

F-Zero X FAQ

by marshmallow

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* * * F-Zero X Guide * * *

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- Version 1.0 -

Revision History

June 20th - Spellchecked and changed the font to Courier New. I also have to warn you all, I won't be at my house/computer for the next week or so, I'm visiting Florida (Vero Beach, about 100 miles away from Miami, if you have to know) to see my Grandparents. Ah, soaking up the rays of the sun, fishing for big whoppers with crazy old Grandpa...ah, the memories...I can't wait!

December 15th - Added the Jack Cup Levels and the rest of the cars.

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Possibly the best Racer in existence, F-Zero X is a game that deserves a FAQ. Also, check out CFranke's Engine Setting Guide at gamefaqs.com, it's pretty useful!

Table of Contents

- 1) Introduction
- 2) Basics
- 3) Cars
- 4) Secrets
- 5) Tips and Tricks
- 6) Tracks
- 7) Credits
- 8) Legal Stuff
- 9) Special Note
- 10) The End

Note: The most updated version can ALWAYS be found at www.gamefaqs.com. Now, most other sites also have the most updated version, but if you're going to ask a question, be 100% sure you're not viewing a way outdated version. In other words - if you're not sure, check out Gamefaqs. All other two dozen or so of my FAQs can also be found there. Enjoy! Or not...

- 1) Introduction

F-Zero X, as you may or may not know, is the sequel to the SNES game of the same name (Well, almost, just take away the X). And, again, as you may or may not know, this game kicks serious rectum. You drive futuristic cars, specially designed to go in speeds in excess of 1000 KM, while hovering just a few inches off the ground (well, at most

times...). Control is about as tight as you can get, and the AI is tough. All 29 of them. In 60FPS. Mmmm...And the music, drool...I better stop now before I wet myself.

2) Basics

First, the controls

Analog Stick: Move vehicle.

A Button: Gas

B Button: Boost (after first lap)

Down C: Brake (as if you'll need it)

Right C: Switch between camera angles (default is best IMHO)

Top C (hold): Camera goes in front and you can see behind you

R Button: Tilt weight to the right (great for tight right turns)

Z Button: Tilt weight to the left (great for tight left turns)

R + R OR Z + Z (rapidly): Bump attack, reduces shields of opponents

R + Z + Z OR Z + R + R (hold first and tap 2nd): Spin attack, takes out people very quickly

Each time you bump into another car or a wall, you will lose a small portion of your shields. If your shield is gone and you hit something, your car will explode and you will lose a life. Lose all of your lives (amount depends on difficulty) and the game is over. "Duh!" you exclaim. "Well I have to say it!" I reply...To revive your shields, drive through pit stops (long stretches of pink).

After the first lap you will gain the ability to use turbos, which will dramatically increase your speed. You can boost all the time, but each time you do it takes an itty bitty part of your shield away. Run out of shield and you can't turbo anymore! Speaking of turbos, the yellow arrows found on the track will also propel you, except your speed will be faster (shown by the red flames, instead of green when you boost).

If you defeat a car, either by pushing it off a cliff or reducing it's shields with attacks, you will gain a star. Get five stars and you get a free life. Not bad, huh?

3) Cars

Each car has different attributes, which I will show below. The grading system is exactly like in a report card: A is the best, and replacing F, E is the worst. And this is straight from the game, too...

Body: This is how aerodynamic it is, therefore, the better the grade, the faster it can go! It is also a measurement of how long it's shields can

wistand being beaten to a bloody pulp.

Boost: Basically, how effective is the boost? And how long it lasts.

Grip: I bet you guessed this one...how good it can stay on the track, and how it handles turns. You'll want a car with a good grade in this category.

- - - First Row - - -

#1 - Blue Falcon

Driver: Captain Falcon, a strange man in blue.

Description: A Blue Car with some American Colors

Weight: 1260 Kg

Body: B

Boost: C

Grip: B

Overall: Tied with Wild Goose as best racer in first row

#2 - Golden Fox

Driver: Dr. Stewart, a man in yellow who does indeed look like a homosexual

Description: A rad yellow car with a lot of rocket engines

Weight: 1420 Kg

Body: D

Boost: A

Grip: D

Overall: Very bad pick.

