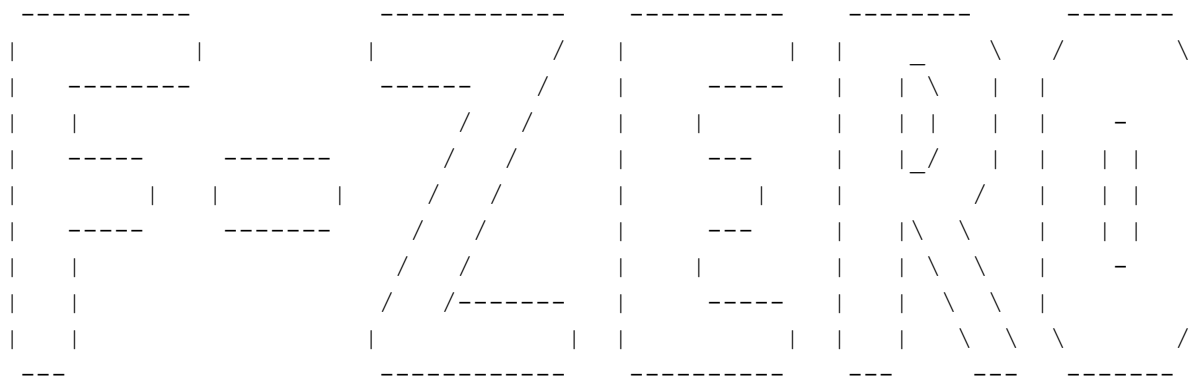


F-Zero GX Parts FAQ

by DarkKnight

Updated to v0.9 on Oct 16, 2003



F-Zero GX Parts FAQ

Version: 0.9

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Started: August 29, 2003

Last Version: September 1, 2003

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| I. Copyright Stuff /
| F-Zero -----
/

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| | II. Introduction /
| F-Zero -----
\ /

++++++

A. About

++++++

This FAQ was originally made because of the huge amounts of interest in custom made ships in F-Zero GX. Since at the time there wasn't any parts FAQ made, and because of many requests, I have decided to make one. I find that some custom ships may be created to fit your playing styles, further adding to the game. I hope you find this FAQ helpful and be creative!

+++++

B. E-mail me

+++++

If you have any questions, comments, or something you found wrong in the FAQ, please e-mail me at my e-mail address at XDark_KnightX@hotmail.com. To help me give credit, please include your GameFAQ's Alias, or another kind of one. Your help will be credited, and your comments are appreciated.

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C. Version History

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- Version 0.5

8/29/03

Started the FAQ. The basic layout is done. Not all the information is done yet. Still have a bit to go until first version.

- Version 0.9

8/31/03

I fixed the Parts FAQ layout a lot so it's much more readable. Added some parts, but some of them still require a weight listing. Added a "Cost" listing (in case anyone wondered). Added a "Tips" section under "Combinations". Just started it not much there. Got master difficulty and beat ruby. Beat 2 chapters on hard. Got a few AX parts. Added the huge list produced by Active X (Thanks!!). I think I completed the list, although I think 3 parts are still missing.

| | III. Parts FAQ /
| F-Zero -----
\ /

This part of the FAQ will cover all the parts.

+++++

A. GX Parts

+++++

The parts that are given to you from the start have asterisks to the left of their name.

1. Body parts

These parts cover the "Body" (Der...) rating. This determines the amount of damage you take when hit. (IE the higher the rating, the less damage you will take)

```
-----  
| NAME:           WEIGHT: CLASS:  COST: |  
|-----|  
|*Aqua Goose      700     C      4 |  
| Big Tyrant      1500    A      5 |  
| Brave Eagle     460     D      |  
| Dread Hammer   1440    A      |  
|*Fire Wolf       840     B      3 |  
| Funny Swallow   490     D      |  
| Holy Spider     540     C      |  
|*Grand Base     1380    A      5 |  
| Liberty Manta   380     D      |  
| Megalo Cruiser  1600    A      |  
| Optical Wing    420     D      |  
| Rapid Barrel    580     C      |  
|*Sky Horse       640     B      4 |  
| Speedy Dragon   240     E     10 |  
| Splash Whale    280     E      |  
| Valiant Jaguar  1000    B      |  
| Wild Chariot    800     B      |  
|-----|
```

