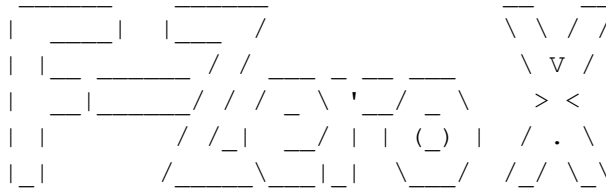


F-Zero X FAQ

by Goldenguy

Updated to v1.09 on Dec 27, 2001



G u i d e

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| F-Zero X Guide | Version 1.09.0045 | Updated: 12-27-2001 |
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| F-Zero X Guide by "GoldenGuy" |
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| O f f i c i a l " G o l d e n G u y " S e a l o f Q u a l i t y |
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This guide about F-Zero X is being written to fully explain and detail everything you could want or need to know about each and every car setting in F-Zero X. I will list important information about each car, including what grade of Body it has, it's Boost grade, and the Grip grade. I'll also make a note about each car's particular stat. Also, I will write info about each acceleration setting. Not every single nudge, but the stripes.

Well, an update if you will, I have decided now that I will just go ahead and make this a full guide, as opposed to just a car and staffs guide.

- "GoldenGuy"

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2: Revision History
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Version 1.09

- , I did a little bit of division and created a separate Contact Info section, as well as a cheats section. I don't include GameShark cheats, but I do include push-button cheats that I know of.

Version 1.07

- , I decided to put in my own records, for no reason really. I just want to spice this FAQ up a bit, and I felt I could do so by doing that. Not to brag, but mostly just to show people what not having much of a life, a crapload of freetime, a few F-Zero X crazy friends, and a lot of patience can get you.

Version 1.06

- , I downloaded a neat program in which you could draw ASCII art as if you were drawing in Microsoft Paint. I downloaded this and drew track maps. You should check them out.

Version 1.05

- , I'll just update this section, since I probably won't be adding in any sections. For now, just one update, which is an addition to the list of sites that can use my FAQ. After reviewing the site, Neoseeker is now authorized to use the guide.

Version 1.04

- , Finished the sections on Grand Prix mode and the X Cup Tips. They are rather short, but the information you get should be enough.

++++
Official Worldwide News
++++

It's September 11, 2001, and today is another day that will live in infamy. Starting at 8:40 this morning, the World Trade Center and the Pentagon were all attacked by terrorists who hijacked Boeing 757s and 767s and proceeded to fly them into the mentioned buildings. A fourth jet was grounded, killing all aboard, in Pennsylvania. Later on in the mornint, both of the World Trade Center towers collapsed, and a large portion of the Pentagon was demolished. Later in the day, World Trade Center building 7 also collapsed. My condolences go out to those who have lost a relative or a family member, and may the deceased rest in peace.

Version 1.02

, I've decided to turn the in-depth guide into a full-fledged FAQ, and I have added a few sections as well. So far, it looks like the guide will get to at least version 1.04, with further enhancements possible.

Version 1.01

, Due to popular demand, an Advanced section has been added in. This area describes some of the more advanced moves. It doesn't touch upon the absolute most advanced moves, but it's more advanced than anything in the walkthroughs.

Version 1.00

, Whee! After only about three and a half weeks of typing, I am done creating this FAQ/Walkthrough. Some of my last few walkthroughs were kind of lazily written, but they are still explanatory and will work.

Version 0.90

, Created guides for Devil's Forest 3 and Space Plant. Three more to go!

Version 0.89

, Added in the guides for Rainbow Road and Mute City 3.

Version 0.88b

, Added in the White Land 2 strategy guide.

Version 0.88

, Wrote guides for Silence 2, Sector Beta, and Red Canyon 2.

Version 0.87

, Completed guides through Fire Field, and the Credits.

Version 0.76c

, Completed the Devil's Forest 2 and Mute City 2 walkthroughs.

Version 0.76b

, Added in the track lengths at the end of section 6: Helpful Tips.

Version 0.76

, Completed the Port Town, Sector Alpha, and Red Canyon strategy guides.

Version 0.75

, Completed the Sliding Tutorial, got through the Big Blue strategy. I'll have to start on Port Town tomorrow.

Version 0.69b

, Changed the introduction a bit.

Version 0.69

, Started on the Sliding Tutorial.

Version 0.67b

, Added in the Sliding Tutorial, completed the cars guide and I even made a table depicting how good or bad each car is as far as boost, grip, and body. Also got the track strategies for Sand Ocean and Devil's Forest complete.

Version 0.67

, I have now gotten all cars up to the Little Wyvern detailed. Helpful tips section, staff ghost times, and the Mute City and Silence staff ghost strategies have also been written.

Version 0.44

, Started on the cars section. Have done 14 out of the 30 cars so far. I shall also soon do the other parts.

Version 0.40

, The settings have now all been figured up. The acceleration settings are almost too close to tell, but they do differ very slightly. I would have done the nudges inbetween as well, but I figured those had too little variation.

Version 0.00

, I have started writing this guide. That's that.

=====

3: Legal Information

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In this section, you will find all legal information about this guide. First of all, I don't care if you download this guide and save it onto your hard drive or anything, but you cannot make a profit from it. Why? That wouldn't be right to me. You may not post this guide on your website, as there is no guarantee that you aren't profiting off of it. You may not HTML-ize it, as it's very likely that you have banners and therefore money is being made. No HTML-izing under any circumstances. Sorry. You can link to the F-Zero X Walkthrough/FAQ listing, but not to any particular guide. Here's the list of sites that can legally post my guide, outside of myself:

- , www.gamefaqs.com
- , www.f-zerox.com
- , www.neoseeker.com

Nobody else but these fine sites may post or link to my guide. If anybody else does, I'll find out, and the consequences may not be all that pretty. Comply with these rules, and life will be great.

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4: Modes of Play

=====

In F-Zero X, there are a few modes of play to choose from. These modes include Grand Prix, Time Attack, Death Race, Practice, and the Options menu. I will describe each of these below.

* * * Grand Prix * * *

In the Grand Prix (GP) mode, you basically run in a six-race circuit,

and as you go along, you gain points depending on how you place. At the end of the six races, the winner is determined by the number of points. During Grand Prix, you can't boost on the first lap, but you can do so on the second and third laps. Other than that, anything goes. If you retire, you lose a life. By the way, your lives vary. On the Novice mode, you start with five lives. On Standard, you get four. When you play Expert mode, you get three, and on Master difficulty, you get a measly two. Anyhow, here's the scoring system for the Grand Prix mode:

RANK	POINTS
01	100
02	93
03	87
04	81
05	76
06	71
07	66
08	62
09	58
10	54
11	50
12	47
13	44
14	41
15	38
16	35
17	33
18	31
19	29
20	27
21	25
22	23
23	22
24	21
25	20
26	19
27	18
28	17
29	16
30	15

* * * Time Attack * * *

In Time Attack mode, you basically play the track of your choice and try to improve your times. This may sound simplistic, but if you get good enough, you enable the Staff Ghost. It takes a lot of skill to beat a Staff Ghost. Even after that, you can improve your times almost anytime. Time Attack also serves a great purpose as practice. As in Grand Prix, you go the first lap boostless, and gain boost on the second and third laps.

* * * Death Race * * *

Here's your battle mode, F-Zero X style. It's not multiplayer, but instead, you get to choose your car, and you go on an infinitely straight track and smash cars to a pulp. There's not really any goal, other than to get the cars all destroyed, but it can be fun at times. If you need a goal to try, try my Death Race time. I don't spend a lot of time playing Death

Race, so my record shouldn't be too hard to a fairly good car smasher. My time is 0'50"786". Oh yeah, you start with boost on this one.

* * * Practice * * *

This is basically your practice grounds for Grand Prix. You start out with booster, and the other 29 cars are racing alongside you. It's not very realistic, as far as competition, as all of the cars go at a constant pace, increasing with difficulty. However, it's still neat to just go on a car-killing rampage.

* * * Options Menu * * *

- , VS COM (2p, 3p): This option controls whether there will be computer racers when you play in two- or three-player modes.
- , VS SLOT: This determines whether slots will be used in multiplayer races. If so, the human to die will get to play slots in hopes of killing you.
- , VS HANDICAP: This determines handicap usage. You have three settings to choose from, which include N/A, +1, and +2. N/A, like you thought, means no handicap. The +1 is a slight handicap, and +2 is an extreme handicap.
- , SOUND MODE: Switch between Stereo and Mono sound style.
- , ALL DATA CLEAR: Erases EVERYTHING that you have done.

=====
5: GP Mode Tips
=====

In Grand Prix mode, like stated in the above section, your main goal is to end up with the most points out of six races. To do so, you must have a good ranking on each race, and to better your winning chances, take out your rivals. As an addition to the last time I updated, I will include tips for each track.

* * * Basic Tips to Winning Better * * *

- , Try to keep a good line during the race.
- , Don't hesitate to change your line if there's a crowd of cars in front of you. Bumping them forward and reducing your speed to crap is about the most annoying thing in F-Zero X.
- , Remember the side attack...use it on your rivals!
- , If you're not too far ahead of the crowd, don't hesitate to slow down at a bottleneck and do the spin attack. You can knock out up to 15 cars this way.
- , When you use boost, use it mostly at the beginning of the second lap and at the middle of the third lap. The cars slow down drastically when the second lap starts and when the race is nearing completion.

- 、 If you're speeding along and all of a sudden you're about to pass a car, instead of simply passing, reward its slowness with a side attack.
- 、 If you are about to get a bad place, restart the race. Kill five cars in the next race so that you will gain back the life you just forfeited.

Mute City

In Mute City, there really aren't very many places where you can easily kill cars. There are a few places where they like to bottleneck though. One such place is in the left refiller strip. You can stop there if you are in front of cars, but not by too far, and you can do the spin attack. Another good place, if you're skilled, is at the end of the loop, where you can knock your opponents off the track completely.

Silence

In Silence, there isn't a whole lot you can do to kill your opponents other than ramming into them. However, there are a few ways to get them out of your hair other than simply crashing into them. Anytime just after the booster arrows, and before the end of the energy refiller pits, you can try to hit them hard from behind with a side-attack, and sometimes, they'll just fly right off the track. If you can't get this to work, you can try stopping right ahead of them at the last booster arrow where they bottleneck, use the spin attack, and hopefully take out a lot.

Sand Ocean

Again, there's not a whole lot you can do to kill opponents, especially since a good amount of this track consists of tubes. If you can get in front of your opponents by the end of the first tunnel on the first lap, try stopping in the middle and using a spin move. They are usually packed by that time, and will take a beating if you do it correctly. Also, if you think you're really good, try side-attacking a car just as it leaves one of the tunnels, and maybe you can make it fly off of the track.

Devil's Forest

This track is an easy grounds for killing a lot of vehicles, but only if you're good with the side-attack. There are very few places to send a car off the track here, but it is possible. The cars love to slow down in the corkscrew, so that's your opportunity to side-attack a lot of them. If you can get behind a car and start gaining on them, and if you can side-attack them at just the right time, you can send them speeding forward at high speeds..high enough to make them fly out of the corkscrew.

Big Blue

It's extremely hard to knock your opponents off of the tubes of Big

Blue, but there's an easy way to it as well. The hard way is to try to side-attack them off. Not a good idea, because most likely, you'll lose control and probably fly off yourself. Instead, I recommend you follow my guide and try to drive as fast as you can. If you get far enough ahead of everyone, they will start speeding in an attempt to catch you, and in the process, many of them may fly off.

Port Town

You'll have plenty of opportunities to kill some cars here. One such opportunity isn't all that great, but the other one could result in 15 or more kills in just a few seconds. Your first good opportunity to do some killing is when the cars slow down just before the chicane. Hit the boost, and then use side attacks to clear your way through the chicane. You can usually kill 2-4 people this way. Wanna know a better method to kill? Well here's the place to learn. You know the long ramp just before the jump? Get in front of the pack, but not far in front. As you get to where it narrows to less than two car widths, stop and use the 360 spin attack. You can take out 10-15 cars this way if you do it right.

