

F-Zero GX FAQ/Walkthrough Final

by me frog

Updated on Dec 4, 2003

AN FAQ/WALKTHROUGH FOR...

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|                               F-ZERO GX                               |
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FAQ/WALKTHROUGH
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Rated T (TEEN)

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|                               (01) INTRODUCTION/HOW TO USE THIS GUIDE                               |
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Hello everyone! I am me frog. I have so far written six guides that have been posted on GameFAQs and this is now number seven! F-Zero has been around for a while and finally, we get an F-Zero game for the Gamecube. This guide will cover all of the cups, machines, characters, and more. You'll see different things in the guide, so this is why you should read the next paragraph: To see what they mean!

If you want to find a specific character/track quickly, just use your computers FIND option and type in the name of the character/track. You'll be taken straight to it, and it'll save you lots of time scrolling down.

When I describe a track, this is how I'll lay it out. It is very simple.

TRACK NAME
DIFFICULTY:
GAME DIFFICULTY:
NUMBER OF SPEED BOOSTS:
RECOMMENDED BALANCE:

The track name just tells you the name of the track. The difficulty is on a scale of one to five stars.

- * Very Easy
- ** Easy
- *** Moderate
- **** Hard
- ***** Very hard

The game difficulty tells you the difficulty the game gives the track. Their difficulty goes to six stars.

- * Very Easy
- ** Easy
- *** Moderate
- **** Hard
- ***** Very Hard
- ***** OMGWTFLOL THIS TRACK WILL PWN YOU!

The number of speed boosts tells you how many yellow boosts there are in the track.

The recommended balance tells you what you should set your balance to at the beginning of the track.

Recommended balance levels:

- All the way to acceleration: The meter is all the way to the left, or 0%.
- Halfway to acceleration: The meter is halfway to the left, or 25%
- Default: Keep it right in the middle (50%)
- Halfway to max speed: Halfway to the right (75%)
- All the way to max speed: All the way to the right (100%)

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+-----+  
|                (02) CONTROLS/TERRAIN                |  
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This first part lists the controls on the race track.

ACCELERATE: A BUTTON

You'll be holding this button down the whole time. It will accelerate your vehicle. If you let go, your vehicle will slowly come to a stop. A good thing to do is at the beginning of a race, hold down A. That way, when you start, you'll leap forward and won't fall behind the other racers.

INCREASE/DECREASE SPEED: CONTROL STICK

This is very important. If you want your speed to increase, hold up. Your flight will decrease and you'll speed up. Push it all the way forward for max speed. If you want to slow down, press down on the control stick. Your flight will increase and you'll slow down. Push it all the way down and you'll slow down A LOT. Press it left and right to turn. The more you tilt left/right, the sharper you'll turn.

BOOST: Y BUTTON

This is VERY important. You use this to boost your vehicle forward. Although there are boost pads scattered about the track, you can use these whenever you like. However, you can't use them as many times as you like. In the upper-right hand corner of the screen, you'll notice an energy meter. Boosting decreases that meter. When it empties, you'll have to retire. You can replenish your energy in the pit areas by just gliding over them.

SPIN ATTACK: Z/X BUTTON

You can use this to hit your opponents with your vehicle. It'll send them back and you'll be able to get ahead of them. But don't do this freely! Doing it causes you to lose speed. Lots of it. So unless you're sure you're going to hit your opponent, don't use the attack.

POWER/DRIFT SLIDES: R/L SHOULDER BUTTONS

Use this to slide to the left (L) or right (R) sharply. This is used to take sharp turns through those tight curves. If you hold down both L and R, you can drift. Holding L and R while holding left lets you drift left, while holding L and R while also holding right lets you drift right.

AIR BRAKE: B BUTTON

When you want to stop, press B. Your vehicle will come to a halt. Do this if you get really close to an edge and you know you won't be able to turn, or if you want to pause to avoid crashing into something.

CHANGE CAMERA ANGLE: CONTROL PAD UP/DOWN

Pressing up will zoom in on your vehicle, while pressing down will zoom out. Personally, I think zooming out is the best, since you can see more of the track and what the other racers are doing, but zooming in just lets you admire your vehicle.

This next part will list the five types of terrain there are.

PIT AREA:

The pit areas are glowing multi-colored areas on the track. When you glide over them, your boost energy meter will slowly replenish. At the beginning tracks, the pit areas are very large, but they get smaller and smaller as you advance into the cups.

SPEED BOOST PLATE:

These are yellow plates with a lightning bolt above them. When you run over these, you'll get a nice speed boost that won't deplete your energy meter. Use these on the first lap, when you can not use your personal boost.

SLIP ZONE:

This zone looks like blocks of ice. Your vehicle will lose traction on them (but it's hovering!), making it hard to control. It is best to just keep going forward on them, or else you might crash into something.

JUMP PLATE:

These are glowing, green plates with arrows pointing up on them. Running over them will cause you to jump into the air. They are usually used to cross gaps, and if you don't have enough speed when you go over them, you'll fall short, causing you to retire.

DIRT ZONE:

When you run over this zone, your speed will decrease. They are brown parts of the track that really do look like dirt. They are short parts of the track and can usually not be avoiding. Just use a boost the moment you get past them to

regain your speed.

LAVA ZONE:

These only appear in story mode 7 and 8 and are a HUGE pain. If you cruise over them, your energy depletes FAST! If you boost on them, you'll use up pretty much all your energy by the time you are done crusing over. These zones come in packs usually, so you'll have to weave in and out of them.

+-----+
| (03) CHARACTERS/MACHINES |
+-----+

This chapter will describe the machines and their pilots.

***** | ***** | **** | ***** |
CAPTAIN FALCON | DR. STEWART | PICO | SAMURAI GOROH |
***** | ***** | **** | ***** |
SEX: MALE | SEX: MALE | SEX: MALE | SEX: MALE |
AGE: 37 | AGE: 42 | AGE: 124 (MAYBE) | AGE: 45 |
 | | | MACHINE: FIRE |
MACHINE: BLUE FALCON | MACHINE: GOLDEN FOX | MACHINE: WILD GOOSE | STINGRAY |
WEIGHT: 2777 lbs. | WEIGHT: 3130 lbs. | WEIGHT: 3571 | WEIGHT: 4320 lbs |
BODY: B | BODY: D | BODY: A | BODY: A |
BOOST: C | BOOST: A | BOOST: B | BOOST: D |
GRIP: B | GRIP: D | GRIP: C | GRIP: B |

***** | ***** | **** | ***** |
JODY SUMMER | MIGHTY GAZELLE | BABA | BEASTMAN |
***** | ***** | **** | ***** |
SEX: FEMALE | SEX: MALE | SEX: MALE | SEX: MALE |
AGE: 25 | AGE: 37 | AGE: 19 | AGE: 30 |
 | | | MACHINE: HYPER |
MACHINE: WHITE CAT | MACHINE: RED GAZELLE | MACHINE: IRON TIGER | SPEEDER |
WEIGHT: 2535 lbs. | WEIGHT: 2932 lbs. | WEIGHT: 3924 lbs. | BODY: B |
BODY: C | BODY: E | BODY: B | BOOST: D |
BOOST: C | BOOST: A | BOOST: D | GRIP: A |
GRIP: A | GRIP: C | GRIP: A | WEIGHT: 3924 lbs |

***** | ***** | ***** | ***** |
DR. CLASH | OCTOMAN | BIO REX | BILLY |
***** | ***** | ***** | ***** |
SEX: MALE | SEX: MALE | SEX: UNKNOWN | SEX: MALE |
AGE: 55 | AGE: UNKNOWN | AGE: 9 | AGE: 7 |
 | | | MACHINE: MAD |
MACHINE: CRAZY BEAR | MACHINE: DEEP CLAW | MACHINE: BIG FANG | WOLF |
WEIGHT: 4894 lbs. | WEIGHT: 2182 lbs. | WEIGHT: 3350 lbs. | WEIGHT: 3285 lbs |
BODY: A | BODY: B | BODY: B | BODY: B |
BOOST: B | BOOST: B | BOOST: D | BOOST: B |
GRIP: E | GRIP: C | GRIP: A | GRIP: C |

***** | ***** | ***** | ***** |
SUPER ARROW | GOMAR AND SHIOH | JOHN TANAKA | MRS. ARROW |
***** | ***** | ***** | ***** |
SEX: MALE | SEX: MALE | SEX: MALE | SEX: FEMALE |
AGE: 35 | AGE: UNKNOWN | AGE: 31 | AGE: 27 |
 | MACHINE: TWIN | | MACHINE: QUEEN |
MACHINE: KING METEOR | NORITTA | MACHINE: WONDER WASP | METEOR |
WEIGHT: 1896 lbs. | WEIGHT: 1719 lbs. | WEIGHT: 1984 lbs | WEIGHT: 2513lbs |
BODY: E | BODY: E | BODY: D | BODY: E |

BOOST: B	BOOST: A	BOOST: A	BOOST: B
GRIP: B	GRIP: C	GRIP: D	GRIP: B

*****	*****	*****	****
JACK LEVIN	KATE ALEN	JAMES McCLOUD	ZODA
*****	*****	*****	****
SEX: MALE	SEX: FEMALE	SEX: MALE	SEX: MALE
AGE: 19	AGE: 30	AGE: 32	AGE: UNKNOWN
	MACHINE: SUPER	MACHINE: LITTLE	MACHINE: DEATH
MACHINE: ASTRO ROBIN	PIRHANA	WYVERN	ANCHOR
WEIGHT: 2314 lbs.	WEIGHT: 2226 lbs.	WEIGHT: 3064 lbs	WEIGHT: 3571 lbs
BODY: B	BODY: B	BODY: E	BODY: E
BOOST: D	BOOST: C	BOOST: B	BOOST: A
GRIP: A	GRIP: B	GRIP: B	GRIP: C

*****	*****	*****	****
MICHAEL CHAIN	SILVER NEELSEN	ROGER BUSTER	DRAQ
*****	*****	*****	****
SEX: MALE	SEX: MALE	SEX: MALE	SEX: MALE
AGE: 39	AGE: 98	AGE: 41	AGE: 137
		MACHINE: MIGHTY	MACHINE: MIGHTY
MACHINE: WILD BOAR	MACHINE: NIGHT TH...	HURRICANE TYPHOON	GAZELLE
WEIGHT: 4652 lbs.	WEIGHT: 3373 lbs.	WEIGHT: 3924 lbs	WEIGHT: 2094lbs
BODY: A	BODY: B	BODY: E	BODY: A
BOOST: C	BOOST: A	BOOST: B	BOOST: C
GRIP: C	GRIP: E	GRIP: B	GRIP: C

****	*****	*****	*****
LEON	MR. EAD	ANTONIO GUSTER	BLOOD FALCON
****	*****	*****	*****
SEX: MALE	SEX: UNKNOWN	SEX: MALE	SEX: MALE
AGE: 16	AGE: UNKNOWN	AGE: 36	AGE: 37
		MACHINE: GREEN	MACHINE: BLOOD
MACHINE: SPACE ANGLER	MACHINE: GREAT STAR	PANTHER	HAWK
WEIGHT: 2006 lbs.	WEIGHT: 4122 lbs.	WEIGHT: 4541 lbs.	WEIGHT: 2579lbs
BODY: C	BODY: E	BODY: A	BODY: C
BOOST: C	BOOST: A	BOOST: B	BOOST: C
GRIP: A	GRIP: D	GRIP: D	GRIP: A

*****	*****	*****	
BLACK SHADOW	THE SKULL	DEATHBORN	
*****	*****	*****	
SEX: MALE	SEX: MALE	SEX: MALE	
AGE: UNKNOWN	AGE: 241	AGE: UNKNOWN	
	MACHINE: SONIC	MACHINE: DARK	AX RACERS
MACHINE: BLACK BULL	PHANTOM	SCHNEIDER	
WEIGHT: 5158 lbs.	WEIGHT: 2226 lbs.	WEIGHT: 2,080	
BODY: A	BODY: C	BODY: A	
BOOST: E	BOOST: A	BOOST: B	
GRIP: A	GRIP: D	GRIP: D	

*****	*****	*****	****
DON GENIE	DIGI BOY	DAI SEN GEN	SPADE
*****	*****	*****	****
SEX: MALE	SEX: MALE	SEX: MALE	SEX: MALE
AGE: 65	AGE: 8	AGE: 64	AGE: UNKNOWN
	MACHINE: COSMIC		MACHINE: MAGIC
MACHINE: FAT SHARK	DOLPHIN	MACHINE: PINK SPIER	SEAGUL
WEIGHT: 2,490 lbs.	WEIGHT: 900 lbs.	WEIGHT: 1100 lbs.	WEIGHT: 1330lbs
BODY: A	BODY: E	BODY: C	BODY: B

BOOST: A	BOOST: A	BOOST: C	BOOST: A
GRIP: E	GRIP: C	GRIP: A	GRIP: E
*****	*****	*****	**
DAIGOROH	PRINCIA RAMODE	LILY FLYER	PJ
*****	*****	*****	**
SEX: MALE	SEX: FEMALE	SEX: FEMALE	SEX: MALE
AGE: 10	AGE: 16	AGE: 14	AGE: 35
			MACHINE: GROOVY
MACHINE: SILVER RAT	MACHINE: SPARK MOON	MACHINE: BUNNY FLASH	TAXI
WEIGHT: 880 lbs.	WEIGHT: 1620 lbs.	WEIGHT: 1414 lbs.	WEIGHT: 1280lbs
BODY: D	BODY: B	BODY: D	BODY: B
BOOST: A	BOOST: C	BOOST: B	BOOST: D
GRIP: D	GRIP: B	GRIP: A	GRIP: B
***	*****		
QQQ	PHOENIX		
***	*****		
SEX: MALE (??)	SEX: MALE		
AGE: UNKNOWN	AGE: 26		
MACHINE: ROLLING	MACHINE: RAINBOW		
TURTLE	PHOENIX		
WEIGHT: 999 lbs.	WEIGHT: 1080 lbs.		
BODY: A	BODY: B		
BOOST: D	BOOST: B		
GRIP: B	GRIP: C		

That wraps up the character section.

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+-----+
|                (04) GRAND PRIX WALKTHROUGH                |
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This first part of the guide will tell you the rules of the cups.

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|                PLACEMENT                |
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There are 30 racers in a race, including you. You are awarded points depending on what place you finish in the race. At the end of the cup, the racer with the highest point total will be declared the winner.

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PLACE:  1  2  3  4  5  6  7  8  9 10 11 12 13 14 15 16 17 18 19 20
POINTS: 100 93 87 81 76 71 66 62 58 54 50 47 44 41 38 35 33 31 29 27

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PLACE:  21 22 23 24 25 26 27 28 29 30
POINTS: 25 23 22 21 20 19 18 17 16 15

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In the case of a tie between two racers, the racer who finished first place the most will be declared the winner. If there is still a tie, whichever racer had the highest point total at the end of the fourth race is declared the winner.

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|                MACHINES                |
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Machines are pretty much extra lives. In novice mode, you get five machines.

In standard, you get four machines, and three machines will be available in expert. There are many different ways to lose a machine. If you fall off a track during a race, you'll lose a machine and have to start the race over. Losing all your energy by boosting or getting hit will force you to give up a machine, and changing the settings or retrying will take away a machine. You can, however, gain machines by retiring five other racers in one race. If you are forced to retire and do not have any spare machines, you'll be eliminated from the cup.

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|                BOOSTING AND ADDITIONAL RULES                |
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Boosting is not allowed during the first lap of the race because of the small distance between each racer at the beginning. When you begin lap two, you'll see the words, "BOOSTER OK" which means boost is now allowed. Boosting, however, uses energy and you must replenish that energy at pit areas.

Some other rules are that no pilot should go in the reverse direction. If you do so, you'll be given a REVERSE warning, and you should change direction as soon as possible.

That wraps up the rules.

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+=====+
|                                TURNS                                |
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There are different types of turns in this game, and I have given a discription for each one:

"SHALLOW" TURNS: For these turns, all you have to do is tap the control stick a few times in the direction of the turn.

"WIDE" TURNS: These turns require you to hold the control stick slightly in the direction of the turn. They are usually long.

"SHARP" TURNS: Most of these turns have two parts. The first part requires you to hold the control stick all the way in the direction of the turn. For some "sharp" turns, during the second part of the turn, you'll find yourself moving towards the wall in which you must hold the trigger button.

WIDE "S" TURNS: Hell's little brother. These turns require you to drift. You must hold L and R and push the control stick all the way in the direction of the turn, and right after you must push the control stick all the way in the opposite direction. These turns can determine whether you get a good or bad place.

THIN "S" TURNS: Welcome to hell. For these turns, you should start drifting the MOMENT you enter the turn, and right after you have to VERY QUICKLY push the control stick all the way in the other direction. These are hard to get through without crashing and can take many tries to master.

90 DEGREE ANGLE TURN: These turns are shaped like a 90 degree angle. For some of them, you have to drift like you would on an "S" turn, but for others you can just cruise past the innner corner of the turn and avoid any trouble.

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+=====+
|                                THE CUPS                                |
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There are lots of these in F-Zero GX, and most of them are totally different. On lap number one, take the right junction for four speed boosts. The first is on the right side, the second is on the left, and the final two are on the right, one after the other. Take the left junction on laps two and three. There is a pit area on the left side. This one is much shorter and thinner than Twist Road, and you should start getting used to that. Once the two paths merge, go to the right side to hit a speed boost, and then go on the left to hit another. The track will now curve downhill and go a little to the left. Don't push the stick too much while on this turn, since you are going very fast now. If you push too hard on the stick and high speeds, you can get out of control and that can really mess you up. There is a straightaway after the turn, followed by the start/finish.

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><><><><><><>          SAND OCEAN: SURFACE SLIDE          <><><><><><><>
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DIFFICULTY: **
GAME DIFFICULTY: **
NUMBER OF SPEED BOOSTS: 2
RECOMMENDED BALANCE: Default

Well this is certainly a jump in difficulty. Here, you'll experience your first couple of sharp turns, including an S turn, and there will be narrow paths and a huge drop off. You'll also have to live with almost no boosts. Right after the start/finish, there is a speed boost in the very center. Hit it and you'll go straight for a bit. After that, the track will curve to the left, so stay centered. Once the track becomes straight again, shift to the right to hit a speed boost. Right after that is a big drop off. You'll have to be careful here, because you have to land in the center of a narrow path. If you mess up, you might be forced to retire. Once you are on the narrow path STAY IN THE CENTER! The path is basically a straightaway, except for a super-small turn to the right at the end.

After that super-small turn, you'll enter a cave and the track will widen out. There are two short, thin pit areas on each side. Cruise over the right pit area to shave off time. This is all the energy your getting, so don't abuse it. Next, you'll be forced to take a turn to the right that is sharper than any other turn you've taken. You don't have to hold L or R on this one, but it is easy to run into the walls. After that turn is a straight part of the track, and then you'll exit the tunnel. Be careful here! There is the dreaded S turn. This is probably the most painful type of turn in the game. This S turn is wide, but you'll have to get through very small ones. Anyway, hold L and R at the same time to drift to the right on the first part of the turn, and then drift to the left on the second part.

After that, you can release the triggers. You'll be rewarded with a very long straightaway which is good for using a boost. Next is a wide turn to the right, followed by a very small turn to the left. After that small turn is a big turn to the left. Stay centered to avoid losing speed. There is a small straightaway, and then the track curves right. Get on the highest elevation (located on the left) as you go through. You'll then have to go through a wide turn to the left. Once you complete that, there is a straightaway, followed by the start/finish.

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><><><><><><>          LIGHTNING: LOOP CROSS          <><><><><><><>
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DIFFICULTY: **
GAME DIFFICULTY: ***
NUMBER OF SPEED BOOSTS: 4
RECOMMENDED BALANCE: All the way to max speed

This track introduces a couple of new things, as well as serving as a type of test for all the things you've learned so far. There are junctions, narrow paths, sharp turns, and a small amount of boosts. When you start, you'll be going straight and then the track will curve slightly to the left. There is a speed boost in the center of the track next. Hit that and stay in the center. You will go through a very big loop. As long as you're centered, it is basically a straightaway. There is a speed boost at the end of the loop, slightly to the left of the center. After that there is a little turn to the right, and then a straightaway. You'll then spot a very sharp turn and some strange design on the track.

This design is actually a dirt zone. As you take that very sharp turn, hold L and R to drift past the dirt zone. These zones can SERIOUSLY slow you down but as long as you drift, you'll avoid running over it and hitting the wall. This very sharp turn continues for a LONG time, through a tunnel also. The track will even out, and it'll become a straightaway. This straightaway is a corkscrew. At the end you'll spot a junction. The left side holds a boost, and the right side is all a pit area (going over the right side makes the pit area impossible to avoid). However, these paths are very narrow. When the two merge, there is another junction. The path on the left is completely a pit area, while the path on the right holds a single speed boost. After that is a straightaway, followed by a small turn to the left.

You'll enter a tunnel with a turn to the right. You do not need to hold any triggers on this turn. Once you exit the tunnel, the track will become a straightaway. Halfway through is a small turn, hardly noticeable, but it can mess you up if you're near the edges of the track. This is followed by some more straight track, and then a sharp turn to the right that is going high uphill. You'll need to hold R on this turn to make it without crashing. After that is a straightaway, followed by some very small turns. At the end, you'll enter a tunnel with a wide turn to the right. Ahead is the start/finish.

