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Nintendo®

51982A

F-ZERO GX

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, yo u will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

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SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

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This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.

Important Legal Information

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For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Progressive Scan compatible

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

TEEN
T
CONTENT RATED BY
ESRB

Nintendo®   **SEGA®**   **AV**   **Logitech**
www.logitech.com

Get Connected with F-ZERO® AX

Insert your F-ZERO GX Memory Card into the Memory Card Slot of the F-ZERO AX machine at the arcade to link the two F-ZERO games.

Transferring Your F-ZERO Data
Earn new parts and other bonus features of the game by taking your F-ZERO GX Memory Card into F-ZERO AX or F-ZERO AX results back to F-ZERO GX. Take your original machine from the Garage (Pg.27) in your Memory Card for a spin in F-ZERO AX.

Instructions for Memory Card Use
• Data in the Memory Card can be erased in the case of a power surge while saving your data on the F-ZERO AX machine. As such, it is highly recommended you do not store any data other than the F-ZERO GX data on your Memory Card while playing F-ZERO AX.

• By using the official F-ZERO AX License Card and your Memory Card in F-ZERO AX, all of the parts recorded on the License Card will also be downloaded to your Memory Card when the game is over. When you start the game with the two cards, please make sure you insert the Memory Card first then the License Card to the machine. If you insert the License Card first, the game will not load or save your data to the Memory Card.

• Please do not remove the Memory Card during play as this may damage your saved files.

F-ZERO AX

Large-Scale Moving Cabinet!
F-ZERO AX will adopt a specialized large-scale moving cabinet that allows the player to climb into a cockpit and experience the sensation of high-speed flight. The feeling of control offered by the unique steering setup and awesome graphic power combine to achieve an amazing level of immersion and exhilaration not possible with home console games.

Use the F-ZERO License Card to Race for #1!
If you purchase an F-ZERO License Card, it will contain a customizable ship that you can build up and modify. Use the custom ship of your dreams to race for the #1 spot! There are over 1,000 different variations for custom ships, so you can create all kinds of unique crafts to race. Also, the magnetic card will save User ID, Custom Ship Data, Race Data and Pilot Points.

Internet Ranking
By using the F-ZERO License Card and playing Time Attack mode, players will receive a password that they can input into the F-ZERO Internet Rankings to compete with players around the world.

CONTENTS

ISSUED BY THE F-ZERO GX EXECUTION PROJECT

About F-ZERO

High-speed thrills and cutthroat racing drive crowds all over the universe wild!

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

Now, speed freaks who know no fear are back once again. 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...

F-ZERO

The F-ZERO Grand Prix dates back to the 26th century. This spectacular race features the most technologically advanced machines running through several circuits of fast-paced hovering action. F-ZERO is known as the fastest and most extreme race in the known universe, and it's sponsored by the wealthy elite who organized the F-ZERO Execution Project. The winner of the Grand Prix receives big prize money and a great deal of prestige...but many pilots have been lost pursuing the prize.

+ Control Pad	Move Cursor Tilt machine's nose/rear
Z Button	Not Used
L Button	Move cursor left Slide machine left
R Button	Move cursor right Slide machine right
Button	Booster Switch camera angle
Button	Switch camera angle
A Button	Enter Accelerate Booster
Button	Cancel Use Air Brake
START/PAUSE	Pause game

Red Text: For use with Accessory Pack only.

- Refer to the setup guide of the SPEED FORCE™ Force Feedback Wheel for any additional information.
- The above button assignments are the default settings. Adjust the configurations on the Controller section of the Options menu (Pg.30).

Logitech®
Speed Force™ Controls

Turn the Nintendo GameCube ON and set up the Steering Wheel on the Controller section of the Options menu (Pg.30).