Sector Alpha

On Sector Alpha, there's not much you can do to knock enemies off of the track, but if you are in the narrow area when you're upside down, you can get in some easy kills by stopping and doing a spin attack. Of course, this only works if you're not too far in front of the competition.

Red Canyon

On Red Canyon, it will be somewhat difficult to kill many opponents, but you can always try and knock them off the sides, since there are so many jumps. If you can find a place at which they group up, you can pound their troubled souls into the Red Canyon oblivion. Good luck though, since most of your time is spent flying.

Devil's Forest 2

Same as Red Canyon. You will have trouble finding places to kill your opponents here, but there are ways. Probably the best place for this would be near the end, where the track skinnies up at the nasty chicane. Stop your vehicle, and do the spin attack. Your enemies will hate you for that one.

Mute City 2

This track is a lot of fun for killing your opponents. The vehicles almost always are clustered together, and it makes for a giant killing spree. The best places to get them are on the "straightaway" with the jump plate, when the track skinnies up. Practically the whole track is good for a bunch of opponent-ridding, though.

Big Blue 2

Big Blue 2 is a cramped and difficult track to get rid of your rivals most of the time, but your moment of opportunity is the first lap when you are on the straightaway with no sides. Other than that, though, good luck.

White Land

This track has plenty of niches for some combat. One of the best areas in the game to get lots of kills is just after the loop. If you are just ahead of the crowd, stop your car and do a spin attack. If you're positioned correctly and you don't get knocked off, you'll most likely get anywhere from 10-15 kills. The jump plates would also be a good area for getting rid of your competition, but you're not on the ground long enough to cause good damage.

Fire Field

Fire Field doesn't really offer any opportunities for you to gain an advantage over your competition, except for one...if you can go at a good enough pace, you can cause your opponents to accidentally commit suicide. Simply follow my guide, and keep a high rate of speed up the incline (try for 1300km/h+). If you do this and are far enough ahead, they will fly off a little way after the finish line, and they won't land.

Silence 2

As for Silence 2, to get rid of your competition, you can try to smash them in the long winding left turns, since the turns are somewhat skinny, or you can wait until you get to the wavy part of the track to knock them off.

Sector Beta

On Sector Beta, there are tons of places you can kill cars. One of the best places to do so is just after you get out of the first loop. At this skinny and rail-less area, cars love to pile up. Side attack into a bunch of them (don't overdo it and go off), and you can knock out a crap-load of them at once. Also, if there are cars around, knock them off of the top of the loop as you are about to drive down the hill to the finish line.

Red Canyon 2

This track is a waiting casualty to any who may mess with a skilled player. There are tons of places you can kill here. First of all, just about anywhere on the track, you can stop, and do a spin attack, since the

track is so skinny and many of the cars would have no choice but to hit you. Then, just before the first major dip in the track, if you can hit an opponent in the right way, they will fly off and I guarantee you they will not land.

White Land 2

There's not much you can do here to kill opponents. Just drive well, and if you come upon easy prey, side attack it, and if you are ahead of a bunch of cars, spin attack them.

Mute City 3

Just race this one out. Racing here will get you much more success than killing a bunch of your opponents. However, if you want to kill, look for all the areas that don't have rails, and see if anyone's nearby.

Rainbow Road

Rainbow Road is a very good track to destroy a lot of cars. I myself have gotten 24 once. For this one, start off and knock as many people as you can from the very start. The best places to kill cars are right at the beginning mostly.

Devil's Forest 3

Sorry for the half-assedness of these latest guides, but it's getting a little repetitive, and I want to get done. For now, I will just describe the best places to kill cars. On Devil's Forest 3, you want to hit cars anywhere where there's no rails. Better yet, just race.

Space Plant

The best places to use side attacks here are while going up the hill from the start, and while going up the hilly area near the end. The only place that would be any good for the spin attack would be near the finish line. Just follow my racing guide and you should win.

Sand Ocean 2

The best places to go for kills here would be just before the tunnel. Otherwise, you just want to race, because killing a lot of enemies with all of the curves in Sand Ocean 2 is a hard feat to do.

Port Town 2

On Port Town 2, practically any place is great kill for the enemies, because they are almost always bunched up. Side attack anywhere you can, especially when they get into huge groups. Use a spin attack near the chicane. Make sure you're not too far ahead, though, or else you will be slammed majorly.

Big Hand

On here, concentrate mostly on racing...the only good places to kill are the long stretches where there are no rails, and even then, you take a good risk of throwing yourself off the track. Have fun here.

=====
6: X Cup Tips
=====

The X Cup, as not mentioned in section 4, is a random track generator. This cup has the ability to generate any track type, although it will not generate loops, corkscrews, or twists like Silence, nor will it generate slip zone or dart zone. Anyhow, a few of these tracks can be absolutely wicked, and here, I will describe some of my experiences, as well as noting any tips.

- , The Spike Course: This track design basically looks like a hairdo on a person who inserted a finger into an electric socket. Basically, just use side attacks around the harsh turns and boost on the straights.
- , Tunnel: This track comes in just about any flavor, and generally has the majority of the track covered by a tunnel. Watch the turns and beware of any sudden drops.
- , Pipe/Tube: These tracks are always, more or less, in the shape of an O and consist almost entirely of a tube or cylinder. These tracks are generally harmless, and you should speed at all times.
- , Halfpipe: Beware the halfpipes, because these tracks can be extremely deadly. I once had one with a 180 degree turn that headed almost directly into a 120 degree turn in the opposite direction...I had to brake down to 200km/h to get through and not die.

=====
7: Settings Guide
=====

This part of the guide will focus on information about each car setting. Each setting that exists will be given a name, 0-700km/h rating, and cruise speed. I will briefly describe these terms for the weak of mind:

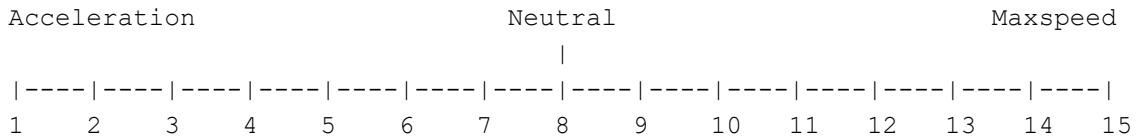
Name: This refers to what I call the acceleration setting. For instance,

if you see a value such as "1," then it refers to the stripe on the acceleration bar with the corresponding number.

0-700km/h Rating: This will simply rate approximately how quickly the car accelerates to 700km/h, give or take a few km/h.

Cruise Speed: This speed is the max speed that the car will go on a flat road with no hills, boosters, or anything that would affect speed.

Here's a little "map" of the engine settings, if you will:



Now for the table. Like I said above, the table will show the mentioned elements. On an extra note, you can nudge the setting left or right from each stripe, and inbetween each stripe, there are nine possible nudges.

Setting Name	0-700km/h*	Cruise Speed
1	0.58 sec	725km/h
2	0.60 sec	734km/h
3	0.62 sec	743km/h
4	0.65 sec	752km/h
5	0.67 sec	765km/h
6	0.68 sec	777km/h
7	0.70 sec	789km/h
8	0.75 sec	800km/h
9	0.81 sec	815km/h
10	0.97 sec	831km/h
11	1.15 sec	847km/h
12	1.45 sec	866km/h
13	2.00 sec	884km/h
14	3.25 sec	908km/h
15	8.00 sec	930km/h

* Note that the acceleration rate might be off a bit, especially since settings 1-7 are very closely packed.

=====
8: Car Guide
=====

This part of the FAQ/Walkthrough will basically give info about each car. Listed in here will be each car's strengths and weaknesses, along with each car's rating, available colors, and of course, my opinion about the car. At the end will be a car synopsis, which tells which car is best for which job.

Blue Falcon

Captain Falcon

Body: B
Boost: C

Grip: B
Weight: 1260kg
Number: 7

Colors: Blue, pink, green, gray

Pros: Great handling, midrange boost, alright at attacking
Cons: Midrange boost

Personally, I would have to say this car is pretty good. It handles pretty nicely, the boost is OK, and this car can handle it's own in a battle. Only problem is the boosting isn't all that great.

Golden Fox

Dr. Stewart

Body: D
Boost: A
Grip: D
Weight: 1420kg
Number: 3

Colors: Gold, silver, blue, purple

Pros: Nice boost
Cons: Not good at attacking, poor handling

This car is OK, but it's not really all that great unless you're playing on a somewhat-straight track. And you know, in F-Zero X, there aren't many of those. It's also not very good at handling damage.

Wild Goose

Pico

Body: B
Boost: B
Grip: C
Weight: 1620kg
Number: 6

Colors: Green, blue, red, gray

Pros: Alright at attacking, decent boost, midrange handling
Cons: Midrange handling

This is a nice car for midrange players. It can take quite a bit of damage from most sources, and it still has a decent boost, with a medium grip. Be careful when going at speeds in excess of 1300km/h.

Fire Stingray

Samurai Goroh

Body: A
Boost: D
Grip: B
Weight: 1960kg
Number: 5

Colors: Pink, black, blue, green

Pros: Good attacker, nice grip
Cons: Bad boost

The Fire Stingray is a pretty good car, but it's not all that great on a track that demands high speed such as Silence. It can take a lot of punishment and handles well, but the boost is not good.

White Cat

Jody Summer

Body: C

Boost: C

Grip: A

Weight: 1150kg

Number: 2

Colors: Purple, red, green, yellow

Pros: Great handling, quick turning, midrange boost

Cons: Midrange boost

In my opinion, this is probably one of the best cars for the beginning player, and even intermediate players will find some fun in using this car. It has many pros and only a few cons. It handles like a dream, and turns quick, and still has a decent boost, which is its only downfall.

Red Gazelle

Mighty Gazelle

Body: E

Boost: A

Grip: C

Weight: 1330kg

Number: 1

Colors: Red, blue, gray, green

Pros: Awesome boost, midrange handling

Cons: Midrange handling, poor attacker

This is probably the second-best overall car for non-sliding purposes. The body is very bad and this car can't take much damage, but the boost is one of the best and more than makes up for the body. The grip is alright, but not great.

Iron Tiger

Baba

Body: B

Boost: D

Grip: A

Weight: 1780kg

Number: 4

Colors: Gray, black, green, yellow

Pros: Good attack, good handling

Cons: Poor boost

If you ask me, there is nothing special about this car. The owner, however, tells a different story. If you die, notice that he screams like a girl. Funny huh? This car's poor boost just won't do.

Deep Claw

Octoman

Body: B

Boost: B
Grip: C
Weight: 990kg
Number: 8

Colors: Red, orange, green, cyan

Pros: Good attack, decent boost, midrange handling
Cons: Midrange handling

This is a pretty decent car for mostly any driver. The car has a good body and a respectable boost. The grip, however, isn't quite the best, but it will do.

Crazy Bear

Dr. Clash

Body: A
Boost: B
Grip: E
Weight: 2220kg
Number: 29

Colors: Yellow, cyan, silver, pink

Pros: Good attack, good slider, decent boost
Cons: Poor grip

This car isn't the best car, but don't let the grip deceive you. If you learn how to slide, this car can become a powerful tool against your enemy. To see more on sliding, look in the helpful tips area. Other than that, this car basically has a decent boost and takes a beating.

Great Star

Mr. EAD

Body: E
Boost: A
Grip: D
Weight: 1870kg
Number: 9

Colors: Purple, orange, cyan, green

Pros: Good boost
Cons: Everything else

This is one of the worst cars, in my opinion. It has a horrible body and can't take all that much damage, yet it is one of the heavier cars. The grip is bad as well, and none of the colors really look all that great. The only good thing here is the nice boost power that this car has.

Big Fang

Bio Rex

Body: B
Boost: D
Grip: A
Weight: 1520kg
Number: 15

Colors: Black, red, green, blue

Pros: Good grip, good attack
Cons: Bad boost

This isn't a bad car at all for mostly one purpose: attacking other cars. I find that this car actually works better than most of the rest of them. It doesn't make a very good racer, however, because the boost is not very good. Not a bad car for beginners.

