F-Zero GX FAQ

by paxk

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                        F-Zero GX FAQ/Walkthrough
                              Version 1.4
                         Written by Pax Krouw
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Chapter 40-The Saga Continues...

Part 1- The Guide and Its Organization

Here we are at the long awaited home of F-Zero GX. If this is your first visit to F-Zero, welcome. While it may feel as if you've come to the party a bit late, you've come at the best possible time. With the addition of F-Zero GX and its arcade counterpart F-Zero AX, you can now enjoy a level of immersion and speed unlike any generation before.

Basically, the guide is run down like this: There are 10 major parts to the guide, and 40 chapters. Each part will begin with a few paragraphs about what you will encounter in the proceeding chapters. The parts are set off with this symbol:

Each chapter begins with an introductory paragraph and other info about what you will encounter. The chapters are set off with this symbol:

/Chapter #- XXXXX

Throughout the chapters you will also encounter these mini-sections:

VERDICT: This section explains which choice you should make over a less desirable one.

MAJOR HELP: This section gives you something that can really help you out in the long run.

CROSS-REFERENCE: This section tells you where you can find more information about a topic in a different Section.

TIP: These sections are scattered throughout the guide. They are named by chapter and by tip number (e.g. Tip number 4 in Chapter 7 would be tip 7.4)

TESTER TIP: This section gives you a tip that I've tested myself and works for me that you should use to your advantage.

TRY THIS: This section offers you some options that you should try and experiment with at your own home and send in your results.

FIND IT!: This section gives you options for you to explore and search for things online or on other places.

That is a basic rundown on the guide. Now I know that I will not have included every possible piece of information, so I've included some guidelines below on e-mailing me strategies:

/E-MAIL INFO

|My e-mail address is paxk@yahoo.com. If you are an avid fan of F-Zero | and wish to send me your strategies I will be more than happy to post | them with the guide because I want this to be the absolute best FAQ | | for this game. Give me anything you have, even if you think I won't | | use it, because I can ALWAYS use new info/strategies in my guide. Do | | NOT send me images, however, because I don't trust image-senders on a | Yahoo! account. I get at least 100 spam messages a month, and if you | | send me any, you'll be in for a surprise. You will NO longer be able | | to e-mail me, because you will be added to my blocked address list. | Just stick to the strategies, and please use this format: | | |

|Send to: paxk@yahoo.com

|Please use proper grammar, spelling, and punctuation. While some of |you aren't strong in this area, I can't read crappy sentences very |well.

Now enjoy yourself reading. I wish you the best of luck in your racing.

With that out of the way, here's what you'll encounter in Part 1 of this wonderful guide. These first few chapters deal with the game time-frame and the Version History of my wonderful guide.

Chapter 1- Introduction- This chapter deals with where we are since the past games. A must-read for newbies to the series.

Chapter 2- Version History- What happened in this guide and when. Not necessary

here.
Chapter 3- Website Links- Provides helpful website links that can help you win this game
/Chapter 1- Introduction
The long awaited F-Zero X Grand Prix made its return a year ago, and it was Captain Falcon in machine number 07 who took the crown.
Now speed freaks who know no fear are back. Some come in the name of honor while others covet the final prize.
Already the motives of the pilots are clashing and the races have just begun
/Chapter 2- Version History \
Version 1.4 (04/16/05) - I have TOTALLY reorganized this guide to make it easier to read. Everything about it is different as far as how to find information. The only section I have left to finish is the Track Walkthroughs. Other than that, enjoy!
Version 0.9 (08/10/04) - This guide is not yet completed, but this was MAJOR UPGRADE. Lots of things have been fixed or updated, more track walkthroughs are done, and the Story Mode section has been completely revised. Expect the guide to be complete in the next version.
Version 0.7 (07/16/04) - Secrets section added. Staff Ghosts added. More Story Chapters updated. Pilot Profiles completed/modified. Lots more to do, track walkthroughs will come as soon as I can get time to do them.
/Chapter 3- Website Links \
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This guide is not the only way to get the most out of your F-Zero GX game. There are several other websites besides mine, which give you and even clearer picture of F-Zero. The sites are:
Smash Boards- www.smashboards.com F-Zero Academy- ee2.1asphost.com/fzeroacademy/index.html Game FAQs- www.gamefaqs.com Neoseeker- www.neoseeker.com
F-Zero Academy- ee2.1asphost.com/fzeroacademy/index.html Game FAQs- www.gamefaqs.com Neoseeker- www.neoseeker.com Tip 3.1- The Websites
F-Zero Academy- ee2.1asphost.com/fzeroacademy/index.html Game FAQs- www.gamefaqs.com Neoseeker- www.neoseeker.com Tip 3.1- The Websites
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to the progression to your game, but it does feel good if you're mentioned in

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|L|
| Tip 4.1- Controller Finger Positions
| When holding your GCN controller, put your left hand thumb on the
| Control Stick, and your right hand thumb on the A Button. This gives| | you
easy access to the rest of the buttons.
IN-GAME CONTROLS:
A: Accelerate
B: Air Brake
D-pad: Switches camera angle
L: Shifts Machine Left
R: Shifts Machine Right
X: Use Side-Attack
Y: Use Boost
Z: Use Spin-Attack
Control Stick: Tilt to change direction. Press up to increase speed and decrease
flight. Press down to decrease speed and increase flight.
______
| Tip 4.2- Nosediving
| Pressing up on the Control Stick to nosedive while in mid-air is a
| useful feature, but should only be used if you are falling a long
| way and not trying to reach a high platform (e.g. Serial Gaps). It
| will also give you a faster speed than just gliding.
| Tip 4.3- Flying
| Pulling the Control Stick back to fly while in mid-air is a useful
| feature, but it must be done perfectly to avoid losing considerable |
| time and speed (and also to prevent falling off course). When you
| pull back on the stick, you should only do it VERY lightly (and also)
| only when you have to add just a bit of altitude to your air-time). |
| Eventually your engines will shut off, so follow the rules above for | | best
results.
| MAJOR HELP: Sliding and Drifting
| Slide Turn: Hold L or R (NOT TOGETHER) and tilt the Control Stick at|
\mid the same time to slide and take a curve. Note that this decreases
| speed. (MAX SPEED ADVANTAGE)
\mid Drift Turn: Hold L and R together and tilt the Control Stick at the \mid
\mid same time to drift along a curve. Note that this increases speed.
| (MAX ACCELERATION ADVANTAGE)
MAIN MENU CONTROLS:
B: Return to title screen
Control Stick: Move up, down, left, right, and diagonally
| Tip 4.4- Pressing B while at the Main Menu
| This isn't really a Tip, it's just an interesting feature. If you
\mid press B while at the Main Menu screen, the game goes back to the
| introduction screen
SETTINGS MENU CONTROLS:
A: Enter race
B: Return to main menu
L/R: Change machine color
Control stick: Select settings
\verb|LOGITECH| SPEED| FORCE| CONTROLS| (Steering| \verb|Wheel/Accessory| Kit):
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Anything in parenthesis is for use with the accessory pack (gas pedal/brake).

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A: Enter/Accelerate (Booster)
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- B: Cancel/Brake
- L: Move cursor left/slide machine left
- R: Move cursor right/slide machine right
- X: (Switch Camera Angle)
- Y: Booster (Switch Camera Angle)
- Z: Not used

Control Pad: Move cursor/tilt machine's nose/rear

Side Attack: Press L or R twice

Spin Attack: Hold down L and R as you turn the wheel

F-ZERO AX CONTROLS

Gas Pedal: Accelerate Brake: Use Air Brake

Steering Wheel: Turn left/right

Boost Button: Boost

Left Paddle: Slide machine left Right Paddle: Slide machine right

Side Attack: Press the paddle in the direction you wish to attack and hit the wheel sharply while doing so.

Spin Attack: Hold down BOTH paddles and turn the wheel in the direction in which you wish to attack.

Slide Turn: Hold down the paddle in the direction in which you wish to slide and turn the wheel to correspond to that direction.

Drift Turn: Hit the brake before entering the turn (if you don't the machine will spin attack instead) and press down BOTH paddles and turn the wheel in the direction in which you wish to drift.

/2. Ratings

In F-Zero GX, machines are rated with three ratings: Body, Boost, and Grip ranked from A to E.

The Body Rating

Broken down simply, the body rating is a representation of how much damage an F-Zero machine can take without breaking down. There is, however, much more depth to this topic than there seems to be.

It follows basic logic that a machine with an A rated body will survive a race longer than one with an E rated body. The distorted fact, however, is the skill level of the pilot.

Consider the following situation: Two people are racing at F-Zero. One pilots a machine with an A body, and the other pilots a machine with an E body. The first pilot is a newbie to F-Zero GX, and the second is an expert player.

During the race, the beginner is much more likely to collide with walls than an expert pilot. Thus, the A rated machine receives more damage, despite its higher body rating.

Next imagine that the expert player spin attacks and hits the beginner. This will cause even more damage. If no energy strips were present and the pattern continued, the A rated machine will be destroyed more quickly than the E rated machine.

From this example, it follows that machines with A Bodies will not necessarily last longer than \mbox{E} rated machines.

The table below lists all of the machines in the game with their respective body ratings.

Table 4.1- Body Ratings

A Bodies	B Bodies	C Bodies	D Bodies
1			1
Fire Stingray	Blue Falcon	White Cat	Golden Fox
Wild Goose	Iron Tiger	Sonic Phantom	Wonder Wasp
Green Panther	Deep Claw	Hyper Speeder	Silver Rat
Wild Boar	Mad Wolf	Space Angler	Bunny Flash
Crazy Bear	Super Piranha	Mighty Typhoon	1
Black Bull	Astro Robin	Pink Spider	1
Dark Schneider	Big Fang		1
Fat Shark	Night Thunder		1
Rolling Turtle	Blood Hawk		1
1	Magic Seagull		1
1	Spark Moon		1
1	Groovy Taxi		1
1	Rainbow Phoenix		1
E Bodies	1		
1			
Great Star			

often, as that is something beginners usually end up doing.

The Boost Rating

As with the body rating, F-Zero GX tells us that machines with higher boost ratings will dramatically increase their speed when they boost. This means that machines with high boost ratings must be able to win races more easily than ones with lower booster ratings. Right?

Let's test this theory. Imagine the newbie and expert pilot racing once again. Assuming body and grip rating are not important, the newbie is equipped with an A rated Booster and the expert is equipped with a D rated Booster. It is the final lap of an intense race.

Keeping these factors in your head, say that the expert's machine has a slight lead over the beginner. The beginner will then boost. With his A rated Booster, the beginner will most likely catch up to or pass the expert.

Now the beginner will pour on the speed and boost. This will give him the lead he needs to win the race. If there is only a short section of track left, and the beginner's booster is almost drained, he will most likely boost until his energy is depleted.

Say that the final turn of the race is a small, relatively easy curve. The beginner will then win. But what if the final curve is a sharp turn? The beginner may easily crash into the wall and die, while the expert neglects boosting, and finishes the race.

Below is a table of all of the machines in the game with their respective booster ratings.

Table 4.2- Booster Ratings

- 1	A Boosters	1	B Boosters	I	C Boosters	D Boosters
- 1		1		I	1	
- 1	Golden Fox	1	Wild Goose	I	Blue Falcon	Fire Stingray
- 1	Great Star	1	Deep Claw	I	White Cat	Iron Tiger
- 1	Red Gazelle	1	Little Wyvern	I	Super Piranha	Astro Robin
- 1	Death Anchor	1	Mad Wolf	I	Hyper Speeder	Big Fang
- 1	Sonic Phantom		Green Panther	1	Space Angler	Groovy Taxi
	Twin Norrita	1	King Meteor		Wild Boar	Rolling Turtle
	Night Thunder	1	Queen Meteor		Pink Spider	
	Blood Hawk	1	Mighty Hurricane		Spark Moon	
	Wonder Wasp	1	Crazy Bear		1	
- 1	Mighty Typhoon		Dark Schneider	I	1	1
- 1	Cosmic Dolphin		Fat Shark	I	1	1
- 1	Magic Seagull	1	Bunny Flash	1	1	
- 1	Silver Rat	1	Rainbow Phoenix	1	1	
- 1		1				
- 1		1				
- 1		1				
- 1						
- 1	E Boosters					
- 1						
- 1	Black Bull					

The Grip Rating

Like its predecessors, the grip rating plays a major factor in determining a machine's overall statistics. The basic law of F-Zero GX states that machines with higher grip ratings will hug curves more easily and will be less challenging to handle than a machine with a lower grip rating.

I will now also disprove this theory. Assuming our two pilots are racing again, the beginner has a machine with an A grip and the expert has a machine with an E grip. Let's say that they are racing on a track with many sharp curves and several patches of ice.

The expert will know the course and will take the curves easily. His machine may slide a bit due to the grip rating, but he remains in control.

The beginner won't have any idea what the track is like, having never raced on it before. He won't remain in control of his machine, despite its ability to hug curves

When the expert reaches a patch of ice, his E rated machine will slide "with" the ice and speed up. The beginners A rated machine will slide "against" the ice and either bump into walls, or fall off the track.

Why does the expert's machine slide "with" the ice and the beginner's "against" it? Well, for two reasons. E rated machines usually slide naturally and are excellent for snaking. Their weight also makes them easy to control (except for cases with heavy machines with an E rated grip). The beginner will not know how to react to ice, and his machine will most likely not perform well on ice.

From this it follows that machines with higher grip ratings will not necessarily handle better that those with lower grip ratings.

Table 4.3- Grip Ratings

1	A Grips	B Grips	C Grips	D Grips
-			1	1
-			Wild Goose	Golden Fox
	Iron Tiger	2 1	Deep Claw	Great Star
	Astro Robin	Little Wyvern	Red Gazelle	Sonic Phantom
- 1	Big Fang	Super Piranha	Mad Wolf	Green Panther
	Hyper Speeder	King Meteor	Death Anchor	Wonder Wasp
- 1	Space Angler	Queen Meteor	Twin Norrita	Mighty Typhoon
- 1	Black Bull	Mighty Hurricane	Wild Boar	Dark Schneider
- 1	Pink Spider	Spark Moon	Cosmic Dolphin	Silver Rat
- 1	Bunny Flash	Groovy Taxi	Rainbow Phoenix	1
- 1	I	Rolling Turtle	1	1
- 1	I			
- 1	I			
i	ı			
i	E Grips			
i	- 1			
i	Night Thunder			
i	Blood Hawk			
i	Crazy Bear			
i	Fat Shark			
i	Magic Seagull			
1	VERDICT- Ratin	ogs and Machines.	From Beginners to	Aces
i		-	-	ip ratings such as
1	-	-		iger. More advanced
ν.			-	-
p.	rayers should u	ise machines with	higher body and bo	oust ratings, as

/3.Settings

| grip can be made up for with a Max Speed setting (see next section).|

Max Acceleration: A machine with an acceleration base will start quickly and be able to drift easier. When you drive through a dirt zone, you speed will also not decrease as dramatically. The machine also gains maximum boost power. In exchange, the machine loses grip and maximum speed.

Max Speed: A machine with a max speed base will gain maximum speed and grip power. However, the machine loses the ability to drift easily and start quickly. Boost is also decreased.

| VERDICT- Max Acceleration vs. Max Speed: If you are a beginner, use | | Max Acceleration as your starting speed will not decrease if you | | frequently hit the walls, which most beginners do. If you are more | | advanced, use Max Speed to get the full potential of your machine; | | you will need it in Expert and Master class races. |

/4. Menus |

This section tells you about the menus you'll constantly see in F-Zero GX.

END OF RACE MENU:

Always seen at the end of the race. Tells your ranking, lap time, and max speed.

MAIN MENU:

```
|GRAND||VS.B-||TIME
    |PRIX ||ATTLE||ATTACK |
    |PRAC-||STORY||REPLAY |
    |TICE || ||
    |CUST-||OPTI-||PILOT |
    |OMIZE||ONS ||PROFILES|
Your most frequently seen menu. Gives you the option to go to any area of the
GRAND PRIX CLASS MENU:
| NOVICE |
| STANDARD |
  EXPERT |
| MASTER |
Gives you the choice of 4 classes on which you want to race on.
SETTINGS MENU:
| SETTINGS GRAPH
                                   BODY X
| MACHINE NAME: XXXXX
                                    BOOST X
                                    GRIP X
Seen right before you enter a race. Lets you adjust between Max Speed and Max
Acceleration.
STORY MODE MENU:
                          CHAPTER: #
                       CHAPTER DESCRIPTION:
                             XXXXX
                     |NORMAL| |HARD| |VERY HARD|
                          BEST TIME: ###
You'll see this menu before you enter Story Mode. Select a Chapter difficulty to
proceed.
VS. BATTLE MENU:
                               LAPS: ##
                           HANDICAP: ON/OFF
                           RESTORE: ON/OFF
                          CPU: WITH/WITHOUT
                      2P SPLIT: VERTICAL/HORIZONTAL
                     3P 4TH MENU: LIVE CAMERA/COURSE MAP
Gives you the options for Vs. Battle Mode. Choose the number of laps, the
addition of a handicap, the restore feature on or off, the cpu with or without,
the 2P split vertical or horizontal or the 4th menu in 3P mode to be a camera or
map.
PRACTICE MENU:
```

LAPS: ##
RESTORE: ON/OFF

```
CPU: ##
                              CLASS: N/S/E/M
Used before Practice Mode. Lets you set the number of laps, the use of the
restore feature, the number of cpus, and your desired class setting.
/Chapter 5- Machine/Pilot Profiles
In this chapter, I will describe the racers like this:
No.- Name (Cost in tickets) *s depending on worth (* = very bad, ** = bad, *** =
decent, ****= good, and ****= very good)
| FIND IT!: Extra Pilot Info
| If you have any facts about pilots not mentioned here, send them to |
| Your hard work will not be forgotten!
______
No. ##- XXXXX (## tickets) *XXX
Pilot- XXXXX
Sex: X
Age: ##
Body X
Boost X
Grip X
Creator: XXXXX
Engine: XXXXX
Graph: [x,y,z,n] x = body, y = max speed, z = cornering, n = acceleration
No. 00- Dark Schneider (20 tickets) *****
Pilot- Deathborn
Sex: Male
Age: Unknown
Body A
Boost B
Grip D
Creator: Unknown
Engine: DS021Px3
Weight: 2080 kg
Graph: [3,3,1,0]
This machine is by far one of the best racers in the entire game. Don't let the
D grip fool you. Since the weight of the machine is heavy, it actually handles
quite well (if the machine had a higher grip, it would weigh more and, believe
it or not, turn worse). This machine will OWN THE RACE on circuits with few
rails like Cosmo Terminal [Trident], and Fire Field [Undulation]. I beat the
Diamond Cup on Expert and Master with the Dark Schneider.
This mysterious pilot makes even Black Shadow, the evil emperor, shudder with
fear. Since the huge accident four years ago, several F-Zero pilots have turned
up missing. In all of the missing-persons investigations conducted by the Space
Police, Deathborn was the primary suspect. Deathborn has died three times, but
each time was brought back to life by exchanging his real body parts for
mechanical ones. Through these procedures, he has become essentially immortal. A
device installed within his body allows him to travel freely through space,
making it possible for him to mysteriously appear anywhere at any time. He
banishes those he dislikes to the outer limits of space where they become
drifting vagabonds for all eternity. Deathborn is plotting to take over the
universe. His plan is to obtain the ultimate power that would allow him to
determine life and death on every star as he sees fit.
No. 01- Red Gazelle (10 tickets) ****
Pilot- Mighty Gazelle
Sex: Male
Age: 37
Bodv E
Grip C
Creator: Cyber Stick Inc.
Engine: CY96-Z1x1
Weight: 1330 kg
The A boost of the Red Gazelle definitely outweighs the faulty E body rating.
The grip is decent. It also performs quite well in the Sapphire Cup in both
Novice and Standard Classes. Good for more advanced players. Use the Red Gazelle
on circuits like Port Town [Aero Drive] and Green Plant [Mobius Ring].
```

Four years ago, Mighty Gazelle was the pilot who took the worst damage in the huge accident that led to the temporary suspension of the F-Zero Grand Prix races. He just barely escaped death and was resurrected as a cyborg primarily made up of mechanical body parts. Living only for F-Zero, he ignores the complaints of those who oppose his race participation -- no protest would make him skip a race. Because he is a cyborg, he has been able to polish his racing skills without fear of death. Through analysis of his past races, he has fine-tuned all of his reflex-related components. No. 02- White Cat (08 tickets) ** Pilot- Jody Summer Sex: Female Age: 25 Bodv C Boost C Grip A Creator: Galactic Space Federation/Warplane Research Development Engine: FGS-E055Sx4 Weight: 1150 kg Graph: [2,3,3,2] This machine has the same ratings as the Hyper Speeder, my favorite racer, however, she is SO MUCH WORSE! Her grip is not an A, it feels more like a C. Her boost SUCKS, and her body is the only other feature that saves her from destruction. I don't like her, but I'll bet you could find a use for her, especially on courses like Green Plant [Intersection]. Jody Summer is a combat-machine pilot affiliated with the Galactic Space Federation. Her ability is highly regarded, and she is recognized as a hero by both her peers and superiors. For these reasons she was chosen as the spokesperson for the Federation. She wasn?t able to win the last Grand Prix championship but was praised for her bravery and subsequently chosen to be Miss Galactic Space Federation. She still doesn?t have a great deal of experience as an F-Zero pilot, but she has an incredible ability to control speed?that skill alone makes her the target of a great many rivals. No. 03- Golden Fox (free starting racer) ** Pilot- Dr. Stewart

Pilot- Dr. Stev Sex: Male Age: 42

Body D Boost A Grip D

Creator: Kevin Stewart Engine: GF-2614x4 Weight: 1420 kg

Graph: [2,1,2,3]

The Golden Fox is by far the worst racer that you start out with. It's D body will get killed by other attacking racers, and the grip makes its handling very slippery. The A boost does not even make up for the grip. If you are a boost player, use the Golden Fox all you want. I'm a grip player, and would prefer

His real name is Robert Stewart. A long time ago, he was a charismatic surgeon with legendary surgical skills. However, the death of his father, professor Kevin Stewart, provided him with the opportunity to become a pilot. A regular racer with already over 10 years of experience, he is still considered a top-class pilot. As a racer, he?s known for his refined technical prowess and friendly demeanor. In the big accident four years ago, Dr. Stewart put his skills as a paramedic to use and treated many of the injured. Miraculously, due to his heroic efforts, no fatalities occurred.

No. 04- Iron Tiger (07 tickets) ****

using racers with a higher grip rating.

