

F-Zero GX FAQ/Walkthrough

by Perfect Light

Updated to v0.1 on Oct 16, 2003

An FAQ/Walkthrough for...

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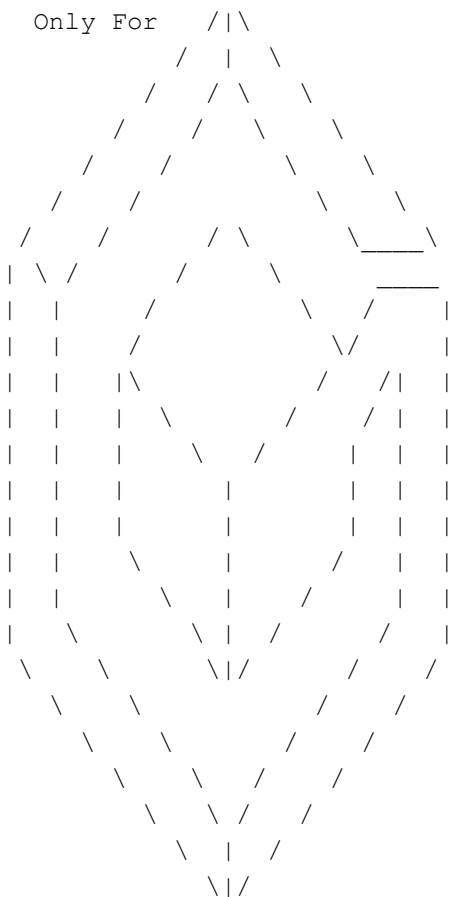
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Version 0.1

Today's Topic: F-Zero GX

Only For



N I N T E N D O
GAME CUBE

THIS GUIDE IS DEDICATED TO CAPTAIN FALCON, MY FAVORITE RACER AND ALL-OUT
INCREDIBLE BOUNTY HUNTER!

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   | _____ | > < T A B L E O F C O N T E N T S  
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   |  _  | > < I) I N T R O D U C T I O N
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As a huge fan of F-Zero X for the Nintendo 64, I was not surprised when I instantly pounced for this game when it came out. Renting it was not enough, I just had to have it, so this game is going to be mine! I intend to fill the following pages with information on winning the races jammed into the super-fast racer known as F-Zero GX, the GameCube version of the game. Also, you can take your memory card to the arcade and play that version, F-Zero AX. Anyhow, enough of my gab, and let's get into the guide itself! Yeah, baby!

-Perfect Light

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   |  _  | > < II) N E W S R O O M
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First Version - Version 0.1

Completed: 9/1/03

This version is very basic. It has all the necessary requirements, all pilot listings and their machines, along with stats, and I've done two Cups of the Grand Prix. I have not yet started Story Mode, so that section has yet to be completed, and I will add section for best times to be sent to me in upcoming versions. Also, I am thinking of adding a custom vehicles section once I unlock a sufficient amount of parts. Just hang in there, guys! In the meantime, GO GO GO!

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   |  _  | > < III) C O N T R O L S
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Here is my controller for your viweing pleasure!

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L Shoulder---;;L;;                               ;;R;;---R Shoulder Button
Button      /      \                               / -Z- \-----Z Trigger
            \ ;;;;;;;;;; ;;;;;;;;;; ;;;;;;;;;; /
              ; ,;;;;;;;;; NINTENDO ;;;;;;;;;; ;
              / _____ ; GAMECUBE ; -X- -\-----X Button
              / / ;;;; \ ; ; /-----\|\
Control---/--/--; oo ; \ ; ; \ A /Y-\-----Y Button
Stick      ; \ ;;;; / ; ; ; \_ \|_/ | ;
Start----;----\___/----;----O ; /B \ |-----;-----A Button
          |\ ;;;;;;;;;; ;;;;;;;;;; ;;;;;;;;;; \___/-----/|-----B Button
          | \.;;----; ;;;; ;;;; ;----;. ' |
          | ; \ / _____ ; |
D-Pad----|-----/--_|\_ \ / / C \-\-----|-----C Stick
          | ; \ | / \ \___/ / ; | | | | | | | | | |
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This section contains an in-depth look at all aspects of your machine's controls, whether it be necessary or not. If you know all about the controls, skip down, but if you want some tips and pointers, read on!

