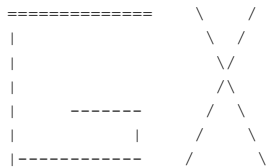
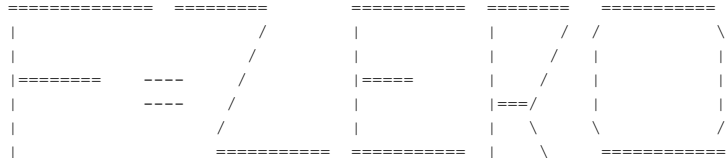


F-Zero GX FAQ

by paxk

Updated to v1.4 on May 3, 2005



F-Zero GX FAQ/Walkthrough
Version 1.4

Written by Pax Krouw

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Part 1- The Guide and Its Organization

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

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

Part #- XXXXX

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

/Chapter #- XXXXX \\
\\-----/

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

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

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

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

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

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

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

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

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

/E-MAIL INFO
My e-mail address is paxk@yahoo.com. If you are an avid fan of F-Zero
and wish to send me your strategies I will be more than happy to post
them with the guide because I want this to be the absolute best FAQ
for this game. Give me anything you have, even if you think I won't
use it, because I can ALWAYS use new info/strategies in my guide. Do
NOT send me images, however, because I don't trust image-senders on a
Yahoo! account. I get at least 100 spam messages a month, and if you
send me any, you'll be in for a surprise. You will NO longer be able
to e-mail me, because you will be added to my blocked address list.
Just stick to the strategies, and please use this format:
Subject: F-Zero GX FAQ
Send to: paxk@yahoo.com
Please use proper grammar, spelling, and punctuation. While some of
you aren't strong in this area, I can't read crappy sentences very
well.
Other than that, just send the mail. Please, keep the Internet lingo
to a minimum. I can understand a few things, and I love :) or : Ds.
\\-----/

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

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

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

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

to the progression to your game, but it does feel good if you're mentioned in here.

Chapter 3- Website Links- Provides helpful website links that can help you win this game

/Chapter 1- Introduction \
-----/

The long awaited F-Zero X Grand Prix made its return a year ago, and it was Captain Falcon in machine number 07 who took the crown.

Now speed freaks who know no fear are back. Some come in the name of honor while others covet the final prize.

Already the motives of the pilots are clashing and the races have just begun...

/Chapter 2- Version History \
-----/

|Version 1.4 (04/16/05)- I have TOTALLY reorganized this guide to make |it easier to read. Everything about it is different as far as how to |find information. The only section I have left to finish is the Track| |Walkthroughs. Other than that, enjoy! |

|Version 0.9 (08/10/04)- This guide is not yet completed, but this was| |MAJOR UPGRADE. Lots of things have been fixed or updated, more track | |walkthroughs are done, and the Story Mode section has been completely| |revised. Expect the guide to be complete in the next version. |

|Version 0.7 (07/16/04)- Secrets section added. Staff Ghosts added. | |More Story Chapters updated. Pilot Profiles completed/modified. Lots | |more to do, track walkthroughs will come as soon as I can get time to| |do them. |

|Version 0.5- A few sections completed. Put in some cool graphs and | |charts for you. More is coming soon; I'm doing my best to finish it. | |I NEEDED to get this guide online so people would know about it. |

/Chapter 3- Website Links \
-----/

This guide is not the only way to get the most out of your F-Zero GX game. There are several other websites besides mine, which give you and even clearer picture of F-Zero. The sites are:

- Smash Boards- www.smashboards.com
F-Zero Academy- ee2.lasphost.com/fzeroacademy/index.html
Game FAQs- www.gamefaqs.com
Neoseeker- www.neoseeker.com

| Tip 3.1- The Websites |
| If you have a slow Internet connection when you access the website, | | it will take considerable time to load some of the sites. Use DSL | | for the best results. |

Part 2- Basics of F-Zero GX

Welcome to the second part of the guide. See, reading the first part wasn't so bad, now was it (wink, wink, I know you're screaming, "Yes it was!")? Anyway, this next part is the basics of F-Zero GX, including the controls, ratings, pilots, and machines.

Chapter 4- Take Control/Ratings/Settings/Menus: A must-read for newbies/beginners/low men on the totem pole, etc.

Chapter 5- Machine/Pilot Profiles: A thorough description of the pilots and machines. Another must-read.

/Chapter 4-Take Control/Ratings/Settings/Menus \
-----/

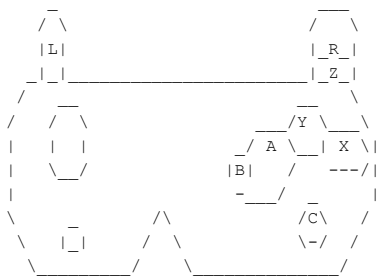
This chapter breaks down the controls of the game, the rating system, the settings for the game, and the various menus you will find.

/1. Take Control

Knowing how to use your controller is the most essential part of playing a video game. This section outlines the controls and their functions.

The GameCube Controller:

The GCN controller was designed to provide maximum comfort while playing video games. It's alignment is similar to this:



 | Tip 4.1- Controller Finger Positions |
 | |
 | When holding your GCN controller, put your left hand thumb on the |
 | Control Stick, and your right hand thumb on the A Button. This gives | you
 | easy access to the rest of the buttons. |

IN-GAME CONTROLS:

A: Accelerate
 B: Air Brake
 D-pad: Switches camera angle
 L: Shifts Machine Left
 R: Shifts Machine Right
 X: Use Side-Attack
 Y: Use Boost
 Z: Use Spin-Attack
 Control Stick: Tilt to change direction. Press up to increase speed and decrease flight. Press down to decrease speed and increase flight.

 | Tip 4.2- Nosediving |
 | |
 | Pressing up on the Control Stick to nosedive while in mid-air is a |
 | useful feature, but should only be used if you are falling a long |
 | way and not trying to reach a high platform (e.g. Serial Gaps). It |
 | will also give you a faster speed than just gliding. |

 | Tip 4.3- Flying |
 | |
 | Pulling the Control Stick back to fly while in mid-air is a useful |
 | feature, but it must be done perfectly to avoid losing considerable |
 | time and speed (and also to prevent falling off course). When you |
 | pull back on the stick, you should only do it VERY lightly (and also |
 | only when you have to add just a bit of altitude to your air-time). |
 | Eventually your engines will shut off, so follow the rules above for | best
 | results. |

 | MAJOR HELP: Sliding and Drifting |
 | Slide Turn: Hold L or R (NOT TOGETHER) and tilt the Control Stick at |
 | the same time to slide and take a curve. Note that this decreases |
 | speed. (MAX SPEED ADVANTAGE) |
 | |
 | Drift Turn: Hold L and R together and tilt the Control Stick at the |
 | same time to drift along a curve. Note that this increases speed. |
 | (MAX ACCELERATION ADVANTAGE) |

MAIN MENU CONTROLS:

A: Select mode
 B: Return to title screen
 Control Stick: Move up, down, left, right, and diagonally

 | Tip 4.4- Pressing B while at the Main Menu |
 | |
 | This isn't really a Tip, it's just an interesting feature. If you |
 | press B while at the Main Menu screen, the game goes back to the |
 | introduction screen |

SETTINGS MENU CONTROLS:

A: Enter race
 B: Return to main menu
 L/R: Change machine color
 Control stick: Select settings

LOGITECH SPEED FORCE CONTROLS (Steering Wheel/Accessory Kit):
 Anything in parenthesis is for use with the accessory pack (gas pedal/brake).

A: Enter/Accelerate (Booster)
 B: Cancel/Brake
 L: Move cursor left/slide machine left
 R: Move cursor right/slide machine right
 X: (Switch Camera Angle)
 Y: Booster (Switch Camera Angle)
 Z: Not used
 Control Pad: Move cursor/tilt machine's nose/rear

Side Attack: Press L or R twice
 Spin Attack: Hold down L and R as you turn the wheel

F-ZERO AX CONTROLS

Gas Pedal: Accelerate
 Brake: Use Air Brake
 Steering Wheel: Turn left/right
 Boost Button: Boost
 Left Paddle: Slide machine left
 Right Paddle: Slide machine right

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

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

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

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

/2. Ratings |

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

The Body Rating

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

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

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

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

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

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

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

Table 4.1- Body Ratings

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

```

| Little Wyvern |
| Red Gazelle |
| Death Anchor |
| King Meteor |
| Queen Meteor |
| Twin Norrita |
| Mighty Hurricane|
| Cosmic Dolphin |

```

```

-----
| Tip 4.5- Body Ratings and Skill Levels |
|
| If you are a beginner to F-Zero GX, choose a machine with a high |
| body rating. This will enable you to be able to hit walls more |
| often, as that is something beginners usually end up doing. |
-----

```

The Boost Rating

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

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

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

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

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

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

Table 4.2- Booster Ratings

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

The Grip Rating

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

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

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

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

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

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

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

Table 4.3- Grip Ratings

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

 | VERDICT- Ratings and Machines: From Beginners to Aces |
 | If you are a beginner, use machines with high grip ratings such as |
 | Hyper Speeder, Astro Robin, Big Fang, and Iron Tiger. More advanced |
 | players should use machines with higher body and boost ratings, as |
grip can be made up for with a Max Speed setting (see next section).

/3.Settings |

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

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

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

/4. Menu |

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

END OF RACE MENU:

```
[LOCATION Course Name]                                MODE OF PLAY
-----
| Name: XXXXX | LAP 1: ##### |
|             | LAP 2: ##### |
| Machine: XXXXX | LAP 3: ##### |
|             |             |
|             | MAX SPEED: ###km/h |
|             |             |
|RANKING |
|             |
```

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

MAIN MENU:

support.
::-:--:--:--:--:--:--:--:~::~:

::-:--:~::~:
No. 11- Mad Wolf (08 tickets) ***
Pilot- Billy
Sex: Male
Age: 7
Body B
Boost B
Grip C
Creator: Mad Baboon Science Laboratories
Engine: CY95-F5x1
Weight: 1490 kg
Graph: [2,2,2,1]

The Mad Wolf shares ratings with one of my other favorite racers, Rainbow Phoenix. It handles very well under tight turns, and its boost is great. The grip makes it easy to snake. This guy is good for tracks with sharp turns such as Outer Space [Meteor Stream] and Port Town [Aero Drive].

One of Billy's ancestors was a trained rocket pilot and the first monkey in space. Whether by genetic predisposition or not, Billy's ability as a pilot is truly exceptional, and he's the first monkey to enter the F-Zero Grand Prix. He was raised in a special lab where he was educated in human literacy and communication skills. The lab concurrently developed an F-Zero racer suitable for a monkey, and bestowed upon him the honor of piloting it in the Grand Prix.
::-:--:~::~:

:::~::~:
No. 12- Super Piranha (10 tickets) ***
Pilot- Kate Alen
Sex: Female
Age: 30
Body B
Boost C
Grip B
Creator: Team Power Boys
Engine: OZ-P1x2
Weight: 1010 kg
Graph: [2,2,3,3]

Kate Alen's Super Piranha shares ratings with the Blue Falcon, and has about the same overall graph stats in the Garage. Her body and grip are good, because it gives you more expandability than racers with lower body ratings, because you might have trouble hitting the walls. This racer is good for Casino Palace [Double Branches] because of her grip that can handle the sudden turns on the circuit.

