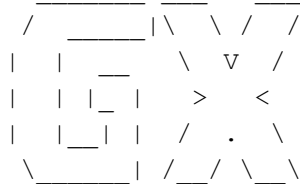
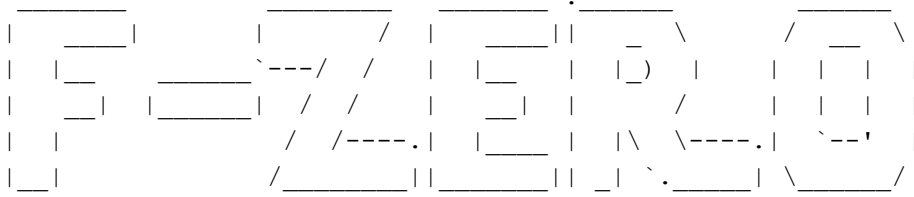


F-Zero GX Vehicle Guide

by G_Dub

Updated to vFinal on Mar 6, 2011



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~~~~~ (BY GREGOR WILKE, (DUBBLE\_G) ~~~~~

=====  
F-ZERO GX TRUE VEHICLE GUIDE  
Creator: Dubble\_G (Gregor Wilke)  
Console: Gamecube  
Version: FINAL  
Created: May 2008-February 2009  
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=====

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=====  
CONTACT INFORMATION  
=====

If you have a question on the material in the FAQ, such as how I scored each different vehicle, please e-mail me. I also take other questions, and requests to host this FAQ on websites. This FAQ is automatically final, as no one else can send me any information that I don't have. So keep the mail to questions or requests please, not submissions.

=====  
INTRODUCTION  
=====

Hello, and welcome to my fourth FAQ, the F-Zero GX True Vehicle Guide. I just had to find something to contribute to one of my all time favorite games, so here is a detailed and useful FAQ for giving you better insight on each vehicle's abilities. I enjoyed writing it, so it was worthwhile. The purpose of this FAQ is to really analyze and scrutinize the TRUE abilities & stats of each vehicle, and prove the given stats wrong or right. This FAQ will show the TRUE potential of each machine, and help you know how the machines work and handle. And note, this is NOT a guide to help people who can't unlock vehicles. YES, F-Zero GX is a difficult game, but look elsewhere for guides on unlocking the more difficult vehicles.

Enjoy F-Zero Fans!

=====  
THE TESTS  
=====

In this section, I will describe the tests I used to find out just exactly how good each F-Zero machine was under certain categories. You can test these yourself, and verify them if you don't believe the results. Each vehicle has the potential to earn up to 6 points in each category: top speed, acceleration, body strength, boost speed, boost length, grip, and handling. After each point total for each vehicle is found, I will rank them. The scoring and tests for each category are listed below.

```
| =====  
| \\ \      TOP SPEED TEST      ///  
|  \ \      //  
|   \ =====/  
|  
| To test top speed, I first put the settings on top speed. I picked the  
| track Trident to test the vehicles on because it has long straightaways  
| that make the testing easy. To test top speed, I raced each car down  
| the straightaway, until they reached a constant speed-top speed.  
|  
|  
| _____  
| \      SCORING      /  
| \ _____ /  
|  
| 1 point-top speed from 0-1020kph-          GRADE "E"  
| 2 points-top speed from 1021-1030kph-      GRADE "D"  
| 3 points-top speed from 1031-1040kph-      GRADE "C"  
| 4 points-top speed from 1041-1099kph-      GRADE "B"  
| 5 points-top speed is greater than 1099kph- GRADE "A"  
| 6 points-given to the vehicle with the highest top speed- GRADE "S"  
|
```

```
| =====  
| \\ \      BODY TEST      ///  
|  \ \      //  
|   \ =====/  
|  
| To test body strength, I took every vehicle to Mute City Serial Gaps.  
| There were some exceptions who went to Aeropolis Multiplex because that  
| track has more bombs to hit. I put the settings on top speed again, but  
| the settings DO NOT affect body strength in any way. Anyways, I took each  
| vehicle, and rammed them into bombs, noting how many bombs it took for  
|
```

|them to blow up and finally die.

| \_\_\_\_\_  
| \ SCORING /  
| \ \_\_\_\_\_ /

|1 point-dies on the fifth bomb- GRADE "E"  
|2 points-dies on the sixth bomb- GRADE "D"  
|3 points-dies on the seventh bomb- GRADE "C"  
|4 points-dies on the eighth or ninth bomb- GRADE "B"  
|5 points-dies on 10 or higher bombs- GRADE "A"  
|6 points-survives the most amount of bombs- GRADE "S"

| =====  
| \\\ ACCELERATION TEST ///  
| \\ ///  
| \=====/  
|

|To test acceleration, I took every vehicle to Trident once again,  
|because of its wonderful straightaways. I timed each vehicle with a  
|stopwatch, and timed how long it took for them to get up to 1000KMPH.  
|For the settings I used max acceleration of course.

| \_\_\_\_\_  
| \ SCORING /  
| \ \_\_\_\_\_ /

|1 point-Takes 6 seconds to reach 1,000KMPH GRADE "E"  
|2 points-Takes 5.5 seconds to reach 1,000KMPH GRADE "D"  
|3 points-Takes 5 seconds to reach 1,000KMPH GRADE "C"  
|4 points-Takes 4.5 seconds to reach 1,000KMPH GRADE "B"  
|5 points-Takes 4 seconds to reach 1,000KMPH GRADE "A"  
|6 points-given to the vehicle with the greatest acceleration- GRADE "S"

| =====  
| \\\ BOOST TEST ///  
| \\ ///  
| \=====/  
|

|To test boost, I timed the length of each vehicle's boost, and the  
|intensity of the boost, or in otherwords, how fast it speeds them up.  
|The length, and intensity scores were averaged together, and then ranked  
|on my six point scale.