Mad Wolf

Billy

Body: B
Boost: B
Grip: C
Weight: 1490kg
Number: 11

Colors: Yellow, red, green, bluish-purple

Pros: Decent attack, decent boost, midrange grip
Cons: Midrange grip

Again, not a bad car, but not the best either. It has a decent body and boost, but there are better cars for any job. The grip isn't great either.

Night Thunder

Silver Neelsen

Body: B
Boost: A
Grip: E
Weight: 1530kg
Number: 23

Colors: Black, red, green, gray

Pros: Decent attack, good boost, great slider
Cons: Worst grip

Don't get me wrong, the grip of this car lowers its quality by zero. This car can be controlled normally, although doing so is a difficult task. It is best to try and slide with it, as its bad grip and good boost make that optimal.

Twin Noritta

Gomar & Shioh

Body: E
Boost: A
Grip: C
Weight: 780kg
Number: 22

Colors: Gray, yellow, pink, cyan

Pros: Best boost, midrange grip
Cons: Worst body, midrange grip

The Twin Noritta is the best car for usage on straighter tracks because of its boost. Nothing beats the boost of this car. Do not hit a wall though, or you will be sorry, as this car takes massive damage from most any hit.

Wonder Wasp

John Tanaka

Body: D
Boost: A
Grip: D
Weight: 900kg
Number: 26

Colors: Light blue, purple, red, green

Pros: Nice boost
Cons: Bad attack, poor grip

The Wonder Wasp is an ok car, but there are many better choices. The boost is alright, but that's about it. This car doesn't attack very well and can slip up pretty easily.

Queen Meteor

Mrs. Arrow

Body: E
Boost: B
Grip: B
Weight: 1140kg
Number: 21

Colors: Red, blue, black, green

Pros: Decent boost, nice grip
Cons: Poor attack and takes lots of damage

Don't be sexist and let the fact that the driver is female cross you. This car is a fine choice, as its pros outweigh the cons in an all-out racing match.

Blood Hawk

Blood Falcon

Body: B
Boost: A
Grip: E
Weight: 1170kg
Number: 25

Colors: Red, blue, green, navy blue

Pros: Great slider, nice attack, nice boost
Cons: Bad grip

This car will suck for beginners, because the grip is one of the worst in the game. However, if you learn the skill of sliding, this car can easily become the best.

Astro Robin

Jack Levin

Body: B
Boost: D
Grip: A
Weight: 1050kg
Number: 14

Colors: Blue, red, green, dark gray

Pros: Nice attack, good grip
Cons: Poor boost

This car is alright, but it isn't exceptional in any way. It's good for a beginner, but there are better cars.

Little Wyvern

James McCloud

Body: E
Boost: B
Grip: B
Weight: 1390kg
Number: 10

Colors: Silver, yellow, purple, cyan

Pros: Decent boost, decent grip
Cons: Bad attacking

This car is like the Arwing off of Starfox. The driver of this car also shares the last name of Fox McCloud. Interesting huh? It's not a bad car.

Death Anchor

Zoda

Body: E
Boost: A
Grip: C
Weight: 1620kg
Number: 13

Colors: Dark blue, white, red, purple

Pros: Good boost, midrange grip
Cons: Takes damage fast, midrange grip

The Death Anchor is a nice car, with a good boost and an alright grip, but the main downfall is the bad body and the fact it will take damage easily. Because of its weight, it can dish out more damage than most E-body cars, but it will take damage quickly as well.

Wild Boar

Michael Chain

Body: A
Boost: C
Grip: C
Weight: 2110kg
Number: 24

Colors: Orange, green, yellow, mint

Pros: Great body/attack, midrange grip
Cons: Midrange grip, midrange boost

The Wild Boar is one of the best vehicles for all-out killing other cars, but it's not exactly the best racer. If the boost was better and the grip worse, it would make a nice slider. Still, not a bad car.

King Meteor

Super Arrow

Body: E

Boost: B
Grip: B
Weight: 860kg
Number: 20

Colors: Red, blue, black, green

Pros: Quick turning, decent boost, decent grip
Cons: One of the worst bodies/attacks

Don't let the body determine whether you like this car or not. Check for yourself. This is one of the best cars overall. Not THE best, but one of them.

Super Piranha

Kate Alen

Body: B
Boost: C
Grip: B
Weight: 1010kg
Number: 12

Colors: Cyan, yellow, black, green

Pros: Decent attacking, decent grip
Cons: Midrange boost

This car is alright, but it isn't the best. It has a pretty good body for its body weight, but the boost isn't all that good. The grip is alright. Staff used it once, so maybe you will..

Mighty Hurricane

Roger Buster

Body: E
Boost: B
Grip: B
Weight: 1780kg
Number: 28

Colors: Green, red, blue, yellow

Pros: Decent boost, decent grip
Cons: Bad body

Like any other car with E-B-B stats, the Mighty Hurricane will take lots of damage and probably won't deal out as much as other cars of its size. It does, however, have a decent boost and grip to back up its low body score.

Space Angler

Leon

Body: C
Boost: C
Grip: A
Weight: 910kg
Number: 19

Colors: Blue, yellow, hot pink, gray

Pros: Good grip, midrange body, quick turns

Cons: Midrange boost

If you want an all-around good car, look no further. Probably one of the best cars for a beginning player is the Space Angler. This car has a pretty good attack for its weight, an ok boost, and a pretty good grip.

Mighty Typhoon

Drag

Body: C

Boost: A

Grip: D

Weight: 950kg

Number: 27

Colors: Green, teal, red, blue

Pros: Great boost, midrange body

Cons: Poor grip

This car is alright, but not all that great if you ask me. If the grip and body were changed, however, this car would be great for straighter tracks like Sector Beta and Silence. It still has a very good boost though.

Hyper Speeder

Beastman

Body: C

Boost: C

Grip: A

Weight: 1460kg

Number: 18

Colors: Dark teal, white, red, green

Pros: Midrange body, midrange boost, great grip

Cons: Midrange boost

As with any car with C-C-A stats, you've got a great car. The boost is just average, but the grip is one of the best and the body is very decent. Overall, one of the best cars for a beginning player.

Green Panther

Antonio Guster

Body: A

Boost: B

Grip: D

Weight: 2060kg

Number: 17

Colors: Dark green, cyan, yellow, green

Pros: Good body, decent boost

Cons: Poor Grip

The Green Panther would make an ok slider if the grip was E, but otherwise, it isn't a bad car. If you want to use it and not slide though, you better choose a track that is pretty straight.

Black Bull

Black Shadow

Body: A

Boost: E
Grip: A
Weight: 2340kg
Number: 30

Colors: Black, blue, purple, yellow

Pros: Best body, best grip
Cons: Worst boost, awful turn rate

I personally believe this car was made specifically for Death Race. It has the best body, attack, and grip in the game, but the boosting is horrid, and the turning rate is far too slow for most tracks. Use this to beat up other vehicles rather than outrun them.

Sonic Phantom The Skull

Body: C
Boost: A
Grip: D
Weight: 1010kg
Number: 16

Colors: Blue, red, purple, black

Pros: Great boost, midrange body
Cons: Poor grip

After playing with this car, I seriously think it should have earned an E in the boosting department. Other than that, it has an ok body and a very good boost. Used best on straighter tracks.

*** CAR SYNOPSIS ***

RANK	BODY	BOOST	GRIP
01	Black Bull	Twin Noritta	Black Bull
02	Crazy Bear	Wonder Wasp	Iron Tiger
03	Wild Boar	Mighty Typhoon	Big Fang
04	Green Panther	Sonic Phantom	Hyper Speeder
05	Fire Stingray	Blood Hawk	White Cat
06	Iron Tiger	Red Gazelle	Astro Robin
07	Wild Goose	Golden Fox	Space Angler
08	Night Thunder	Night Thunder	Fire Stingray
09	Big Fang	Death Anchor	Mighty Hurricane
10	Mad Wolf	Great Star	Little Wyvern
11	Blue Falcon	King Meteor	Blue Falcon
12	Blood Hawk	Deep Claw	Queen Meteor
13	Astro Robin	Queen Meteor	Super Piranha
14	Super Piranha	Little Wyvern	King Meteor
15	Deep Claw	Mad Wolf	Wild Boar
16	Hyper Speeder	Wild Goose	Wild Goose
17	White Cat	Mighty Hurricane	Death Anchor
18	Sonic Phantom	Green Panther	Mad Wolf
19	Mighty Typhoon	Crazy Bear	Red Gazelle
20	Space Angler	Space Angler	Deep Claw
21	Golden Fox	Super Piranha	Twin Noritta
22	Wonder Wasp	White Cat	Green Panther
23	Great Star	Blue Falcon	Great Star

24	Mighty Hurricane	Hyper Speeder	Golden Fox	
25	Death Anchor	Wild Boar	Sonic Phantom	
26	Little Wyvern	Astro Robin	Mighty Typhoon	
27	Red Gazelle	Big Fang	Wonder Wasp	
28	Queen Meteor	Iron Tiger	Crazy Bear	
29	King Meteor	Fire Stingray	Night Thunder	
30	Twin Noritta	Black Bull	Blood Hawk	

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9: Helpful Tips
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In this section, I will provide one key tip per track that generally will help out quite a bit on the track.

Mute City: Keep to the right side while in the loop.

Silence: Hold up when you enter the tunnel and through the refiller-zones when you are going very fast.

Sand Ocean: Exit the first tunnel while driving on the right side, and use a side attack with the R button (R+R) right when you exit.

Devil's Forest: Stay on the left side in the corkscrew after the booster arrow.

Big Blue: Exit the cylinder from the middle on the first lap, and then from the right side on the second lap and third lap.

Port Town: Quickly side attack left and right to get through the chicane shortly after the first boost arrow.

Sector Alpha: While going on the inversion just after the start, do NOT go over 1090km/h, or 1130km/h if you are holding up, or else you will fly off.

Red Canyon: On the second and third laps, forget about the booster arrows by the refiller and just boost through the refiller.

Devil's Forest 2: Use side attacks to get through the horrid turns just before the energy refiller pits.

Mute City 2: If you feel unsure about handling a turn, use a side attack.

Big Blue 2: When sliding, side attack through the 180-hairpin on the first lap, and boost-slide it on the second and third lap.

White Land: Use side attacks to help with the tunnel's nasty turns.

Fire Field: While turning gently, boost two to three times just after the start of the second lap. When you fly off of the top of the hill, press up sharply on the stick.

Silence 2: When you ride on the wavy part of the track, stick to the middle.

Sector Beta: After the final loop, when you are on the high track, drive off the left side, angle the car down, and use side attacks to make it onto the track as needed.

Red Canyon 2: Boost just after the starting line, and make sure you are still going at least 1000km/h when you are nearing where the track dips down. As you take off, slowly turn to the right, while keeping the car perfectly straight in the air as not to speed up, and land in the 360 degree turn. Be sure not to overdo the cut or else you will die.

White Land 2: Experiment with going up high in the side of the halfpipe and using side attacks (Z+Z if you are in the left side, R+R if you are in the right side). This works best if you do it on a lower part of the track. The usual result is a large gain of speed.

Mute City 3: Use side attacks to get through turns more easily at higher speeds, and cut over the track whenever possible.

Rainbow Road: Right after the starting line, drive off the left side of the road, angle the car slightly downward, and side attack (R+R) back.

Devil's Forest 3: When sliding, keep as close to the inner rails as possible on the very long turns.

Space Plant: When you cross the finish line, boost once or twice, enough to get you over 1000km/h, and as you take off, angle the car slightly downward and boost again to speed up to around 1600km/h.

Sand Ocean 2: Speed up near the final tunnel and use side attacks to help get through the turns if needed, and angle slightly downward when you take off.

Port Town 2: Side-attack to get through the nasty turn at the end of the track just before the refiller zones.

Big Hand: If you drive on the ice, keep the car going straight and use a side attack to keep the car stable if you are about to drive off.

General Tips

Booster Arrows: Hit 'em unless one is out of the way and there is another one nearby!