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      ><><><><><><>          AEROPOLIS: MULTIPLEX          <><><><><><><>
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DIFFICULTY: **
GAME DIFFICULTY: ****
NUMBER OF SPEED BOOSTS: 14
RECOMMENDED BALANCE: Halfway to max speed

Welcome to the final track of the first cup. It reviews most of the things you learned in the other four tracks, as well as introducing three big things: the jump pad, the ice zone, and the 90 degree turn. Oh yeah, this has a huge drop off also. Okay, there is a speed boost right in the center of the track at the start. Hit it and there will be a turn to the left but DON'T TAKE IT! Instead, keep going straight to hit a jump pad. If you hit the boost, you can take a nice shortcut. You won't be able to make it all the way just by going straight, so you might have to shift to the left to land on the track. After that is a sharp turn to the left that you should hold L on, and then there is a straightaway that is a wavy, up and down path. Past the straightaway is a new thing.

The new thing is 90 degree turns. Depending on where the turn is located, they can be easy to pass and hard to pass. Unfortunately, the first one isn't an easy one. Hold L and R to drift to the left to pass through without crashing. Right after that is a 90 degree turn to the right so drift to the right to avoid crashing (that was sort of like a block-S turn!). Next is a straightaway, and at the end there is a speed boost. After the boost you'll be going straight, and then you'll go straight up. At the top is one 90 degree turn to the left followed by another 90 degree turn to the left. To get through this, hold L and

a straightaway here, followed by a boost which is followed by a drop off. This is a different drop off because if you didn't get enough speed (the boost should've given you enough), you will fall short of the lower level and fall down a bottomless pit. Once on the lower level, you will enter a tunnel. Get ready for the S turn! There is a wide turn to the right at first that you just need to hold right all the way to get past, and then there is a straightaway. After that, you'll see a turn to the left in the distance. Before the S turn even starts hold L and R, and the moment you enter the S turn press the control stick all the way to the left. Freeze for a quarter second then press the stick all the way to the right to finish the turn.

After that is a sharp turn that requires you to hold the trigger. Next is a pit area on each side of the tunnel, and three speed boosts in the center. After the boosts and pit area there is a drop off below a bottomless pit, and then there is a straightaway, which is followed by the start/finish.

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  ><<><<><<><<>          PORT TOWN: AERO DIVE          <<<><<><<><<>
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          DIFFICULTY: ***
        GAME DIFFICULTY: **
      NUMBER OF SPEED BOOSTS: 10
    RECOMMENDED BALANCE: Halfway to max speed
```

This is a fun level. There are very short drop offs, and then there is a H-U-G-E drop off that can get you up to 2000 KPH! Aside from that, there are no new things, and there are no old things either, except for some sharp turns. You'll start off on a long straightaway. Past the start, in the center, there is a speed boost. Hit that and there will be some more long stretches of the track. Next, there are about four very short drop offs. Just stay in the center and don't press anything other than A and you'll do fine. There is a "shallow" turn after that (sort of like the turns in Twist Road), and then there is another "shallow" turn with a speed boost at the start of it. After that is a long "shallow" turn to the left, and then a small drop off. That small drop off is followed by a sharp turn to the left.

To get past this turn, hold left all the way and when you start to inch towards the wall, hold down the L shoulder button as well. There is a small drop off after this, followed by a "shallow" turn to the right. After the turn, you'll be heading straight up. The best part of the track is about to come. Stay in the center as you head up to hit three speed boosts. After the third boost there is a M-A-J-O-R drop off. WHEEEEE!!! If you don't touch anything except A, you'll soar really far. If you have a fast car like the Frost Lynx-G4, you can hit 2000 KPH and get a couple seconds ahead of everyone. You should land in the middle of a bunch of "stairs". I call them this because it is about ten small drop-offs one, after the other. After the drop off, there is another one of those turns to the right where you hold right all the way for part one, and add the R shoulder during part two. There are a couple of small drop offs after that.

There are also a couple of "shallow" turns to the left and right. Once past all of those, you'll head straight up, and to the right are three speed boosts while to the left is a pit area. There is a straightaway after that, followed by the start/finish. Once you get your boost, use it in between the three boosts before the huge drop off to get even more speed and soar even farther!

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  ><<><<><<><<>          GREEN PLANT: MOBIUS RING          <<<><<><<><<>
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          DIFFICULTY: *
        GAME DIFFICULTY: ***
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DIFFICULTY: ****
GAME DIFFICULTY: ****
NUMBER OF SPEED BOOSTS: 5
RECOMMENDED BALANCE: Default

This has to be the most frustrating track yet. It can grow to be very fun, but first you have to master it and that can take a while. There are many drop offs and many opportunities where you can fall off the track and retire. You'll start on a straightaway. Shift to the center to hit a speed boost. There will be a shallow turn to the left, and then another straightaway. You'll see a turn to the right in the distance. This requires you to hold right all the way. If you do that, you'll end up on the outside of the track and drive straight into a speed boost, but if you hold the R trigger you can end up on the inside and cruise over a small pit area. After the two things (boost/pit area) there is a drop off where you'll end up in an orange tunnel.

You'll start going downhill and then there is the longest pit area on the track in the center, which isn't that long. It is on an upward sloped shallow turn to the right. You'll then go downhill for a while and then there will be mines scattered at the end. They aren't just on the sides; they're in the middle also so weave in and out. If it's your first lap hit one for a slight jump in speed. There will be another drop off after the mines and you'll exit the cave. There is a sharp turn to the right when you land, so be ready for it. After that is a sharp turn to the left. There is a drop off next and then a straightaway. A 90 degree angle turn is coming up now. Shift to the right if you want to hit some jump pads (there are three lined up) to bypass the turn, but you may end up falling.

If you don't take the jump pads, you'll need to drift. There is a drop off after the 90 degree turn and then there will be another 90 degree turn to the right. Drift on this one. Two ice zones will appear on each side of the track. The left side of the track is missing a side, so don't cruise over the ice there. After that is a turn to the left and then a speed boost. Hit the boost and you'll fly off a huge drop off. If you got enough speed on the boost you can take a shortcut. You'll land on the upper level of track. It has no rails so stay in the center. There is a straightaway and then an upward turn to the right. The upward turn is very big, and you might have to hold right all the way. After that is a speed boost on the right. HIT IT!

If you miss the speed boost, you won't have enough... speed to get back on the normal track. If you missed the shortcut, there is a longer, but safer path. There is a dirt path on the right that sticks out, covering the center, so you'll have to shift to the right to avoid it. Then there is a wide turn to the right, and there is a tiny dirt zone on the left side, but as you get closer to the end of the turn, it widens. Stay in the center to avoid it. Then there is a shallow turn to the left and then a slight turn. Stay in the center during this whole time. After that is a pit area in the center, a straightaway, and the start/finish.

SAPPHIRE CUP COMPLETE! GOOD JOB!

+=====+
| EMERALD CUP |
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There is a jump pad right after the speed boost. If you hit it, you can fly off to the end of junction two, pair #1 and take a good shortcut [See JUNCTION PAIR #1, RIGHT JUNCTION].

If you missed the jump pad, the track is very straight and then there will be a speed boost on the right side. Hit it and shift to the left side to hit another speed boost. Then shift to the right once more to hit a third speed boost.
END JUNCTION

JUNCTION PAIR #2

RIGHT JUNCTION

After you take the junction, there will be a small section of straight track and then a speed boost. The track will become a shallow turn to the right and then will become a very sharp turn that you need to hold R on. This turn lasts for quite a while. After it, there is a long straightaway. In the distance you should see and wide turn to the left which you'll probably need to hold left all the way on. After that the rails on the side of the track will disappear, and there will be a long, thin pit area in the center, which you should take while boosting. When the pit area ends shift to the right side to hit a speed boost and then remain on the right side to hit another. There is one to the left right after that, but it is really close to the second one and you'll probably fly off the track while trying to reach it.

Take it only if you think you can make it. There will be a long straightaway (this is where you end up when you take the shortcut from the left junction) and then the rails will appear on the track again. The tracks will then merge.
END JUNCTION

There is a speed boost right when the two junctions merge and then there is a loop right after that. You'll then come to your next pair of junctions.

JUNCTION PAIR #2

LEFT JUNCTION

If you take the left side there is a slight turn to the left and then it instantly switches to a turn to the right. There is a speed boost which you should hit, and then you'll come to a cross over between the two junctions. Just continue to go straight if you want the quickest path and there will be a short, but sharp turn to the left with a speed boost.
END JUNCTION

JUNCTION PAIR #2

RIGHT JUNCTION

If you take the right side there is a slight turn to the right and then it instantly switches to a turn to the left. There is a speed boost which you should hit, and then you'll come to a cross over between the two junctions. Just continue to go straight if you want the quickest path and there will be a short, but sharp turn to the right with a speed boost.
END JUNCTION

You'll come to a wide part of the track that is also a wide turn to the right that lasts quite a long time. On each side there is a thin pit area, which you should cruise over if it's your second or third lap. In the center there is a speed boost. Stay centered and the track will become thin again. There will be another speed boost in the center and then one on the left side. There is a shallow turn to the right after that. In the center you'll come two speed boosts, one right after the other, and then another speed boost which is a little off the center, toward the right. Head straight for little more to reach the third pair of junctions.

JUNCTION PAIR #3

LEFT JUNCTION

There is a long section of straight path and then there is a downward turn to the left. In this turn, you should stay in the center and for the first part you just need to tap the control stick a few times to the left, and the second part you may need to hold it slightly to the left. When the turn ends there is a straightaway that lasts for a good long while. There is then a turn to the right that jerks upward, with a speed boost in the center. That speed boost is followed by another speed boost in the center, and then a speed boost to the right. Shift to the left after that to hit yet another speed boost and remain on the left side to hit another speed boost.

There is a very long straightaway next and you should slowly shift to the right as you cruise down it. When you get all the way over to the other side stop and hit the speed boost. There is a VERY long straightaway that is perfect for boosting, and then there is a very slight turn to the right that is hardly noticeable. The track will then merge...

END JUNCTION

JUNCTION PAIR #3

RIGHT JUNCTION

There is a long straightaway and then the track will curve downhill and to the right. It starts off shallow, but gets sharper and sharper as you near the end of this long turn. After that is a long straightaway, and then a shallow turn to the left with a jerk upward. A speed boost is on the right side of this tiny turn. There is then a very long straightaway, and a speed boost on the right side. Shift to the left after that to hit another speed boost, and then go back to the right to hit one more. Go straight for a little more and there will be two more speed boosts, followed by the junction's end.

END JUNCTION

When the track merges there will be speed boost in the center and then a downward hill that goes for a long time. If you were going really fast before you started down the hill, you can fly off into the air and off the track, so make sure you aren't boosting too wildly. When the straightaway hill stops there will be a speed boost and then the fourth junction pair.

JUNCTION PAIR #4

LEFT JUNCTION

If you are going at a nice speed, you can hit the jump pad that is located at the very beginning of the junction. Fly over the gap and aim for the part where the right junction ends. Remember if you are going slow, you'll fall into the abyss and retire. If you don't take the jump pad, just take the turn to the left. The junctions will cross but just continue going straight. There will be a slight turn to the right and another jump pad (dunno why they placed it there; it doesn't really help you. After that the paths will merge.

END JUNCTION

JUNCTION PAIR #4

RIGHT JUNCTION

If you take the right junction, there is a small turn to the right and then a turn to the left. There is a speed boost here, which you should hit. The two paths will cross, but if you just go straight you won't mess up. There is a short, sharp turn to the right next and then a speed boost. The paths will then merge.

END JUNCTION

The track will get very wide and there will be two thin pit areas on each side. Cruise over them and get in the center the track will become thin again and there will be two speed boosts, one on the left side, one on the right side. Take them both and shoot to the start/finish.

LAP ONE:

Junction Pair #1: Take the left junction and use the jump pad to complete the shortcut.

Junction Pair #2: Take the left junction

Junction Pair #3: Take the right junction

Junction Pair #4: Take the left junction and complete the shortcut.

LAPS TWO AND THREE:

Junction Pair #1: Take the right junction.

Junction Pair #2: Take the left junction

Junction Pair #3: Take the left junction

Junction Pair #4: Take the left junction and boost before the first jump pad to shave off many seconds.

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      ><><><><><>          LIGHTNING: HALF PIPE          <><><><><><>
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                DIFFICULTY: *****
                GAME DIFFICULTY: ****
                NUMBER OF SPEED BOOSTS: 14
                RECOMMENDED BALANCE: Halfway to acceleration

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Gimmie a H! Gimmie an A! Gimmie a R! Gimmie a D! Gimmie italics, bold, double underlined, size 500 font! What's that spell? Well I can't do the description here but the base is HARD. Yes this deserves all the extra crap (the word) due to the fact that it is probably the most frustrating track in the game. And they rate it four stars? It takes place inside a half pipe that has no edges on the sides. It also has the biggest terror in the game. It's... ah I'll surprise you. You MUST make sure the vehicle is halfway to acceleration due to the fact that it has such sharp turns. This is one of those levels, however, where you can still take it slow but get in a decent place like fifth place. You'll NEVER hear me tell you to boost except for some small things, because they are too dangerous.

You'll start out on a straightaway, and then the track will curve into the dreaded half pipe. You'll start out on a straightaway. Hit the speed boost in front of you (also note that sometimes I will tell you to AVOID a speed boost). There will be a wide turn to the left and then a brief straightaway. There is then a sharp turn to the right. If you know what's good for you, you'll hold R during this to avoid falling off and losing speed. There is then a small straightaway, and then a boost. After that is a fairly wide S turn that shouldn't give you much trouble. If you're going too fast, however, you can fly off. There is a boost located to the right of the track. The track will then even out to flat ground and there will be a wide turn to the right. Shortly after, however, it'll become a half pipe again (NOOOOOOOOOOOOOOO!). There is a speed boost located on the upper part of the left side of the half pipe here. Take it only if your turning is good!

A vehicle with turning similar to Captain Falcon's is good for the boost, but a vehicle with crap turning like the Frost-Lynx (okay not CRAP turning but it still isn't that good) won't make it. After that, there is a very long straightaway. Stay centered to hit a speed boost. You will now enter a series of corkscrews. Stay in the center because the opposite side of you will disappear and you can fall. To hit the following three speed boost, you'll have to tap to the left a little each time. After the fourth boost, the track will become flat again but no, don't celebrate. Shortly after the straightaway of flat track is the half pipe. Take the shallow, but extremely long turn to the right with care, and then there will be a moderate S turn. Slow down on this if your vehicles turning isn't that good, but otherwise, you should be fine.

of corkscrews that do tiny turns, and even a tiny turn in a corkscrew can mess you up. Fortunately there are TONS of pit areas on this track, usually one at each path of each junction (that's a nice amount of twelve pit areas). Also all of these pit areas are enough to restore at least 9/10 of your energy.

Like Double Branches, I will describe this track junction by junction. I'll do the middle junction first, the left junction second, and the right junction third. You'll start off on a straightaway with rails. After the start the rails will disappear. There is a slight hill and then the first junction appears.

JUNCTION ONE

MIDDLE PATH

There is a speed boost right at the start of the middle path. You'll notice how thin the path starts to guess. You need to stay in the center the whole time if you want any chance of surviving. There is a straightaway next and then a very, very, very, very shallow turn to the left that looks like it's part of the straightaway. If you're on the right edge, you can fly off here so be careful. There is some more straight track (not the fact that the three junctions have gotten closer together here.) The track will then curve into a corkscrew. This is a minor corkscrew and will end quickly. There will be yet another corkscrew after that and then the track will curve slightly to the right. The track will then start to go to the right a tiny bit and a pit area will appear. Cruising over this should restore about 9/10 of your energy. The tracks will then merge.

JUNCTION ONE

LEFT PATH

There is a slight bump in the track when you start. Next is a short straightaway, followed by a corkscrew and a speed boost. There is then another long straightaway, followed by a corkscrew. Next is a short straightaway, then a speed boost followed by... well, you know. There is then a turn to the right and the tracks will merge. Okay, this was a short split.

JUNCTION ONE

RIGHT PATH

There is a straightaway and then the track instantly curves into a corkscrew. This corkscrew lasts for only a short while. After there is a straightaway with a very shallow turn. Some more straight track follows after that. Near the end of the straightaway there is a speed boost. Hit it and the track will tilt to the right. Just stay in the center while it's tilting and you'll be fine. The track will even out again and there will be yet another straightaway. Next, you'll encounter a part in the track that goes downhill and to the right. After that the tracks merge.

There is a shallow turn to the right and then the next junction appears.

JUNCTION TWO

MIDDLE PATH

There is an instant shallow turn to the right when you go through this junction so be prepared if you're on the left side. The track will then become a straightaway going diagonally to the left and uphill. When the track stops going uphill and evens out the track will straighten and the straightaway will end. There will be a tiny turn to the right and you'll go down a small hill and then back up the hill again. This is on a straight part of the track. There is then a slight turn to the left and the track will remain going diagonally to the left. This area is a straightaway. You should spot a pit area near the end of the straightaway. This pit area should restore all of the energy you have. While you are cruising over this pit area the track should go slightly to the right and uphill. It will go uphill for some time and then the tracks will merge.

JUNCTION TWO

LEFT PATH

The track starts off like a straightaway. This straightaway lasts for a very long time. The track will then start to go uphill and there will be a speed boost. The track will continue straight some more and then it'll even out. There is yet another straightaway next and the track will start going uphill slightly. Not surprisingly, the uphill part is completely straight. Once the track evens out you'll spot a pit area in the center of the track. Cruise over this (about halfway through there is a very shallow turn to the right) and then the track will start to go uphill yet again. It'll curve very slightly and then become straight again. The tracks will merge shortly after.

JUNCTION TWO

RIGHT PATH

At the start, the split is basically a long straightaway going up and down small hills. This will last for a LONG, LONG time and you can go really fast here by boosting. Use up as much energy as you want here, because after the straightaway a long pit area will appear. About halfway through the pit area the track will become a shallow turn to the right, but then it'll become straight again. Continue heading straight for the rest of the split and the paths will merge. Once of the easiest splits in the level.

The track simply goes straight for a short time and then the tracks will split once more.

JUNCTION THREE

MIDDLE PATH

This is the toughest middle path yet. If you are going at high speeds here due to boosts, the slight turn to the right and the instant corkscrew that follows could lead you to flying off the edge. Anyway, if you're going at a fair speed here the corkscrew should be no problem. As it ends, the track will curve to the right. When it stops, the track will become a small straightaway. There is a speed boost in front of you. Hit it and STAY IN THE CENTER. There will be a HUGE drop off here. You can now choose which track you want to land on. The right split in the third junction leads to the middle track and the left split in the third junction leads to the left path. I'll just assume you stayed where you should stay and landed on the right path. Anyway, the track is a very long straightaway that is "hilly" due to the fact that there are small hills going up and down many times.

There is a pit area after the hills (the track remains a straightaway) that should restore all energy lost, even if your energy is at zero. After the pit area the track will curve a tiny bit to the left and the junction will end.

JUNCTION THREE

LEFT PATH

There is a long shallow turn to the right as soon as you start the path. This turn requires you to simply tap the control stick to the right a couple of times. Once the track becomes straight again, there will be a speed boost. Hit it and the track will then curve VERY SLIGHTLY to the left. The track will then become a very, very long straightaway. Start boosting here because the drop off is about to come. When you land you'll be going down a slight hill. The track will alternate between even track and small downhill areas. It is basically straight this whole time. Near the end of the even/downhill part of the track there is a pit area. This pit area should restore all lost energy. The track remains straight for the rest of the split after that, and then the tracks will merge.

JUNCTION THREE

RIGHT PATH

The track goes straight for a very brief time here, and then it becomes one of

those weird corkscrews that can mess you up if you're going too fast. Just slow down a little if you are over 1300 KPH and you should be fine. After the weird corkscrew the track will begin to head downhill. It will twist a little throughout this whole time but stay straight and you should be fine. There is a speed boost at the very end, and then the huge drop off. Right when you land you should enter a hilly area that is composed of small hills going up and down. Shortly after the tracks will merge.

Head straight and you'll hit the fourth junction.

JUNCTION FOUR

MIDDLE PATH

The track is a straightaway at the very beginning. Right after the end of the straightaway the track will curve into a corkscrew. Stay in the center of it to get past safely. The track will then become yet another straightaway and then shortly after a corkscrew will form, curving in the opposite direction of the first. There is then a straightaway here and the track will then form into yet another corkscrew. When you end that corkscrew the track will be TILTING to the right. If you go straight it will even out. After it evens out there will be a speed boost. Hit it and rails will appear on each side of the track. Head straight and there will be a pit area that is big enough to restore all of your energy. This pit area is laid down onto the widest turn on the track, which is a shallow turn to the right :) There will then be a small drop off. After that, just head straight and the tracks will merge.

JUNCTION FOUR

LEFT PATH

If you are going fast when you start, this split can be a bit difficult. It INSTANTLY becomes a corkscrew that is turning slightly to the right. Although it's a shallow turn, the spinning can distract you so pay attention. The track will then tilt and even out (the track will remain straight this whole time) after that. Continue to go straight and then there will be a speed boost. After that the track will start shifting to the left, and will end up being a straightaway going diagonally to the left. Head down the hill here and then rails will appear on each side. Next, there is a pit area and then a wide turn to the right. After the pit area the rails will disappear and there will be a small drop off. Continue to go straight after the drop off and the paths will merge.

JUNCTION FOUR

RIGHT PATH

The track instantly becomes a weird corkscrew that turns to the left when you start so slow down a little if you feel you are going too fast. There is then a very, very, very long straightaway and then a speed boost. After the speed boost is a short section of straight track and then the track will curve down and to the left. Rails will then appear on each side and the track will start to curve upward sharply and to the right. There is a pit area here that should restore about 9/10 of your energy so use it. The small drop off is after that and then the track will remain straight for the rest of the split. The tracks will then merge.

Head straight for a long, long time and you'll come to the start/finish. Whew, that took me 90 minutes to write!

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  ><><><><><><>          SAND OCEAN: LETERAL SHIFT          <><><><><><><>
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          DIFFIUCULTY: ***
          GAME DIFFICULTY: ****
          NUMBER OF SPEED BOOSTS: 8
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RECOMMENDED BALANCE: All the way to max speed.

This track is basically made up of junctions. One junction is about two feet and drives you right off the edge, while the other allows you to continue through the track. It can be hard to notice which way these junctions go, even though they have arrows pointing at the correct one you should take. There are some good, long pit areas here, and some nice places for boosting, but some parts of the track can be difficult due to lack of space and rails. You'll start on a straightaway. After you pass the start, shift to the center and there will be a speed boost. After that speed boost in a tiny part of straight track and then the first "split" as I like to call them.

These splits aren't something major to deal with, you just have to have decent hand-eye coordination to get past them safely. On this first split, you should shift to the left to avoid retirement. There is a speed boost shortly after the split and then a straightaway. In the distance, you should see a long, wide turn to the right. When taking this turn, it is not necessary to hold down the R shoulder button. Just tap the control stick when needed to stay in the center and hit a speed boost. You'll come to your second split here, and for this one you should also shift to the left. After that is a straightaway that lasts for quite a long time. At the end of that straightaway is a third split.

You need to shift to the right for this split. After that is a small section of straight track and then a speed boost. Following the speed boost, there is a turn to the right that shouldn't give you much trouble. On each side of the turn is a single, thin, long pit area that should restore any lost energy. Shift to the center of the track after the pit areas to hit a speed boost. After that speed boost is a section of straight track and then a split. Shift to the right on this one. Right after the split, the track should get a tiny bit thinner, and you'll enter a cave. Head straight for a short while to come to another split where you should shift to the right on.

Following that split is a straightaway, and then yet another split. Shift to the right and that'll be the end of the splits for a little while. There is a turn that is similar to the one before the three consecutive splits. The turn is pretty much EXACTLY the same due to the fact that it is a shallow turn upward (to the right) that should give you no trouble at all and that there are two long, thin pit areas, one on each side. These pit areas are even longer than the ones before, and you might be able to pull a few boosts off on them. The track will become a straightaway and will get slightly thinner after that. There will be another split, but this time you should shift to the left.

After that is a small straightaway and then a split where you should go to the right. There will be a wide turn upward and to the right after that, and it doesn't last that long. If you stay in the center, you can hit a speed boost right at the turn's end. After the turn, you'll exit the cave and be on a railless area of the track. There is a split here, which you should shift to the right to pass, and then a straightaway. There is a small hill that rises and lowers during that straightaway, and then there's a split where you should shift to the right. There is then another straightaway where the track tilts (not curves, tilts) to the left so it looks like it's going into a corkscrew, but then it evens out again.

After that there is another split, and you need to shift to the left here. There is a speed boost pretty much RIGHT after that split, so be ready. Following the speed boost is a long straightaway, and then some rails will appear on the track again. Good. There will be a short, downhill turn to the left that is really shallow and then there will be a straightaway and the rails will disappear again (NOOOOO!). At the end of the straightaway is a split and you need to shift to the left here. Now SHIFT TO THE CENTER AND STAY THERE since there is a

There is yet another hill after the pit area that goes up and down. Coming up now is a jump pad. It is to the left of the track. It is your choice to take, it mainly depends on the speed of your machine. Just keep in mind that all this junk and debris will appear at the top of the track, and if you might end up smashing into one, causing you to lose all your speed. It's your choice, I almost never take it. If you don't choose to take the turn, you'll simply have to get past one of the few shallow turns this track has. The first turn is to the left. Stay in the center and it'll be no trouble at all.

After that there will be a straightaway. This straightaway is very bumpy (there are all these very short/brief rises and falls in random locations here) and you might lose some speed while cruising over it. You'll notice, however, that rails have been placed on each side so you're safe... for the moment. Boosting on this bumpy straightaway will guarantee that you'll speed past the bumpy area in about two seconds, so do that if you have some energy left. There is then another up and down hill. DON'T boost at the top of this hill. Instead, shift to the right to cruise over another pit area, that should restore at least three fourths of your energy. Shift to the left right after that and you'll cruise over another pit area that should restore any energy that wasn't restored last time.

There is, oddly, no downhill after this, so nothing will happen if you boost at the top of the hill. There is now two speed boosts, one on each side of the track. After the speed boosts, there will be some straight part of the track and then the track will start to slop upward (the upward slope isn't as steep as the main hills) and there will be a very, very shallow turn. At the top of this hill BOOST and you'll fly off the drop off and gain lots of speed. You'll notice that the track has become a tiny bit thinner, but that's nothing to worry about unless you are used to going through the track on its outside edges. There is a long straightaway and then a very shallow turn to the left.

After the shallow turn, the floor of the track will become a fence-like area and some rails will appear on each side. The fence-like area is mainly a short straightaway. When the floor goes back to "normal", the track will become very bumpy like it was earlier. Stay in the center and boost to hit a jump pad which should speed you up a bit. Boost in the air to go really far, and when you land you'll be at max speed. If you didn't hit the jump pad, boost all the way through the bumpy area, since it lasts a long time and you could lose a lot of speed. After the very bumpy area there are two speed boosts, one on each side, and then the track will become very, very narrow. Stay in the exact center and you should have a tiny amount of room to maneuver.

This narrow track is, fortunately, a straightaway so if you stay centered, you won't have any trouble dealing with it at all. At the end, the track will become very wide again. Cruise down the center of the straightaway, and you'll reach the start/finish.

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  ><><><><><>          AEROPOLIS: DRAGON SLOPE          <><><><><><>
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DIFFICULTY: ****
GAME DIFFICULTY: *****
NUMBER OF SPEED BOOSTS: 17
RECOMMENDED BALANCE: Default

For a machine that does very well on drop-offs, like the Frost Lynx-G4, this track is very easy and you should get at least five seconds ahead of everyone, even on master difficulty! For a machine that does poorly on drop-offs, you might have a hard time keeping your first place position. Why? I'll explain later. Okay, you'll start out on the usual straightaway. Shift to the center to

DIFFICULTY: *****

GAME DIFFICULTY: *****

NUMBER OF SPEED BOOSTS: 3

RECOMMENDED BALANCE: Halfway to acceleration.

First, take a look at the course. I mean it, it just TOTALLY shows off what the Gamecube can do. It is incredibly detailed! You have to see it to know what I mean. Secondly, this course is VERY different from the last nineteen courses. It takes place in a sort of computer generated world, with the floormade out of multicolored pixels and the background being black with green squares floating around. All of this comes at a big price. There are only three speed boosts, and a track this big needs at least ten. Also, the paths are incredibly thin, and it can bash you around a lot. I mean A LOT. You can break down just by going through one of those paths (this is why I recommend halfway to acceleration).

Yet another thing, the pit areas have a bottomless pit RIGHT where they end. I mean RIGHT. So you are going to have to pull away from the pit to avoid retirement. There are a couple different junctions in this course too, and an ice zone at one part. Okay now a strategy. You'll start off on a big straightaway. There is a very shallow turn to the right that goes slightly downhill right after the start. There will be yet another longer shallow turn to the left heading uphill shortly after the first turn. Halfway through the second turn there will be a tiny patch of straight track, and then the track will start to curve upward steeply and to the right. This looks like a sharp turn, but it really is just a shallow one. It lasts for a very long time. Just stay in the center of the track the whole time.

When you get to the top there will be a brief straightaway and then a sharp turn to the right that doesn't require you to hold R, but you should hold right on the control stick all the way. Next there will be an extremely shallow turn heading uphill, and then the track will start to dip. There is a little bit of straight track after, and then the track will dip again. Shift to the center of the track during this part and you'll hit your first speed boost. You will then go through a loop that becomes a very, very, very shallow turn to the left near the end. You'll see two junctions up ahead, one heading down and one heading up. As I said before, you'll have to be really careful on these junctions and boost only when there is a long part of straight track or you'll bounce around and lose all energy.

If you take the left junction, there will be a wide, left turn which doesn't require you to hold the control stick all the way to the left the whole time, but you'll need to do that in only certain places during the turn. This turn lasts for basically the whole time, all the way until the tracks merge again. If you take the right turn you'll be faced with the same type of turn as the one in the left junction, except for the fact that this one is a lot shorter. At the end of the turn the track will turn into a brief, downhill straightaway which is safe to boost on. When the two tracks merge again, you'll go through another loop and right at the end you'll be faced with a sharp turn to the right that may require you to hold down the R shoulder button. You'll then come up to another junction.

If you take the left junction you'll be faced with a very short, very shallow turn to the left, and then there will be a speed boost. This boost is practically unavoidable due to the track being so thin. After the speed boost, the track will start to dip to the left and you'll be forced to go through a shallow turn to the left that shouldn't give you much trouble if you simply give the control stick only a few taps. Taking the junction that is on the right side, the track will instantly start to dip to the left and you'll have to take a long, shallow turn to the left. This turn lasts the whole junction, and at the very end there is a speed boost. Yay. You'll now come to a wide part of the track that contains

start/finish.

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><><-----<><>
  ><><><><><>          OUTER SPACE: METEOR STREAM          <><><><><><>
<><><-----<><>

          NUMBER OF SPEED BOOSTS: 11
          GAME DIFFICULTY: ***
          DIFFICULTY: **
          RECOMMENDED BALANCE: All the way to max speed
```