Control Stick: Steer

The Control Stick is used when your machine is moving. When you move it left and right, you can steer your craft to the left and right, respectively. The more you tilt the stick, the harder the machine will turn. Also, when moving at insanely fast speeds, you can use the Control Stick to manipulate the nose tilt of your machine in your favor. When you drive, tilt the Stick back to point the nose up. This can be useful for slowing down to avoid falling off the track. If you point the Stick up, your nose will point down. Use this when moving incredibly fast to keep your machine from flying off the track.

In the air, use the Control Stick to manipulate how fast you go and how far you fly. By pointing the Stick down, your machine will point up (make sure this change is only slight), thereby increasing lift and flying time, and allowing you to glide for long periods of time. If you push the Stick forward, you can angle the nose slightly downwards, and increase your speed, while decreasing your flying time. I'd say angling down is the best way to go when flying through the air, and then straighten out just before you hit the track to avoid bouncing off it while being tilted forwards.

A Button: Accelerate

This button should need no explanation, but if you want the machine to move, you'll have to keep this button pressed the whole time. Use this in conjunction with the Control Stick to drive your machine.

B Button: Air Brake

If you find yourself moving too fast, release the accelerator and jam on the air brakes. You can slow down by simply letting go of A, but by hitting B, you will come to an almost immediate stop.

Y Button: Boost

Only used during the second and third laps, the boost is used to give your machine a temporary and incredible burst of speed. It is most useful on those long straightaways where a boost is efficient enough to send you ahead of the competition and not right into a wall. This extra speed comes at a cost, however. Every time you use a boost, part of your Energy is drained. Once that bar is gone, the next hit will take you out.

X Button/Z Trigger: Spin

When you are competing against rival cars, sometimes you'd like to take one out of the race. Press X or Z to start your machine into a spin. However, because of the amount of speed you lose, only do this if you are sure you'll make a direct hit. Use this to knock fellow machines off the track. Start spinning and then swerve into your target as hard as you can to hopefully force them to retire.

R Shoulder Button/L Shoulder Button: Veer

Use these buttons to veer to the right or left, respectively. You can use them to make sharp turns or ram fellow racers off the track or into a wall to drain both your and your target's Energy bars, hopefully finishing them off before you finish yourself off. However, veering is

most commonly used to make tight turns without slowing down as much as you would be forced to normally.

Control Pad Up/Down: Change Camera

Use the +Control Pad to change the angle of the camera.

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|_____|><IV)PILOTSANDMACHINES
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These guys are all listed in alphabetical order (according to first names or only names) for easy referece. :D Although this section may have been boring and monotonous for me, it is certainly not intended to be for you. I made this section as a quick and easy reference for all those loyal F-Zero GX fans out there that want to choose the best machine.

01 - Antonio Guster Sex: Male Age: 36 Machine: Green Panther Body: A Boost: B Grip: D Weight: 4541 lbs	02 - Baba Sex: Male Age: 19 Machine: Iron Tiger Body: B Boost: D Grip: A Weight: 3924 lbs	03 - Beastman Sex: Male Age: 30 Machine: Hyper Speeder Body: C Boost: C Grip: A Weight: 3218
04 - Billy Sex: Male Age: 7 Machine: Mad Wolf Body: B Boost: B Grip: C Weight: 3285 lbs	05 - Bio Rex Sex: Unknown Age: 9 Machine: Big Fang Body: B Boost: D Grip: A Weight: 3350 lbs	06 - Black Shadow Sex: Male Age: Unknown Machine: Black Bull Body: A Boost: E Grip: A Weight: 5158 lbs
07 - Blood Falcon Sex: Male Age: 37 Machine: Blood Hawk Body: B Boost: A Grip: E Weight: 2579	08 - Captain Falcon Sex: Male Age: 37 Machine: Blue Falcon Body: B Boost: C Grip: B Weight: 2777 lbs	09 - Draq Sex: Male Age: 137 Machine: Mighty Typhoon Body: C Boost: A Grip: D Weight: 2094 lbs
10 - Dr. Clash Sex: Male Age: 55 Machine: Crazy Bear Body: A Boost: B Grip: E Weight: 4894 lbs	11 - Dr. Stewart Sex: Male Age: 42 Machine: Golden Fox Body: D Boost: A Grip: D Weight: 3130 lbs	12 - Gomar and Shioh Sexes: Male Ages: Unknown Machine: Twin Noritta Body: E Boost: A Grip: C Weight: 1719 lbs
13 - Jack Levin Sex: Male Age: 19 Machine: Astro Robin Body: B	14 - James McCloud Sex: Male Age: 32 Machine: Little Wyvern Body: E	15 - Jody Summer Sex: Female Age: 25 Machine: White Cat Body: C