Jump Plates: Just before hitting a jump plate, press up on the joystick. If done correctly, your car will not launch as high, but it will already be angled perfectly downward and will generate a lot more speed.

Refiller Zone: Get it all! Boost while you are in it.

Dart Zone: Boost if you must go over this crap or it will slow you down very badly.

Slip Zone: Also known as ice, this crap can be very dangerous if you are heading the wrong direction over it. You can also use it to aid

you, especially if you are sliding.

Mines: If you are low on health or on a rise, don't hit these. However, if you have some health to spare, and you are on a downwards track, feel free to hit one and gain a bit of speed.

This isn't really much of any help, but I've got all of the exact track lengths, thanks to Dave van Moer.

Mute City	7.903km
Silence	7.337km
Sand Ocean	6.248km
Devil's Forest	6.842km
Big Blue	8.152km
Port Town	8.043km
Sector Alpha	6.583km
Red Canyon	7.072km
Devil's Forest 2	7.344km
Mute City 2	6.130km
Big Blue 2	5.039km
White Land	7.589km
Fire Field	6.554km
Silence 2	7.391km
Sector Beta	9.026km
Red Canyon 2	7.796km
White Land 2	5.649km
Mute City 3	8.403km
Rainbow Road	10.650km
Devil's Forest 3	5.999km
Space Plant	9.334km
Sand Ocean 2	7.758km
Port Town 2	8.186km
Big Hand	10.594km

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10: Staff Ghost Times
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In this section, I will give you the exact track times that the staff got while creating their staff ghosts...yes, the staff did drive these ghosts, and are not computerized. They are saved just like a ghost that you or I could create. I will also note the car that they used. Note that these are on the NTSC format. If you want the rough PAL estimate, take the staff's time (for instance, Mute City, 72.507) and multiply by 1.2.

Track	Time	Car
----	----	---
Mute City	1'12"507"	Twin Noritta
Silence	1'04"791"	Twin Noritta
Sand Ocean	1'05"647"	King Meteor
Devil's Forest	1'11"629"	Twin Noritta
Big Blue	1'23"087"	King Meteor
Port Town	1'23"270"	White Cat

Sector Alpha	1'11"753"	Little Wyvern
Red Canyon	1'08"264"	Blood Hawk
Devil's Forest 2	1'13"091"	Super Piranha
Mute City 2	1'10"058"	Twin Noritta
Big Blue 2	0'57"917"	Red Gazelle
White Land	1'27"557"	Twin Noritta
Fire Field	1'12"911"	White Cat
Silence 2	1'22"683"	Blood Hawk
Sector Beta	1'31"200"	Twin Noritta
Red Canyon 2	1'26"761"	Blood Hawk
White Land 2	1'03"790"	Twin Noritta
Mute City 3	1'32"005"	Hyper Speeder
Rainbow Road	1'55"432"	Night Thunder
Devil's Forest 3	1'09"544"	Night Thunder
Space Plant	1'50"666"	Mighty Hurricane
Sand Ocean 2	1'23"264"	Blood Hawk
Port Town 2	1'38"091"	Night Thunder
Big Hand	2'07"988"	Blood Hawk

As an extra "bonus" if you will, I will also provide the times needed to unlock the staff ghost for competition.

Mute City	1:23:000
Silence	1:13:000
Sand Ocean	1:15:550
Devil's Forest	1:23:000
Big Blue	1:35:000
Port Town	1:36:000
Sector Alpha	1:22:000
Red Canyon	1:19:000
Devil's Forest 2	1:24:200
Mute City 2	1:19:000
Big Blue 2	1:07:000
White Land	1:40:000
Fire Field	1:23:000
Silence 2	1:35:000
Sector Beta	1:45:000
Red Canyon 2	1:40:000
White Land 2	1:13:000
Mute City 3	1:46:000
Rainbow Road	2:11:000
Devil's Forest 3	1:20:000
Space Plant	2:04:000
Sand Ocean	1:35:000
Port Town 2	1:52:700
Big Hand	2:27:000

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11: My Times
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I felt I would list my times, just so you could see how you're doing.

Don't feel bad that you can't reach my times, because my times are a result of over 1600 hours of gaming. My times are phenomenal...not the very best in the whole world, but pretty near so.

Track and Type -----	Vehicle -----	Record -----
Mute City Time	Blood Hawk	1'09"751"
Mute City Lap	Blood Hawk	0'20"301"
Mute City Speed	Twin Noritta	1986 km/h
Silence Time	Blood Hawk	1'02"638"
Silence Lap	Blood Hawk	0'17"345"
Silence Speed	Blood Hawk	1936 km/h
Sand Ocean Time	Red Gazelle	0'58"726"
Sand Ocean Lap	Red Gazelle	0'16"449"
Sand Ocean Speed	Red Gazelle	1705 km/h
Devil's Forest Time	Blood Hawk	1'05"668"
Devil's Forest Lap	Blood Hawk	0'18"901"
Devil's Forest Speed	Twin Noritta	2094 km/h
Big Blue Time	Red Gazelle	1'13"601"
Big Blue Lap	Red Gazelle	0'22"370"
Big Blue Speed	Red Gazelle	3000 km/h
Port Town Time	Blood Hawk	1'04"269"
Port Town Lap	Blood Hawk	0'19"260"
Port Town Speed	Night Thunder	3000 km/h
Sector Alpha Time	Night Thunder	1'01"940"
Sector Alpha Lap	Blood Hawk	0'17"559"
Sector Alpha Speed	Blood Hawk	2404 km/h
Red Canyon Time	Blood Hawk	0'58"448"
Red Canyon Lap	Blood Hawk	0'18"464"
Red Canyon Speed	Blood Hawk	2532 km/h
Devil's Forest 2 Time	Blood Hawk	1'08"651"
Devil's Forest 2 Lap	Twin Noritta	0'20"611"
Devil's Forest 2 Speed	Twin Noritta	3000 km/h
Mute City 2 Time	Blood Hawk	0'58"154"
Mute City 2 Lap	Blood Hawk	0'16"821"
Mute City 2 Speed	Blood Hawk	2696 km/h
Big Blue 2 Time	Blood Hawk	0'49"875"
Big Blue 2 Lap	Blood Hawk	0'15"602"
Big Blue 2 Speed	Night Thunder	2027 km/h
White Land Time	Blood Hawk	1'17"159"
White Land Lap	Blood Hawk	0'21"975"
White Land Speed	Blood Hawk	3000 km/h
Fire Field Time	Night Thunder	0'59"227"
Fire Field Lap	Blood Hawk	0'18"635"
Fire Field Speed	Blood Hawk	3000 km/h
Silence 2 Time	Blood Hawk	1'08"716"
Silence 2 Lap	Blood Hawk	0'20"360"

Silence 2 Speed	Blood Hawk	2478 km/h
Sector Beta Time	Red Gazelle	1'18"866"
Sector Beta Lap	Red Gazelle	0'23"260"
Sector Beta Speed	Night Thunder	3000 km/h
Red Canyon 2 Time	Blood Hawk	1'04"867"
Red Canyon 2 Lap	Blood Hawk	0'18"644"
Red Canyon 2 Speed	Night Thunder	3000 km/h
White Land 2 Time	Blood Hawk	0'37"820"
White Land 2 Lap	Blood Hawk	0'11"722"
White Land 2 Speed	Blood Hawk	3000 km/h
Mute City 3 Time	Blood Hawk	1'12"751"
Mute City 3 Lap	Blood Hawk	0'21"844"
Mute City 3 Speed	Blood Hawk	2802 km/h
Rainbow Road Time	Blood Hawk	1'36"747"
Rainbow Road Lap	Blood Hawk	0'29"133"
Rainbow Road Speed	Blood Hawk	3000 km/h
Devil's Forest 3 Time	Blood Hawk	0'59"855"
Devil's Forest 3 Lap	Blood Hawk	0'17"408"
Devil's Forest 3 Speed	Blood Hawk	1901 km/h
Space Plant Time	Blood Hawk	1'24"857"
Space Plant Lap	Blood Hawk	0'25"441"
Space Plant Speed	Blood Hawk	3000 km/h
Sand Ocean 2 Time	Blood Hawk	1'11"194"
Sand Ocean 2 Lap	Blood Hawk	0'20"994"
Sand Ocean 2 Speed	Blood Hawk	2017 km/h
Port Town 2 Time	Blood Hawk	1'21"413"
Port Town 2 Lap	Blood Hawk	0'23"816"
Port Town 2 Speed	Blood Hawk	1560 km/h
Big Hand Time	Blood Hawk	1'52"238"
Big Hand Lap	Blood Hawk	0'33"031"
Big Hand Speed	Blood Hawk	1505 km/h

Don't believe me? Tough. I did do these records though, and they have been verified by a TwinGalaxies official.

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12: Staff Ghost Strategy

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Now that you know the staff's times, you may be wondering "How the heck can I ever beat those?" Well look no farther (except maybe the other large Walkthrough/FAQ), as I will supply detailed strategies in simple terms, as well as playing the same EXACT strategy myself, and at the end, supplying you with my own results. Also, I will tell you which car to use and what engine settings to use.

Keep in mind that my strategies can beat the staff ghosts, but for

00'20"985"
01'12"325"
1396 km/h

Silence

Vehicle: Twin Noritta

Settings: Two stripes from the right edge, two nudges to the left

Before you do anything, it would be very helpful to configure your controller and set the analog stick down as neutral. How do you do that? Well, if you restart the game while holding down, it will automatically be set as the neutral position, thus, the controller will act as if the analog stick is being held up at all times. Another way to do this is to pause the game, hold L and R, hold the analog stick down, and press start. Be sure you get it exact, because if you err, the neutral position might be down and a little left, thus causing your car to turn to the right at all times and it would be very hard to control. To reset the settings to normal, simply hold L and R and press start with the analog stick in the middle.

I will draw an ASCII map of the booster arrows so that I can label them and thus make it easier to write this guide.

```
      |      |  
      |  ^8  |  
      |      |  
      | ^7   |  
      |      |  
      |    ^6|  
      |      |  
      |  ^5  |  
      |      |  
      |      |  
      | ^4   |  
      |      |  
      |  ^3  |  
      |      |  
      | ^2   |  
      |      |  
      |      |  
      |  ^1  |  
      |      |  
      |      |  
      |-----|
```

From the start, go straight, hitting the left side of booster 1. Turn very lightly to the left, as you will lose speed if you try to jerk the vehicle left. Hit boosters 2 and 4. Number 3 is optional, but if you hit it, make sure not to swerve much, as you will lose speed and make the boost useless. After this, slowly make your way over to boost 5, nudge the car to the right to hit boost 6, and move back left and hit boost 8. Skip 7 at all times, as you will lose speed by swerving to hit it, and the boost will not make up for lost speed. After this, the rest of the strategy for the first lap is to simply keep to the far right side of the

track at all times. Even when you are about to enter the second lap, keep to the right.

Right when you enter the second lap, start boosting immediately. Try to keep a pretty straight line while hitting boosters 1, 2, 4, 5, 6, and 8, and keep tapping B the whole time, as there will be small increments of time that you will have open for boosts. Even after the booster arrows, keep boosting nonstop. If you didn't configure your controller to hold up for you, then be sure to do so after the last booster arrow and up until you are inside the tunnel, and at the end of the refiller pits, or else you will fly off. If you boost correctly, you should enter the tunnel at about 1425km/h, and assuming you held up, your car should lift off the ground slightly twice. Keep inside the right refiller pit, and keep to the middle-right. Keep to the right after the refiller, and your speed should rocket from 1430km/h all the way up to about 1460km/h just before you enter the third lap.

In the third lap, use the same exact strategy as the second lap, only be prepared to take turns at higher speeds. Between boosters 4 and 5, you probably won't have any leftover time to boost, so all the better. If you boost well, your speed should tip 1475km/h just as you enter the tunnel, and your car will lift off twice again. If you hold up and keep steady, these small lifts can even contribute to your speed. Again, keep on the far right side in the refiller pits, although not so far right that your car lifts off (it will do so even if you hold up, and your car will decelerate to about 1420km/h). If you do this correctly, your car will continue to speed up, and you can possibly go over 1480km/h across the finish line.