Pilot- Baba Sex: Male Age: 19 Body B Boost D Grip A

Creator: F-Zero Pilot Training School - Machine Design Committee

Engine: RF-2E-SDx2
Weight: 1780 kg
Graph: [2,2,2,2]

Iron Tiger shares its ratings with two other game racers: Big Fang, and Astro Robin. This racer, although the heaviest of the three, handles like a dream. While his boost is not wonderful, his turning makes him great for Green Plant [Spiral] and Green Plant [Mobius Ring].

This ?wild child? was born and raised amid the natural beauty of Giant, a planet with expansive tracts of green land. He has preternatural animal instincts and a resilient, well-toned physique, both of which factored into his recruitment by

No. 05- Fire Stingray (free starting racer) ***

No. U5- Fire Stingray (free Starting racer)

Pilot- Samurai Goroh

Sex: Male Age: 45 Body A Boost D Grip B

Creator: Toraemon Echigoya

Engine: RS-5060x2 Weight: 1960 kg Graph: [3,2,5,0]

The Fire Stingray is the second best starter you've got, and it's body and grip work together nicely. It's hard to imagine that a machine with a D boost could boost so far ahead of you in Chapter 2 of Story Mode! Use Fire Stingray on tracks with S turns like Big Blue [Drift Highway].

In outward appearance, Goroh is a bounty hunter just like Falcon, but in actuality, he is the boss of an intergalactic group of bandits with a terrible reputation. This group of cutthroats is said to use the Red Canyon for a hideout. Exactly what Goroh has plundered and extorted over the years is unknown. As a bounty hunter, he travels from planet to planet evaluating the value of possible spoils. He actually dreams of performing notorious deeds as a bounty hunter, but Falcon always seems to beat him to the punch in the newest and most profitable projects?Goroh is very bitter about this. He enters every Grand Prix without fail and is known as a rival of Falcon who will never stop trying to defeat him.

No. 06- Wild Goose (free starting racer) ***

Pilot- Pico Sex: Male Age: 124 Body A Boost B Grip C

Creator: General Repeat

Engine: ES8302x3 Weight: 1620 kg Graph: [5,2,3,2]

Believe it or not, stat wise, the Wild Goose has the best average out of all 41 racers. And it is also very good to race with because of its excellent body. This same characteristic makes it great for attacking other people. Its booster is also above average, however, its grip is not the best in the world. It is a tad hard to control, but once you can, you may own the most devastating machine in the game.

Pico was a member of a special unit of the Poripoto army and carried out a number of dangerous missions. He is very aggressive, yet cool-headed enough to do what needs to be done to the bitter end. Individuals who mess with him often don?t live to do anything else. After retirement, Pico opened a small shop near the military base, but he still operates as a notorious assassin. The accident four years ago is said to have been caused by his dangerous driving, and for this reason he is disliked by many of the F-Zero fans. This doesn?t stop him from running the circuit as recklessly as always.

No. 07- Blue Falcon (free starting racer) ****

Pilot- Captain Falcon Sex: Male

Age: 37
Body B
Boost C
Grip B

Creator: Unknown Engine: BF2003x4 Weight: 1260 kg Graph: [3,1,3,2]

The Blue Falcon is statistically the best racer for beginners to the game, and is also your best starting racer. It's body and grip balance it out, and it has very good turning capabilities. It's booster is only a C, but it is decent enough to come from behind and take the lead. Use the Blue Falcon on tracks such as Lightning [Loop Cross] that require precision turning and a decent body.

Captain Falcon was the winner of the previous F-Zero Grand Prix, an achievement that boosted his already-high popularity even higher. Beyond racing, he is quite well-know as an extremely capable bounty hunter -just how many criminals he's

Deep Claw is an average racer in my opinion. His great body and boost give him a slight advantage over the crowd, and his grip feels more like a B. Use him on tracks like Outer Space [Meteor Stream] that require a loose turning ability.

Octoman is a representative of Takora, a planet currently at odds with the Milky Way Space Federation. The confrontation between the Federation and Takora grows more tense and drawn out by the day. The Takoraians are surrounded by enemies and are in a very unstable economic state. Due to this, Octoman wants to win the Grand Prix so that he can pay the education costs of his children. He plans to contribute the rest of his earnings to the government of Takora to give it hope for the future.

No. 09- Great Star (07 tickets) *

Pilot- Mr. EAD
Sex: Male
Age: Unknown
Body E
Boost A
Grip D

Creator: Shiggs Mopone Engine: EAD152x2 Weight: 1870 kg Graph: [0,0,0,1]

Let's face it: this is the WORST PIECE OF GARBAGE in the entire history of F-Zero! Its body is terrible, and his only great features are his acceleration and boosting. The grip is not as terrible as the ratings say, because heavy racers have natural bad grip, and if the grip was higher, he would weigh more and, indeed, turn worse. This racer should be avoided unless you are the kind of person who loves to beat the odds. Good luck! I will NEVER recommend Great Star for ANY track for ANY reason! Sorry folks, but it's the rotten truth. This guy sucks!

Mr. EAD is an android created by the mysterious development group EAD. His objective in this Grand Prix is to complete the final testing phase for his IQ and AI programming. After his run on the last F-Zero Grand Prix, he endured many trials?combat training, spy activities, college exams and many other tough ordeals. If all of his capabilities function as calculated, there should be nothing that can keep him from winning the Grand Prix. His victory will signify the birth of a flawless android.

No. 10- Little Wyvern (12 tickets) ****
Pilot- James McCloud

Sex: Male Age: 32 Body E Boost B Grip B

Creator: Space Dynamics, Inc. Engine: FGS-C024Mx2

Weight: 1390 kg Graph: [1,1,3,2]

Wow! Fox's father is alive? YES, I realize that there is controversy about whether or not he is related to Fox McCloud from the Star Fox series, since James WAS his father's first name. But DO NOT E-MAIL ME ABOUT IT! Now with that out of the way, let's get to the ratings. The body of Little Wyvern is one of the weakest in the game, so he is recommended for intermediate to advanced players who won't hit the walls. Except for the body, his other ratings are good, and he is also the racer who won't have much trouble on Mute City [Serial Gaps].

McCloud is the leader of the flight squad Galaxy Dog. He had his combat plane converted into an F-Zero machine in order to compete in the Grand Prix. During peacetime there is very little work available, so McCloud has entered his second race in an attempt to take home the big prize money. He is motivated to become the new champion by thoughts of his wife and young son, both of whom need his

support. No. 11- Mad Wolf (08 tickets) *** Pilot- Billy Sex: Male Age: 7 Bodv B Boost B Grin C Creator: Mad Baboon Science Laboratories Engine: CY95-F5x1 Weight: 1490 kg Graph: [2,2,2,1] The Mad Wolf shares ratings with one of my other favorite racers, Rainbow Phoenix. It handles very well under tight turns, and its boost is great. The grip makes it easy to snake. This guy is good for tracks with sharp turns such as Outer Space [Meteor Stream] and Port Town [Aero Drive]. One of Billy's ancestors was a trained rocket pilot and the first monkey in space. Whether by genetic predisposition or not, Billy's ability as a pilot is truly exceptional, and he's the first monkey to enter the F-Zero Grand Prix. He was raised in a special lab where he was educated in human literacy and communication skills. The lab concurrently developed an F-Zero racer suitable for a monkey, and bestowed upon him the honor of piloting it in the Grand Prix. No. 12- Super Piranha (10 tickets) *** Pilot- Kate Alen Sex: Female Age: 30 Bodv B Boost C Grip B Creator: Team Power Boys Engine: OZ-P1x2 Weight: 1010 kg Graph: [2,2,3,3] Kate Alen's Super Piranha shares ratings with the Blue Falcon, and has about the same overall graph stats in the Garage. Her body and grip are good, because it gives you more expandability than racers with lower body ratings, because you might have trouble hitting the walls. This racer is good for Casino Palace [Double Branches] because of her grip that can handle the sudden turns on the circuit. Kate is the megastar singer who was chosen to sing at the opening ceremonies of the past several F-Zero Grand Prix races. Her fans are wild about her powerful dance moves and soulful vocals. Completely allured by the extreme speed of the race, Kate chose to pursue F-Zero racing rather than continue furthering her musical career. Taking full advantage of her sense of rhythm and athleticism, she plans to run a rambunctious race. No. 13- Death Anchor (08 tickets) *** Pilot- Zoda Sex: Male Age: Unknown Body E Boost A Grip C Creator: The Secret Society Deathriddle Engine: ZZ-2236x1 Weight: 1620 kg Graph: [0,2,2,0] Simpsons fans everywhere will know what Flanders would say about Zoda, "That guy looks hey-diddly do-diddly demonic-diddly!" The Death Anchor is a racer with one of the best boosts in the game, and this truly outweighs its E body. The grip feels very loose, so be careful while attempting to tackle those S turns. On tracks like Fire Field [Cylinder Knot] and Port Town [Cylinder Wave], use max speed and boost like mad, since the lack of walls makes your body rating less effective in your overall average. Zoda is in a long dispute with the hero of justice, Super Arrow. He has also been marked by Captain Falcon, and once was almost captured for his bounty. Zoda?s crazed tendencies come from a special device that pumps adrenaline and dopamine into his body. He enters the Grand Prix races to raise funding for his sinister plots, and during this latest race, he plans to take out anyone who dares interfere with his master plan. No. 14- Astro Robin (08 tickets) ***** Pilot- Jack Levin Sex: Male

Age: 19 Body B Boost D Grip A Creator: Team Lightning Bolt Engine: SS-C503-LVx2 Weight: 1050 kg Graph: [3,1,2,4] The Astro Robin is one of the best balanced and light racers in the game, since it has WONDERFUL acceleration and a fine-toned grip that can easily overtake the competition. While the boost is not so great, the weight and acceleration can make up for it. Lightning [Thunder Road] is a good test run for this vehicle. HA HA HA! It only costs 08 Tickets! Jack is a former pop-group member who set the entertainment industry on fire by pursuing his dream to become an F-Zero pilot, and he now wins the hearts of many female fans on the F-Zero scene. Any merchandise bearing Jack's face is an instant sellout. While most people speak only of his good looks and popularity, his racing skills are also worthy of comment. No. 15- Big Fang (08 tickets) **** Pilot- Bio Rex Sex. Male Age: 9 Bodv B Boost D Grip A Creator: Dinosaur Racing Team Engine: TYRANNO-28x3 Weight: 1520 kg Graph: [3,3,3,0] AAAGH! HELP! Mommy, it's a dinosaur! Just kidding. Sharing the same ratings as Astro Robin and Iron Tiger, Big Fang is in the middle, weight wise. Its ratings feel about the same as the other two. I recommend taking Big Fang out on tracks where you desperately need good grip and a decent body to survive, such as Big Blue [Ordeal]. Utilizing advanced bio technology, Bio Rex was created from a fossilized dinosaur egg. Genetic design allowed for the development of higher brain functions equivalent to that of a human, but as a carnivorous predator, he is still as aggressive as Pico. He first entered the Grand Prix to prove his superiority over humans, but this time around he has entered to satisfy his ravenous appetite for mammoth ribs. No. 16 Sonic Phantom (10 tickets) ***** Pilot- The Skull Sex: Male Age: 241 Body C Boost A Grip D Creator: Abinus Company Engine: CY97X4x1 Weight: 1010 kg Graph: [1,2,3,1] Sonic Phantom is one of the best racers in F-Zero, and it constantly tops the charts during GPs. Why is it so good? Well, for three reasons: One, its body is decent, and not as bad as other bodies with great boosters. Its boost, of course, is its main feature. And finally, its grip does NOT feel like a D! It feels far from a D. Very far from it. It feels more like an A or B. Sonic Phantom is put to good use at Mute City [Serial Gaps] (I love to use him there) because of his grip, so take him out there already. The Skull was once the greatest driver in the F-Max Grand Prix, a competition that predates the coming of F-Zero by some 200 years. Thanks to the inexplicable powers of science and black magic, he has returned to this world to compete once again. With his remarkable technique and decision-making powers, he now has a chance to extend his legacy into a new generation. No. 17- Green Panther (07 tickets) *** Pilot- Antonio Guster Sex: Male Age: 36 Bodv A Boost B Grip D Creator: Toremon Echigoya Engine: RS-502SSPx2 Weight: 2060 kg Graph: [4,0,1,2]

The Green Panther shares ratings with Deathborn, but handles nothing like him. If you are a veteran racer, set this guy to Max Speed to minimize the effects of his grip. If not, be sure to only make small turns, not taping the Control Stick, just turning it LIGHTLY. Green Panther's excellent body and boost also make him a nice choice to use. He only costs 07 tickets which is cheap for racer like this.

Antonio was the right-hand man of Samurai Goroh, but Goroh betrayed and abandoned him into the hands of the Galactic Space Allies. After his release, he became a solo bandit, and now his only purpose in life is to have his revenge on Goroh, ideally in front of millions of fans on the F-Zero circuit.

No. 18- Hyper Speeder (10 tickets) *****

Pilot- Beastman Sex: Male Age: 30 Body C Boost C Grin A

Creator: Dr. Clash Engine: FGS-G105Sx3 Weight: 1460 kg Graph: [2,5,2,0]

WOW! I have NEVER seen or felt a machine that handles like this! If I could give it more than five stars, I would give it at least ten. I mean, this guy is the BEST! His grip is like nothing you have EVER felt. As you may have guessed, this is my FAVORITE racer! His body and acceleration, are his only true faults, as it will not take as much damage as other bodies with great grip will, and he gets off to a very slow start. But this guy is AMAZING! If you haven't bought him yet, go and do it NOW! I don't care what you're doing! Buy him! As I said before, he is the BEST! One more thing: despite his medium weight he has the second best max speed in the game (the best being Fat Shark)! Check his graph if you don't believe me! Compare it to whomever (except Fat Shark); it will be better:D.

Beastman became a beast hunter after a nasty encounter with a gigantic crocodile on the planet White. After surviving the ordeal, he decided that he wanted to protect people from such dangerous creatures. He is actually quite shy and in order to keep his bashful nature from being discovered, he adorned himself in the imposing outfit of a dinosaur. Before long, due to his heroic deeds and growing popularity, he became known as the Beastman. Having dealt with all the beasts on his own planet, he entered the F-Zero X Grand Prix for promotional reasons. There, he met Bio Rex for the first time, and knowing the creature was competing, he made a vow to protect the other pilots and crowd from such a dangerous beast.

No. 19 Space Angler (07 tickets) **

Pilot- Leon Sex: Male Age: 19 Body C Boost C Grip A

Creator: Fable Animal Engine: ANM-01-7x2 Weight: 990 kg Graph: [1,2,2,0]

Hummph, the Space Angler is probably the least talked about racer in the game, as his ratings are excellent, but he usually SUCKS in the GPs. However, his stats are very good, and his grip is like Hyper Speeder, only his weight is lighter. He is probably one of the best racers on Green Plant [Spiral], because of his weight and grip.

Leon is from the war-torn planet of Zou, where he lost both of his parents during the big war 12 years ago. As the planet suffered through the aftereffects of the war, it was decided that one F-Zero machine should be sent to the Grand Prix with Leon as its pilot; a symbol of hope for the ailing planet. Leon has a great track record in the F-Zero races as a result of his well-balanced abilities, and he desperately wishes to become champion in order to save the children of Zou from poverty.

No. 20- King Meteor (12 tickets) ****

Pilot- Super Arrow Sex: Male

Age: 35 Body E

Grip B Creator: Professor Hollow

Engine: HW304-J9x3 Weight: 860 kg Graph: [1,2,3,3] The King Meteor is VERY light, and because of it, he has great acceleration, a wonderful booster, and amazing grip, however, his E rated body does take its toll on the racer. This racer, in my opinion, is much better than the Queen Meteor, which is his wife's. Use him for tracks like Sand Ocean [Lateral Shift] that require a light weight, and good boost and grip.

Super Arrow is a superhero who defends peace on Earth. He entered the last F-Zero race to chase his old enemy, Zoda. At the time, Super Arrow had never even driven before, so he had to hurriedly register for an F-Zero license just so that he could enter the race. Even so, he managed to race competitively by utilizing his superpowers. Zoda has entered the race again, and Super Arrow must do all he can to stop him and end his reign of terror. He is known for his relentlessly unforgiving attitude toward criminals, but when it comes to his wife, Mrs. Arrow, he's as docile as a puppy.

No. 21- Queen Meteor (12 tickets) **

Pilot- Mrs. Arrow Sex: Female Age: 27 Body E Boost B

Grip B

Creator: Professor Hollow Engine: HW 305-U2x2 Weight: 1140 kg Graph: [0,2,3,2]

This racer, feels NOTHING like the King Meteor. Her racer may have better cornering abilities, but she can NOT GO STRAIGHT FOR CRAP! That's why she's rated **. Her turning and boost are the only things that save her from complete and utter destruction. Do NOT use this racer on courses like Aeropolis [Dragon Slope] because she will most likely fall off on the platform area (I learned this the hard way;). Just some advice, no spam about this please!

Mrs. Arrow strives to defend her husband, Super Arrow, in and out of the home. She entered the last F-Zero race to assist her husband, who had no previous experience as a pilot. An F-Zero circuit model before marriage, she was the first former circuit model to compete as a pilot.

No. 22- Twin Noritta (12 tickets) ***

Pilots- Gomar & Shioh

Sex: Male & Male

Age: 102 Body E

Boost A

Grip C

Creator: Onigiri Drive Yard

Engine: KOM-E246x2 Weight: 780kg Graph: [0,2,3,4]

Let me put it straight: I totally SUCK with Twin Noritta. The racer, however, may not be too bad for you. Its sucky body and grip aren't great, but it is one of the best boosting machines on the circuit. Use them for courses with long straightaways like Mute City [Twist Road] where you won't hit very many walls, and can really move with your booster (or, should I say boosters).

On the planet Huckmine, the Furikake people have an odd custom?they pair up with a partner as soon as they?re born and do everything together. The intelligent Gomar is very short and envies the stature of Shioh, while Shioh is a tall creature who admires Gomar greatly and depends entirely on his decision-making. This peculiar pair works together, deftly manipulating their F-Zero machine built for two. However, these two partners ?who have been together as long as they can remember? will both marry next year, thereby undergoing a partner change. This event has given rise to many rumors about this F-Zero Grand Prix being their last race together.

No. 23- Night Thunder (10 tickets) ****

Pilot- Silver Neelsen

Sex: Male Age: 98 Body B Boost A Grip E

Creator: Gold Hand Engine: NT4098x2 Weight: 1530 kg

The Night Thunder is one of the better racers in the entire game, despite the E grip. Its body and boost are VERY fine toned, and if you set it to Max Speed, the grip feels more like a B. This baby makes my list of top ten favorites. Old Silver made a good purchase here. Who knew the old school machines were so good?

People call him "Ironman Silver." Despite holding the record for the most F-Zero races entered by a single pilot, he has yet to win a Grand Prix. He turns 99 next year and is debating retirement, but he also considers it a good possibility that he?ll continue his race career even after he turns 100. Silver still loves the old-school machines, and he?s become guite crotchety in his old age?he often criticizes the newfangled machines that other pilots are racing. No 24- Wild Boar (07 tickets) *** Pilot- Michael Chain Sex: Male Age: 39 Bodv A Boost C Grin C Creator: Asteroid Motors Engine: AM9021-Rx2 Weight: 2110 kg Graph: [2,2,0,0] Put simply, the Wild Boar is an average racer that has OK to great statistics. The body is its prized feature, and its boost is its next best element. The only not so good feature about it is its grip, as it is hard to race without zigzagging. Use him on tracks without very many turns or even courses with pipes like Port Town [Cylinder Wave]. Michael is the head of the racing clan known as Bloody Chain, whose membership, up until a few years ago, exceeded 10,000 members. He enters the F-Zero to showcase his skills and to represent the entire crew, but his efforts are falling short and members have begun to leave the organization. The Bloody Chain member numbers have now fallen well below 10,000, and it?s rumored that the crew could be totally dissolved in the next several years. No. 25- Blood Hawk (10 tickets) **** Pilot- Blood Falcon Sex: Male Age: 37 Body B Boost A Grip E Creator: BS Group Secret Laboratory Engine: DS019Gx2+BF2001x2 Weight: 1170 kg Graph: [2,0,2,2] Blood Hawk, despite having the worst grip in the game, has very good stats, and his boost and body give him a very large advantage over other racers in the game. If you plan to use him, go to Max Speed to turn his grip from an E to a B or C. Although listed in the race as 37 years old, Blood Falcon is actually a clone created from Captain Falcon?s DNA, which was stolen while he was hospitalized after the huge accident four years ago. With that in mind, Blood Falcon is technically only four years old. He is capable of everything Captain Falcon can do, but he has been strictly taught to obey all the commands of his evil master, Black Shadow. No. 26- Wonder Wasp (08 tickets) ** Pilot- John Tanaka Sex: Male Age: 31 Body D Boost A Grip D Creator: John Tanaka Engine: FGS-E049Mx2 Weight: 900 kg Graph: [0,1,3,2] Scoring in with the same stats as Golden Fox, Wonder Wasp is actually the worse of the two. His body feels more like a C than a D, but his grip is TERRIBLE. His booster, however, is EXCELLENT. If you enjoy a challenge, Max Speed with him and BOOST when you get it. John, the mechanic of the Galactic Space Federation, is in the same unit as Jody Summers. Secretly harboring feelings for Jody, he entered the race to protect her from danger. If by a stroke of luck he wins the Grand Prix, he's even considered proposing. No. 27- Mighty Typhoon (10 tickets) *** Pilot- Draq

Sex: Male

Age: 137 Body C Boost A Grip D Creator: Team Shooting Star Engine: SS-C504x2 Weight: 950 kg Graph: [1,2,1,1] Mighty Typhoon and Sonic Phantom are alike in many ways. Both bodies are average, and the grips feel more like Cs than Ds. Both boosts are also GREAT. The only one major difference between them is that Mighty Typhoon feels about 10x lighter. Go ahead and use him if you like Sonic Phantom, just be prepared to shift from heavy to light. FYI: I hold my record for Lightning [Half Pipe] with Mighty Typhoon. Draq works with Roger Buster, managing a portion of their cargo-shipping business. He is an absolutely gigantic fan of F-Zero and has dreamed of entering the circuit himself since he was small. Roughly one year ago, Draq and Roger came across two F-Zero machines tagged with an unknown recipient and no return address. Draq quickly convinced Roger to let them enter the machines in the last Grand Prix, telling him that they would surely be recognized and the rightful owners would come forward to claim them. No one claimed the machines, however, and the two partners have decided to try again. Draq hopes to win a Grand Prix himself before the owners come to claim the machines-then he could use the prize money to buy a craft of his own. No. 28- Mighty Hurricane (10 tickets) ***** Pilot- Roger Buster Sex: Male Age: 41 Body E Boost B Grip B Creator: Team Shooting Star Engine: SS-D701x1 Weight: 1780 kg Graph: [1,2,1,0] The Mighty Hurricane is much better as far as body/boost/grip than Mighty No. 29- Crazy Bear (07 tickets) **** Pilot- Dr. Clash Sex: Male Age: 55 Body A Boost B Grip E Creator: Doctor Clash Engine: CL05-S16x3 Weight: 2220 kg Graph: [3,0,1,1]

Typhoon, and that is why I favor him more. He is currently 4th on my top 10 list. And why not, since you only have to avoid hitting walls with him, and his boost and grip are VERY desirable. Not a good choice for beginners, though, because a beginner will most likely boost several times and then slam into a wall and die. Take him out for a spin if you want a fun, yet challenging drive.