Boost: D	Boost: B	Boost: C
Grip: A	Grip: B	Grip: A
Weight: 2314 lbs	Weight: 3064 lbs	Weight: 2535 lbs
16 - John Tanaka	17 - Kate Alen	18 - Leon
Sex: Male	Sex: Female	Sex: Male
Age: 31	Age: 30	Age: 16
Machine: Wonder Wasp	Machine: Super Pirahana	Machine: Space Angler
Body: D	Body: B	Body: C
Boost: A	Boost: C	Boost: C
Grip: D	Grip: B	Grip: A
Weight: 1984 lbs	Weight: 2226 lbs	Weight: 2006 lbs
19 - Michael Chain	20 - Mighty Gazelle	21 - Mr. EAD
Sex: Male	Sex: Male	Sex: Unknown
Age: 39	Age: 37	Age: Unknown
Machine: Wild Boar	Machine: Red Gazelle	Machine: Great Star
Body: A	Body: E	Body: E
Boost: C	Boost: A	Boost: A
Grip: C	Grip: C	Grip: D
Weight: 4652 lbs	Weight: 2932 lbs	Weight: 4122 lbs
22 - Mrs. Arrow	23 - Octoman	24 - Pico
Sex: Female	Sex: Male	Sex: Male
Age: 27	Age: Unknown	Age: 124
Machine: Queen Meteor	Machine: Deep Claw	Machine: Wild Goose
Body: E	Body: B	Body: A
Boost: B	Boost: B	Boost: B
Grip: B	Grip: C	Grip: C
Weight: 2513 lbs	Weight: 2182 lbs	Weight: 3571 lbs
25 - Roger Buster	26 - Samurai Goroh	27 - Silver Neelsen
Sex: Male	Sex: Male	Sex: Male
Age: 41	Age: 45	Age: 98
Machine: Mighty Hurricane	Machine: Fire Stingray	Machine: Night Thunder
Body: E	Body: A	Body: B
Boost: B	Boost: D	Boost: A
Grip: B	Grip: B	Grip: E
Weight: 3924 lbs	Weight: 4320 lbs	Weight: 3373 lbs
28 - Super Arrow	29 - The Skull	30 - Zoda
Sex: Male	Sex: Male	Sex: Male
Age: 35	Age: 241	Age: Unknown
Machine: King Meteor	Machine: Sonic Phantom	Machine: Death Anchor
Body: E	Body: C	Body: E
Boost: B	Boost: A	Boost: A
Grip: B	Grip: D	Grip: C
Weight: 1896 lbs	Weight: 2226 lbs	Weight: 3571 lbs

Wasn't that fun? ;) Now you've got your quick and easy-to-use driver reference.

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Scattered around each and every track and different types of plates and

terrain. This section is dedicated to listing them all!

Zipper: The most commonly used plate, this acts as a boost, much like the one your machine is equipped with, and it gives you a temporary but useful burst of speed without draining Energy. These are mostly seen in straightaways and on large hills. They are yellow, by the way.

Pit Area: When your Energy meter needs filling, drive over the pink Pit Area to replenish your Energy. They are usually long and narrow so stay in the glow when you need Energy!

Jump Plate: Glowing, green plates with arrows on them will pop you straight up into the air. If you use it wrong, you could fly off the track to your doom, but if you use them right, you can shave off precious seconds from that time.

Slip Zone: Blocks of ice will send you sliding out of control if you don't know how to control yourself on them. The trick is to never oversteer on these patches, or you'll go completely out of control. You'll probably want to avoid these when you're a novice and maybe even an intermediate driver.

Dirt Zone: Pebbles that litter the track bump you around and consequently slow you down when you drive over them. Make sure to avoid these as well.

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   |___ | > < VI) T H E  G A M E  S C R E E N  
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Just like in my Godzilla:DAMM guide, I shall not disappoint my loving fans of their wonderful game screen, coming from my ultimate ASCII powers! ;) Here is the game screen for F-Zero GX...