Here are my results using this strategy:

	00'26"111"
	00'20"107"
	00'18"229"
	01'04"447"
	1468km/h

Sand Ocean

Vehicle: Red Gazelle

Settings: Two stripes from the right side, three nudges left

From the start, travel in the center of the road, and enter the pipe. Wait until the car is stable, and then make your way over to the right side of the pipe. By now, the yellow lines in the center bottom of the pipe should be on the left side of your screen. Keep traveling in this general position until you near the end of the black area with the yellow line. At this point, make your way back down to the center line and exit the pipe. Keep near the wall and turn gently with no side attacks used. Be sure to hit the booster arrow and turn appropriately left into the final pipe. Keep in the center of this pipe, and be sure you hit the boost arrow at the end. Exit and stay on the middle to right side.

As you cross the starting line, immediately begin to boost. Travel the pipe between the center and the right side, and make sure your turns are much smoother. During this time until you exit the pipe, you should have used 5 boosts. Stop boosting for now, and use three side attacks to get through the right turn, and be sure to hit that boost arrow. After you hit the boost arrow, use one or two side attacks for this left turn, and enter the pipe. Keep in the middle, and when you hit the blue section, ignite another boost. Be sure to hit this arrow. If you don't, your next

lap will be slow. After you hit the arrow, go into the right refiller pit and continue boosting.

Once you are in the third lap, you should play the pipe just as you did in the second lap, and by the end of the pipe, you should have zero energy left. Be careful, as one slight mistake and you can die. Again, use side attacks as necessary to get through the S-curve (I used three to the right and two to the left), and make sure you hit that booster arrow. In the pipe, again, keep in the middle, and hit the booster arrow. Start boosting again as soon as you get some energy, and you should beat the staff ghost by a small margin. If you didn't, try again, as this strategy can beat staff, but not by a whole lot.

Here are my results using this strategy:

	00'26"415"
	00'19"172"
	00'18"981"
	01'04"568"
	1395 km/h

Devil's Forest

Vehicle: Twin Noritta (non-sliding)

Settings: Two stripes from the right edge, three nudges left

From the start, keep to the left, making sure not to hit the dart zones. Take the left turn easy and turn hard into the right hairpin, using one or two side attacks to help out. For now, try to turn as little as possible in the mini-S-curve, keeping near the left rail when it first turns left and near the right rail when it turns into the long straight. Hit the booster arrow, and keep near the left rails. It may seem slower, but your speed stays higher for a longer period of time there. Near the end when the track begins to flatten out to being horizontal again, move over to the right side, and prepare for the next hairpin turn. Use 1-3 side attacks to get through, and don't go wide on the left hand turn. Hit the booster arrow, and keep near the wall in the right refiller pits. Enter the second lap in the middle of the track.

Immediately boost once, and take the left turn lightly, as you don't want to slide out of control. Use two or three side attacks to get through the hairpin turn, and then start boosting. Drive gently through the mini-S turns and be sure to hit the booster arrow. This arrow is important, because if you don't hit it, you are screwed. After you hit it, keep up in the left side and boost once more after the yellow boost wears off. Use three side attacks to clear the final hairpin turn, ignite a boost, and then use a side attack left to clear this left turn. Be sure you hit the final booster arrow. This one can also screw your run if you don't hit it. Keep in the right refiller pits when you are in them, and boost once more after the booster wears off. At the end of the refiller pits, hold up, as you have the chance of going nose-up if you don't do so while exiting the pits. Finally, enter the third lap in the middle again.

Don't boost yet, but do take the left turn easy, especially if you are going faster than 1000km/h. Use two or three side attacks to get through the hairpin, and as with the second lap, start your boosting and take the mini-S easy, as it is embanked and not difficult to slide out of control at speeds exceeding 1000km/h. Lay on the boosts and be sure to hit the booster arrow, and again, move onto the left side and boost once more afterwards. Just like in second lap, take the final hairpin with two or three side attacks, boost, and then side attack left to set yourself up

First off, before you try to beat the staff ghost, you should learn the locations of each of the nine boosting arrows located on the pipe. I can't draw 3-D ASCII, and I suck at drawing track maps in ASCII, so you'll have to thrive on text instructions for now.

1st Booster: White pipe section, upper right side
2nd Booster: White pipe section, lower left side
3rd Booster: Blue pipe section, lower left side
4th Booster: Blue pipe section, bottom right side
5th Booster: Blue pipe section, bottom right side
6th Booster: Blue pipe section, upper right side
7th Booster: White pipe section, upper right side
8th Booster: White pipe section, bottom left side
9th Booster: White pipe section, upper right side

Anyhow, those are the locations of the nine booster arrows. I'll bet many who read this never knew about the eighth one did you? Don't answer that. This isn't all you'll have to go along though; the first lap basically revolves around hitting all nine of those boosters, so the first lap strategy will be a very good place to learn how to hit them all.

To start off, go up the ramp in the middle, and as soon as the track goes into the cylinder, skim onto one side, preferably the right. Stay on the upper right side until you see a booster arrow. Hit it, then make your way to the lower left side of the pipe. Another boost waits you here. Ride along the curve of the pipe, and booster number three should be seen. Hit it, and then curve left a little bit, directly on the bottom of the pipe. Hit the booster that will soon appear, and then prepare for a somewhat sharp left turn. Stay on the bottom and follow the curve, or move up to the right side (a bit on your left) and try to "cut" the curve a bit. This will save you a bit of time and make the turn easier, although it's kind of difficult to do when you're going around 1200km/h. Anyhow, do whatever it takes to hit that fifth zipper. After this, move gently up to the upper right side and hit booster number six. Try to keep a steady curve and hit booster number seven. As soon as you hit the seventh booster, side attack down the right side of the pipe once. If you happen to be near the bottom, well done, because the eighth booster is on the bottom, and is very tricky to hit. If and after you hit it, side attack left to get yourself back on top. Hit the final booster, and fly off the top middle of the pipe. Your speed should max out right here at around 1260km/h. Try to land in the left refiller incase you lost any energy. Through the next series of turns, which is called a chicane, side attack as needed to get through the turns. After that, home it in to the finish line.

The lap strategies are almost exactly the same for all three laps, so I will just point out the boosting locations.

* Second Lap *

- , Boost three times from the start of the finish line.
- , If you miss a boost on the cylinder, boost to make up for it.
- , Boost through the refiller, side attack through the chicane, and then boost twice again before entering third lap.

* Third Lap *

- , Boost twice or three times until you hit the first boost; your energy should be very low by now.
- , If you miss a boost on the cylinder, boost to make up (note: you can probably only do this once).

00'23"813"
00'23"630"
01'17"219"
1724 km/h

Sector Alpha

Vehicle: Red Gazelle

Settings: Two stripes from the right edge, two nudges left

From the start of the first lap, move over to the right side of the track, but don't get too close to the rail. When you are at the top of the inversion, the track suddenly turns a small bit left, and you could hit the rail if you stayed too far to the right. When the track turns right a bit, keep close to the right side. Soon, you enter an S-curve with a boost arrow in it. Make sure you hit the booster. It's directly in the middle of the S-curve and somewhat hard to hit sometimes. Turn smoothly to the left (you will max up at around 930km/h for now). Until you enter the skinny stretch, stick to the left side of the track, and when you exit, stay on the extreme right edge. Just before you enter the tunnel, you'll gain a small boost of around 20km/h. It's not a lot, but it adds up very well. Go through the tunnel any way you would like, as long as you hit the booster, and when you go through the refiller pits, stick to the left one. It might also help to hold up when you exit the refiller, as it's somewhat of a sharp ending to the incline, and you could fly up. Anyhow, cross the start line at approximately 925km/h.

Immediately when you cross the line, boost twice. At the end of the incline, your car should be going around 1050km/h. This is safe for now. Wait for the car to go back under 1000, and when it does, boost once again. Coming up is the S-turn, and you'll want to side attack once so you can hit the booster. Hit the booster, side attack left, and then use two or three boosts, staying on the same sides of the track that you did on the first lap. When you hit the booster in the tunnel, you should be no lower than 1050km/h. When you exit the tunnel, side attack once to set up well for the left refiller, and get all of it. Keep away from boosting for now, and again, hold up at the end of the refiller.

Once again, from the starting line, hit two boosts once you enter the third lap. Hold up on the analog stick, because this time your car will most likely max out at 1080km/h, which is death speed if you don't hold up. Boost once when the track turns a bit more straight, and again, side attack to hit the booster. Side attack left upon exiting the S-curve, and feel free to use up all of your boosting power. If you have a decent run, it should be enough.

Here are my results using this strategy:

00'27"890"
00'22"145"
00'21"016"
01'11"051"
1287km/h

Red Canyon

Vehicle: Twin Noritta

Settings: Two stripes from the right edge, three nudges left

Red Canyon is very easy, in my opinion. This strategy is very easy to perform, and yet, it can beat the staff very nicely and easily. To start off, simply drive into the first booster arrow, and get through the turn.

not to side attack until well after the straightaway. Anyhow, hit the booster in the tunnel, and like before, dip your car at an angle that you will gain a lot of speed with. Until the very last dive, you'll want to aim the car somewhat low or else you can easily lose more speed and grip. Try not to use any side attacks in the long turn (use two boosts after landing the last dive) after the straightaway, but I would recommend you using one on the left and right turns, and then two quick side attacks Z+Z and R+R in the chicane. Make sure you get all of the refiller and start boosting again once you are through it. Continue to the third lap.

The third lap is almost exactly the same as the second lap, save for the fact that you enter at a faster speed. The only real difference here is that you will want to use the remainder of your boost energy after the final dive as opposed to only two boosts. When you get your energy refilled, continue boosting to the end.

Here are my results using this strategy:

	00'27"074"
	00'22"541"
	00'21"726"
	01'11"341"
	1562 km/h

Mute City 2

Vehicle: Twin Noritta

Settings: Two stripes from the right edge, three nudges left

From the start, ease through each turn, making as straight of a line as possible. Don't use any side attacks yet, and don't hit the walls or else you will lose control. On the turn just before the jump plate, use a side attack to keep close to the inside. Head for the jump plate, and just before hitting it, hit up on the analog stick. If you did it right, your vehicle will fly lower than normal, but it will gain more speed. Ease through the two bottlenecks in the road, and stick to the right in the tunnel. On the turn leading into the refiller, use a side attack to assist you in sticking close to the side, and choose a strip of refiller to go through. Ease through the last angled turn, and home it in to the second lap.

Right when you cross the finish line, ignite two boosts, all the time keeping a good line and using side attacks when needed. On the straight with the /\ (although not as steep of an angle) turns, use side attacks where needed while keeping somewhat of a straight line. Use two or three side attacks on the turn leading to the jump, and hit the jump like in the first lap, and boost once after landing. Lay off the boosts for now, and use two or three side attacks to get into the refiller stretch. Make sure you get a lot, and start boosting at the end of it. Boost once more on the straightaway just before the final lap.

The strategy for the third lap is the same as the strategy for the second lap, except after the jump, you'll want to exhaust the rest of your boost power inside the tunnel. You'll enter at a faster speed, and naturally, your lap should be quicker.

Here are my results using this strategy:

	00'26"339"
	00'20"355"
	00'19"115"
	01'05"809"
	1365 km/h

Big Blue 2

Vehicle: Blood Hawk/Night Thunder (sliding)

Settings: All the way left (maximum acceleration)

To start this track off, do an immediate slide left, holding Z and R, and soon, a slide right. Straighten up as you go into the track's bend. Keep on the near right side, and hit the booster on the straight, railless part of the track. Keep in the middle or left, and enter the tunnel. You might try sliding left when the tunnel turns left, but you can just turn normally if you want. Enter the first refiller pits, and sharply slide the hairpin. Hit the booster arrow, and enter the tunnel. You might need to use a side attack here on entering. Probably the hardest part is coming up. After the refiller, there's a small chicane tunnel exit. It's hard to see and will probably catch you off guard many times before you perfect it. When you are going to exit it, use a side attack left just an instant after the refiller pit (by the way, you want the left one), and instantly, side attack back to the right. This chicane is pretty tricky, and requires the quickest side attack reactions. Home it in to the second lap.