Roger is a galactic deliveryman famous for his policy of "No consignment too dangerous!" He's set to enter the race again with Draq in machines of unknown ownership. While Draq is a huge F-Zero fan, Roger himself isn't too interested in it. For Roger, finding the proper owner of the machines so that he can complete his deliveries is the overall goal of the competition.

Just take a good look at the Crazy Bear, and you will see how THICK its body is. Its booster is also amazing, and its only undesirable feature is its grip, but that can be easily changed by going to Max Speed. Use this on courses like Cosmo Terminal [Trident] where people will try to knock you off, but will fail because of the body.

Dr. Clash is an F-Zero engineer unable to give up his dream of becoming an F-Zero pilot. He created a special gadget to compensate for his limited athletic abilities, employed years of research to customize his F-Zero machine, and finally got to race.

No. 30- Black Bull (10 tickets) *****

Pilot- Black Shadow Sex: Male

Age: Unknown Body A Boost E Grip A

Creator: BS Group Secret Laboratory

Engine: DS020Hx4

Weight: 2340 kg Graph: [3,3,1,0]

Black Bull ranks 3rd on my top ten list and for very good reasons. His body is one of the most durable in the game besides Crazy Bear and Dark Schneider. His booster is TERRIBLE, but because of his high max speed, you might not need it. Also, his grip is AMAZING. Just be very careful when using him; make light turns by tilting, not tapping. You see, he has an auto-snaking feature, which can throw you off if you use it at the wrong time, and this same reason drove me away from him at first, because I thought that his A grip would allow me to turn without sliding. Just be careful. 10 Tickets for a racer like this? Man, the shop is getting ripped off!

Black Shadow is a cold-blooded king of evil feared by all. However, Captain Falcon has seen much success capturing his foot soldiers, Black Shadow wants nothing more than to see the end of this meddling bounty hunter, preferably in from of millions of fans on the F-Zero circuit.

No. 31- Fat Shark (20 tickets) ****

Pilot- Don Genie

Sex: Male

Age: 65

Bodv A

Boost B Grip E

Creator: Genie Universal Amusement Facilities Operations Group

Engine: NG-S05-GOLDx5 Weight: 2,490 kg Graph: [5,5,0,0]

This racer can be unlocked by either beating Chapter 4 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. Now for the stats. The body of the Fat Shark is EXCELLENT and its booster greatly complements it. Its grip, like Crazy Bear, is its only fault, but it only slips on certain turns where you have to drift and then turn afterwards. This racer is very good for intermediates and advanced players alike.

Don Genie is the famous mogul head of the universal traders. He has been arrested countless times for secretly trading in energy resources and weapons. Each time he's arrested, he's forced to pay a small fortune in bail to get himself free. At this time, it's unknown whether Don is participating in the F-Zero races because he wants to publicize his trading company or whether it's just for fun. One thing is for sure, though: it must be related to some sinister gambling ploy he's put together. It's also rumored that Don Genie has some connection with Black Shadow, the emperor of evil.

No. 32- Cosmic Dolphin (20 tickets)

Pilot- Digi-Boy

Sex: Male

Age: 8

Body E Boost A

Grip C

Creator: Digi Boy Engine: TG3014x2

Weight: 900 kg Graph: [0,1,3,2]

This racer can be unlocked by either beating Chapter 5 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. This racer is OK; the boost is good and the grip isn't as bad as a C. However, the pilot is the least popular pilot in the game (he's a nerd!).

Digiboy's real name is Terry Getter, and he's a young genius currently attending Einstein Academy. While he's still just a kid, he's been dubbed Digiboy because there's no digital device he can't deftly use-he's even invented many of his own. He's also analyzed every past F-Zero race and has subsequently devised a perfect equation to work with his self-built machine so that he can win the next race. In his dictionary, there is no such word as luck.

No. 33- Pink Spider (20 tickets)

Pilots = Dai/San/Gen

Sex: Male, Female, Male

Age: 64 Body C Boost C Grin A

Creator: Tsumo Reach Engine: MJ-1192x3 Weight: 1100 kg Graph: [1,1,4,1]

This racer can be unlocked by either beating Chapter 7 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. You may have assumed that they have good grip because their graph has a 4 in cornering, however, their grip sucks! They slide this way and that even when you make small turns. If you truly wish to get good grip out of this machine, go to 60% Max Speed to do so.

These triplets come from the planet Shinar. The average life span of the beings on Shinar is 200 years, extremely long compared to that of earthlings. However, even after reaching adulthood, they remain quite small. Because they use telepathy, they don't speak to communicate. Dai, San, and Gen have incredible teamwork skills and an amazing ability to operate the machine as one. Dai takes care of the handling, San handles navigation, and Gen handles acceleration and braking.

No. 34- Magic Seagull (20 tickets) *****

Pilot- Spade Sex: Male Age: Unknown Body B Boost A

Grip E

Creator: Milk Do Samshu Engine: NG-B35-HOTx3 Weight: 1330 kg Graph: [2,0,2,2]

This racer can be unlocked by either all the Chapters of Story Mode on Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. Ha ha ha! This is the best racer with an E grip in the entire game! Its body, boost and grip are GREAT!

Spade is a circus performer and an accomplished magician. He has decided to take up racing in order to win enough money to rescue the circus from its financial difficulties. His racing techniques are risky and sometimes amazing, but he's quite fickle and will sometimes drop out of a race suddenly or not run it seriously. As a result, his overall record isn't that great. Nobody, not even his friends at the circus, have seen the face behind Spade's mask.

No. 35- Silver Rat (20 tickets) ***

Pilot- Daigoroh Sex: Male

Age: 10 Body D Boost A Grip D

Creator: Toraemon Echigoya

Engine: RM-0634x1 Weight: 880 kg Graph: [0,0,2,2]

This racer can be unlocked by either beating Chapter 6 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. Yes, I know. The intro speech is the same old thing. Just bear with me, you've only got 5 more to go. Anyway, the Silver Rat's body is awful, but the booster and grip make up for it, as the grip feels more like a B. This is the best of the D,A,D racers, the other two being Golden Fox and Wonder Wasp. Just a note on the side, these stats spell out dad and two of the three (Golden Fox/Silver Rat) have or had fathers who raced F-Zero.

Daigoroh is the only son of Samurai Goroh. He's so bad that even his father can't keep him under control. Daigoroh is a master swordsman and loves to run riot with his sword whipping through the air. He has immense respect for his father and will boast about him regarding any subject. He hopes to earn the praise of his father by defeating Captain Falcon, his father's biggest enemy. As a pilot, he has more aptitude and potential than his father, and many are eagerly waiting to see what kind of pilot he grows up to be.

No. 36- Spark Moon (20 tickets) ****
Pilot- Princia
Sex: Female

Age: 16
Body B
Boost C
Grip B

Creator: Desert Kingdom Science Technology Development Department

Engine: KD-E072-PS2 Weight: 1620 kg Graph: [2,1,2,1]

This racer can be unlocked by either beating Chapter 2 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. This is the one of the coolest looking racers in the entire game, and it handles great, and its boost is its only bad feature.

Princia Ramode is the princess of the Desert Kingdom on the Planet Magica, a

society with highly advanced scientific knowledge. Her characteristic curiosity often leads her into mischief and often gets her into dangerous predicaments. In order to increase her wisdom and life experience before becoming queen, she secretly ran off with her servants on an adventure to a host of other planets. When she arrived on Earth, she happened to catch a glimpse of an F-Zero Grand Prix and whimsically decided that she, too, wanted to race. Knowing that no amount of persuasion will budge her once she sets her mind on something, her servants were left with no choice but to prepare a machine that fully utilized the scientific technology of Magica. No. 37- Bunny Flash (20 tickets) ***** Pilot- Lily Flyer Sex: Female Age: 14 Bodv D Boost B Grip A Creator: Manticore Engineering Firm Engine: FGS-A007Mx2 Weight: 1414 kg Graph: [1,1,2,2] This racer can be unlocked by either beating Chapter 8 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. Put simply, this racer is awesome. Despite its D body, the machine is PERFECT. The boost and grip awesomely make up for the D. I beat the AX Cup on Master with Bunny Flash. Lily is affiliated with the reserves of the Galactic Space Forces and has received extensive warfare training, beginning shortly after she was born. She has always received excellent marks in her training classes and has even participated in recent skirmishes as emergency support. While she sometimes displays the air of a naive little qirl, she strictly obeys every command of her superior officers and aims to execute all of her responsibilities perfectly, regardless of their nature. Lily has entered the F-Zero competition as part of her training. She hopes to polish her snap decision-making skills under pressure. No. 38- Groovy Taxi (20 tickets) ***** Pilot- PJ

Pilot- PJ Sex: Male Age: 35 Body B Boost D Grip B Creator: PJ

Engine: CY94-H2x2+NG-C32x2

Weight: 1280 kg Graph: [2,2,2,1]

This racer can be unlocked by either beating Chapter 9 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. Straight on to the stats. While not on my top ten list, this machine deserves 5 stars due to the fact that its body and grip RULE. Hard to unlock though;).

PJ works as a cabbie for Galaxy Cab, a company whose taxis travel from planet to planet all over the universe. As the biggest earner at Galaxy Cab, he demanded an increase in wages, which resulted in a fight with the owner of the company and wound up earning him a temporary suspension. PJ then saw an article about the F-Zero races, and it changed his life. He took all of his savings and transformed his taxi into an F-Zero machine. Can he really take his driving skills that he forged as a taxi driver and use them to win the Grand Prix?

No. 39- Rolling Turtle (20 tickets) ****

Pilot- QQQ Sex: Unknown Age: Unknown Body A Boost D Grip B

Engine: SS-A310-CTx4
Weight: 999 kg
Graph: [3,2,2,1]

This racer can be unlocked by either beating Chapter 3 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. This racer is very good, as its body is great and it can easily handle thin S-turns like in Big Blue [Drift Highway]. Use it often for best effects.

QQQ is a junk robot that was found buried in a scrap pile in a galactic waste-management facility. It's still unclear why it was discarded there, but it was coincidentally picked from the heap and repaired by a very able space-police

detective named Phoenix and quickly became his partner. For a robot, QQQ's construction is quite obsolete, but its artificial intelligence is still considered cutting-edge for any age. QQQ is tortured by the knowledge that some very important data lies somewhere in its AI programming. Since the robot was damaged when it was thrown away, its memory cannot currently access it. The truth of the mystery data is this: QQQ was brought from the future by Phoenix and has the necessary navigation hardware to traverse time. However, if its AI is not repaired (thereby restoring its memory), it will never be able to return to the future.

No. 40- Rainbow Phoenix (20 tickets) *****

Pilot- Phoenix

Sex: Male Age: 26

Body B

Boost B Grip C

Creator: Unknown

Engine: RP2001x2 Weight: 1080 kg Graph: [2,2,4,1]

This racer can be unlocked by either beating Chapter 1 of Story Mode on Very Hard, or plugging your Memory Card into an F-Zero AX arcade machine and using it. With that said and done, this is another one of the COOLEST looking vehicles in the game! It's wings will spread out when you boost, and you should boost a LOT because the booster is great! The body is excellent too, and the grip feels a lot like Deep Claw and Mad Wolf. It is PERFECT for light turning.

Phoenix is a time traveler who has come back in time from the future. His role is that of a space detective dispatched to protect the natural progression of time and history. He came to this era after receiving information that an event would occur in this next F-Zero Grand Prix that would change the history of the entire universe. He's now busy running around in his beloved time machine, the Rainbow Phoenix, trying to stop this event before it occurs.

/SCORING RACERS AVERAGES

Now that you've learned about the racers, how can you figure out which is better than others? Well, you could check the graphs in the Shop, but if you want a more accurate way to figure it out, use the GPA system of most high schools:

A = 5

B = 4

C = 3D = 2

E = 1

Add up the total (e.g. Deep Claw = B,B,C which is the same as 4+4+3, or 11). Afterwards, divide the total by 3. Deep Claw would be an average of 3.6 which you would round up to a 4 which is an overall average of B (that means all other B,B,C racers (or B,C,B racers; the letters are the same) [e.g. Rainbow Phoenix, Mad Wolf,] are also a B average). Get it? Oh, and for you people who fall asleep in math class (not to say that's bad =), you round up at 0.5 or greater and round down at 0.4 or less.

Part 3- The Grand Prix and Tracks

Welcome to Part 3! In this part you will find the official rules of $F-Zero\ GX$, and descriptions of all of the tracks in the game.

Chapter 6- Grand Prix Mode and Rules of F-Zero GX- This chapter gives a basic rundown on the Grand Prix, and rules of F-Zero GX.

Chapter 7- The Ruby Cup- Gives a description of the tracks found in the Ruby Cup.

Chapter 8- The Sapphire Cup- Gives a description of the tracks found in the Sapphire Cup.

Chapter 9- The Emerald Cup- Gives a description of the tracks found in the Emerald Cup.

Chapter 10- The Diamond Cup- Gives a description of the tracks found in the Diamond Cup.

Chapter 11- The AX Cup- Gives a description of the tracks found in the AX Cup.

Chapter 12- The Story Mode Tracks- Gives a description of the tracks found in Story Mode $\,$

/Chapter 6- Grand Prix Mode and Rules of F-Zero GX

The Grand Prix Mode is where you race in 5 tracks to compete for first place!

There are 5 cups to the game and 35 tracks (including Story Mode tracks, which can be unlocked for you to race on through Action Replay; for more information, see Chapter 37) OFFICIAL RULES OF F-ZERO GX /1. Standard Rules

1-1 To complete a Cup, you must finish all five courses.

1-2 Each course consists of three laps. Rank will be determined at the finish of each race.

1--3 Your starting position is based on your ranking from the previous race. The higher you place in a racer, the farther behind you will start in the next race.

1-4 A driver who completes a course will receive points. These points will depend on where you rank (finish). The driver with the most points after the completion of the fifth course will be the winner.

RANK/POINTS | 1. 100 pts.| | 2. 93 pts. | | 3. 87 pts. | 4. 81 pts. | 5. 76 pts. | | 6. 71 pts. | | 7. 66 pts. | 8. 62 pts. 9. 58 pts. | 10. 54 pts. | 11. 50 pts. | 12. 47 pts. | | 13. 44 pts. | 14. 41 pts. | 15. 38 pts. | 16. 35 pts. | 17. 33 pts. | 18. 31 pts. | 19. 29 pts. | 20. 27 pts. | 21. 25 pts. | 22. 23 pts. | 23. 22 pts. | 24. 21 pts. | 25. 20 pts. | 26. 19 pts. | 27. 18 pts. | 28. 17 pts. | 29. 16 pts. | 30. 15 pts. |

1-5 After all five courses are completed, if two or more pilots are in first place, the driver who placed first more times will be the winner. If it is still undetermined, whoever had the highest point total after the end of the fourth race is declared the winner.

/2. Retire

2--1 When a machine loses a race by falling off the course or sustaining an energy loss after completely depleting his or her Energy Meter, that pilot must retire. In this case, the machine is subject to termination by the F-Zero ${\tt GX}$ Execution Project.

2-2 If the pilot decides to RETRY or change the SETTINGS during a race, it will be treated as a retire and rule 2-1 will be enforced.

/3. Spare Machines and Retry

3-1 A pilot participating in a Cup will be allowed to have spare machines. Only when a pilot has a spare machine will he or she be allowed to retry a race after retire.

3-2 In Novice Mode, a pilot will have five (5) spare machines. Four (4) machines will be available in Standard, three (3) in Expert, and one (1) in Master. A spare machine will be awarded when the pilot retires five or more rival machines in a single race.

3-3 If a pilot retires and has no spare machine, the pilot is disqualified from the Cup, and the game will be over.

/4. Prohibited Actions

4--1 Boost is prohibited during the first lap of all races due to the marginal distances between all participating machines at the beginning of the race.

4-2 If a pilot is driving in the wrong direction, the Execution Project wi issue a REVERSE warning. The pilot must immediately change direction.	111
/5. Establishment on the Course	
5-1 Pilots are permitted to replenish their Energy Meters in Pit Areas. The amount of energy recovered depends on how much time a pilot stays within a Area.	
5-2 These various establishments are necessary for competition. Pilots may dispute or disclaim their existence.	/ not
Pit Area Dash Plate Slip Zone Jump Plate Dirt Zone	
OTHER OBSTACLES: Landmines: These things will cause you to lose energy if you hit them, and	4 : E
you race over them after they've detonated, you'll lose a SMALL amount of energy. In addition to that, these mines can give you a speed boost ahead other racers.	
\/ CROSS REFERENCE: Speedy Mines	
<pre> /\ For more on mines giving you a speed boost, check out the Story Mode section for Chapter 7.</pre>	
Lava: This is one of the worst things for you to fall into, as if you do, machine will lose a LOT of energy if you just cruise through it. BE CAREFU good thing is that you only see this in Chapters 7 and 8 of Story Mode:	JL. The
\/ CROSS REFERENCE: Beware! Lava Zones Ahead! /\	
For more on the Chapter 7/8 lava zones, see the section of the guide on Story Mode.	
TRY THIS: Alternate Track Walkthroughs	
/Chapter 7- The Ruby Cup \	
The most basic and easiest of the cups. The tracks range in difficulty frostars. Most of the tracks contain long straightaways and have good places boost. Easy cup to win, even on Master Class.	
/NEW THINGS INTRODUCED IN RUBY CUP:	
Dash Plate [Twist Road] Pit Area [Twist Road] Junction [Split Oval] Narrow Track [Split Oval] Drop-off [Surface Slide] S-Turn [Surface Slide] Dirt [Loop Cross]	
Loop [Loop Cross] Raised Track [Loop Cross] Jump Pad [Multiplex] 90-Degree Turn [Multiplex] Ice [Multiplex]	
Mines [Multiplex] /CUP WALKTHROUGH	
Ideally, to complete this cup, you should easily place 1st on Twist Road a Split Oval. This will give you 200 points solid. Your rival (most likely Bull or Queen Meteor) will probably have about 184 points. Surface Slide of tricky though, but since you're in first now, even finishing around 20th probability can still leave you in the top 6. Make sure to place in the top 10 on Loop or you may give up your lead. On Multiplex, be sure to come in first and we	Black can be place p Cross
Mute City [Twist Road]	
Difficulty- *	

Recommended Vehicle- Black Bull Settings: All the way to Max Speed

Mute City [Twist Road] is by far the easiest course in the Ruby Cup and also one of the easiest in the game. Black Bull is recommended because his heavy weight will give you great speed and you can also snake to the max with him.

Starting off, you will go straight. Stay in the middle to hit a speed boost. There will be a turn with a speed boost in the middle of it, but it is hard to hit so slide or drift to get there.

Once you hit the boost, you will fly down towards the second part of the track. There are long, wide pit areas on the left and right sides of the track, and it is just plain in the middle. After that, the track shifts upward.

There is a boost in the middle. Hit it and keep straight to hit another speed boost. Straight ahead is the start/finish.

Difficulty- *

Recommended Vehicle- Night Thunder Settings: All the way to Max Speed

Split Oval has over 20 speed boosters scattered throughout the course. Night Thunder has terrible grip, but you won't need it here, plus on Max Speed your grip improves, and you can use his boost to get way ahead of everyone else. The new thing about this track is the junction.

The track starts out on a straight. Stay in the middle to hit a speed boost. There will be several more boosts on the left and right sides. Up ahead comes a junction.

JUNCTION 1

Left Path- If you go left, you will hit a long pit area before the tracks merge. The track is VERY thin here, so be careful.

Right Path- If you go right, you will hit a speed boost on the right, one on the left, and two right in a row on the right side. The track is not as thin here, but there is no energy.

JUNCTION 1 END

Afterwards you will hit a speed boost on the right and another on the left. Ahead is the start/finish.

Difficulty- **

Recommended Vehicle- Hyper Speeder

Settings: 70% Acceleration if beginner, or else balanced

This track can be difficult if you are new to F-Zero GX. You need a vehicle with medium weight and excellent grip. The racer that will best meet your search here is the Hyper Speeder since it has amazing grip and its boost blends well with it. Something new here is the S turn.

Starting off, you will go straight until you hit a curve to the left. Hug this curve and hit the speed boost in the middle and you'll fly off a drop off.

After the drop off, you will go straight into a tunnel. There will be two pit areas on either side. Ahead is a sharp turn to the right. After this you will come up on the S-turn.

Upon entering the S-turn, drift right. Then drift left to get out of the turn. You will then follow a swerving path left and right. After that, the track's upper level rises. If you want to stay ahead, get on the higher part and you'll hug the curve. Note that the track is still on one level, just the lower part takes longer to get by. Ahead is the start/finish.

Difficulty- ***

Recommended Vehicle- Astro Robin

Settings: If beginner, 40% Acceleration, if not, 70% Max Speed

This track can be devastating if you don't know how to use your boost wisely, so use Astro Robin, because you will need decent body and grip strength and a boost that you won't waste. Even though it?s a D, I'm supposed to DISCOURAGE you from using your boosters, because you only need them on the straight areas.

Starting off, after the introductory curve, you will go straight until the track shifts upward. Stay to the right to hit a speed boost. Hug the curve to the

right, and avoid the left, as there is actually dirt there.

You will enter a tunnel that shifts right. You will then hit a long straightaway that will lead to a few junctions.

JUNCTION 1

Left Path- If you go left, you will hit a speed boost and then the tracks merge for about a split second before the next junction.

Right Path- The right path is a long energy strip with the same ending as the left side.

JUNCTION 1 END

JUNCTION 2

Left Path- The paths have reversed. Now this is a pit area and then the tracks merge.

Right Path- This path now holds a speed booster until the paths merge.

JUNCTION 2 END

Note that it IS possible to go from one energy path to the next, it just takes a little practice. After this, you will hit a tunnel curve to the left. The track will be straight, until it breaks into an inverted V. In other words, like an A only without the middle line;).

After this, the track will do a loop and you'll be facing the same path, only the other way. Hug the curve to the right. Ahead is the start/finish.

Difficulty- ****

Recommended Vehicle- Wild Goose

Settings: 50% Acceleration if beginner, if not, 80% Max Speed

This is the final Ruby Cup track, and, like Loop Cross, this can be brutal on the beginning gamer. The track has several 90-degree turns, and it?s the first track where you'll see ice and a jump pad. Oh yeah, and there's a HUGE drop-off too. Why Wild Goose? It rounds these 90 degree turns like they're nothing, and there's 8 of these so you'll need it.