2. Cockpit parts

These parts cover the "Grip" rating.

```
-----  
| NAME:           WEIGHT: CLASS:  COST: |  
|-----|  
|*Aerial Bullet   240     E      3 |  
| Blast Camel     280     D      |  
|*Bright Spear    330     C      4 |  
| Crystal Egg     270     D      |  
| Cyber Fox       370     D      |  
|*Energy Crest    500     B      5 |  
| Heat Snake      480     B      |  
| Garnet Phantom  640     A     10 |  
|*Moon Snail      260     D      4 |  
| Muscle Gorilla  360     C      |  
| Rave Drifter    230     E      |  
| Red Rex         350     C      |  
| Scud Viper      320     C      |  
| Sonic Soldier   310     C      |  
| Super Lynx      460     B      |  
| Windy Shark     220     D      5 |  
| Wonder Worm     290     D      |  
|-----|
```

3. Booster

These parts are what determine the "Boost" rating on your ship.

```
-----  
| NAME:           WEIGHT: CLASS:  COST: |  
|-----|
```

*Bazooka -YS	250	D	3	
Blaster -X	360	C		
*Boxer -2C	350	C	5	
Comet -V	330	C		
Devilfish -RX	800	A		
Euros -01	160	E		
Impress -220	220	D		
Jupiter -Q	230	D		
Raiden -88	530	B	5	
Saturn -SG	240	D		
*Scorpion -R	400	C	4	
Sunrise 140	140	E		
*Tiger -RZ	380	C	4	
Titan -G4	540	B		
Thunderbolt -V2	350	C	10	
Triple -Z	660	A		
Triangle -GT	340	C		

+++++

B. AX Parts

+++++

1. Body parts

NAME:	WEIGHT:	CLASS:	COST:	
Giant Planet	1020	B	8	
Mad Bull	900	B		
Space Cancer	680	C	8	

2. Cockpit parts

NAME:	WEIGHT:	CLASS:	COST:	
Crazy Buffalo	600	A		
Dark Chaser	250	E	8	
Spark Bird	530	B	8	

3. Booster

NAME:	WEIGHT:	CLASS:	COST:	
Extreme -ZZ	480	B	8	
Maus -EX	270	D		
Punisher -4X	580	B	8	

+++++

C. Parts, Parts, Parts

+++++

Custom parts is a new feature in the F-Zero series. It allows you to make your own ships accustomed to your playing styles so you can race better. It also allows you to be creative! So I encourage everyone to make their own ships.

When you first start the game you should notice that you automatically have 12 parts already: 4 bodies, 4 cockpits, and 4 boosters (look at the list below to see which ones).

1. How to acquire parts:

The first thing you need to do is finish a cup on any difficulty to make the part become available. After you finish the cup, you will know a part has become available when a message pops up stating that a certain part is available. Once you get back to the main screen, you go to the "Customize" option. After that go to the subset, "F-Zero Shop". Then, finally, to "Custom Parts". Here you will see a menu with the parts; starting with Body, then Cockpit, then Booster. All the way to the right of the list are numbers. These numbers are the ticket prices. I have not quite determined why some are higher priced than others, but I assume it's because they are the best of its class (ex: theres a 500 kg level B booster, then theres a 400 kg level B booster. You would rather want the lower weighing one or your ship may end up too heavy) or maybe because they are heavier in weight. BTW if you are low on tickets, I suggest you race the easy cups first, then go to time trial for easy tickets. in time trial, all you have to do is get a decent time.

2. Putting your ship together:

Now comes the hard part. Instead of going to "F-Zero Shop", go to "Garage" (Please note the awesome music). Now you have four choices on spots for ships. (For tips in putting your ship together, please refer to the Combinations/Tips part of my FAQ)

3. The Low-Down:

There are a total of 63 parts. 21 in each category. 11 GX parts in each category, 9 AX parts in each category, then there's 3 other parts. You can unlock 5 parts in Novice Difficulty, then you can unlock 7 in standard and above, then you can unlock 9 in master. AX parts can be unlocked by defeating Hard mode in all the chapters. Each time you beat a chapter on Hard, you receive 3 AX parts. Then, each time you defeat Grand Prix on Master difficulty, you receive 3 parts.

| | IV. Combinations /
| F-Zero | -----
\ /

This part of the FAQ will cover some of the combinations of parts to make some of the more exceptional machines and some tips on how to make one on your own.