The second lap is where the demand on skill rises dramatically. This strategy will take some practice, especially if you are new at sliding and can't side attack very fast, as the bulk of the skill here lies in steady driving, quick side-attacking, and decent (boost)sliding skills. Still, there's room for some error, as the staff isn't that great at sliding. To start the second lap, boostslide left on the first turn, and the side-attack two or three times right to get through the second bend. Keep going with the boosts from here, and hit the booster arrow. After the arrow's boost wears off, boost twice more, and you'll be going pretty fast in the tunnel. By now, your car will be blinking and the low-energy alarm will be going, so you will want to get ALL of the refiller that you can. To do so, use two side attacks going through the tunnel's turn, and stay close to the right side. If you manage to get all of this refiller, half of the second lap battle is over. Boostslide the hairpin turn, and use a side attack to regain control and hit the booster. Your car will make a very small dive, and you'll gain around 50km/h. Enter the second tunnel with a side attack right, getting all of the refiller on the left side, and then at the end, side attacking left and right very quickly. Lay off the boost for now, and prepare to enter the third lap.

The third lap's strategy is exactly the same as the second lap, so just do everything here like you did in the second lap. Of course, you'll enter the lap at a quicker speed, but with practice, it becomes a minimal problem. Sorry for the fact that this strategy requires a pretty good amount of skills, but it's the only strategy I could think of, unless you wanted one where you don't slide and your chances of beating the staff are lower. Keep in mind that there is plenty of room for error on this strat, and you don't have to get a run like mine. However, it will require some skill to simply beat the staff.

Here are my results using this strategy:

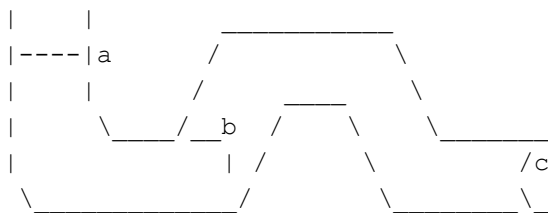
	00'21"314"
	00'16"215"
	00'15"830"
	00'53"359"
	1309 km/h

White Land

Vehicle: Twin Noritta

Settings: Two stripes from the right edge, three nudges left

This strategy will be infinitely easy compared to that strategy I just wrote for Big Blue 2. Your only skills required here are midrange side-attacking skills and you preferably should know the jump plate trick (if you don't, see the Helpful Tips section). To start off the first lap, ease around the left turn, as well as the short left turn entering the tunnel. Shoot right, and then another tricky right and left turn await you after your lefts. I'll try to outline it here.



It's kind of crappy, but try to follow along. The lines in the road indicate the starting line (a), the tunnel's entrance (b), and the tunnel exit (c). Anyhow, on to the next part. After you exit the tunnel, stick to the middle of the road, avoiding both of the dart zone pits. Enter the loop, and keep in the middle, as there is a booster in the middle of the loop at the end. Hit the booster, and keep your car steady, as this part is pretty skinny and sans rails. At the end of the straightaway, there is a left turn, followed by a small chicane. Use side attacks as needed here. On each of the jumps, push the analog stick up right before you hit the plate. It will launch you lower if you did it right, but with more speed. If your car looks like it is going to fly over the next jump plate, push the nose back down to make sure you don't die. If you can land in the refiller pits doing over 1100km/h. If you jumped over the last part of the track, just before the drop, entirely, then you are doing excellent. Use a side attack around the last turn and enter the second lap.

From the start, you'll want to use a side attack on each and every turn until you are out of the tunnel. Move out of the tunnel, and the instant you are outside again, start using your boosts, and don't stop until you hit the booster at the end of the loop. By this time, you should be going over 1100km/h, and top out at around 1180km/h. Use three side-attacks to the left to get around the long left curve, and a side attack right to clear the chicane. Use the same jump plate strategy as before, but you might use a boost just as you hit the very last jump. You'll speed up very fast, and be sure to get plenty of refiller. Use one or two side-attacks to make the left turn, and pass the finish line.

Just like the second lap, use a side attack on each turn that you need to until you are outside of the tunnel. Once outside, start boosting, and this time, use one more after the booster arrow. This should get your speed on the straightaway well over 1200km/h. With this speed, use three side attacks on the long left turn, and another to the right to avoid the left walls. Hit the jump plates as before, pressing the nose down to avoid flying over a jump and therefore, to your death. On the last plate, use a boost, and get some refiller. Side attack through the left turn and boost until you can no longer do so.

Here are my results using this strategy:

	00'30"397"
	00'25"252"
	00'24"775"
	01'20"424"
	1517 km/h

Vehicle: White Cat/Hyper Speeder
Settings: Three stripes from the right side

On Fire Field, the strategy for beating the staff ghost isn't too hard, but you'll have to have decent control over your car, and be alright at side attacking. The first lap is purely smooth driving. Start your car, then keep near the left side as close as possible. Move down the dip, hitting all three boosters, and when you take off, angle your car down in a way so that it lands after the zig-zags. If you need to, use a side attack after landing. Keep near the right side, but when the booster on the left side comes by, hit it, and keep your vehicle to the right. No side attacks should be necessary on the next turn, where you'll want to enter the clear path to the right of the dart zone. Side attack left once at the end of the dart zone to help you cut left more easily. Head up the steep embankment, and angle the car as far down as you can. Upon landing, home in to the second lap, and enter the right refiller.

From the start, boost three times, all the while keeping steady while driving. It can be difficult, but if you enter the lap on the right, you will have to make less of an angled turn. The A grip from the White Cat and Hyper Speeder also help out. Anyway, if you are going at least 1000km/h, you'll fly off at the top of the dip. Hopefully, you are lined up with the rest of the track correctly. Angle your car sharply down, and you will land at a very fast speed. As soon as you get re-launched from the chute, angle the car in a way so you'll land just after the zig zags. Side attack right twice to line up with the rest of the track, and keep boosting until you hit the next booster on the left side. Preferably, you should be going at least 1320km/h by here (with perfect side attacking and boosting, I've managed 1420km/h before). Try not to use any side attacks until you hit the booster arrow. Just like before, keep in the right clear side of the dart zone, and to get here, use three side attacks to the right, and hold up while you do it, because there's a chance your car might fly up.. Use two or three to help you turn left after the dart zone ends. Go up the embankment and angle back down, and hold off on boosting for now. Again, enter the third lap on the right refiller side.

Right when you enter, begin boosting again, three times like before, and still keep steady. When you go off the jump, angle the nose down very steep like before, and when you are launched back off of the track, angle the car to land after the zig zags. This is nice, because the height and speed of your launch will make it very easy. Try to maintain over 1320km/h while going up the incline, and don't side attack until you hit the boost. In a grip A car, you can still keep steady while going at 1300km/h+ speeds on this incline. Again, side attack three times to the right and hold up to avoid taking off from the ground again. Side attack three times to line up with the steep embankment. Angle down, and continue boosting if you have any boost remaining.

Here are my results using this strategy:

	00'27"344"
	00'20"634"
	00'20"085"
	01'08"063"
	1891 km/h

Silence 2

Vehicle: Blood Hawk/Night Thunder (sliding)
Settings: All the way left (full acceleration)

Yes, it's another sliding track, but using a non-slider on this track is pure torture. Anyhow, from the start, just head straight, and when the turn is coming up, start sliding. Hit the first booster arrow, and be sure to keep a steady angle (if you hit at least 1350km/h then you're doing pretty good). You'll stop boostsliding after the boost wears off, and it can be tricky to hit the second boost, but if you wobble your slide a bit, it isn't hard. Again, you should go at least 1300km/h. Keep sliding until the track straightens out, and then hit the third and final boost arrow. Head straight along the right side, then side attack left, right and left through the chicane. Remember that it has dart zone, so this will be precision side attacking. After you have passed the last dart zone, slide through the right hairpin turn. Connect this by sliding through the next hairpin, and finally slide the long turn onto the wavy road. Keep in the middle of the wavy road, but on the last right ridge, ride it and then take a small bit of air to increase your speed. Slide through the last turn, getting as much refiller as you need, and then you'll be ready for the second lap.

To start the second lap, keep driving straight, but start boost sliding when the long turn commences. Be sure to hit all three of the boost arrows during your drive. If you slid well, you will have speeds of over 1420km/h. After you hit the last booster, the chicane will have to be cleared more quickly, as you will be going fast. It's still not a real problem, as the boost will counteract most any dart zone that you hit. Slide the two hairpins as in the first lap, and on the turn that leads to the wavy road, boostslide. Ride any ridges that you want, but I personally only recommend the last one on the right. Side attack a few times through the final turn, and you should get most of your health refilled.

The third lap is exactly the same as the second lap, except for the fact that you want to boostslide the very last turn as opposed to side-attacking through it. This strategy will take some time to get used to, but again, like most sliding strategies, there is plenty of room for error.

Here are my results using this strategy:

	00'26"782"
	00'23"742"
	00'22"425"
	01'13"039"
	1456 km/h

Sector Beta

Vehicle: Mighty Gazelle/Twin Noritta

Settings: Two stripes from the right, two nudges left

Playing Sector Beta with this strategy shouldn't be too hard, even though this strategy has a pretty high caliber of speed for the majority of the track. From the start, cut very close on the left corner, but don't hit it. Keep a very straight line on the ramp, as I call it, and hit both of the boosters. When you take off, angle the car down enough so that it lands while the track is still slanted straight. If you do it right, your car should hit 1500km/h just as you land. Keep along the right side in the loop, and when you leave the loop, gently turn to the left, making sure to avoid the dart zones on either side of you in the tunnel. Hit the booster, and your car should hit around 1030km/h. The turn coming up can be tricky and even lethal, but to negotiate it more easily, stay to the right on the straightaway before the high rails, and move to the left side when the turn commences. Make sure you don't stay on the right side in the high rails area, because you will fly off, and that's something you only want

to do if I were to give you an advanced strategy. As you go down the loop, past the high rails, move the car slowly to the right, and head back up the incline. At the top, the rails will disappear. Fly off to the left, not too far, and angle the car a little more than your first dive, and side attack three times to the right. If you did this correctly, you will gain a crap load of speed, and cross the finish line at about 1700km/h.

Side attack three times through the left turn very quickly, and once you are straightened out, boost. You should be going at least 1375km/h up the ramp, but it's possible to go over 1500. Boost up the ramp, and be sure to hit each booster along the way. Angle your car down into the loop like before, and your car should hit right around 1800km/h. Once you land, boost twice while you are in the loop. You'll come out pretty quick, so you might want to side attack left once to stabilize. Don't boost anymore just yet, and hit that booster. Your speed will peak out at over 1100km/h, and if you enter the high-rails area going that fast, you're sure to fly off. Lay off of the accelerator until your car slows to about 1030km/h, and head left in the high rails section. You might want to side attack right once. Anyhow, when you get to where the track starts to rise again, use one boost. Again, fly off the left, angle down, and side attack three times or so. Make sure you get plenty of refiller.

The strategy for the third lap is virtually the same as the second lap, except that you want to do the final dive quicker. Start boosting just before the track flattens out at the bottom, and when you go off, try to go a bit farther left, angle down a bit more, and side attack quicker. If done correctly, your speed will be 2300km/h or better.

Here are my results using this strategy:

	00'32"529"
	00'26"407"
	00'26"552"
	01'25"488"
	2335 km/h

Red Canyon 2

Vehicle: Mighty Gazelle

Settings: Three stripes from the right edge

In Red Canyon 2, you will use the largest shortcut in the game to help you beat the staff. With this strategy, it can't be done on the first lap, but the second and third laps should suffice. From the start, ease through the left turn, hitting the booster. Keep going straight, and ease through the long left turn. When the track dips down, make sure you keep control, and don't hit any walls. Once you make it to the hairpin turn, keep close to the wall, and if you start to sly away, side attack left to keep close. Hit the refiller section; even if you don't need it, it's still good practice for the next two laps. Jump the small dip, and you'll probably have to side attack right once or twice, as this long right turn is very weird. From here on, just drive straight, and the final left turns are easy.