Wow... just look at the graphics of this course. The meteors flying everywhere, the orange line shooting past you, and the track itself is incredibly detailed. This is a great track, because there are so many unexpected things here. Begin by going straight and you'll go off a drop-off. You'll now be in a sort of pipe, except this is very wide. It looks like you'll die if you go off the edges, but you won't so don't worry. There is a speed boost in front of you and after that the track turns a bit to the right. There is then another boost and after that is something that looks like a portal of some kind. It is really a part of the pipe that is all an ice zone. There is a turn to the right at the beginning and then up ahead there is a speed boost.

Right after that you'll exit the ice zone area and find yourself back in the normal pipe. It basically goes straight for a while and there are two speed boosts on the way, so make sure you hit them. Right after the second speed boost is another ice zone part although this is a corkscrew. It seems a little messed up. After that, you might find yourself on the ceiling. If you missed the next speed boost (you'll be able to tell) then get down to the bottom or you'll miss out on the first pit area. Go straight for a long time and you'll come to another ice area. This one is really short and only has a slight turn to the right. Try to stay on the left side, because if your on the floor when you come out, you'll drive straight over a pit area. It's very long and should refill all your energy.

You'll come to a drop off and you'll be out of the pipe. Drive straight for a few seconds and you'll come to a junction. Which way? On your first lap take the right junction. There will be a speed boost at the start, and then a big turn to the right that contains two speed boosts. If you hit those two speed boosts while making the turn you may fly out of control, so make sure to hold R. After that there will be a turn to the left and the two paths will merge. On your second and third laps choose the left junction. There is a huge pit area right at the start and then a turn to the right. Follow that turn to come to another huge pit area. After that there is a little turn and the paths merge.

From here, hit the booster and follow the two small turns to the left and two the right, and then go straight to reach the start/finish.

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  ><><><><><>          PORT TOWN: CYLINDER WAVE          <><><><><><>
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          NUMBER OF SPEED BOOSTS: 10
          GAME DIFFICULTY: ****
          DIFFICULTY: **
          RECOMMENDED BALANCE: All the way to max speed
```

Welcome to Cylinder Knot rip-off! Here you get a wide version of a cylinder knot with a drop off! Go straight at the start and you'll spot a speed boost. Hit it and the path will turn slightly to the right. From there, go straight a little more and there will be a sharp turn to the left which you should take. The path will thin out a little here and it'll curve slightly to the right. There will be a speed boost here so hit that. The path will now continue to go right. Stay on

The path will be pretty narrow here, but it will remain straight the whole time. At the end you'll hit a speed boost. Right after that is a drop off. You'll drop a long way down and there will be a right 90 degree turn at the bottom. If you used a boost right before the drop off and have a good car that can "fly", you might be able to bypass that first 90 degree turn. But right after that is a 90 degree turn to the left and that can cause problems if you land RIGHT in front of it. After those turns is a straightaway, complete with a boost at the end. Here, the track narrows again. Stay in the center and you'll cruise over a thin, but long, pit area. The pit area widens at the very end, but right after that is a 90 degree turn to the left. Go straight and here's a little thing that can be frustrating: three 90 degree turns one after the other. The first is to the left, and right after you'll have to push yourself to the left again, and then there is one more turn.

The path will narrow again, and you should use your boost here (stay centered). About halfway through the narrow section, the track will curve to the left so stay centered. After that is a drop off and you'll go down to a very wide section of track. The section is also very bumpy and you can lose speed here, so use your personal boost. After that the track will turn, and then there will be a boost. Next, the track will curve again, to the left. After that you'll pass a checkpoint and there will be a pit area that starts on one side, and goes diagonally to the other. It is long and wide, and you should be able to totally refill your boost. After that is a straightway, and then a sharp turn to the left. Not a 90 degree turn, but still sharp. There is some more straight sections, and then another sharp turn.

Head straight and the path will curve to the left and right alternating. There are a couple of boosts in the middle of the mess. Follow it to reach a huge final stretch of track, followed by the start/finish.

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  ><><><><><><>          GREEN PLANT: SPIRAL          <><><><><><>
<><><-----<><>
                                NUMBER OF SPEED BOOSTS: 9
                                GAME DIFFICULTY: *****
                                DIFFICULTY: *****
                                RECOMMENDED BALANCE: Default
```

Take a look at the graphics. Stare away. I mean, the moss on the rocks are so detailed, the track is laid out so well. Okay better start because this is going to be a LONG guide for this track since it is SO BIG!

First off, this is track is a combination of pretty much all the tracks. You'll go through each one in turn. Begin by going straight. You'll notice that the walls curve to form a pipe just like in Intersection. Hit the speed boost and head on through the pipe. The first turn will be to the right and you only have to stay centered (below the knot) and you won't lose much speed. Right before the end switch to the left or right. THIS IS NECESSARY! There is a corkscrew here and there is a bottomless pit in the center. It doesn't matter which path you take. Hit the speed boost and you'll begin to exit the pipe. Once your are fully out of the pipe head straight for a while and you'll reach a very big turn to the left. If you did what I said and left your balance at default, you shouldn't have to hold L or anything. It's a big turn and after that is a brief straight part of the track. Now you'll be at a big turn to the right.

BE READY TO DO A SHARP TURN TO THE LEFT! When the turn to the right ends, it'll go straight into a big turn to the left and you might have to make it a sharp turn. Right after the sharp turn is a drop off and then you'll be at a knot just like in Cylinder Knot. Cruise over to the left side and stay there to run over a huge pit area. It lasts for a very long time and you might be able to pull off

then go through to get the final, super secret track and you end up with the Story Mode Mission One track! This is simply an oval, and it barely requires any explanations. You'll start off going straight for quite a while. There is a speed boost in the distance which you should hit. After that the track will turn slightly to the left. Just stay in the center and follow. There is another speed boost about halfway through the long turn, located in the center, so hit that. At the very end of the boost there is yet another speed boost. Right in front of you now is the super-long pit area. If you choose to go to the left or right, they are both fairly straight paths with one boost in the very center.

After the pit there is another straightway, and then the biggest turn, which isn't that big. It isn't even sharp! Anyway, it goes uphill and to the left, and there is a speed boost halfway through it located in the center. The track will even out to straight at the end, and there is a short pit area on the right and right after that there is a speed boost. For the rest of the track, it is simply straight. Follow it to reach the start/finish.

GREAT! YOU HAVE COMPLETED ALL TRACKS IN THE GAME!

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+-----+
|                (05) STORY MODE WALKTHROUGH                |
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In story mode, you'll play as Captain Falcon, where you'll complete a number of missions. This guide will tell you how to beat all the missions. So far I have completed a total of 2 missions.

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  ><><><><><>      MISSION ONE: CAPTAIN FALCON TRAINS      <><><><><><>
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```

Craving another title, Falcon has trained tirelessly at his base...

GET ALL THE CAPSULES ON THE TRACK AND FINISH WITHIN 80 SECONDS!

There are twenty-five capsules here, and they are quite large, so it shouldn't be hard to miss them. Get all of the capsules on your right first (don't forget the one in the pit area!) and don't bother going back if you miss one. On your second lap, collect all of the capsules on your left. On the third lap, just collect any capsules you missed to complete the mission.

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><><-----<><><
  ><><><><><>      HARD MODE      <><><><><><>
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GET ALL OF THE CAPSULES ON THE TRACK AND FINISH WITHIN 60 SECONDS

This is different. There are thirty capsules here, and they are all in different places. You can't miss one in a lap because this time, you have three different places you want to be. Get all of the ones on the right first, and grab the two on the left at the end. Next, go for all of the ones on the right, grabbing TWO at the end. Finally, go for all of the ones in the middle AND the ones you missed. If you missed one on both sides, just give up because you won't be able to get them in time. You'll have to hit every speed boost you can and use your personal boost often because if you don't, you'll run out of time around the third lap. Good luck.

VERY HARD

VERY HARD

^= speed boost

1= capsule

This is too hard to explain without a map. A | or \ / or - indicates your vehicles path through the capsules.

LAP ONE

```
1 2
 \
  \
   \
```

Just curve to the left to get this capsule.

This is what the next part of the track looks like:

```
  3
 2      5
 \
 1  4
  \
   \
    ^
```

On the path from 2 to 3, you'll have to quickly press R. It can take a while, so be patient in learning.

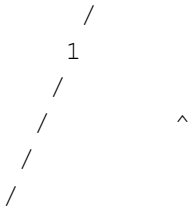
Next is simple. There is a single capsule on the left side and a speed boost in the middle. After the turns, you'll come to a speed boost in the center. This is what the track will look like after the speed boost.

```
  4
  3
 / ^
 |
 |
 2
 |
 |
 1
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  \
  \
```

You'll have to be quick in getting from 3 to 4, but the others are easy.

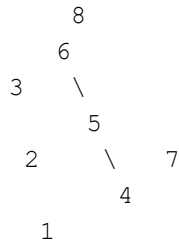
There is a single capsule in the center after that, and then two located on each side. Take the one on the left. This is what the track looks like next.

```
      \
        4
        /
6      3
        /
      2 5
```



Ignore the boost and go collecting the four capsules. The \ at the end shows that you need to move away from the wall.

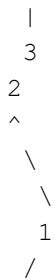
There is now a single capsule in the center, and a speed boost after that followed by two capsules. Hit the boost and collect the right capsule.



It may be hard taking that path from 6 to 8 but otherwise, it's easy.

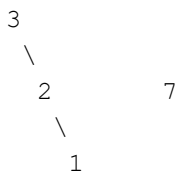
LAP TWO

Collect the remaining capsule on the left side, and then hit the boost and collect the capsule in the center. To the left of the pit area is this:



The | at the top tells you to just head out of the area. Hitting the boost and collecting 2 then 3 instantly can be hard, so practice.

Collect the capsule on the right side and then hit the boost. Grab the single capsule on the left and then switch to the right side. This is how the final batch should now look:



Just go straight through.

LAP THREE

If all went according to plan, this last lap should be a piece of cake. Collect the first capsule you see on the right, and then from that point on boost constantly. Cruise over the pit area and boost while doing so. Collect the single capsule on the right, and then cruise some more while boosting and

collect the final capsule on the left.

This level can take you HOURS to beat, but keep practicing.

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><><><><><> MISSION TWO: GOROH: THE VENGEFUL SAMURAI <><><><><><>
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Falcon chases a bounty into the wastes and lands in an ambush...

BEAT SAMURAI GOROH TO THE GOAL!

Before you start, bring you balance ALL THE WAY to max speed. Goroh is quite fast. You'll have to slam into him a couple of times with X and use you boosts only when needed to beat him. The track itself is not a threat, but the boulders falling are. They will begin to fall about a quarter into the track. Weave around them, because they can cause massive damage to the Blue Falcon. The best way to do this is to catch up to Goroh at the beginning, then slam him off the edge using X. Otherwise, he'll be quite tough to beat. Then, you can take the track slowly, avoiding the boulders, until you reach the goal.

HARD MODE

BEAT SAMURAI GOROH TO THE GOAL!

Goroh seems a little bit faster, but the boulders come CRASHING down a TON! Do the same as you did last time, by catching up to Goroh at the beginning then knocking him off the cliff. You'll have to navigate the course REALLY slowly if you want to survive because of all the boulders. If you want, you can try to take it fast by quickly dodging boulders and that is sometimes easier, but never use boosts. You need all the energy you can get.

><><-----<><<
><><><><><> MISSION THREE: HIGH STAKES IN MUTE CITY <><><><><><>
<><<-----<><<

After dealing with Goroh, Falcon visits a club to try to relax...

REACH THE GOAL FIRST!

This is hard. Turn your machine toward max speed before you start. Even though this track is made up entirely of 90 degree turns, you NEED the speed. Badly. Do drifts on the first couple of turns and then you'll come to a jump pad. Hit it and turn left to bypass a turn. Make some more turns and you'll spot another ramp. Hit it and turn. Right after that is a third ramp that lets you bypass another turn. After that is the pit area, then the start/finish. You must complete three laps and finish first to win.

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><><><><><>MISSION FOUR: CHALLENGE OF THE BLOODY CHAIN<><><><><><>
<><<-----<><<

A nasty crew stalls Falcon in his quest to stop Black Shadow...

CRUSH MICHAEL CHIAN'S MACHINE AND HIT THE CHECKPOINT FIRST!

First off, you'll want to put your balance all the way to max speed. Now wait until you hear the words "Booster OK" then do a boost. You should catch up to the first couple of machines. Use Z and you'll knock out at least one of them. Now do a couple more boosts(no more than two) and you'll catch up with some more machines. It is vital that you destory at least two more of these machines or else your energy won't last to the pit area. Do another boost and you should be near a ton of cars. Try to get as close to them as possible, then slam into them

starts, you ask? Well, the track has N-O walls. NONE. Period. The track is wide and stays wide, but it has some very sharp and unexpected turns that you must handle. I suggest you bring your balance all the way down to acceleration before you race. Trust me you need to.