+++++++

A. Tips

+++++++

This section should hopefully convey some of the ideas of what you should or should not do when making a ship.

1. PLEASE! Do not think an A A A ship is the best. It is the opposite. It is too heavy to be good.

2. I found that a car in the 1100 - 1700 kg range is the best car, because it doesn't slip. Anything after that, its too havy (slippage), and anything before would mean you have crappy parts on.

3. Choose parts that fit your playing style. If you feel that you don't hit

the wall too much, then pick a low rated body, etc. The lower the weight you can find that best fits your needs the better.

4. Try all different combinations! The best car you may ever race might be a D B C, you never know.

5. Finally, try out every car. If you feel you have an easy time handling cars no matter what, then have a car that would slip at times, but awesome in all other areas.

++++
B. Special Custom Ships
++++

This is a list of special machines you can make when you combine certain parts together to make a special design with a special name. Since the parts fit together specially for these machines some of them are pretty good...and some are really bad. (List was obtained by using this site:
<http://okayama.cool.ne.jp/megatazo/>)

++++
Set 1 (Light Vehicles):
++++

1. Queen Saffire

Body - Splash Whale: 280kg/E
Cockpit - Crystal Egg: 270kg/D
Boost - Comet -V: 330kg/C

Stats
=====
Body: C
Boost: E
Grip: D

Weight: 880 kg

2. Bird of Paradise

Body - Optical Wing: 420kg/D
Cockpit - Moon Snail: 260kg/D
Boost - Impress 220: 220kg/D