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

:::~::~:
No. 13- Death Anchor (08 tickets) ***
Pilot- Zoda
Sex: Male
Age: Unknown
Body E
Boost A
Grip C
Creator: The Secret Society Deathriddle
Engine: ZZ-2236x1
Weight: 1620 kg
Graph: [0,2,2,0]

Simpsons fans everywhere will know what Flanders would say about Zoda, "That guy looks hey-diddly do-diddly demonic-diddly!" The Death Anchor is a racer with one of the best boosts in the game, and this truly outweighs its E body. The grip feels very loose, so be careful while attempting to tackle those S turns. On tracks like Fire Field [Cylinder Knot] and Port Town [Cylinder Wave], use max speed and boost like mad, since the lack of walls makes your body rating less effective in your overall average.

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

:::~::~:
No. 14- Astro Robin (08 tickets) *****
Pilot- Jack Levin
Sex: Male

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

No. 40- Rainbow Phoenix (20 tickets) *****
Pilot- Phoenix
Sex: Male
Age: 26
Body B
Boost B
Grip C
Creator: Unknown
Engine: RP2001x2
Weight: 1080 kg
Graph: [2,2,4,1]

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

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

/SCORING RACERS AVERAGES |

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

- A = 5
- B = 4
- C = 3
- D = 2
- E = 1

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

Part 3- The Grand Prix and Tracks

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

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

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

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

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

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

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

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

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

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

There are 5 cups to the game and 35 tracks (including Story Mode tracks, which can be unlocked for you to race on through Action Replay; for more information, see Chapter 37)

OFFICIAL RULES OF F-ZERO GX

/1. Standard Rules |

- 1-1 To complete a Cup, you must finish all five courses.
- 1-2 Each course consists of three laps. Rank will be determined at the finish of each race.
- 1-3 Your starting position is based on your ranking from the previous race. The higher you place in a racer, the farther behind you will start in the next race.
- 1-4 A driver who completes a course will receive points. These points will depend on where you rank (finish). The driver with the most points after the completion of the fifth course will be the winner.

RANK/POINTS

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

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

/2. Retire |

- 2-1 When a machine loses a race by falling off the course or sustaining an energy loss after completely depleting his or her Energy Meter, that pilot must retire. In this case, the machine is subject to termination by the F-Zero GX Execution Project.
- 2-2 If the pilot decides to RETRY or change the SETTINGS during a race, it will be treated as a retire and rule 2-1 will be enforced.

/3. Spare Machines and Retry |

- 3-1 A pilot participating in a Cup will be allowed to have spare machines. Only when a pilot has a spare machine will he or she be allowed to retry a race after retire.
- 3-2 In Novice Mode, a pilot will have five (5) spare machines. Four (4) machines will be available in Standard, three (3) in Expert, and one (1) in Master. A spare machine will be awarded when the pilot retires five or more rival machines in a single race.
- 3-3 If a pilot retires and has no spare machine, the pilot is disqualified from the Cup, and the game will be over.

/4. Prohibited Actions |

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

4-2 If a pilot is driving in the wrong direction, the Execution Project will issue a REVERSE warning. The pilot must immediately change direction.

/5. Establishment on the Course |

5-1 Pilots are permitted to replenish their Energy Meters in Pit Areas. The amount of energy recovered depends on how much time a pilot stays within a Pit Area.

5-2 These various establishments are necessary for competition. Pilots may not dispute or disclaim their existence.

Pit Area	Dash Plate	Slip Zone	Jump Plate	Dirt Zone
Run over this	Run over this	Your machine	Run over this	Your speed
to replenish	to get a brief	will easily	to hop up into	will
your Energy	speed boost.	lose traction	the air.	decrease in
Meter.		in this zone.		this zone.

OTHER OBSTACLES:

Landmines: These things will cause you to lose energy if you hit them, and if you race over them after they've detonated, you'll lose a SMALL amount of energy. In addition to that, these mines can give you a speed boost ahead of other racers.

| \ / CROSS REFERENCE: Speedy Mines |
| / \ |
| For more on mines giving you a speed boost, check out the Story |
| Mode section for Chapter 7. |

Lava: This is one of the worst things for you to fall into, as if you do, your machine will lose a LOT of energy if you just cruise through it. BE CAREFUL. The good thing is that you only see this in Chapters 7 and 8 of Story Mode :).

| \ / CROSS REFERENCE: Beware! Lava Zones Ahead! |
| / \ |
| For more on the Chapter 7/8 lava zones, see the section of the |
| guide on Story Mode. |

| TRY THIS: Alternate Track Walkthroughs |
| |
| Try writing your own track walkthroughs. If you think of any, send |
| them to paxk@yahoo.com. |

/Chapter 7- The Ruby Cup \

The most basic and easiest of the cups. The tracks range in difficulty from 1-4 stars. Most of the tracks contain long straightaways and have good places to boost. Easy cup to win, even on Master Class.

/NEW THINGS INTRODUCED IN RUBY CUP: |

- Dash Plate [Twist Road]
Pit Area [Twist Road]
Junction [Split Oval]
Narrow Track [Split Oval]
Drop-off [Surface Slide]
S-Turn [Surface Slide]
Dirt [Loop Cross]
Loop [Loop Cross]
Raised Track [Loop Cross]
Jump Pad [Multiplex]
90-Degree Turn [Multiplex]
Ice [Multiplex]
Mines [Multiplex]

/CUP WALKTHROUGH |

Ideally, to complete this cup, you should easily place 1st on Twist Road and Split Oval. This will give you 200 points solid. Your rival (most likely Black Bull or Queen Meteor) will probably have about 184 points. Surface Slide can be tricky though, but since you're in first now, even finishing around 20th place can still leave you in the top 6. Make sure to place in the top 10 on Loop Cross or you may give up your lead. On Multiplex, be sure to come in first and win!

::-:--:
Mute City [Twist Road]

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

Big Blue [Drift Highway]

Difficulty- **
Recommended Vehicle- Rolling Turtle/Astro Robin
Settings: Balanced

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

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

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

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

Port Town [Aero Drive]

Difficulty- **
Recommended Vehicle- Rainbow Phoenix
Settings: 100% Max Speed

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

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

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

Green Plant [Mobius Ring]

Difficulty- ***
Recommended Vehicle- Any heavy vehicle (e.g. Black Bull, etc.)
Settings: All the way to Max Speed

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

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

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

the start/finish.

Port Town [Long Pipe]

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

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

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

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

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

Mute City [Serial Gaps]

Difficulty- ****
Recommended Vehicle- Sonic Phantom
Settings: Balanced

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

TIPS:

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

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

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

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

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

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

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

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

/Chapter 9- The Emerald Cup \

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

/NEW THINGS INTRODUCED IN EMERALD CUP: |

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

/CUP WALKTHROUGH |

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

Fire Field [Cylinder Knot]

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

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

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

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

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

Green Plant [Intersection]

Difficulty- ***
Recommended Vehicle- Mighty Hurricane
Settings: 3/4 to Max Speed

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

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

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

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

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

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

::--:~::~
Lightning [Half Pipe]
::--:~::~

Difficulty- ****
Recommended Vehicle- Mighty Typhoon
Settings: 30% Acceleration if you don't know what you're doing, or else 60% Max
Speed

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

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

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

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

::--:~::~
Big Blue [Ordeal]
::--:~::~

Difficulty- *****
Recommended Vehicle- Big Fang
Settings: 50% Acceleration if beginner, or else balanced

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

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

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

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

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

::--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:~::~

Difficulty- ****
Recommended Vehicle- Hyper Speeder
Settings: 50% Max Speed

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

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

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

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

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

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

::--:--:~::~
Fire Field [Undulation]
::~

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

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

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

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

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

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

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

::--:~::~
Aeropolis [Dragon Slope]
::~

Difficulty- *****
Recommended Vehicle- Green Panther
Settings: 70% Max Speed

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

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

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

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

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

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

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

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

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        Phantom Road [Slim-Line Slits]
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Difficulty- *****
 Recommended Vehicle- Sonic Phantom
 Settings: 30% Acceleration

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

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

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

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

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

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

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

/Chapter 11- The AX Cup \

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

/NEW THINGS INTRODUCED IN AX CUP: |

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

/CUP WALKTHROUGH |

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

Mute City [Sonic Oval]

Difficulty- *
Recommended Vehicles- Fat Shark/Black Bull
Settings: All the way to Max Speed

My, my after that long hard Diamond Cup we come to a much simpler AX Cup. And the first track just so happens to be the easiest in the game! What luck for you! Full Max Speed is crucial here, however, you won't be racing this one in the GPs. If you plan to win pick a heavy vehicle such as Fat Shark and boost like heck.

Starting off is a straight. After the long straight is a booster pad in the center. Hit it and move on. After some more straight we're in for another centered booster pad and a left turn. After this turn is another long straight with a booster pad right before the pit area.

On this straight is a huge pit area in the center and two boosters on the sides of it. Choose one and keep going. After this is another centered booster with a short pit area on the right. Hit one and move to a final straight with one more booster plate. Ahead is the start/finish.

Aeropolis [Screw Drive]

Difficulty- **
Recommended Vehicles- Queen Meteor/Spark Moon
Settings: All the way to Max Speed

All right, this is the first track of the AX Cup that you can race in the GP Mode. This track is very easy to place in first on, just be careful on Master Class because Bunny Flash will put up a tough fight to the finish. Queen Meteor or Spark Moon will do fine here so pick one and take them for a drive.

Starting off is a straight. It is followed by a right turn. There will

Outer Space [Meteor Stream]

Difficulty- ***
Recommended Vehicles- Mad Wolf/Rainbow Phoenix
Settings: All the way to Max Speed

Port Town [Cylinder Wave]

Difficulty- ****
Recommended Vehicles- Twin Noritta/Groovy Taxi
Settings: All the way to Max Speed

Lightning [Thunder Road]

Difficulty- *****
Recommended Vehicles- Hyper Speeder/Astro Robin/Pink Spider
Settings: All the way to Max Speed

Green Plant [Spiral]

Difficulty- *****
Recommended Vehicles- Iron Tiger/Bunny Flash
Settings: Balanced

Whoa! This is the longest track in the entire game, however, it is not the hardest. In fact, this track is actually extremely easy once you master it. I'd rate it 2 stars overall. Iron Tiger or Bunny Flash will work wonders here, so take either one out and beat the competition!

Starting off is a straight. The track will then become similar to that of a 3/4 pipe. Shift to the left to avoid dropping off. There is a straight up next. After that, there is a drop off, and then the track becomes a cylinder. The cylinder will have an energy pit in the center area, and then it will shift right (assuming you're on top) and drop off to normal track.

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

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

/Chapter 12- The Story Mode Tracks \

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These tracks are available for you to play on in Story Mode [and, unfortunately, only as Captain Falcon : (], but if you enter in an Action Replay Code, it is possible to race with anyone on these story tracks. Sweet huh? BTW, these tracks are labeled according to their AR name, however, these tracks are not actually located in these areas.

Mute City [Sonic Oval 2]

This track is almost exactly identical to the first Sonic Oval, so I'll just give you that walkthrough. By the way, the capsules on this track do nothing, so don't expect to only be able to finish if you collect all the capsules.

Starting off is a straight. After the long straight is a booster pad in the center. Hit it and move on. After some more straight we're in for another centered booster pad and a left turn. After this turn is another long straight with a booster pad right before the pit area.

On this straight is a huge pit area in the center and two boosters on the sides of it. Choose one and keep going. After this is another centered booster with a short pit area on the right. Hit one and move to a final straight with one more booster plate. Ahead is the start/finish.

Sand Ocean

Casino Palace

Big Blue

Lightning

Port Town

Mute City

Fire Field

Phantom Road

Part 4- Multiplayer Mode

Welcome to Part 4 of the FAQ/Walkthrough. Though it only contains one chapter, it does not fit in with any other part I the guide, so I put it in a part of its own. The single focus of this part is on playing multiplayer, so here is the section's single chapter.