You'll start off by going straight, and then you'll hit a turn that goes to the right. This isn't sharp, and only requires you to simply steer. You'll then hit wide turn, but this one is to the left. After that you'll reach a turn that dips to the right. Unless you didn't set your balance all the way down to acceleration on this one, you should have no problem. After that is our first turn that brings us really close to the edge. You MUST do a sharp R turn to complete this. After that you'll reach a turn that requires you only to steer. However, the turn will soon form into another sharp turn that REQUIRES you to do a sharp L turn. After that, there are no more sharp turns.

You'll come to a couple of drop-offs. Some of them have turns right before, so if you mess up, you can drop right off the edge. The final part of the track has a very thin, wavy pit area, although I doubt you'll need it. After that is the start/finish.

NOTE: Seeing as how the hard mode strategy is the same as the very hard mode strategy, I will not include a strategy for hard mode.

VERY HARD MODE

If your balance is to the right 70%, then you should do fine. You'll start off in second, and if you stay centered you should pass the ghost. Continue to stay centered but shift to the right during the "shallow" turn so you can cut off time. Just cruise along, and stay in the center during the "shallow" turn to the left so that when it turns to the right you won't be on the outside. Again, stay to the center during the next turn to the right, the one that dips a little. Try as hard as you can to stay to the right during the sharp, upward turn, but you'll eventually have to hold R. Once you complete the sharp turn, stay centered during the straightaway. You should shift to the left during the sharp turn to the left, and when it starts to curve upward, push a little harder, and remember: you can't complete the second part without holding the L trigger.

Cruise along the straightaway and stay in the center during your trip up the hill. About halfway through the staff ghost should pass you. When you reach the series of drop offs, make sure not to touch anything but A. You'll have to hold the tiggers for some of the turns to the drop-offs. When you land on the main path again, shift to the right and stay there until you start to approach the start. Then shift back to the center. When you pass the start, boost twice instatly. Take the first turn, and then boost twice more. Now just go through like normal until you come to the straightaway after the sharp turn. Boost once on the straightaway and then climb the hill like normal.

Right before you reach the top, boost. You should fly ahead of the staff ghost, and land on the platform after the first drop off. If you have any leftover energy, use it now. When you reach the pit area, make sure you fill it up all the way. Otherwise, you'll have a hard time winning. Boost twice, and wait about two seconds and do another two boosts. Go through the track as normal (the staff ghost should pass you before the sharp upward turn) until you reach the straightaway after the very sharp turn, which you should boost on. Do the boost right before the top of the hill and if you have anything left, use it then.

When you cruise over the pit area, boost wildly to complete the mission.

STORY MODE COMPLETE! GREAT JOB!

Now you unlock Deathborn! And he costs twenty tickets! And he sucks!

+-----+
| (06) ALTERNATE STORY MODE WALKTHROUGHS |
+-----+

Here are some alternate story mode walkthroughs sent in by people who read this FAQ. If you have some alternate strategies, please send them in!

-----FROM Trimis-----

Mission One - CAPTIN FALCON TRAINS -

There's 35 spheres now - and collecting them all under 60 seconds will be VERY difficult indeed. First off they are placed in areas which require you to "L" or "R" to the side VERY quickly (going straight will miss them), and some require you to go on an angle towards a wall to pick them all up. If you miss a single one you're best bet is to restart. You *can* afford to miss a single boost however - I would recommend skipping the initial last boost (the one after the pits) to collect a hard to get sphere on the left - then get to the right wall and try to get three more. There aren't any spheres in the pit area though - so you can collect the ones on the left - right sides on the first two laps then boost through the pits on your last lap. (Trust me you'll need it). Beating this difficultly will free the Rainbow Phoenix racer. Again get one and then hit the L or R buttons to dash to the side to grab another. The final 6 will be the toughest to get.

Mission Two - GOROH: THE VENGEFUL SAMURAI

There's even MORE rocks that drop this time. Goroh will boost to stay in front of you (he has an unlimited amount of boosts it seems) for most of the track. If you can knock him off more power to you - I just raced him normally. At some point he *may* hit a rock enabling you to get in the lead near the very end. Boost for all your worth to beat him there. I found that the outside of the track was the 'easiest' area and let me avoid most of the rocks save for that last left turn - when you'll need to be on the inside to avoid whackin into one. Beating this race on very hard will free up the Spark Moon racer. (Tip - boosting twice at the beginning will keep goroh in front of you, but not too far ahead that he won't be affected by the boulders or too close that he'll boost again.)

Mission Five - SAVE JODY!

Remember what you've just done the past two times? Guess what? Do it five seconds faster (40 seconds on very hard). You MUST BOOST EVERY TIME YOU CAN AND GET EVERY SINGLE GREEN SPHERE to win here. EVERY SINGLE ONE. If you slow down - restart. If you hit a wall - restart. There's no helping it (to my knowledge), just try your best not to hit anything and get every single sphere. Beating this on very hard will free the Cosmic Dolphin racer. I mean it - boost from the start till the end of the race - boost even if your power runs out - you'll need to restart if you so much as tap a wall.

Mission Six - BLACK SHADOW'S TRAP

800 kph is the speed you can't fall under this time. Since I had no problems with the other two difficulties I had no problems here either. Beat it in my second try actually. It was here that I discovered something though - you're balance directly influences your boost speed - if you have a great acceleration but poor top speed you'll boost to 1400+ in an instant, while if you took a great top speed your boosts won't be as grand. It's not related to the course but I discovered it while playing here. Beating this on very hard will free the 'Sliver Rat' racer.

-----FROM Timothy Swantek-----

MISSION FOUR: CHALLENGE OF THE BLOODY CHAIN

The machines have as much life as you have I believe - they won't be blinking at all unless you damage them somehow. Furthermore Michaels car has about two to three times the "life" of any other car in the race. (A side dash won't even make him blink.) If you want to win this one the best way is to take out all the other cars as soon as possible. Boost and side-dash to take out cars on your sides (watch out for their attacks), and if you gain the a lead on a car or two watch the warning arrow behind you - spin when you think the enemy cars are about to pass you to take out a few that are coming up from behind. If all the cars are destroyed Michael will slow down early (as opposed to the end of the race). Side dash him once, then spin attack him when he tries to pass you and dodge his own spin when he tries. Continue the spinning attacks and you'll win in the end. (This, at least, is how I did it.)

+-----+
| (07) CHARACTER PROFILES |
+-----+

This section will list all of the character profiles.

NO. 1 Mighty Gazelle

Four years ago, Mighty Gazelle was the pilot who took the worst damage in the huge accident that led to the temporary suspension of the F-ZERO grand prix races. He just barely escaped death and was resurrected as a cyborg primarily made up of mechanical body parts. Living only for F-ZERO, he ignores the complaints of those who oppose his race participation- no protest would make him skip a race. Because he is a cyborg, he has been able to polish his racing skills without fear of death. Through analysis of his past races, he has fine-tuned all of his reflex-related components.

NO. 2 Jody Summer

Jody Summer is a combat-machine pilot affiliated with the Galactic Space Federation. Her ability is highly regarded, and she is recognized as a hero by both her peers and superiors. For these reasons she was chosen as the spokesperson for the Federation. She wasn't able to win the last Grand Prix championship, but was praised for her bravery and subsequently chosen to be Miss Galactic Space Federation. She still doesn't have a great deal of experience as an F-ZERO pilot, but she has an incredible ability to control speed-that skill alone makes her the target of a great many rivals.

NO. 3 Dr. Stewart

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

NO. 4 Baba

This "wild child" was born and raised amid the natural beauty of Giant, a planet with expansive tracts of green land. He has preternatural animal instincts and a resilient, well-toned physique, both of which factored into his recruitment by the F-ZERO Pilot Selection Committee. He left his home and underwent a great deal of training in order to make his F-ZERO Grand Prix debut last year. He didn't win, unfortunately, and knowing he still had much to learn, he set out on a spiritual journey. As a result, his physical strength has increased twofold. However, he is also a bit overconfident now and is considered somewhat of a big mouth.

NO. 5 Samurai Goroh

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

NO. 6 Pico

Pico was a member of a special unit of the Poripoto army and carried out a number of dangerous missions. He is very aggressive, yet cool-headed enough to do what needs to be done to the bitter end. Individuals who mess with him often don't live to do anything else. After retirement, Pico opened a small shop near the military base, but he still operates as a numerous assassin. The accident four years ago is said to have been caused by his dangerous driving and for this reason he is disliked by many of the F-ZERO fans. This doesn't stop him from running the circuit as recklessly as always.

NO. 7 Captain Falcon

Captain Falcon was the winner of the previous F-ZERO grand prix, an achievement that boosted his already high popularity even higher. Beyond racing, he is quite well known as an extremely capable bounty hunter- just how many criminals is brought in is unknown, but the number is said to be astronomic. Aside from the fact that he hails from Port Town, his past is a complete mystery. His mind and body are honed from the many battles he has survived, and there is no challenge he can't overcome.

NO. 8 Octoman

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

NO. 9 Mr. EAD

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

NO. 10 James McCloud

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

NO. 11 Billy

One of Billy's ancestors was a trained rocket pilot and the first monkey in space. Whether by genetic predisposition or not, Billy's ability as a pilot is truly exceptional, and he's the first monkey to enter the F-ZERO Grand Prix. He

was raised in a special lab where he was educated in human literacy and communication skills. The lab concurrently developed an F-ZERO racer suitable for a monkey and bestowed upon him the honor of piloting it in the Grand Prix.

NO. 12 Kate Allen

Kate is the megastar singer who was chosen to sing at the opening ceremonies of the past several F-ZERO Grand Prix races. Her fans are wild about her powerful dance moves and her soulful vocals. Completely allured by the extreme speed of the race, Kate chose to pursue F-ZERO racing rather than continue furthering her musical career. Taking full advantage of her sense of rhythm and athleticism, she plans to run a rambunctious race.

NO. 13 Zoda

Zoda is in a long dispute with the hero of justice, Super Arrow. He has also been marked by Captain Falcon, and once was almost captured for his bounty. Zoda's crazed tendencies come from a special device that pumps adrenaline and dopamine into his body. He enters the Grand Prix races to raise funding for his sinister plots, and during this latest race, he plans to take out anyone who dares interfere with his master plan.

NO. 14 Jack Levin

Jack is a former pop-group member who set the entertainment industry on fire by pursuing his dream to become an F-ZERO pilot, and he now wins the hearts of many female fans on the F-ZERO scene. Any merchandise bearing Jack's face is an instant sellout. While most people speak only of his good looks and popularity, his racing skills are also worthy of comment.

NO. 15 Bio Rex

Utilizing advanced biotechnologies, Bio Rex was created from a fossilized dinosaur egg. Genetic design allowed for the development of higher brain functions equivalent to that of a human, but as a carnivorous predator, he is still as aggressive as Pico. He first entered the Grand Prix to prove his superiority over humans, but this time around he has entered to satisfy his ravenous appetite for mammoth ribs.

NO. 16 The Skull

The Skull was once the greatest driver in the F-MAX Grand Prix, a competition that predates the coming of F-ZERO by some 200 years. Thanks to the inexplicable powers of science and black magic, he has returned to this world to compete once again. With his remarkable technique and decision-making powers, he now has a chance to extend his legacy into a new generation.

NO. 17 Antonio Guster

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

NO. 18 Beastman

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

NO. 20 Super Arrow

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

NO. 21 Mrs. Arrow

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

NO. 22 Gomar and Shioh

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

NO. 23 Silver Neelson

People call Neelson "Ironman Silver." Despite holding the record for the most F-ZERO races entered by a single pilot, he has yet to win a Grand Prix. He turns 99 next year and is debating retirement, but he also considers it a good possibility that he'll continue his race career even after he turns 100. Silver still loves the old-school machines, and he, AOs become quite crotchety in his old age, Aihe often criticizes the newfangled machines that other pilots are racing.

NO. 24 Michael Chain

Michael is the head of the racing clan known as the Bloody Chain, whose membership up until a few years ago exceeded ten thousand racers. He enters the F-ZERO to showcase his skills and to represent the entire crew, but his efforts are falling short and have begun to leave the organization. The Bloody Chain member numbers have now fallen well below ten thousand, and it's rumored that the crew could be totally dissolved in the next several years.

NO. 25 Blood Falcon

Although listed in the race literature as 37 years old, Blood Falcon is actually a clone created from Captain Falcon's DNA, which was stolen while he was hospitalized after the huge accident four years ago. With that in mind, Blood Falcon is technically only four years old. He is capable of everything Captain Falcon can do, but he has been strictly taught to obey all commands of his evil master, Black Shadow.

NO. 26 John Tanaka

John, the mechanic of the Galactic Space Federation, is in the same unit as Jody Summers. Secretly harboring feelings for her, he entered the race to protect her from danger. If by a stroke of luck, he wins the Grand Prix, he's even considering proposing.

NO. 27 Draq

Draq works with Roger Buster, managing a portion of their cargo-shipping

business. He is an absolutely gigantic fan of F-ZERO and has dreamed of entering the circuit himself since he was small. Roughly over one year ago, Draq and Roger cam across two F-ZERO machines tagged with an unknown recipient and no return address. Draq quickly convinced Roger to let them enter the machines in the last Grand Prix, telling him that they would surley be recognized and the rightful owners would come forward to claim them. No one claimed the machines, however, and the two partners have decided to try again. Draq hopes to win a Grand Prix himself before the owners come to claim the machines- then he could use the prize money to buy a craft of his own.

NO. 28 Roger Buster

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

NO. 29 Dr. Clash

Dr. Clash is an F-ZERO engineer unable to give up his dream of becoming an F-ZERO pilot. He created a special gadget to comensate for his limited athletic ability and, after spending years of research to customize his F-ZERO machine, finally got to race.

NO. 30 Black Shadow

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

No. 31 - Don Genie Sex:Male Age:65

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

No. 32 - Digi-Boy Sex: Male Age:8

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

No. 35- Daigoroh Sex: Male Age:10

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

No. 36- Princia Sex:Female Age:16

Princia Ramode is the princess of the Desert kingdom on the planet Magica, a society with highly advanced scientific knowledge. Her characteristic curiosity often leads her into mischief and oftengets her into dangerous

predicaments. in order to increase her wisdom and life experience before becoming queen, she secretly ran off with her servants on an adventure to a host of other planets. When she arrived on Earth, she happened to catch a glimpse of an F-ZERO Grand Prix and whimsically decided that she, too, wanted to race. Knowing that no amount of persuasion will budge her once she sets her mind on something, her servants were left with no choice but to prepare a machine that fully utilized the scientific technology of Magica.

Spade Sex: Male Age: Unkown

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

No. 40 - Pheonix Sex:Male Age:26

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

REST OF CHARACTERS COMING SOON!

```

+-----+
|                (08) MACHINE PARTS                |
+-----+

```

This will tell you all the available custom machine parts I have unlocked. It gives their name, weight, stat, and ticket cost

```

-----+
BODY PARTS |
-----+

```

Valient Jaguar	Big Tyrant	Grand Base	Fire Wolf	Rapid Barrel
1000 kg	1500 kg	1380 kg	840 kg	580 kg
B rank	A rank	A rank	B rank	C rank
4 tickets	5 tickets	5 tickets	3 tickets	5 ranks

Sky Horse	Aqua Goose	Liberty Manta	Brave Eagle	Speedy Dragon
640 kg	700 kg	380 kg	460 kg	240 kg
C rank	C rank	D rank	D rank	E rank
4 tickets	4 tickets	7 tickets	8 tickets	10 tickets

Megalo Cruiser	Splash Whale	Optical Wing	Dread Hammer	Silver Sword
1600 kg	280 kg	420 kg	1440 kg	620 kg
A rank	E rank	D rank	D rank	C rank
8 tickets	8 tickets	8 tickets	8 tickets	8 tickets

Space Cancer	Holy Spider	Giant Planet		
680 kg	540 kg	1020 kg		
C rank	C rank	B rank		
8 tickets	8 tickets	8 tickets		

```

-----+
COCKPIT PARTS |

```

```

-----+-----
Aerial Bullet | Bright Spear| Super Lynx  | Moon Snail  | Scud Viper  |
240 kg       | 330 kg      | 460 kg      | 260 kg      | 320 kg      |
E rank       | C rank      | B rank      | D rank      | C rank      |
3 tickets    | 4 tickets   | 5 tickets   | 4 tickets   | 7 tickets   |
-----+-----

```

```

Energy Crest | Wonder Worm |Gernet Phantom| Cyber Fox   | Heat Snake  |
500 kg       | 290 kg      | 640 kg      | 370 kg      | 480 kg      |
B rank       | D rank      | A rank      | C rank      | B rank      |
5 tickets    | 8 tickets   | 10 tickets  | 8 tickets   | 8 tickets   |
-----+-----

```

```

Rave Drifter | Spark Bird  | Crystal Egg  |Sonic Soldier| Red Rex     |
230 kg       | 530 kg      | 270 kg      | 310 kg      | 350 kg      |
E rank       | B rank      | D rank      | C rank      | C rank      |
8 tickets    | 8 tickets   | 8 tickets   | 8 tickets   | 8 tickets   |
-----+-----

```

```

Dark Chaser  |
250 kg       |
E rank       |
8 tickets    |
-----+-----

```

-----+-----
BOOSTER PARTS |

```

Titan -G4    | Boxer -2C   | Scorpion -R  | Bazooka -YS | Tiger -RZ   |
540 kg       | 350 kg      | 400 kg      | 250 kg      | 250 kg      |
B rank       | C rank      | C rank      | D rank      | D rank      |
5 tickets    | 5 tickets   | 4 tickets   | 3 rank      | 4 tickets   |
-----+-----

```

```

Triple -Z    | Euros -01   |Thunderbolt-V2| Devilfish -RX| Punisher -X4|
660 kg       | 160 kg      | 860 kg      | 800 kg      | 580 kg      |
A rank       | E rank      | A rank      | A rank      | B rank      |
7 tickets    | 8 tickets   | 10 tickets  | 8 tickets   | 8 tickets   |
-----+-----

```

```

Impuse 220   | Meteor -RR  | Jupier -Q    | Comet -V     | Bluster -X  |
220 kg       | 500 kg      | 230 kg      | 330 kg      | 360 kg      |
D rank       | B rank      | D rank      | C rank      | C rank      |
8 tickets    | 8 tickets   | 8 tickets   | 8 tickets   | 8 tickets   |
-----+-----

```

```

Extreme -ZZ  |
480 kg       |
B rank       |
8 tickets    |
-----+-----

```

Those are all the custom parts in the game.

~~~~~  
DIFFERENT MACHINE COMBINATIONS  
~~~~~

This lists all possible combinations you can make with your machines. Many thanks to Dark Knight because he contributed a lot of his info from his FAQ. Check it out!

~~~~~  
Queen Saffire  
~~~~~