| \_\_\_\_\_  
| \ SCORING /  
| \ \_\_\_\_\_ /

|1 point- GRADE "E"  
|2 points- GRADE "D"  
|3 points- GRADE "C"  
|4 points- GRADE "B"  
|5 points- GRADE "A"  
|6 points-given to the vehicle with the best overall boost- GRADE "S"

| =====  
| \\\ HANDLING TEST ///  
| \\ ///  
|

```

| \=====/
|To test handling, I factored in things like cornering, stability, and
|handling. Easy cornering = better handling. Stability when driving
|straight = better handling. Good ice handling = better handling.
|Once tested, I took the average of all three handling attributes and
|rated them on my six point scale.
|
|-----|
|\      SCORING      /
| \-----/
|1 point-                               GRADE "E"
|2 points-                              GRADE "D"
|3 points-                              GRADE "C"
|4 points-                              GRADE "B"
|5 points-                              GRADE "A"
|6 points-given to the vehicle with the best overall handling- GRADE "S"
|
|-----|

```

=====

TEST RESULTS

=====

In this section, the results for each vehicle under each test are displayed. I will list the character, their top speed, body strength, etc. and how many points they scored in each category.

```

          -----
          /-----\
*-----/                   \-----*
{           TOP SPEED TEST RESULTS           }
*-----\                   /-----*
          \-----/
          -----

```

KMPH-Kilometers per hour

| VEHICLE NAME          | TOP SPEED | POINTS |
|-----------------------|-----------|--------|
| #00- {DARK SCHNIEDER} | 1059 KMPH | 4      |
| #01- {RED GAZELLE}    | 1038 KMPH | 3      |
| #02- {WHITE CAT}      | 1042 KMPH | 4      |
| #03- {GOLDEN FOX}     | 1017 KMPH | 1      |
| #04- {IRON TIGER}     | 1052 KMPH | 4      |
| #05- {FIRE STINGRAY}  | 1096 KMPH | 4      |
| #06- {WILD GOOSE}     | 1048 KMPH | 4      |
| #07- {BLUE FALCON}    | 1034 KMPH | 3      |
| #08- {DEEP CLAW}      | 1035 KMPH | 3      |
| #09- {GREAT STAR}     | 1018 KMPH | 1      |
| #10- {LITTLE WYVERN}  | 1044 KMPH | 4      |

|      |                    |           |     |
|------|--------------------|-----------|-----|
| #11- | {MAD WOLF}         | 1054 KMPH | 4   |
| #12- | {SUPER PIRAHNNA}   | 1024 KMPH | 2   |
| #13- | {DEATH ANCHOR}     | 1118 KMPH | 5   |
| #14- | {ASTRO ROBIN}      | 1025 KMPH | 2   |
| #15- | {BIG FANG}         | 1106 KMPH | 5   |
| #16- | {SONIC PHANTOM}    | 1106 KMPH | 5   |
| #17- | {GREEN PANTHER}    | 1021 KMPH | 2   |
| #18- | {HYPER SPEEDER}    | 1111 KMPH | 5   |
| #19- | {SPACE ANGLER}     | 1051 KMPH | 4   |
| #20- | {KING METEOR}      | 1022 KMPH | 2   |
| #21- | {QUEEN METEOR}     | 1038 KMPH | 3   |
| #22- | {TWIN NORITTA}     | 1017 KMPH | 1   |
| #23- | {NIGHT THUNDER}    | 1016 KMPH | 1   |
| #24- | {WILD BOAR}        | 1112 KMPH | 5   |
| #25- | {BLOOD HAWK}       | 1008 KMPH | 1   |
| #26- | {WONDER WASP}      | 1034 KMPH | 3   |
| #27- | {MIGHTY TYPHOON}   | 1039 KMPH | 3   |
| #28- | {MIGHTY HURRICANE} | 1057 KMPH | 4   |
| #29- | {CRAZY BEAR}       | 1014 KMPH | 1   |
| #30- | {BLACK BULL}       | 1129 KMPH | (6) |
| #31- | {FAT SHARK}        | 1108 KMPH | 5   |
| #32- | {COSMIC DOLPHIN}   | 1012 KMPH | 1   |
| #33- | {PINK SPIDER}      | 1033 KMPH | 3   |
| #34- | {MAGIC SEAGULL}    | 1012 KMPH | 1   |
| #35- | {SILVER RAT}       | 1000 KMPH | 1   |
| #36- | {SPARK MOON}       | 1024 KMPH | 2   |
| #37- | {BUNNY FLASH}      | 1020 KMPH | 1   |
| #38- | {GROOVY TAXI}      | 1025 KMPH | 2   |
| #39- | {ROLLING TURTLE}   | 1039 KMPH | 3   |
| #40- | {RAINBOW PHEONIX}  | 1050 KMPH | 4   |

```

-----
          /-----\
*-----/          \-----*
{           ACCELERATION TEST RESULTS           }
*-----\          /-----*
          \-----/
-----

```

| VEHICLE NAME          | POINTS |
|-----------------------|--------|
| #00- {DARK SCHNIEDER} | 1      |
| #01- {RED GAZELLE}    | 2      |
| #02- {WHITE CAT}      | 3      |
| #03- {GOLDEN FOX}     | 2      |
| #04- {IRON TIGER}     | 2      |
| #05- {FIRE STINGRAY}  | 1      |
| #06- {WILD GOOSE}     | 2      |
| #07- {BLUE FALCON}    | 3      |
| #08- {DEEP CLAW}      | 2      |
| #09- {GREAT STAR}     | 5      |
| #10- {LITTLE WYVERN}  | 2      |
| #11- {MAD WOLF}       | 3      |
| #12- {SUPER PIRAHNNA} | 3      |
| #13- {DEATH ANCHOR}   | 2      |
| #14- {ASTRO ROBIN}    | (6)    |
| #15- {BIG FANG}       | 1      |
| #16- {SONIC PHANTOM}  | 3      |
| #17- {GREEN PANTHER}  | 5      |
| #18- {HYPER SPEEDER}  | 1      |
| #19- {SPACE ANGLER}   | 1      |
| #20- {KING METEOR}    | 4      |
| #21- {QUEEN METEOR}   | 4      |
| #22- {TWIN NORITTA}   | 5      |

