F @-@ Zero (video game) =

F @-@ Zero is a futuristic racing video game developed by Nintendo EAD and published by Nintendo for the Super Nintendo Entertainment System (SNES) . The game was released in Japan on November 21 , 1990 , in North America in August 1991 , and in Europe in 1992 . F @-@ Zero is the first game of the F @-@ Zero series and was one of the two launch titles for the SNES in Japan , but was accompanied by additional initial titles in North America and Europe . It was re @-@ released for the Virtual Console service on the Wii in late 2006 , the Wii U in early 2013 , and on the New Nintendo 3DS in early 2016 .

The game takes place in the year 2560 , where multi @-@ billionaires with lethargic lifestyles created a new form of entertainment based on the Formula One races called " F @-@ Zero " . The player can choose between one of four characters in the game , each with their respective hovercar . The player then can race against computer controlled characters in fifteen tracks divided into three leagues .

F @-@ Zero is acknowledged by critics to be the game that set a standard for the racing genre and the creation of the futuristic subgenre . Critics lauded F @-@ Zero for its fast and challenging gameplay , variety of tracks , and extensive use of the graphical mode called " Mode 7 " . This graphics @-@ rendering technique was an innovative technological achievement at the time that made racing games more realistic , the first of which was F @-@ Zero . As a result , IGN credited it for reinvigorating the genre and inspiring the future creation of numerous racing games . In retrospective reviews of the game critics agreed that it should have used a multiplayer mode .

= = Gameplay = =

F @-@ Zero is a futuristic racing game where players compete in a high @-@ speed racing tournament called " F @-@ Zero " . There are four F @-@ Zero characters that have their own selectable hovercar along with its unique performance abilities . The objective of the game is to beat opponents to the finish line while avoiding hazards such as slip zones and magnets that pull the vehicle off @-@ center in an effort to make the player damage their vehicle or fall completely off the track . Each machine has a power meter , which serves as a measurement of the machine 's durability ; it decreases when the machine collides with land mines , the side of the track or another vehicle . Energy can be replenished by driving over pit areas placed along the home straight or nearby .

A race in F @-@ Zero consists of five laps around the track . The player must complete each lap in a successively higher place to avoid disqualification from the race . For each lap completed , the player is rewarded with an approximate four @-@ second speed boost called the " Super Jet " and a number of points determined by place . An on @-@ screen display will be shaded green to indicate that a boost can be used ; however , the player is limited to saving up to three at a time . If a certain amount of points are accumulated , an extra " spare machine " is acquired that gives the player another chance to retry the course . Tracks may feature two methods for temporarily boosting speeds ; jump plates launch vehicles into the air thus providing additional acceleration for those not at full speed and dash zones greatly increases the racer 's speed on the ground . F @-@ Zero includes two modes of play . In the Grand Prix mode , the player chooses a league and races against other vehicles through each track in that league while avoiding disqualification . The Practice mode allows the player to practice seven of the courses from the Grand Prix mode .

F @-@ Zero has a total of fifteen tracks divided into three leagues ordered by increasing difficulty : Knight , Queen , and King . Furthermore , each league has four selectable difficulty levels : beginner , standard , expert , and master . The multiple courses of Death Wind , Port Town , and Red Canyon have a pathway that is not accessible unless the player is on another iteration of those tracks , which then in turn closes the path previously available . Unlike most F @-@ Zero games , there are three iterations of Mute City that shows it in either a day , evening , or night setting . In BS F @-@ Zero 2 , Mute City IV continued the theme with an early morning setting .

= = Setting = =

F @-@ Zero is set in the year 2560 , when humanity 's multiple encounters with alien life forms had resulted in the expansion of Earth 's social framework . This led to commercial , technological and cultural interchanges between planets . The multi @-@ billionaires who earned their wealth through intergalactic trade were mainly satisfied with their lifestyles , although most coveted more entertainment in their lives . This resulted in a new entertainment based on the Formula One races to be founded with vehicles that could hover one foot above the track . These Grand Prix races were soon named " F @-@ Zero " after a rise in popularity of the races . The game introduced the first set of F @-@ Zero racers : Captain Falcon , Dr. Stewart , Pico , and Samurai Goroh . IGN claimed Captain Falcon " was thrust into the limelight " in this game since he was the " star character " . An eight @-@ page comic was included in its SNES manual that carried the reader through one of Captain Falcon 's bounty missions .

= = Development and releases = =

The game was released alongside the SNES in Japan on November 21 , 1990 , in North America in August 1991 , and in Europe in 1992 . Only it and Super Mario World were initially available for the Japanese launch . In North America , Super Mario World shipped with the console , and other initial titles included F @-@ Zero , Pilotwings , SimCity , and Gradius III . The game was produced by Shigeru Miyamoto . It was downloadable over the Nintendo Power peripheral in Japan and was also released as a demo onto the Nintendo Super System in 1991 . Takaya Imamura , one of the art designers for the game , was surprised to be able to so freely design F @-@ Zero 's characters and courses as he wanted since it was his first game .
Mode 7 is a form of texture mapping available on the SNES which allows a raster graphical plane to be rotated and scaled freely , simulating the appearance of 3D environments without processing any polygons . The Mode 7 rendering applied in F @-@ Zero consists of a single @-@ layer which is scaled and rotated around the vehicle . This pseudo @-@ 3D capability of the SNES was designed to be represented by the game . 1UP.com 's Jeremy Parish stated that F @-@ Zero and Pilotwings " existed almost entirely for the sake of showing [the system 's pseudo @-@ 3D capabilities] off " as they outclassed the competition .
An F @-@ Zero jazz album was released on March 25 , 1992 in Japan by Tokuma Japan Communications . It features twelve songs from the game on a single disc composed by Yumiko Kanki and Naoto Ishida , and arranged by Robert Hill and Michiko Hill . The album also features Marc Russo (saxophones) of the Yellowjackets and Robben Ford (electric guitar) . The game was re @-@ released for the Virtual Console service on the Wii in late 2006 , then on the Wii U in February 2013 , followed by its New Nintendo 3DS release in March 2016 .