Z Button

Button

Button

+ Control Pad

A Button

B Button

L Button

R Button

START/PAUSE

Air Brake

Accelerator
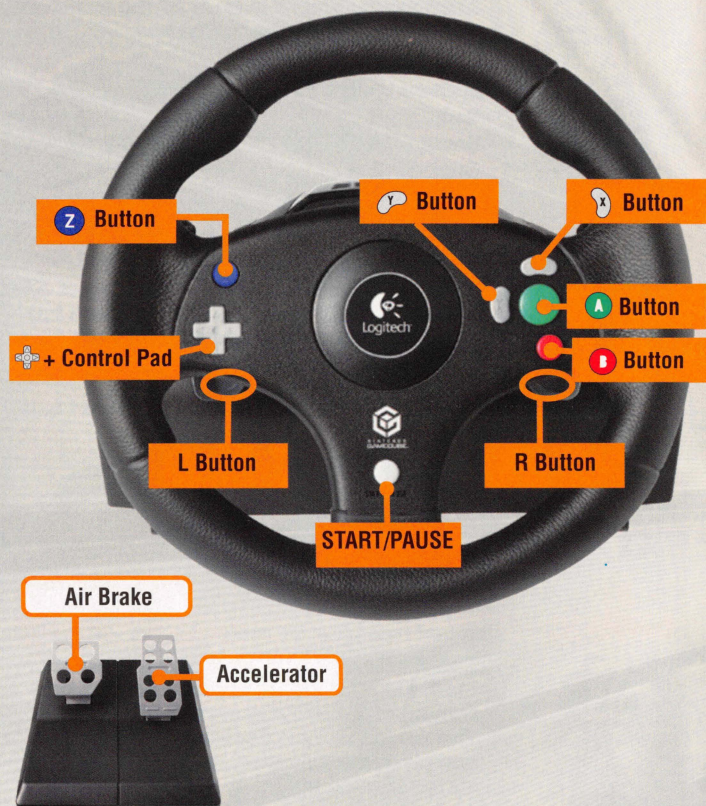
Side Attack: Press the L or R Button twice.
Spin Attack: Hold down both the L and R Buttons as you steer the wheel.

F-ZERO MACHINE

An antigravity unit known as the "G-Diffuser System" allows F-ZERO machines to drive at hyper speed while hovering just inches above the track. Through the use of micro-plasma engines, the maximum speed of these machines can exceed the speed of sound.

Back

Front

F-ZERO CIRCUIT

The circuits have anti-gravitational guardrails and are set on the outskirts of cities situated high in planet atmospheres. The dynamic structure of the courses are colossal in scale, as most circuits feature a single lap that spans over six miles.

Controls

L Button

Slide the machine left

+ L → Slide-Turn left **Pg.10**

+ L R → Drift-Turn left
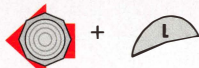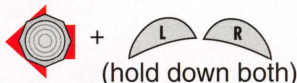(hold down both) **Pg.10**

Control Stick

Steer
(Tilt more for sharper turns.)

Machine nose

Increase speed
Decrease flight

Decrease speed
Increase flight

+ Control Pad

Switch camera angles using ↑↓

START/PAUSE

Pause race and display Pause screen. **Pg.21**

NINT
GAME

START

---

25 Blood Falcon

The evil clone of Captain Falcon   Sex: M Age: 37

Although listed in the race as 37 years old, Blood Falcon is actually a clone created from Captain Falcon's DNA. He is capable of everything Captain Falcon can do, but he has been strictly taught to obey all the commands of his evil master, Black Shadow.

BLOOD HAWK

Machine Weight: 2579 lbs.
Body: B
Boost: A
Grip: E

30 Black Shadow

The grand master of terror   Sex: M Age: ??

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

BLACK BULL

Machine Weight: 5158 lbs.
Body: A
Boost: E
Grip: A

16 The Skull

A legend raised from the grave   Sex: M Age: 241

The Skull was once the greatest driver from the F-MAX Grand Prix, which predates the coming of F-ZERO by some 200 years. Thanks to the inexplicable powers of science and black magic, he returned to this world to compete once again.
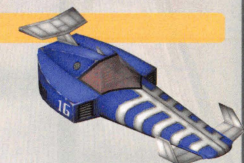
SONIC PHANTOM

Machine Weight: 2226 lbs.
Body: C
Boost: A
Grip: D

19 Leon
A fighting spirit and a champion's heart   Sex: M Age: 16

Leon is from the war torn planet of Zou, where he lost both his parents during the big war 12 years back. Suffering the continual effects of the war, the people of Zou decided to send one F-ZERO machine with Leon as its pilot to represent the planet as a symbol of hope.

SPACE ANGLER
Machine Weight: 2006 lbs.
Body: C
Boost: C
Grip: A

09 Mr. EAD
An assassin from a mysterious organization   Sex: ?? Age: ??

Mr. EAD is an android created by the mysterious development group EAD. He enters this Grand Prix to test his IQ and AI programming. After the last F-ZERO Grand Prix, he endured combat training, spy activities, college exams, and many other tough ordeals.

