several very important key values:

- Name: the name displayed by the game. Note it can be different than the .trk filename, but it is not recommended to do so, as the "ChampData.ini" file will try to find the track based on the .trk filename.
- Location: choose one of the 10 available locations => Mute City, Big Blue, Sand Ocean, Fire Field, Lightning, Illusion, White Land, Mist Flow, Red Canyon. Any other value (please respect spaces and capital letters) will result in Mute City being loaded in game.
- Length is purely informative.
- Segments: the number of segments of the track
- Ground Types: the amount of sections (healing, mud, etc.) of the track

- Objects: the amount of objects on the track
- Lap: if the key is not present, the game will default this value to 3.
- Icon: to display the mini-map of the standard tracks before the race. For user-created tracks, it is highly recommended to not write this key and let the game default the value to 0.

Let's add segments:

```
[Segment_0]
Length = 400
Curve Init = 0
Curve End = 0
Altitude Init = 25
Altitude End = 25
Width Init = 240
Width End = 240
Road = 1

[Segment_1]
Length = 100
Curve Init = 0
Curve End = 0
Altitude Init = 25
Altitude End = 25
Width Init = 240
Width End = 360
Road = 1
```

As usual, always start with "Segment_0". **Please note the first segment of the track MUST have an altitude of 25 at its basis.**

For each segment, you first determine a length. You then determine its curve on the starting point (Curve Init) and the final point (Curve End), and the curve of the segment in the middle will be gradually changing from “Curve Init” to “Curve End”. The same thing is applied to Altitude and Width (Width is here in pixels, so a segment with a width of 160 will occupy the entire screen)

For Curve values, 0 is a straight line and 0.15 is a rather harsh and slow turn. A positive value of the Curve means this is a right turn, a negative value means a left turn. You can also create “S” by setting values of different signs in “Curve Init” and “Curve End”.

You can also specify whether or not you want this segment to be displayed with the “Road” key (0 to be hidden, 1 to be displayed).

Please note your last segment should always be a least 80 pixel wide to make sure the cars do not start outside the track boundaries.

Let’s add Ground Types now.

```
[Ground Type_0]
Type = Heal
Left Fixed = 1
Right Fixed = 0
Start Fixed = 0
End Fixed = 0
Hori Clamped = 1
Start = 0
Length = 800
Left = -180
Width = 100
Relative Distance = 2

[Ground Type_1]
Type = Mud
Left Fixed = 1
Right Fixed = 1
Start Fixed = 0
End Fixed = 0
Hori Clamped = 1
Start = 200
Length = 0
Left = -180
Width = -80
Relative Distance = 5
Relative End = 14
```

You number them from “Ground Type_0”.

The “Type” key determines the type of section, which can be Heal, Mud, Ice, Lava, Magnet_Left or Magnet_Right.

The “Left Fixed” key determines whether the left-position of the ground type is fixed or depends of the segment width. The same thing applies to the other “*Fixed” keys.

“Hori Clamped” is recommended to be set at 1 in order not to have Ground Type displayed outside the boundaries of the track.

The “Start” key sets up the position on track (in distance) where the Ground Type starts. The “Length” key lets you specify how long this section will run.

The “Left” key determines the position of the left-border of the Ground Type. If “Left Fixed” is set to 0, the “Left” key should be set using a ratio of width between -1 and 1.

The “Width” key determines the width of the Ground Type. If “Right Fixed” is set to 1 however, this key will specify the exact right-border horizontal position.

The “Relative Distance” allows you to use a segment as a basis for your Ground Type. For instance, if “Relative Distance” is set to 2 and “Start” is set to 200, then the Ground Type will start in a distance of 200 after the start of “Segment_2”.

The same applies to “Relative End”, only this time the game checks the “Length” value.

This may seem a bit hard to understand at first, but I encourage you to check the existing tracks and try your own, it is not really hard to create a track once you get the hang of it!

Let’s move on to the objects:

```
[Object_0]
Type = Jump
X = 0
Distance = 400
Relative Distance = 14

[Object_1]
Type = Turbo
X = 0
Distance = 100
Relative Distance = 23
```

As usual, number them from “Object_0” and don’t skip numbers.

The “Type” key specifies the object type and can be either “Turbo”, “Jump” or “Mine”.

The “X” key specifies the horizontal position of the object. It can be set outside the boundaries of the track.

The “Distance” and “Relative Distance” work the same way “Start” and “Relative Distance” worked in the “Ground Type” sections. For instance here, the first object is a Jump pedal located in the middle of the track, at a distance of 400 after the start of the Segment_14.

Finally, the AI:

```
[AI_0]
Distance = 100
Speed = 1

[AI_1]
Distance = 500
Speed = 0.8
```

The trickiest part of the file. As usual, start with “AI_0” and increase.

The “Speed” key is a ratio and represent the target speed for the AI. A value of 1 means they will try to reach their maximum speed, while a value of 0.5 means they will go at half their maximum speed.

For balance reason, it is possible to set this values above 1, the AI will simply go faster than usual.

The “Distance” key means the AI will try to go at the target speed until it reaches the value specified in the “Distance” key.

For instance, here the AI will try to go to their max speed until they reach the distance of 100, and will then have a new target speed of 0.8 times their maximum speed until they reach the distance of 500.

Phew, there you go, you can now create your own track!

Some tips:

- AIs can be quite self-destructives so make sure you put enough healing sections
- Do not make curves too sharp as it will be ugly and impossible to race on : staying inside the [-0.15;0.15] range is more than enough in most cases
- A short segment is around a length of 200
- Make sure your amount of segments, ground types and objects are correctly set up in the “Track” section
- You can always come back to the default tracks for ideas and better understanding of how a .trk file works.
- Have fun!

11. Credits

This game is dedicated to my older brother, and I made it with this birthday specially in mind.

“F-Zero Pocket” has been created by Linky439, with the original music of the GBA games “F-Zero GP Legend” and “F-Zero Climax” composed by Kenji Hikita.

I hope you will enjoy playing it as much as I enjoyed making it. To make the deadline, I had to drop the “Time Attack” mode, unfortunately, in favor of 10 new tracks and a total of 4 cups instead of 2.

Let’s all hope a new official F-Zero game will see the light of day!