Chapter 13- Vs. Battle Mode- Includes all of the exciting features you can experience when playing with friends.

/Chapter 13- Vs. Battle Mode \

-----/

In this mode, you can race up to 3 friends at the same time. Just pick a machine and race. Here are the steps:

- 1) Select number of players
- 2) Select cup
- 3) Select track
- 4) Select machines
- 5) Choose settings
- 6) Choose # of laps, Handicap on/off, Restore on/off, CPU on/off (none in 4P mode), 4th monitor (3P only)

Part 5- Single-Player Modes

This part of the guide will give you an insight into the modes that are available for one player only (excluding Grand Prix and Story Mode). There are two chapters in this part which are listed below.

Chapter 14- Time Attack Mode- Explains the features and unlockables of Time Attack Mode.

Chapter 15- Practice Mode- Lists the information about Practice Mode, and its utilization.

/Chapter 14- Practice Mode \

In this mode, you can race for a record, earn Staff Ghosts, and race ghosts you save.

To set a new record, race a course and aim for the best possible time. Boost a lot and hit as many dash plates as you can.

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

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

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

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

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

To race a Staff Ghost, go to Time Attack, select a ghost, and	
race it. Aim for these times if you want to beat that ghost:	

/RUBY CUP	

Mute City [Twist Road]- Finish in under 0:59.964	
Staff Uses: Death Anchor	
Casino Palace [Split Oval]- Finish in under 0:56.691	
Staff Uses: Black Bull	
Sand Ocean [Surface Slide]- Finish in under 1:56.743	
Staff Uses: Big Fang	
Lightning [Loop Cross]- Finish in under 1:49.907	
Staff Uses: Wild Boar	
Aeropolis [Multiplex]- Finish in under 2:15.297	
Staff Uses: Fire Stingray	

/SAPPHIRE CUP	

Big Blue [Drift Highway]- Finish in under 1:07.331	
Staff Uses: Night Thunder	
Port Town [Aero Drive]- Finish in under 2:25.689	
Staff Uses: Black Bull	
Green Plant [Mobius Ring]- Finish in under 1:35.169	
Staff Uses: Death Anchor	
Port Town [Long Pipe]- Finish in under 2:26.802	
Staff Uses: Wild Boar	
Mute City [Serial Gaps]- Finish in under 1:26.549	
Staff Uses: Night Thunder	

/EMERALD CUP	

Fire Field [Cylinder Knot]- Finish in under 2:40.909	
Staff Uses: Black Bull	
Green Plant [Intersection]- Finish in under 2:24.897	
Staff Uses: Mighty Hurricane	
Casino Palace [Double Branches]- Finish in under 2:59.117	
Staff Uses: Fire Stingray	
Lightning [Half Pipe]- Finish in under 2:50.296	
Staff Uses: Sonic Phantom	

```
|
| Big Blue [Ordeal]- Finish in under 2:50.808
| Staff Uses: Fire Stingray
|
-----
|/DIAMOND CUP
|=====
| Cosmo Terminal [Trident]- Finish in under 2:58.650
| Staff Uses: Black Bull
|
| Sand Ocean [Lateral Shift]- Finish in under 2:09.849
| Staff Uses: Hyper Speeder
|
| Fire Field [Undulation]- Finish in under 2:06.916
| Staff Uses: Twin Norrita
|
| Aeropolis [Dragon Slope]- Finish in under 2:59.076
| Staff Uses: Death Anchor
|
| Phantom Road [Slim-Line Slits]- Finish in under 2:03.268
| Staff Uses: Queen Meteor
|
-----
|/AX CUP
|=====
| Aeropolis [Screw Drive]- Finish in under 0:56.690
| Staff Uses: Rolling Turtle
|
| Outer Space [Meteor Stream]- Finish in under 1:38.178
| Staff Uses: Wild Goose
|
| Port Town [Cylinder Wave]- Finish in under 2:06.837
| Staff Uses: Fat Shark
|
| Lightning [Thunder Road]- Finish in under 3:18.272
| Staff Uses: Fire Stingray
|
| Green Plant [Spiral]- Finish in under 3:50.470
| Staff Uses: Rainbow Phoenix
|
| Mute City [Sonic Oval]- Finish in under 0:46.893
| Staff Uses: Fat Shark
|
-----
```

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

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

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

```
/TOP TEN COURSES THAT SHOULD BE RACED IN PRACTICE MODE |
|-----|
```

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

```
--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:--:~
```

Part 6- Story Mode

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

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

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

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

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

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

Chapter 21- Save Jody!- Gives a walkthrough of Chapter 5 of Story Mode.

Chapter 22- Black Shadow's Trap- Gives a walkthrough of Chapter 6 of Story Mode.

Chapter 23- The F-Zero Grand Prix- Gives a walkthrough of Chapter 7 of Story Mode.

Chapter 24- Secrets of the Championship Belt- Gives a walkthrough of Chapter 8 of Story Mode.

Chapter 25- Finale: Enter the Creators- Gives a walkthrough of Chapter 9 of Story Mode.

-----/ INTRODUCTION \-----
 \-----/

The first thing that comes is a play-like overview of the chapter.

The number of stars next to a Normal/Hard/Very Hard chapter appear next to the stats (* = very easy, ** = easy, *** = normal, **** = hard, ***** = very hard).

After that is the type of reward you get for beating the Chapter on a particular difficulty.

| MAJOR HELP: Story Mode |
| |
| I may not be the most skilled player at F-Zero GX in the universe, |
| but if I give you a strategy you should listen to me (no-brainer, | | huh?)
I have cleared every single chapter on Very Hard which took a | | combined
total of about 33 hours; it might be best to take my |
advice.

| TRY THIS: Alternate Story Mode Walkthroughs |
| |
| If you have an alternate walkthrough for a chapter send it to |
| paxk@yahoo.com. |
| |
As always, your hard work will not be forgotten.

-----/Chapter 16- Prologue \-----
 \-----/

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

[Black Shadow and a mysterious person are racing. Black Shadow is in the lead on the first turn. The other person boosts several times and then catches up to Black Shadow. He side slams him and Black Shadow's machine goes flying. Black Shadow then stumbles out. The man starts to choke Black Shadow]

BLACK SHADOW: Wait! Aggh! Just give me one more chance!

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

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

[The mysterious person powers up his engines and boosts away.]

-----/Chapter 17- Captain Falcon Trains \-----
 \-----/

[The camera comes down on the streets of Mute City. Jack Levin, Antonio Guster, Mr. EAD, Billy, Pico and Octoman are watching Black Shadow on a TV screen. Black Shadow laughs menacingly. Captain Falcon walks near and turns down an ally. His face is scanned and he enters his home. He goes into his machine and starts up Simulation Mode.]

Description: Get all the capsules on the track and finish within 80/60 seconds.
Normal- 25 capsules; 80 seconds *
Hard- 30 capsules; 60 seconds ** (Silver Sword, Rave Drifter, Jupiter-Q)
Very Hard- 35 capsules; 60 seconds ***** (Rainbow Phoenix)

HOW LONG IT TOOK ME:
Normal- Took me around 7/8 runthroughs
Hard- Took me around 5/6 runthroughs
Very Hard- Took me around 3 hours to beat

INSTRUCTIONS: As Falcon would say, "Let's do it!". These instructions are according to Very Hard, yes, I know it won't help you with Normal or Hard very much, but most people can beat those themselves :). You'll start off facing two spheres, one on the left, one on the right. Grab the left one. You'll then see some spheres aligned in this pattern:

3
2 4
1

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

```
| 5      *****      4 |
| 4      *****      3 |
| /\     *****     /\ |
| 3      *****      |
|      ***PIT AREA***   |
| 2      *****      2 |
|      *****      |
| 1      *****      1 |
|      *****      |
|              /\      |
```

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

```
3      8
2      7
5
1 4 6
```

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

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

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

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

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

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

BLACK SHADOW: This time the prize will be mine!

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

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

BANDITS: Ha Ha Ha!

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

GOROH WITH BANDITS: Ha Ha Ha!

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

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

CAPTAIN FALCON: Let's do it!

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

[Goroh and Falcon power up their machines.]

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

Description: Beat Samurai Goroh to the goal!
Normal- Few boulders, Goroh slow **
Hard- More boulders, Goroh medium ** (Optical Wing, Cyber Fox, Comet-V)
Very Hard- A TON of boulders, Goroh fast *** (Spark Moon)

HOW LONG IT TOOK ME:

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

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

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

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

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

/Chapter 19- High Stakes in Mute City \\
\\-----/
[Flacon is driving on a road in Mute City. He pulls up to a club. Several people show him their drinks. We see Silver Neelsen and James McCloud fighting over a bet.]

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

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

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

CAPTAIN FALCON: What? Huh?

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

CAPTAIN FALCON: Just calm down old man!

ANNOUNCER: We will shortly be closing registration for the next race!

SILVER NEELSEN: The next race is about to start!

[He drags Falcon towards a closet.]

CAPTAIN FALCON: Where are you taking me? Wait!

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

SILVER NEELSEN: Just perfect!

[The racers power up.]

Description: Reach the goal first!
Normal- Racers fast ***
Hard- Racers faster *** (Megalo Cruiser, Heat Snake, Impulse 220)
Very Hard- Racers at their fastest **** (Rolling Turtle)

HOW LONG IT TOOK ME:
Normal- 2 hours (I still sucked)
Hard- 30 minutes
Very Hard- 10 minutes

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

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

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

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

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

should be in first or second by the end of the first lap. Boost three times at the start to stay where you are. Boost in front of EVERY SINGLE JUMP PAD to soar. Boost a few other times at various places too. On the energy strip, fuel up the second lap then BOOST the third lap. Also on the third lap watch out for those people who will sneak in and take the lead. Cut them off if you see a CHECK sign.

[Falcon stands near the door. Neelsen tosses him a bag of money.]

SILVER NEELSEN: Here, this is your share! Take it.

CAPTAIN FALCON: Thanks!

TV BROADCASTER: Once again, Black Shadow is causing trouble in the Lightning area. All citizens are advised to evacuate immediately! We repeat: All citizens are advised to...

[Falcon drops the bag, takes off the costume and drives away.]

/Chapter 20- Challenge of the Bloody Chain \

\-----/
[Falcon is driving on a road. A warning sign flashes on his monitor. Michael Chain and his gang surround Falcon.]

CAPTAIN FALCON: The gangs...

[Chain's machine opens and he lurches at Falcon.]

MICHAEL CHAIN: Arrgh!

CAPTAIN FALCON: So you wanna play?

MICHAEL CHAIN: Guys, the party's just starting!

Description: Crush Michael Chain's machine and hit the checkpoint first!
Normal- Cars have little energy *
Hard- Cars have more energy ** (Giant Planet, Dark Chaser, Extreme-ZZ)
Very Hard- Cars have as much energy as you; Chain's car has 2-3x that amount
***** (Fat Shark)

HOW LONG IT TOOK ME:

Normal- 30 minutes
Hard- 20 minutes
Very Hard- 2 to 3 hours

INSTRUCTIONS: This chapter's theme can be summed up in three words: Streets of Harlem. The difficulty of the Very Hard level in three words is: Very, Very Annoying. This chapter can take you hours to beat so pay attention to how to get kills effectively.

Go straight to Max Speed. Boost twice at the beginning and spin attack to kill two of the three racers that appear first. Boost again and catch up to more. Keep in mind that the side attack will most likely take out a racer in one hit, however, the spin attack takes three or four hits to become an effective kill. Note that if you side attack a lot and keep having to retry the chapter if you lose (I beat Very Hard in a day) you will most likely get blisters : O.