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| [      ] |  
| |      | |           [ Placement ]      1/3 |-----| |  
| | Rank | |           [ Number   ]      Lap           Energy |  
| |      | |           [ Shown    ]                        Time |  
| |      | |           [ Here     ]      [ Total Time      ] |  
| |      | |           /30           [ Here              ] |  
| | Pics | |                        Lap Time |  
| |      | |                        [ Lap Time Here ] |  
| |      | |  
| |      | |  
| |      | |  
| | Shown | |  
| |      | |  
| |      | |  
| |      | |           [              ] |  
| | Over | |           [ Track      ] |  
| |      | |           [              ] |  
| |      | |           [ Map       ] |  
| |      | |           [              ] |  
| | Here | |           [              ] |  
| |      | |           [ Here     ] |  
| [      ] |           [              ] |  
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[Kills] [Speed] km/h

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| _ | > < VII) G R A N D P R I X W A L K T H R O U G H
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Before we jump into the Cups, I have to go over some of the rules of the races. First of all, for each place you get in a race, you get a number of points. At the end of the five courses, whoever has the most points wins the Cup. Here is a chart showing the number of points for each placement.

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

Also, there is no boosting in the first lap. Why? Because the cars are so freaking packed together that it wouldn't help much anyway. But once the second lap begins, you can start using your booster! While using boosts, make sure you drive over Pit Areas to replenish your Energy.

You have a limited number of times you can replay a race before you lose the Cup completely. This is measured by the number of spare machines you've got. Once you run out, the Cup is lost to you.

Oh, you can use the D-Pad for more precise Balance settings, instead of using the Control Stick. Here are my common Balance settings:

Center: Just leave it.

Halfway to Max Speed: Put the arrow halfway from fully on Max Speed.

Max Speed full: Go all the way to Max Speed!

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  | | THE RUBY CUP  
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/ MUTE CITY: TWIST ROAD

Difficulty: 1/5
Zippers: 4
Balance: Center

Strategy: From the very start of the race, you'll have to make a sharp right, so head that way. Continue on, get ahead of the comeption in any way you can (ramming works) and then veer right, hit the Zipper in the middle of the track, and zoom right again. You'll come to a straightaway, so hit the Zipper in the middle and go through the Pit Area on the left or right if you need it. When you take the large curve left, follow it, then you go right again. Now, you'll start to drive upside-down, but no worries. Hit the Zipper that lies just after the track flips, and then hit the Zipper when you flip back up. Now, on the second lap, zoom around the corner, head right again, hit the Zipper, and then turn onto the straightaway. Boost into the Zipper and then jump into the Pit. Boost straight through it, zip around to the left, then right, and you'll do the flip thing again. Zip all through this straightaway until you reach the third lap, and finish this in the same fashion. Take out other machines along the way at your leisure.

/ CASINO PALACE: SPLIT OVAL |

Difficulty: 1/5

Zippers: 15

Balance: Max Speed full

Strategy: This place is for speed demons, so I suggest putting the balance all the way up at Max Speed, since acceleration won't be a problem with all these Zippers around. Anyway, when you start, follow the track around and you'll run into about nine Zippers, so just make sure you hit each one on Lap 1. After that, the track splits in two directions. Take the right path on your first go-round, and hit the four Zippers on that side. When you come out of here, hit the Zipper and you'll fly through a corkscrew. Swerve left and you're in for an extremely long straightaway to the start line. On the second lap, hit all nine Zippers like the first, but when you reach the conjunction, go left this time and boost like mad through the Pit Area. Through the corkscrew, hit both Zippers past the conjunction, and then through the straightaway. Complete Lap 3 in the same fashion as Lap 2.

/ SAND OCEAN: SURFACE SLIDE |

Difficulty: 2/5

Zippers: 2

Balance: Center

Strategy: This is getting a bit tougher, but not by much. From the start, hit the Zipper and shoot around the corner using L and the Control Stick. You'll hit another Zipper and rocket off a ledge. Make sure you land ON THE TRACK or you'll use up a machine plus lose the race! Head down the narrow stretch, through the Pit Area if you need to, and then around the corner. Move across the stretch and you'll come to an S-bend, so move up that, down the straight path, around the circle-turn, and another long curve. The last part is a straightaway, so once you get to Lap 2, boost more often than the first time, but try not to fall off.