Body - Splash Whale: 280kg

Cockpit - Crystal Egg: 270kg

Boost - Comet -V: 330kg

Stats

Body: C

Boost: E

Grip: D

Weight: 880 kg

~~~~~

Bird of Paradise

~~~~~

Body - Optical Wing: 420kg

Cockpit - Moon Snail: 260kg

Boost - Impress 220: 220kg

Stats

Body: D

Boost: D

Grip: D

Weight: 900 kg

~~~~~

Trickster

~~~~~

Body - Optical Wing: 420kg

Cockpit - Cyber Fox: 370kg

Boost - Impress -220: 220kg

Stats

Body: D

Boost: D

Grip: C

Weight: 1010 kg

~~~~~

Ground Wave

~~~~~

Body - Liberty Manta: 380kg

Cockpit - Sonic Soldier: 310kg

Boost - Jupiter -Q: 230kg

Stats

Body: D

Boost: D

Grip: C

Weight: 920 kg

~~~~~

Out Rider

~~~~~

Body - Funny Swallow: 490kg

Cockpit - Windy Shark: 220kg

Boost - Bazooka -YS: 250kg

Stats

Body: D

Boost: D

Grip: E

Weight: 960 kg

~~~~~

Icarus Wing

~~~~~

Body - Funny Swallow: 490kg/D

Cockpit - Dark Chaser: 250kg/E

Boost - Saturn -SG: 240kg/D

Stats

Body: D

Boost: D

Grip: E

Weight: 980 kg

~~~~~

Fortissimo

~~~~~

Body - Optical Wing: 420kg

Cockpit - Red Rex: 350kg

Boost - Jupiter -Q: 230kg

Stats

Body: D

Boost: D

Grip: C

Weight: 1000 kg

~~~~~  
Paper Craft  
~~~~~

Body - Speedy Dragon: 240kg

Cockpit - Garnet Phantom: 640kg

Boost - Eros -01: 160kg

Stats

Body: E
Boost: E
Grip: A

Weight: 1040 kg

~~~~~  
Savanna Buggy  
~~~~~

Body - Optical Wing: 420kg

Cockpit - Heat Snake: 480kg

Boost - Eros -01: 160kg

Stats

Body: D
Boost: E
Grip: B

Weight: 1060 kg

~~~~~  
Dragoon  
~~~~~

Body - Speedy Dragon: 240kg/E

Cockpit - Bright Spear: 330kg/C

Boost - Raiden -88: 530kg/B

Stats

Body: E
Boost: B
Grip: C

Weight: 1100 kg

~~~~~  
Red Salamander  
~~~~~

Body - Splash Whale: 280kg

Cockpit - Heat Snake: 480kg

Boost - Triangle -GT: 340kg

Stats

Body: E

Boost: C

Grip: B

Weight: 1100 kg

~~~~~

Gargoyle

~~~~~

Body - Funny Swallow: 490kg

Cockpit - Bright Spear: 330kg

Boost - Boxer -2C: 350kg

Stats

Body: D

Boost: C

Grip: C

Weight: 1170 kg

~~~~~

Liberator

~~~~~

Body - Funny Swallow: 490kg

Cockpit - Scud Viper: 320kg

Boost - Blaster -X: 360kg

Stats

Body: D

Boost: C

Grip: C

Weight: 1170 kg

~~~~~

Blue Streak

~~~~~

Body - Holy Spider: 540kg

Cockpit - Wonder Worm: 290kg

Boost - Triangle -GT: 340kg

Stats

Body: C

Boost: C

Grip: D

Weight: 1170 kg

~~~~~

Carbuncle

~~~~~

Body - Holy Spider: 540kg

Cockpit - Heat Snake: 480kg

Boost - Eros -01: 160kg

Stats

Body: C

Boost: E

Grip: B

Weight: 1180 kg

~~~~~

Long Shot

~~~~~

Body - Rapid Barrel: 580kg

Cockpit - Aerial Ballet: 240kg

Boost - Scorpion -R: 400kg

Stats

Body: C

Boost: C

Grip: E

Weight: 1220 kg

~~~~~

Enigma

~~~~~

Body - Silver Sword: 620kg

Cockpit - Wonder Worm: 290kg

Boost - Triangle -GT: 340kg

Stats

Body: C

Boost: C

Grip: D

Weight: 1250 kg

~~~~~  
Valkyrie  
~~~~~

Body - Optical Wing: 420kg

Cockpit - Garnet Phantom: 640kg

Boost - Jupiter -Q: 230kg

Stats

Body: D
Boost: D
Grip: A

Weight: 1290 kg

~~~~~  
Splash Mermaid  
~~~~~

Body - Aqua Goose: 700kg

Cockpit - Cyber Fox: 370kg

Boost - Empress -220: 220kg

Stats

Body: C
Boost: D
Grip: C

Weight: 1290 kg

~~~~~  
Astro Scorpion  
~~~~~

Body - Space Cancer: 680kg

Cockpit - Dark Chaser: 250kg

Boost - Scorpion -R: 400kg

Stats

Body: C
Boost: C
Grip: E

Weight: 1330 kg

~~~~~  
Fantasista  
~~~~~


Body - Liberty Manta: 380kg

Cockpit - Scud Viper: 320kg

Boost - Triple -Z: 660kg

Stats

Body: D

Boost: A

Grip: C

Weight: 1360 kg

~~~~~

Salvation

~~~~~

Body - Rapid Barrel: 580kg

Cockpit - Blast Camel: 280kg

Boost - Raiden -88: 530kg

Stats

Body: C

Boost: B

Grip: D

Weight: 1390 kg

~~~~~

Emerald Pegasus

~~~~~

Body - Sky Horse: 640kg

Cockpit - Spark Bird: 530kg

Boost - Empress -220: 220kg

Stats

Body: C

Boost: D

Grip: B

Weight: 1390 kg

~~~~~

Hermit Crab

~~~~~

Body - Space Cancer: 680kg

Cockpit - Rave Drifter: 230kg/

Boost - Meteor -RR: 500kg

Stats

Body: C

Boost: B

Grip: E

Weight: 1410 kg

~~~~~

Master Work

~~~~~

Body - Sky Horse: 640kg

Cockpit - Moon Snail: 260kg

Boost - Titan -G4: 540kg

Stats

Body: C

Boost: B

Grip: D

Weight: 1440 kg

~~~~~

Centaurus

~~~~~

Body - Wild Chariot: 800kg

Cockpit - Spark Bird: 530kg

Boost - Eros -01: 160kg

Stats

Body: B

Boost: E

Grip: B

Weight: 1490 kg

~~~~~

Alexander

~~~~~

Body - Silver Sword: 620kg

Cockpit - Bright Spear: 330kg

Boost - Punisher -4X: 580kg

Stats

Body: C

Boost: B

Grip: C

Weight: 1530 kg

~~~~~  
Liberty Triton  
~~~~~

Body - Fire Wolf: 840kg

Cockpit - Heat Snake: 480kg

Boost - Empress -220: 220kg

Stats

Body: B
Boost: D
Grip: B

Weight: 1540 kg

~~~~~  
Super Nova  
~~~~~

Body - Giant Planet: 1020kg

Cockpit - Rave Drifter: 230kg

Boost - Blaster -X: 360kg

Stats

Body: B
Boost: C
Grip: E

Weight: 1610 kg

~~~~~  
Triumph  
~~~~~

Body - Valiant Jaguar: 1000kg

Cockpit - Spark Bird: 530kg

Boost - Eros -01: 160kg

Stats

Body: B
Boost: E
Grip: B

Weight: 1690 kg

~~~~~  
Grand Elephant  
~~~~~

Body - Valiant Jaguar: 1000kg

Cockpit - Rave Drifter: 230kg

Boost - Extreme -ZZ: 480kg

Stats

Body: B

Boost: B

Grip: E

Weight: 1710 kg

~~~~~

Beat the Beast

~~~~~

Body - Fire Wolf: 840kg

Cockpit - Muscle Gorilla: 360kg

Boost - Titan -G4: 540kg

Stats

Body: B

Boost: B

Grip: C

Weight: 1740 kg

~~~~~

Bahamut

~~~~~

Body - Mad Bull: 900kg

Cockpit - Crazy Buffalo: 600kg

Boost - Maus -EX: 270kg

Stats

Body: B

Boost: D

Grip: A

Weight: 1770 kg

~~~~~

Scorcher

~~~~~

Body - Valiant Jaguar: 1000kg

Cockpit - Garnet Phantom: 640kg

Boost - Sunrise -140: 140kg

Stats

Body: B

Boost: E

Grip: A

Weight: 1780 kg

~~~~~

Aqua Griffin

~~~~~

Body - Aqua Goose: 700kg

Cockpit - Sonic Soldier: 260kg

Boost - Devilfish -RX: 600kg

Stats

Body: C

Boost: A

Grip: C

Weight: 1810 kg

~~~~~

Fire Ball

~~~~~

Body - Fire Wolf: 840kg

Cockpit - Garnet Phantom: 640kg

Boost - Boxer -2C: 350kg

Stats

Body: B

Boost: C

Grip: A

Weight: 1830 kg

~~~~~

Leviathan

~~~~~

Body - Dread Hammer: 1440kg

Cockpit - Dark Chaser: 250kg

Boost - Sunrise -140: 140kg

Stats

Body: A

Boost: E

Grip: E

Weight: 1830 kg

~~~~~  
High Roller  
~~~~~

Body - Big Tyrant: 1500kg

Cockpit - Rave Drifter: 230kg

Boost - Bazooka -YS: 250kg

Stats

Body: A
Boost: D
Grip: E

Weight: 1980 kg

~~~~~  
Eliminator  
~~~~~

Body - Rapid Barrel: 580kg

Cockpit - Combat Cannon: 620kg

Boost - Devilfish -RX: 800kg

Stats

Body: C
Boost: A
Grip: A

Weight: 2000 kg

~~~~~  
Desert Camel  
~~~~~

Body - Big Tyrant: 1500kg

Cockpit - Blast Camel: 280kg

Boost - Bazooka -YS: 250kg

Stats

Body: A
Boost: D
Grip: D

Weight: 2030 kg

~~~~~  
Trailblazer  
~~~~~

Body - Dread Hammer: 1440kg/A

Cockpit - Energy Crest: 500kg/B

Boost - Sunrise -140: 140kg/E

Stats

Body: A

Boost: E

Grip: B

Weight: 2080 kg

~~~~~

Hippotamus

~~~~~

Body - Megalo Cruiser: 1600kg/A

Cockpit - Crystal Egg: 270kg/D

Boost - Saturn -SG: 240kg/D

Stats

Body: A

Boost: D

Grip: D

Weight: 2110 kg

~~~~~

Poseidon

~~~~~

Body - Dread Hammer: 1440kg

Cockpit - Rave Drifter: 230kg

Boost - Meteor -RR: 500kg

Stats

Body: A

Boost: B

Grip: E

Weight: 2170 kg

~~~~~

Van Guard

~~~~~

Body - Aqua Goose: 700kg

Cockpit - Combat Cannon: 620kg

Boost - Thunderbolt -V2: 860kg

Stats

Body: C

Boost: A

Grip: A

Weight: 2180 kg

~~~~~

Bandersnatch

~~~~~

Body - Grand Base: 1380kg

Cockpit - Sonic Soldier: 310kg

Boost - Meteor -RR: 500kg

Stats

Body: A

Boost: B

Grip: C

Weight: 2190 kg

~~~~~

Sockdolager

~~~~~

Body - Big Tyrant: 1500kg

Cockpit - Muscle Gorilla: 360kg

Boost - Boxer -2C: 350kg

Stats

Body: A

Boost: C

Grip: C

Weight: 2210 kg

~~~~~

Notorius Gear

~~~~~

Body - Dread Hammer: 1440kg

Cockpit - Crazy Buffalo: 600kg

Boost - Empress 220: 220kg

Stats

Body: A

Boost: D

Grip: A

Weight: 2260 kg

~~~~~  
Big Ace  
~~~~~

Body - Megalo Cruiser: 1600kg

Cockpit - Rave Drifter: 230kg

Boost - Meteor RR: 500kg

Stats

Body: A
Boost: B
Grip: E

Weight: 2330 kg

~~~~~  
Don Quixote  
~~~~~

Body - Megalo Cruiser: 1600kg

Cockpit - Energy Crest: 500kg

Boost - Jupiter -Q: 230kg

Stats

Body: A
Boost: D
Grip: B

Weight: 2330 kg

~~~~~  
King Neptune  
~~~~~

Body - Grand Base: 1380kg

Cockpit - Super Lynx: 460kg

Boost - Titan -G4: 540kg

Stats

Body: A
Boost: B
Grip: B

Weight: 2380 kg

~~~~~  
Almagest  
~~~~~

Body - Grand Base: 1380kg

Cockpit - Spark Bird: 530kg

Boost - Extreme -ZZ: 480kg

Stats

Body: A

Boost: B

Grip: B

Weight: 2390 kg

~~~~~

Nightmare

~~~~~

Body - Grand Base: 1380kg

Cockpit - Aerial Bullet: 240kg

Boost - Thunderbolt -V2: 860kg

Stats

Body: A

Boost: A

Grip: E

Weight: 2480 kg

~~~~~

Final Revolution

~~~~~

Body - Dread Hammer: 1440kg

Cockpit - * Crazy Buffalo: 600kg

Boost - Punisher -4X: 580kg

Stats

Body: A

Boost: B

Grip: A

Weight: 2620 kg

~~~~~

Hard Banger

~~~~~

Body - Megalo Cruiser: 1600kg

Cockpit - Combat Cannon: 620kg

Boost - Thunderbolt V2: 860kg

Stats

Body: A

Boost: A

Grip: A

Weight: 3080 kg

~~~~~

Frost Lynx-G4

~~~~~

Body - Aqua Goose

Cockpit - Super Lynx

Booster - Titan -G4

Stats:

Body: C

Boost: B

Grip: B

Weight: 1700

```
+-----+
|                                     |
|                               (09) CUSTOMIZE                               |
|                                     |
+-----+
```

This chapter will tell you the different features of customization so you can customize a good machine.

First, I'll describe creating the actual machine.

There are three parts you can add: Body parts, Cockpit parts, and Booster parts.

The body part is the actual machine. The cockpit is where you'll pilot the machine, and the booster is the boost of the machine. You should go to the shop and check out the best parts there. I mean, like parts with a good A or B ranking. You can find the list of parts in the machine parts chapter. To scroll from Body to Cockpit to Booster to Pilot, press R. Once you've customized your machine, save it. Now on to adding additional touches.

If you want to add color, select your machine from the garage, and select change color. Now you can use three different meters to change the look of your machine. Like customizing, press R to shift from part to part. Press Y to save you colors.

If you want to add an emblem to your machine, select your machine from the garage, and choose Attach Emblem. If there is no emblem data, the game will create a save file. You'll want to select the first slot and then select the part. Next, select the actual emblem. You can now choose where you want to put the emblem. If part of the emblem isn't solid, that part won't show up when you paste the emblem. When you've pasted the emblem, move to the second slot and choose a different part and do the same thing. You'll be asked to save when you exit.

Creating an emblem is different. Go to Emblem Editor and it'll create a file for you. You can do the following:

Draw

This lets you draw whatever you want.

Erase

This lets you erase all things you've done so far.

Fill

This fills the whole background

Draw line

This lets you draw a straight line

Draw circle

This allows you to draw a circle. You can make it any size you want.

Draw rectangle

This allows you to draw a rectangle. You can make it any size you want.

Enlarge edit screen

You can enlarge the screen by a little bit.

Draw and fill a circle

You can draw a circle any size you want and it'll automatically fill it for you.

Draw and fill a rectangle

You can draw a rectangle any size you want and it'll automatically fill it for you.

Rotate emblem

Pressing the control pad to the right allows you to rotate your emblem.

Invert emblem

This option allows you to... invert your emblem!

Undo operation

You can undo as many operations as you need

Redo operation

You can redo as many operations as you need

Load Emblem

This allows you to load an emblem you've already created

Save emblem

You can save the emblem you're working on

End

You can close the editor here

If you want to change colors, use the C-Stick.

That's it for customizing!

```
+-----+
|                (10) USER'S CUSTOM VEHICLES                |
+-----+
```

I have recived about ten e-mails asking me this: What's the best custom vehicle that you can use? The answer: there is no "best" vehicle. Here, I have decided to post vehicles that other people created. All of them now are from user's of the GameFAQs message boards, but you can e-mail me with your own if you'd like! Feel free to send me as many as you have!

NOTE: Please note that some vehicles have more information than others, simply because they have given me more information.

ME FROG'S GARAGE!

So far, I only have on car in my garage:

FROST LYNX G4

Aqua Goose?

Super Lynx

Titan-G4

Weight: Somewhere around 1700

ADDITIONAL: Wow... this is one of the best cars in the game. There are many positive things about it. You can get the parts early, it weighs a nice amount, and its stats are good (C, B, B I think). If you set its balance all the way to max speed, then you can get around 1,124 KPH without doing anything else. If you use a boost you can get up to 1300, and one right after that will take you to 1600. There are many tracks where it can get a very nice lead over others. Like in the first level of Port Town, on that huge drop off. If you hit the three boosts, look at the map when you fly off the drop off and you'll see how far ahead you get from your opponents.

Also in Trident, it's handling doesn't allow it to go out of control that easily, so you can boost on those thin paths without fear. But, like all customs, it has some flaws. Like in Lightning: Half Pipe. There is NO WAY you'll be able to go through the whole thing at max speed boosting on turns unless you are very skilled. Its handling is good in some places, but it isn't in others. Also in the first level of Big Blue, it is hard to make it get through that tight S turn. Still, with excellent max speed (it goes over 1000 even when it is 100% acceleration) and balanced stats, this machine can win you all the cups on all the difficulties. It did for me.

In places like Green Plant: Spiral, some of the turns can be difficult when you're on max speed. But that makes up when you're on the straightaways and going 1124 kilometers per hour. Some 90 degreee turns can mess you up, but others give you a HUGE advantage. For example, the turns in the final lightning track (AX cup), the majority of those are no problem, but on Aeropolis: Multiplex some turns can mess you up. Still, USE THIS MACHINE! You will LOVE it.

FROM: moysturfurmer

HEAT HORSE-Z

Parts:

Sky horse

Heat Snake

Triple Z

Weight: 1780

ADDITIONAL: its not to heavy, doesn't swerve, and has excellent top speed.

FROM: phineasfool

Red Spider -Z

Parts:

Body - Holy Spider

Cockpit - Red Rex

Booster - Triple -Z

Stats

Body - C

Boost - A

Grip - C

Weight - 1550kg

Top Speed (no boosting or anything) - 1120km

ADDITIONAL: This car slides a little bit, but not too bad. I can take almost any

turn in the game without using the triggers.
The accel isn't great, but at top speed I can get past everyone by halfway through a race.

FROM: nazgulnarsil

FROST LYNX:

Parts:

Aqua Goose

Super Lyn

Titan G4

ADDITIONAL: None

ACRO CREST

Parts:

Sky Horse

Energy Crest

Titan G4

ADDITIONAL: None

SUPER BARREL Z

Parts:

Rapid Barrel

Super Lynx

Triple Z

ADDITIONAL: None

ARCH LYNX

Parts:

Silver Sword

Super Lynx

Titan G4 or Triple Z

ADDITIONAL: None

RED SPIDER Z

Parts:

Holy Spider

Red Rex

Triple Z

ADDITIONAL: None

GARNET MANTA

Parts:

Liberty Manta

Garnet Phantom

Triple Z

ADDITIONAL: None

FROM: Epyo the Great

GARNET DRAGON

Parts:

Body:Garnet Phantom

Cockpit:Speedy dragon

Booster:Sunrise 140

ADDITIONAL: None

FROM: Meganium7

SCUD WOLF Z

Parts:

Body: Fire Wolf

Boost: Triple Z

Cockpit: Scud Viper
ADDITIONAL: None

FROM: RabidSpam
ACRO CREST G4
Parts:
Sky horse
Super Lynx
Titan G4
ADDITIONAL: None

FROM: Virus218105
FROST SPEAR-G4
Parts:
Aqua Goose
Bright Spear
Titan G4
ADDITIONAL: None

ACRO LYNX-G4
Parts:
Sky Horse
Super Lynx
Titan G4
ADDITIONAL: None

FROM: Jugem
PHOTON PHANTOM-G4
Parts:
Optical Wing
Garnet Phantom
Titan-G4
Body: D
Boost: B
Grip: A
Weight: 1600
ADDITIONAL: Has a top speed of somewhere between 1120 and 1130, great handling,
and pretty good acceleration as well.

FROM: Tedmaster
SPARK GAUNTLET
Parts:
Spark Bird
Dread Hammer
Euros -01
ADDITIONAL: None

FROM: PokeMaster1004
BRIGHT MANTA-Z
Parts:
Liberty Manta
Super Lynx
Triple Z
DAC (Body Boost Grip)
ADDITIONAL: None

FROM: Anti Uni
SACRED LYNX-G4
Parts:
Holy Spider

Super Lynx
Titan G4
C-B-B
Medium Wieght
ADDITIONAL: None

FROM: Cool Whipp
UNKNOWN TITLE
Parts:
Dread hammer
Speed dragon
Titan G-4
ADDITIONAL: its tight.

FROM: SpeedDaemon
HEAT GOOSE
Parts:
Aqua Goose
Red Rex
Sunrise something
ADDITONAL: None

FROM: rapidwingo
WINDY MANTA-Z
Parts:
Liberty Manta
Windy shark
Triple Z
1260 kg
Stats:
D
A
E
ADDITIONAL: It might seem slippery Because the E grip but it actually handles very well!

FROM: MadDogV2
SUPER HORSE-Z
Parts:
Super Lynx
Sky Horse
Triple Z
Body:C
Boost:A
Grip:B
ADDITIONAL: like Frost Lynx-G4 but better cornering and body. looks great to boot

JEWEL WYVERN-V2
Parts:
Speedy Dragon
Garnet Phantom
Thunderbolt V2
Body:E
Boost:A
Grip:A
ADDITIONAL: Extremely good the parts fit eachother perfectly in design and really fast, has a little oversteer that needs getting used to. It's very delicate though so it's not good for beginners, this is more of an expert car.

FROM: phineasfool

HEAT WING-Z

Body - Optical Wing

Cockpit - Heat Snake

Booster - Triple -Z

Stats - DAB

Weight - 1560kg

ADDITIONAL: This one gets a pretty good top speed (about 1125km) and actually corners fairly well.

FROM: Scary Raebbit

FLAME JAVELIN-V2

Parts:

Body: Silver Sword 620 kg

Cockpit: Heat Snake 480 kg

Booster: Thunderbolt-V2 860 kg

Body: C

Boost: A

Grip: B

Weight: 1960 kg

Heavy Load

ADDITIONAL: Pretty good on the Diamond Cup. Not as good a turner as Super Goose-Z, but makes it up with speed. Nothing that L and R can help.

FROM: nebneb

PHOTON SNAIL 64

Parts:

Body-Optical wing

Cockpit-moon snail

Booster-Titan-g4

Body-D

Boost-B

Grip-D

ADDITIONAL: Max speed is about 1118-1120. The boosts are excellent in the second lap you can ravage. It has a perfectly balanced steering it does not skid only if you go above about 1600 it might just a little. It weighs 1220 kg.

FROM: dragoa

SUPER GLIDER -88

Parts:

Cockpit-Super Lynx

Booster- Raiden-88

Body-I have no idea but I know it's an AX part.....

Stats

Body-C

Other 2-B

ADDITIONAL: control-bad accel, decent cornering

FROM: SkedarKiller

COMBAT BARREL

Parts:

Rapid Barrel

Combat Magnum

Sunrise 140

Body:C

Boost:E

Grip:A

0-900 time (balance on 100% speed): ~2.2 seconds

0-900 time (balance on 100% acceleration): ~1.8 seconds

ADDITIONAL: Terrific cornering, body and acceleration. It's main flaw is speed:

Even on 100% speed in the balance setting, it only goes to 1,021 km/h (993 km/h for 100% acceleration). Ideal for highly technical courses like Drift Highway, Serial Gaps, etc., but terrible on speed tracks like Split Oval.

FROM: Yours to Hate
PLASMA GOOSE 4-X
Parts:
body: aqua goose - C
cockpit: spark bird - B
boosters: Punisher-4x - B
heavy load: 1810 kg
ADDITIONAL: None

FROM: PatMan33
FROST-PHANTOM G4
Aqua Goose
Garnet Phantom
Titan G4
C
B
A
ADDITIONAL: None

NAME UNKNOWN
Speedy Dragon
Garnet Phantom
Thunderbolt -V2
E
A
A
ADDITIONAL: None

FROM: Tina Massey
Name: Grand Unicorn
Body: Grand base
Cockpit: energy crest
Booster: Boxer-2c
Body rank: A
Boost rank: C
Grip rank: B
Weight: 2230Kg. (heavy load)
Additional: it's a sturdy machine. Can reach over speeds of 2000 with good boost and long strait away and it doesn't swerve at all. It failed me only once but only because I didn't know the track.