Use the side attack to kill three more racers. If any come from behind, spin attack them. Keep repeating this until the pit area. Boost in the pit area and side dash to kill one or two racers. By now there should only be about 14 racers left. Kill the rest of these as fast as you can and then boost once to catch up to the Wild Boar.

Wild Boar WILL slow down if you kill everyone else quickly, however, you may have to boost to catch up if you don't have much time left. His car has 2-3 times the amount of any other car's energy, so side dash him 4-5 times to kill him or spin attack him if he approaches from behind. Keep attacking to kill him and make it to the finish to win!

[Falcon bursts out of the gang.]

MICHAEL CHAIN: Oh no! After Falcon! Don't lose him!

[The others drive away.]

MICHAEL CHAIN: Go! Go after him! What are you doing?

[Chain drifts around and boosts away.]

/Chapter 21- Save Jody! \

\-----/
[Falcon drives towards the power plant. John Tanaka is there and his Wonder Wasp is a total wreck. Falcon emerges from his racer.]

CAPTAIN FALCON: Are you all right?

JOHN TANAKA: Jody's still inside the building!

CAPTAIN FALCON: Wait there!

[Falcon drives inside of the power plant.]

CAPTAIN FALCON: Jody!

JODY SUMMERS: Ungh! Falcon!

[Falcon puts her in his racer. There is a signal that the blast doors are going to close. Blue Falcon powers up.]

Description: The power plant is going to blow! Escape within 50/45/40 seconds!

Normal: 50 seconds *

Hard: 45 seconds ** (Holy Spider, Red Rex, Bluster-X)

Very Hard: 40 seconds ***** (Cosmic Dolphin)

HOW LONG IT TOOK ME:

Normal- 30 minutes

Hard- 10 minutes

Very Hard- 3 hours

INSTRUCTIONS: Let's be frank: This chapter is VERY HARD to beat on VERY HARD!

With only 40 seconds to escape, you'll be hard pressed to make it to the end before the final doors close (they do close when the timer says 00 : (.

Full Max Speed please! You'll need to play this for a few hours before you finally win it, so start early. Boost 8 times in a row at the start and collect every boosting ball there is. Get through every door perfectly or else you will stand almost no chance of winning.

Wait to boost until you have about half energy left. By the time you reach the X shaped door you should have about 14-15 seconds left. Boost right before the final set of three doors, DON'T BOOST INSIDE OF THEM. Then BOOST LIKE HECK and up the ramp to make it to the end.

[The power plant explodes. John Tanaka ducks down. Falcon drives out with Jody.]

JOHN TANAKA: Jody!

[Falcon sees Black Shadow.]

CAPTAIN FALCON: Black Shadow!

/Chapter 22- Black Shadow's Trap \

\-----/

[Black Shadow is standing on his machine. Falcon walks by.]

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

CAPTAIN FALCON: Let's settle this at the Grand Prix, not like this. It's the coward's way.

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

[Shadow blasts a rope of lightning at Falcon.]

CAPTAIN FALCON: Augh! What are you doing?

BLACK SHADOW: Come out Blood Falcon!

[Blood Falcon appears. Falcon struggles to get out of the rope.]

BLACK SHADOW: Are you ready?

BLOOD FALCON: Yeah, I'm ready.

[Blood Falcon puts something on Captain Falcon's machine. Falcon is moved into Blue Falcon.]

BLACK SHADOW: Farewell, Captain Falcon! Ha, ha ,ha, ha!

BLOOD FALCON: You and Blue Falcon can die together! Hah!

[Blue Falcon is powered up and races down the track. Falcon finally gets out of the rope and sees what is on his machine.]

Description: The bomb is speed sensitive! Keep your speed over 700/750/800km/h!

Normal- 700 km/h *

Hard- 750 km/h * (Space Cancer, Spark Bird, Punisher -4X)

Very Hard- 800km/h ** (Silver Rat)

HOW LONG IT TOOK ME:

Normal- 30 minutes

Hard- 10 minutes

Very Hard- 30 minutes

INSTRUCTIONS: This chapter is very easy. Go to full Acceleration and don't boost till I say so! Starting off you'll see a few easy to hit turns. You'll then see some larger machines that will power down and move.

After that you'll see some smaller machines which will not move, so avoid them. Go through the next few turns, make sure to drift on the super-sharp turns. At about 15,000 meters, the track will become very thin, so watch out.

After you pass a few more machines, you'll see 3 patches of dirt. Boost through them, and take the sharp turn ahead. Boost/avoid the next few patches of dirt/machines, head up the sharp hill, and boost right before the final turn. Keep going until you reach the finish.

[Falcon is speeding down the road. He hits a barrier and flies off. A crane knocks the bomb off of his racer. The bomb explodes in the water. Falcon drives away.]

/Chapter 23- The F-Zero Grand Prix \
-----/

[The camera reveals the F-Zero Grand Prix.]

ANNOUNCER: Ladies and gentlemen! The contestants! The high-flying medico, Dr. Stewart!

[Dr. Stewart bows and enters his machine.]

The hit man who flies at the speed of sound, Pico!

[Pico enters his machine.]

The Japanese warrior, Samurai Goroh!

[The crowd stops cheering.]

SAMURAI GOROH: Huh?

[Goroh enters his machine.]

ANNOUNCER: The cyborg returns, Mighty Gazelle!

[Mighty Gazelle enters his machine.]

ANNOUNCER: The emperor of brutality, Black Shadow!

BLACK SHADOW: Ha, ha, ha!

[Shadow prepares to enter his machine.]

ANNOUNCER: And the bounty hunter, Captain Falcon!

[Falcon walks towards his machine. He looks up at Black Shadow.]

BLACK SHADOW: Well, still alive it seems? But I won't miss this chance to make mincemeat of you! Ha, ha, ha, ha!

CAPTAIN FALCON: Black Shadow! I'll show you! You'll never beat me!

[Shadow enters his machine.]

ANNOUNCER: Ladies and gentlemen! Start your engines!

[The machines power up.]

Description: Become the Grand Prix champion!

Normal- They're impossible; 3 laps ****

Hard- They're more impossible; 4 laps ***** (Wild Chariot, Combat Cannon, Triangle -GT)

Very Hard- They're VERY AGGRESSIVE and STILL IMPOSSIBLE; 5 laps***** (Pink Spider)

HOW LONG IT TOOK ME:

Normal- 3-4 hours

Hard- 2 hours

Very Hard- 3-4 hours

INSTRUCTIONS: I can sum this chapter up in three words: HARD; EXTREMELY HARD. You will need to spend HOURS to beat this chapter. This WILL allow you to beat Very Hard, it just requires skill and the rest is up to your degree of patience.

You'll start off in 28th place. Here is the starting order to the best of my knowledge (they will be marked with an E for easy, an H for Hard, a V for Very Hard, and an A for aggressive):

- 1 Wild Boar (A)
- 2 Blood Hawk (V,A)
- 3 Little Wyvern (E)
- 4 Mighty Hurricane (H)
- 5 Crazy Bear (H)
- 6 Mighty Typhoon (E)

- 7 Space Angler (H)
- 8 Mad Wolf (E)
- 9 King Meteor (E)
- 10 Fire Stingray (A)
- 11 Wild Goose (A)
- 12 Golden Fox (H)
- 13 Night Thunder (V)
- 14 Great Star (E)
- 15 Deep Claw (E)
- 16 Iron Tiger (A)
- 17 White Cat (V)
- 18 Super Piranha (E)
- 19 Green Panther (E)
- 20 Sonic Phantom (H)
- 21 Big Fang (A)
- 22 Astro Robin (E)
- 23 Death Anchor (E)
- 24 Hyper Speeder (E)
- 25 Wonder Wasp (V)
- 26 Twin Norrita (E)
- 27 Queen Meteor (E)
- 28 Blue Falcon (you)
- 29 Black Bull (V,A)
- 30 Red Gazelle (E)

Black Bull will come up from behind on the left. Side dash him a few times left and right to destroy him, or else it is almost impossible to win. Cut through the lava and hit the centered mine. You should be in about 11th place.

During this time, watch out for Pico, Samurai Goroh, Bio Rex, Michael Chain, Blood Falcon, Baba and Black Shadow (if you didn't kill him). They will spin attack you, more than any other one, Samurai Goroh, so watch out.

On the ice curve go straight and fly over the T-shaped lava patch. Take the next curve by drifting. On the area of the track with no walls, side attack to make easy kills, especially kill the machines with good boosters, because they will most likely win if Blood Hawk doesn't. Might I add that Blood Hawk is your biggest threat if Black Bull is dead. KILL BLOOD HAWK! You'll probably lose if you don't (I beat him once, but the computer says I came in second, and it didn't let me win!)

Drift on the curve up ahead, hit the speed booster, and fill up at the pit area. MAKE SURE YOU HAVE FULL HEALTH! Stay centered, DON'T hit the mines on the sides, because you'll need them at the end.

At the start DON'T BOOST. Wait until the ice-jump to boost. Go through the track like normal and boost on the railless section before the dash plate to gain double the speed. Drift very quickly to make it without hitting the wall. Boost on the energy strip and boost once after, or you'll suddenly be around 24th place : (.

Go through the third and fourth lap like lap two. On the fifth lap, boost in the same places, boost wildly on the energy strip (you should be around 10th place), and hit the mines on the left or right side. If Blood Hawk or whoever is in first is not too far ahead, you'll win. This WILL take a long time but it IS possible.

P.S. When I finally won, there were only 20 racers total, and Blood Hawk and Black Bull were gone and I was in 3rd at the energy strip, so I boosted and overtook White Cat and Wonder Wasp by hitting the mines.

[Captain Falcon pulls up.]

ANNOUNCER: Our champion, Captain Falcon!

[The message board reads, "F-Zero Grand Prix Champion Captain Falcon".]

ANNOUNCER: The F-Zero Committee will now present the champion's prize belt!

[Falcon picks up the belt. Black Shadow stumbles.]

BLACK SHADOW: Huh? What the?

[The man we saw in the prologue appears.]

MYSTERIOUS PERSON: Black Shadow! You failed AGAIN! You good-for-nothing...

[A weapon similar to that of a Lightsaber appears in the man's hand. He kills Black Shadow with it.]

BLACK SHADOW: AGGH! Forgive me lord Death! AGGHH!

[Black Shadow disappears]

CAPTAIN FALCON: Ju, just who are you?

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

[Falcon drives to the Underworld. A sign reads "Blockable Area". Doors open and Falcon sees Deathborn.]

DEATHBORN: I've bee waiting for you. Did you bring the champion's belt?

[Falcon shows him the belt.]

DEATHBORN: Good!

[They release their belts and the belts start to spin.]

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

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

[Their machines power up.]

Description: Win the battle with Deathborn! Reach the goal first and win!

Normal- He's VERY EASY; 3 laps *

Hard- He boosts and is a tad harder; 4 laps *** (Dread Hammer, Crystal Egg, Meteor-RR)

Very Hard- He boosts a LOT; 5 laps ***** (Bunny Flash)

HOW LONG IT TOOK ME:

Normal- 5 minutes

Hard- 30 minutes

Very Hard- 2 hours

This chapter is too easy on Normal, and Hard isn't much different. Very Hard, however, requires an hour or two of playing to master. This strategy can prove to be useful if done right, so pay attention.

In order to win you must go two points towards Acceleration (the Acceleration button should still be white; if you move it any more it should be gray). This is controversial to the strategy of going to Max Acceleration, but trust me, you NEED the speed to stay with him. Just be careful with the turns.

Starting off there is a straight. You should side-attack Deathborn here. After this you'll enter the fire tunnel. There will be mines to the left and right. Hit the right mine, and cruise through the pit area. Deathborn should pass you here, but if you keep hitting mines, you'll be OK.