Starting off, you will go straight. You will then see a jump pad and a path to the left with a booster on it. HIT THE JUMP PAD! It will give you a leap ahead if you do. Coming up is a 90-degree turn, followed by a second 90-degree turn.

The track then shifts upward and you will face two more 90-degree turns. The track will head uphill again, and you'll hit a boost pad and then fly off a drop off.

WHEEEEEEE! After you're done with the drop off, you will see a curving track with two pits on either side. Hit these, and be prepared to see two 90 degree turns. On these you MUST hit the first one correctly or you'll smash into the angular part of the second one, and that can slow you down a LOT.

After the turn, you will see a part of the track with dirt on both sides. Avoid this, and then the track will turn upward. There will now be dirt on the edges and in the middle with a speed booster on the left. Hit the booster, then shift into the middle AFTER the dirt. Next is just a middle path with a booster on it and dirt on the sides.

Shift left once more, and hit the 90-degree turn after one last dirt zone. You will then see some landmines scattered over the area. DON'T HIT THEM! You'll then see some ice and one final 90-degree turn. There is then a straight with an energy strip, and ahead is the start/finish.

/Chapter 8- The Sapphire Cup

In my opinion, the hardest of the first 3 cups. A bit difficult because Drift Highway can be hard to place high in if you're a beginner. Serial Gaps will also devastate you if you're not used to it.

/NEW THINGS INTRODUCED IN SAPPHIRE CUP:

Thin S-Turn [Drift Highway]
Pillars [Drift Highway]
Long Drop-off [Aero Drive]
Raised Pit Area [Mobius Ring]
Beveled Pit Area [Mobius Ring]
Sharp Curves [Mobius Ring]
Pipe [Long Pipe]
Spindle Obstacle [Long Pipe]
Railless Track [Serial Gaps]

Platforms [Serial Gaps]

/CUP WALKTHROUGH _____

The first track on this cup can really mess you up, so if you finish around 20th place, it's OK. Areo Drive, Mobius Ring, and Long Pipe are very easy though, so be sure to place 1st in at least one of them and the top 6 in the rest. When you reach Serial Gaps, knock out your rival at the beginning and go as fast as you can to win. BTY, if you have enough points at the end of Long Pipe so that even if you come in last on Serial Gaps, you will still top your rival if they come in first, just take the track slowly (but not too slowly, or you'll lose too much speed on the drop-offs).

Big Blue [Drift Highway]

Difficulty- **

Recommended Vehicle- Rolling Turtle/Astro Robin

Settings: Balanced

Gulp. Here it comes: your first track with a thin S-turn. Oh my gosh, somebody help me! Well actually not if you use Rolling Turtle :). He can take any thin turn you throw at him, so if you don't have him, go and beat Chapter 3 on Very Hard now. Or, if you don't like that, just use Astro Robin instead. Anyways, on to the track.

You'll start out heading into a tunnel. The track has a left turn with a speed boost in the middle. Hit it. Then come out of the tunnel and turn right. Keep centered to hit another speed boost and fly off to the next tunnel.

Once in the tunnel, prepare to drift (or slide). After a short straight, here comes the S-turn. Drift or slide BEFORE you go into the turn to get out of it. Afterwards, there is a sharp turn to the right.

There will be 3 speed boosters if you stay centered, or you can go on the sides to get energy. You will then fly off and be at a place that can REALLY mess you up. There are 5 or 6 pillars above the track, and if you took the boosters, you might end up hitting one. Just look out, and ahead is the start/finish.

Port Town [Aero Drive]

Difficulty- **

Recommended Vehicle- Rainbow Phoenix

Settings: 100% Max Speed

This track is much easier than the one that precedes it. It is also a bit of a transition course from Ruby Cup to Sapphire Cup in that it blends in a few new elements that you haven't seen yet. There are a lot of wide turns here that you'll want to hug, so use Rainbow Phoenix (or Deep Claw if you don't have RP unlocked vet).

Starting off, you'll hit a straightaway followed by a booster, and then a few small drop-offs. You will then encounter a turn to the right with a booster in the middle. Then there will be a left turn that drops off. You will then hit a right turn with a drop off and then one final left turn/drop off. The track will then head uphill with 3 boosters in the center.

You will then fly of a HUGE drop off. WHEEEEEEEEEE! Then you will hit about 10 tiny drop offs. The track will stay straight with a booster in the middle. It then curves into a right turn and then a left turn with a drop off. The track will shift upward again and there will be a pit area on the left side and two boosters on the right side. Ahead is the start/finish.

Green Plant [Mobius Ring]

Difficulty- ***

Recommended Vehicle- Any heavy vehicle (e.g. Black Bull, etc.)

Settings: All the way to Max Speed

This track earned a rating of three stars, but how? This track is EXTREMELY easy. The only thing that I think (note that this is MY opinion) would make this track rated 3 stars is that the pit areas are either beveled or raised from the normal track, there is an area with mines, and there is one sharp turn, but still. Just use any vehicle that's heavy as you'll want to pick up lots of speed, which you need if you're playing Master class.

Starting off, you'll go straight until you hit a centered booster. The track stays straight until it curves left. Stay centered to hit a beveled (lowered) pit area. Afterwards there will be about 5 mines scattered left and right. Avoid these if you can.

The track will stay straight for a little while, and then there will be a turn left. After this you will see a left turn that almost instantly becomes a right turn. This is not as hard as it sounds, as you will only need to stay centered and hit R. After this there will be a raised (if I need to explain "raised" to you, you must need some serious help; OK I'll do it: higher) pit area. Ahead is

the start/finish.

Difficulty- ***

Recommended Vehicle- Red Gazelle Settings: All the way to Max Speed

This is the first pipe track in the game; it is VERY hard to describe, as you have no indication (except for the background, but there's hardly any here) whether or not you're upside down. Good luck, this description SUCKS but it's the best I can do. You need a C booster or above to catch a lot of speed here; that's why I chose Red Gazelle.

Now for the track. You'll start on a straight, and then the track will become a pipe (bad description starts now). The track will stay as just a pipe, with scattered boosters everywhere. Eventually, the track will drop off into an area with a 2-armed spindle obstacle.

The track will stay as a pipe until you hit another drop off with a 3-armed spindle obstacle. The track will stay as a normal pipe (normal = no spindle obstacles/drop offs) for now. Finally you will hit a third drop off with a 6-armed spindle obstacle (note that these can REALLY slow you down).

The track will then turn greenish and you will encounter several pole obstacles. After these you will see a cage-like area with boosters surrounding it (the boosters are right next to each other). Avoid the caged bars and there will be a pit area on the right. Ahead is the start/finish.

Difficulty- ****

Recommended Vehicle- Sonic Phantom

Settings: Balanced

Ahhh, my favorite track. Although VERY difficult to master, this can prove to be the most fun track of them all if you can handle the drop offs and jumps. Sonic Phantom or Hyper Speeder are GREAT for this course(I love using both of them), as is any vehicle that can either go FLYING when you hit the jump pads or WON'T go out of control. In other words, both light and heavy vehicles are good for this track.

TIPS:

- If you enjoy Time Attack, use Astro Robin here, because he has good enough acceleration and speed to beat the Night Thunder Staff Ghost.
- If you enjoy a challenge or are just advanced enough to make this work, use Golden Fox, Blood Hawk, or Night Thunder on this track. Sliders rule on this one!

| TESTER TIP
|
| "On this track, I like to use a variety of different vehicles from | light to heavy. I also constantly use this track to test out new | vehicles I unlock or to try a custom machine. This is a good track | to do it on because if they can handle this one, they can pretty | much do anything else."
| Pax Krouw

Starting off you will go straight. The track will shift left then right. There will be a SHORT pit area to the right and a booster to the left. You will then enter a tunnel. There will be a pit area in the center and nothing on the right. At the end there will be some mines.

You will then fly off to a gap (that's why it's called Serial Gaps ;]) It will be a right turn. You will then fly off to ANOTHER gap that is a sharp left turn. You will then see another gap and you'll land on the track below.

On this track, you can either go left and take the 90-degree turn to the right and fly off a gap, or stay right to hit a jump pad. There are three jump pads right in succession and you'll want to hit these to go flying above the crowd.

If you take the 90-degree turn, you'll end up only a few meters behind the jump pad people. Go straight and the left rail will disappear and there will be ice on the sides. The left will have ice as you make a curve to a speed booster.

Now you can fly off to two levels: one takes longer, but its safer; the other has NO rails but is much quicker. The top path is the short one. If you hit the top, there will be a sharp turn to the right with a booster in the center. Hit it; if you don't, shift left to make it back.

If you hit the bottom track you will see dirt on the sides and a booster towards the right. Hit the booster and avoid the dirt. Now the tracks will merge. There will be a centered pit area. Ahead is the start/finish.

/Chapter 9- The Emerald Cup

Things are really starting to heat up as your performance on the circuits becomes more and more critical. This last original set of tracks tests your ability to handle all sorts of new obstacles. Good luck!

/NEW THINGS INTRODUCED IN EMERALD CUP:

Cylinder [Cylinder Knot] Sharp Curve on a Hill [Intersection] Multiple Junctions [Double Branches] Half Pipe [Half Pipe] Lasers [Half Pipe]

Long Track [Ordeal] /CUP WALKTHROUGH

This cup is very easy to beat (at least for me). Make sure to place 1st on Cylinder Knot (this is easy to do). Finish around the top 6 in the next $2\,$ tracks. Take Half Pipe slowly, and you can still come in the top 6. On Ordeal, just race your heart out (but don't do anything stupid, like slam into a 90-degree turn).

Fire Field [Cylinder Knot]

Difficulty- **

Recommended Vehicle- Death Anchor Settings: All the way to Max Speed

Whoa! This track is another pipe course, only you're on the OUTSIDE of the pipe. This track can be EXTREMELY annoying if you keep spinning from side to side, however, there are almost no side walls so you'll be perfectly OK if you pick Death Anchor or another machine with an E body and a good boost.

Starting off you'll be on a straight. Then the track will become a cylinder. There will be a speed booster in the middle. Hit it to keep going. Scattered around are some more speed boosters. Then you will encounter 3 humps in the

After these humps, the track will curve. It will stay straight with a combination of turns after this, until you come to a huge hill. After the hill the track shifts upward.

After this, the rest of the track is straight with a few ovals with vertical cylinders on them. Avoid these, but if you can't it'll probably be OK as long as you're not completely out of energy. After this the tracks becomes regular after a drop-off, there is a pit area to the right and ahead is the start/finish.

Green Plant [Intersection]

Difficulty- ***

Recommended Vehicle- Mighty Hurricane

Settings: 3/4 to Max Speed

Oh boy! Another track with you on the inside of a cylinder. However, despite this, this track is actually easy to write for as the cylinder allows you to sort of tell if you're upside down or not. For this track I'd pick someone with little body strength as most of the track is in the cylinder.

Starting off you'll be on a straight. There is a speed booster in the middle. Hit it and move on. Keep centered and the track will become an inverted cylinder. There will be some speed boosts scattered around. Hit these if you can.

Eventually the track will become gray. Stay on one side to hit a speed boost (this is usually the bottom side) or on the other to cruise through a pit area (this is usually the top side). After this there is a turn after which you will encounter two pit areas on the top and bottom (or left and right).

After you hit these the track will come out of the cylinder. After this is all straightaway with one exception: you will now encounter the tunnels you just went through. That's why it's called Intersection. On one side of the tunnel will be a speed booster and the other side will be blank. Try to hit the boosters and avoid the tunnels. They go in a left/right or right/left pattern.

Next up is a hill that you can fly off course on if you're going to fast, so be careful. On the right is a pit area and ahead is the start/finish.

Casino Palace [Double Branches]

Difficulty- ***

Recommended Vehicle- Night Thunder Settings: All the way to Max Speed

YEEEHAAAWW! Another course with speed boosters galore! In fact, all the Casino tracks are like that;). Once again take out Night Thunder from your precious collection to beat this track with ease. 100% Max Speed is necessary cause if you don't his grip will make you slide out of control.

Starting off is a straight. Up ahead is a junction.

JUNCTION 1

Left Path- If you take the left path, you'll be faced with a track that turns left and then comes out in a right turn. There will be three speed boosters on the path you're on. Then there is a jump pad. Try and hit the pad to move up to the right path. If not, there will be a straight until the paths merge.

Right Path- If you take the right path, you'll be faced with a track that turns right and then comes out in a left turn. There will be a pit area and some boosters. Then the paths will merge.

JUNCTION 1 END

Keep straight to come up with another junction.

JUNCTION 2

Left Path- If you take the left path there will be a speed booster in the middle until the paths merge.

Right Path- If you take the right path there will be nothing until the paths merge.

JUNCTION 2 END

Ahead is another junction.

JUNCTION 3

Left Path- If you take the left path there will be nothing until the paths

Right Path- If you take the right path there will be a speed booster in the middle until the paths merge.

JUNCTION 3 END

There will be two pit areas on the left and right. Keep going until there is another junction.

JUNCTION 4

Left Path- The left path on this track has a few turns until you're faced with several speed boosters. Then the paths merge.

Right Path- The right path on this track has a few turns until you're faced with nothing on a straight. Then the paths merge.

JUNCTION 4 END

There will be a centered speed booster until there are two junctions left.

JUNCTION 5

Left Path- If you go left there will be a jump pad until the paths merge.

Right Path- If you take the right path there will be a speed booster until the paths merge. $\$

JUNCITON 5 END

Ahead is another one of those junctions right after the $5 \, \mathrm{th}$ junction.

JUNCTION 6

Left Path- If you go left there will be a speed booster until the paths merge.

Right Path- If you go right there will be a jump pad until the paths merge.

There will be two pit areas on the left and right. There will be two more speed boosters and ahead is the start/finish.

 | 1- Left; take jump pad to complete shortcut | 2- Left | 3- Right | 4- Left | 5- Left; take jump pad to fly to the other left path | 6- Left | On lap two take the following paths: I 1- Right I 2- Left | 3- Right | 5- Left; take jump pad to fly to the other left path | On lap three take the following paths: | 1- Right | 2- Left | 3- Right | 4- Left | 5- Left; take jump pad to fly to the other left path | 6- Left | As Darth Vader would say, "All too easy. Perhaps you are not as | strong as the game player thought."

Difficulty- ****

Recommended Vehicle- Mighty Typhoon

Settings: 30% Acceleration if you don't know what you're doing, or else 60% Max Speed

HOW is this track rated 4 stars? I played this when I was an average gamer, and it LITERALLY BLEW ME OVER! It is VERY HARD to do if you're a beginner, but as you progress it will slowly become easier and easier. Now this track is a breeze. But first you have to master it. I recommend a light vehicle like Mighty Typhoon, as its grip is not as bad as it is made out to be, his booster rocks and there are almost no rails so who needs body strength?

Starting off you'll be on a straight. Then the track will become a half pipe. There will be a left turn and then the track will bevel. Then there is a very short straightaway.

After this the half pipe resumes its deadly role. After it becomes a half pipe again, the floor will drop off and you'll need to shift a few times to avoid falling. After this there are a few turns until the track has 3 speed boosters. Stay centered and you'll be fine.

After a few more turns, the track will have an S-turn. There will then be a left turn and then some laser beams. These CAN hurt you so be careful. After this is a right-aligned pit area and ahead is the start/finish.

Difficulty- ****

Recommended Vehicle- Big Fang

Settings: 50% Acceleration if beginner, or else balanced

The final track of the Emerald Cup! It may be rated 5 stars, but it's NOTHING compared to Half Pipe. Why isn't this the fourth track of the cup? I don't know. But it is one of my favorite tracks personally, and before I unlocked the other cups, I LOVED to race my friends on this one. Good body and grip are essential on this one, so use Big Fang or something of the like.

Starting off you'll be on a straight. Then the track will drop off. There will be a 90-degree turn and two paths. One is a hill that will drop off on the main path. The other is a left turn that will take you to the next part. Either way you stay on the main path.

After this come two 90-degree turns. It leads to a hill that will drop you off to another 90-degree turn. There will be a pit area on the right and nothing on the left. After this is a right turn and then another drop-off.

After the drop-off comes a left turn and then ANOTHER drop-off! On this one, you'll need to shift to the left to survive. Then there will be 3 90-degree turns and then yet another drop-off.

Next up we have a pit area to the right, a speed booster in the middle, and nothing on the left. There is a second speed booster in the middle, but it's

surrounded by ice and dirt. Hit it and move on.

Now we enter a tunnel. There will be a straight and up next is an S-turn. Stay centered to hit a speed boost and come out of the tunnel.

Once out of the tunnel we're back on the main road. There is a sharp left turn, so drift and get out of it. There will be a speed booster to the left and the track will narrow until you hit one final drop-off. Ahead is the start/finish.

/Chapter 10- The Diamond Cup _____/

Ah, you've unlocked the first hidden cup. This cup is the final stand the game takes you against level wise. These tracks are very demanding; a single mistake could spell doom. Good luck!

/NEW THINGS INTRODUCED IN DIAMOND CUP:

Trident [Trident]

Lateral Shifting [Lateral Shift]

Bumpy Track [Undulation]

3-Way Platform Set [Dragon Slope]

Extremely Narrow Track [Slim-Line Slits]

/CUP WALKTHROUGH

This cup isn't as hard as it looks. Trident may seem difficult, but once you boost like crazy, coming in 1st is no sweat. Lateral Shift is a bit more difficult, but coming in the top 10 should be no problem. Undulation is much easier, just stay on the track and don't attack (I rhymed!) too much, because the computers will just fall off on this track (I did it again!). Dragon Slope is pretty easy to come in 1st on, and you should have enough points to place first just by finishing Slim-Line Slits.

Cosmo Terminal [Trident]

Difficulty- ***

Recommended Vehicle- Dark Schneider

Settings: Balanced if you don't know the course, or else, 100% Max Speed

You wanna know something? Why does everybody who describes this track kill themselves writing down every single freakin' path?! I don't have the patience to go on the GC, play the track, and write everything down. I'm just going to tell you which routes to take and when. It's that simple. There are only two sections of walls here that are very short, so take out Dark Schneider or any other good attacker.

JUNCTION 1- PREFERRED PATH (LAP 1)

At the first junction, take the right path on the first lap. It has two boosters and then the paths merge.

JUNCTION 2- PREFERRED PATH (LAP 1)

At this junction, go on the middle path. It has a zipper and then a curve until you'll hit an energy strip.

JUNCTION 3- PREFERRED PATH (LAP 1)

Go with the middle on this one. It has some lumps, but has a dash plate and some

JUNCTION 4- PREFERRED PATH (LAP 1)

Go with the right. It has a few dash plates, some energy, and a jump, and then you'll be at the start.

JUNCTION 1- PREFERRED PATH (LAPS 2 AND 3)-

Go with the middle. It has energy, which is crucial, as you should boost a lot

JUNCTION 2- PREFERRED PATH (LAPS 2 AND 3)-

Go with the middle again.

JUNCTION 3- PREFERRED PATH (LAPS 2 AND 3)-

Go middle again.

JUNCTION 4- PREFERRED PATH (LAPS 2 AND 3)-

Go the same route again.

Sand Ocean [Lateral Shift]

Difficulty- ****

Recommended Vehicle- Hyper Speeder

Settings: 50% Max Speed

This track is very fun to race your friends on, and, as an added bonus, it is a breeze to do in the GP. The junctions here have a left and right path. One leads off course and the next continues the track. Grip machines rule here, so take Hyper Speeder out for a spin.

Starting off is a straight. There will be a centered speed booster. Hit it. Up ahead is a lateral shift junction. Shift left and continue. Next is another lateral shift. Shift right to move on. The track will become thin here so be careful

This next right turn contains pit areas on both ends of the track. Hug the curve to gain time. After this is a junction which requires you to shift right. You will now enter a cave. The first shift here is a right shift followed by another right shift.

The curve up next is exactly identical to the first right curve with pit areas. Hug it once more to save valuable time. The track will now come out of the cave. The track will narrow significantly here.

This next section of track has no walls. The track also narrows even more in certain spots. First up is a right shift and immediately following it is a left shift. Up next is a right curve. On this next short straight the track will narrow.

Hit the right shift and then the final two shifts which go left and then right. There will be one more sharp curve to the right. There will be a speed booster in the middle and a short pit area on the left. The track will then become narrow and ahead is the start/finish.

Difficulty- ****

Recommended Vehicle- Dark Schneider Settings: Balanced or 100% Max Speed

Another Diamond Cup track with barely any walls so take Dark Schneider out and attack like crazy! Notice, however, that the computers will die by themselves quite frequently here so don't worry about killing TOO many people.

Starting off is a straight. The walls on the track will soon disappear, so be careful. There will be several short hills, followed by a jump pad at the very end of them. One hill will have a pit area on the right side.

When you hit the jump pad, pull down to avoid hitting the pillars (if you hit them, you'll bounce off and die). This next section of track is undulating (note the name Undulation), meaning it is bumpy and beveled. Keep still here to reach another set of hills.

There will be five (5) more hills before a drop-off. Hills numbers 3 and 4 will have pits, 3 is on the right and 4 on the left. After this you will encounter a straight with two boosters on the end. This will lead to a drop-off. If I were you, I'd pull off just a little before the end to avoid losing speed.

From this turn, you'll have to turn a bit to avoid losing speed. As I said, just hit the dash plates and fall off and you won't lose as much speed. Dark Schneider has a bit of trouble on this turn, so if you can't make turns like this, don't use him.

After this is a straight with a zipper in the middle and a jump plate on the left. Hit the jump plate to sail over some undulating track. You won't be able to sail all the way over, so don't even try. After this undulating track are two dash plates and the track will become narrow. Ahead is the start/finish.

Difficulty- ****

Recommended Vehicle- Green Panther

Settings: 70% Max Speed

Uh-oh another track with a drop-off. A nice big drop-off. Despite the bad grip of Green Panther, the drop-off part is completely straightforward so grip may not play a big part in the overall runthrough.

Starting off we have a straight with a centered booster pad. Hit it. On the outside of this curve we have an energy strip. The track then becomes straight. Another curve is coming only in reverse. The energy strip is now on the left side while we make a right turn.

Now you will head uphill. There will be boosters on the left and right and one a split second later in the middle. Hit these and continue to drop-off land.

WHEEE! As soon as you hit the booster pad you'll go flying. There will be sets of three platforms with boosters centered on the ends of them. The bottom is the longest and the top is the shortest. Do NOT nosedive here or you'll be stuck on the bottom path.

After the boosters on this set and you'll be sent flying again and face another set of three platforms. Same applies as before. After one more booster is one last three-platform drop-off.