|      |                    |   |
|------|--------------------|---|
| #23- | {NIGHT THUNDER}    | 5 |
| #24- | {WILD BOAR}        | 1 |
| #25- | {BLOOD HAWK}       | 4 |
| #26- | {WONDER WASP}      | 4 |
| #27- | {MIGHTY TYPHOON}   | 3 |
| #28- | {MIGHTY HURRICANE} | 4 |
| #29- | {CRAZY BEAR}       | 5 |
| #30- | {BLACK BULL}       | 1 |
| #31- | {FAT SHARK}        | 5 |
| #32- | {COSMIC DOLPHIN}   | 1 |
| #33- | {PINK SPIDER}      | 3 |
| #34- | {MAGIC SEAGULL}    | 2 |
| #35- | {SILVER RAT}       | 3 |
| #36- | {SPARK MOON}       | 3 |
| #37- | {BUNNY FLASH}      | 4 |
| #38- | {GROOVY TAXI}      | 1 |
| #39- | {ROLLING TURTLE}   | 1 |
| #40- | {RAINBOW PHEONIX}  | 3 |

```

      /-----\
    *-----/ \-----*
    {          BODY TEST RESULTS          }
    *-----\ /-----*
      \-----/
  
```

| VEHICLE NAME | BOMBS SURVIVED   | POINTS |   |
|--------------|------------------|--------|---|
| #00-         | {DARK SCHNIEDER} | 6      | 2 |
| #01-         | {RED GAZELLE}    | 5      | 1 |
| #02-         | {WHITE CAT}      | 5      | 1 |
| #03-         | {GOLDEN FOX}     | 5      | 1 |
| #04-         | {IRON TIGER}     | 7      | 3 |
| #05-         | {FIRE STINGRAY}  | 7      | 3 |

|      |                    |    |     |
|------|--------------------|----|-----|
| #06- | {WILD GOOSE}       | 12 | 5   |
| #07- | {BLUE FALCON}      | 6  | 2   |
| #08- | {DEEP CLAW}        | 6  | 2   |
| #09- | {GREAT STAR}       | 5  | 1   |
| #10- | {LITTLE WYVERN}    | 5  | 1   |
| #11- | {MAD WOLF}         | 7  | 3   |
| #12- | {SUPER PIRAHNNA}   | 6  | 2   |
| #13- | {DEATH ANCHOR}     | 5  | 1   |
| #14- | {ASTRO ROBIN}      | 6  | 2   |
| #15- | {BIG FANG}         | 6  | 2   |
| #16- | {SONIC PHANTOM}    | 5  | 1   |
| #17- | {GREEN PANTHER}    | 10 | 5   |
| #18- | {HYPER SPEEDER}    | 6  | 2   |
| #19- | {SPACE ANGLER}     | 5  | 1   |
| #20- | {KING METEOR}      | 5  | 1   |
| #21- | {QUEEN METEOR}     | 5  | 1   |
| #22- | {TWIN NORITTA}     | 5  | 1   |
| #23- | {NIGHT THUNDER}    | 5  | 1   |
| #24- | {WILD BOAR}        | 7  | 3   |
| #25- | {BLOOD HAWK}       | 6  | 2   |
| #26- | {WONDER WASP}      | 5  | 1   |
| #27- | {MIGHTY TYPHOON}   | 5  | 1   |
| #28- | {MIGHTY HURRICANE} | 5  | 1   |
| #29- | {CRAZY BEAR}       | 8  | 4   |
| #30- | {BLACK BULL}       | 7  | 3   |
| #31- | {FAT SHARK}        | 15 | (6) |
| #32- | {COSMIC DOLPHIN}   | 5  | 1   |
| #33- | {PINK SPIDER}      | 5  | 1   |
| #34- | {MAGIC SEAGULL}    | 7  | 3   |
| #35- | {SILVER RAT}       | 5  | 1   |



|      |                   |   |   |
|------|-------------------|---|---|
| #36- | {SPARK MOON}      | 6 | 2 |
| #37- | {BUNNY FLASH}     | 5 | 1 |
| #38- | {GROOVY TAXI}     | 6 | 2 |
| #39- | {ROLLING TURTLE}  | 8 | 4 |
| #40- | {RAINBOW PHEONIX} | 6 | 2 |

```

      /-----\
*-----/          \-----*
{          BOOST TEST RESULTS          }
*-----\          /-----*
      \-----/

```

|      | VEHICLE NAME     | POINTS |  |
|------|------------------|--------|--|
| #00- | {DARK SCHNIEDER} | 3      |  |
| #01- | {RED GAZELLE}    | 5      |  |
| #02- | {WHITE CAT}      | 4      |  |
| #03- | {GOLDEN FOX}     | 4      |  |
| #04- | {IRON TIGER}     | 3      |  |
| #05- | {FIRE STINGRAY}  | 2      |  |
| #06- | {WILD GOOSE}     | 1      |  |
| #07- | {BLUE FALCON}    | 4      |  |
| #08- | {DEEP CLAW}      | 3      |  |
| #09- | {GREAT STAR}     | 5      |  |
| #10- | {LITTLE WYVERN}  | 3      |  |
| #11- | {MAD WOLF}       | 3      |  |
| #12- | {SUPER PIRAHNNA} | 3      |  |
| #13- | {DEATH ANCHOR}   | 5      |  |
| #14- | {ASTRO ROBIN}    | 4      |  |
| #15- | {BIG FANG}       | 2      |  |
| #16- | {SONIC PHANTOM}  | 5      |  |
| #17- | {GREEN PANTHER}  | 4      |  |