Name: Pauan Piupl
(For all cars)

Car:
Berserk Lynx-G4
Body: B
Boost: B
Grip: B
Weight: 2000 kg
Parts:
Valiant Jaguar
Super Lynx
Titan-G4
Additional:
The car handles EXCELLENT! Absolutely NO sliding no NOTHING! (Except

speed cornering and other good stuff) This is the car that I ALWAYS use. It's not THE fastest cause it's so heavy, but it makes up for this with Boost, Cornering, and most importantly..... SPEED.

(P.S. I have won EVERY SINGLE TRACK IN FIRST PLACE USING THIS EXACT CAR)

(Except the tracks I haven't unlocked ;)

Car:

King Neptune

Body: A

Boost:B

Grip: B

Weight: 2380 kg

Parts:

Grand Base

Super Lynx

Titan G-4

Additional:

This car is the best STAT WISE but it makes up for this great-ness with one "minor" flaw... It's HEAVY! Enough said....

Car:

Flying Lobster

Body: D

Boost:D

Grip: D

Weight: 880 kg

Parts:

Liberty Manta

Moon Snail

Saturn -SG

Additional:

This is what I consider my fastest car (cause it's SO DANG light). And as a BONUS It ALSO has great handling! (BONUS) But..... I still prefer my Berserk Lynx-G4...

Car:

Shining Swallow

Body: D

Boost:C

Grip: C

Weight: 1200 kg

Parts:

Funny Swallow

Bright Spear

Tiger -RZ

Additional: This is ALMOST as fast as my Flying Lobster but NOT QUITE. And as a downfall, my Swallow has POOR handling. (I mean it's kinda good but it's SO DANG SENSITIVE!!!) That's all.

Those are all the customs I have right now. If you have one, e-mail me with it and I'll post it!

Burning Lynx-G4

Body: Fire Wolf

Cockpit: Super Lynx

Engine: Titan-G4

Status: B

B

B

Weight: 1840kg

Additional: This machine is one of the Lynx brothers, and like the others it's a really good machine. It gets the same max speed of 1124, but there is a catch. It has way better turning than the others. I've been able to get almost every turn, some of them while boosting. Plus, I beat Emerald Cup on Master and got 421 points. Looks good to boot.

Frost Bird-G4

Body: Aqua Goose

Cockpit: Spark Bird

Engine: Titan-G4

Status: C

B

B

Weight: 1770kg

Additional: This machine is almost as good as the Burning Lynx. It has close to the same max speed, although it doesn't have as good turning. It is a lot better to kill people with due to it's size.

+-----+
| (11) STAFF GHOSTS |
+-----+

Inspired by ZoopSoul's excellent FAQ, I have decided to make a staff ghost section of my own. This is how it'll look:

NAME
SUB-NAME
STAFF GHOST TIME

Staff Ghosts can be raced against in the time attack section. You get 25 tickets for beating them. Good luck!

+====+
| RUBY CUP |
+====+

><<>-----<<<>
><<><<><<><<> MUTE CITY: TWIST ROAD <<<><<><<><<>
<<<>-----<<<>

TIME: 0:59:964

Okay this is one easy track to beat the staff ghost time on. When you start off, hit all the speed boosts at first. Start snaking once you get down onto the lower level and continue to snake until you hit the next boost. When you are through the the loop, hit the speed boost and snake across the corkscrew. The final boost should get you through the first lap. On lap two boost non-stop, one after the other, except don't boost when you hit a speed boost. If you boost non-stop, you should get up to 1500 KPH. Snake while boosting to get up really fast, until you pass the start. Your energy is probably very low now, so snake while you are running over the boost pads instead of using your personal boost. When you get to the pit area, start boosting non-stop again until you reach the finish.

><<>-----<<<>
><<><<><<><<> CASINO PALACE: SPLIT OVAL <<<><<><<><<>

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TIME: 0:56:691

When you start, hit ALL the speed boosts except for the ones that are not possible to get (because you are going too fast). It is ABSOLUTELY necessary that you take the right junction and hit all four speed boosts. Start snaking after you exit the junction and hit the two boosts left. When you pass, start boosting like crazy. Boost in between the speed boosts at the first part and take the left junction. Boost while you are going over the pit area and snake for the last part. On lap three, you should have enough energy to boost all the way to the pit area. From there, just boost and snake until you get to the goal.

SAND OCEAN

><><>-----<><>

><><><><><> SAND OCEAN: SURFACE SLIDE <><><><><><>

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TIME: 1:56:743

Make sure you hit the two boosts at the start, and if you are using the Frost-Lynx, you should fly really far when you go off the drop off. Go along the inside of the track during the tunnel, and be prepared to take the S turn. Drift while taking it and DON'T hit any walls or it becomes a lot harder. On the straight you should gain any lost speed back. Tap lightly on the control stick when taking the last couple of turns, and cruise along the top of the hill at the last part. When you pass through the start, hit the speed boost and then use your own boost. Hit the second speed boost and wait until you've landed to use your boost again. Continue to use it until you enter the tunnel. Don't use it while you are recharging your energy (remember take the right pit area) and DON'T use it during the S turn.

When you get to the straight path after the S turn boost twice, and then don't boost until you reach that final stretch of track near the start. You should have enough energy for about one more boost, so save it for the narrow path. Boost twice again when you reach the long straightaway, and use any leftover energy on the final straightaway.

><><>-----<><>

><><><><><> LIGHTNING: LOOP CROSS <><><><><><>

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TIME: 1:59:907

Set your balance to halfway to max speed and get ready to go! At the first part, just hold A and you should hit about 1050+ KPH. When you enter the area with the turn to the left, stay centered to hit the center. Stay centered again during the straightaway and make sure you hit the speed boost. When you get to the sharp turn with the dirt zone, STAY AS CLOSE AS YOU CAN TO THE INSIDE! Touching the dirt zone AT ALL could ruin your chances. Don't drift, as it can slow you down. Instead, just hold R throughout the whole thing and you should make it. The straightaway after that should regain any lost speed. When you reach the junctions, take the left side and hit the boost and YOU MUST SWITCH TO THE RIGHT SIDE and hit the boost there.

You should be going really fast on the straightaway, and then don't hold anything when you take the next turn. Stay in the center (the tiny hill) for the whole time on the long straightaway to avoid crashing during the small turns. Be ready for the sharp turn to the right, and only hold down R if you absolutely need to. The straightaway and tiny turns following that should give you almost no trouble, but be ready for the turn to the right, right before the start. When you get your boost, use it once and then cruise along until you reach the speed boost. When you go through the huge loop, use your boost again and then wait until you reach the next straightaway to do it once more. DON'T boost during the turn with the dirt zone, because you'll risk going out of control and crashing.

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TIME: 1:07:331

Stay centered on the straightaway at the start, and DON'T hit any walls on the turn to the right (holding R all the way works). Do the same for the wide turn to the left and stay in the center during the straightaway. On the wide turn switching to sharp, try as hard as you can NOT to hold R because it'll slow you down. Only do it if you're forced too. Hit the boost right before the drop off and hold down only A to go really far on this drop off. Now for the S turn. If you haven't mastered it by now, good luck making this time. Really, you MUST be able to get through unscratched! You'll have to hold down the trigger button on the next sharp turn, and make sure you hit the three speed boosts before the drop off.

You'll come to a straightaway and then you'll pass the start. Boost on the straightaway, and then boost once on the two turns. Don't boost again until you reach the straightaway before the drop off. Press the boost button halfway through and when combined with the speed boost that's already there, you'll go far. Don't touch the boost button during the S turn, unless you want to lose many seconds. When you enter the two pit area, boost wildly, and stop boosting after you exit the pit. Repeat the above steps for lap three until you reach the first drop off. Boost once before you enter the tunnel, and then use all of your boost up after the sharp turn before the pit areas.

Boost right before the final drop off, and in the air boost again to go even faster. Use up the rest of your boost on the final straightaway

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PORT TOWN: AERO DIVE

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TIME: 2:25:689

I recommend the Frost-Lynx G4 custom car (for instructions on how to make it see my garage in the custom section) for this level because you can cut off at least three seconds during the drop off with it. Stay centered during the first long straightaway and make sure you remain centered. Don't touch anything except A when you are going down the small "stairs" and just tap a little during the "shallow" turns. Hit the speed boost after the second "shallow" turn and don't hold the control stick to the left too much on the long turn before the drop off. Make sure you hit the three boosts before the drop off and don't do anything but, as usual, hold A. You should go down the "stairs" quickly.

Try to avoid the R button during the next turn unless you need to hold it. Head down the drop offs and stay in the center during the shallow turns. Keep your machine to the right when you are going straight up to hit the boost. Stay to the right to hit the next two boosts and then shift to the center while you're in the air. When you get the boost use it at once and then take the shallow turns. Hit the speed boosts and go through like the first lap until you reach the straight up path before the huge drop off. After you hit the first boost, use your personal boost and then hit the next two boosts. When you are flying in the air, use your boost once and use it once more right after you land.

Head through the track as usual, and boost once in the middle of the two "shallow" turns before the pit area. Use it wildly while in the pit area, and don't use it again for the rest of that lap. Repeat the steps for lap number three, except when you get the part just before the pit area, stay to the right (so you are in front of the three speed boosts), and start boosting. Keep boosting until you run out of energy to soar really far, and then you'll pass through the finish.

><<>-----<><>
><<><><><><> GREEN PLANT: MOBIUS RING <><><><><><>
<><>-----<><>

TIME: 1:35:169

Hit the speed boost at the start, and make sure you are in the center on the "shallow" turn to the right. Hit the next speed boost and stay in the center during the corkscrew. Remain centered during the "shallow" turns, and cruise over the straightaway over the pit area. If you are going into the pit area, STAY THERE! Alternating going up and down just makes you lose speed. Stay to the left side during the "shallow " turn, and shift to the center during the corkscrew. Remember to stay all the way to the right during the tracks biggest turn (the one that forces you to hold right all the way). Don't cruise over the pit area when you get to it, since it is hard to stay up there the whole time.

Stay in the center during the straightaway and boost right when you get the boost power. Boosting and hitting the speed boost at the same time will greatly increase your speed. Boost once more during the "shallow" turn, and boost again at the start of the corkscrew. Boost once halfway through the "shallow" turn batch and make sure to restore ALL of you energy in the pit area. Boost during the next "shallow" turn and boost again when you enter the corkscrew. If you think you can make it, boost during the long turn to the right. It can help you, but if you aren't an experienced racer, you'lll crash. DON'T boost when you're in the pit area, but do it once after you finish. Don't boost at the start again on the third lap.

You should boost in completely different locations here: once during the first turn, and you should also do it twice during the corkscrew. Boost twice more during the shallow turns and you MUST RESTORE ALL ENERGY!!! You are either very weak or empty by now, so if you don't restore all energy, you're in trouble. Boost once during the "shallow" turn and twice more during the corkscrew. Again, boost on the long right turn if you think you can make it. When you approach the pit area, use up the rest of your boost, and make sure you boost WHILE you're over the pit area. You'll probably fly off but you'll have enough energy to boost to the finish.

><<>-----<><>
><<><><><><> PORT TOWN: LONG PIPE <><><><><><>
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TIME: 2:26:802

Go through the first part of the pipe, hitting as many speed boosts as you can. DON'T turn left and right because you'll lose speed. When you get to the blades, position yourself so you're in a good um... position to hit the speed boosts after each fan blade. During the third part, try to avoid as many bumps as you can while cruising. The fourth part is a pain for time attack... you must not even SCRATCH the poles if you want any chance of getting under the time limit. Make sure you hit the five bazillion speed boosts all right next to each other halfway through and DO NOT touch the fence at the end. The moment you hear "YOU GOT BOOST POWER!" BOOST! Do two more boosts after that and then cruise along at a fast speed. Whenever you lose your speed LOOK FOR A SPEED BOOST! DO NOT USE YOUR PERSONAL BOOST!

When you reach the fanblades, go off the first drop off as usual, and hit the speed boost. Do the same for the second drop off and boost once if you lose any speed during the bumpy parts. When you reach the area with the poles, DON'T BOOST UNLESS YOU ARE ABSOLUTELY SURE THAT YOU'LL MAKE IT WITHOUT HITTING A POLE! You can't risk hitting once, it'll make you lose way to much speed. The moment you pass the fence at the end, shift to the right and boost like crazy, using up the rest of your energy. The pit area will restore it all. Repeat for the third lap, but this time, boost once during the sharp turn right before the poles in additon to all the other boosts. Again, when you clear the fence, boost like mad

When you get to the sharp turn, do everything possible to stay on the top. Everything except slow down, that is. On the long straightaway, hit the speed boost and then shift to the left side of the knot and hit that speed boost. Shift back to the top and hit the next speed boost when you're going down the hill. Try to stay up on the top when the track goes straight up. Make sure you don't hit any poles when you are cruising over the final part of the track. When you get your boost power, make sure you're centered and then BOOST! With that and the speed boost laid out on the track, you should go pretty fast. Once you start boosting on the track, it can be hard to stay on the top, so remember that the lava is on the top of your screen when you're upside down.

Boost during the shallow S turn and then hit the speed boost after the small straightaway. Make sure you hit the next speed boost (located on the right side of the track). Boost right when the bumps start and then go through the track normally until you get to the long straightaway. Boost, hit the speed boost laid out, and hit the boost on the left side of the track. Boost once when the track goes straight up, and use up the rest of your boost on the final straightaway that's littered with poles. Make sure you refill all of your energy in the pit area. During the third lap, when the track goes straight up, don't boost. Instead, wait until the track goes straight up once more and then boost wildly. Keep boosting until the end of the track.

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><><-----<><>
  ><><><><><>          GREEN PLANT: INTERSECTION          <><><><><><>
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TIME: 2:24:897
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Hit the boost in the center at the very start and stay in the center during the shallow turn to the right. You'll then go straight into a speed boost. Stay in the center so you're lined up with the next speed boost. Don't shift to the left or right now, because the track should've started to curve. When you get inside the pipe, try to stay in the center so you aren't flying all over the place and losing speed. This can get harder once you get into the clear area of the pipe but if you take quick glances of the outside, you can see if you are spinning wildly around the pipe or not. Head through the clear part like normal, just staying in once place as much as you can. Once you reach the solid wall area of the pipe, take the turn and hit the speed boost. Be ready for the sudden turn at the end of the long straightaway after that!

Make sure you're not going at an insane speed as you exit the pipe. Take the long straightaway to build up any speed that you let go of to avoid retiring and then take the turn to the right. Hit the speed boost on the inside of the track. In this next part, you need to hit ALL five speed boosts and not lose any speed while going from boost to boost. If you crash or miss a speed boost, it's over unless you snake like mad for the rest of the run. When you get to hell's bump, you must not get out of control at all. It's okay to lose a little speed, but try to avoid it as much as you can. On the second lap, boost once right after the first speed boost. Boost once more during the turn and then hit the next two speed boosts like normal. Boost once right before the clear area of the pipe, and then wait.

Don't boost again until you get about halfway down the clear part of the pipe. Wait until you reach the end of the clear part (at least until you can see the solid area in the distance) of the pipe before you boost again. Boost like mad once you are on the straightaway with the pit area, and continue boosting until your meter flashes red. Don't boost again until you start cruising over the second pit area, where you should boost once. After that, just boost once more once you exit the pipe and are on the straightaway. This next part is very tricky. When you get to the part with the five speed boosts and pipes, hit the

first boost, then boost on your way to the second boost. Do it again on your way to the third boost, and twice more on your way to the fourth and fifth boost.

Boost once more after you exit the pipe area, and take the bump carefully. Cruise over the pit area, boosting like normal. Go through the track on the third lap like you did on the second, except use up the rest of your boost once you exit the pipe area (the one with all the boosts planted on the ground). Then boost like mad until your energy runs out. You should be close to the pit area, so crise over and starting boosting madly until the finish.

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    ><><><><><>          CASINO PALACE: DOUBLE BRANCHES          <><><><><><>
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2:59:117

This is a surprisingly easy track to write for during time attack mode, which is odd due to the fact that the actual track itself is hell to type up. Anyway, when you start, you'll want to take the left junction. Hit all the speed boosts as you pass them and MAKE SURE YOU HIT THE JUMP PAD! If you do, you'll fly up and complete the shortcut, which shaves off a ton of time. Take the left junction and make sure not to hit anything as you're going through it. Make sure to go straight once the two paths cross over, and DON'T HIT THE WALLS during the sharp, short turn. Stay in the center when the paths merge and you'll hit the speed boosts. Hit all of the speed boosts to build up a ton of speed, and then take the left junction.

Take the long straightaway and then the downward turn. Make sure you don't hit any walls when you take the turn, and then hit all of the speed boosts during the section of the track with all of the... well, speed boosts. Continue to go through the rest of the track as normal. Hit the speed boosts when the tracks merge and then pray that you don't fly off here because you're going too fast. If you are about to, shift your position quickly. Take the left junction next and MAKE SURE TO HIT THE JUMP PAD! You can take a HUGE shortcut if you do. Make sure you hit the speed boosts near the end and then cross the start. The

The track will get very wide and there will be two thin pit areas on each side. Cruise over them and get in the center the track will become thin again and there will be two speed boosts, one on the left side, one on the right side. Take them both and shoot to the start/finish. You'll want to take the right junction next and boost wildly on the next lap. Do that throughout the whole thing. When you get to the third junction, take the left split and boost during the long straightaway and downward turn. Make sure you hit the jump pad on the fourth junction. Repeat for lap three.

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    ><><><><><>          LIGHTNING: HALF PIPE          <><><><><><>
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2:50:296

Okay, here you'll need to set your vehicle's balance 75% to the right to 100% to the right, whatever you feel comfortable with. This one isn't easy, not at all. You'll have to hit every speed boost and take that S turn beautifully. When you start, head forward and hit the speed boost. After that take the turn to the left, and then the turn to the right. You are probably going to have to hold R on the turn to the right if your vehicle's balance is over 50%. Head down the long straightaway and hit the speed boost. Take the turn normally. Continue through the track taking the turns and make sure you hit the speed boost on the right side of a turn when you reach it. Proceed through the railed area and hit the speed boost at the end.

><<<-----<><<
><<<><><><><> SAND OCEAN: LATERAL SHIFT <><<<><><><><>
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TIME: 2:09:849

This is a pretty easy one also, since boosting is the only thing you'll really have to do. If you can, try to memorize the order of the splits. It's difficult, but it'll really help you since you'll know where to go next instantly. Make sure to take the inside track when inside the cave and cruise over the pit area to restore all of your energy. In the thin area, try not to shift left or right since you'll be going really fast and you'll probably fall off.

><<<-----<><<
><<<><><><><> FIRE FIELD: UNDULATION <><<<><><><><>
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TIME: 2:06:916

Since the track is so wide here, you don't really have to worry about running in to anything on the track. When you hit the top of the hills, boost to fly which will shave off a couple of seconds. Also, boost constantly when going over the long pit area that goes from left to right.

><<<-----<><<
><<<><><><><> AEROPOLIS: DRAGON SLOPES <><<<><><><><>
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TIME: 2:59:076

Okay I simply CAN'T do this track and have only beaten the ghost once. It is very hard, but I'll give you the strategy I used, which isn't that good. You'll want to choose a machine that can land on the high platforms during those big drop-offs, since it saves a lot of time. You'll also want to boost constantly when you are flying in the air, and restore as much energy as you can on the pit-areas. Try to avoid hitting the walls, since that can make you lose lots of speed. Near the end, you can stop boosting as often since you have a greater chance of hitting the walls, but don't stop boosting completely.

><<<-----<><<
><<<><><><><> PHANTOM ROAD: SLIM-LINE SLITS <><<<><><><><>
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TIME: 2:03:268

I'm sorry, but I just can't beat this damn track on Time Attack. What I do is boost a couple of times at the beginning and then just boost wherever I feel is required. I boost in different places every time I race, and I haven't actually found good places to boost. You'll need a machine with good acceleration, and you'll need your balance to be set at 50%. I know you like speed, but I do TERRIBLY if my machine is set higher than that. Good luck.

+-----+
| (12) SCRIPT GUIDE |
+-----+

This guide simply tells you all the dialogue said in story mode and then the misc. dialogue stated throughout the game.

+=====+
| SPOILERS!!!!!!!!!!!!!! |
+=====+

This chapter may spoil major parts of the story for you! If you do not want anything spoiled, skip this section NOW!

PROLOGUE: BLACK SHADOW'S DISGRACE

Black Shadow failed in his last bid to win the Grand Prix and has now incurred the wrath of an evil villain...

(Black Shadow and another racer are piloting their machines down a track. The pilot racing against Black Shadow boosts several times before finally catching up. The pilot rams Black Shadow into a wall, destroy Shadow's machine. Black Shadow emerges, coughing.)

BLACK SHADOW: Augh... huh? Wait, augh! (A mysterious figure appears and picks up Shadow by the neck.) Just give me one more chance!

MYSTERIOUS MAN: One more chance is all you get! Win this F-Zero Grand Prix or... you know the price of failure

BLACK SHADOW: Yes... yes... I can win it this time... I swear...

(The figure gets in a machine and leaves the area.)

CHAPTER ONE: CAPTAIN FALCON TRAINS

Craving another title, _Falcon_ has trained tirelessly at his base...

(We see a zoom of the city. People are watching a TV with Black Shadow pointing and laughing. Captain Falcon walks by and steps into an alleyway. He stops in front of a picture of a falcon, and the falcon scans him, letting him into a secret path. He approaches his machine, the Blue Falcon, climbs in, and triggers a simulation mode.)