#3 - Wild Goose

Driver: Pico, an alien who resembles a turtle

Description: A compact green car with small rockets

Weight: 1620 Kg

Body: B

Boost: B

Grip: C

Overall: Tied with Blue Falcon as best racer in first row

#4 - Fire Stingray

Driver: Sakuai Goroh, a fat man in shades who scares me to no end

Description: A um...hot pink car...

Weight: 1960 Kg (960 being the driver...)

Body: A

Boost: D

Grip: B

Overall: Not bad!

#5 - White Cat

Driver: Jody Summer, a women with bulging muscles? Ew...

Description: A jet shaped car with cool boost effects

Weight: 1150 Kg

Body: C

Boost: C

Grip: A

Overall: Between excellent and average...above average! ;)

6 - Red Gazelle

Driver: Mighty Gazelle, a robot with scary eyes.

Description: A red car with air foils on it

Weight: 1330 Kg

Body: E
Boost: A
Grip: C
Overall: Suck, suck, suck...these are the words you think of when you hear "Red Gazelle."

- - - Second Row - - -

7 - Iron Tiger
Driver: Baba, a strange black man
Description: Light blue with tiger stripes
Weight: 1780 Kg
Body: B
Boost: D
Grip: A
Overall: A good one for experts.

8 - Deep Claw
Driver: Octoman, an octopus alien. Neat-o!
Description: Red, with a little tail
Weight: 980 Kg.
Body: B
Boost: B
Grip: C
Overall: Great!

9 - Crazy Bear
Driver: Dr. Clash, some old doctor...thingie...
Description: Yellow, with white eyes at the front
Weight: 2220 Kg.
Body: A
Boost: B
Grip: E
Overall: Not THAT bad...

10 - Great Star
Driver: Mr. EAD, a strange robot with a Mario star on his belt...
Description: Gray, with two ski things underneath
Weight: 1870 Kg.
Body: E
Boost: A
Grip: D
Overall: Average

11 - Big Fang
Driver: Bio Rex, a cool looking baby T-Rex
Description: A dark green craft with sharp edges
Weight: 1520 Kg.
Body: B
Boost: D
Grip: A
Overall: Pretty sweet...How important is the boost to you?

12 - Mad Wolf
Driver: Billy, an ape that scares me to no end
Description: Banana yellow with a lot of ledges
Weight: 1490 Kg.
Body: B
Boost: B

Grip: C
Overall: Not too shabby

- - - Third Row - - -

13 - Night Thunder
Driver: Silver Neelsen, a 90-year old man
Description: Purple with thunder bolts on it
Weight: 1530 Kg.
Body: B
Boost: A
Grip: E
Overall: Nice one, but not recommended

14 - Twin Noritta
Driver: Gomar and Shioh, two aliens that look like Mr. Hankey
Description: Two compartments connected together, metallic blue
Weight: 780 Kg.
Body: E
Boost: A
Grip: C
Overall: Very good at boosting, but their Grip is pretty bad

15 - Wonder Wasp
Driver: John Tanaka, another homosexual
Description: Sky blue on two skis
Weight: 900 Kg.
Body: D
Boost: A
Grip: D
Overall: Ick! Not too good

16 - Queen Meteor
Driver: Mrs. Arrow, yummy...
Description: A box like vehicle, pink/red
Weight: 1140 Kg.
Body: E
Boost: B
Grip: B
Overall: I have to admit, this one is HOT! Although the Body may be an E, it really doesn't matter in the long run.

17 - Blood Hawk
Driver: Blood Falcon, an evil looking man
Description: Blood red and round, very round
Weight: 1170 Kg.
Body: B
Boost: A
Grip: D
Overall: Not so bad, not so good.

18 - Astro Robin
Driver: Jack Levin, a rich snob
Description: Yellow and lavender, a good mix
Weight: 1050 Kg.
Body: B
Boost: D
Grip: A
Overall: Below par

- - - Fourth Row - - -

19 - Little Wyvern

Driver: James McCloude, a man in shades

Description: Purple, resembles an airplane

Weight: 1390 Kg.