Up ahead is an area with a mine on the right. Hit it and you'll go on an uphill shift. There will then be three mines arranged like this:



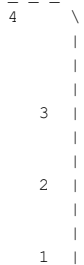
Try to hit all 3. If you can't, that's OK too. You may be flashing red by now so don't hit any more mines. If you're not, you'll do just fine to hit one more mine before you pit.

Ahead is a pit area with mines on the left and right before it. If you're not flashing, hit the one on the right/center before it; if you hit it during the other laps, it can really mess you up. Pit after this.

Coming up is a tunnel filled with deadly LAVA (: O. You should still see Deathborn at the beginning. Go through the turns and hug the curves. Deathborn shouldn't be visible on the final turn.

Up ahead is a pit area. Deathborn should now be visible. Drift to get past here and hit the mines on the right and middle. Turn to the right and hit the pit area.

Ahead there are 4 mines spread out like this:



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

you'll fly over the wall and lose. Hit it now to avoid hitting it later. Ahead is a mine on the right and then a pit area.

Hit the mine and go into the pit. After the pit is a mine. HIT IT! You must hit it now, or it will come back to haunt you later. Ahead is the start/finish.

At the start of lap two he should be 2-3 seconds ahead of you. If you finished with him only 1-2 seconds ahead of you, you have a good chance of winning.

Boost. Keep boosting continuously throughout the course. The lava area is a good place to boost and catch up. Hit every pit area and boost as much as you can.

At the start of lap three, you should only be 1-2 seconds behind him. Repeat the same strategy. Remember to boost a lot in the lava area.

When lap four begins, you should be less than a second behind him. Boost and boost more. Keep boosting until you pass him. I KNOW THAT THIS IS CONTROVERSIAL TO EVERYTHING THAT IS SAID ABOUT NOT PASSING HIM CAUSE HE'LL SPIN ATTACK YOU, BUT TRUST ME; IT'S NEARLY IMPOSSIBLE TO PASS HIM UP LATER, AND IF YOU MESS UP ON A TURN YOU'LL LOSE! IT IS EASIER TO GET AHEAD NOW THAN TO TRY TO CATCH UP LATER.

Pardon my talking like that, but LISTEN to me! This WILL work and he won't hit you if you stay far enough ahead. Just avoid his initial spin attack and move on.

When lap five begins you'll want to boost as much as you can to stay ahead of him. Repeat the same strategies for boosting and you'll win!

[Falcon wins the race.]

DEATHBORN: AAAARRRGH! No, it can't be! How can I lose?

[Deathborn hits a rail and flips over into the lava. Falcon goes up and the super-belt attaches itself to him. Falcon's mouth doesn't move here, but we hear these words:]

CAPTIAN FALCON: The evil forces will never get their hands on this belt. I'll keep winning!

/Chapter 25- Finale: Enter the Creators \\
\\-----
[Falcon is relaxing. Three ghosts fly out of his belt.]

GHOST 1: Falcon! Ha, ha, ha!

GHOST 2: Falcon! Ha, ha, ha!

GHOST 3: Look, I'm over here Falcon!

CAPTAIN FALCON: Who are you!

GHOST 1: Ha, ha, ha! We are the Creator.

CAPTAIN FALCON: What are you talking about?

GHOST 3: We created the whole world.

GHOST 2: What a surprise you'd be Deathborn, with our best creation.

CAPTAIN FALCON: Your best creation? So, it was you who set everything up, but why?

GHOST 1: To tell you the truth, there are no universal forces!

CAPTAIN FALCON: What!

GHOST 2: Now you have become the Champion of the two Grand Prix.

GHOST 3: And we'll take out your soul from your body and turn it into our creation!

[Falcon is transported somewhere in Phantom Road.]

GHOST 3: Are you ready? Ha, ha, ha!

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

[The machines power up.]

Description: Conquer the Staff Ghost! Make it to the goal first and win!
Normal- He is VERY SLOW and doesn't boost ***
Hard- He boosts only on the final lap **** (Splash Whale, Sonic Soldier, Devilfish-RX)
Very Hard- He an actual staff ghost who does the best he can ***** (Groovy Taxi)

HOW LONG IT TOOK ME:

Normal- 1 hour

Hard- 30 minutes

Very Hard- 2 hours

Good luck on the Very Hard level of this track, you'll need it. There are no walls whatsoever on this track, so practice, practice, practice. The Very Hard level is an actual Staff Ghost that will totally abominate you if you're not ready, so pay attention. For all levels you should go to 90% Max Speed.

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

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

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

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

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

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

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

GHOSTS: Ahh!

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

THE END

Part 7- Other Modes

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

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

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

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

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

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

Chapter 31- Machine- All about unlockable machines!

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

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

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

/Chapter 26- Replay Mode \

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

/SELECT CAMERA |

This is where you select a camera to be used.

/GAME CAMERA |

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

/AUTO CAMERA |

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

/COURSE CAMERA |

This camera will show the course with you piloting on it.

| VERDICT- Which Camera? |
| | |
| If you wish to analyze your mistakes the best selection is the Game |
| Camera. If you want to just sit back and enjoy, select Auto Camera. |
| If you want to see which sections you're having trouble with, select |
Course Camera.

| VERDICT- Replay Mode |
| | |
| Utilize Replay Mode to analyze your performance on the courses and |
| try to make improvements. For example, if you go out of control |
| several times, you may wish to practice more or find a different |
| vehicle to use. It can save you're tail while racing in Grand Prix |
Mode, so make the most of it.

/SAVING REPLAYS |

To save a replay, select "Save Replay" from the menu after a race. Replays take
3 to 13 blocks of memory, and as such, some can't be saved.

/REPLAY MUSIC |

When you're watching the replay you can choose which music to listen to. You can
select music from any pilot you've unlocked and you can also choose the Brain
Cleaner and the Mute City and Big Blue remixes (see the codes section for how to
get the MC and BB remixes; the Brain Cleaner comes automatically with Replay
Mode, no need to unlock it).

/Chapter 27- Garage \

\-----/
This section of F-Zero is where you can purchase custom parts, build your own
ship, and buy original machines!

Welcome to the garage! Here you can build your own F-Zero racer and customize it
to your dreams.

|TESTER TIP: Using the Garage as a Laboratory |
| | |
|In the garage there are no standards. You can create any machine you |
|desire. Any combo, even AAA. Experiment with different types and see |
which works best for you.

Keep these tips in mind while you work in the Garage:

GARAGE TIPS

- Create a machine with the best stats you can
- The best machine you can build should include an average body,
and perfect boost and grip
- Do NOT create an AAA machine! It will be WAY TOO HEAVY. It is
NOT worth the expense worth learning to take even a small turn.

The best machine I've ever made is here:

Aqua Phantom-RX (Aqua Goose, Garnet Phantom, Devilfish-RX)
Body C Boost A
Grip A

It claims to have a heavy weight, but it handles GREAT!

/Chapter 28- Custom Machine Testing Results \

/Chapter 29- Emblem Editor \

\-----/
The Emblem Editor is the place where you can create your own F-Zero GX emblems
to be pasted on to your machine. There are several button functions that you
will need to know in order to work the editor. Here are locations of the buttons
(in order from top to bottom from left to right) and which functions they
perform (credit is given to the F-Zero GX Instruction Booklet):

1. Draw a point. Change the pen size to create various points.
2. Erase a point. Change the pen size to delete various points.
3. Fill the selected area with one color.

4. Draw a line using the Control Stick and press the A Button to enter.
5. Draw a circular line using the Control Stick. Press the A Button to enter.
6. Draw a rectangular line with the Control Stick. Press the A Button to enter.
7. Enlarge the edit screen.
8. Draw a solid circle using the Control Stick. Press the A Button to enter.
9. Draw a solid rectangle using the Control Stick. Press the A Button to enter.
10. Rotate the image.
11. Invert emblem.
12. Load a sample emblem.
13. Delete everything displayed in the edit screen.
14. Hold the A Button to undo the action.
15. Hold the A Button to redo a canceled action.
16. Load emblems from Memory Card.
17. Save emblem
18. Close the Emblem Editor.

----- \

/Chapter 30- F-Zero Shop \

-----/

----- \

/Chapter 31- Machine \

-----/

You can purchase machines of your rivals here. That is all that needs to be said.

----- \

/Chapter 32- Custom Parts \

-----/

In this part of the shop, you can purchase custom parts that you've earned by winning races, chapters, etc.

NOTE: This Chapter does NOT list the parts that are unlockable through Action Replay. These parts are described in Chapter 36.

Here is a list of all the parts (if a part has a cost of 00 Tickets, you start with it for free):

Body Parts		
Part-Brave Eagle	Part-Giant Planet	Part-Megalo Cruiser
Weight- 460 kg	Weight- 1020 kg	Weight- 1600 kg
Cost- 10 Tickets	Cost- 08 Tickets	Cost- 08 Tickets
Rank- D	Rank- B	Rank- A
Part-Splash Whale	Part-Wild Chariot	Part-Valiant Jaguar
Weight- 280 kg	Weight- 800 kg	Weight- 1000 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 04 Tickets
Rank- E	Rank- B	Rank- B
Part-Holy Spider	Part-Funny Swallow	Part-Optical Wing
Weight- 540 kg	Weight- 490 kg	Weight- 420 kg
Cost- 08 Tickets	Cost- 00 Tickets	Cost- 08 Tickets
Rank- C	Rank- D	Rank- D
Part-Big Tyrant	Part-Grand Base	Part-Fire Wolf
Weight- 1500 kg	Weight- 1380 kg	Weight- 840 kg
Cost- 05 Tickets	Cost- 05 Tickets	Cost- 03 Tickets
Rank- A	Rank- A	Rank- B
Part-Dread Hammer	Part-Silver Sword	Part-Rapid Barrel
Weight- 1440 kg	Weight- 620 kg	Weight- 580 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 05 Tickets
Rank- A	Rank- C	Rank- C
Part-Sky Horse	Part-Aqua Goose	Part-Space Cancer
Weight- 640 kg	Weight- 700 kg	Weight- 680 kg
Cost- 04 Tickets	Cost- 04 Tickets	Cost- 08 Tickets
Rank- C	Rank- C	Rank- C
Part-Speedy Dragon	Part-Liberty Manta	Part-Mad Bull
Weight- 240 kg	Weight- 380 kg	Weight- 900 kg
Cost- 10 Tickets	Cost- 07 Tickets	Cost- 08 Tickets
Rank- E	Rank- D	Rank- B

Cockpit Parts		
Part-Wonder Worm	Part-Combat Cannon	Part-Muscle Gorilla
Weight- 290kg	Weight- 620 kg	Weight- 360 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 04 Tickets
Rank- D	Rank- A	Rank- C
Part-Cyber Fox	Part-Heat Snake	Part-Rave Drifter
Weight- 370 kg	Weight- 480 kg	Weight- 230 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 08 Tickets
Rank- C	Rank- B	Rank- E
Part-Aerial Bullet	Part-Spark Bird	Part-Blast Camel

Weight- 240 kg	Weight- 530 kg	Weight- 280 kg
Cost- 03 Tickets	Cost- 08 Tickets	Cost- 00 Tickets
Rank- E	Rank- B	Rank- D

Part-Dark Chaser	Part-Garnet Phantom	Part-Bright Spear
Weight- 250 kg	Weight- 640 kg	Weight- 330 kg
Cost- 08 Tickets	Cost- 10 Tickets	Cost- 04 Tickets
Rank- E	Rank- A	Rank- C

Part-Super Lynx	Part-Crystal Egg	Part-Windy Shark
Weight- 460 kg	Weight- 270 kg	Weight- 220 kg
Cost- 05 Tickets	Cost- 08 Tickets	Cost- 05 Tickets
Rank- B	Rank- D	Rank- E