/ LIGHTNING: LOOP CROSS |

Difficulty: 2/5

Zippers: 4

Balance: Max Speed full

Strategy: Just after the very beginning, you'll run into a loop-de-loop,

and then a corkscrew up, and then a banking turn onto upside-down driving. Make sure to hit either the Zippers or Pit Areas in this area (whichever you feel necessary) and then you'll move onto a straightaway. You'll then take a left turn, and move straight for a long time. Then, a half-loop comes up, you right yourself, and you move straight for a long time, turn right, and then hit the starting line. On the second and third laps, just boost through the straightaways for an easy win.

/ AEROPOLIS: MULTIPLEX

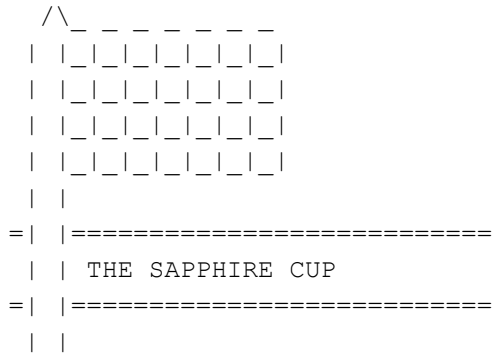
Difficulty: 2/4

Zippers: 14

Jump Plates: 1

Balance: Halfway to Max Speed

Strategy: This track now had Jump Plates! You can use this to cut off a large chunk of the track. Anyway, from the start, hit the Zipper and continue on the straight path. You soon run into a Jump Plate (green arrows pointing up) but you can't use it till the second lap. So, continue on, around the bends, and then veer left. Go around the 90 degree angle turns and hit ever Zipper. You'll soon come to a drop-off so make sure to land on the track. If you miss, try to land on the track underneath it to save yourself. Anyway, go through the Pit Area if you need to, otherwise hit the Zipper and rocket around the curves. Head right around the bend and then through the 90 degree angle turns. Hit the Zipper and cruise around the corner to a straightaway. Hit the Zipper, rocket upside-down, and then you'll move back right-side up. Now, go around the tight turn, hit the Zipper and the Pit Area, then you'll run into the start line. On the second and third laps, boost before you hit the Jump Plate (just after the starting line) to bounce up to the track above and shave off lots of time.



/ BIG BLUE: DRIFT HIGHWAY

Difficulty: 2/5

Zippers: 5

Balance: Center

Strategy: From the very start, you'll have to veer right, and then left again. Hit the Zipper as you go onto the straightaway, then around another turn. Hit the Zipper and shoot off the ledge and land on the lower level. Make sure you odn't run into the metal beams as you fly towards the ground or you'll be sriously damaged. When you land, veer right, then left, then right again, and then you'll hit a left turn. Go through the three Zippers or the Pit Area (whichever you need more) and then you'll run into the starting line. Complete the second and third laps in the same fashion, but use boots when you feel necessary (like in mid-air after the drop-off) for some extra speed, or in the long

straightaway with the starting line on it.

/ PORT TOWN: AERO DIVE |

Difficulty: 3/5

Zippers: 11

Balance: Halfway to Max Speed

Strategy: Just after the first Zipper you'll run into a set of stairs. Bounce down them and try to stay in the very middle to avoid flying off the track. Zip around the track to the right, down another stair, hit the Zipper, and veer to the right. Hit the third Zipper so far, around the corners, and another stair. Now, you'll run into three Zippers and then a drop-off. In the air, make sure you angle down, and then pull back at the last second. Bump down the stairs and stay in the middle. Zip around the corner using the R shoulder button, and then go down three large stairs. Hit two more Zippers, and then either go through the Pit Area or the two Zippers or a combination of the two until you come to the start line. Complete the second and third laps in the same fashion but integrate boots into it wherever you see fit.

/ GREEN PLANT: MOBIUS RING |

Difficulty: 1/5

Zippers: 2

Balance: Max Speed full

Strategy: This track doesn't even deserve a 1 in difficulty. It's basically just an oval track with a few twists and turns. From the beginning, hit the Zipper and zoom around the veering turns. Hit the second Zipper, go through the corkscrew, and then around the corner. You'll soon hit another turn and then run into a sunken Pit Area. To reach it, you'll have to drop down into the sunken area. After this is an area full of mines. If you want to take out some racers, ram them into the mines to kill them instantly. If you run into one, you'll take massive damage. On the second and third laps, just boost on the straightaway.