After this is a drop-off to a straight track. It will eventually shift left. The outsides of the track will be dirt and the center will be ice. Oh yeah and there are also no rails here.

Go through this and you'll hit another straightaway. Next up is a pit area (the walls are back now) in the center. Shift left to make the next turn.

After the turn is a straightaway. Then we have a right turn with some hills. After the hills is a sharp right turn and ahead is the $\operatorname{start/finish}$.

Difficulty- *****

Recommended Vehicle- Sonic Phantom Settings: 30% Acceleration

Ah man! I hate this track in GP Mode despite its being on my top ten list. The best I've ever done here is 27th place and that was on Master Class. This track deserves a 6* rating because of the very narrow walls and the numerous traps set throughout the course. Sonic Phantom performs quite well here so take him out there and give it a try.

Starting off we have a short straightaway. The track actually is split into two pieces (the hole is too small to fall through, however) so shift to the right side on the first curve to avoid losing speed. After this curve we head up a bill

Once up the hill the track has a sharp right turn. Then hill will then head downward. Up ahead is a junction (with roads narrow enough for about 12 racers, not the half or more of the computers who take one route), but both paths do about exactly the same thing so just pick one and go for it. After this is a short straight and then another junction. Keep in mind that the rest of the track (with exceptions to the areas with pits) is very narrow until the end.

This junction matters only a little bit because on one side has a booster in the beginning of the curve and the other one has a booster towards the end of the curve. Go with the one on the end of the curve (that's the right junction).

Now the track will come out of the junction. There is a turn to the left with ice on the right side. At the left end is a pit area, but be warned: you must get out of the pit before the end of the strip or you'll fall off-course.

Take the narrow path right to find another pit area with a booster in the center. Once again, the pit area ends where you'll fly off course, so watch out. Hit the booster and move on to the narrow left turn. After the turn you'll head uphill and be faced with a right turn.

The narrow part of the track is over and the rest is just a long straightaway with pit areas on the sides. Cruise over them for as much as you want here, however, because these pit areas do NOT end up with you falling off course. Ahead is the start/finish.

/Chapter 11- The AX Cup

WOW! If you read this section you must be pretty good at F-Zero GX (you must beat all 4 Cups on Master Class) or you just went to the arcade. This cup tests your ability to perform wisely on a variety of different courses. While not the hardest cup in the game, this cup can provide a few challenges. Something cool about this cup is that even if you don't have all the AX Racers unlocked, you will see them here.

/NEW THINGS INTRODUCED IN AX CUP:

Upward Curving Pit Area [Screw Drive]
Section of Complete Ice [Meteor Stream]
Cylinder Junction [Cylinder Wave]
Integration of Elements [Spiral]

/CUP WALKTHROUGH |

This cup is very easy to win on. Just come in 1st on the first two tracks, finish in the top 6 in the third and come in 1st on the last two. Easy as pie (not the other pi [the math one], which is NOT easy 3.1415926535...)

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Mute City [Sonic Oval]
Difficulty- *
Recommended Vehicles- Fat Shark/Black Bull
Settings: All the way to Max Speed
My, my after that long hard Diamond Cup we come to a much simpler AX Cup. And
the first track just so happens to be the easiest in the game! What luck for
you! Full Max Speed is crucial here, however, you won't be racing this one in
the GPs. If you plan to win pick a heavy vehicle such as Fat Shark and boost
Starting off is a straight. After the long straight is a booster pad in the
center. Hit it and move on. After some more straight we're in for another
centered booster pad and a left turn. After this turn is another long straight
with a booster pad right before the pit area.
On this straight is a huge pit area in the center and two boosters on the sides
of it. Choose one and keep going. After this is another centered booster with a
short pit area on the right. Hit one and move to a final straight with one more
booster plate. Ahead is the start/finish.
Aeropolis [Screw Drive]
Difficulty- **
Recommended Vehicles- Queen Meteor/Spark Moon
Settings: All the way to Max Speed
All right, this is the first track of the AX Cup that you can race in the GP
Mode. This track is very easy to place in first on, just be careful on Master
Class because Bunny Flash will put up a tough fight to the finish. Queen Meteor
or Spark Moon will do fine here so pick one and take them for a drive.
Starting off is a straight. It is followed by a right turn. There will
Outer Space [Meteor Stream]
Difficulty- ***
Recommended Vehicles- Mad Wolf/Rainbow Phoenix
Settings: All the way to Max Speed
Port Town [Cylinder Wave]
Difficulty- ****
Recommended Vehicles- Twin Noritta/Groovy Taxi
Settings: All the way to Max Speed
Lightning [Thunder Road]
Difficulty- ****
Recommended Vehicles- Hyper Speeder/Astro Robin/Pink Spider
Settings: All the way to Max Speed
Green Plant [Spiral]
Difficulty- *****
Recommended Vehicles- Iron Tiger/Bunny Flash
Settings: Balanced
Whoa! This is the longest track in the entire game, however, it is not the
hardest. In fact, this track is actually extremely easy once you master it. I'd
rate it 2 stars overall. Iron Tiger or Bunny Flash will work wonders here, so
take either one out and beat the competition!
Starting off is a straight. The track will then become similar to that of a 3/4
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Starting off is a straight. The track will then become similar to that of a 3/4 pipe. Shift to the left to avoid dropping off. There is a straight up next. After that, there is a drop off, and then the track becomes a cylinder. The cylinder will have an energy pit in the center area, and then it will shift right (assuming you're on top) and drop off to normal track.

Now you're faced with a short junction. Both paths are exactly the same. No matter which way you go, there will be a booster in the middle. Make sure to not nosedive (tilt down on the CS), or you'll end up in dirt.

After the dirt you will pass a Checkpoint sign. The track will shift upward.

/Chapter 12- The Story Mode Tracks \
These tracks are available for you to play on in Story Mode [and, unfortunately, only as Captain Falcon: (], but if you enter in an Action Replay Code, it is possible to race with anyone on these story tracks. Sweet huh? BTW, these tracks are labeled according to their AR name, however, these tracks are not actually located in these areas.
::-::-::-::-::-::-::-::-::-::-::-::-::-
This track is almost exactly identical to the first Sonic Oval, so I'll just give you that walkthrough. By the way, the capsules on this track do nothing, so don't expect to only be able to finish if you collect all the capsules.
Starting off is a straight. After the long straight is a booster pad in the center. Hit it and move on. After some more straight we're in for another centered booster pad and a left turn. After this turn is another long straight with a booster pad right before the pit area.
On this straight is a huge pit area in the center and two boosters on the sides of it. Choose one and keep going. After this is another centered booster with a short pit area on the right. Hit one and move to a final straight with one more booster plate. Ahead is the start/finish.
Sand Ocean
Casino Palace
::-::-::-::-::-::-::-::-::-::-::-::-::-
Lightning
::-::-::-::-::-::-::-::-::-::-::-::-::-
::-::-::-::-::-::-::-::-::-::-::-::-::-
Fire Field
Phantom Road
-:::::::::::::-
Part 4- Multiplayer Mode
Welcome to Part 4 of the FAQ/Walkthrough. Though it only contains one chapter, it does not fit in with any other part I the guide, so I put it in a part of its
own. The single focus of this part is on playing multiplayer, so here is the section's single chapter.
Chapter 13- Vs. Battle Mode- Includes all of the exciting features you can experience when playing with friends.
/Chapter 13- Vs. Battle Mode \
In this mode, you can race up to 3 friends at the same time. Just pick a machine and race. Here are the steps:
Select number of players
2) Select cup 3) Select track
4) Select machines 5) Choose settings
6) Choose # of laps, Handicap on/off, Restore on/off, CPU on/off (none in 4P

mode), 4th monitor (3P only)

A Staff Ghost is a transparent machine that acts as an opponent racer. To get a Staff Ghost you must come within 10 seconds of their time.

You can also make your own ghosts by pressing Save Ghost at the end of the Time Attack.

To load a ghost, press Y before you select a track. A list of Ghosts will appear in the upper-right hand corner. Hit X to select a Ghost. Up to 5 ghosts can be selected at a time.

If you unlock a ghost, you get 10 tickets and can buy it in the shop.

The following is a list of the times of the Staff Ghosts, and the vehicles they use:

| To race a Staff Ghost, go to Time Attack, select a ghost, and | race it. Aim for these times if you want to beat that ghost: I /RUBY CUP | Mute City [Twist Road] - Finish in under 0.59.964 | Staff Uses: Death Anchor | Casino Palace [Split Oval] - Finish in under 0.56.691 | Staff Uses: Black Bull | Sand Ocean [Surface Slide] - Finish in under 1:56.743 | Staff Uses: Big Fang | Lightning [Loop Cross] - Finish in under 1:49.907 | Staff Uses: Wild Boar | Aeropolis [Multiplex] - Finish in under 2:15.297 | Staff Uses: Fire Stingray | /SAPPHIRE CUP | Big Blue [Drift Highway] - Finish in under 1:07.331 | Staff Uses: Night Thunder | Port Town [Aero Drive] - Finish in under 2:25.689 | Staff Uses: Black Bull | Green Plant [Mobius Ring] - Finish in under 1:35.169 | Staff Uses: Death Anchor | Port Town [Long Pipe] - Finish in under 2:26.802 | Staff Uses: Wild Boar | Mute City [Serial Gaps] - Finish in under 1:26.549 | Staff Uses: Night Thunder I/EMERALD CUP ______ | Fire Field [Cylinder Knot] - Finish in under 2:40.909 | Staff Uses: Black Bull | Green Plant [Intersection] - Finish in under 2:24.897 | Staff Uses: Mighty Hurricane | Casino Palace [Double Branches] - Finish in under 2:59.117 | Staff Uses: Fire Stingray | Lightning [Half Pipe] - Finish in under 2:50.296

| Staff Uses: Sonic Phantom

| Big Blue [Ordeal] - Finish in under 2:50.808 | Staff Uses: Fire Stingray I/DIAMOND CUP |-----| Cosmo Terminal [Trident] - Finish in under 2:58.650 | Staff Uses: Black Bull | Sand Ocean [Lateral Shift] - Finish in under 2:09.849 | Staff Uses: Hyper Speeder | Fire Field [Undulation] - Finish in under 2:06.916 | Staff Uses: Twin Norrita | Aeropolis [Dragon Slope] - Finish in under 2:59.076 | Staff Uses: Death Anchor | Phantom Road [Slim-Line Slits] - Finish in under 2:03.268 | Staff Uses: Oueen Meteor |/AX CIIP |-----| Aeropolis [Screw Drive] - Finish in under 0.56.690 | Staff Uses: Rolling Turtle | Outer Space [Meteor Stream] - Finish in under 1:38.178 | Staff Uses: Wild Goose | Port Town [Cylinder Wavel- Finish in under 2:06.837 | Staff Uses: Fat Shark | Lightning [Thunder Road] - Finish in under 3:18.272 | Staff Uses: Fire Stingray | Green Plant [Spiral] - Finish in under 3:50.470 | Staff Uses: Rainbow Phoenix | Mute City [Sonic Oval] - Finish in under 0:46.893 | Staff Uses: Fat Shark

If you win, you get a star and 25 tickets.

/Chapter 15- Practice Mode \------

This is one of my personal favorite modes, and it can easily become one of yours too. This is the mode where you can run courses by yourself or with computers. And get this: you can also adjust the number of laps, the use of the rescue feature, the number of CPUs (if any), and their class. What a mode! Not much to say about it, but here are the courses that are the most bang for the buck (or racing time =) in practicing:

/TOP TEN COURSES THAT SHOULD BE RACED IN PRACTICE MODE

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1. Lightning [Half Pipe]
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- 2. Mute City [Serial Gaps]
- 3. Phantom Road [Slim-Line Slits]
- 4. Green Plant [Spiral]
- 5. Big Blue [Ordeal]
- 6. Sand Ocean [Lateral Shift]
- Cosmo Terminal [Trident]
 Fire Field [Undulation]
- 9. Aeropolis [Dragon Slope]
- 10. Big Blue [Drift Highway]

Part 6- Story Mode

You've now read through half of this FAQ/Walkthrough. Welcome to Part 6, all about Story Mode. Each Chapter in this Part matches up with the corresponding chapter of Story Mode. Here they are folks, Chapters 16-25.

Chapter 16- Prologue- Includes the dialogue and basic story background of the Prologue.

Chapter 17- Captain Falcon Trains- Gives a walkthrough of Chapter 1 of Story

Chapter 18- Goroh: The Vengeful Samurai- Gives a walkthrough of Chapter 2 of Story Mode.

Chapter 19- High Stakes in Mute City- Gives a walkthrough of Chapter 3 of Story Mode.

Chapter 20- Challenge of the Bloody Chain- Gives a walkthrough of Chapter 4 of Story Mode.

Chapter 21- Save Jody! - Gives a walkthrough of Chapter 5 of Story Mode. Chapter 22- Black Shadow's Trap- Gives a walkthrough of Chapter 6 of Story Mode. Chapter 23- The F-Zero Grand Prix- Gives a walkthrough of Chapter 7 of Story Mode. Chapter 24- Secrets of the Championship Belt- Gives a walkthrough of Chapter 8 of Story Mode. Chapter 25- Finale: Enter the Creators- Gives a walkthrough of Chapter 9 of Story Mode. -----/ INTRODUCTION \-----The first thing that comes is a play-like overview of the chapter. The number of stars next to a Normal/Hard/Very Hard chapter appear next to the stats (* = very easy, ** = easy, *** = normal, **** = hard, ***** = very hard). After that is the type of reward you get for beating the Chapter on a particular difficulty. ______ | MAJOR HELP: Story Mode I may not be the most skilled player at F-Zero GX in the universe, I have cleared every single chapter on Very Hard which took a | | combined total of about 33 hours; it might be best to take my | advice. | TRY THIS: Alternate Story Mode Walkthroughs | If you have an alternate walkthrough for a chapter send it to | paxk@yahoo.com. | As always, your hard work will not be forgotten. /Chapter 16- Prologue Black Shadow has failed in his last bid to win a Grand Prix and has now encountered the wrath of an evil villain. [Black Shadow and a mysterious person are racing. Black Shadow is in the lead on the first turn. The other person boosts several times and then catches up to Black Shadow. He side slams him and Black Shadow's machine goes flying. Black Shadow then stumbles out. The man starts to choke Black Shadow] BLACK SHADOW: Wait! Aggh! Just give me one more chance! ${\tt MYSTERIOUS\ PERSON:\ One\ more\ chance\ is\ all\ you\ get!\ Win\ this\ F-Zero\ Grand\ Prix}$ or... you know the price of failure. BLACK SHADOW: Yes, yes. I can win it this time! I swear! [The mysterious person powers up his engines and boosts away.] /Chapter 17- Captain Falcon Trains [The camera comes down on the streets of Mute City. Jack Levin, Antonio Guster, Mr. EAD, Billy, Pico and Octoman are watching Black Shadow on a TV screen. Black Shadow laughs menacingly. Captain Falcon walks near and turns down an ally. His face is scanned and he enters his home. He goes into his machine and starts up Simulation Mode 1 Description: Get all the capsules on the track and finish within 80/60 seconds. Normal- 25 capsules; 80 seconds * Hard- 30 capsules; 60 seconds ** (Silver Sword, Rave Drifter, Jupiter-Q) Very Hard- 35 capsules; 60 seconds ***** (Rainbow Phoenix) HOW LONG IT TOOK ME: Normal- Took me around 7/8 runthroughs Hard- Took me around 5/6 runthroughs Very Hard- Took me around 3 hours to beat INSTRUCTIONS: As Falcon would say, "Let's do it!". These instructions are according to Very Hard, yes, I know it won't help you with Normal or Hard very much, but most people can beat those themselves :). You'll start off facing two spheres, one on the left, one on the right. Grab the left one. You'll then see some spheres aligned in this pattern:

```
3 2 4
```

Grab one and two right now. You'll then see a sphere on the left. Ignore that one for now. Next you'll see the track like this:

There is a dash plate right in the middle. Hit it and collect the spheres on the right. You'll then see two spheres, one on the right, one on the left. Collect the one on the left, and then head down to face 4 spheres in a diagonal. You'll then see a sphere on the right and left. Hit the dash plate in the middle, grab the right one, watch out for the wall, and grab the 3 in this line:

```
3 8
2 7
5
```

Ahead is the start/finish. BOOST when you get it. Now collect the sphere on the right in the beginning. Go back to the left and get numbers 3 and 4. These should be (total spheres) numbers 18 and 19 for you. Collect the 6 left side spheres on the upcoming track.

When you run past that point, get the sphere on the right, right where the diagonal was. Get the left sphere right before the last group, BRAKE (this is important) to collect 4 and 5, and boost out.

On the final lap, collect any spheres you didn't get yet, and on the last group, hit L right before you collect 7. Then you'll unlock Rainbow Phoenix!

MAP: I'll provide this VERY helpful link (note that I DID NOT MAKE THIS! DO NOT CREDIT ME!)

http://www.angelfire.com/empire/wasteofspace/Map.JPG

[Captain Falcon exits the machine. After this he sees where the Grand Prix will be taking place. On his TV Black Shadow talks:]

BLACK SHADOW: This time the prize will be mine!

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/Chapter 18- Goroh: The Vengeful Samurai
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[Samurai Goroh and his bandits are waiting on top of a cliff. Goroh gives a signal and they slide down. Captain Falcon enters with his machine.]

SAMURAI GOROH: You stole the prize money from us last time! You'll pay for that!

BANDITS: Ha Ha Ha!

SAMURAI GOROH: That's a fine looking machine you're driving Falcon. You know the law here in Red Canyon? If you lose the race, you forfeit your machine.

GOROH WITH BANDITS: Ha Ha Ha!

[Falcon powers up his machine to leave. Goroh puts his sword at Falcon's neck. The rest of the members point their guns and swords at Falcon.]

SAMURAI GOROH: You can't back down now! The mighty Falcon can't back down from a challenge, now can he?

CAPTAIN FALCON: Let's do it!

SAMURAI GOROH: All right then! The first one to that checkpoint is the winner!

[Goroh and Falcon power up their machines.]

SAMURAI GOROH: I can't lose my Fire Stingray!

Description: Beat Samurai Goroh to the goal!

Normal- Few boulders, Goroh slow **

Hard- More boulders, Goroh medium ** (Optical Wing, Cyber Fox, Comet-V)

Very Hard- A TON of boulders, Goroh fast *** (Spark Moon)

HOW LONG IT TOOK ME:

Normal- 2 hours (I sucked back then) Hard- 10 minutes Very Hard- 5 minutes

INSTRUCTIONS: Once again, I will explain the Chapter according to Very Hard mode. Go straight to Max Speed. You'll start off on a straight. Fire Stingray will boost twice to get ahead of you, and there will be some boulders falling from the left. There will be a turn to the left. Hug it and move on.

Next up we have more boulders falling from the left. There is a turn in which the inside lane is on the right. Boost on it, and then get ready to stay by the edge, cause there are some more boulders up ahead. Now we make a left turn.

This is the longest straightaway in the chapter but there are many boulders here, so watch out. Halfway through the track will curve to the right. Boost here. Next we're in for another left turn. There are lots of boulders here, so watch out until we approach the final left turn.

Don't underestimate the Force! Just kidding. I just love Star Wars (even wrote an FAQ for one game). Anyway, don't underestimate this last straight, as there are at least a million boulders here;). Avoid these (Fire Stingray will most likely mess up here) and once you're just about through, boost to the finish and win!

/Chapter 19- High Stakes in Mute City

[Flacon is driving on a road in Mute City. He pulls up to a club. Several people show him their drinks. We see Silver Neelsen and James McCloud fighting over a

SILVER NEELSEN: What a scam! Bets worth two million space credits? Ha! What can I do with this one coin!

[He rolls the coin on the table. Neelsen recognizes Falcon.]

SILVER NEELSEN: You're the famous Falcon! Please, I'm begging you, enter the bet race!

CAPTAIN FALCON: What? Huh?

SILVER NEELSEN: Please! Consider it an old man's last request!

CAPTAIN FALCON: Just calm down old man!

 ${\tt ANNOUNCER:} \ {\tt We will shortly be closing registration for the next race!}$

SILVER NEELSEN: The next race is about to start!

[He drags Falcon towards a closet.]

CAPTAIN FALCON: Where are you taking me? Wait!

[Falcon emerges in a Joker costume. Neelsen registers him as Famicom. Dr. Clash laughs while sitting at the bar.]

SILVER NEELSEN: Just perfect!

[The racers power up.]

Description: Reach the goal first!

Normal- Racers fast ***

Hard- Racers faster *** (Megalo Cruiser, Heat Snake, Impulse 220)

Very Hard- Racers at their fastest **** (Rolling Turtle)

HOW LONG IT TOOK ME:

Normal- 2 hours (I still sucked)

Hard- 30 minutes

Very Hard- 10 minutes

INSTRUCTIONS: Well, if you haven't played Expert or Master Class GP yet, you'll have a bit of a tough time here. This chapter can be next to impossible if you're a beginning gamer (which was the case with me; that's why it took 2 hours). These guys are VERY fast, and this one of the only times where computers will flash without you attacking them.

Go straight to Max Speed. Almost everyone will pass you, but you'll catch up, so don't worry. Cut these corners to cut off valuable time. After a few turns, you'll see a jump pad which you should hit. Afterwards is a turn with no rails, so be careful. There's an energy strip here and then another jump pad.

WHEE! After sailing, hit another jump pad (you'll need to nosedive to hit it) to avoid the large patches of dirt here. There will be one more jump pad on the corner, then nosedive again and hit one last jump pad that the computers will always ignore

After a few 90-degree turns, we're faced with a straight with an energy strip and ahead is the start/finish.