Part-Red Rex	Part-Sonic Solider	Part-Moon Snail
Weight- 350 kg	Weight- 310 kg	Weight- 260 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 04 Tickets
Rank- C	Rank- C	Rank- D

Part-Scud Viper	Part-Energy Crest	Part-Crazy Buffalo
Weight- 320 kg	Weight- 500 kg	Weight- 600 kg
Cost- 07 Tickets	Cost- 05 Tickets	Cost- 08 Tickets
Rank- C	Rank- B	Rank- A

/-----\

Booster Parts

Part-Euros -01	Part-Triangle -GT	Part-Sunrise 140
Weight- 160 kg	Weight- 340 kg	Weight- 140 kg
Cost- 08 Tickets	Cost- 08 Tickets	Cost- 00 Tickets
Rank- E	Rank- C	Rank- E

Part-Saturn -SG	Part-Bluster -X	Part-Devilfish -RX
Weight- 240 kg	Weight- 360 kg	Weight- 800 kg
Cost- 04 Tickets	Cost- 08 Tickets	Cost- 08 Tickets
Rank- D	Rank- C	Rank- A

Part-Titan -G4	Part-Extreme -ZZ	Part-Thunderbolt -V2
Weight- 540 kg	Weight- 480 kg	Weight- 860 kg
Cost- 05 Tickets	Cost- 08 Tickets	Cost- 10 Tickets
Rank- B	Rank- B	Rank- A

Part-Boxer -2C	Part-Punisher -4X	Part-Scorpion -R
Weight- 350 kg	Weight- 580 kg	Weight- 400 kg
Cost- 05 Tickets	Cost- 08 Tickets	Cost- 04 Tickets
Rank- C	Rank- B	Rank- C

Part-Raiden -88	Part-Impulse 220	Part-Bazooka -VS
Weight- 530 kg	Weight- 220 kg	Weight- 250 kg
Cost- 05 Tickets	Cost- 08 Tickets	Cost- 03 Tickets
Rank- B	Rank- D	Rank- D

Part-Meteor -RR	Part-Tiger -RZ	Part-Jupiter -Q
Weight- 500 kg	Weight- 380 kg	Weight- 230 kg
Cost- 08 Tickets	Cost- 04 Tickets	Cost- 08 Tickets
Rank- B	Rank- C	Rank- D

Part- Comet -V	Part-Triple -Z	Part- Mars -EX
Weight- 330 kg	Weight- 660 kg	Weight- 270 kg
Cost- 08 Tickets	Cost- 07 Tickets	Cost- 08 Tickets
Rank- C	Rank- A	Rank- D

/-----\

/Chapter 33- Items

There are many various objects you can purchase here. These include:

- Staff Ghosts
- Story Mode Chapters
- Courses
- Music

/-----\

/Chapter 34- Options

Here is where you can change various features of the game. Some of these include:

/-----\

/CONTROLLER

Calibration: Adjust the calibration of the Control Stick.

Customize: Use the Control Stick to reassign button functions.

Rumble: Turn Rumble on/off.

/-----\

/MEMORY CARD

| TESTER TIP: Other Secrets
|
| Know any other secrets? Send them to paxk@yahoo.com.
|
You hard work will not be forgotten!

/CODES

| Access Ruby Cup Championship:
| Go to Time Attack and choose Records. Select Ruby Cup, hold L and
| press R, A, Z, A, C Up, C Left, A, C Down, R, Z.
|
| Access Sapphire Cup Championship:
| Go to Time Attack and choose Records. Select Sapphire Cup, hold Z
| and press L, A, L, A, C Up, L, C Right, A, R, C Up.
|
| Access Emerald Cup Championship:
| Go to Time Attack and choose Records. Select Emerald Cup, hold R
| and press Z, A, C Down, L, C Left, A, Z, C Left, L, A.
|
| Access Sounds of Mute City:
| Go to the Shop and press the following code: Z, Left, Right, Left,
| Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z.
|
| Access Sounds of Big Blue:
| Go to the Shop and press the following code: X, X, X, Y, X, X, X,
Y, Z, Z, Left, Right, Left, Right, Left, Right.

/UNLOCKABLE RACERS

| No. 00- Dark Schneider: Defeat every chapter in Story Mode on
| Normal.
|
| No. 31- Fat Shark: Defeat Chapter 4: Challenge of the Bloody Chain
| on Very Hard.
|
| No. 32- Cosmic Dolphin: Defeat Chapter 5: Save Jody! on Very Hard.
|
| No. 33- Pink Spider: Defeat Chapter 7: The F-Zero Grand Prix on
| Very Hard.
|
| No. 34- Magic Seagull: Defeat all Story Mode chapters on Hard.
|
| No. 35- Silver Rat: Defeat Chapter 6: Black Shadow's Trap on Very
| Hard.
|
| No. 36- Spark Moon: Defeat Chapter 2: Goroh: The Vengeful Samurai
| on Very Hard.
|
| No. 37- Bunny Flash: Defeat Chapter 8: Secrets of the Championship
| Belt on Very Hard.
|
| No. 38- Groovy Taxi: Defeat Chapter 9: Finale: Enter the Creator on
| Very Hard.
|
| No. 39- Rolling Turtle: Defeat Chapter 3: High Stakes in Mute City
| on Very Hard.
|
| No. 40- Rainbow Phoenix: Defeat Chapter 1: Captain Falcon Trains on
Very Hard.

/UNLOCKABLE PARTS

||BODY PARTS

| Brave Eagle- Defeat the Diamond Cup on Expert or unlock it in F-Zero
| AX
|
| Giant Planet- Defeat Chapter 4: Challenge of the Bloody Chain on
| Hard or unlock it in F-Zero AX
|
| Megalo Cruiser- Defeat Chapter 3: High Stakes in Mute City on Hard
| or unlock it in F-Zero AX
|
| Splash Whale- Defeat Chapter 9: Finale: Enter the Creators on Hard
| or unlock it in F-Zero AX
|
| Wild Chariot- Defeat Chapter 7: The F-Zero Grand Prix on Hard or
| unlock it in F-Zero AX
|
| Valiant Jaguar- Defeat a Grand Prix on Novice 4 times
|
| Holy Spider- Defeat Chapter 5: Save Jody! on Very Hard or unlock it
in F-Zero AX

| Funny Swallow- You start with it
|
| Optical Wing- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard
| or unlock it in F-Zero AX
|
| Big Tyrant- Defeat a Grand Prix on Standard 4 times
|
| Grand Base- You start with it
|
| Fire Wolf- You start with it
|
| Dread Hammer- Defeat Chapter 8: Secrets of the Championship Belt on
| Hard or unlock it in F-Zero AX
|
| Silver Sword- Defeat Chapter 1: Captain Falcon Trains on Hard or
| unlock it on F-Zero AX
|
| Rapid Barrel- Defeat a Grand Prix on Novice 1 time
|
| Sky Horse- You start with it
|
| Aqua Goose- You start with it
|
| Space Cancer- Defeat Chapter 6: Black Shadow's Trap on Hard or
| unlock it in F-Zero AX
|
| Speedy Dragon- Defeat the Ruby, Sapphire, and Emerald Cups on Expert
|
| Liberty Manta- Defeat a Grand Prix on Standard 1 time
|
| Mad Bull- Play F-Zero AX to unlock it

| /COCKPIT PARTS |

| Wonder Worm- Defeat the Diamond Cup on Expert or unlock it in F-Zero
| AX
|
| Combat Cannon- Defeat Chapter 7: The F-Zero Grand Prix on Hard or
| unlock it in F-Zero AX
|
| Muscle Gorilla- Defeat a Grand Prix on Novice 5 times
|
| Cyber Fox- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard or
| unlock it in F-Zero AX
|
| Heat Snake- Defeat Chapter 3: High Stakes in Mute City on Hard or
| unlock it in F-Zero AX
|
| Rave Drifter- Defeat Chapter 1: Captain Falcon Trains on Hard or
| unlock it in F-Zero AX
|
| Aerial Bullet- You start with it
|
| Spark Bird- Defeat Chapter 6: Black Shadow's Trap on Hard or unlock
| it in F-Zero AX
|
| Blast Camel- You start with it
|
| Dark Chaser- Defeat Chapter 4: Challenge of the Bloody Chain on Hard
| or unlock it in F-Zero AX
|
| Garnet Phantom- Defeat the Ruby, Sapphire, and Emerald Cups on
| Expert
|
| Bright Spear- You start with it
|
| Super Lynx- Defeat a Grand Prix on Novice 2 times
|
| Crystal Egg- Defeat Chapter 8: Secrets of the Championship Belt on
| Hard or unlock it in F-Zero AX
|
| Windy Shark- Defeat a Grand Prix on Standard 5 times
|
| Red Rex- Defeat Chapter 5: Save Jody! on Hard or unlock it in F-Zero
| AX
|
| Sonic Solider- Defeat Chapter 9: Finale: Enter the Creators on Hard
| or unlock it in F-Zero AX
|
| Moon Snail- You start with it
|
| Scud Viper- Defeat a Grand Prix on Standard 2 times
|
| Energy Crest- You start with it
|
| Crazy Buffalo- Unlock it in F-Zero AX

| /BOOSTER PARTS |

| Euros -01- Defeat the Diamond Cup on Expert or unlock it in F-Zero
| AX

| Triangle -GT- Defeat Chapter 7: The F-Zero Grand Prix on Hard or
| unlock it in F-Zero AX

| Sunrise 140- You start with it

| Saturn -SG- Defeat a Grand Prix on Novice 6 times

| Bluster -X- Defeat Chapter 5: Save Jody! on Hard or unlock it in F-
| Zero AX

| Devilfish -RX- Defeat Chapter 9: Finale: Enter the Creators on Hard
| or unlock it in F-Zero AX

| Titan -G4- Defeat a Grand Prix on Novice 3 times.

| Extreme -ZZ- Defeat Chapter 4: Challenge of the Bloody Chain on Hard
| or unlock it in F-Zero AX

| Thunderbolt -V2- Defeat the Ruby, Sapphire, and Emerald Cups on
| Expert

| Boxer -2C- You start with it

| Punisher -4X- Defeat Chapter 6: Black Shadow's Trap on Hard or
| unlock it in F-Zero AX

| Scorpion -R- You start with it

| Raiden -88- Defeat a Grand Prix on Standard 6 times

| Impulse 220- Defeat Chapter 3: High Stakes in Mute City on Hard or
| unlock it in F-Zero AX

| Bazooka -VS- You start with it

| Meteor -RR- Defeat Chapter 8: Secrets of the Championship Belt on
| Hard or unlock it in F-Zero AX

| Tiger -RZ- You start with it

| Jupiter -Q- Defeat Chapter 1: Captain Falcon Trains on Hard or
| unlock it in F-Zero AX

| Comet -V- Defeat Chapter 2: Goroh: The Vengeful Samurai on Hard or
| unlock it in F-Zero AX

| Triple -Z- Defeat a Grand Prix on Standard 3 times

| Mars -EX- Unlock it in F-Zero AX

\-----/

/MOVIES

| To unlock a character's movie, you must place in 1st overall on a
| Master Class cup.