Body: E

Boost: B

Grip: D

Overall: Er...sucks! NEXT!

20 - Death Anchor

Driver: Zoda, a purple alien with a problem

Description: Dark black with blue stripes

Weight: 1620 Kg.

Body: E

Boost: A

Grip: C

Overall: Nice. What? What else CAN I say?

21 - Wild Boar

Driver: Michael Chain, leader of a gang. Let your stereotype ideas flow!

Description: Red, with strange shingles on the roof

Weight: 2110 Kg.

Body: A

Boost: C

Grip: C

Overall: Average

22 - King Meteor

Driver: Super Arrow, a wannabe super hero

Description: Red, very sleek design

Weight: 860 Kg.

Body: E

Boost: B

Grip: B

Overall: Not so bad!

23 - Super Piranha

Driver: Kate Alen, a black woman in spandex. Woohoo!

Description: Red, with a green covering on the sides

Weight: 1010 Kg.

Body: B

Boost: C

Grip: B

Overall: Awesome!! She's got all the good grades in the areas that count the most (Body 7 Grip)

24 - Mighty Hurricane

Driver: Roger Buster, a bald man who borders on being a fatass

Description: Tree green! It's purdy. :)

Weight: 1780 Kg.

Body: E

Boost: B

Grip: B

Overall: Well, it's not perfect, but it's ok.

- - - Fifth Row - - -

25 - Space Angler

Driver: Leon, an alien that looks like a cat...
Description: Round and blue...like something else
Weight: 910 Kg.
Body: C
Boost: C
Grip: A
Overall: Average

26 - Mighty Typhoon

Driver: Draq, a 500 pound, pink alien monster...scary, yet laughable.
Description: Gray, with what appear to be rocket launchers
Weight: 950 Kg.
Body: C
Boost: A
Grip: D
Overall: Ok

27 - Hyper Speeder

Driver: Beastman, a guy in animal clothing.
Description: Yellow, with a gray lining
Weight: 1460 Kg.
Body: C
Boost: C
Grip: A
Overall: Recommended

28 - Green Panther

Driver: Antonio Guster, another human. Sigh...
Description: Green, of course!
Weight: 2060 Kg.
Body: A
Boost: B
Grip: D
Overall: Eh...look at the grades!

29 - Black Bull

Driver: Black Shadow, black demon
Description: Jet black, of course!
Weight: 2340 Kg.
Body: A
Boost: E
Grip: A
Overall: SWEET!!

30 - Sonic Phantom

Driver: The Skull, a skeleton
Description: Green and gray, with 'ribs' made out of stripes
Weight: 1010 Kg.
Body: C
Boost: A
Grip: D
Overall: Average at best.

4) Secrets

Each time you beat a cup you get a different amount of X's.

Easy = 1 X
Standard = 2 Xs
Expert = 3Xs

Get three X's and you can open up the second row of cars! Get six and you can open up the third! Get nine and open up the fourth! Get 12 and you will open up a secret cup called "The X Cup." This cup makes random tracks. Don't mistake it for taking random tracks from the game, it CREATES RANDOM tracks! This means almost unlimited replay value...although most of them suck :) Oh, and if you beat all the tracks on standard difficulty the secret cup "Jack" will open up.

5) Tips and Tricks

Above all else, memorize the tracks! It'll do you good. Practice mode was made for this (what, you think it was made for...practicing? What kind of pervert are you, anyways?)

Remember that your car acts just like a rocket.

When flying through the air, your vehicle controls much like an airplane. Up is down, down is up. When going up (down on the control stick) your craft will go slow, but catch more air and go a greater distance. When traveling down (control stick forward) you will go fast but stay in the air for a short amount of time. Try not to fall off the level during this time :)

When going through pipes, be sure to come out right-side up. If not, there's a chance you could flip and fall off the course.

When going into 90 degree turns (aka hell), try letting off of the gas a tad. You should not have to break, but if have to, then go on ahead.

If you start spinning out of control, let go of the gas a little, it won't fix your problem completely, but it won't be as bad.

Try spinning (Hold Z and tap R twice or vice versa) into a group of cars, you should be able to take out a lot of cars (which would get you 1-ups). Especially useful in tight, narrow roads.