Oh, but it's not over yet! Sucker, you've still got two more laps. Anyway, you

should be in first or second by the end of the first lap. Boost three times at the start to stay where you are. Boost in front of EVERY SINGLE JUMP PAD to soar. Boost a few other times at various places too. On the energy strip, fuel up the second lap then BOOST the third lap. Also on the third lap watch out for those people who will sneak in and take the lead. Cut them off if you see a CHECK sign. ______ [Falcon stands near the door. Neelsen tosses him a bag of money.] SILVER NEELSEN: Here, this is your share! Take it. CAPTAIN FALCON: Thanks! TV BROADCASTER: Once again, Black Shadow is causing trouble in the Lightning area. All citizens are advised to evacuate immediately! We repeat: All citizens are advised to... [Falcon drops the bag, takes off the costume and drives away.] /Chapter 20- Challenge of the Bloody Chain [Falcon is driving on a road. A warning sign flashes on his monitor. Michael Chain and his gang surround Falcon.] CAPTAIN FALCON: The gangs... [Chain's machine opens and he lurches at Falcon.] MICHAEL CHAIN: Arroh! CAPTAIN FALCON: So you wanna play? MICHAEL CHAIN: Guys, the party's just starting! Description: Crush Michael Chain's machine and hit the checkpoint first! Normal- Cars have little energy * Hard- Cars have more energy ** (Giant Planet, Dark Chaser, Extreme-ZZ) Very Hard- Cars have as much energy as you; Chain's car has 2-3x that amount ***** (Fat Shark) HOW LONG IT TOOK ME: Normal- 30 minutes Hard- 20 minutes Very Hard- 2 to 3 hours INSTRUCTIONS: This chapter's theme can be summed up in three words: Streets of Harlem. The difficulty of the Very Hard level in three words is: Very, Very Annoying. This chapter can take you hours to beat so pay attention to how to get kills effectively. Go straight to Max Speed. Boost twice at the beginning and spin attack to kill two of the three racers that appear first. Boost again and catch up to more. Keep in mind that the side attack will most likely take out a racer in one hit, however, the spin attack takes three or four hits to become an effective kill. Note that if you side attack a lot and keep having to retry the chapter if you lose (I beat Very Hard in a day) you will most likely get blisters : O. Use the side attack to kill three more racers. If any come from behind, $\ensuremath{\mathsf{spin}}$ attack them. Keep repeating this until the pit area. Boost in the pit area and side dash to kill one or two racers. By now there should only be about 14 racers left. Kill the rest of these as fast as you can and then boost once to catch up to the Wild Boar. Wild Boar WILL slow down if you kill everyone else quickly, however, you may have to boost to catch up if you don't have much time left. His car has 2--3times the amount of any other car's energy, so side dash him 4-5 times to kill him or spin attack him if he approaches from behind. Keep attacking to kill him and make it to the finish to win! [Falcon bursts out of the gang.] MICHAEL CHAIN. Oh no! After Falcon! Don't lose him! [The others drive away.] MICHAEL CHAIN: Go! Go after him! What are you doing? [Chain drifts around and boosts away.] /Chapter 21- Save Jody! [Falcon drives towards the power plant. John Tanaka is there and his Wonder Wasp is a total wreck. Falcon emerges from his racer. 1 CAPTAIN FALCON: Are you all right?

JOHN TANAKA: Jody's still inside the building!

```
[Falcon drives inside of the power plant.]
CAPTAIN FALCON: Jody!
JODY SUMMERS: Ungh! Falcon!
[Falcon puts her in his racer. There is a signal that the blast doors are going
to close. Blue Falcon powers up.]
Description: The power plant is going to blow! Escape within 50/45/40 seconds!
Normal: 50 seconds *
Hard: 45 seconds ** (Holy Spider, Red Rex, Bluster-X)
Very Hard: 40 seconds ***** (Cosmic Dolphin)
HOW LONG IT TOOK ME:
Normal- 30 minutes
Hard- 10 minutes
Very Hard- 3 hours
INSTRUCTIONS: Let's be frank: This chapter is VERY HARD to beat on VERY HARD!
With only 40 seconds to escape, you'll be hard pressed to make it to the end
before the final doors close (they do close when the timer says 00: (.
Full Max Speed please! You'll need to play this for a few hours before you
finally win it, so start early. Boost 8 times in a row at the start and collect
every boosting ball there is. Get through every door perfectly or else you will
stand almost no chance of winning.
Wait to boost until you have about half energy left. By the time you reach the {\tt X}
shaped door you should have about 14-15 seconds left. Boost right before the
final set of three doors, DON'T BOOST INSIDE OF THEM. Then BOOST LIKE HECK and
up the ramp to make it to the end.
[The power plant explodes. John Tanaka ducks down. Falcon drives out with Jody.]
JOHN TANAKA: Jody!
[Falcon sees Black Shadow.]
CAPTAIN FALCON: Black Shadow!
/Chapter 22- Black Shadow's Trap
[Black Shadow is standing on his machine. Falcon walks by.]
BLACK SHADOW: Falcon! You've come to die! I needn't have wasted time looking for
CAPTAIN FALCON: Let's settle this at the Grand Prix, not like this. It's the
coward's way.
BLACK SHADOW: The coward's way? You make it sound so noble. I just plan to
eliminate anyone who stands between me and the prize! Simple as that! Ha Ha!
Falcon, take this!
[Shadow blasts a rope of lightning at Falcon.]
CAPTAIN FALCON: Augh! What are you doing?
BLACK SHADOW: Come out Blood Falcon!
[Blood Falcon appears. Falcon struggles to get out of the rope.]
BLACK SHADOW: Are you ready?
BLOOD FALCON: Yeah, I'm ready.
[Blood Falcon puts something on Captain Falcon's machine. Falcon is moved into
Blue Falcon.1
BLACK SHADOW: Farewell, Captain Falcon! Ha, ha ,ha, ha!
BLOOD FALCON: You and Blue Falcon can die together! Hah!
[Blue Falcon is powered up and races down the track. Falcon finally gets out of
the rope and sees what is on his machine.]
Description: The bomb is speed sensitive! Keep your speed over 700/750/800km/h!
Normal- 700 km/h *
Hard- 750 km/h \star (Space Cancer, Spark Bird, Punisher -4X)
Very Hard- 800km/h ** (Silver Rat)
HOW LONG IT TOOK ME:
Normal- 30 minutes
Hard- 10 minutes
Very Hard- 30 minutes
```

CAPTAIN FALCON: Wait there!

INSTRUCTIONS: This chapter is very easy. Go to full Acceleration and don't boost till I say so! Starting off you'll see a few easy to hit turns. You'll then see some larger machines that will power down and move. After that you'll see some smaller machines which will not move, so avoid them. Go through the next few turns, make sure to drift on the super-sharp turns. At about 15,000 meters, the track will become very thin, so watch out. After you pass a few more machines, you'll see 3 patches of dirt. Boost through them, and take the sharp turn ahead. Boost/avoid the next few patches of dirt/machines, head up the sharp hill, and boost right before the final turn. Keep going until you reach the finish. [Falcon is speeding down the road. He hits a barrier and flies off. A crane knocks the bomb off of his racer. The bomb explodes in the water. Falcon drives away.] /Chapter 23- The F-Zero Grand Prix \-----[The camera reveals the F-Zero Grand Prix.] ANNOUNCER: Ladies and gentlemen! The contestants! The high-flying medico, Dr. Stewart! [Dr. Stewart bows and enters his machine.] The hit man who flies at the speed of sound, Pico! [Pico enters his machine.] The Japanese warrior, Samurai Goroh! [The crowd stops cheering.] SAMURAI GOROH: Huh? {Goroh enters his machine.] ANNOUNCER: The cyborg returns, Mighty Gazelle! [Mighty Gazelle enters his machine.] ANNOUNCER: The emperor of brutality, Black Shadow! BLACK SHADOW: Ha, ha, ha! [Shadow prepares to enter his machine.] ANNOUNCER: And the bounty hunter, Captain Falcon! [Falcon walks towards his machine. He looks up at Black Shadow.] BLACK SHADOW: Well, still alive it seems? But I won't miss this chance to make mincemeat of you! Ha, ha, ha, ha! CAPTAIN FALCON: Black Shadow! I'll show you! You'll never beat me! [Shadow enters his machine.] ANNOUNCER: Ladies and gentlemen! Start your engines! [The machines power up.] _____ Description: Become the Grand Prix champion! Normal- They're impossible; 3 laps *** Hard- They're more impossible; 4 laps ***** (Wild Chariot, Combat Cannon, Triangle -GT) Very Hard- They're VERY AGGRESSIVE and STILL IMPOSSIBLE; 5 laps***** (Pink Spider) HOW LONG IT TOOK ME: Normal - 3-4 hours Hard- 2 hours Very Hard- 3-4 hours INSTRUCTIONS: I can sum this chapter up in three words: HARD; EXTREMELY HARD. You will need to spend HOURS to beat this chapter. This WILL allow you to beat Very Hard, it just requires skill and the rest is up to your degree of patience. You'll start off in 28th place. Here is the starting order to the best of my knowledge (they will be marked with an E for easy, an H for Hard, $\,$ a V for Very Hard, and an A for aggressive): 1 Wild Boar (A) 2 Blood Hawk (V, A) 3 Little Wvvern (E) 4 Mighty Hurricane (H) 5 Crazy Bear (H)

6 Mighty Typhoon (E)

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7 Space Angler (H)
8 Mad Wolf (E)
9 King Meteor (E)
10 Fire Stingray (A)
11 Wild Goose (A)
12 Golden Fox (H)
13 Night Thunder (V)
14 Great Star (E)
15 Deep Claw (E)
16 Iron Tiger (A)
17 White Cat (V)
18 Super Piranha (E)
19 Green Panther (E)
20 Sonic Phantom (H)
21 Big Fang (A)
22 Astro Robin (E)
23 Death Anchor (E)
24 Hyper Speeder (E)
25 Wonder Wasp (V)
26 Twin Norrita (E)
27 Oueen Meteor (E)
28 Blue Falcon (you)
29 Black Bull (V,A)
30 Red Gazelle (E)
Black Bull will come up from behind on the left. Side dash him a few times left
and right to destroy him, or else it is almost impossible to win. Cut through
the lava and hit the centered mine. You should be in about 11th place.
During this time, watch out for Pico, Samurai Goroh, Bio Rex, Michael Chain,
Blood Falcon, Baba and Black Shadow (if you didn't kill him). They will spin
attack you, more than any other one, Samurai Goroh, so watch out
On the ice curve go straight and fly over the T-shaped lava patch. Take the next
curve by drifting. On the area of the track with no walls, side attack to make
easy kills, especially kill the machines with good boosters, because they will
most likely win if Blood Hawk doesn't. Might I add that Blood Hawk is your
biggest threat if Black Bull is dead. KILL BLOOD HAWK! You'll probably lose if
you don't (I beat him once, but the computer says I came in second, and it
didn't let me win!)
Drift on the curve up ahead, hit the speed booster, and fill up at the pit area.
MAKE SURE YOU HAVE FULL HEALTH! Stay centered, DON'T hit the mines on the sides,
because you'll need them at the end.
At the start DON'T BOOST. Wait until the ice-jump to boost. Go through the track
like normal and boost on the railless section before the dash plate to gain
double the speed. Drift very quickly to make it without hitting the wall. Boost
on the energy strip and boost once after, or you'll suddenly be around 24th
place : (.
Go through the third and fourth lap like lap two. On the fifth lap, boost in the
same places, boost wildly on the energy strip (you should be around 10th place),
and hit the mines on the left or right side. If Blood Hawk or whoever is in
first is not too far ahead, you'll win. This WILL take a long time but it IS
P.S. When I finally won, there were only 20 racers total, and Blood Hawk and
Black Bull were gone and I was in 3rd at the energy strip, so I boosted and
overtook White Cat and Wonder Wasp by hitting the mines.
[Captain Falcon pulls up.]
ANNOUNCER: Our champion, Captain Falcon!
[The message board reads, "F-Zero Grand Prix Champion Captain Falcon".]
ANNOUNCER: The F-Zero Committee will now present the champion's prize belt!
[Falcon picks up the belt. Black Shadow stumbles.]
BLACK SHADOW: Huh? What the?
[The man we saw in the prologue appears.]
MYSTERIOUS PERSON: Black Shadow! You failed AGAIN! You good-for-nothing...
[A weapon similar to that of a Lightsaber appears in the man's hand. He kills
Black Shadow with it.]
BLACK SHADOW: AGGH! Forgive me lord Death! AGGHH!
[Black Shadow disappears]
CAPTAIN FALCON: Ju, just who are you?
```

MYSTERIOUS PERSON: I am Deathborn, the Grand Prix Champion of the Underworld. Why don't you and I race each other tomorrow? Surely, as champion, you have to

accept. Muwhaha!

```
/Chapter 24- Secrets of the Championship Belt
                       _____/
[Falcon drives to the Underworld. A sign reads "Blockable Area". Doors open and
Falcon sees Deathborn.]
DEATHBORN: I've bee waiting for you. Did you bring the champion's belt?
[Falcon shows him the belt.]
DEATHBORN: Good!
[They release their belts and the belts start to spin.]
DEATHBORN: Falcon! Shall I tell you something before you die? Dark and Light.
The two great forces which make up our universe. These two universal forces are
condensed in each of our belts. Didn't you know? At the moment the two forces
become one, it is possible to seize that power. Then I can turn this whole
galaxy into a pile of ASHES in an instant! How I've waited for this moment. The
world will fall into total darkness...
CAPTAIN FALCON: Not if I can help it! I'll destroy you yet! Let's go!
[Their machines power up.]
_____
Description: Win the battle with Deathborn! Reach the goal first and win!
Normal- He's VERY EASY; 3 laps *
Hard- He boosts and is a tad harder; 4 laps *** (Dread Hammer, Crystal Egg,
Very Hard- He boosts a LOT; 5 laps ***** (Bunny Flash)
HOW LONG IT TOOK ME:
Normal- 5 minutes
Hard- 30 minutes
Very Hard- 2 hours
This chapter is too easy on Normal, and Hard isn't much different. Very Hard,
however, requires an hour or two of playing to master. This strategy can prove
to be useful if done right, so pay attention.
In order to win you must go two points towards Acceleration (the Acceleration
button should still be white; if you move it any more it should be gray). This
is controversial to the strategy of going to Max Acceleration, but trust me, you
NEED the speed to stay with him. Just be careful with the turns.
Starting off there is a straight. You should side-attack Deathborn here. After
this you'll enter the fire tunnel. There will be mines to the left and right.
Hit the right mine, and cruise through the pit area. Deathborn should pass you
here, but if you keep hitting mines, you'll be OK.
Up ahead is an area with a mine on the right. Hit it and you'll go on an uphill
shift. There will then be three mines arranged like this:
3
  2
Try to hit all 3. If you can't, that's OK too. You may be flashing red by now so
don't hit any more mines. If you're not, you'll do just fine to hit one more
mine before you pit.
Ahead is a pit area with mines on the left and right before it. If you're not
flashing, hit the one on the right/center before it; if you hit it during the
other laps, it can really mess you up. Pit after this.
Coming up is a tunnel filled with deadly LAVA (: O. You should still see
Deathborn at the beginning. Go through the turns and hug the curves. Deathborn
shouldn't be visible on the final turn.
Up ahead is a pit area. Deathborn should now be visible. Drift to get past here
and hit the mines on the right and middle. Turn to the right and hit the pit
area.
Ahead there are 4 mines spread out like this:
  3
  2
```

Hit 1, 2 and 3 and drift into the wall to hit 4. If you don't hit 4 right,

you'll fly over the wall and lose. Hit it now to avoid hitting it later. Ahead is a mine on the right and then a pit area. Hit the mine and go into the pit. After the pit is a mine. HIT IT! You must hit it now, or it will come back to haunt you later. Ahead is the start/finish. At the start of lap two he should be 2-3 seconds ahead of you. If you finished with him only 1-2 seconds ahead of you, you have a good chance of winning. Boost. Keep boosting continuously throughout the course. The lava area is a good place to boost and catch up. Hit every pit area and boost as much as you can. At the start of lap three, you should only be 1-2 seconds behind him. Repeat the same strategy. Remember to boost a lot in the lava area. When lap four begins, you should be less than a second behind him. Boost and boost more. Keep boosting until you pass him. I KNOW THAT THIS IS CONTROVERSIAL TO EVERYTHING THAT IS SAID ABOUT NOT PASSING HIM CAUSE HE'LL SPIN ATTACK YOU, BUT TRUST ME; IT'S NEARLY IMPOSSIBLE TO PASS HIM UP LATER, AND IF YOU MESS UP ON A TURN YOU'LL LOSE! IT IS EASIER TO GET AHEAD NOW THAN TO TRY TO CATCH UP LATER. Pardon my talking like that, but LISTEN to me! This WILL work and he won't hit you if you stay far enough ahead. Just avoid his initial spin attack and move on. When lap five begins you'll want to boost as much as you can to stay ahead of him. Repeat the same strategies for boosting and you'll win! [Falcon wins the race.] DEATHBORN: AAAARRRGH! No, it can't be! How can I lose? [Deathborn hits a rail and flips over into the lava. Falcon goes up and the super-belt attaches itself to him. Falcon's mouth doesn't move here, but we hear these words:1 CAPTIAN FALCON: The evil forces will never get their hands on this belt. I'll keep winning! /Chapter 25- Finale: Enter the Creators [Falcon is relaxing. Three ghosts fly out of his belt.] GHOST 1: Falcon! Ha, ha, ha! GHOST 2: Falcon! Ha, ha, ha! GHOST 3: Look, I'm over here Falcon! CAPTAIN FALCON: Who are you! GHOST 1: Ha, ha, ha! We are the Creator. CAPTAIN FALCON: What are you talking about? GHOST 3: We created the whole world. GHOST 2: What a surprise you'd be Deathborn, with our best creation. CAPTAIN FALCON: Your best creation? So, it was you who set everything up, but why? GHOST 1: To tell you the truth, there are no universal forces! CAPTAIN FALCON: What! GHOST 2: Now you have become the Champion of the two Grand Prix. GHOST 3: And we'll take out your soul from your body and turn it into our creation! [Falcon is transported somewhere in Phantom Road.] GHOST 3: Are you ready? Ha, ha, ha! CAPTAIN FALCON: Come off it! You think you can beat me? No way! [The machines power up.] Description: Conquer the Staff Ghost! Make it to the goal first and win! Normal- He is VERY SLOW and doesn't boost *** Hard- He boosts only on the final lap **** (Splash Whale, Sonic Soldier, Devilfish-RX) Very Hard- He an actual staff ghost who does the best he can ***** (Groovy Taxi)

HOW LONG IT TOOK ME: Normal- 1 hour Hard- 30 minutes Very Hard- 2 hours Good luck on the Very Hard level of this track, you'll need it. There are no walls whatsoever on this track, so practice, practice, practice. The Very Hard level is an actual Staff Ghost that will totally abominate you if you're not ready, so pay attention. For all levels you should go to 90% Max Speed.

Once again this is controversial to the strategy of going to full Acceleration on Easy/Hard, but instead of being forced to make an adjustment, just start out this way and you'll easily win Normal and Hard and won't have to change your strategy for Very Hard.

Starting off you'll be almost dead even with the Staff Ghost. Hug the curve on the first right turn. Stay centered on the left turn following it. Ahead is a short straight. Slide turn to make it.

Next is another straight, but it is a bit longer than the one you just saw. Drift right to make this next tough turn. You'll then be on another short straight.

The track will begin to start winding upward. Drift to the left immediately before the edge of this part of the track. Then there is a long straight uphill.

At the peak of the hill, press down to nosedive. On the sections coming up, touch nothing but A and the Control Stick to turn (don't nosedive/fly). Drift on the platforms to make it back to the main level where there will be a pit area.

At the start boost twice. The ghost will boost on the first curve, but DON'T boost there. Go through like normal, however, boost on the straightaways before and after the turn where you drift (right before the winding path). Make sure to fill up entirely at the pit area.

Boost once up the hill and boost a few times before the peak to FLY OFF the hill and be ahead or even with the Staff Ghost! Go through like normal on the last lap (make sure to fly off the hill). The Staff Ghost shouldn't boost on the final turn with the pit, so boost there to win!

GHOSTS: Ahh!

[The ghosts dissipate. Falcon is transported home. He takes off his helmet and walks through the door. The worst song in the world starts to play.]

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Part 7- Other Modes

This Part describes the other various modes you will find in F-Zero GX. Although they should be classified as one-player modes, they are not used for racing, so they belong in their own specialized section. Here are the chapters in this section.

Chapter 26- Replay Mode- Tells you all you need to know concerning recording and re-viewing races.

Chapter 27- Garage- Gives a basic overview of the Garage.

Chapter 28- Custom Machine Testing Results- Descriptions of pre-tested custom machines.

Chapter 29- Emblem Editor- Artists thrill to this Chapter, all about custom coloring.

Chapter 30- F-Zero Shop- A shopper's paradise ready for action.

Chapter 31- Machine- All about unlockable machines!

Chapter 32- Custom Parts- Want to know how to unlock custom parts? Read this Chapter to get all your questions answered.

Chapter 33- Items- Describes all of the extra items available in the game.

Chapter 34- Options- Shows all of the other options available in the game.

/Chapter 26- Replay Mode

This mode is where you can view videos of yourself racing from various camera angles. Here is a list of the cameras:

/SELECT CAMERA

This is where you select a camera to be used.

/GAME CAMERA |

This is the camera that is used while you're racing.

/AUTO CAMERA

This camera will shift from close-ups to pan-outs randomly. My preferred camera \cdot D

/COURSE CAMERA			
This camera will show the course with you piloting on it.			
VERDICT- Which Camera?			
If you wish to analyze your mistakes the best selection is the Game Camera. If you want to just sit back and enjoy, select Auto Camera. If you want to see which sections you're having trouble with, select Course Camera.			
VERDICT- Replay Mode			
Utilize Replay Mode to analyze your performance on the courses and try to make improvements. For example, if you go out of control several times, you may wish to practice more or find a different vehicle to use. It can save you?re tail while racing in Grand Prix Mode, so make the most of it.			
/SAVING REPLAYS			
To save a replay, select "Save Replay" from the menu after a race. Replays take 3 to 13 blocks of memory, and as such, some can't be saved.			
/REPLAY MUSIC			
When you're watching the replay you can choose which music to listen to. You can select music from any pilot you've unlocked and you can also choose the Brain Cleaner and the Mute City and Big Blue remixes (see the codes section for how to get the MC and BB remixes; the Brain Cleaner comes automatically with Replay Mode, no need to unlock it).			
/Chapter 27- Garage \			
\/			
This section of F-Zero is where you can purchase custom parts, build your own ship, and buy original machines!			
Welcome to the garage! Here you can build your own F-Zero racer and customize it to your dreams.			
TESTER TIP: Using the Garage as a Laboratory			
Keep these tips in mind while you work in the Garage:			
GARAGE TIPS			
- Create a machine with the best stats you can			
- The best machine you can build should include an average body, and perfect boost and grip - Do NOT create an AAA machine! It will be WAY TOO HEAVY. It is NOT worth the expense worth learning to take even a small turn.			
The best machine I've ever made is here:			
Aqua Phantom-RX (Aqua Goose, Garnet Phantom, Devilfish-RX)			
Body C Boost A Grip A			
It claims to have a heavy weight, but it handles GREAT!			
/Chapter 28- Custom Machine Testing Results \			
/Chapter 29- Emblem Editor \			
The Emblem Editor is the place where you can create your own F-Zero GX emblems			
The Emblem Editor is the place where you can create your own F-Zero GX emblems to be pasted on to your machine. There are several button functions that you will need to know in order to work the editor. Here are locations of the buttons (in order from top to bottom from left to right) and which functions they perform (credit is given to the F-Zero GX Instruction Booklet):			
 Draw a point. Change the pen size to create various points. Erase a point. Change the pen size to delete various points. Fill the selected area with one color. 			

4. Draw a line using the Control Stick and press the A Button to enter. 5. Draw a circular line using the Control Stick. Press the A Button to enter. 6. Draw a rectangular line with the Control Stick. Press the A Button to enter. 7. Enlarge the edit screen. 8. Draw a solid circle using the Control Stick. Press the A Button to enter. 9. Draw a solid rectangle using the Control Stick. Press the A Button to enter. 10. Rotate the image. 11. Invert emblem. 12. Load a sample emblem. 13. Delete everything displayed in the edit screen. 14. Hold the A Button to undo the action. 15. Hold the A Button to redo a canceled action. 16. Load emblems from Memory Card. 17. Save emblem 18. Close the Emblem Editor. /Chapter 30- F-Zero Shop /Chapter 31- Machine You can purchase machines of your rivals here. That is all that needs to be said. /Chapter 32- Custom Parts In this part of the shop, you can purchase custom parts that you've earned by winning races, chapters, etc. NOTE: This Chapter does NOT list the parts that are unlockable through Action Replay. These parts are described in Chapter 36. Here is a list of all the parts (if a part has a cost of 00 Tickets, you start with it for free):

Body Parts |-----| Part-Brave Eagle | Part-Giant Planet | Part-Megalo Cruiser I Rank- D | Rank- B | Rank- A 1-----| Part-Splash Whale | Part-Wild Chariot | Part-Valiant Jaguar | Weight- 280 kg | Weight- 800 kg | Weight- 1000 kg | Cost- 08 Tickets | Cost- 08 Tickets | Cost- 04 Tickets I Rank- E | Rank- B | Rank- B I -----| Part-Holy Spider | Part-Funny Swallow | Part-Optical Wing | Weight- 540 kg | Weight- 490 kg | Weight- 420 kg | Cost- 08 Tickets | Cost- 00 Tickets | Cost- 08 Tickets I Rank- C | Rank- D | Rank- D I -----| Part-Big Tyrant | Part-Grand Base | Part-Fire Wolf | Weight- 1500 kg | Weight- 1380 kg | Weight- 840 kg | Cost- 05 Tickets | Cost- 05 Tickets | Cost- 03 Tickets I Rank- A | Rank- A | Rank- B I -----| Part-Dread Hammer | Part-Silver Sword | Part-Rapid Barrel | Weight- 1440 kg | Weight- 620 kg | Weight- 580 kg | Cost- 08 Tickets | Cost- 08 Tickets | Cost- 05 Tickets | Rank- A | Rank- C | Rank- C I -----| Part-Sky Horse | Part-Aqua Goose | Part-Space Cancer | Weight- 640 kg | Weight- 700 kg | Weight- 680 kg | Cost- 04 Tickets | Cost- 04 Tickets | Cost- 08 Tickets | Rank- C | Rank- C | Rank- C |-----| | Part-Speedy Dragon| Part-Liberty Manta | Part-Mad Bull | Weight- 240 kg | Weight- 380 kg | Weight- 900 kg | Cost- 10 Tickets | Cost- 07 Tickets | Cost- 08 Tickets | Rank- E | Rank- D | Rank- B

/	Cockpit Part	s	\
			۱.
Part-Wonder Worm	Part-Combat Cannon	Part-Muscle Gorilla	
Weight- 290kg	Weight- 620 kg	Weight- 360 kg	
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 04 Tickets	1
Rank- D	Rank- A	Rank- C	1
			٠
Part-Cyber Fox	Part-Heat Snake	Part-Rave Drifter	1
Weight- 370 kg	Weight- 480 kg	Weight- 230 kg	1
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 08 Tickets	1
Rank- C	Rank- B	Rank- E	1
			٠
Part-Aerial Bulle	t Part-Spark Bird	Part-Blast Camel	I