Stats
=====
Body: D
Boost: D
Grip: D

Weight: 900 kg

3. Trickster

Body - Optical Wing: 420kg/D

Cockpit - Cyber Fox: 370kg/D

Boost - Impress -220: 220kg/D

Stats

=====

Body: D

Boost: D

Grip: C

Weight: 1010 kg

4. Ground Wave

Body - Liberty Manta: 380kg/D

Cockpit - Sonic Soldier: 310kg/C

Boost - Jupiter -Q: 230kg/D

Stats

=====

Body: D

Boost: D

Grip: C

Weight: 920 kg

5. Out Rider

Body - Funny Swallow: 490kg/D

Cockpit - Windy Shark: 220kg/E

Boost - Bazooka -YS: 250kg/D

Stats

=====

Body: D

Boost: D

Grip: E

Weight: 960 kg

6. Icarus Wing

Body - Funny Swallow: 490kg/D

Cockpit - Dark Chaser: 250kg/E

Boost - Saturn -SG: 240kg/D

Stats

=====

Body: D

Boost: D

Grip: E

Weight: 980 kg

7. Fortissimo

Body - Optical Wing: 420kg/D

Cockpit - Red Rex: 350kg/C

Boost - Jupiter -Q: 230kg/D

Stats

=====

Body: D

Boost: D

Grip: C

Weight: 1000 kg

8. Paper Craft

Body - Speedy Dragon: 240kg/E

Cockpit - Garnet Phantom: 640kg/A

Boost - Eros -01: 160kg/E

Stats

=====

Body: E

Boost: E

Grip: A

Weight: 1040 kg

9. Savanna Buggy

Body - Optical Wing: 420kg/D

Cockpit - Heat Snake: 480kg/B

Boost - Eros -01: 160kg/E

Stats

=====

Body: D
Boost: E
Grip: B

Weight: 1060 kg

10. Dragoon

Body - Speedy Dragon: 240kg/E

Cockpit - Bright Spear: 330kg/C

Boost - Raiden -88: 530kg/B

Stats

=====

Body: E
Boost: B
Grip: C

Weight: 1100 kg

++++
Set 2 (Light and Medium Weight Machines):
++++

11. Red Salamander

Body - Splash Whale: 280kg/E

Cockpit - Heat Snake: 480kg/B

Boost - Triangle -GT: 340kg/C

Stats

=====

Body: E
Boost: C
Grip: B

Weight: 1100 kg

12. Gargoyle

Body - Funny Swallow: 490kg/D

Cockpit - Bright Spear: 330kg/C

Boost - Boxer -2C: 350kg/C

Stats

=====

Body: D
Boost: C

Grip: C

Weight: 1170 kg

13. Liberator

Body - Funny Swallow: 490kg/D

Cockpit - Scud Viper: 320kg/C

Boost - Blaster -X: 360kg/C

Stats

=====

Body: D

Boost: C

Grip: C

Weight: 1170 kg

14. Blue Streak

Body - Holy Spider: 540kg/C

Cockpit - Wonder Worm: 290kg/D

Boost - Triangle -GT: 340kg/C

Stats

=====

Body: C

Boost: C

Grip: D

Weight: 1170 kg

15. Carbuncle

Body - Holy Spider: 540kg/C

Cockpit - Heat Snake: 480kg/B

Boost - Eros -01: 160kg/E

Stats

=====

Body: C

Boost: E

Grip: B

Weight: 1180 kg

16. Long Shot

Body - Rapid Barrel: 580kg/C

Cockpit - Aerial Ballet: 240kg/E

Boost - Scorpion -R: 400kg/C

Stats

=====

Body: C

Boost: C

Grip: E

Weight: 1220 kg

17. Enigma

Body - Silver Sword: 620kg/C

Cockpit - Wonder Worm: 290kg/D

Boost - Triangle -GT: 340kg/C

Stats

=====

Body: C

Boost: C

Grip: D

Weight: 1250 kg

18. Valkyrie

Body - Optical Wing: 420kg/D

Cockpit - Garnet Phantom: 640kg/A

Boost - Jupiter -Q: 230kg/D

Stats

=====

Body: D

Boost: D

Grip: A

Weight: 1290 kg

19. Splash Mermaid

Body - Aqua Goose: 700kg/C

Cockpit - Cyber Fox: 370kg/C

Boost - Empress -220: 220kg/D

Stats

=====

Body: C

Boost: D

Grip: C

Weight: 1290 kg

20. Astro Scorpion

Body - Space Cancer: 680kg/C

Cockpit - Dark Chaser: 250kg/E

Boost - Scorpion -R: 400kg/C

Stats

=====

Body: C

Boost: C

Grip: E

Weight: 1330 kg

21. Fantasista

Body - Liberty Manta: 380kg/D

Cockpit - Scud Viper: 320kg/C

Boost - Triple -Z: 660kg/A

Stats

=====

Body: D

Boost: A

Grip: C

Weight: 1360 kg

++++
Set 3 (more medium weight machines):