GREAT STAR
Machine Weight: 4122 lbs.
Body: E
Boost: A
Grip: D

17 Antonio Guster
A solo bandit seeking revenge   Sex: M Age: 36

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

GREEN PANTHER
Machine Weight: 4541 lbs.
Body: A
Boost: B
Grip: D
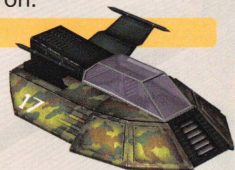
• The controls shown in this instruction booklet refer to default settings.

You can change the button configuration on the Options screen (Pg.30).

R Button
Slide the machine right

+ R   Slide-Turn right   **Pg.10**
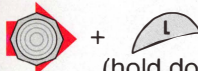
+ L R (hold down both)   Drift-Turn right   **Pg.10**

Z Button
Use Spin Attack   **Pg.11**
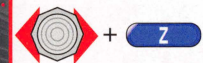
+ Z (While pressing Ⓐ)

X Button
Use Side Attack   **Pg.11**
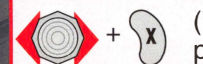
+ X (While pressing Ⓐ)

A Button
Accelerate

B Button
Use Air Brake

Y Button
Use Booster

Speed up while pressing Ⓐ. By pressing Ⓟ once, you can boost your speed for a limited time in exchange for a given amount of your energy. This feature is available after the 1st lap.

Slide Turns and Drift Turns

Use Slide Turns and Drift Turns to maneuver your way around tight corners that are impossible to handle using only the Control Stick.

Steering only with the Control Stick

⊙ + △ △ **DRIFT TURN**
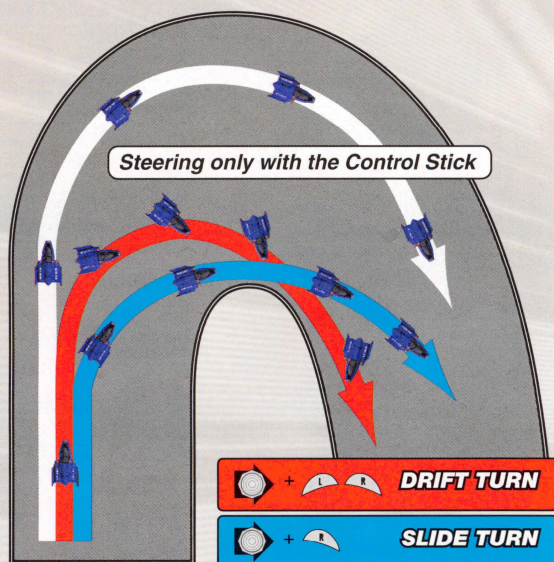
⊙ + △ **SLIDE TURN**

Advisory — Differences Between the Two Turns

Using the Slide Turn will reduce your speed during turns, making it easier for machines optimized for Maximum Speed to take a speedy curve.
On the other hand, Drift Turns will allow you to increase speed while taking the turns, which is advantageous for machines optimized for Acceleration.

23 Silver Neelsen

A pilot 'til the day he dies — Sex: M Age: 98

People call him "Ironman Silver." Despite holding the record for the most F-ZERO races entered by a single pilot, he has yet to win a Grand Prix. For him it means everything to compete, but recently thoughts of retirement have also crossed his mind.

NIGHT THUNDER

Machine Weight: 3373 lbs.

Body:	B
Boost:	A
Grip:	E

28 Roger Buster

The fastest in the express delivery biz — Sex: M Age: 41

Roger is a galactic deliveryman famous for his policy of "No consignment too dangerous!" He's set to enter the race again with Draq in machines of unknown ownership. Roger wants to focus on finding the owner of the machines to complete the delivery.

MIGHTY HURRICANE

Machine Weight: 3924 lbs.

Body:	E
Boost:	B
Grip:	B

27 Draq

The ultimate F-ZERO fan — Sex: M Age: 137

Draq is a hardcore fan of F-ZERO, has dreams of entering himself, and works as a cargo ship pilot with Roger Buster. Draq is eager to win the Grand Prix before the owner of his craft shows up so he can get his very own machine with the prize money.

MIGHTY TYPHOON

Machine Weight: 2094 lbs.

Body:	C
Boost:	A
Grip:	D

10 James McCloud

Captain of a contract flight squad   Sex: M Age: 32

McCloud is the leader of the flight squad Galaxy Dog—he converted his combat plane into an F-ZERO machine to compete in the Grand Prix. During peacetime there is very little work available, so he entered his second race for the big prize money.
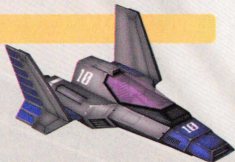
LITTLE WYVERN

Machine Weight: 3064 lbs.
Body: E
Boost: B
Grip: B

13 Zoda

A phantom who plots to conquer Earth   Sex: M Age: ??