AFTER MISSION...

(We see Falcon ending the simulation mode. He climbs out of the machine and examines an ad for the F-ZERO grand prix. He hears laughing on the TV, and turns to look. Black Shadow is there, staring and laughing.)

BLACK SHADOW: Hahahaha! This time, the prize will be MINE!

CHAPTER TWO: GOROH: THE VENGEFUL SAMURAI

Falcon chases a bounty into the wastes and lands in an ambush...

(We see a gang waiting on top of a hill. As Falcon approaches, they jump down screaming, and forces Falcon to stop.)

GOROH: YOU stole the prize money from us last time! You'll pay for that. (Goroh examines the Blue Falcon) That's a fine looking she you're driving Falcon! You know the law here in Red Canyon? If you lose the race, you forfeit your machine!

(Falcon starts up his machine, but a sword is put to his neck. The rest of the gang aims guns at Falcon.)

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

CAPTAIN FALCON: Let's do it...

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

(Goroh and Falcon get ready to race.)

GOROH (to himself): I can't lose my Fire Stingray.

AFTER MISSION...

(Goroh stutters and then shouts at Falcon)

GOROH: FALCON! I'M GONNA GET YOU IN THE GRAND PRIX!

(Goroh's machine explodes, sending pieces everywhere and throwing him forward)

GOROH: AUGH!

(Falcon speeds away...)

CHAPTER THREE: HIGH STAKES IN MUTE CITY

After dealing with Goroh, Falcon visits a club to try to relax...

(Falcon drives down Mute City and parks near a club. As he enters he spots a bunch of people talking and he sees an old man yelling in anger.)

OLD MAN: What a scam! That's not two million space crags! Hah! What can I do with this ONE COIN!

(The coin drops and rolls toward Falcon, who catches it. The old man runs toward Falcon, and realizes who he is.)

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

CAPTAIN FALCON: Huh... wha?

OLD MAN: Please! Consider it an old man's last request!

CAPTAIN FALCON: Just calm down.

ANNOUNCER: We will soonly be closing registrations for the next race!

OLD MAN: The next race is going to start!

(He grabs Falcon and drags him toward a door)

CAPTAIN FALCON: Hey, where do you think you're taking me!

(The race starts soon after.)

AFTER MISSION...

(The old man throws down a bag full of money.)

OLD MAN: Heh heh! Here! This is your share!

CAPTAIN FALCON: Thank you!

(Captain Falcon notices a TV.)

TV REPORTER: Once again, Black Shadow is causing havoc in the lightning area! All citizens are advised to evacuate immediately! Once again, all citizens are advised to evacuate immediately!

(Captain Falcon throws down the bag and runs out of the room.)

CHAPTER FOUR: CHALLENGE OF THE BLOODY CHAIN

A nasty crew stalls _Falcon_ in his quest to stop _Black Shadow_...

(Falcon is cruising down the road when he sees CAUTION flashing on his machine. A bunch of other machines catch up to him.)

CAPTAIN FALCON: Gangs!

(The gang member rams Falcon.)

CAPTAIN FALCON: So you want to play!

MICHAEL CHAIN: Haha! Guys! The party's just starting!

AFTER MISSION...

(Falcon drives away and escapes the gang)

MICHEAL CHAIN: Oh no! After Falcon! Don't lose him! (The rest of the gang starts to drive away) No go after him! WHAT ARE YOU DOING!?!?

CHAPTER FIVE: SAVE JODY!

The Federation arrived to help out, only to fall prey to the villian...

(We see a destroyed power plant... Captain Falcon is cruising toward it, look around in horror... he spots a member of the federation.)

CAPTAIN FALCON (running toward the person): Are you all right?

MAN: Jody's still inside the building!

CAPTAIN FALCON: Right there...

(He runs inside the plant.)

CAPTAIN FALCON: JODY!

JODY:*cry, whimper* Falcon...?

(Captain Falcon helps Jody into his machine and he turns to escape the plant.)

AFTER MISSION...

(Captain Falcon and Jody escape as the Plant blows up. The federation man covers his eyes at the explosion. Captain Falcon gives Jody to the man.)

MAN: Jody!

(Falcon sees Black Shadow across the plant.)

CAPTAIN FALCON: Black Shadow...

CHAPTER SIX: BLACK SHADOW'S TRAP

After saving Jody, Falcon finally catches up to Black Shadow...

BLACK SHADOW: Falcon! You've come to die! I needn't have wasted time looking for you then!

CAPTAIN FALCON: Lets settle this at the GP! Not like this! It's the cowards way!

BLACK SHADOW: The coward's way! You make it sound so noble! I plan to eliminate anyone who stands between me and the prize. Simple as that! Hahaha! Falcon! Take this!

(Black Shadow shoots a strange rope at Captain Falcon, which binds him.)

CAPTAIN FALCON: Aughhh! What are you doing?

BLACK SHADOW: Come out Blood Falcon!

(Blood Falcon approaches and places some kind of device on the Blue Falcon.)

BLACK SHADOW: Are you ready?

BLOOD FALCON: Yeah! I'm ready!

(Falcon hovers into his machine.)

BLACK SHADOW: Farwell Captain Falcon!

BLOOD FALCON: You are going on a little ride now! (Something like that I couldn't make it out well.)

(Captain Falcon struggles for a moment, then finally breaks out of the ropes. He grabs his wheel and realizes what is on his machine...)

AFTER MISSION...

(Captain Falcon is speeding down the road when he hits a sign. He flies off the road.)

CAPTAIN FALCON: Huh... augh!

(He hits a crane and the bomb flies off and explodes in the water. Captain Falcon lands on the road and continues speeding down it.)

MISSION SEVEN: THE F-ZERO GRAND PRIX

His death averted, Falcon visits the F-ZERO competition grounds...

ANNOUNCER: Ladies and Gentelmen! The contestants! The high flying medico! Dr. Stewart. The hitman who flies at the speed of sound! Pico! The Japanese warrior! Samurai Goroh! The cyborg returns! Mighty Gazelle! The emperor of brutality, Black Shadow. And the bounty hunter, CAPTAINNNN FALCONNNN!

(Black Shadow glances at Falcon, startled.)

BLACK SHADOW: Well still alive it seems! Well I won't miss this chance to make mince meat of you! Hahaha!

CAPTAIN FALCON: Black Shadow, I'll show you! You'll NEVER defeat me!

(Captain Falcon climbs into his machine.)

ANNOUNCER: Ladies and gentlemen! Start your engines!!!!

AFTER MISSION...

(Captain Falcon finishes the race and climbs out of his machine.)

ANNOUNCER: Our champion! CAPTAINNNN FALCONNN! The F-Zero committee will now present the champions prize belt!

(Black Shadow climbs out of his machine.)

BLACK SHADOW: What the... eh!

(The mysterious man we saw in the prologue appears)

MYSTERIOUS MAN: Black Shadow, you failed again! Your good for nothing!

(He sends a wave of energy at Black Shadow, coving him and making him dissappear.)

CAPTAIN FALCON: Ju...just who are you!

MYSTERIOUS MAN: I am Deathbond! The Grand Prix champion of the underworld. Why don't we race tomorrow! Hahahaha

CHAPTER EIGHT: SECRETS OF THE CHAMPIONSHIP BELT

Falcon sets out to meet _Deathborn_ knowing he must not lose...

(Falcon is seen driving up to a huge gate. It opens, with blinding light, and Falcon shields his eyes. He drives in and sees Deathborn.)

DEATHBORN: I've been waiting for you. Did you bring the Champion's Belt?

(Falcon holds up the belt won at the Grand Prix.)

DEATHBORN: Good...

(The two belts rise and begin to glow green...)

DEATHBORN: Falcon shall I tell you something before you die? Dark and lights, the two great forces which make up our universe. These TWO universal forces are condensed in each of our belts! Didn't you know, at the time when the two forces become one, it is possible to seize that power. Then I can turn this whole galaxy into a planet of ashes in an instant! How I've waited for this moment... the world will fall into total... darkness...

CAPTAIN FALCON: Not if I can help it! I'll destroy you yet! Lets go!

(The two climb into their machines and start their engines...)

AFTER MISSION...

(DEATHBORN is screaming and yelling)

DEATHBORN: No! He got me! How can I lose! NOOOOOOOOOO!

(He flies off the track and into the lava. The belt merges and attaches itself to Captain Falcon.)

CAPTAIN FALCON: The evil forces will never get their hands on this belt! I'll make sure!

CHAPTER NINE: FINALE: ENTER THE CREATORS

With the Ultimate Championship's Belt in hand, Falcon can relax. But...

(Falcon is resting and putting away his stuff when all of a sudden, he hears a strange voice coming from the belt.)

MYSTERIOUS VOICE: Falcon... Hahahaha. Falcon... hahahahaha... look, I'm over here Falcon... hahahaha

CAPTAIN FALCON: Who are you?

MYSTERIOUS VOICE: We are the Creator!

CAPTAIN FALCON: What are you talking about

CREATOR: We created the whole world. What a surprise. You'd beat Deathborn... our best creation!

CAPTAIN FALCON: Your best creation...? So it was you who set up everything! But why

CREATOR: To tell you the truth, there are no universal forces...

CAPTAIN FALCON: WHAT?

CREATOR: Now you become the champion of the two grand prix... We'll take out your soul from your body and turn it into our creation!

(The Creator emerges from the belt and flies around. It transports Falcon to a glowing place, similar to Phantom Road.)

CREATOR: Are you ready?

CAPTAIN FALCON: Come off it! You think you can beat me? No way!

AFTER MISSION...

(The Creator's machine explodes and they disappear. Falcon appears back at his training area and takes off his helmet. He places it down and walks through a door. We now see the staff credits.)

Okay. That was the Worst. Ending. Ever.

The announcer in the game says...

3...2...1...GO!
YOU GOT BOOST POWER!
YEAH! FINAL LAP!
OFF COURSE!
RETIRED!
BROKEN DOWN!
Original Machine!
(He says all machine names)
ALRIGHT! FIRST PLACE!
SECOND PLACE!
THIRD PLACE!
FOURTH PLACE!
FIFTH PLACE!
Sixth place!
Seventh place!
Eighth place!
Ninth place!
Tenth place.
Eleventh place.
Twelvth place.
Thirteenth place.
Fourteenth place.
Fifteenth place.
Sixteenth place.
Seventeenth place.
Eighteenth place.
Ninteenth place.
Twentyth place...
Twenty-first place...
Twenty-second place...
Twenty-third place...
Twenty-fourth place.....
Twenty-fifth place.....
Twenty-sixth place.....
Twenty-seventh place.....
Twenty-eighth place.....
Twenty-ninth place.....
Thirtyith place.....

00: Deathborn

Q: That's a fine machine you have.

A: The Dark Schneider! The wings of Darkness!

Q: Got a message for your viewers?

A: YOU'RE ALL GOING TO DIE! SAY GOODBYE TO YOUR LOVED ONES!

Q: Do you have any other interests?

A: World domination! You are all nothing but pawns in my battle plan!

Q: Got a message for your rivals?

A: You dare to challenge my supremacy?! Do you have a death wish?!

Q: Got a message for Falcon?

A: Don't get up off your knees. Everyone is going to bow down to me eventually anyhow!

Q: What was the key to your victory?

A: The same power that will enable me to control the world!

Q: Got any advice for your rivals?

A: None of you will truly be my rivals. Give up now!

Q: What do you plan to achieve through world domination?

A: Make the world a much more interesting place.

01: Mighty Gazelle

Q: Do you have a girlfriend?

A: Of course I do! I hope you don't think she's a cyborg too...

Q: Some racers are saying your victory is a victory for science.

A: I know they don't want to admit defeat. But they have to acknowledge my skill.

Q: Nice F-Zero machine!

A: It looks like a gazelle galloping across the savannah.

02: Jody Summer

Q: We expect no less from a member of the federation.

A: The best in the federation is the best in the galaxy!

Q: What are you going to do with the 1 billion space credits in prize money?

A: I'm going to pamper myself at the best beauty salon in the galaxy.

Q: Got a message for your rivals?

A: I'll take on you anytime.

Q: What was the key to your victory?

A: I couldn't have done it without the help of the Galactic Space Federation.

Q: There was some dangerous driving out there!

A: Well, I used my spin attack to destroy my enemies.

Q: Can I have your autograph?

A: Sure. Treasure it always!

Q: Why did you become an F-Zero racer?

A: My goal is to eliminate the criminal element that congregates at this event.

Q: What do you treasure most?

A: My family.

03: Dr. Stewart

Q: You even beat Captain Falcon!

A: With my driving? With my machine? How could anybody stop me?

Q: Nice scarf!

A: I wear it for someone, as a symbol of our friendship.

Q: What was your father like?

A: He was a very generous man. I hope to follow in his footsteps.

Q: What was the key to your victory?

A: It's not something one can simply explain in words.

Q: Nice F-Zero machine!

A: The Golden Fox. Just as my late father designed it.

Q: Congratulations on your victory!

A: The way I drive is an art form.

Q: What will you do with the 1 billion space credits in prize money?

A: I race for the honour. You can keep the money.

04: Baba

Q: So I've heard you can dance!

A: Poetry and dance baby, watch these moves!

Q: Why did you become a racer?

A: F-Zero is the only worthy recipient of my affections!

05: Samurai Goroh

Q: What was the key to your victory?

A: Being so handsome! *laughs*

Q: Got any advice for young thieves?

A: Come with me if you dare! We'll rule the universe!

Q: We hear you like to drink...

A: Yeah, tonight I'll drink to my victory! And to the look of Captain Falcon's face!

Q: Nice F-Zero machine!

A: The power of two RS-5060 engines cannot be matched!

06: Pico

Q: Do you have any other interests?

A: I like collecting knives! And they all cut so well!

Q: Can you tell us why you became an F-Zero racer?

A: Only F-Zero can quench my thirst for blood!

Q: What do you plan to do with the 1 billion space credits in prize money?

A: Host the Pico cup! The world's most exciting F-Zero race!

Q: What was the key to your victory?

A. I eliminated all of my opponents!

07: Captain Falcon

Q: Got a message for your rivals?

A: I'm coming!

Q: What do you plan to do with the prize money?

A: Begin construction on the Neo Blue Falcon.

Q: Will you show us your face?

A: Beat me in a race, and I'll show you.

Q: Can I have your autograph?

A: Of course! *signs autograph*

Q: Got a message for your viewers?

A: I'll race anyone, anytime.

Q: Why did you become an F-Zero racer?

A: I was born to be an F-Zero racer.

Q: Nice F-Zero machine!

A: The Blue Falcon is the fastest of them all!

Q. Is it true that you are thinking about retiring?

A. Of course not, there are still rivals to beat, and titles to win.

Q: What was the key to your victory?

A: Winning isn't about being lucky, it's about being bold.

08: Octoman

Q: You defeated Jody Summers!

A: Jody should really get over her anti-octopus feelings.

Q: That's a nice machine you've got there!

A: It's a second hand machine, but it is still a good machine.

Q: What was the key to your victory?

A: I have six arms.

Q: What animal would you say you are?

A: Strong, yet gentle, like an elephant!

Q: Got a message for your fans?

A: I love you all!

Q: What will you do with the 1 billion space credits in prize money?

A: Why, support my large family of course.

Q: Got a message for your rivals?

A: Spineless, the lot of them! Bring on some real competition!

09: Mr. EAD

Q: Will you be going into mass production?

A: Mass production has already begun! *laughs*

Q: Can you tell us why you became an F-Zero racer?

A: To increase my intellect.

Q: Where do you originate from?

A: Kyoto, Japan, that is all I can say.

Q. What is your favourite food?

A. Italian... ITALIAN!

Q: That's a nice F-Zero machine!

A: This is my brother!

Q: Why did you become an F-Zero racer?

A: To check for flaws in my program.

10: James McCloud

Q: What will you do with the prize money?

A: I'm going to buy the latest F-Zero racing model for my son.

Q: Can you tell us why you became an F-Zero racer?

A: Galaxy Dog was at a great loss.

Q: Got a message for your viewers?

A: Galaxy Dog. Mercenaries for hire.

Q: Chance was with you in this race.

A: There are no miracles in F-Zero. I earned this victory.

Q: What is your favourite quote?

A: "Friendship is a treasure that will last a lifetime"

Q: What's that mark on your back?

A: The Galaxy Dog logo. I designed it.

11: Billy

Q: What are your dreams for the future?

A: A big house? A beautiful wife? NO! All I want is money!

Q: Are you going to donate some of your money to charities?

A: No, this is MY MONEY and I'm keeping it!

Q: Nice F-Zero machine!

A: It really brings in the money!

Q: Go a message for your rivals?

A: Ok. Ok. Bring them on! But you have to offer the same stakes!

Q: How'd you hear about F-Zero?

A: A TV commercial. That one where Falcon says "Let's try" at the end.

Q: What do you think of those drivers who break the race rules?

A: Are you implying something about my driving?

12: Kate Alen

Q: Congratulations on your victory!

A: I'm the prima donna of the racing circuit!

Q: What were you doing a year ago?

A: I was doing an outdoor concert at Red Canyon. Who would have thought I'd end up here?

13: Zoda

Q: Do you have any other interests?

A: I like to grow flowers...flowers that kill people!

Q: Got a message for your viewers?

A: I'm the new emperor of evil!

Q: What planet are you from?

A: Earth. I'm not an alien, I'm an improved version of a human.

Q: That was a beautiful victory over the Arrows!

A: I will definitely bring those two over to the dark side.

I will make them work for me and I will rule the world!

Q: Why do you want to take over earth?

A: It is every bad guys dream!

14: Jack Levin

Q: Is there anything you are afraid of?

A: My mother! She's impervious to all my charms!

Q: That's a fine F-Zero machine you've got there!

A: The Astro Robin: tough and good-looking, just like me!

Q: Do you have a girlfreind?

A: My 20 million fans are my girlfriends.

15: Bio Rex

Q: Got a message for your rivals?

A: If I beat you again, I'll eat the lot of you!

Q: What's your favourite food?

A: Hamburgers, steaks, hot dogs, humans...anything with meat!

Q: Can you tell us something about the dinosaur beliefs?

A: Everyone you meet is food. Eat everything in front of you, and brush your teeth properly.

Q: Can you tell us why you became an F-Zero racer?

A: I heard the winner gets to eat the tastiest meat in the universe!

Q: Congratulations on your victory!

A: You look surprised. Aren't the dinosaurs supposed to win?

16: The Skull

Q: What did death teach you?

A: Ohh... living is not all there is to life. When you die, you'll know what I mean.

Q: Got a message for any racers you've injured?

A: Here's a one way ticket to the Netherworld!

Q: That's a nice F-Zero machine!

A: It has excellent boost. You could boost all the way to the Netherworld with it.

Q: What now for the undead?

A: Visit my grave.

Q: So what will you do now?

A: I'm going to take a looong nap in my coffin.

17: Antonio Guster

Q: What was the key to your victory?

A: Remembering my hatred for Samurai Goroh.

Q: What's your story with Goroh?

A: As soon as the federation put a price on my head, he tried to turn me in.

Q: What's your hair like under that helmet?

A: Well, it's either an afro, a mohawk, or a skinhead do. Can't guess? It's a mohawk!

Q: Congratulations on your victory!

A: This is only the start of my revenge, Goroh!

Q: Got a message for your fans?

A: Wow, I have fans?! I'm so lucky!

Q: Do you have a message for your rivals?

A: Come on, then!

18: Beastman

Q: Got a message for your fans out there?

A: Kids, if you see a wild animal out there, give Beastman a call and I'll come zooming in at 2000kph!

Q: What is your biggest hunting trophy?

A: This one! (Referring to his suit) Next I'm gonna get a Bio Rex helmet!

Q: Are racing and hunting alike?

A: Both require dedication. A moments hesitation can make the difference between life and death.

Q: That's a fine F-Zero machine you've got there!

A: The Hyper Speeder and I are an unbeatable team!

19: Leon

Q: Nice gloves!

A: It was a present from the kids.

Q: You made a promise to the kids?

A: I promised to build them a soccer field, and I will keep that promise.

Q: Did you win for the kids?

A: I fight for a reason. I win for a reason.

Q: What are your hobbies?

A: I coach soccer. The kids are pretty good.

Q: What was the key to your victory?

A: Racing for someone other than myself.

Q: How about that prize money?

A: Tonight we eat like lords, kids! I'm on my way.

Q: What's non-racing life like?

A: I'm the head on an orphanage! I won this race for the kids

Q: Nice F-Zero machine!

A: The Space Angler: It cuts through wind like a knife.

Q: Your machine has a nice colour to it.

A: Yes, it is the colour of the sky on my home planet.

Q: Got a message for your rivals?

A: Catch me if you can!

20: Super Arrow

Q: You're always with that owl, aren't you?

A: It brings me good luck!

Q: Who's faster, you or your wife?

A: I concede that victory to my wife. I'm scared not to!

Q: Will you show us your face?

A: A true hero should never show his identity.

Q: Nice F-Zero machine!

A: My sword of justice, the King Meteor. That's a 40 year loan, it is.

Q: Are there any downsides to being a defender of justice?

A. The wages are pretty low.

21: Mrs. Arrow

Q: The rumour mill says that you and your husband aren't getting along so well...

A: You've got to be kidding. We argue sometimes, of course, but we have a firm relationship built on trust.

Q: I heard the justice of Mrs. Arrow is known for it's severity.

A: Racers who break the rules will be severely punished!

Q: How did Super Arrow propose?

A: He was beating around the bush, so... I ordered him to marry me!

Q: Nice F-zero machine!

A. It's the greatest!

Q: Congratulations on your victory!

A: Was such a foregone conclusion boring to watch?

Q: Do you have a message for your rivals?

A: Wherever evil goes, the Arrows will follow.

Q: Why did you become a racer?