++++

22. Salvation

Body - Rapid Barrel: 580kg/C

Cockpit - Blast Camel: 280kg/D

Boost - Raiden -88: 530kg/B

Stats

=====

Body: C
Boost: B
Grip: D

Weight: 1390 kg

23. Emerald Pegasus

Body - Sky Horse: 640kg/C

Cockpit - Spark Bird: 530kg/B

Boost - Empress -220: 220kg/D

Stats

=====

Body: C
Boost: D
Grip: B

Weight: 1390 kg

24. Hermit Crab

Body - Space Cancer: 680kg/C

Cockpit - Rave Drifter: 230kg/E

Boost - Meteor -RR: 500kg/B

Stats

=====

Body: C
Boost: B
Grip: E

Weight: 1410 kg

25. Master Work

Body - Sky Horse: 640kg/C

Cockpit - Moon Snail: 260kg/D

Boost - Titan -G4: 540kg/B

Stats

=====

Body: C
Boost: B
Grip: D

Weight: 1440 kg

26. Centaurus

Body - Wild Chariot: 800kg/B

Cockpit - Spark Bird: 530kg/B

Boost - Eros -01: 160kg/E

Stats

=====

Body: B

Boost: E

Grip: B

Weight: 1490 kg

27. Alexander

Body - Silver Sword: 620kg/C

Cockpit - Bright Spear: 330kg/C

Boost - Punisher -4X: 580kg/B

Stats

=====

Body: C

Boost: B

Grip: C

Weight: 1530 kg

28. Liberty Triton

Body - Fire Wolf: 840kg/B

Cockpit - Heat Snake: 480kg/B

Boost - Empress -220: 220kg/D

Stats

=====

Body: B

Boost: D

Grip: B

Weight: 1540 kg

29. Super Nova

Body - Giant Planet: 1020kg/B

Cockpit - Rave Drifter: 230kg/E

Boost - Blaster -X: 360kg/C

Stats

=====

Body: B

Boost: C

Grip: E

Weight: 1610 kg

30. Triumph

Body - Valiant Jaguar: 1000kg/B

Cockpit - Spark Bird: 530kg/B

Boost - Eros -01: 160kg/E

Stats

=====

Body: B

Boost: E

Grip: B

Weight: 1690 kg

+++++

Set 4 (Medium to Heavy machines):

+++++

31. Grand Elephant

Body - Valiant Jaguar: 1000kg/B

Cockpit - Rave Drifter: 230kg/E

Boost - Extreme -ZZ: 480kg/B

Stats

=====

Body: B

Boost: B

Grip: E

Weight: 1710 kg

32. Beat the Beast

Body - Fire Wolf: 840kg/B

Cockpit - Muscle Gorilla: 360kg/C

Boost - Titan -G4: 540kg/B

Stats

=====

Body: B

Boost: B

Grip: C

Weight: 1740 kg

33. Bahamut * Ship obtainable by aquiring AX parts

Body - * Mad Bull: 900kg/B

Cockpit - * Crazy Buffalo: 600kg/A

Boost - * Maus -EX: 270kg/D

Stats

=====

Body: B

Boost: D

Grip: A

Weight: 1770 kg

34. Scorcher

Body - Valiant Jaguar: 1000kg/B

Cockpit - Garnet Phantom: 640kg/A

Boost - Sunrise -140: 140kg/E

Stats

=====

Body: B

Boost: E

Grip: A

Weight: 1780 kg

35. Aqua Griffin

Body - Aqua Goose: 700kg/C

Cockpit - Sonic Soldier: 260kg/D

Boost - Devilfish -RX: 600kg/A

Stats

=====

Body: C
Boost: A
Grip: C

Weight: 1810 kg

36. Fire Ball

Body - Fire Wolf: 840kg/B

Cockpit - Garnet Phantom: 640kg/A

Boost - Boxer -2C: 350kg/C

Stats

=====

Body: B
Boost: C
Grip: A

Weight: 1830 kg

37. Leviathan

Body - Dread Hammer: 1440kg/A

Cockpit - Dark Chaser: 250kg/E

Boost - Sunrise -140: 140kg/E

Stats

=====

Body: A
Boost: E
Grip: E

Weight: 1830 kg

38. High Roller

Body - Big Tyrant: 1500kg/A

Cockpit - Rave Drifter: 230kg/E

Boost - Bazooka -YS: 250kg/D

Stats

=====

Body: A
Boost: D
Grip: E

Weight: 1980 kg

39. Eliminator

Body - Rapid Barrel: 580kg/C

Cockpit - Combat Cannon: 620kg/A

Boost - Devilfish -RX: 800kg/A

Stats

=====

Body: C

Boost: A

Grip: A

Weight: 2000 kg

40. Desert Camel

Body - Big Tyrant: 1500kg/A

Cockpit - Blast Camel: 280kg/D

Boost - Bazooka -YS: 250kg/D

Stats

=====

Body: A

Boost: D

Grip: D

Weight: 2030 kg

+++++

Set 5 (Heavy Machines):