Zoda is in a long dispute with the hero of justice, Super Arrow. He is also marked by Captain Falcon, and was once almost captured for his bounty. His crazed tendencies come from a special device that pumps adrenaline and dopamine into his body.

DEATH ANCHOR

Machine Weight: 3571 lbs.
Body: E
Boost: A
Grip: C

24 Michael Chain

Big daddy of the racer clan   Sex: M Age: 39

Michael is the head of the racing clan named Bloody Chain, whose numbers exceed ten thousand members. He enters the F-ZERO race to showcase his skills and to represent the entire crew, but his efforts are falling short as members depart the clan one by one.

WILD BOAR

Machine Weight: 4651 lbs.
Body: A
Boost: C
Grip: C

Changing the Camera Angle

Change the camera angle during the race by using the + Control Pad. There are four different viewpoints to select from. See below for the order of the changes.

to move camera out

to move camera in

Attacking Rival Machines

You can bump and harass your rivals by using Spin Attacks and Side Attacks. If you force a rival machine to retire with an attack, a portion of your energy meter will recover.

Spin Attack

◄◯► + Z (while pressing Ⓐ)

Tilt the Control Stick in the direction you wish to attack and press the Z Button to send your machine into an attack spin. This attack will bump your rivals off-course.

Side Attack

◄◯► + X (while pressing Ⓐ)

This attack is most effective when you use it with the Control Stick as you inch toward a rival machine.

Getting Started

Insert a Memory Card in Slot A, set your Game Disc in the Nintendo GameCube, close the Disc Cover, and turn on the POWER Button. When the title screen appears, press START/PAUSE to start your game.

If you are playing for the first time, you should first register your Player Name. Use the Control Stick to select the characters then press the A Button to enter them or the B Button to cancel. Enter up to eight characters to create your Player Name. Once you have finished, select "END" to confirm your entry.

Creating Game Data

In order to save, you need to create Game Data for F-ZERO GX on the Memory Card inserted in **Slot A**. You need **4 blocks of free memory** to create your Game Data. The progress of the game will then be automatically saved to your Memory Card.

Title Screen

When you're finished creating the Game Data, the title screen will appear. Press START/PAUSE to start your game.

---

21 Mrs. Arrow

The elegant Mrs. Superhero   Sex: F Age: 27

Mrs. Arrow strives to defend her husband Super Arrow in and out of the home— she even entered the last F-ZERO race to assist him. An F-ZERO circuit model before marriage, she was the first former circuit model to compete as a pilot.

QUEEN METEOR

Machine Weight: 2513 lbs.
Body: E
Boost: B
Grip: B

14 Jack Levin

The lightning-fast super idol   Sex: M Age: 19

Jack is an ex-pop group member who set the entertainment industry on fire by pursuing his dream of becoming an F-ZERO pilot, and he now wins the hearts of many female fans on the F-ZERO scene. Any merchandise with Jack's face on it is an instant sell-out.

ASTRO ROBIN

Machine Weight: 2314 lbs.
Body: B
Boost: D
Grip: A

12 Kate Alen

The high-speed diva   Sex: F Age: 30

Kate has been chosen once again to sing at the opening ceremony of the F-ZERO Grand Prix. With her dance moves and soulful vocals, she consistently tops the charts. Taking full advantage of her sense of rhythm and athleticism, she plans to take home the prize.

SUPER PIRANHA

Machine Weight: 2226 lbs.
Body: B
Boost: C
Grip: B

20 Super Arrow

A fighter for justice night and day   Sex: M Age: 35

Super Arrow is a hero who defends peace on Earth. He entered the last F-ZERO race to chase after Zoda but had to register his F-ZERO license on the spot. Zoda has entered again, and Super Arrow must do all he can to stop him and end his reign of terror.

KING METEOR

Machine Weight: 1896 lbs.

Body: E
Boost: B
Grip: B

22 Gomar & Shioh

Opposites attracted in any weather   Sex: M Age: ??

On the planet Huckmine, the Furikake people are taught to always act in pairs. Gomar is not athletically gifted but very smart, while Shioh is a tall creature who depends on Gomar's decisions. These two have been partners for as long as they can remember.
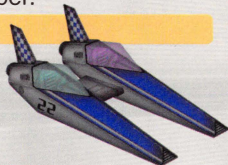
TWIN NORITTA

Machine Weight: 1719 lbs.