On thin paths with no barriers, use the side attack (Tap Z or R) to knock people off. Be careful! If you miss, you might go down...

If you can drive, go to the nearest highway at rush hour and practice weaving in and out of a lot of cars at high speeds.

If someone is doing a little better than you in the scores, try to take him out! He will usually be marked with "Rival"

Boosting in a pit zone will not cost you any shields, and when you come out your shield will be at 100%, so it doesn't take an Einstein to figure out that you should...

Do not hit someone in the rear when going 900+ KPH! They will get a little speed boost, and you'll lose some of your shields...

6) Tracks

- - - - - Jack Cup - - - - -

Mute City:

This level is pretty basic...because it's the first level! Duh! It's mainly a bunch of straight-a-ways, a few corners, a long pit stop, and lots 'o boosters. After the pit stop, boost all the way to the exit, then limit them just to keep your speed up. Repeat, and you should win...by a hair, but you should win.

Silence:

Whoohoo! You'll be going way over the 1000 mark in this level...The first section is just a long straight-a-way with tons of boosters, so you'll want to nab them all. Then there's a tunnel hill, then another straight-a-way, the pitstop, and the end. Now that I think about it, this level is just one long, straight line. Neat! After you get past all 29 cars, it shouldn't be too hard. Just the simple matter of not falling behind. Use your boosters all the time, except during the first half when you can use the normal boosters (the ones on the ground).

Sand Ocean:

The most difficult aspect of this stage is getting past all of those cars! You'll be flying through two pipes before finding the exit, where you can go up, down, and all around. If the ground area is too crowded (and it will be) then go to the wall or ceiling. The second pipe has a booster at the end, so you may want to stay on ground level...

Devils Forest:

Sure, the design itself is simple, but it gets a little tougher with the addition of the sand. Yes, half of the track near the middle is sand, usually around the corners. Driving in sand will dramatically reduce your speed, so you need to avoid it. You must be able to turn the tight corners using Z and R to beat this level...

Big Blue:

You'll be flying on a large steel pipe of somekind, except this time you're on the outside! If you go fast and turn, you'll fly off and land in the city below. There are several zippers to help you through this pipe, though. The first one is straight ahead and left, the second one is straight ahead, the 3rd is to the right, fourth is left, fifth is right, and that should be it...I *think*. Pah, it doesn't really matter. After that is a really wicked hairpin corner, but with proper turning (R and Z), it shouldn't present a problem. Boost if you miss a zipper.

Port Town:

If this isn't a good place to use the spin move, then I don't know what one is then. This place is CROWDED! The main feature is the large, death defying jump that you'll need to make. Shouldn't be hard...the only thing that you need to do to get 1st place is to turn the tight corners correctly. And watch out for that ice!

- - - - - Queen Cup - - - - -

Sector A:

A long and mostly straight path will lead to a very narrow area where cars will be crammed together, which is great for ambushes, before going down a valley to find some pit stops and a hill. Easy!

Red Canyon:

Nice. Relaxing. Simple. These are not the words you think of when playing this level. I repeat...NOT the words you think of. You'll go sailing over cliffs while dozens of cars are scrambling on every side of you, threatening to push you over. On the fourth jump you'll need to catch some air (pull back on the stick) to make it across...try firing a booster, it's neat!

Devil's Forest 2:

Pretty simple course...except for the part where you're going so fast you bounce and fall off the course...ha! Hit all the zippers & boosters you can (same things...) to go flying over the level. Just be sure you know where you're going to land =)

Mute City 2:

And you thought Port Town was cramped...this place is claughstrophobic (I know I spelled that wrong)!! Cars will be squished together, sparks will fly, and getting 1st place will be very difficult. You'll need to time your boosts when there is an opening in the crowd, and you'll also need to use the ramps to sail over people. Using the Z and R buttons to get around the sharp corners is a must!

Big Blue 2:

You won't have to practice getting 1st place in this course...oh no...you'll need to practice staying on the track! Several of the roads have no sides, so falling off is quite easy. Stay in the center, and for God's sake, don't try to push anyone off unless you know what you're doing! A very touchy situation it is...this track also has a lot of hairpin corners.