+++++

41. Trailblazer

Body - Dread Hammer: 1440kg/A

Cockpit - Energy Crest: 500kg/B

Boost - Sunrise -140: 140kg/E

Stats

=====

Body: A

Boost: E

Grip: B

Weight: 2080 kg

42. Hippopotamus

Body - Megalo Cruiser: 1600kg/A

Cockpit - Crystal Egg: 270kg/D

Boost - Saturn -SG: 240kg/D

Stats

=====

Body: A

Boost: D

Grip: D

Weight: 2110 kg

43. Poseidon

Body - Dread Hammer: 1440kg/A

Cockpit - Rave Drifter: 230kg/E

Boost - Meteor -RR: 500kg/B

Stats

=====

Body: A

Boost: B

Grip: E

Weight: 2170 kg

44. Van Guard

Body - Aqua Goose: 700kg/C

Cockpit - Combat Cannon: 620kg/A

Boost - Thunderbolt -V2: 860kg/A

Stats

=====

Body: C

Boost: A

Grip: A

Weight: 2180 kg

45. Bandersnatch

Body - Grand Base: 1380kg/A

Cockpit - Sonic Soldier: 310kg/C

Boost - Meteor -RR: 500kg/B

Stats

=====

Body: A

Boost: B

Grip: C

Weight: 2190 kg

46. Sockdolager

Body - Big Tyrant: 1500kg/A

Cockpit - Muscle Gorilla: 360kg/C

Boost - Boxer -2C: 350kg/C

Stats

=====

Body: A

Boost: C

Grip: C

Weight: 2210 kg

47. Notorious Gear * Ship obtainable by aquiring AX part

Body - Dread Hammer: 1440kg/A

Cockpit - * Crazy Buffalo: 600kg/A

Boost - Empress 220: 220kg/D

Stats

=====

Body: A

Boost: D

Grip: A

Weight: 2260 kg

48. Big Ace

Body - Megalo Cruiser: 1600kg/A

Cockpit - Rave Drifter: 230kg/E

Boost - Meteor RR: 500kg/B

Stats

=====

Body: A

Boost: B

Grip: E

Weight: 2330 kg

49. Don Quixote

Body - Megalo Cruiser: 1600kg/A

Cockpit - Energy Crest: 500kg/B

Boost - Jupiter -Q: 230kg/D

Stats

=====

Body: A

Boost: D

Grip: B

Weight: 2330 kg

50. King Neptune

Body - Grand Base: 1380kg/A

Cockpit - Super Lynx: 460kg/B

Boost - Titan -G4: 540kg/B

Stats

=====

Body: A

Boost: B

Grip: B

Weight: 2380 kg

51. Almagest

Body - Grand Base: 1380kg/A

Cockpit - Spark Bird: 530kg/B

Boost - Extreme -ZZ: 480kg/B

Stats

=====

Body: A

Boost: B

Grip: B

Weight: 2390 kg

52. Nightmare

Body - Grand Base: 1380kg/A

Cockpit - Aerial Bullet: 240kg/E

Boost - Thunderbolt -V2: 860kg/A

Stats

=====

Body: A

Boost: A

Grip: E

Weight: 2480 kg

53. Final Revolution *Ship obtainable by aquiring AX part

Body - Dread Hammer: 1440kg/A

Cockpit - * Crazy Buffalo: 600kg/A

Boost - Punisher -4X: 580kg/B

Stats

=====

Body: A

Boost: B

Grip: A

Weight: 2620 kg

54. Hard Banger

Body - Megalo Cruiser: 1600kg/A

Cockpit - Combat Cannon: 620kg/A

Boost - Thunderbolt V2: 860kg/A

Stats

=====

Body: A

Boost: A

Grip: A

Weight: 3080 kg

+++++

Frost Lynx-64

+++++

The one I am currently using right now is the renowned Frost Lynx-64.
It uses:

Body: Aqua Goose

Cockpit: Super Lynx
Booster: Titan -G4

Stats:
Body - C
Boost - B
Grip - B

Weight: 1700

I found that this machine is very fast and very good steering Immediately after I started using It. The best way is to calibrate It to full or next to max speed. So far this is the best machine yet.

Send in your custom cars and I'll post it up. (In fact, I'll give it a try and try to rate it too!!)

| | V. Credits /
| F-Zero | -----
\ /

Thanks to...

Me for making this FAQ :P.
CJayC for hosting this FAQ and for this awesome site.
Active X for the list of Special Combination machines (Thanks a lot!)
Strech for correcting him :D
<http://okayama.cool.ne.jp/megatazo/> for helping Ative X

-END OF FAQ-

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