```
| Weight- 280 kg
| Cost- 00 Tickets
| Weight- 240 kg | Weight- 530 kg
| Cost- 03 Tickets | Cost- 08 Tickets
| Rank- E | Rank- B
                                | Rank- D
| Part-Dark Chaser | Part-Garnet Phantom | Part-Bright Spear
| Weight- 250 kg | Weight- 640 kg | Weight- 330 kg | Cost- 08 Tickets | Cost- 10 Tickets | Cost- 04 Tickets
| Rank- E | Rank- A
                                | Rank- C
| Weight- 460 kg | Weight- 270 kg
                                | Weight- 220 kg
| Cost- 05 Tickets
| Cost- 05 Tickets | Cost- 08 Tickets
         | Rank- D
| Rank- B
                                | Rank- E
| Part-Red Rex | Part-Sonic Solider | Part-Moon Snail
| Rank- C | Rank- C
                                | Rank- D
| Part-Scud Viper | Part-Energy Crest | Part-Crazy Buffalo
| Cost- 07 Tickets | Cost- 05 Tickets
| Rank- C | Rank- B
                                | Rank- A
                      Booster Parts
| Weight- 140 kg
| Cost- 00 Tickets
| Cost- 08 Tickets | Cost- 08 Tickets
| Rank- E
         | Rank- C
                               | Rank- E
| Part-Saturn -SG | Part-Bluster -X | Part-Devilfish -RX
| Weight- 240 kg
               | Weight- 360 kg
                                 | Weight- 800 kg
| Cost- 04 Tickets | Cost- 08 Tickets | Cost- 08 Tickets
| Rank- D
         | Rank- C
                                | Rank- A
| Part-Titan -G4 | Part-Extreme -ZZ | Part-Thunderbolt -V2
| Weight- 540 kg
               | Weight- 480 kg
                                 | Weight- 860 kg
| Cost- 05 Tickets | Cost- 08 Tickets
                                | Cost- 10 Tickets
         | Rank- B
| Rank- B
                         | Rank- A
| Weight- 400 kg
| Cost- 04 Tickets
               | Weight- 580 kg
| Weight- 350 kg
| Cost- 05 Tickets | Cost- 08 Tickets
| Rank- C
         | Rank- B
                         | Rank- C
|-----
| Part-Raiden -88 | Part-Impulse 220 | Part-Bazooka -VS
               | Weight- 220 kg
| Weight- 530 kg
                                 | Weight- 250 kg
| Cost- 05 Tickets | Cost- 08 Tickets
                                | Cost- 03 Tickets
| Rank- B
         | Rank- D
                                | Rank- D
|-----
                           _____
| Part-Meteor -RR | Part-Tiger -RZ | Part-Jupiter -Q
| Weight- 500 kg
               | Weight- 380 kg
                                 | Weight- 230 kg
 Cost- 08 Tickets | Cost- 04 Tickets | Cost- 08 Tickets
| Rank- B
         | Rank- C
                                | Rank- D
|-----
| Part- Comet -V | Part-Triple -Z | Part- Mars -EX
| Weight- 330 kg
               | Weight- 660 kg
                                 | Weight- 270 kg
| Cost- 08 Tickets | Cost- 07 Tickets | Cost- 08 Tickets
| Rank- C
          | Rank- A
                                | Rank- D
/Chapter 33- Items
There are many various objects you can purchase here. These include:
Staff Ghosts
Story Mode Chapters
Courses
Music
/Chapter 34- Options
Here is where you can change various features of the game. Some of these
include:
/CONTROLLER
Calibration: Adjust the calibration of the Control Stick.
Customize: Use the Control Stick to reassign button functions.
Rumble: Turn Rumble on/off.
/MEMORY CARD
```

All Forms of Game Data: Copy and delete all forms of data. Game Data: Save and load data from your Memory Card. /SCREEN MODE Choose from the standard or widescreen format. Note that standard setting is 4:3 and widescreen is 16:9 /PROGRESSIVE SCAN MODE The game can be set to display at a higher resolution. To use this mode you must have a Nintendo GameCube Component Video cable. To activate hold B during the time in which the GameCube logo is displayed on the screen (right before the title screen/producers). Select Yes to display this way. /SOUND To change sound from Stereo to Mono select the option from the Options menu of the Nintendo GameCube screen (hold A right after you turn the GameCube on). Part 8- F-Zero Extended We are almost finished on our journey through F-Zero GX. This Part describes extras that are not unlocked on your game, particularly F-Zero AX, and other things you can use on your game at home. Chapter 35- How to Play F-Zero AX- Tells you everything you need to know about how to play F-Zero AX. Chapter 36- Secrets/My Favorites- Finally gives away some secrets in the game, along with my favorite things. Chapter 37- Extra Scenarios- Gives some fun ways to mess around with F-Zero GX. /Chapter 35- How to Play F-Zero AX I have recently played F-Zero AX and I'm going to give instructions on how to play. This is to help you because all arcade games have time limits to make decisions and you may run out of time if you don't move quickly enough. You may end up wasting a lot of money because you ran out of time to choose. Do these steps as fast as you can in order to get it done before time expires. Step 1- Insert Credits Explanation- Just insert your credits. If you have a GCN Memory Card insert it Step 2- Select License/No License Explanation- If you have a license, insert it. If not hit the Accelerator. Step 3- Create License Explanation- To create a license insert a credit. The license will provide you with a randomly generated racer and vehicle. Select No License if you want to play without one. Step 4- Choose Mode Explanation- Choose either Time Attack or Race Mode. Step 5- Choose Vehicle/Settings Explanation- Choose a Vehicle and choose the Settings. If you have a Memory Card you can also choose your custom vehicle from F-Zero GX. Step 6- Race Explanation- Run through your race mode (8 laps). Step 7- Earn Rewards Explanation- If you have a Memory Card, 20 Tickets will be downloaded to it each time you play. You can also upgrade your custom ship here. Step 8- Remove License/Memory Card. Explanation- Remove your Memory and License Cards. /Chapter 36- Secrets/My Favorites Now, would you like to know some secrets of the game before we depart? My top ten list is also here :). | \/ CROSS REFERENCE: Game Secrets 1 /\ \mid For more on these secrets, see the appropriate section(s) of the

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| TESTER TIP: Other Secrets
| Know any other secrets? Send them to paxk@yahoo.com.
| You hard work will not be forgotten!
/CODES
| Access Ruby Cup Championship:
\mid Go to Time Attack and choose Records. Select Ruby Cup, hold L and
| press R, A, Z, A, C Up, C Left, A, C Down, R, Z.
| Access Sapphire Cup Championship:
\mid Go to Time Attack and choose Records. Select Sapphire Cup, hold Z
| and press L, A, L, A, C Up, L, C Right, A, R, C Up.
| Access Emerald Cup Championship:
\mid Go to Time Attack and choose Records. Select Emerald Cup, hold R
| and press Z, A, C Down, L, C Left, A, Z, C Left, L, A.
| Access Sounds of Mute City:
| Go to the Shop and press the following code: Z, Left, Right, Left,
\mid Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z.
| Access Sounds of Big Blue:
| Go to the Shop and press the following code: X, X, X, Y, X, X,
| Y,Z, Z, Left, Right, Left, Right, Left, Right.
/UNLOCKABLE RACERS
| No. 00- Dark Schneider: Defeat every chapter in Story Mode on
| No. 31- Fat Shark: Defeat Chapter 4: Challenge of the Bloody Chain
| on Very Hard.
| No. 32- Cosmic Dolphin: Defeat Chapter 5: Save Jody! on Very Hard.
| No. 33- Pink Spider: Defeat Chapter 7: The F-Zero Grand Prix on
| Very Hard.
| No. 34- Magic Seagull: Defeat all Story Mode chapters on Hard.
| No. 35- Silver Rat: Defeat Chapter 6: Black Shadow's Trap on Very
I Hard.
| No. 36- Spark Moon: Defeat Chapter 2: Goroh: The Vengeful Samurai
on Very Hard.
| No. 37- Bunny Flash: Defeat Chapter 8: Secrets of the Championship
| Belt on Very Hard.
| No. 38- Groovy Taxi: Defeat Chapter 9: Finale: Enter the Creator on
| Very Hard.
| No. 39- Rolling Turtle: Defeat Chapter 3: High Stakes in Mute City
| No. 40- Rainbow Phoenix: Defeat Chapter 1: Captain Falcon Trains on
| Very Hard.
/UNLOCKABLE PARTS
|/BODY PARTS
| Brave Eagle- Defeat the Diamond Cup on Expert or unlock it in F-Zero|
| Giant Planet- Defeat Chapter 4: Challenge of the Bloody Chain on
| Hard or unlock it in F-Zero AX
| Megalo Cruiser- Defeat Chapter 3: High Stakes in Mute City on Hard
| or unlock it in F-Zero AX
| Splash Whale- Defeat Chapter 9: Finale: Enter the Creators on Hard
| or unlock it in F-Zero AX
 Wild Chariot- Defeat Chapter 7: The F-Zero Grand Prix on Hard or
| unlock it in F-Zero AX
| Valiant Jaguar - Defeat a Grand Prix on Novice 4 times
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Holy Spider- Defeat Chapter 5: Save Jody! on Very Hard or unlock it

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| Funny Swallow- You start with it
| Optical Wing- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard
| or unlock it in F-Zero AX
| Big Tyrant- Defeat a Grand Prix on Standard 4 times
| Grand Base- You start with it
I Fire Wolf- You start with it
 Dread Hammer- Defeat Chapter 8: Secrets of the Championship Belt on
| Hard or unlock it in F-Zero AX
| Silver Sword- Defeat Chapter 1: Captain Falcon Trains on Hard or
| unlock it on F-Zero AX
| Rapid Barrel- Defeat a Grand Prix on Novice 1 time
| Sky Horse- You start with it
| Agua Goose- You start with it
| Space Cancer- Defeat Chapter 6: Black Shadow's Trap on Hard or
| unlock it in F-Zero AX
| Speedy Dragon- Defeat the Ruby, Sapphire, and Emerald Cups on Expert|
| Liberty Manta- Defeat a Grand Prix on Standard 1 time
| Mad Bull- Play F-Zero AX to unlock it
I/COCKPIT PARTS
| Wonder Worm- Defeat the Diamond Cup on Expert or unlock it in F-Zero|
| Combat Cannon- Defeat Chapter 7: The F-Zero Grand Prix on Hard or
| unlock it in F-Zero AX
| Muscle Gorilla- Defeat a Grand Prix on Novice 5 times
| Cyber Fox- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard or
unlock it in F-Zero AX
 Heat Snake- Defeat Chapter 3: High Stakes in Mute City on Hard or
| unlock it in F-Zero AX
| Rave Drifter- Defeat Chapter 1: Captain Falcon Trains on Hard or
| unlock it in F-Zero AX
| Aerial Bullet- You start with it
| Spark Bird- Defeat Chapter 6: Black Shadow's Trap on Hard or unlock
| it in F-Zero AX
| Blast Camel- You start with it
| Dark Chaser- Defeat Chapter 4: Challenge of the Bloody Chain on Hard|
| or unlock it in F-Zero AX
| Garnet Phantom- Defeat the Ruby, Sapphire, and Emerald Cups on
| Expert
| Bright Spear- You start with it
| Super Lynx- Defeat a Grand Prix on Novice 2 times
| Crystal Egg- Defeat Chapter 8: Secrets of the Championship Belt on
| Hard or unlock it in F-Zero AX
| Windy Shark- Defeat a Grand Prix on Standard 5 times
 Red Rex- Defeat Chapter 5: Save Jody! on Hard or unlock it in F-Zero|
| AX
| Sonic Solider- Defeat Chapter 9: Finale: Enter the Creators on Hard
| or unlock it in F-Zero AX
| Moon Snail- You start with it
| Scud Viper- Defeat a Grand Prix on Standard 2 times
| Energy Crest- You start with it
| Crazy Buffalo- Unlock it in F-Zero AX
|/BOOSTER PARTS
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| Euros -01- Defeat the Diamond Cup on Expert or unlock it in F-Zero | AX | Triangle -GT- Defeat Chapter 7: The F-Zero Grand Prix on Hard or | unlock it in F-Zero AX | Sunrise 140- You start with it | Saturn -SG- Defeat a Grand Prix on Novice 6 times | Bluster -X- Defeat Chapter 5: Save Jody! on Hard or unlock it in F-| Zero AX | Devilfish -RX- Defeat Chapter 9: Finale: Enter the Creators on Hard | or unlock it in F-Zero AX | Titan -G4- Defeat a Grand Prix on Novice 3 times. | Extreme -ZZ- Defeat Chapter 4: Challenge of the Bloody Chain on Hard| | or unlock it in F-Zero AX | Thunderbolt -V2- Defeat the Ruby, Sapphire, and Emerald Cups on | Boxer -2C- You start with it | Punisher -4X- Defeat Chapter 6: Black Shadow's Trap on Hard or | unlock it in F-Zero AX | Scorpion -R- You start with it | Raiden -88- Defeat a Grand Prix on Standard 6 times | Impulse 220- Defeat Chapter 3: High Stakes in Mute City on Hard or | unlock it in F-Zero AX | Bazooka -VS- You start with it | Meteor -RR- Defeat Chapter 8: Secrets of the Championship Belt on | Hard or unlock it in F-Zero AX | Tiger -RZ- You start with it | Jupiter -O- Defeat Chapter 1: Captain Falcon Trains on Hard or | unlock it in F-Zero AX | Comet -V- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard or | unlock it in F-Zero AX | Triple -Z- Defeat a Grand Prix on Standard 3 times | Mars -EX- Unlock it in F-Zero AX /MOVIES | To unlock a character's movie, you must place in 1st overall on a | Master Class cup. /STAFF GHOSTS | To receive a Staff Ghost, go to Time Attack, select a track, and | Mute City [Twist Road] - Finish in under 1:09.964 | Casino Palace [Split Oval] - Finish in under 1:06.691 | Sand Ocean [Surface Slide] - Finish in under 2:06.743 | Lightning [Loop Cross] - Finish in under 1:59.907 | Aeropolis [Multiplex] - Finish in under 2:25.297 I SAPPHIRE CUP _____ Big Blue [Drift Highway] - Finish in under 1:17.331 | Port Town [Aero Drive] - Finish in under 2:35.689 Green Plant [Mobius Ring] - Finish in under 1:45.169 | Port Town [Long Pipe] - Finish in under 2:36.802 | Mute City [Serial Gaps] - Finish in under 1:36.549 | EMERALD CUP

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| Fire Field [Cylinder Knot] - Finish in under 2:50.909
| Green Plant [Intersection] - Finish in under 2:34.897
| Casino Palace [Double Branches] - Finish in under 3:09.117
| Lightning [Half Pipe] - Finish in under 3:00.296
| Big Blue [Ordeal] - Finish in under 3:00.808
| DIAMOND CUP
|-----
| Cosmo Terminal [Trident] - Finish in under 3:08.650
| Sand Ocean [Lateral Shift] - Finish in under 2:19.849
| Fire Field [Undulation] - Finish in under 2:16.916
| Aeropolis [Dragon Slope] - Finish in under 3:09.076
| Phantom Road [Slim-Line Slits] - Finish in under 2:13.268
|-----
| Aeropolis [Screw Drive] - Finish in under 1:16.690
| Outer Space [Meteor Stream] - Finish in under 1:48.178
| Port Town [Cylinder Wave] - Finish in under 2:16.837
| Lightning [Thunder Road] - Finish in under 3:28.272
| Green Plant [Spiral] - Finish in under 4:00.470
| Mute City [Sonic Oval] - Finish in under 0:56.893
/ACTION REPLAY CODES
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If you have an Action Replay system, you can use the following codes to unlock various features in the game. While I only have used the codes to unlock the custom parts only featured in the Japanese version, the character movies I didn't unlock, and the Beta All cup to race on the story mode tracks, I've unlocked everything else myself.

Thanks to www.gscentral.com for providing these codes!