/STAFF GHOSTS

| To receive a Staff Ghost, go to Time Attack, select a track, and
| race it. Aim for these times if you want to get that ghost:

| RUBY CUP

| Mute City [Twist Road]- Finish in under 1:09.964

| Casino Palace [Split Oval]- Finish in under 1:06.691

| Sand Ocean [Surface Slide]- Finish in under 2:06.743

| Lightning [Loop Cross]- Finish in under 1:59.907

| Aeropolis [Multiplex]- Finish in under 2:25.297

| SAPPHIRE CUP

| Big Blue [Drift Highway]- Finish in under 1:17.331

| Port Town [Aero Drive]- Finish in under 2:35.689

| Green Plant [Möbius Ring]- Finish in under 1:45.169

| Port Town [Long Pipe]- Finish in under 2:36.802

| Mute City [Serial Gaps]- Finish in under 1:36.549

| EMERALD CUP

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| =====
| Fire Field [Cylinder Knot]- Finish in under 2:50.909
|
| Green Plant [Intersection]- Finish in under 2:34.897
|
| Casino Palace [Double Branches]- Finish in under 3:09.117
|
| Lightning [Half Pipe]- Finish in under 3:00.296
|
| Big Blue [Ordeal]- Finish in under 3:00.808
|
| DIAMOND CUP
| =====
| Cosmo Terminal [Trident]- Finish in under 3:08.650
|
| Sand Ocean [Lateral Shift]- Finish in under 2:19.849
|
| Fire Field [Undulation]- Finish in under 2:16.916
|
| Aeropolis [Dragon Slope]- Finish in under 3:09.076
|
| Phantom Road [Slim-Line Slits]- Finish in under 2:13.268
|
| AX CUP
| =====
| Aeropolis [Screw Drive]- Finish in under 1:16.690
|
| Outer Space [Meteor Stream]- Finish in under 1:48.178
|
| Port Town [Cylinder Wave]- Finish in under 2:16.837
|
| Lightning [Thunder Road]- Finish in under 3:28.272
|
| Green Plant [Spiral]- Finish in under 4:00.470
|
| Mute City [Sonic Oval]- Finish in under 0:56.893
| =====

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/ACTION REPLAY CODES

If you have an Action Replay system, you can use the following codes to unlock various features in the game. While I only have used the codes to unlock the custom parts only featured in the Japanese version, the character movies I didn't unlock, and the Beta All cup to race on the story mode tracks, I've unlocked everything else myself.

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

(m)- Must be on code
CHE2-XXYU-6MZYH
XNEW-5099-YTCTP
THDU-T8C6-FQWOA
E9FZ-A3QA-YCERP

Infinite Energy- Non-Story Races
JY5E-NZZV-G838D
NFG7-924W-2PUH1
N497-DPVY-52UPJ
PW5K-U6B2-50TKY

Infinite Energy- Story Mode*
37JT-FZ5A-JFU42
9CH3-FJ6V-NVC8Y
GNE0-ENE9-31WQ0
MRFX-Y79F-WCNBC

Instant Finish - Grand Prix
05UJ-TU4H-YDGAY
NFG7-924W-2PUH1
N497-DPVY-52UPJ
P4JZ-T285-MCGR8

Instant Finish - Time Attack
MUM6-C5T8-J9HZJ
NFG7-924W-2PUH1
N497-DPVY-52UPJ
VCBT-VRRW-AF9TC

1 Hit Kills- GP and Time Attack Mode
GHK2-HNBA-QTDUH
BMVQ-JCZD-7V950
VNMC-ADXG-XPDXN
1B4T-ZQ8Z-PZ7BU
VF7F-61RH-4P8T5
RZRU-OUVE-5CTB5
PXHV-W3V8-6ZPG0
G6XW-EX6J-2VKF2
WGER-RADP-A4ROV
CUBT-KQK1-H9FJV
CFK9-99PN-17X8J

1BN1-U9ZV-AGFWF
4P8J-U0CC-3Z3WQ
4PA6-U48K-DD8A4
YU2Z-111Q-X0D61
5T3A-QCGT-5T5D7
W3ZJ-AA38-F2P2C
RN03-GP4J-PWBKR
EG7C-ZZW7-4C7WJ
K41J-Z053-FYMFY
37F9-NAPW-0EUP8
AKBQ-R25H-861V7
8BU2-06WD-AJ6ZU
HDYD-035P-FCZ90
J26A-XE9W-G32GX
EBBF-C6GA-CNVDO
JTJB-7Q4D-N9Y6Q
6TH8-948J-V3QQ5
WF2M-X4F4-K7TQG
6YTF-MVZV-HWU24
FHY2-XMCU-7RNQF
AJD7-WE0X-XW8C6
NHWP-FEFE-8C2T9
E9FZ-A3QA-YCERP
E9FZ-A3QA-YCERP

1 Hit Kills- Story Mode

GYFF-1U3M-M9MA1
30M2-FPER-9RYZF
FFGM-JXGC-YWDX0
TJRR-TWVN-TDPF8
P7PM-445V-16RZP
0M3N-5N8B-KXMXZ
081J-37J8-7QNJX
PK48-5MKQ-HDJ7W
3J0M-6AGW-QTP2D
WC20-XQ0H-N3HX4
U1CG-HJR5-7Q2W3
M3ZV-8FRY-Q0X9V
577A-29VP-KGPDJ
W4B3-4VGE-AXACY
EPMR-GDMK-R7FXM
N004-P0X9-C64KU
FQR5-GMV0-JHEFQ
MY7K-EHKB-KDCNJ
60FD-8B72-EYFFJ
PXC7-44WE-OY8EY
7P3W-9TMK-8GWT1
2CH0-BTJ9-VM8BU
ZTFB-AFUQ-DW6MF
QAZA-NQ4B-C1B2Z
964N-VFK7-T0Q54
G367-TWGJ-7U7Y0
CT5V-XTCA-W6B3F
GZF2-CXVA-VN21Q
A5H2-9T20-9BGDM
05D0-904F-YV2MK
C1T9-HW8K-48JVT
W3KR-5XE4-TR156
11JV-F51T-72XD8
E9FZ-A3QA-YCERP
E9FZ-A3QA-YCERP

Unlock all Vehicles

CJWD-F7YA-KW8E1
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
UB7J-AVAH-F4R21
HTKK-EE3Z-CGRZV
0PM2-EGUC-ZMU3T
JCTK-N61Z-F4R27
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP

Infinite Tickets

92KJ-MUCF-6J26M
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
TPM3-V7TN-2CNVW
PBG3-N85D-WT2PH
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP

All Custom Parts (including parts only available in the Japanese version)

10PG-Z1AR-PCC11
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
E82K-HX87-79B2N
Y9R0-Y88Y-K2GNH
8GRF-CM1G-603E8
QY59-0AB0-GMHGT

G381-2PRX-CMD24
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP

Unlock Sounds of Mute City and Sounds of Big Blue

GPER-2BME-B8KDC
P2TH-UYT7-B2WH1
RFE4-U8V3-PQZ12
HYRM-HF9M-2QFVD
G381-2PRX-CMD24
273K-18Y0-P77P7
E9FZ-A3QA-YCERP

Unlock All Story Mode Levels**

Z2Q3-DNC7-0QQ70
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
9RUT-KQ84-WEHNQ
PRNH-BWTW-P2Q17
UYCR-439Q-6HNA1
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP

Unlock AX Cup Tracks

Q9PB-M0Y3-695D2
P2TH-UYT7-B2WH1
RFE4-U8V3-PQZ12
UB7J-AVAH-F4R21
OPM2-EGUC-ZMU3T
273K-18Y0-P77P7
E9FZ-A3QA-YCERP

Unlock All Staff Ghosts

308X-Y32K-ZT46Q
P2TH-UYT7-B2WH1
RFE4-U8V3-PQZ12
UM8H-VAAU-GQ15Z
N6QV-H8TC-JVJUR
35DE-U295-AZ2QA
X2NP-8J3E-YWV77
6HNM-188V-CKR51
HGUF-56VU-3NKE0
K4B4-V1MT-JX0Y9
00Z8-H80J-A67CM
64TP-A0CR-BDKG7
ACX9-PHZN-1PEWG
F8EX-KDMK-2QG1H
C8DC-6BAK-318J5
85T1-H750-DCT2B
D3VK-HWX7-KETJB
HND8-YM7N-HXJ6E
273K-18Y0-P77P7
E9FZ-A3QA-YCERP

Unlock Master Class**

2YDR-0X45-26BB5
P2TH-UYT7-B2WH1
VPKU-7DBR-0WQAT
8GRF-CM1G-603E8
QY59-0AB0-GMHGT
VN1F-WTED-RY7NR
HYRM-HF9M-2QFVD
CFT9-CG4A-97J8U
E9FZ-A3QA-YCERP

Unlock all Movies

M89Z-ZPBF-TUP7D
P2TH-UYT7-B2WH1
F06N-NT89-UH7NE
E82K-HX87-79B2N
Y9R0-Y88Y-K2GNH
8GRF-CM1G-603E8
QY59-0AB0-GMHGT
VN1F-WTED-RY7NR
HYRM-HF9M-2QFVD
A9C0-CC9H-T7W07
G381-2PRX-CMD24
KDKK-2WUP-1AXYN
PD91-9QVB-KNA60
880R-P023-5WGWD
BCYZ-6U27-KNP9A
DP7P-UREX-MF5EU
H6W6-DP49-6KWR9
3U3A-F7E0-7WM5E
XZ2A-UU4J-RT4GQ
5X78-TNV4-42WZE
ET24-1JTZ-FMXMD
J022-YA5T-HDHNT
RH8C-KEQP-U4HMO
HJEX-FEHJ-2N7GV

P53K-WY41-VTEX1
E9FZ-A3QA-YCERP

Instant Win Story Mode***
ZVFA-HTKB-Z3N8B
9CH3-FJ6V-NVC8Y
GNE0-ENE9-31WQ0
FKYG-Z443-BXW32
K2KX-DH9V-11JMM
3VRF-1C7V-NMJU3
E9FZ-A3QA-YCERP
E9FZ-A3QA-YCERP

Access Beta All Cup (includes Story Mode tracks)****
M2G2-E0UX-TT345
P2TH-UYT7-B2WH1
UM2E-5UR2-JV6PV
VRUN-1ETN-YTZUG
MBV1-4VJE-BBMKU
E9FZ-A3QA-YCERP

*On Chapter 5: Save Jody! the energy code will only work if you pause. When you do pause, your energy will fill completely.

**This code will unlock every Chapter in Story Mode but you will only be able to view the movies of the Chapters you haven't unlocked and then the game will go back to the Select Chapter screen.

***This code will not work on Chapters 1, 3, and 4.

****This code can only be used to play the following modes:

Practice Mode
Time Attack
Vs. Battle

- If you play Grand Prix mode, the game will freeze.
- The Chapter 5 course is impossible to win because the blast doors will be closed the entire race. You can, however, slip through the door under certain circumstances.
- On Chapters 2, 4, 5, and 6, set the number of laps to 1 or else you won't be able to finish.
- If you select a blank course (one with no picture) or one labeled "Null", the game will freeze.

PAX'S TOP TEN(1 is best)

1. Hyper Speeder
Commentary- The second-fastest machine with a better body and boost that the ratings say, and unbeatable grip. Who could ask for more?
2. Dark Schneider
Commentary- The best machine for Diamond Cup. Good body and boost and amazing grip.
3. Black Bull
Commentary- The best body in the game along with a second A. Too good to pass up. EXCELLENT for snaking. Beat Sonic Oval, Spiral, and Twist Road ghosts with this baby.
4. Sonic Phantom
Commentary- Best machine for Serial Gaps and Slim-Line Slits. Good boost and good grip. Easiest movie to unlock.
5. Mighty Hurricane
Commentary- The ultimate machine for Sapphire Cup. Nuff said.
6. Astro Robin
Commentary- Best Acceleration next to Twin Norrita. Solid body and amazing grip. What more do you need? Beat Serial Gaps Staff Ghost with this one.
7. Rainbow Phoenix
Commentary- Good body and boost. Awesome wings. Good grip as well.
8. Bunny Flash
Commentary- Easy to use to beat AX Cup on Master. Nice boost and grip.
9. Night Thunder
Commentary- Despite the terrible grip, I still love that booster.
10. Blood Hawk
Commentary- Once again, a good slider with excellent body and boost. I've sort of grown to love sucky handling over time.