|      |                    |   |
|------|--------------------|---|
| #01- | {RED GAZELLE}      | 4 |
| #02- | {WHITE CAT}        | 2 |
| #03- | {GOLDEN FOX}       | 3 |
| #04- | {IRON TIGER}       | 4 |
| #05- | {FIRE STINGRAY}    | 5 |
| #06- | {WILD GOOSE}       | 1 |
| #07- | {BLUE FALCON}      | 5 |
| #08- | {DEEP CLAW}        | 4 |
| #09- | {GREAT STAR}       | 2 |
| #10- | {LITTLE WYVERN}    | 3 |
| #11- | {MAD WOLF}         | 1 |
| #12- | {SUPER PIRAHNNA}   | 2 |
| #13- | {DEATH ANCHOR}     | 2 |
| #14- | {ASTRO ROBIN}      | 3 |
| #15- | {BIG FANG}         | 3 |
| #16- | {SONIC PHANTOM}    | 4 |
| #17- | {GREEN PANTHER}    | 2 |
| #18- | {HYPER SPEEDER}    | 5 |
| #19- | {SPACE ANGLER}     | 4 |
| #20- | {KING METEOR}      | 2 |
| #21- | {QUEEN METEOR}     | 2 |
| #22- | {TWIN NORITTA}     | 3 |
| #23- | {NIGHT THUNDER}    | 1 |
| #24- | {WILD BOAR}        | 3 |
| #25- | {BLOOD HAWK}       | 2 |
| #26- | {WONDER WASP}      | 4 |
| #27- | {MIGHTY TYPHOON}   | 5 |
| #28- | {MIGHTY HURRICANE} | 4 |
| #29- | {CRAZY BEAR}       | 2 |
| #30- | {BLACK BULL}       | 3 |

|      |                   |     |
|------|-------------------|-----|
| #31- | {FAT SHARK}       | 3   |
| #32- | {COSMIC DOLPHIN}  | 4   |
| #33- | {PINK SPIDER}     | (6) |
| #34- | {MAGIC SEAGULL}   | 3   |
| #35- | {SILVER RAT}      | 5   |
| #36- | {SPARK MOON}      | 4   |
| #37- | {BUNNY FLASH}     | 5   |
| #38- | {GROOVY TAXI}     | 4   |
| #39- | {ROLLING TURTLE}  | 4   |
| #40- | {RAINBOW PHEONIX} | 4   |

-----  
Character Stats & Overview  
=====

In this section, I list each vehicle, who drives the vehicle, the vehicle's number, its original (game listed) stats, and then the new stats I have found each vehicle to have, as well as some of my personal comments on that racer.

\* \* \* \* \*

-----  
VEHICLE NAME: Dark Schnieder  
-----  
VEHICLE PILOT: Deathborn  
-----  
VEHICLE NUMBER: 00  
-----

ORIGINAL STATS

-----  
BODY: A  
BOOST: B  
GRIP: D

REVISED STATS

-----  
BODY: D  
BOOST: C  
TOP SPEED: B  
HANDLING: B  
ACCELERATION: E  
TOTAL POINTS: 14

COMMENTS:

-----  
Dark Schnieder is a mixed bag. According to his listed stats, and because you unlock him you'd think he'd be great. After testing him though, he turns out to be quite average. His body is nothing compared to what's listed, and he can't take nearly as much punishment as you'd think; he died from six

bombs in my test. Schnieder's acceleration is terrible, but makes up for that with a pretty high top speed. Schnieder also handles better than expected. He just has somewhat stiff turning, but is very stable otherwise.

\*\*\*\*\*

\*\*\*\*\*

-----  
VEHICLE NAME: Red Gazelle

-----  
VEHICLE PILOT: Mighty Gazelle

-----  
VEHICLE NUMBER: 01

-----  
ORIGINAL STATS:

-----  
BODY: E  
BOOST: A  
GRIP: C

-----  
REVISED STATS:

-----  
BODY: E  
BOOST: A  
TOP SPEED: C  
HANDLING: B  
ACCELERATION: D  
TOTAL POINTS: 15

-----  
COMMENTS:

-----  
Red Gazelle turns out to be much like it's listed. RG has one of the best boosts in the game, and retains his A in boost. His body is terrible as already listed, and he turns out to have quite poor acceleration. RG has decent handling, but somewhat stiff cornering and may slide because of being lightweight.

\*\*\*\*\*

\*\*\*\*\*

-----  
VEHICLE NAME: White Cat

-----  
VEHICLE PILOT: Jody Summers

-----  
VEHICLE NUMBER: 02

-----  
ORIGINAL STATS:

-----  
BODY: C  
BOOST: C  
GRIP: A

-----  
REVISED STATS:

-----  
BODY: E  
BOOST: B  
TOP SPEED: B  
HANDLING: D  
ACCELERATION: C

TOTAL POINTS: 14

COMMENTS:

-----

White Cat is not one of my favorites. She has a body that is much worse than originally listed, and average accleration. She handles like a puck on ice, and slides everywhere when going at high speeds. This makes for great turning and cornering, but you can hardly drive in a straight line. Her fairly good boost and high speed are not enough to be saving graces either.

\* \* \* \* \*

\* \* \* \* \*

-----

VEHICLE NAME: Golden Fox

-----

VEHICLE PILOT: Dr. Stewart

-----

VEHICLE NUMBER: 03

-----

ORIGINAL STATS:

-----

BODY: D

BOOST: A

GRIP: D

REVISED STATS:

-----

BODY: E

BOOST: B

TOP SPEED: E

HANDLING: C

ACCELERATION: D

TOTAL POINTS: 11

COMMENTS:

-----

The creators of F-Zero thought they were cool giving Golden Fox the stats that spell out DAD. In fact, his stats turn out to be worse than DAD. His body is terrible, as well as his top speed and acceleration. He boosts and handles decent, but it means nothing with no accleration or good top speed. This character is obsolete from the beginning.

\* \* \* \* \*

\* \* \* \* \*

-----

VEHICLE NAME: Iron Tiger

-----

VEHICLE PILOT: Baba

-----

VEHICLE NUMBER: 04

-----

ORIGINAL STATS:

-----

BODY: B

BOOST: D

GRIP: A

REVISED STATS:

-----  
BODY: C  
BOOST: C  
TOP SPEED: B  
HANDLING: B  
ACCELERATION: D  
TOTAL POINTS: 16

COMMENTS:

-----  
As with most vehicles in F-Zero, Iron Tiger's body is quite a bit worse than listed. He's got a bit of a better booster though, and his solid handling and fairly high top speed make Iron Tiger a solid race choice.