```
(m) - Must be on code
CHE2-XXYU-6MZYH
XNEW-5099-YTCTP
THDU-T8C6-FQW0A
E9FZ-A3OA-YCERP
Infinite Energy- Non-Story Races
JY5E-NZZV-G838D
NFG7-924W-ZPUH1
N497-DPVY-52UPJ
PW5K-U6B2-50TKY
Infinite Energy- Story Mode*
37JT-FZ5A-JFU42
9CH3-FJ6V-NVC8Y
GNE0-ENE9-31WO0
MRFX-Y79F-WCNBC
Instant Finish - Grand Prix
05UJ-TU4H-YDGAY
NFG7-924W-ZPUH1
N497-DPVY-52UPJ
P4JZ-T285-MCGR8
Instant Finish - Time Attack
MUM6-C5T8-J9HZJ
NFG7-924W-ZPUH1
N497-DPVY-52UPJ
VCBT-VRRW-AF9TC
1 Hit Kills- GP and Time Attack Mode
GHK2-HNBA-QTDUH
BMVQ-JCZD-7V950
VNMC-ADXG-XPDXN
```

1B4T-ZQ8Z-PZ7BU VF7F-61RH-4P8T5 RZRU-0UVE-5CTB5 PXHV-W3V8-6ZPG0 G6XW-EX6J-2VKF2 WGER-RADP-A4R0V CUBT-KQK1-H9FIV CFK9-99PN-17X8J

```
1BN1-U9ZV-AGFWF
4P8J-U0CC-3Z3W0
4PA6-U48K-DD8A4
YU2Z-111Q-X0D61
5T3A-QCGT-5T5D7
W3ZJ-AA38-F2P2C
RN03-GP4J-PWBKR
EG7C-ZZW7-4C7WJ
K41J-Z053-FYMFX
37F9-NAPW-0EUP8
AKBO-R25H-861V7
8BU2-06WD-AJ6ZU
HDYD-035P-FCZ90
J26A-XE9W-G32GX
EBBF-C6GA-CNVDO
JTJB-704D-N9Y60
6TH8-948J-V3QQ5
WF2M-X4F4-K7TQG
6YTF-MVVZ-HWU24
FHY2-XMCU-7RNOF
AJD7-WE0X-XW8C6
NHWP-FEFE-8C2T9
E9FZ-A3QA-YCERP
E9FZ-A3QA-YCERP
1 Hit Kills- Story Mode
GYYF-1U3M-M9MA1
30M2-FPER-9RYZF
FFGM-JXGC-YWDX0
TJRR-TWVN-TDPF8
P7PM-445V-16RZP
0M3N-5N8B-KXMXZ
081J-37J8-7QNJX
PK48-5MKQ-HDJ7W
3J0M-6AGW-OTPZD
WC20-XQ0H-N3HX4
U1CG-HJR5-7Q2W3
M3ZV-8FRY-Q0X9V
577A-29VP-KGPDJ
W4B3-4VGE-AXACY
EPMR-GDMK-R7FXM
N004-P0X9-C64KU
FQR5-GMV0-JHEFQ
MY7K-EHKB-KDCNJ
60FD-8B72-EYFFJ
PXC7-44WE-0Y8EY
7P3W-9TMK-8GWT1
2CH0-BTJ9-VM8BU
ZTFB-AFUO-DW6MF
OAZA-NO4B-C1B2Z
964N-VFK7-T0Q54
G367-TWGJ-7U7Y0
CT5V-XTCA-W6B3F
GZF2-CXVA-VNZ10
A5H2-9T20-9BGDM
05D0-904F-YV2MK
C1T9-HW8K-48JVT
W3KR-5XE4-TR156
11JV-F51T-72XD8
E9FZ-A3QA-YCERP
E9FZ-A3QA-YCERP
Unlock all Vehicles
CJWD-F7YA-KW8E1
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
UB7J-AVAH-F4R21
HTKK-EE3Z-CGRZV
0PM2-EGUC-ZMU3T
JCTK-N61Z-F4R27
MBV1-4VJE-BBMKU
E9FZ-A3OA-YCERP
Infinite Tickets
9ZKJ-MUCF-6J26M
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
TPM3-V7TN-2CNVW
PBG3-N85D-WT2PH
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP
All Custom Parts (including parts only available in the Japanese version)
10PG-Z1AR-PCC11
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
E82K-HX87-79B2N
Y9R0-Y88Y-K2GNH
8GRF-CM1G-603E8
QY59-0AB0-GMHGT
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G381-2PRX-CMD24
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP
Unlock Sounds of Mute City and Sounds of Big Blue
GPER-2BME-B8KDC
P2TH-UYT7-B2WH1
RFE4-U8V3-PQZ12
HYRM-HF9M-2QFVD
G381-2PRX-CMD24
273K-18Y0-P77P7
E9FZ-A3QA-YCERP
Unlock All Story Mode Levels**
Z2Q3-DNC7-0QQ70
P2TH-UYT7-B2WH1
IIM2E-5IIR2-JV6PV
9RUT-KQ84-WEHNQ
PRNH-BWTW-P2Q17
UYCR-4390-6HNA1
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP
Unlock AX Cup Tracks
Q9PB-M0Y3-695D2
P2TH-UYT7-B2WH1
RFE4-U8V3-POZ12
UB7J-AVAH-F4R21
0PM2-EGUC-ZMU3T
273K-18Y0-P77P7
E9FZ-A3QA-YCERP
Unlock All Staff Ghosts
308X-Y32K-ZT46Q
P2TH-UYT7-B2WH1
RFE4-U8V3-POZ12
UM8H-VAAU-GQ15Z
N6QV-H8TC-JVJUR
35DE-U295-AZ20A
X2NP-8J3E-YWV77
6HNM-188V-CKR51
HGUF-56VU-3NKE0
K4B4-V1MT-JX0Y9
0028-H80J-A67CM
64TP-A0CR-BDKG7
ACX9-PHZN-1PEWG
F8EX-KDMK-ZQG1H
C8DC-6BAK-318J5
85T1-H750-DCTZB
D3VK-HWX7-KETJB
HND8-YM7N-HXJ6E
273K-18Y0-P77P7
E9FZ-A3OA-YCERP
Unlock Master Class**
2YDR-0X45-26BB5
P2TH-UYT7-B2WH1
VPKU-7DBR-0WQAT
8GRF-CM1G-603E8
QY59-0AB0-GMHGT
VN1F-WTED-RY7NR
HYRM-HF9M-2QFVD
CFT9-CG4A-97J8U
E9FZ-A3QA-YCERP
Unlock all Movies
M89Z-ZPBF-TUP7D
P2TH-UYT7-B2WH1
F06N-NT89-UH7NE
E82K-HX87-79B2N
Y9R0-Y88Y-K2GNH
8GRF-CM1G-603E8
OY59-0AB0-GMHGT
VN1F-WTED-RY7NR
HYRM-HF9M-2QFVD
A9C0-CC9H-T7W07
G381-2PRX-CMD24
KDKK-2WUP-1AXYN
PD91-9QVB-KNA60
880R-P023-5WGWD
BCYZ-6U27-KNP9A
DP7P-UREX-MF5EU
H6W6-DP49-6KWR9
3U3A-F7E0-7WM5E
XZ2A-UU4J-RT4GQ
5X78-TNV4-42WZE
ET24-1JTZ-FMXMD
J022-YA5T-HDHNT
RH8C-KEQP-U4HM0
HJEX-FEHJ-2N7GV
```

Instant Win Story Mode*** ZVFA-HTKB-Z3N8B 9CH3-FJ6V-NVC8Y GNE0-ENE9-31WO0 FKYG-Z443-BXW32 3VRF-1C7V-NMJU3 E9FZ-A3OA-YCERP E9FZ-A3QA-YCERP Access Beta All Cup (includes Story Mode tracks) **** M2G2-E0UX-TT345 P2TH-HYT7-B2WH1 IIM2E-5IIR2-JV6PV VRUN-1ETN-YTZUG E9FZ-A3OA-YCERP *On Chapter 5: Save Jody! the energy code will only work if you pause. When you do pause, your energy will fill completely. **This code will unlock every Chapter in Story Mode but you will only be able to view the movies of the Chapters you haven't unlocked and then the game will go back to the Select Chapter screen. ***This code will not work on Chapters 1, 3, and 4. ****This code can only be used to play the following modes: Time Attack Vs. Battle - If you play Grand Prix mode, the game will freeze. - The Chapter 5 course is impossible to win because the blast doors will be closed the entire race. You can, however, slip through the door under certain circumstances. - On Chapters 2, 4, 5, and 6, set the number of laps to 1 or else you won't be - If you select a blank course (one with no picture) or one labeled "Null", the game will freeze. PAX'S TOP TEN(1 is best) 1. Hyper Speeder Commentary- The second-fastest machine with a better body and boost that the ratings say, and unbeatable grip. Who could ask for more? 2. Dark Schneider Commentary- The best machine for Diamond Cup. Good body and boost and amazing grip. 3. Black Bull Commentary- The best body in the game along with a second A. Too good to pass up. EXCELLENT for snaking. Beat Sonic Oval, Spiral, and Twist Road ghosts with this baby. 4. Sonic Phantom Commentary- Best machine for Serial Gaps and Slim-Line Slits. Good boost and good grip. Easiest movie to unlock. 5. Mighty Hurricane Commentary- The ultimate machine for Sapphire Cup. Nuff said. 6. Astro Robin Commentary- Best Acceleration next to Twin Norrita. Solid body and amazing grip. What more do you need? Beat Serial Gaps Staff Ghost with this one. 7 Rainhow Phoenix Commentary- Good body and boost. Awesome wings. Good grip as well. 8. Bunny Flash Commentary- Easy to use to beat AX Cup on Master. Nice boost and grip. 9. Night Thunder Commentary- Despite the terrible grip, I still love that booster. 10. Blood Hawk Commentary- Once again, a good slider with excellent body and boost. I've sort of grown to love sucky handling over time. PAX'S LEAST FAVORITE TOP TEN (1 is worst)

P53K-WY41-VTEX1

1. Great Star

Commentary- This guy just plain sucks. Bad body and grip.

2. Wonder Wasp Commentary- Terrible body/grip. Just as sucky as Great Star. 3. Golden Fox Commentary- Once again, terrible body and grip. 4. Silver Rat Commentary- Oh, boy! One last time, bad body and grip. 5 White Cat Commentary- Despite its "parrot of Hyper Speeder" ratings, this racer REALLY 6. Twin Norrita Commentary- Bad body, excellent boost, but hard to control. 7. Queen Meteor Commentary- It just can't go straight. 8. Space Angler Commentary- Despite its good stats, I hate this racer. 9. Super Piranha Commentary- I just hate this machine for some unknown reason. 10. Cosmic Dolphin Commentary- Bad body. Sucky machine overall. /PAX'S TOP TEN FAVORITE TRACKS (1 is best) |1. Mute City [Serial Gaps] |2. Lightning [Half Pipe] |3. Green Plant [Spiral] |4. Lightning [Thunder Road] |5. Big Blue [Ordeal] |6. Casino Palace [Double Branches] |7. Aeropolis [Dragon Slope] [8. Fire Field [Undulation] |9. Mute City [Sonic Oval] |10. Big Blue [Drift Highway] /PAX'S TOP TEN RACERS FOR DESIGN | 1. Wild Boar | 2. Fat Shark | 3. Spark Moon | 4. Rainbow Phoenix | 5. Dark Schneider | 6. Black Bull | 7. Night Thunder | 8. Blood Hawk | 9. Magic Seagull | 10. Rolling Turtle /PAX'S LIST OF COOLEST PILOTS | 1. Zoda | 2. Beastman | 3. Phoenix | 4. Deathborn | 5. Black Shadow | 6. Roger Buster 7. The Skull 8. PJ | 9. Blood Falcon | 10. Antonio Guster /Chapter 37- Extra Scenarios Have you become bored with your F-Zero GX game? Have you beaten everything? Well then this Section is for you. These are some extra scenarios that I've included. If you've got any, send them in! /SCENARIO 1- The Real F-Zero Grand Prix Description: The REAL F-Zero Grand Prix has arrived. Win and become the champion! Introduction: This is meant to replace Chapter 7: The F-Zero Grand Prix because you aren't forced to use Captain Falcon. Machines you can use: Any Original Machine that you've unlocked. No customs.

Rules: Mute City [Serial Gaps]; 5 laps; 29 CPUs on Master Class (or Expert if

you don't have Master unlocked).

Send in your times for this one and you'll see them posted!

/SCENARIO 2- Beastman's Story Mode

Description- Beastman goes public in this new thrilling (and it IS actually thrilling unlike its counterpart ;D) storyline!

Introduction: This is supposed to give you another Story Mode to play, however, you use Beastman instead of Captain Falcon.

Machines you can use: Hyper Speeder only

Storyline:

Prologue- Go Beastman!

Description: Beastman returns after a long day of hunting...

How to do: View the Beastman video "Go Beastman!".

If you don't have the video, you must unlock it before you play (beat a Master Class GP with Hyper Speeder [no customs])!

Chapter 1- The Lair of the Beast Hunter

Description: After the horrific skyscraper incident, Beastman returns home to prepare for the Grand Prix .

How to do: Play a Grand Prix on Standard Class for Normal, Expert for Hard, and Master for Very Hard.

Chapter 2- The Call of Duty

Description: After training, Beastman gets called away to stop a beast in the Green Plant area.

How to do: Play as Beastman on any of the three Green Plant courses in Time Attack Mode. You must finish within these times to win:

Normal-

Mobius Ring- 1:55

Intersection- 2:50

Spiral- 4:20

Hard-

Mobius Ring- 1:50

Intersection- 2:45

Spiral- 4:15

Very Hard-

Mobius Ring- 1:45

Intersection- 2:35

Spiral- 4:10

Note that if you beat the times on the Very Hard level you will unlock the Staff Ghost for that track.

Chapter 3- Preliminary Opponents

Description: After another hard day at work, Beastman heads to a club in Casino Palace.

How to do: This is similar to Chapter 3 of the regular Story Mode. Use Beastman at Double Branches vs. 11 CPUs. Set them to Expert for the Normal Level, Master for the Hard level, and add in 5 more on Master for Very Hard. Good luck!

Chapter 4- The Chase for Bio Rex

Description: Bio Rex is causing destruction; Beastman heads to stop him and winds up facing danger.

How to do: Put Beastman at Big Blue [Ordeal] vs. 19 other CPUs. You must knock out Bio Rex only. If he is not in the race keep restarting until he is. He is the ONLY one you must knock out, however, you must come in 1st place overall. Normal (5 laps) is on Expert and Hard/Very Hard have fewer laps added and are on Master.

Chapter 5- The F-Zero GP $\,$

Description: Beastman heads to the competition grounds for the title of $\ensuremath{\mathsf{Grand}}$ $\ensuremath{\mathsf{Prix}}$ Champion.

How to do: Put 29 Master Class opponents at Serial Gaps; 3 laps for Normal, add an extra one for Hard and two extras for Very Hard.

Chapter 6- The Final Threat

Description: Bio Rex has failed to win the GP and is now as mad as heck! How to do: Beastman vs. Bio Rex. Play against someone who is good with Big Fang and is a tad better than you. Do this at Dragon Slope. Good luck!

Chapter 7- Finale: Enter the Beasts

How to do: This chapter is nearly impossible. You will play against 29 people all on Master Class on Phantom Road [Slim-Line Slits] or the Story Mode Phantom

Road track (if you have it unlocked) for just one level. Good luck! /SCENARAIO 3- The Boosting Rule Description- You vs. 29 Master Class contestants with one exception: No Introduction: The ultimate challenge... the only boosts you can use are the dash plates. And the best part is that you are at Ordeal where there are only $4\ \mathrm{dash}$ plates total! Good luck! Machines you can use: Any machine Send in your times for this one and you'll see them listed! /SCENARIO 4- The Death Match Description- The Death Match segment of F-Zero X returns; D! You vs. 29 computers: how fast can you kill them? Introduction: Description says it all! Machines vou can use: Any machine P.S. Send me your times for this one! They'll be listed here. /SCENARIO 5- Straight Race ______ Description- The same as Scenario 3 with one exception: No use of dash plates 0Introduction: Same as Scenario 3 Machines you can use: Any machine P.S. Send me your times for this one! Part 9- Frequently Asked Questions Only two more parts to go in this guide. Here is the one chapter you'll find in Part 9, probably the most helpful Part in the walkthrough! Chapter 38- FAQ/Summary of Quick Tips- Answers some of the most frequently asked questions about this game, and lists all of the tips you'll need to survive during the races! /Chapter 38- FAQ/Summary of Quick Tips Welcome to the final game informative section of the guide! Here are some common questions that you may have about certain aspects of the game. FREQUENTLY ASKED QUESTIONS: QUESTION/ANSWER 1 Q: How long will it take me to beat this stupid game? A: Well, the only way to explain that is to find out what level you're at. I will need to provide you with a different walkthrough if you're at a different skill level. Here is my advice for beginners, intermediates, and advanced players to beat the game: /ADVICE ON HOW TO WIN FAST - Find a starting vehicle. Immediately. Winning a Ruby Cup on Novice Class and unlocking a racer with good stats (e.g. Hyper Speeder, Big Fang, Astro Robin) is the best way to find one. Practice with them. Get to know how they feel when racing. Utilize Practice Mode as much as you can. - Avoid vehicles with bad grip. If you can't control a racer, there's almost no point in using them. - Once you've mastered the basic game you should try to beat as many of the cups as you can. You'll start out with only Ruby, Sapphire and Emerald, so practice, practice, practice. Once you've won Ruby on Novice a few times, try it on Standard. Then try Expert perhaps. Do the same for Sapphire and Emerald too. OUESTION/ANSWER 2 Q: Which vehicles are good for beginners? A: This question is undoubtedly easy to answer. Here is my chart:

/GOOD RACERS FOR BEGINNERS 1. Astro Robin 2. Big Fang 3. Blue Falcon 4. Hyper Speeder 5. Iron Tiger OUESTION/ANSWER 3 Q: How do I unlock the Diamond Cup? A: Beat all three Cups on Standard. QUESTION/ANSWER 4 O: How do I unlock Master Class? A: Beat all three original Cups (Ruby, Sapphire, Emerald) on Expert. OUESTION/ANSWER 5 Q: How do I unlock the AX Cup? A: This is tough, but I know you can do it. You must beat all 4 Cups (R,S,E,D) on Master Class. QUESTION/ANSWER 6 O: How do I unlock Sonic Oval? A: Place 1st in the AX Cup on any level. QUESTION/ANSWER 7 Q: Why are the tracks that are really hard rated easier than the easier tracks that are rated as hard (e.g. Serial Gaps, Half Pipe [hard tracks] vs. Ordeal, Thunder Road [easier tracks with harder ratings])? A: I don't know. Maybe it has to do with why the easy tracks are given hard ratings. OUESTION/ANSWER 8 Q: Why do Black Bull and Queen Meteor always finish high in the Grand Prix? A: This question lies in the answer that Black Bull is heavy, which means that he'll pick up a lot of speed. His grip is also amazing which gives the AI complete control of him. He can also be extensively used for snaking, which can put your top speed over 1800 km/h! As far as Queen Meteor goes, it has good boost and grip (although I don't think so) and performs well on a variety of different tracks. QUESTION/ANSWER 9 O: What is snaking and what does it do? A: Snaking can be simplified in this: You must slide your vehicle to one side, come out of it, and then slide to the opposite side. Doing this makes your machine "snake" (side to side snake motion) down the track. This can get you up to 1800 km/h if you do it right, so it is a HUGE advantage.

QUESTION/ANSWER 10

Q: How can I get snaking to work?

A: You must go to full Acceleration so your vehicle slides easier. Then hit L and point the Control Stick left. Then shift the Control Stick to the right and hit R. Keep doing this as quickly as you can, but be warned: this can cause damage to your hands.

SUMMARY OF QUICK TIPS:

- No two racers are alike. Even racers with the same ratings can handle very differently $% \left(1\right) =\left(1\right) +\left(1\right) +\left$
- Do not fall under the assumption that racers with higher stats will last longer than machines with lower stats
- Skill level plays a major factor in determining who will win a race
- A machine set to Max Acceleration is advantageous for a beginner because it makes it easier to turn.
- A machine set to Max Speed is good for expert pilots who can handle the tracks
- Hit dash plates on the edge and you'll boost twice

- Beat all of the Cups on Novice before proceeding to Standard or Expert
- When playing the Ruby Cup on Expert, remember to conserve boost energy for the final stretch of every track
- If you are trying to clear the Sapphire Cup on Expert, be sure to place high on the 2nd, 3rd, and 4th tracks
- Clearing the Emerald Cup on Expert is a breeze if you set your machine to Max Speed on every track except for the last two
- To beat the Diamond Cup on Expert, use a heavy racer with good grip
- Unlocking Master Class takes some time and patience, but it will be well worth it.
- When clearing cups on Master Class, remember to kill 5 racers at least once and earn an extra machine.
- Clearing the Diamond Cup on Master is the most difficult challenge in Grand Prix Mode; to beat it you must use a heavy racer with excellent grip and be sure to place in the top 6 on every track (except Phantom Road)
- The AX Cup is very easy to clear on ANY class (even Master)
- To unlock a character's video, clear a cup (preferably Ruby or AX) on Master
- Clear every Story Mode chapter on Normal before completing the chapters on $\ensuremath{\mathsf{Very}}$ Hard
- On Chapter 1 on Very Hard, remember to brake before collecting the two spheres that are close together
- On Chapter 3, do not waste time trying to kill the racers. Just concentrate on winning.
- Another tip for Chapter 3, make sure to use the jump pads to your advantage.
- On Chapter 4 on Very Hard, use the side attack more often than the spin attack in order to kill the racers faster (also, don't be surprised if you blister your finger when finished; it happened to me!)
- On Chapter 5 on Very Hard, do not hit any of the walls, or it is impossible to win
- To clear Chapter 7 on Very Hard is difficult, but not impossible; just kill Black Bull and Blood Hawk, avoid aggressive racers such as Pico and Samurai Goroh, boost like heck at the end, and don't forget to hit the mines!
- The reward for Chapter 7 on Very Hard is NOT worth the 5+ hours it takes to beat it; if you do want Pink Spider, just go to the arcade
- When playing Chapter 8 on Very Hard, set your machine two bars to the left; I know that this is controversial to the strategy of going to Max Acceleration, but you cant' go fast enough to win on these settings.
- On Chapter 8 on Very Hard, remember to pass Deathborn before the start of lap five; this is another controversial strategy, but you can't pass him at the very end, so don't try
- To beat Chapter 9 on Easy and Hard, go to Max Speed; yet another controversial strategy, but instead of adjusting for Very Hard, just start out this way, and you won't need to change your settings (and you'll win very easily, too!)
- Chapter 9 on Very Hard is extremely challenging; if you set your machine to 90% Max Speed, boost at the top of the hill, and don't slip and fall off you'll be fine.
- After you've cleared all of the Chapters of Story Mode on Very Hard, begin unlocking the Staff Ghosts
- Unlocking Staff Ghosts is very easy, but defeating them will take some time
- Snaking is a good method to beating the Staff Ghosts

Part 10- Legal Information and Credits

O my gosh, we finally made it to the end of my FAQ/Walkthrough. There are only two chapters here, and they include the legal usage of the guide and my thrilling conclusion.

Chapter 39- Legal Information/Credits- All you need to know about how to use this guide outside of my site.

Chapter 40- Conclusion- The ending of the FAQ/Walkthrough.

______ $\ensuremath{\mathsf{OK}},$ time for me to state the most important thing in the guide: This Document Copyright 2005 by Pax Krouw: paxk@yahoo.com I cannot stress that enough. With a 100+ page guide, it can only be distributed by myself and myself alone. /LEGAL INFORMATION I. Usage of FAQ/Guide (A) You may print this guide for the following uses without contacting me: 1. Help in your game 2. Showing the guide to a friend 3. Recommending a good author (B) You may NOT use this guide for the following reasons unless you contact me: 1. Commercial use 2. Postage on your site (C) Keep in mind that all uses of the guide must be given with full credit to II. Terms of the Guide (A) If this quide is used in an unauthorized way the following actions will occur in this order: 1. You will be e-mailed and asked politely to remove the guide 2. You will be e-mailed again and asked a little less politely to remove the auide 3. You will have a lawsuit filed against you III. Allowed Site Usage (A) This guide may only be posted on the following sites: Neoseeker <www.neoseeker.com> Cheat Codes <www.cheatcodes.com> It's that simple. Do NOT violate these terms unless you want to see me in court. The following sites were very useful in helping me create my F-Zero GX FAQ and Guide: Smash Boards- www.smashboards.com My Commentary: Your site is awesome! Thanks for making it. F-Zero Academy- http://ee2.lasphost.com/fzeroacademy/index.html My Commentary: Your site kicks! I have NEVER seen a bigger F-Zero fan than you! Game FAQs- www.gamefaqs.com My Commentary: Thanks for all the great guides you post! None of my guides would be here without you! Sorry that my guide can't join yours; I don't have a non-freemail ISP address! Neoseeker- www.neoseeker.com My Commentary: I can't believe I didn't thank you sooner! Thanks for being the only good site that let's me post my guides with a Freemail address! GsCentral- www.gscentral.com My Commentary: Thanks for all your help with those Action Replay Codes! My Commentary: You inspired me to write the Cup Walkthroughs for help on what is new in a Cup, and how to beat it quickly. Thanks! David "Zoop" McCutcheonhttp://db.gamefaqs.com/console/gamecube/file/f zero gx a.txt My Commentary: THANK YOU SO MUCH! This guide would NOT be anything without you. Your designs and in-depth walkthrough gave me the inspiration to provide as much info as you do. THANKS! Thank you all for providing such useful information to help me with my guide! /Chapter 40- The Saga Continues... Well everybody, I guess this is the end of our journey. Goodbye all of you, I will update as periodically as I can get my work done. See you in later versions! My last words: THE BEST RACER IN F-ZERO GX IS THE HYPER SPEEDER!



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