Body: E
Boost: A
Grip: C

26 John Tanaka

The Federation's lead mechanic   Sex: M Age: 31

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

WONDER WASP

Machine Weight: 1984 lbs.

Body: D
Boost: A
Grip: D

Important Save File Information

See the chart below to view the number of blocks used for this game on the Memory Card. Reserve blocks of free memory in your Memory Card to save the following files.

Memory Card Files

File Name	Content	Used blocks
Game Data	Game Progress Options Settings	4 blocks
Garage Data	Customized Machine (Pg. 27)	18 blocks
Ghost Data	Ghost (Pg. 25)	3 blocks per data
Replay Data	Race Replay (Pg. 22)	3 -13 blocks per data
Emblem Data	Emblems (Pg. 28)	3 blocks per data

- The progress of Grand Prix, Story and Options settings is automatically saved as the Game Data.
- Save as many Ghost Data, Replay Data, and Emblem Data as you can fit on the Memory Card.
- The file size of the Replay Data is determined by the total time of the replay footage. Depending on the length of the replay, you may not be able to save.

Memory Card Instructions

- Do not remove the Memory Card or turn the console OFF while the file is being saved. Doing so may damage your console or Memory Card.

- Refer to the Nintendo GameCube™ Instruction Booklet to see how to delete files and format your Memory Card.

Mode Selection

The Select Mode screen will appear once you create (or load) your Game Data. Use the Control Stick to select one of the nine modes then press the A Button to enter.

Mode	Description
GRAND PRIX Pg. 15	Play the main mode of F-ZERO GX.
VS BATTLE Pg. 23	Race two to four human opponents.
TIME ATTACK Pg. 24	Try to set a record time.
PRACTICE Pg. 25	Take a practice run on the circuit.
STORY Pg. 26	Play as Captain Falcon and clear missions to progress through his story.
REPLAY Pg. 26	View the replay scenes saved on your Memory Card.
CUSTOMIZE Pg. 27	Create an original machine and emblem or go to the F-ZERO Shop.
OPTIONS Pg. 30	Modify various game settings.
PILOT PROFILES	View pilots' profiles and listen to their theme songs.

---

08 Octoman

The future of planet Takora   Sex: M Age: ??

At present, Takora stands economically devastated by the prolonged battle against the Federation. Octoman arose from the ruin, entering the race in order that the prize money be used for children's education, and to restore hope for his nation's future.

DEEP CLAW

Machine Weight: 2182 lbs.
Body: B
Boost: B
Grip: C

15 Bio Rex

A prehistoric predator reborn   Sex: ?? Age: 9

Utilizing advanced bio-technology, Bio Rex was created from a fossilized dinosaur egg. Genetic design allowed for the development of higher brain functions equivalent to that of a human. As a carnivorous predator, Bio Rex is as aggressive as Pico.

BIG FANG

Machine Weight: 3350 lbs.
Body: B
Boost: D
Grip: A

11 Billy

A space monkey's evolved offspring   Sex: M Age: 7

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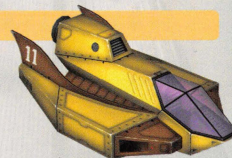
MAD WOLF

Machine Weight: 3285 lbs.
Body: B
Boost: B
Grip: C

04 Baba
Raw talent from the green land
Sex: M Age: 19

Straight from the lush green planet of Giant is Baba, scouted by a member of the F-ZERO Pilot Selection Committee because of his keen animal instincts and limitless physical prowess. After hard training, Baba's physical acuity has improved, as has his boasting.

IRON TIGER
Machine Weight: 3924 lbs.

Body: B

Boost: D

Grip: A

18 Beastman
A beast hunter dressed as a dinosaur
Sex: M Age: 30

Beastman became a beast hunter after an encounter with a huge space crocodile. Having dealt with all the beasts on his own planet, he entered the F-ZERO X Grand Prix for promotional reasons. There he met Bio Rex, and he now races to contain the beast.

HYPER SPEEDER
Machine Weight: 3218 lbs.