\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Fire Stingray

-----  
VEHICLE PILOT: Samurai Goroh

-----  
VEHICLE NUMBER: 05  
-----

ORIGINAL STATS:

-----  
BODY: A  
BOOST: D  
GRIP: B

REVISED STATS:

-----  
BODY: C  
BOOST: D  
TOP SPEED: B  
HANDLING: A  
ACCELERATION: E  
TOTAL POINTS: 15

COMMENTS:

-----  
Fire Stingray is one of my favorites. He has an acceptable body rating to get you through most races alive, and handles really well in every aspect. He has one of the worst accelerations in the game though which is thankfully counteracted by a good top speed. His boost actually matches what's listed.

\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Wild Goose

-----  
VEHICLE PILOT: Pico

-----  
VEHICLE NUMBER: 06  
-----

ORIGINAL STATS:

-----  
BODY: A

BOOST: B  
GRIP: C

REVISED STATS:

-----  
BODY: A  
BOOST: E  
TOP SPEED: B  
HANDLING: E  
ACCELERATION: D  
TOTAL POINTS: 13

COMMENTS:

-----  
Pico is one of the worst racers. Ironically, he beats everyone for game listed stats though. His body is an A, and he has the second strongest body in the game. Top speed is good as well, but it all ends there. Terrible acceleration, one of the worst boosters, and way too touchy handling that has you oversteering constantly and impossible to drive in a straight line make Pico one of the worst choices to race with in the game.

\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Blue Falcon

-----  
VEHICLE PILOT: Captain Falcon

-----  
VEHICLE NUMBER: 07

ORIGINAL STATS:

-----  
BODY: B  
BOOST: C  
GRIP: B

REVISED STATS:

-----  
BODY: D  
BOOST: B  
TOP SPEED: C  
HANDLING: A  
ACCELERATION: C  
TOTAL POINTS: 17

COMMENTS:

-----  
Captain Falcon is the game's mascot for a reason. His machine rocks! Once you get skilled enough, his weak body won't bring down the rest of his good stats. He's got decent accel and top speed with great handling in all areas, and a good booster, better than listed. If he had a higher top speed he could've been the best racer in the game.

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-----  
VEHICLE NAME: Deep Claw

-----  
VEHICLE PILOT: Octoman



-----  
VEHICLE NUMBER: 08  
-----

ORIGINAL STATS:

-----  
BODY: B  
BOOST: B  
GRIP: C

REVISED STATS:

-----  
BODY: D  
BOOST: C  
TOP SPEED: C  
HANDLING: B  
ACCELERATION: D  
TOTAL POINTS: 14

COMMENTS:

-----  
I like Deep Claw even if he's not great statwise. Pretty much average in every category, but with premiere handling. Good for beginners because he's well rounded.

\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Great Star  
-----

VEHICLE PILOT: Mr. EAD  
-----

VEHICLE NUMBER: 09  
-----

ORIGINAL STATS:

-----  
BODY: E  
BOOST: A  
GRIP: D

REVISED STATS:

-----  
BODY: E  
BOOST: A  
TOP SPEED: E  
HANDLING: D  
ACCELERATION: A  
TOTAL POINTS: 14

COMMENTS:

-----  
The worst character statwise listed in the game. EAD because the creators thought they were cool spelling out his name with his stats. His stats are actually quite accurate. He's quick to accel, and has good boost, but ends up being one of the worst racers in every other category.

\* \* \* \* \*  
\* \* \* \* \*

VEHICLE NAME: Little Wyvern

VEHICLE PILOT: James McCloud

VEHICLE NUMBER: 10

ORIGINAL STATS:

BODY: E  
BOOST: B  
GRIP: B

REVISED STATS:

BODY: E  
BOOST: C  
TOP SPEED: B  
HANDLING: C  
ACCELERATION: D  
TOTAL POINTS: 13

COMMENTS:

Pretty pathetic overall. LW is a lightweight, hard to handle racer with terrible acceleration and boost, and a high top speed that is hard to utilize with such poor stats otherwise.

\* \* \* \* \*

\* \* \* \* \*

VEHICLE NAME: Mad Wolf

VEHICLE PILOT: Billy

VEHICLE NUMBER: 11

ORIGINAL STATS:

BODY: B  
BOOST: B  
GRIP: C

REVISED STATS:

BODY: C  
BOOST: C  
TOP SPEED: B  
HANDLING: E  
ACCELERATION: C  
TOTAL POINTS: 14

COMMENTS:

Wolf isn't terrible statwise, but has incredibly terrible handling with his saucer shaped ship much like Pico. You'll have a hard time on the easiest tracks handling him, which destroys his otherwise decent stats.

\* \* \* \* \*

\* \* \* \* \*

-----  
VEHICLE NAME: Super Pirahna  
-----

VEHICLE PILOT: Kate Allen  
-----

VEHICLE NUMBER: 12  
-----

ORIGINAL STATS:  
-----

BODY: B  
BOOST: C  
GRIP: B

REVISED STATS:  
-----

BODY: D  
BOOST: C  
TOP SPEED: D  
HANDLING: D  
ACCELERATION: C  
TOTAL POINTS: 12

COMMENTS:  
-----

Definitely one of the worst racers statwise, and her horrible handling like Wild Goose & Mad Wolf just makes her one to avoid.

\* \* \* \* \*

\* \* \* \* \*

-----  
VEHICLE NAME: Death Anchor  
-----

VEHICLE PILOT: Zoda  
-----

VEHICLE NUMBER: 13  
-----

ORIGINAL STATS:  
-----

BODY: E  
BOOST: A  
GRIP: C

REVISED STATS:  
-----

BODY: E  
BOOST: A  
TOP SPEED: A  
HANDLING: D  
ACCELERATION: D  
TOTAL POINTS: 15

COMMENTS:  
-----

Having one of the highest top speeds and best boosters in the game, Death Anchor can be a force to be reckoned with. His low acceleration, body, and tough handling make him reserved only for experienced racers, but if you can master Death Anchor, he's one of the best around.