To start the second lap, boost right away, hit the booster arrow, and boost again afterwards. Keep going straight, and side attack left once in the left turn. Boost once more, and you'll take off over the dip. Your instincts may tell you to aim the nose down, but defy those for now. Side-attack right a few times while turning right. Your goal is to land in the long 360 degree turn. On the way, you'll pass an upper road. Make sure that you don't pass anywhere farther to the right than the right edge of the road below. Another good means is to not pass over the refiller pits.

If you do, you'll automatically be forced to fall, thus getting killed. When you are in the 360 turn, side attack to gain position, and boost into the refiller pits. Take the drop, and boost once more. You'll have to side attack the turn a few times, and when you straighten out, boost again. You will probably have to side attack the long left turn as well, so do that. Lay off the boost for now and enter the third lap.

Play the third lap just like the second lap. Simple as that. Just don't lay off of the boosters on the final stretch.

Here are my results using this strategy:

	00'34"102"
	00'22"933"
	00'22"411"
	01'19"446"

White Land 2

Vehicle: Twin Noritta

Settings: Three stripes from the right edge

In my opinion, this track is probably the most fun out of them all. This track has a chance for the highest overall speed out of any track, although such a high caliber of speed would be possible only through an amount of skill that I won't be defining here.

To start the first lap off, drive straight in the center of the pipe. Hit the first booster arrow, and let the car go high into the left side of the halfpipe. When your car is on the short straightaway just after the turn, come down out of the pipe, back into the middle. You should now be going at least 1000km/h. On the short left straightaway, go up high in the right wall, and use a side attack right and left once you get off of that wall. Enter now what I call the "green section," go up high in the left wall, hit the booster arrow, and side attack Z to turn left, and a side attack R to straighten up for the third booster. Just after the left turn, go up high in the right wall, and come down about halfway through the turn just before the final booster. Hit the booster, and home it in to the finish line.

For the second and third laps, you'll basically want to do what you did on the first lap, except for the fact that boosts are now incorporated into your game.

Another thing you could add in to your strategy is the use of extra side attacks. To use these properly, use the side attack while you are up high in the walls, and use the same side as the side that you are on. I know that was complicated wording, so here's your rephrasing. If you are up in the left side of the halfpipe, use side attacks with Z. If you are in the right side of the pipe, use side attacks with R. It would take me probably forever to define every single area to use them, so if you want to, you'll have to experiment. If you do use the side attack thing, you might want to use a car with better grip, such as the Hyper Speeder.

Here are my results using the strategy w/o side attacks:

	00'22"055"
	00'17"915"
	00'17"303"
	00'57"273"
	1459 km/h

Here are my results using the strategy w/ side attacks:

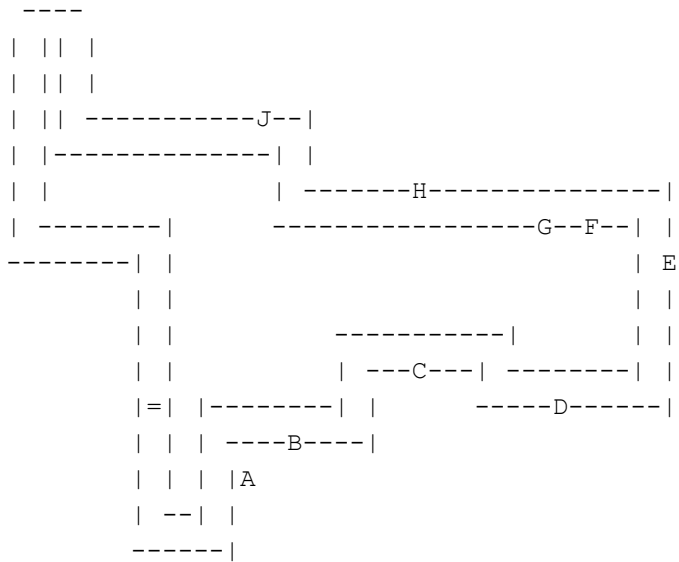
	00'17"392"
	00'15"265"

00'14"119"
00'46"776"
1809 km/h

Mute City 3

Vehicle: Red Gazelle/Twin Noritta

Settings: Two stripes from the right side, three nudges left



There's an ASCII I drew of Mute City 3 a few months back, and here's your pictorial explanation why I don't draw track ASCII very much. Anyhow, I've (attempted to) draw the track as close to the original as possible. Anyhow, drive on the straight, and then make the 180 degree turn with two side attacks to keep you close to the rails. Hit the jump plate at point A, and cut the track, landing on the booster at point B. Side attack once left and then right, and hit the second jump plate at point C. Use the trick of pressing up just before you hit the jumps, by the way. Cut some more track and land back on the track at point D. Side attack once or twice through the left turn, and hit the booster arrow located roughly at point E. Side attack once or twice again to get through this left turn, and hit the booster (F). Press up just before you hit the jump plate at point G, then turn the car a bit so it aims at the next jump plate (H). Hit the jump plate at point H, and land somewhere in the middle of the track at point J. Finally, enough with points. Side attack right through the next turn, and two to four times in the hairpin coming up. Side attack once to enter the refiller section, and side attack once at the right turn exit.

For laps two and three, you will need to incorporate boosts into the first lap strategy, and add more side attacks wherever needed. To start the second lap, use two boosts from the start, and side attack two or three times around the first couple of corners. Hit the jump plate, and angle the car slightly down and side attack to line up with the booster landing. Hit the booster, and side attack once left and once right. Hit the jump plate, and boost as you descend. Side attack the left turn, hit the next booster, and then use two side attacks to hit the booster just before the next jump plate. Hit the jump plate, and use the trick to hold up just before it. Hit the second plate and cut past the quick turns. You should hit a high 1400km/h speed. Double side-attack the right turn, and use three or four on the hairpin. Side attack a couple of times into the

refiller, then exit the refiller and immediately boost three times if you are entering the third lap and boost nonstop if you are on the third lap.

Here are my results using this strategy: 00'31"232"
 00'26"924"
 00'26"012"
 01'24"168"
 1570 km/h

Rainbow Road

Vehicle: Blood Hawk/Night Thunder (sliding)
Settings: All the way left (full acceleration)

From the starting line, observe the left rail until it is no longer there, then fly off the left side. Line back up with the road, and your car should hit up to about 1600km/h. Slide the first long turn (you'll start out at around 1100km/h and it should progress down to 1030km/h or so). Drive smoothly along this straightaway, then be prepared for a long slide in the 360 degree turn. Slide somewhat close to the inner rails, and you should hit about 1050km/h near the end. Drive smoothly along the small right turn, and then slide the hairpin turn. Keep driving on the straight, and when the right turn comes up, make a smooth slide to the right, going up to 1030km/h. When the long left turn commences, slide left, gaining any energy that you may have lost and avoiding the mines. Drive straight to the second lap.

On the second lap, ignite a boost right from the beginning, but don't press up on the analog yet. Your car should take off, and when it does, now is the time to aim the car down. Land the dive, and immediately go in to the left turn, using two boosts to boostslide through. On the straight, use side attacks if needed, but don't boost yet. Once the long left 360 degree turn commences, use two boosts to slide through. This is the most optimal turn for sliding, and a good slide should exceed 1500km/h at the max. After you exit, use a side attack to line up, and another one on the right turn if needed. Be ready to boostslide the hairpin sharply. After you have slid through, use a side attack to line up if needed. From here, continue to drive straight, and just slide the long left and right turns normally, without boosting, and be sure to regain all of your energy. Ignite a boost just before you enter the third lap.

At the beginning of the third lap, again, don't push the analog up, but instead, let the car fly before doing so. The rest from here is the exact same as the second lap, except for the last long left turn. Once you enter the refiller pits, start boostsliding, avoiding the mines, and make sure you don't fly off after the turn. Use side attacks to keep steady if needed.

Here are my results using this strategy: 00'39"671"
 00'33"779"
 00'31"846"
 01'45"296"
 1814 km/h

Devil's Forest 3

Vehicle: Blood Hawk/Night Thunder (sliding)
Settings: Full acceleration

From the start, drive straight, and quickly slide left through the

turn. Use a side attack to straighten up if needed, and mini-slide the small bend in the road. On the long left turn, slide close to the inner rails. You'll go slower, but you'll save more time than you would if you slide outside. You'll go in the vertical bend, and slide the inner rails just like the last long turn. This time on the straightaway, don't slide the bend to the left, but do slide the light bend to the right and then the turn to the left. Enter the refiller if you need any energy boost, and drive the center of the tube. Enter the second lap.

Keep driving straight, and boostslide the first turn, using a side attack to stabilize. Gently turn the bend, and use a side attack Z+Z if needed. As soon as you pass the bend, go into a long boost slide for the left turn. Drive up the bend normally, your car will slow down to about 740km/h and as soon as the upside-down left, long turn comes up, boost slide it. Use a side attack to stabilize after you are done turning, if necessary. At the end, when the track bends right, side attack right, hold R, and boostslide left. This is referred to by the pros as an "angle slide." It's where you side attack and immediately drag it into a slide or boostslide, and it usually makes the drift sound. Angle-slide around the turn, getting as much refiller as you can, and boost once more in the tube. Exit the tube and enter the third lap.

For the third lap, rinse and repeat the second lap. At the end, like always, boost until you cross the finish line. An interesting modification you could try out is sliding against the left side of the pipes (not too steep of an angle though) rather than just driving through. Often times, it will gain you some extra km/hs.

Here are my results using this strategy: 00'24"596"
 00'19"434"
 00'18"638"
 01'02"668"
 1405 km/h

Space Plant

Vehicle: Twin Noritta

Settings: Two stripes from the right, two nudges right

From the start, simply drive straight up the incline, and stick on the right side. When the track dips down, stay on the right side where it is banked, and when the track turns left, turn into the lower left side. Enter the tunnel, and stick to the left side. Keep on the left side while you go through the left turn, and move to the right side of the cylinder. As you drive onto the cylinder, side attack left once to straighten out and stabilize. Throughout the whole cylinder, drive on the top or inside curve of the cylinder. Don't go on the bottom or outside. When you exit the cylinder, side attack right once to gain stability as you land. Drive through the left turn smoothly, and drive over the ice. Use side attacks to stabilize the car while you are on ice, and don't turn while you are on it or else you will slow down as soon as you get off of it. Drive normally over the rest of the track, and get ready for a small dive as you drive by or through the last refillers. When your car takes off, angle your car in a way so that you land about two-thirds of the way through the home stretch. Enter the second lap.

Boost twice up the hill as you cross the finish line, and angle the car slightly down when you dive up off the incline. Boost once again while you descend, and your car should hit around 1500km/h. Use a side attack to move back to the middle of the track, if needed, and use two side attacks

left through the turn. As soon as you enter the tunnel, boost again. Keep driving, and side attack once or twice through the left turn coming up, and boost again a little bit before you get on to the cylinder. As before, enter on the right side and side attack left to keep a good balance. Use a side attack or two on the turn going right, because you will slide out of control if you try to make that turn at over 1000km/h (of course, if you can manage to get on the inside curve, do so). Drive the rest of the cylinder normally, and side attack right as you exit the cylinder. Drive through the rest of the track normally, and be sure to pick up some health refiller. As you enter the last strip of refiller, boost and angle down like you did on the first lap.

Just like in the second lap, boost twice up the hill, and angle the car slightly down as you take off. The rest of the strategy is the exact same as the second lap, except feel free to use up all of your energy, as long as you can survive and not hit a wall. Boost continuously through the refiller to the finish line.