Body: C

Boost: C

Grip: A

29 Dr. Clash
An engineer in the driver's seat
Sex: M Age: 55

Dr. Clash is an F-ZERO engineer unable to give up his dream of becoming an F-ZERO pilot. He created a special gadget to compensate for his limited athletic abilities, employed years of research to customize his F-ZERO machine, and finally got to race.
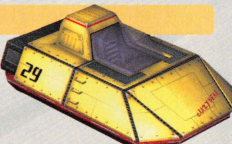
CRAZY BEAR
Machine Weight: 4894 lbs.

Body: A

Boost: B

Grip: E

In this one-player mode, 29 other contestants (30 machines in total) race and battle for the top spot on the Grand Prix Rankings.

Grand Prix Mode Flow

1 Select Class	5 Start Race
2 Select Cup	6 Finish Race
3 Select Machine	7 View Results
4 Select Machine Settings	8 Start Next Race

Select Class
Before you enter the Grand Prix, you will select the difficulty level: Novice, Standard, or Expert. The higher the difficulty level, the stronger the competition.
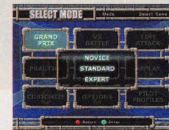
Select Cup
Select from the three Cups based on your technique and experience. All of the Cups consist of five courses. When you win a Cup in each class, a ★ will appear next to it.

Ruby Cup	Beginner
Sapphire Cup	Intermediate
Emerald Cup	Advanced

Select Machine

Select from the machines that are currently displayed. Each machine has different abilities. Body, Boost, and Grip are rated A to E (A being best, and E being worst) and are displayed on the right side of the screen.

BODY
A machine with a high body rating will take less damage when crashing into other machines or guard beams.

BOOST
If you select a machine with a high Boost rating, your speed will dramatically increase every time you use your Booster.

GRIP
A higher Grip rating means your machine will hug curves (or curved surfaces) better.

Once you select your machine, the overview of the course will appear. Press the A Button to enter the Machine Settings screen. Remember, the difficulty of the course is represented by the number of ★s.

Advisory   More Machines

You will receive F-ZERO Tickets based on your results on the circuit. These Tickets will allow you to buy new machines from the F-ZERO Shop (Pg.29) in Customize mode. By purchasing new machines, you'll be able to select those machines in various modes. The number of F-ZERO Tickets you earn will be saved as part of your Game Data, so save up for the dream machines of your choice.

05 Samurai Goroh

The boss of an intergalactic gang   Sex: M Age: 45

Goroh claims to be a bounty hunter like Captain Falcon, but is in reality the leader of a group of space bandits from the Red Canyon. He means to establish himself as a renowned bounty hunter, but Captain Falcon always finishes with the upper hand.

FIRE STINGRAY
Machine Weight: 4320 lbs.
Body: A
Boost: D
Grip: B

02 Jody Summer

The former Ms. Federation   Sex: F Age: 25

Jody is a combat fighter pilot representing the Galactic Space Federation. She was crowned Ms. Intergalactic Federation because of her great run in the Grand Prix the previous year. She is not the most experienced F-ZERO pilot, but she's rated highly by many.
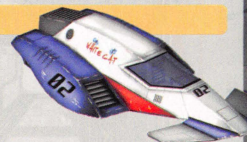
WHITE CAT
Machine Weight: 2535 lbs.
Body: C
Boost: C
Grip: A

01 Mighty Gazelle

The triumph of a cyborg pilot   Sex: M Age: 37

In the horrific accident four years ago that temporarily suspended the F-ZERO Grand Prix, Mighty Gazelle was the pilot that sustained the severest injuries. Miraculously, he survived the accident and was recreated as a cyborg with enhanced reflexes.

RED GAZELLE
Machine Weight: 2932 lbs.
Body: E
Boost: A
Grip: C

07 Captain Falcon

A bounty hunter with a mysterious past   Sex: M Age: 37

Captain Falcon is the ever-popular defending champion of the F-ZERO Grand Prix, and has a reputation as one of the most notorious bounty hunters around. Aside from the fact that he hails from Port Town, details on his background remain elusive.

BLUE FALCON
Machine Weight: 2777 lbs.
Body: B
Boost: C
Grip: B

03 Dr. Stewart

A charismatic pilot and licensed M.D.   Sex: M Age: 42

Dr. Robert Stewart became an F-ZERO pilot after the death of his father, and even after 10 years, he's still considered one of the most skilled pilots on the circuit. His skills helped avert any loss of life on the day of the horrific accident four years ago.

GOLDEN FOX
Machine Weight: 3130 lbs.
Body: D
Boost: A
Grip: D

06 Pico

Hard-boiled ex-military hit man   Sex: M Age: 124 (?)