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-----  
VEHICLE NAME: Astro Robin

-----  
VEHICLE PILOT: Jack Levin

-----  
VEHICLE NUMBER: 14

-----  
ORIGINAL STATS:

-----  
BODY: B  
BOOST: D  
GRIP: A

-----  
REVISED STATS:

-----  
BODY: D  
BOOST: B  
TOP SPEED: D  
HANDLING: C  
ACCELERATION: S  
TOTAL POINTS: 17

-----  
COMMENTS:

-----  
Astro Robin has the best acceleration in the game! Hit a wall, and you can be back up to speed in no time! Great for beginners, but his low top speed hampers an otherwise really great vehicle.

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-----  
VEHICLE NAME: Big Fang

-----  
VEHICLE PILOT: Bio Rex

-----  
VEHICLE NUMBER: 15

-----  
ORIGINAL STATS:

-----  
BODY: B  
BOOST: D  
GRIP: A

-----  
REVISED STATS:

-----  
BODY: D  
BOOST: D  
TOP SPEED: A  
HANDLING: C  
ACCELERATION: D  
TOTAL POINTS: 14

-----  
COMMENTS:

-----  
Other than having a really high top speed, Big Fang is really shoddy. His

body is way worse than I expected, and his low acceleration and boost ratings really bring him down.

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-----  
VEHICLE NAME: Sonic Phantom  
-----

VEHICLE PILOT: The Skull  
-----

VEHICLE NUMBER: 16  
-----

ORIGINAL STATS:  
-----

BODY: C

BOOST: A

GRIP: D

REVISED STATS:  
-----

BODY: E

BOOST: A

TOP SPEED: A

HANDLING: B

ACCELERATION: C

TOTAL POINTS: 18

COMMENTS:  
-----

I love Sonic Phantom! Great handling, boost, and top speed all in one!  
If you can get past the really weak body, this is definitely one of the best machines around. Being able to drive 1100 KMPH normally, and with a great booster this is one machine hard to catch up to once you get going.

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-----  
VEHICLE NAME: Green Panther  
-----

VEHICLE PILOT: Antonio Guster  
-----

VEHICLE NUMBER: 17  
-----

ORIGINAL STATS:  
-----

BODY: A

BOOST: B

GRIP: D

REVISED STATS:  
-----

BODY: A

BOOST: B

TOP SPEED: D

HANDLING: D

ACCELERATION: A

TOTAL POINTS: 18

COMMENTS:

-----

One of the few racers with stats that match the listed ones. Green Panther is one of the best overall statwise, but I still don't care for this guy. Sloppy slidy handling and too low of a top speed for me. Still, he's really strong, fast to start, and sloppy handling means good drifting for corners.

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VEHICLE NAME: Hyper Speeder

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VEHICLE PILOT: Beastman

-----

VEHICLE NUMBER: 18

-----

ORIGINAL STATS:

-----

BODY: C

BOOST: C

GRIP: A

REVISED STATS:

-----

BODY: D

BOOST: B

TOP SPEED: A

HANDLING: A

ACCELERATION: E

TOTAL POINTS: 17

COMMENTS:

-----

My favorite racer! Definitely the coolest racer IMO, and proficient in all my favorite stat categories. One of the fastest top speeds, great handling, (albeit somewhat rough turning) and one of the better boosters to top it all off. He has a weaker body, but if you're experienced enough this won't bring him down. If his acceleration wasn't so terrible, there would just be no contest for Hyper Speeder.

\* \* \* \* \*

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VEHICLE NAME: Space Angler

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VEHICLE PILOT: Leon

-----

VEHICLE NUMBER: 19

-----

ORIGINAL STATS:

-----

BODY: C

BOOST: C

GRIP: A

REVISED STATS:

-----

BODY: E

BOOST: D  
TOP SPEED: B  
HANDLING: B  
ACCELERATION: E  
TOTAL POINTS: 12

COMMENTS:

-----  
Meh, not so great. Here we have someone easy to handle, with good top speed,  
but the good ends there. He just starts out way too slow, and has a horrible  
body, and a booster that does Leon no justice.

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-----  
VEHICLE NAME: King Meteor

-----  
VEHICLE PILOT: Super Arrow

-----  
VEHICLE NUMBER: 20

ORIGINAL STATS:

-----  
BODY: E  
BOOST: B  
GRIP: B

REVISED STATS:

-----  
BODY: E  
BOOST: B  
TOP SPEED: D  
HANDLING: D  
ACCELERATION: B  
TOTAL POINTS: 13

COMMENTS:

-----  
I am not a fan of King Meteor. Here we have a boring looking car with an  
extremely weak body and handling. His booster is okay, but put to shame  
by other racers like Sonic Phantom.

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-----  
VEHICLE NAME: Queen Meteor

-----  
VEHICLE PILOT: Mrs. Arrow

-----  
VEHICLE NUMBER: 21

ORIGINAL STATS:

-----  
BODY: E  
BOOST: B  
GRIP: B

REVISED STATS:

-----  
BODY: E  
BOOST: B  
TOP SPEED: C  
HANDLING: D  
ACCELERATION: B  
TOTAL POINTS: 14

COMMENTS:

-----  
Slightly better than King Meteor in the fact that Queen has higher top speed, but otherwise she's pretty much a clone of him, and one of the worst racers in the game.

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-----  
VEHICLE NAME: Twin Norrita

-----  
VEHICLE PILOT: Gomar & Shio

-----  
VEHICLE NUMBER: 22

ORIGINAL STATS:

-----  
BODY: E  
BOOST: A  
GRIP: C

REVISED STATS:

-----  
BODY: E  
BOOST: A  
TOP SPEED: E  
HANDLING: C  
ACCELERATION: A  
TOTAL POINTS: 14

COMMENTS:

-----  
Here's the lightest racer in the game. Twin Norrita has excellent boost and acceleration, but with such low top speed Twin Norrita can't quite compete with the best of them. Fairly average otherwise.

\* \* \* \* \*

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-----  
VEHICLE NAME: Night Thunder

-----  
VEHICLE PILOT: Silver Neelson

-----  
VEHICLE NUMBER: 23

ORIGINAL STATS:

-----  
BODY: B  
BOOST: A  
GRIP: E



REVISED STATS:

-----  
BODY: E  
BOOST: A  
TOP SPEED: E  
HANDLING: E  
ACCELERATION: A  
TOTAL POINTS: 13

COMMENTS:

-----  
Another one of the worst racers in my opinion. Night Thunder's body is nowhere near a B in rank, and his handling is all over the place. Good boost and acceleration aren't enough to justify such otherwise terrible stats.