/ PORT TOWN: LONG PIPE |

Difficulty: 4/5

Zippers: 15

Balance: Max Speed full

Strategy: This is one of my fav courses, even though it is so hard. The course itself takes out lots of cars along the way, as it takes place inside a pipe riddled with traps. In the first section, it's mostly weaves and Zippers (seven to be exact). After that, you'll run into three fans with spinning blades, so move past them without hitting the blades or you'll come to a stop and bounce backwards. The third part has bumpy areas, and the last part has poles sticking from the pipe that you must weave through. In some places of the track, you can move up the wall and even on the ceiling! Anyway, near the end, the tube opens, you'll arrive in the Pit Area, and pass the starting line. In the second and third laps, just boost when you think you'll live through it.

/ MUTE CITY: SERIAL GAPS |

Difficulty: 3/5

Zippers: 5

Jump Plates: 2

Balance: Center

Strategy: This track is very windy (it curves a lot) so you'll need some great grip to live through it. From the start, veer to the left, hit the Zipper, and then go around the right turn. If you've lost some Energy to other machines, go through the Pit Area for Health, or hit the Zipper if you think you're okay. Now you'll come into a tunnel, and when you get near the end of it, you'll encounter a minefield. Avoid them or ram other machines into them and then swerve right. Jump down the gap and then turn left, then jump down another gap. There are two Jump Plates ahead you can use to bypas some track by jumping to the right. After going down another gap, swerve with R around the 90 degree turn and then you'll come to a long drop. Now, if you hit the Zipper on the ledge, you can rocket to a higher route that will allow you to bypass the slower route below. On the higher route, hit the Zipper at the end to bypass more track, and on the lower, hit the Zipper and zoom around the curves. There's a short Pit Area ahead, followed by a long straightaway to the end. The second and third lap should be completed similarly, but use boosts just before the end of the laps.

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 | | THE EMERALD CUP
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Coming soon...

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Coming soon...

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Coming soon...

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|_____| > < IX) A C K N O W L E D G M E N T S
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- * Thanx to Amusement Visions for making this great game.
- * Thanx to Nintendo and, of course, Sega, for publishing the game.
- * Thanx to my GameCube, for without it, I could not have played F-Zero GX.
- * Thanx for Blockbuster, for helping me get my hands on a rental copy and inspiring me to write a guide on this fantastic game.
- * Thanx to my dog, Madison, and my new puppy, Max. I don't know why, but they sure are cute!
- * Thanx to me, for writing this guide!

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|_____| > < X) D I S C L A I M E R

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You may not sell this FAQ, or in any other way shape or form make money off this FAQ at all. I believe that part is clear. Next!

If you see anything wrong in this FAQ, no matter how minute, e-mail me to correct it. I like being corrected, but DO NOT be nasty, or I'll just delete your message after having a few laughs about how dumb you are.

REMEMBER: IF YOU SEND ME AN E-MAIL WITH POOR GRAMMAR, YOU WILL *NOT* GET A RESPONSE FROM NOW ON! I'm sick of reading: "I need help but I'm not sure and by the way your guide is cool sweet and lke it do you know how to help me?" No, that's not going to cut it. I want neat, properly written letters so that I can actually READ and UNDERSTAND it! NO MORE GIBBERISH! Also, please put "F-Zero GX Guide" in the title to help me. I get too many guide questions from my other guides to try to organize what question is for what game.

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   |__  | > < XI) A F O N D F A R E W E L L !
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Wow, what a game! It seemed to me like we blew through this guide just as fast as the game flows. But, it must come to an end, people. And I want to say I have had so much fun guiding you through the whole of F-Zero GX and making sure you come out on top! From the bottom of my heart, I give you the deepest thanks for reading and enjoying the guide I have written. Thanks for joining me!

I give you the Kirby salute: (>-.>)

This is Perfect Light, signing off!

This document was written by and is a property of, Perfect Light ;)

Thanx for reading my F-Zero GX Guide, from:

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"If it were any faster, you'd miss it when you blinked." ~Nintendo Power

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