White Land:

Similar to Big Blue 2, White Land has the addition of sand on both sides of the track, leaving only the center safe, and an even skinnier track with out sides! Whoever designed this track must have loved to witness people failing...

- - - - - King Cup - - - - -

Fire Field:

This track takes place inside of a volcano! The main show here is the giant jump, which can either be a breeze or a pain in the thingie-attached-to-your-back-that-is-quite-squishy. If you stay in the air, you die. If you spend too little time in the air, you fall into a complicated array of turns that will deplete your shields in seconds. Solution? Don't touch anything! You'll go flying through the air, and meet your destiny on a far away track. Ahhh...the rest is a breeze.

Silence 2:

This level is so hard...it's hard. Not only is the track the narrowest yet, but there are no sides (in some places), lots of 50 degree turns, all complete with so many dirt stretches it makes a small maze. Ah, yes, and let us not forget the pathetic excuse for a pit stop. Which is very bad, since your shields will suffer...

Sector B:

Grrrrr...this level is tough! All the roads are limited to the middle due to the sand stretches along the sides, several roads have no sides, and the start begins with a lovingly jump over a chasm. Push your stick down to go careening over a cliff...ah, yes, this is fun, indeed!

Red Canyon 2:

What's with this sudden surge in difficulty?...Red Canyon 2 emphasizes roads so small that one car can barely squeeze through at a time, and no sides, and a meager pit stop, which will leave you thirsty for more, but then you die because of your @#%*! shields running out. Fun for the entire family.

White Land 2:

Getting through is quite easy, but getting 1st place is another thing entirely. The entire stage is made up of a half-pipe, with no sides, so falling out is easy. Getting past opponents is hard, since you don't want to risk death. But you have to if you want the gold...Well, at least you get a large pit stop! :)

Mute City 3:

Is it me, or is Nintendo just mean? This level is VERY, VERY hard, as there are ramps that will leave you sputtering, falling into the city, and holes in the wall that will make you die. And then there's the corners...don't even get me started on those. Let me just say this: 90 degrees. (*cringes*)

- - - - - Joker Cup - - - - -

Rainbow Road:

Not very hard IMO. Just a bunch of tight curves with some rainbow parts...Get someone who is good at cornering for this one.

Devil's Forest 3:

Very tight corners with a lot of missing side rails. Again, get someone with some cornering skills.

Space Plant:

This place is EASY without any one in your way. But there is...29 to be exact. You'll go through narrow corners before rocketing into a tunnel where ice is all around, then you're on a pipe so skinny that going too fast makes you fly off the edge. Getting into the Pit Zone is actually pretty easy...just slide into the wall. It won't hurt you.

Sand Ocean 2:

Not too hard in reality...Which is a crying shame. Just a long stretch before going into a curvy tunnel, then a freshing dip into a large Pit Stop.

Port Town 2:

Ooh! This is pretty mean! But it's not THAT hard. Let's do a little equation, children. Narrow tracks + 30 cars = one helluva problem. Do your best to stick to the road and try to hit all the Booster Arrows. Thankfully, there are two Pit Stops. They are very narrow, but as before, just hug the walls and you'll be fine and get all the energy!

Big Hand:

Shaped like a Giant Hand...Nintendo pulls all the stops out on this one! Not only are the tracks narrow, but 50% of this track has NO RAILS! Ouch. As if that wasn't enough, there's also long stretches of ice. Take the ice wrong and you'll be falling off into the city below. This one requires extensive use of the R and Z buttons. Don't forget to use the Analog Stick while using those and the tight curves won't be as bad. Good luck...you'll need it.

7) Credits

Nintendo: They made this excellent racer

Me: Um..I wrote it, dum dum!

That was unusually short. Oh, well...

8) Legal Stuff

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9) Special Note

Mr. Miyamoto worked on this title for years and years, I'd just like to give a special thanks to him and the EAD team who helped him make it. Good job, Nintendo!

10) The End

Plans, plans, plans...I'm so busy, I don't know what to do! Between making guides and um...playing games, I don't know how I'm doing it all! :) If you have any questions, errors to report, typos, etc., E-mail me at m_mallow@hotmail.com.

-marshmallow-

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