\* \* \* \* \*

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-----  
VEHICLE NAME: Wild Boar

-----  
VEHICLE PILOT: Michael Chain

-----  
VEHICLE NUMBER: 24

ORIGINAL STATS:

-----  
BODY: A  
BOOST: C  
GRIP: C

REVISED STATS:

-----  
BODY: C  
BOOST: C  
TOP SPEED: A  
HANDLING: C  
ACCELERATION: E  
TOTAL POINTS: 15

COMMENTS:

-----  
Wild Boar is an all around average vehicle that trades poor acceleration for great top speed. The handling may take a bit getting used to, but his heavy weightedness helps counterbalance somewhat slidy handling. Maybe not the best vehicle, but definitely one of the better looking.

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-----  
VEHICLE NAME: Blood Hawk

-----  
VEHICLE PILOT: Blood Falcon

-----  
VEHICLE NUMBER: 25

ORIGINAL STATS:

-----

BODY: B  
BOOST: A  
GRIP: E

REVISED STATS:

-----  
BODY: D  
BOOST: B  
TOP SPEED: E  
HANDLING: D  
ACCELERATION: B  
TOTAL POINTS: 13

COMMENTS:

-----  
So much for being a clone of Captain Falcon, this car sucks! Blood Falcon combines terrible top speed, handling, and body, and combines it with a package of decent acceleration and boost which is just not enough to make this car worth using. Ever. Lol.  
\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Wonder Wasp  
-----

VEHICLE PILOT: John Tanaka  
-----

VEHICLE NUMBER: 26  
-----

ORIGINAL STATS:

-----  
BODY: D  
BOOST: A  
GRIP: D

REVISED STATS:

-----  
BODY: E  
BOOST: C  
TOP SPEED: C  
HANDLING: B  
ACCELERATION: B  
TOTAL POINTS: 15

COMMENTS:

-----  
Wow, the designers think they are clever again with those "DAD" stats. Wasp is a pretty well balanced vehicle that is pretty easy to handle, and has great turning and drifting abilities. Wasp isn't great in any area, but being so well balanced makes him a good choice for beginning players.  
\* \* \* \* \*  
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-----  
VEHICLE NAME: Mighty Typhoon  
-----

VEHICLE PILOT: Draq  
-----

VEHICLE NUMBER: 27

-----  
ORIGINAL STATS:

-----  
BODY: C  
BOOST: A  
GRIP: D

-----  
REVISED STATS:

-----  
BODY: E  
BOOST: D  
TOP SPEED: C  
HANDLING: A  
ACCELERATION: C  
TOTAL POINTS: 14

-----  
COMMENTS:

-----  
The game makes Drag seem overrated. His body is not that strong, nor his boost that powerful. Drag isn't great statwise, but he has one of my favorite handling styles in the game, and rides real smooth.

\* \* \* \* \*  
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-----  
VEHICLE NAME: Mighty Hurricane

-----  
VEHICLE PILOT: Roger Buster

-----  
VEHICLE NUMBER: 28  
-----

-----  
ORIGINAL STATS:

-----  
BODY: E  
BOOST: B  
GRIP: B

-----  
REVISED STATS:

-----  
BODY: E  
BOOST: D  
TOP SPEED: B  
HANDLING: B  
ACCELERATION: B  
TOTAL POINTS: 15

-----  
COMMENTS:

-----  
Mighty Hurricane is slightly better than his counterpart statwise. He's got better top speed and acceleration, but for some reason I still would choose Typhoon over Hurricane just for his handling style. Still a good choice.

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-----  
VEHICLE NAME: Crazy Bear

-----  
VEHICLE PILOT: Dr. Clash

-----  
VEHICLE NUMBER: 29  
-----

ORIGINAL STATS:  
-----

BODY: A  
BOOST: B  
GRIP: E

REVISED STATS:  
-----

BODY: B  
BOOST: A  
TOP SPEED: E  
HANDLING: D  
ACCELERATION: A  
TOTAL POINTS: 17

COMMENTS:  
-----

Pretty accurate listed stats; Crazy Bear is a monster. He's got terrible top speed, and really slidy handling, but impressive accleration and a great booster make him a top contender in F-Zero. His slidy handling brings him down at high speeds, but allows him to drift easily around tight turns. Plus this guy's made out of steel.

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-----  
VEHICLE NAME: Black Bull  
-----

VEHICLE PILOT: Black Shadow  
-----

VEHICLE NUMBER: 30  
-----

ORIGINAL STATS:  
-----

BODY: A  
BOOST: E  
GRIP: A

REVISED STATS:  
-----

BODY: C  
BOOST: D  
TOP SPEED: S  
HANDLING: C  
ACCELERATION: E  
TOTAL POINTS: 15

COMMENTS:  
-----

Black Bull's body isn't as good as I would have expected, but Black Bull is still one of the most formidable racers. He has the highest top speed in the game, and the best snaking ability out there. If it wasn't for Bull's outrageous speed and snaking abilities, he would be just another average racer.

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-----  
VEHICLE NAME: Fat Shark  
-----

VEHICLE PILOT: Don Genie  
-----

VEHICLE NUMBER: 31  
-----

ORIGINAL STATS:  
-----

BODY: A  
BOOST: B  
GRIP: E

REVISED STATS:  
-----

BODY: S  
BOOST: S  
TOP SPEED: A  
HANDLING: C  
ACCELERATION: A  
TOTAL POINTS: 25!

COMMENTS:  
-----

By far the best racer! Just look at that point total! Fat shark only lacks just a bit in handling, but if you can master that you've got the best money can buy here. Fat Shark is the strongest vehicle, has great top speed, and only loses to Black Bull there. Acceleration is phenomenal for such a large and heavy car, and Fat shark has the strongest booster in the game! No contest, Fat Shark is the best F-Zero racer!