Pico was a member of a special unit of the Poripoto army and carried out a number of dangerous missions. He is very aggressive, yet cool-headed enough to do what is necessary to survive to the bitter end. Mess with him and it will likely be the last thing you do.

WILD GOOSE
Machine Weight: 3571 lbs.
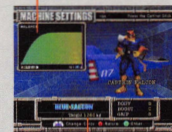Body: A
Boost: B
Grip: C

Select Machine Settings

Use the Control Stick or + Control Pad to adjust the Acceleration/Maximum Speed balance. Scroll the line toward the left for better Acceleration or to the right for a higher Maximum Speed. Use the L or R Button to change the color of your machine.

Settings Meter

Machine Weight

Acceleration Base

High Acceleration is ideal for technical courses featuring many turns since it increases your ability to start quickly and makes it easier to drift. Also, when you drive through a Dirt Zone (Pg.19), your speed will not decrease as dramatically. In exchange, the machine will lose some Maximum Speed, Boost, and Grip power.
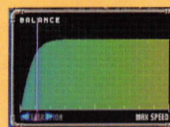
Max. Speed Base

A high Maximum Speed is ideal for courses where you can hit your top speed on long straightaways. The machine will gain Maximum Speed, Boost, and Grip power but lose the ability to quickly start and drift in the turns.
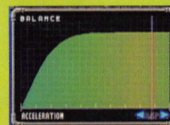
Machine Weight and Machine Abilities

The machine's weight will directly correspond to the following machine abilities.

	Accel.	Max.	Grip	Cornering	Impact of Crash
Light	Good	Slow	Good	Quick	Substantial
Heavy	Bad	Fast	Bad	Slow	Minimal

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 race, 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 declared the winner.

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Points	100	93	87	81	76	71	66	62	58	54	50	47	44	41	38

Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Points	35	33	31	29	27	25	23	22	21	20	19	18	17	16	15

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.

Directory of Pilots & Machines

Adjust various game settings here and save your changes when you exit the Options screen. Press the B Button to save the changed setings to your Memory Card.

Controller
Calibration: Adjust the calibration (pressure range) of the Control Stick. Rotate the Control Stick one full revolution and then press the A Button.
Customize: Use the Control Stick to reassign the button functions of each Controller and press the A Button to enter. Select your button functions by tilting the Control Stick left and right and pressing the A Button to enter.
Rumble: Toggle the Controller's Rumble Feature ON or OFF.

Memory Card
All Forms of Game Data: Copy and delete all forms of data.
Game Data: Save and load Game Data from your Memory Card.

Screen Mode
Choose from the standard (4:3) or widescreen (16:9) format.

Progressive Scan Mode
This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube Component Video cable (available only through Nintendo. Visit www.nintendo.com or call 1-800-255-3700). To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Display in Progressive Scan mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

Sound
The game is in Stereo sound. To change your sound to Mono, select Mono from the Options Menu of the Nintendo GameCube.

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 a retire.

3-2 In Novice Mode, a pilot will have five spare machines. Four machines will be available in Standard and three in Expert. 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 the Pit Area.

5-2 These various establishments are necessary for competition. Pilots may not dispute or disclaim their existence.
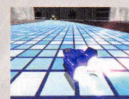
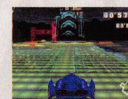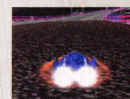| Pit Area	Dash Plate	Slip Zone	Jump Plate	Dirt Zone
Run over this to replenish your Energy Meter.	Run over this plate to get a brief speed boost.	Your machine will easily lose traction in this zone.	Run over this plate to hop up into the air.	Your speed will decrease in this zone.

Start Race

The race will begin once the machine settings are finalized. The basic features of the following screen display are common to all modes.

Energy Meter

When your machine takes damage, your energy meter gradually decreases. If you take damage when your meter is empty, your machine will explode and you will retire. Enter a Pit Area to recover your energy.
After your first lap, the color of the meter will change from red to rainbow. Once the color changes, you'll be able to use the Booster as often as you like by using your energy.

Ranking/Total

Number of Laps
Current/Total laps

Time
Total elapsed time

Top Six
The current top 6 pilots appear in real-time.

Lap Time
Time splits of each lap. The best lap time will appear in yellow.

Spare Machine
Number of remaining machines (Pg.19)

Number of Rivals You Retired
When you retire a rival, you will receive a skull mark. Each skull will slightly replenish your energy. For every five skulls, you will receive an extra machine.

Speed Meter

Rival Indicator
This mark will appear when a rival approaches from behind.