Here are my results using this strategy:

	00'41"110"
	00'34"079"
	00'32"185"
	01'47"374"
	1562 km/h

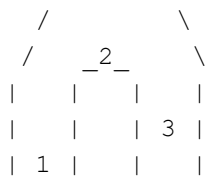
Sand Ocean 2

Vehicle: Blood Hawk/Night Thunder (sliding)

Settings: Full acceleration

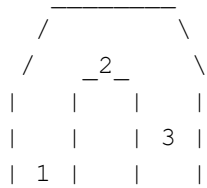
This track is basically all sliding, so by now, it is imperative that you are at least somewhat skilled with sliding. To start off, drive and then slide the left turn. Hit the booster, and then immediately slide to the right. Hold up as you fly over the small dips, and hit the second boost arrow. Slide left, and your car should still be going over 1000km/h, and then slide right. Drive straight for the short distance, and then begin sliding left again. Hit the booster, straighten out for an instant, and slide right. Hold up as you go over the hill, and begin sliding left. Hit the booster that's on the straightaway, and straighten out. Move over to the right side of the track, and when you go over the last hill just before the tunnel, your car will take off a bit. Side attack Z once while you descend. Move left through the tunnel, and side attack right, and with enough speed, you'll take off. Enter a refiller pit and then enter the 2nd lap.

Basically, on the second and third laps, you will want to incorporate a lot of holding up as well as boosting and side attacks into your first lap. For the first turn, hold up slightly, and boostslide left. Hit the booster arrow, and side attack twice to the right, and hit that arrow as well. Hold up as you fly over the dips, and regularly slide left. Boost slide to the right, and hold up, because when you start boostsliding left, there's a small incline that could send you into the air and really mess up your run. Boostslide left, and be sure to hit the booster arrow. Use it to boostslide to the right, and hold up as you go over the hill. Boost slide left, and hit the booster. Straighten out, using the same line as in the first lap, and boost once more. You'll go fast over the last few dips, so angle downwards when you go over them. Side attack Z and then use R+R inside the tunnel to get through easily. You'll definitely fly this time, so pick a refiller and aim for it. Drive through, and enter the third lap, which should be done exactly as the second lap is done, except that you'll want to keep boosting on the straightaway until you are out of energy.



1. Car is going 840km/h
2. Car is going 790km/h
3. Car is going 810km/h

Sliding



1. Car is going 715km/h
2. Car is going 920km/h
3. Car is going 875km/h

When you slide, you will usually go slower on straightaways, but you make that speed back up when you slide through a turn.

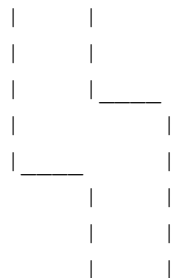
, How do I slide? ,

It's pretty easy. When you enter a turn, hold the analog stick in the direction of the turn, and press the drifting button that corresponds in the opposite direction. (i.e. In a left turn, hold left on the stick and press R; for a right turn, hold right on the stick and press Z). Try to keep the stick steady, as your speed will be good and constant if you do so. If you keep wobbling the stick, most likely, your speed will wobble as well and that's not really a good thing.

There are two basic forms of sliding that will be used in the strategies, and those are the regular sliding that I just talked about up above, and boost-sliding, which is the exact same as above, except you use a boost just before or during your slide. In a regular slide, your speed can get up to 1080km/h, and in a boostslide, it can exceed 1600km/h under the right conditions.

, Where should I slide? ,

You basically want to slide just about any turn, just as long as it isn't too wide of a turn. Places NOT to slide include a very few sharp turns, and chicanes. What's a chicane? It's basically one of those turns that is designed to cause you to crash. They exist on Big Blue, Port Town, Devil's Forest 2, Big Blue 2, White Land, Fire Field, Silence 2, and Port Town 2. Here is a simple picture depicting what a chicane might look like:



Anyhow, you do NOT want to slide in one of these. Most of the time, in the case that you choose to do so, you will lose at least a boost's worth of energy, if not more. Boostslide into one, and kiss your lifebar goodbye. At least half of it anyway. Anyhow, that's where you don't want to slide.

, Where do I start? ,

The best place for that would be a curvy track with all sorts of turns, the best of which would be Rainbow Road or Devil's Forest 3. Each of those have short turns, long turns, and Rainbow Road has a hairpin turn.

Basic Button Maneuvers

Slide: Z/R + Analog Stick Left/Right

Boostslide: B, then Z/R + Analog Stick Left/Right

Side Attack: Z+Z/R+R

Spin Attack: Z+R+R/R+Z+Z

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14: Advanced
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Yes, it is still pre-release time of this guide, but already, by popular demand, I will now add in an advanced section. This section will discuss some of the more advanced strategies that my walkthroughs skimmed upon or didn't touch at all. I'll also give information on some of the more basic dives. The more complicated ones, however, require complex details and sometimes even a video clip. Some of the advanced tricks, I'll just straight up give away, but some of the more secretive ones, I'll hint at them.

* * * Sliding Maneuvers * * *

-Railslide: This is a tricky move employed when there are no turns to slide and you need a speed gain. The angle you'll want while going against the wall is roughly a 30 degree angle, or about halfway between / and _.

-Boost Railslide: Another tricky move, this is a railslide accompanied by a boost. Use this only if you have lots of health to spare, as your health depletes very quickly.

* * * Dives * * *

-Double Tap Dive (DTD): This dive is used on many tracks, and is best done by a slider. Double Tap basically means side attack, by the way. For this one, go off the side of the track when you are high above, such as Sector Beta. Fly off whichever direction you'd like, angle the car down, and use side attacks to guide you back to the track. They also add quite a bit to the speed as well.

-True Diagonal Dive (TDD): This dive isn't often used on a time trial, but if you can find an optimal place to slide off the track, this move can be done. You want to angle the car as far up as it'll go, which, on some tracks, it will happen on its own, but at times, you'll have to do it manually, which is a pain. The basic idea is to angle the car up as far as it will go, and then move the control stick just a bit so that the car tilts slightly to a side. If you do this, it will fall to the ground and hit up to 2040km/h on NTSC version (PAL version limit is unknown).

* * * Track Strategies to Try * * *

. Mute City: Pick the Night Thunder or Blood Hawk, and (boost)railslide the

small straight area just after the finish line.

、 Silence: Again, pick NT or BH, and when you enter the refiller section, go into the right side refiller and boostrails slide against the wall. Hold up a bit, and you'll launch near the end. However, you won't launch off, and can land back on the track with more speed than before (this is a form of the TDD).

、 Sand Ocean: When you are in the first tunnel, try driving on the right side of the tunnel, and leave on the side when you exit. Side attack right while you are in the air and press left slightly, and you can experience a good speed booster.

、 Devil's Forest: Nothing much to try here. If you can get enough speed with slider settings, you can take off after the refiller pits, and if you hold the right angle, you can fly high.

、 Big Blue: If you can gain enough speed when you enter the third lap, and you stay to the extreme left side of the track, hold down slightly as you leave the flat track and you can fly high (possibly setting up for a DTD).

、 Port Town: You can boostrails slide off the left side of the track, and if you hold up and side attack right, you can set up for a good DTD.

、 Sector Alpha: Boost a few times on the straightaway that comes after the inversion by the finish line. Side attack or slide right into the S curve, and stick to the right side. Experiment with side attacks here as well.

、 Red Canyon: After the first two turns, it's basically a long straight with jumps. Try boostrails sliding into the left wall on the last platform and using a DTD.

、 Devil's Forest 2: If you're good, you can pull off a few DT dives on those jumps.

、 Mute City 2: If you can manipulate your airtime after hitting the jump plate, you can do, yes, you guessed it, a DTD.

、 Big Blue 2: Just before the first tunnel, head off the left side of the track, and angle the car down and right a bit, and start side attacking Z. If done correctly, you'll do a mini-DTD, and you can hit up to 1700km/h with it.

、 White Land: Just like Mute City 2, if you can find the right touch when you jump off of the jump plates, you can do a DTD.

、 Fire Field: Try bounce-sliding against the rails (a mixture of sliding and rails sliding) at the beginning. You can fly off in the first lap and get some very good first laps.

、 Silence: There's nothing really special here. Unless you count the fact that you can gain height by holding down at the right angle and boosting with a slider after you go off the track.

、 Sector Beta: On the place with high rails when the track dips down (not the long ramp), if you stay speedy, you can fly off. Normally, this would be fatal, but if you use side attacks to help you make a U-turn to the right, you can land back on the track.

, Red Canyon 2: The best piece of the strategy is already revealed in the main guide, so here's the speed strategy. Boostslide once around the left turn just before where the track drops off, then you'll go into a short boost-railslide. The car will leave the track, then you must angle down and side attack with R as quickly as possible. Hopefully, you'll make it, but the track is very skinny.

, White Land 2: One of the most helpful TDDs can be done near the end of the track. Using a slider car, drive through until you hit the last boost arrow, and right when you hit it, start a slide left. You should leave the track, and be sure to hold down. The car will angle straight up, so when you land, it is wise to use a side attack right to keep steady. If you don't slide hard enough, you will fly too far right, and you'll probably know it if you slide too hard.

, Mute City 3: All jump plates on this stage can be used to create DTDs. Slide into one, then press up and side attack whichever direction you need to go.

, Rainbow Road: You get two, count them TWO, freebies here. First, using a slider, you can slide off the left side of the track right at the start, and with some ultra side attack skills, you can land back on the track at superb speeds. Another one, when you are on the straightaway after the hairpin turn, you can go off and come back on where it dips, but only for a very short period of time.

, Devil's Forest 3: Boostslide to the left while you're in the tunnel at the end of the lap. If you're bold, try for a TDD tunnel exit.

, Space Plant: There are a crapload of goodies on this level..but I will give just one. If you practice doing DTDs, you can find out the other two goodies. But for the first, railslide against the right wall at the start of the first lap, and if you go over 960km/h, you will fly off the track and therefore, have a chance to gain some ground.

, Sand Ocean 2: Try sliding in the tunnel at the end. If you fly up, turn it into a DTD with a few side attacks.

, Port Town 2: On any or all laps, using a slider of course, hit the 1st booster arrow, and slide into the wall on the right. Hold down a bit, and you can skip part of the track if you land (if you die, although you were going to make it, then that means you were too far right)

, Big Hand: For a higher maxspeed, boost-railslide in the refiller pits and after that until you run low on energy.

15: ASCII Track Maps

I finally managed to find something where I could draw as if I were using Microsoft Paint, and it would draw in ASCII! I'll draw the track maps here:

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Pages: 72 (assuming 55 lines per page)

Lines: 3,962

Number of Revisions: 45

Work Days: Estimated 30

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18: Credits
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Me- I wrote this entire guide, did all car testing, and created all strategies. It's been hard work, but nonetheless, fun.

Dave van Moer- For posting the track lengths on the F-Zero X egroup site, and scanning the picture depicting the staff ghost's exact times on each track.

Jimmy Thai- For teaching me many of the secrets to F-Zero X and helping me become one of the top players in the world.

Jeff "CJayC" Veasey- For posting this guide and running GameFAQs very well.

GameFAQs- For being the best all-around gaming site there is.

You- For reading this guide.

=====
19: Contact Info
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So you want to contact me and tell me how good or bad of a job I did on this FAQ eh? Cool, cool. That's fine with me, as I can make a website on which I will post hate-mail, and I can answer any questions not covered here in the FAQ. Here are my rules for e-mailing me:

- , Do not subscribe me for any websites. If you do, I will block your e-mail address, if I ever obtain it, and any sites that send me spam are blocked.
- , Do not instant-message me. I am busy enough as it is with instant messages. E-mail works finely.
- , Do make it clear in the subject that it is an email about F-Zero X.
- , Do not ask questions that are already covered in the FAQ. If you don't think something was covered, first search for it in the FAQ (yes, I know this FAQ is sorta long, but don't be lazy; I wasn't lazy when it came to looking for information to include within the FAQ). If you absolutely positively can't find something, which isn't very likely, then THAT'S when you email me and ask a question.
- , Oh, and please, do NOT ask me for a question about another game, except those games that I have written a Walkthrough/FAQ for, and you can't find what you're looking for within that guide. A reviewed game does

not count. If I have reviewed a game, that doesn't mean I know a lot about it. However, the above information about FAQs applies. To see if I've written a guide for a particular game, refer to the web address listed below:

<http://www.gamefaqs.com/features/recognition/10047.html>

Finally, my e-mail address is Goldenguy1603@aol.com

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