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-----  
VEHICLE NAME: Cosmic Dolphin  
-----

VEHICLE PILOT: Digiboy  
-----

VEHICLE NUMBER: 32  
-----

ORIGINAL STATS:  
-----

BODY: E  
BOOST: A  
GRIP: C

REVISED STATS:  
-----

BODY: E  
BOOST: A  
TOP SPEED: E  
HANDLING: B  
ACCELERATION: E  
TOTAL POINTS: 12

COMMENTS:

-----  
With an E in 3/5 categories, and probably the stupidest looking car design  
of all time, I can do nothing but laugh, and avoid using Cosmic Dolphin at  
all costs.

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-----  
VEHICLE NAME: Pink Spider

-----  
VEHICLE PILOT: Dai-San-Gen

-----  
VEHICLE NUMBER: 33

-----  
ORIGINAL STATS:

-----  
BODY: C  
BOOST: C  
GRIP: a

-----  
REVISED STATS:

-----  
BODY: E  
BOOST: C  
TOP SPEED: C  
HANDLING: S  
ACCELERATION: D  
TOTAL POINTS: 15

-----  
COMMENTS:

-----  
Best handling in the game! Pink Spider's two protruding blades make it  
stable in almost every condition at all speeds. Its got a decent top speed,  
but nothing else is standout on this car other than the handling.

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-----  
VEHICLE NAME: Magic Seagull

-----  
VEHICLE PILOT: Spade

-----  
VEHICLE NUMBER: 34

-----  
ORIGINAL STATS:

-----  
BODY: B  
BOOST: A  
GRIP: E

-----  
REVISED STATS:

-----  
BODY: C  
BOOST: B  
TOP SPEED: E  
HANDLING: C  
ACCELERATION: D  
TOTAL POINTS: 13

COMMENTS:

-----

If only Seagull was as good as it looks. Seagull's wings stick out fairly awkwardly, and tend to scrape into walls, and decimate Seagull's body. A good booster unfortunately can't make Seagull recover from such low top speed.

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VEHICLE NAME: Silver Rat

-----

VEHICLE PILOT: Dai Goroh

-----

VEHICLE NUMBER: 35

-----

ORIGINAL STATS:

-----

BODY: D

BOOST: A

GRIP: D

REVISED STATS:

-----

BODY: E

BOOST: E

TOP SPEED: E

HANDLING: A

ACCELERATION: C

TOTAL POINTS: 11

COMMENTS:

-----

Jeez, another stupid "DAD" stat setup. This car is complete garbage. The only saving grace is good handling, but that doesn't make up for being lackluster in every other category.

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-----

VEHICLE NAME: Spark Moon

-----

VEHICLE PILOT: Princia Ramode

-----

VEHICLE NUMBER: 36

-----

ORIGINAL STATS:

-----

BODY: B

BOOST: C

GRIP: B

REVISED STATS:

-----

BODY: C

BOOST: C

TOP SPEED: D

HANDLING: B  
ACCELERATION: C  
TOTAL POINTS: 15

COMMENTS:

-----  
Definitely one of the more cool looking vehicles, Spark Moon has some of the best drifting skills around, but is decidedly average in every other category.  
\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Bunny Flash  
-----  
VEHICLE PILOT: Lily Flyer  
-----  
VEHICLE NUMBER: 37  
-----

ORIGINAL STATS:

-----  
BODY: D  
BOOST: B  
GRIP: A

REVISED STATS:

-----  
BODY: E  
BOOST: B  
TOP SPEED: E  
HANDLING: A  
ACCELERATION: B  
TOTAL POINTS: 15

COMMENTS:

-----  
Bunny Flash has great handling, and under no circumstances ever seems to be hard to control. She's quick to accelerate and boost, and if she had good top speed she'd be one of the best racers, but unfortunately she does not.  
\* \* \* \* \*  
\* \* \* \* \*

-----  
VEHICLE NAME: Groovy Taxi  
-----  
VEHICLE PILOT: PJ  
-----  
VEHICLE NUMBER: 38  
-----

ORIGINAL STATS:

-----  
BODY: B  
BOOST: D  
GRIP: B

REVISED STATS:

-----  
BODY: D



BOOST: C  
TOP SPEED: D  
HANDLING: B  
ACCELERATION: E  
TOTAL POINTS 12

COMMENTS:

-----  
I guess looks will have to make up for Groovy Taxi's low performance.  
Groovy is slow in all areas, and an average boost and good handling just  
don't do enough to make PJ a standout racer.

\* \* \* \* \*

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-----  
VEHICLE NAME: Rolling Turtle  
-----

VEHICLE PILOT: QQQ  
-----

VEHICLE NUMBER: 39  
-----

ORIGINAL STATS:

-----  
BODY: A  
BOOST: D  
GRIP: B

REVISED STATS:

-----  
BODY: B  
BOOST: C  
TOP SPEED: C  
HANDLING: B  
ACCELERATION: E  
TOTAL POINTS: 15

COMMENTS:

-----  
Rolling turtle is a good all around vehicle, with a strong body, but  
terrible acceleration. RT is average in every other stat.

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-----  
VEHICLE NAME: Rainbow Phoenix  
-----

VEHICLE PILOT: Phoenix  
-----

VEHICLE NUMBER: 40  
-----

ORIGINAL STATS:

-----  
BODY: B  
BOOST: B  
GRIP: C

REVISED STATS:

-----

BODY: D  
BOOST: C  
TOP SPEED: B  
HANDLING: B  
ACCELERATION: C  
TOTAL POINTS: 16

COMMENTS:

-----  
Rainbow Phoenix doesn't have any really particular strong points, but being good in every category we have another Deep Claw type racer, but I prefer Phoenix. His car looks sick, and can rival that of Captain Falcon's. Phoenix let me down jut a little bit statwise, but he's always a solid race choice.

\* \* \* \* \*

=====  
CLOSING

-----  
Well there you have it, folks. Finally a true vehicle guide that outlines the stats of each F-Zero machine accurately. Why the creators of the game gave vehicles bogus stats is beyond me, but I still enjoyed taking each car through each test to find out who was the overall best machine. I hope you enjoyed reading this FAQ as much as I did creating it. Thanks F-Zero fans!

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