PAX'S LEAST FAVORITE TOP TEN (1 is worst)

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

2. Wonder Wasp

Commentary- Terrible body/grip. Just as sucky as Great Star.

3. Golden Fox

Commentary- Once again, terrible body and grip.

4. Silver Rat

Commentary- Oh, boy! One last time, bad body and grip.

5. White Cat

Commentary- Despite its "parrot of Hyper Speeder" ratings, this racer REALLY sucks.

6. Twin Norrita

Commentary- Bad body, excellent boost, but hard to control.

7. Queen Meteor

Commentary- It just can't go straight.

8. Space Angler

Commentary- Despite its good stats, I hate this racer.

9. Super Piranha

Commentary- I just hate this machine for some unknown reason.

10. Cosmic Dolphin

Commentary- Bad body. Sucky machine overall.

/PAX'S TOP TEN FAVORITE TRACKS (1 is best)

- | 1. Mute City [Serial Gaps] |
- | 2. Lightning [Half Pipe] |
- | 3. Green Plant [Spiral] |
- | 4. Lightning [Thunder Road] |
- | 5. Big Blue [Ordeal] |
- | 6. Casino Palace [Double Branches] |
- | 7. Aeropolis [Dragon Slope] |
- | 8. Fire Field [Undulation] |
- | 9. Mute City [Sonic Oval] |
- | 10. Big Blue [Drift Highway] |

/PAX'S TOP TEN RACERS FOR DESIGN

- | 1. Wild Boar |
- | 2. Fat Shark |
- | 3. Spark Moon |
- | 4. Rainbow Phoenix |
- | 5. Dark Schneider |
- | 6. Black Bull |
- | 7. Night Thunder |
- | 8. Blood Hawk |
- | 9. Magic Seagull |
- | 10. Rolling Turtle |

/PAX'S LIST OF COOLEST PILOTS

- | 1. Zoda |
- | 2. Beastman |
- | 3. Phoenix |
- | 4. Deathborn |
- | 5. Black Shadow |
- | 6. Roger Buster |
- | 7. The Skull |
- | 8. PJ |
- | 9. Blood Falcon |
- | 10. Antonio Guster |

/Chapter 37- Extra Scenarios \

Have you become bored with your F-Zero GX game? Have you beaten everything? Well then this Section is for you. These are some extra scenarios that I've included. If you've got any, send them in!

/SCENARIO 1- The Real F-Zero Grand Prix

Description: The REAL F-Zero Grand Prix has arrived. Win and become the champion!

Introduction: This is meant to replace Chapter 7: The F-Zero Grand Prix because you aren't forced to use Captain Falcon.

Machines you can use: Any Original Machine that you've unlocked. No customs.

Rules: Mute City [Serial Gaps]; 5 laps; 29 CPUs on Master Class (or Expert if you don't have Master unlocked).

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

/SCENARIO 2- Beastman's Story Mode |

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

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

Machines you can use: Hyper Speeder only

Storyline:

Prologue- Go Beastman!

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

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

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

Chapter 1- The Lair of the Beast Hunter

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

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

Chapter 2- The Call of Duty

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

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

Normal-

Mobius Ring- 1:55

Intersection- 2:50

Spiral- 4:20

Hard-

Mobius Ring- 1:50

Intersection- 2:45

Spiral- 4:15

Very Hard-

Mobius Ring- 1:45

Intersection- 2:35

Spiral- 4:10

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

Chapter 3- Preliminary Opponents

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

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

Chapter 4- The Chase for Bio Rex

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

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

Chapter 5- The F-Zero GP

Description: Beastman heads to the competition grounds for the title of Grand Prix Champion.

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

Chapter 6- The Final Threat

Description: Bio Rex has failed to win the GP and is now as mad as heck!

How to do: Beastman vs. Bio Rex. Play against someone who is good with Big Fang and is a tad better than you. Do this at Dragon Slope. Good luck!

Chapter 7- Finale: Enter the Beasts

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

Road track (if you have it unlocked) for just one level. Good luck!

/SCENARIO 3- The Boosting Rule |

Description- You vs. 29 Master Class contestants with one exception: No boosting!

Introduction: The ultimate challenge... the only boosts you can use are the dash plates. And the best part is that you are at Ordeal where there are only 4 dash plates total! Good luck!

Machines you can use: Any machine

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

/SCENARIO 4- The Death Match |

Description- The Death Match segment of F-Zero X returns ; D! You vs. 29 computers: how fast can you kill them?

Introduction: Description says it all!

Machines you can use: Any machine

P.S. Send me your times for this one! They'll be listed here.

/SCENARIO 5- Straight Race |

Description- The same as Scenario 3 with one exception: No use of dash plates 0 0!

o

Introduction: Same as Scenario 3

Machines you can use: Any machine

P.S. Send me your times for this one!

Part 9- Frequently Asked Questions

Only two more parts to go in this guide. Here is the one chapter you'll find in Part 9, probably the most helpful Part in the walkthrough!

Chapter 38- FAQ/Summary of Quick Tips- Answers some of the most frequently asked questions about this game, and lists all of the tips you'll need to survive during the races!

/Chapter 38- FAQ/Summary of Quick Tips \

Welcome to the final game informative section of the guide! Here are some common questions that you may have about certain aspects of the game.

FREQUENTLY ASKED QUESTIONS:

QUESTION/ANSWER 1

Q: How long will it take me to beat this stupid game?

A: Well, the only way to explain that is to find out what level you're at. I will need to provide you with a different walkthrough if you're at a different skill level. Here is my advice for beginners, intermediates, and advanced players to beat the game:

/ADVICE ON HOW TO WIN FAST |

- Find a starting vehicle. Immediately. Winning a Ruby Cup on Novice Class and unlocking a racer with good stats (e.g. Hyper Speeder, Big Fang, Astro Robin) is the best way to find one. Practice with them. Get to know how they feel when racing. Utilize Practice Mode as much as you can.

- Avoid vehicles with bad grip. If you can't control a racer, there's almost no point in using them.

- Once you've mastered the basic game you should try to beat as many of the cups as you can. You'll start out with only Ruby, Sapphire and Emerald, so practice, practice, practice. Once you've won Ruby on Novice a few times, try it on Standard. Then try Expert perhaps. Do the same for Sapphire and Emerald too.

QUESTION/ANSWER 2

Q: Which vehicles are good for beginners?

A: This question is undoubtedly easy to answer. Here is my chart:

1. Astro Robin
2. Big Fang
3. Blue Falcon
4. Hyper Speeder
5. Iron Tiger

QUESTION/ANSWER 3

Q: How do I unlock the Diamond Cup?

A: Beat all three Cups on Standard.

QUESTION/ANSWER 4

Q: How do I unlock Master Class?

A: Beat all three original Cups (Ruby, Sapphire, Emerald) on Expert.

QUESTION/ANSWER 5

Q: How do I unlock the AX Cup?

A: This is tough, but I know you can do it. You must beat all 4 Cups (R,S,E,D) on Master Class.

QUESTION/ANSWER 6

Q: How do I unlock Sonic Oval?

A: Place 1st in the AX Cup on any level.

QUESTION/ANSWER 7

Q: Why are the tracks that are really hard rated easier than the easier tracks that are rated as hard (e.g. Serial Gaps, Half Pipe [hard tracks] vs. Ordeal, Thunder Road [easier tracks with harder ratings])?

A: I don't know. Maybe it has to do with why the easy tracks are given hard ratings.

QUESTION/ANSWER 8

Q: Why do Black Bull and Queen Meteor always finish high in the Grand Prix?

A: This question lies in the answer that Black Bull is heavy, which means that he'll pick up a lot of speed. His grip is also amazing which gives the AI complete control of him. He can also be extensively used for snaking, which can put your top speed over 1800 km/h!

As far as Queen Meteor goes, it has good boost and grip (although I don't think so) and performs well on a variety of different tracks.

QUESTION/ANSWER 9

Q: What is snaking and what does it do?

A: Snaking can be simplified in this: You must slide your vehicle to one side, come out of it, and then slide to the opposite side. Doing this makes your machine "snake" (side to side snake motion) down the track. This can get you up to 1800 km/h if you do it right, so it is a HUGE advantage.

QUESTION/ANSWER 10

Q: How can I get snaking to work?

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

SUMMARY OF QUICK TIPS:

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

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

 Part 10- Legal Information and Credits

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

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

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

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OK, time for me to state the most important thing in the guide:

This Document Copyright 2005 by Pax Krouw: paxk@yahoo.com

I cannot stress that enough. With a 100+ page guide, it can only be distributed by myself and myself alone.

/LEGAL INFORMATION

I. Usage of FAQ/Guide

(A) You may print this guide for the following uses without contacting me:

1. Help in your game
2. Showing the guide to a friend
3. Recommending a good author

(B) You may NOT use this guide for the following reasons unless you contact me:

1. Commercial use
2. Postage on your site

(C) Keep in mind that all uses of the guide must be given with full credit to me.

II. Terms of the Guide

(A) If this guide is used in an unauthorized way the following actions will occur in this order:

1. You will be e-mailed and asked politely to remove the guide
2. You will be e-mailed again and asked a little less politely to remove the guide
3. You will have a lawsuit filed against you

III. Allowed Site Usage

(A) This guide may only be posted on the following sites:

Neoseeker <www.neoseeker.com>
Cheat Codes <www.cheatcodes.com>

It's that simple. Do NOT violate these terms unless you want to see me in court.

/CREDITS

The following sites were very useful in helping me create my F-Zero GX FAQ and Guide:

Smash Boards- www.smashboards.com
My Commentary: Your site is awesome! Thanks for making it.

F-Zero Academy- <http://ee2.lasphost.com/fzeroacademy/index.html>
My Commentary: Your site kicks! I have NEVER seen a bigger F-Zero fan than you!

Game FAQs- www.gamefaqs.com
My Commentary: Thanks for all the great guides you post! None of my guides would be here without you! Sorry that my guide can't join yours; I don't have a non-freemail ISP address!

Neoseeker- www.neoseeker.com
My Commentary: I can't believe I didn't thank you sooner! Thanks for being the only good site that let's me post my guides with a Freemail address!

GsCentral- www.gscentral.com
My Commentary: Thanks for all your help with those Action Replay Codes!

Jarred-
My Commentary: You inspired me to write the Cup Walkthroughs for help on what is new in a Cup, and how to beat it quickly. Thanks!

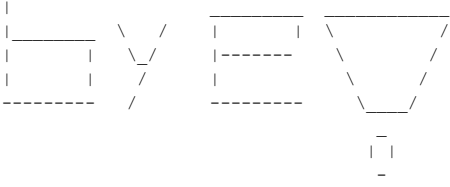
David "Zoop" McCutcheon-
http://db.gamefaqs.com/console/gamecube/file/f_zero_gx_a.txt
My Commentary: THANK YOU SO MUCH! This guide would NOT be anything without you. Your designs and in-depth walkthrough gave me the inspiration to provide as much info as you do. THANKS!

Thank you all for providing such useful information to help me with my guide!

/Chapter 40- The Saga Continues... \

Well everybody, I guess this is the end of our journey. Goodbye all of you, I will update as periodically as I can get my work done. See you in later versions! My last words: THE BEST RACER IN F-ZERO GX IS THE HYPER SPEEDER!

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