= = Reception = =

F @-@ Zero was widely lauded by game critics for its graphical realism , and has been called the fastest and most fluid pseudo @-@ 3D racing game of its time . This has been mostly credited to the development team 's pervasive use of the " Mode 7 " system . Eurogamer 's Tom Bramwell commented " this abundance of Mode 7 was unheard of " for the SNES . This graphics @-@ rendering technique was an innovative technological achievement at the time that made racing games more realistic , the first of which was F @-@ Zero . Jeremy Parish of Electronic Gaming Monthly wrote that the game 's use of Mode 7 created the " most convincing racetracks that had ever been seen on a home console " that gave " console gamers an experience even more visceral than could be found in the arcades . " 1UP.com editor Ravi Hiranand agreed , arguing F @-@ Zero 's combination of fast @-@ paced racing and free @-@ range of motion were superior compared to that of previous home console games . IGN 's Peer Schneider assured readers F @-@ Zero was one of the few 16 @-@ bit era video games to " perfectly combine presentation and functionality to create a completely new gaming experience " .

The game was praised for its variety of tracks , and steady increase in difficulty . GameSpy 's Jason D 'Aprile thought the game " was something of a finesse racer . It took lots of practice , good memorization skills , and a rather fine sense of control . " Matt Taylor of The Virginian @-@ Pilot commented that the game is more about " reflexes than realism " , and it lacked the ability to save progress between races . F @-@ Zero 's soundtrack was lauded .

In GameSpot 's retrospective review by Greg Kasavin , he praised F @-@ Zero 's controls , longevity and track design . Kasavin felt the title offered exceptional gameplay , with " a perfect balance of pick @-@ up @-@ and @-@ play accessibility and sheer depth " . Retrospective reviews agreed that the game should have used a multiplayer mode . IGN 's Lucas Thomas criticized the lack of a substantial plot and mentioned F @-@ Zero " doesn 't have the same impact these days " suggesting " the sequels on GBA very much pick up where this title left off " .

IGN ranked F @-@ Zero as the 91st best game ever in 2003 , discussing its originality at time of release and as the 97th best game ever in 2005 , describing it as still " respected as one of the all @-@ time top racers " . ScrewAttack placed it as the 18th best SNES game .

= = = Legacy = = =

F @-@ Zero has been credited with being the game that set a standard for the racing genre and inventing the " futuristic racing " subgenre of video gaming . IGN credits the game for having inspired the future creation of numerous racing games inside and out of the futuristic subgenre , including the Wipeout series and Daytona USA . Amusement Vision 's President , Toshihiro Nagoshi , stated in 2002 that F @-@ Zero " actually taught me what a game should be " and that it served as an influence for him to create Daytona USA and other racing games . Amusement Vision collaborated with Nintendo to develop F @-@ Zero GX and AX , with Nagoshi serving as one of the co @-@ producers for these games .

= = = Sequels = = =

Nintendo initially developed the sequel of the first F @-@ Zero game for the SNES , although it was broadcast in several versions on the St.GIGA subscription service for the Satellaview attachment of the Super Famicom instead . Using this add @-@ on , gamers could download titles via satellite and save it onto a flash ROM cartridge for temporary play . The sequel was released under the Japanese names of BS F @-@ Zero Grand Prix and BS F @-@ Zero Grand Prix 2 during the mid @-@ 1990s . There are tracks named as a follow @-@ on from F @-@ Zero ? such as " Mute City IV " , since Mute City I @-@ III appeared in the original game . BS F @-@ Zero Grand Prix contained a new track along with the original 15 tracks from the SNES game and four different playable vehicles . According to Nintendo Power , the game was under consideration for a North American release via Game Pak . IGN states BS F @-@ Zero Grand Prix 2 features one new league containing five tracks , a Grand Prix and a Practice mode .

Although the F @-@ Zero franchise made the transition to 3D graphics on the Nintendo 64 with the release of F @-@ Zero X in 1998 , Mode 7 graphical effects continued to be used for the Game Boy Advance (GBA) installments Maximum Velocity and GP Legend . The third sequel F @-@ Zero : Maximum Velocity was released for the GBA in 2001 . This installment was described by GameSpy as a hard overhaul of F @-@ Zero and featured improvements to its graphical effects . F @-@ Zero GX and AX , were released for the Nintendo GameCube and the Triforce arcade system board respectively in 2003 , was the first significant video game collaboration between Nintendo and Sega . GX is the first F @-@ Zero game to include a story mode , while AX was called by GameSpot as the first to get a " proper arcade release " . The most recent installment in the series , F @-@ Zero Climax , was released for the GBA in 2004 and is the first F @-@ Zero game to have a built @-@ in track editor without the need for an expansion or add @-@ on .