A: I go wherever evil goes!

22: Gomar & Shioh

Q: Nice scarves!

A: We wear them as a symbol of our friendship.

Q: You never quit, do you?

A: (Gomar) That's us, Gomar and Shioh! (Shioh) Together, we'll take on the galaxy!

Q: Congratulations on your victory!

A: Gomar and Shioh are the best!

Q: Nice machine you got there!

A: The Twin Noritta is like the third member of our team.

23: Silver Neelson

Q: Is a movie in the works?

A: To celebrate my victory, they're going to make the movie of my life.

Q: Will you retire now?

A: I'll NEVER retire! And after I die, I'll race in the afterlife!!

Q: Nice F-Zero machine!

A: We've still got a lot of mileage yet.

24: Micheal Chain

Q: Got a message fo the bloody chains?

A: Stay with me, and you will get power and women beyond imagination!

Q: What are your other interests?

A: Boxing! There's no one I can't knock down.

Q: Tell us about bloody chain.

A: We have 10,000 members and control three planets. We are the greatest.

Q: This race will go down in F-Zero history!

A: The fame of my driving will live on!

25: Blood Falcon

Q: Got a message for the viewers?

A: Blood Falcon. Captain Falcon. Now you know who is real.

Q: Can you tell us why you became an F-Zero racer?

A: It is my duty as a clone!

Q: Nice F-Zero machine!

A: Only I can control the ower of the Blood Hawk!

Q: Got a message for Captain Falcon?

A: I'm going to kill you! Resistance is futile.

Q: What do you do besides race?

A: You probably don't know, but I race F-Zero in the underworld as well.

26: John Tanaka

Q: What's the essence of F-zero?

A: Love your machine. It's what gets you over the finish line.

Q: Why did you become a racer?

A: To protect Jody Summers.

Q: Can you repeat as champion?

A: I don't know if I'll win again, but I'll certainly be giving it my best shot.

Q: Looks like your days at the monastery paid off...

A: Yes, I only came down off that mountain twice!

Q: Nice F-Zero machine!

A: It's built to my own design. Every part I made with my own hands.

27: Drag

Q: Would you like to dedicate this victory to someone?

A: I would like to dedicate this to my buddy, Roger Buster.

Q: Can you tell us why you became an F-Zero racer?

A: Is there anyone who does not want to become an F-Zero racer?

Q: How do you train?

A: I practice on the F-Zero computer game.

28: Roger Buster

Q: What will you do if the owner comes to claim that machine?

A: It's my job to deliver it to him.

Q: Congratulations on your victory!

A: Racing in F-Zero is no different than driving my truck.

Q: How do you relax?

A: I have a drink after work!

Q: Why did you become a racer?

A: Drag made me do it.

29: Dr. Clash

Q: What do you plan to do with the 1 billion space credits in prize money?

A: I think I'll build a giant F-Zero machine.

Q: It looked dangerous out there!

A: They needed the screws in their heads tightened... I did it for them!

laughs

Q: That's a nice machine you got there.

A: No, it still needs work: the microwave is on blink and the TV is broken.

30: Black Shadow

Q. Congratulations on your victory!

A. This was a victory for EVIL!

Q: Do you have a favourite saying?

A: "Domination or Death!" HAHAAHAHA! You hear that, Falcon?!

Q: How about taking off that mask?

A: You're very brave to ask me that.

Q: Nice F-Zero machine!

A: *laughs* It helps me carry out my grudge.

31: Don Genie

Q: Why did you become an F-Zero racer?

A: I don't think you petty humans could fully grasp my reasons.

Q: Will you donate any of your prize money to charity?

A: Ha! I wouldn't waste one space credit on charity.

Q: What was your biggest purchase?

A. Controlling F-zero will be my largest financial investment.

Q: Do you respect any racers?

A: None of them amount to much, but Falcon has potential.

Q: What was the key to your win?

A: My own judgement. I defeated more rivals than there are stars in the sky.

Q: Nice F-Zero machine!

A: Of course it is! Do you have any idea how much I've spent on it?

32: Digi-Boy

Q: What else are you interested in?

A: Astronomy. It's the key to all my other scientific research.

Q: Is there a special girl in your life?

A: There's this girl in my class named Sharon... but that's not quite going according to my simulation.

Q: Why did you become a racer?

A. I wanted to see if my simulation of F-Zero was accurate.

Q: Your dream of the future?

A: Field work is essential in research. I want to get out there and have adventures!

Q: What are some of your other interests?

A: I would like to do more research on Samurai Goroh. He's intriguing!

Q: Nice F-Zero machine!

A: The computer does all the hard work. I can control it one handed.

33: Dai San Gen

Q: Which one of you will hold the trophy?

A: I will! (I think this is Gen) Or better, we will win 3 trophies!

Q: Do you have any other skills?

A: Wanna see the gymnastics we learned at the National Troupe?

(Dai San Gen perform gymnastics)

Q: You're aggressive drivers!

A: (Dai) We call it the triple attack! (San) Anything we hit, (Gen) blows up!

Q: What are your other interests?

A: Mahjong. Mahjong with friends.

34: Spade

Q: What will you do with the 1 billion credits in prize money?

A: One billion? hmm, hmm. With a little magic, I can triple that.

Q: What's your best magic trick?

A: Sawing bodies in half.

Q: Do you have any advice for other racers?

A: Don't focus so much on the finish line that you miss the tricks I'm pulling right in front of you.

Q: Nice F-Zero machine!

A. It is beautiful, isn't it? I wouldn't trade it for the world.

Q: What was your impression of the race?

A: Very underwhelming. None of my preparation was even necessary.

Q: Got a message for your viewers?

A: All the crashes and explosions; we hope you enjoyed the show.

Q: What was the key to your win?

A: Strategy. Not even the seasoned racers could anticipate my strategy.

Q: Were you born that way?

A: My body, you mean? When I was born, I was put inside a globe.

35: DaiGoroh

Q: Tell us about your father.

A: He's fat and he snores, but he's so GOOD at what he does! He's the greatest!

36: Princia

Q: Why did you become a racer?

A: We never had this much fun in the Royal Palace!

Q: How do you keep that gorgeous body?

A: *giggles* That is a very closely-guarded secret!

Q: Nice F-Zero machine!

A: I know! I had a hard time hiding it from my father!

Q: Do you like any of the racers?

A: Yes: Samurai Goroh. I've never met anyone like him.

Q: Is racing too rough for you?

A: I'm not the graceful type. I like the rough and tumble of a good fight!
giggles

Q: What was the key to your victory?

A: Luck, mostly. Unless the other drivers let me win.

37: Lily

Q: Got a message for your viewers?

A: I wish I could be free to live and love as you do.

Q: What are your best features?

A: This fabulous body! All that training really paid off.

Q: May I have your autograph?

A: This is the last of my duties.

Q: Why did you become an F-Zero Racer?

A: It's only part of my pilot training.

Q: Nice machine you got there!

A: It may not be that good, but it's pretty versatile.

Q: Congratulations on your victory!

A: I want you to realise that I'm even more capable than this.

Q: Talk about your organization.

A: We support the efforts of the Galactic Space Federation.

Q: Do you have any other intrests?

A: This may seem embarrassing, but I collect Frog Nic-nacks.

Q: What will you do with the one billion space credits in prize money?

A: I've love to spend it, but the organisation will decide how to spend the money.

Q: Got a message for your rivals?

A: I'll take that as a decleration of war against the organization.

38: PJ

Q: Who are your worst passengers?

A: Drunks. And couples who can't get their hands off each other.

Q: What about that taxi CEO?

A: I want a bigger cab! Some of my passengers are 30 meters tall ya know!

Q: May I have your autograph?

A: *signs* At times like this I'm glad I have a short name.

Q: What are a taxi driver's worst enemies?

A: Traffic jams and the Galactic Space Federation. They're always after me for speeding violations, but so far they haven't been fast enough to catch me.

39: QQQ

Q: What was the key to your victory?

A: I analyzed Falcon's style and used the data.

Q: That's a great F-Zero machine!

A. It's my pride and joy.

Q: Isn't it scary being a racer?

A: Now that you mention it, yes it is.

Q: What will you do with the 1 billion space credits in prize money?

A: Although I don't really need money, I can use it to repair my ship.

Q: You're a robot hero!

A: A hero? Me? I'm just a robot.

40: Phoenix

Q: Does F-Zero still exist in the 29th Century?

A: To a certain extent, yes, in a slightly different form. That's all I can say though.

You'll just have to wait and find out.

Q: That's a nice machine you've got there!

A: Yes, it's the very best of the 29th century.

+-----+
| (13) SONG LYRICS |
+-----+

CAPTAIN FALCON

In this world you've got to be strong
You've got to fight to keep your spirit alive
And you might feel like there's nothing left to go for and fight for
But it's the fight that keeps us ready and on top

Even I can feel feel the power
When I think of you
I see no fear, feel no pain
Forever he will be my hero

(Better believe he knows the way)
And not just only for tonight
And now that I'm not just a dreamer
(And I know I got what he's got)

And not just only for tonight
I've got power
I'm gonna fight to the end
I'm gonna fight to the end

Even I can feel the power
When I think of you
I see no fear, feel no pain
Forever he will be my hero

(Better believe he knows the way)
And not just only for tonight
And now that I'm not just a dreamer

(And I know I got what he's got)
And not just only for tonight
Forever he will be my hero
(Forever he will be my hero)

And now that I'm not just a dreamer
(And now that I'm not just a dreamer)
Forever he will be my hero
(Forever he will be my hero)

And now that I'm not just a dreamer
(And now that I'm not just a dreamer)
Forever he will be my hero
And now that I'm not just a dreamer

Forever he will be my hero
And now that I'm not just a dreamer
Forever he will be my hero
And now that I'm not just a dreamer

JAMES McCLOUD

He is the hero
Leader of the team
Tough, brave, and super
It's the subtlety

Shining Little Wyvern
Makes the speed of light
(???????)

JACK LEVIN

Look around, take it in, watch the moves now
Buzzin 'round like a fly by a lightbulb
Watchin' words, bouncin 'round to the beat of my drum
Nothing said when you were under my thumb

Take a ride in the night sky
Looking good silhouette with my x-ray eyes
Be alive, and let it slide, and watch the sun rise
I know where it's at

In the light of the sun
There is part of me there
In the middle of it all
(I know where it's at)

And in the light of the moon
There is none of us there
In the middle of it all

(I know where it's at)

SUPER ARROW

Follow me
I'll protect you
I believe
It's destiny

If you are me
Could you be so strong
Can you see
Can you see its me

And if you think it is too
Don't think it's up to me

And it's a perfect world
You now belong to me

And I can take you higher
Than you can believe

And it's a perfect world
You now belong to me

And I can take you higher
Than you can believe

BILLY

Billy, an ape of the universe
Noone can reach the speed of light
Billy, an ape on the universe
Nothing can save you from the machine

PHOENIX

You never know if we are watching you through secret eyes and
Find a place where you can hide underground
Change your name and
Change your face and
Feel the heat around you
It's the forces
It's the order detective

It's the forces, it's the order (Detective)

I want you to feel the pressure (We keep the order)
I know you can't run forever
No-one moves without me saying (I'm gonna take you down)
You know there's no use in fighting

You never know if we are watching
Through our secret eyes
No place for hiding
Change your name
Change your face
Feel the heat around you
It's the force

It's the order detective

DAIGOROHS THEME-

"Get Lost,

You've no *** (might be "speed", not sure but 85% sure it is speed he says here),

Too bad,

You lose, I win!"

PRINCIA'S THEME-

"Bring to me, all you've got -

enchanted enough for you to be,

lost with me, hypnotised,

illusions passing through your mind.

If you don't think you can handle what you see,

better be, ready to run for cover.

If you might think this is fantasy land look my way,

I will cast a spell on you.

You're scared of the dark, **** (not sure what this part is),

Give me your hand and let me guide you through the night.

You're scared of the dark, **** (ends with a "eams" like "Dreams" but I can't it make out.)

Give me your hand and I will try to lead you right.

STORY MODE

PROLOGUE

Are you prepared to play the game?

The dare's the only price of fame

CHAPTER ONE

I'm a hero, F-Zero!

I'm a hero, F-Zero!

I'm a hero, F-Zero!

[laughing]

If the haves would take the have-nots

and the bads would come to their lot

and there's no one even their to buy them

And Falcon always comes out on top

No matter what.

You're meant to be goin' goin' flip-flop

He's puts his job on this madness to stop

To round up every bad guy and fry them

I've found the race

A boost to my morale

He's ready for the chase

And he's raced in the Falcon

In the hour of need

He never failed to take the lead.

What's that Captain Falcon got up his sleeve?

I'm a hero in the F-Zero!

I'm a hero in the F-Zero!

I'm a hero in the F-Zero!

CREDITS

Captain Falcon will always be there
Send angered voices of darkness away

Thank heavens he's on the right side
Or else there'd be no where to hide

Captain Falcon will always be found
Hot on the trail tracking them down

Give it up, "capitan"
Three cheers for the falcon

Call me tracking hero
Fast attack, F-Zero
Cracker Jack, F-Zero
On the gates, F-Zero
Stylin' face, F-Zero
In the race, F-Zero
In first place, F-Zero
Call me tracking hero
Fast Attack, F-Zero
Cracker Jack, F-Zero
On the gates, F-Zero

+-----+
| (14) FAQ |
+-----+

Oh my gosh! A FAQ! It's those F-Zero questions answered! You ready for this! Can you handle all of the intense questions! Can you? Huh?

These questions were asked by people who e-mailed me.

Q: Do you have to beat hard mode in the mission section to unlock the next mission?

A: No. When you complete normal mode, just go to the customize section, choose shop, and go to items. You'll find the next mission there.

Q: How do I unlock the diamond cup?

A: Place first in the Ruby, Emerald, and Sapphire cups on standard mode or higher.

Q: Are you gonna include the F-Zero AX tracks and characters in your FAQ?

A: Maybe, if I unlock them.

Q: Hey do you have any tips on beating the Ruby Cup?

A: Everything is in the FAQ...

Q: What character(s) do you use?

A: I use Captain Falcon and Black Shadow.

Q: How fast can you go in this game?

A: I don't know the exact... I've gotten up to 2900 kilometers per hour but that

Dai Goroh Unlocked by beating mission #6 on Very Hard
Dai & San & Gen Unlocked by beating mission #7 on Very Hard
Lily Flyer Unlocked by beating mission #8 on Very Hard
PJ Unlocked by beating mission #9 on Very Hard
Magic Seagull Unlocked by beating all chapters on Very Hard

You can also unlock the racers by going to an AX arcade machine and inserting your memory card into the slot. Do a race with someone and you can save that character to your memory card!

UNLOCK THE AX TRACKS

To unlock the AX tracks do one of the following two:

-Beat all the cups (Ruby, Sapphire, Emerald, and Diamond) on Master difficulty

-Go to an AX arcade machine and insert your memory card into the slot. Play a track and finish in first place to save it to your memory card.

KILL TWO BIRDS WITH ONE STONE

This is probably really obvious, but I suggest to choose an AX racer that you have not unlocked when you go to an AX machine. That way, if you beat a track, you get two things!

UNLOCK THE MASTER DIFFICULTY LEVEL

To unlock hell's best friend, the master difficulty level, beat the Ruby, Sapphire, and Emerald cups all on Expert. Beating the Diamond Cup on Expert is not required.

UNLOCK BIG BLUE REMIX

This remix is really cool. To unlock it, do one of two things:

-Beat Master difficulty in the Ruby, Sapphire, Emerald, and Diamond cups

-Go to the customization menu and enter this button code quickly: Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z

Once you do one of those things, the Big Blue Remix will become available in the items section of the shop for 99 tickets. To activate it, press Z before you choose any Big Blue track.

UNLOCK HARD AND VERY HARD DIFFICULTIES ON STORY MODE

To unlock the hard and very hard difficulties for story missions do this:

-Beat normal difficulty to unlock hard difficulty

-Beat hard difficulty to unlock very hard difficulty

UNLOCK AX MACHINE PARTS

Beat all story mode chapters on hard to unlock all AX machine parts

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+-----+
|               (16) VERSION HISTORY               |
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08/29/03 Finished three cups, got three missions done, and finished the character, controls, and intro. Although the FAQ is already about halfway done, there will be more to come very soon.

08/31/03 Unlocked the Diamond Cup today so added walkthrough for that. Also added four new chapters! In addition to that, added the recommended balance for each race, and added a new story mode mission. More to come soon...

09/06/03 New chapter added and got the AX racers! Also added TWO new chapters which allows people to post their own custom vehicles and gives you the script of the game. Also added the game difficulty for each track. Finally, completed story mode! YAY! This FAQ is now very, very close to being complete.

09/14/03 AUGHH! STILL haven't unlocked AX tracks! Added a skeleton of the AX section thanks to Famliygyu and added two new chapters: Staff Ghosts and Song Lyrics. mode, will be rewritten next week.

09/22/03 Added 5 Time Attack guides, and you'll notice the format of some chapters is different.

09/24/03 Three Time Attack guides added, also added the Hard and Very Hard mode guide for chapter nine to the Story Mode section. Finally, added the AX staff ghosts times.

09/25/03 One Time Attack guide added, and changed the forma

09/18/03 Emerald...Master...must...die... Anyway, added two new chapters!

09/20/03 WOOT! UNLOCKED AX TRACKS! This FAQ is now complete! I will try to work on getting the finishing touches (character profiles, TV guide, and Time Attack guide) next week, but for now, enjoy!

09/21/02 TOTALLY rewrote the Ruby Cup, and three tracks of the Sapphire Cup. The Emerald and Diamond cups, as well as story tracks. I was unable to add in all the custom machine parts as I did not have time. I was also unable to complete the chapter one very hard guide, so that will be in the next update.. Also finished the GX racer profiles. Finally, got some more secrets in.

09/28/03 Added V. Hard ch 1 map and more revised tracks.

09/30/03 Time Attack guides added in. I hope to finish all the time attack guides and revised tracks by next week. The FAQ should be TOTALLY complete by the next two weeks.

09/30/03 (4 hours later) Changed the format of the Time Attack guide, also added all custom parts and more secrets. Added a tiny bit more to my additional information for my garage.

10/04/03 Happy October. Added 3 revised guides.

10/07/03 Thanks to Carl G, I was able to add the Interview section

10/07/03 (One hour later) Added some more Time Attack guides in, as well as changing the custom machines format.

10/14/03 I did four rewrites for the cups. Just one left, which is Trident. I didn't do that because I'll need at least an extra hour on my hands to complete it and I didn't have that time. Also, more interview questions added thanks to carl G again.

11/02/03 Sorry about the huge gap without an update. Anyway, I finally added Trident in the Diamond Cup section, so now the rewrites are complete! I only have a few profiles and Time Attack guides left and this guide is done. Hate to

say it, but I'm starting to get really sick of this game.

11/08/03 This game is officialy boring. Sorry guys, but it just is. It'll probably take me the rest of the month (or maybe the rest of the year) to finish the FAQ. Updates will come about once every week, with one or two more things added. Right now, I have added two more time attack guides in. I also added some custom machines.

11/11/03 Added different machine combinations thanks to Dark Knight.

12/04/03 Final update. I decided not to list the Time Attack guides for the AX cups, because most of you got them as a reward and they are supposed to be a challenge for you to figure out. So I'll leave those up to you. But I got the remaining six time attack guides in. See ya!

+-----+
| (17) CONTACT |
+-----+

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full cup guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a track or correcting information that I messed up. Secrets are TOTALLY accepted.

Asking permission to use this FAQ. You can see full details on this in the final chapter.

Suggestions for the FAQ. Something like, "Why don't you add such and such in your FAQ. NOT "Why don't you totally re-do your FAQ because it sucks!" That is just plain rude and annoying. If you don't like my FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least twenty spam e-mails a day and I don't need yours it doesn't help. Please don't send any.

Praise/Hate mail. Yes I appreciate it if you praise my FAQ. No I don't appreciate it if you send me an e-mail saying, "Your FAQ is the biggest piece of **** ever created! It sucks!" Those two things just fill up my inbox and it really annoys me.

Spelling/Grammar mistakes. I used to get about ten e-mails a day saying, "You spelled these two words wrong." or something like, "You used inappropriate grammar in this chapter." Please people! I can find those on my own!

And that wraps up the contact. Once again my e-mail is:
cskull@frogdesign.com

+-----+
| (18) CREDITS/LEGAL |
+-----+

+-----+
The credits so far go to...

Nintendo and Sega for publishing this game.

Amusement Visions for creating this great game.

CJayC for posting this on his site.

NJBob628 for recommending putting the recommended balance

Flamemaster2007 and Squid Z for both helping me with the AX Character stats

famliygu; he gave me the skeleton of the AX section

Timothy Swantek: he helped A LOT by giving me profiles of AX characters and AX song lyrics

Big K 21921 for giving me Spade's bio

carl G for letting me use his Interview FAQ to complete my interview section

Dark Knight for letting me use his Parts FAQ to complete my custom machine section

That is all I have now. If you want to be included in the credits, e-mail me with some good information!

The legal info...

Some of you people have no idea how annoying it is to see your FAQ on someone else's site. DON'T put this on your site or in your book or magazine. Don't take any PARTS of this guide without my permission. I will find out somehow by someone who e-mails me and I will get very mad at them. You can, however, print this guide out for your own use.

The big sin: DON'T GIVE YOURSELF CREDIT FOR THIS FAQ!

Ever, ever, ever! Plagiarism is the number one thing that pisses me off. If I find this FAQ on someone's site without my permission AND without my name on it, I'm not even going to send a nice little e-mail telling you to remove it. I'll get serious FAST! Using this guide as your own is against the law, and can result in severe punishments. Altering this section is also against U.S. law and can result in severe punishments.

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Thanks a bunch for reading this FAQ! I hope it helps you!

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