Course Radar
P1 – Player
COM – Lead Machine

Machines currently in the top 3 will be marked with ranking indicators during the race. After the first race, the top racer in the rankings will be marked as "RIVAL". If you are the top racer, the racer in 2nd place will be the "RIVAL".

How to Save Emblem Data

Select the Save icon or the Load icon from the Edit screen to display the Emblem List. You can save and load the emblem or copy the Emblem Data to another Memory Card from this menu. To save a single Emblem Data, you will need 3 blocks of free space on your Memory Card.

F-ZERO Shop

This shop is where you can purchase new machine parts and items using the F-ZERO Tickets you earned from the Grand Prix, Time Attack, and Story modes. All purchased goods from the F-ZERO Shop will be saved automatically.

MACHINE
Purchase the machines of your rivals featured in the Grand Prix mode.

CUSTOM PARTS
Purchase custom parts to create an original machine. The parts are separated into Body, Cockpit, and Booster categories.

ITEMS
Purchase items such as Staff Ghosts and Chapters.

Advisory   *Run your customized machine*

Press the Y Button while on the Select Machine screen in Grand Prix or VS. Battle mode to retrieve the machine(s) registered in the Garage Data. You can then enter your customized machine in all sorts of contests.

Emblem Editor

You can create an emblem to be printed onto your machine parts. Save your emblem so you can print it onto your machine in the Garage.

Edit Screen

Edit Commands   **Color Palette**

How to Edit

On the Edit Command screen, select the icon to be used with the Control Stick and press the A Button to enter—in this manner, you can edit or create emblems. To change commands, press the B Button and select a new command. You can change colors by selecting the desired color on the palette. Press START/PAUSE to check your progress.

✎	Draw a point. Change the pen size to create various points.
◇	Erase a point. Change the pen size to delete various points.
🖌	Fill the selected area with one color.
╱	Draw a line using the Control Stick and press the A Button to enter.
⊙	Draw a circular line using the Control Stick. Press the A Button to enter.
▣	Draw a rectangular line with the Control Stick. Press the A Button to enter.
◉	Enlarge the edit screen.
●	Draw a solid circle using the Control Stick. Press the A Button to enter.
■	Draw a solid rectangle using the Control Stick. Press the A Button to enter.

⬡	Rotate the image.	↔	Invert emblem.
▦	Load a sample emblem.	✺	Delete everything displayed in the edit screen.
∩	Hold the A Button to undo the action.		
∩	Hold the A Button to redo a canceled action.		
▦	Load emblems from Memory Card.	▦	Save emblem.
END	Close the Emblem Editor.		

Pause Menu

Pressing START/PAUSE during the race will bring up the Pause menu. If you don't have any spare machines, the Retry and Settings options will not be available.

CONTINUE	Continue the race.
RETRY	Restart the race from the beginning (a spare machine is required).
SETTINGS	Change your machine settings and retry (a spare machine is required).
QUIT	Quit and return to the Select Mode screen.

Results and Rankings

When the third and final lap is completed, your rank will appear followed by your race statistics. Press the A Button to browse the rankings of the race.

The Results screen that appears shows the rankings of the race you just completed. You can view the ranks and times of all participants—just tilt the Control Stick up and down to scroll through the rankings.

Press the A Button on the Results screen to view the Total Ranking screen, where you can browse the overall rankings and points. The ▼ ▲ on the left of a pilot's ranking indicates any movements in the standings.

Press the A Button on the Total Ranking screen to display the Replay Menu screen.

PROCEED TO NEXT	Start the next race.
REPLAY	View your replay footage.
SAVE REPLAY	Save Replay Data to your Memory Card. Three to thirteen blocks of space are required to save a replay.
QUIT	End the Grand Prix Mode and return to the Select Mode screen.

Replay
Replays show your races from various viewpoints. Watching replays is a great way to review your race and analyze the course.

Save Replay
Save the Replay Data of the course you finished to your Memory Card. Be sure to select free blocks when saving new data. You can also check or delete all of your Replay Data by entering Replay.

Advisory **Using Your Spare Machine**

You are allowed to re-enter (RETRY) the race as long as you have a spare machine on hand. Make sure you utilize your spare machines to finish the race with a higher ranking.

Customize

In Customize mode, you can modify your machines, by purchasing new machines, parts, and items at the F-ZERO Shop and organizing them in the Garage. You can also design a new emblem in the Emblem Editor or purchase an item or machine parts from the F-ZERO Shop.

Garage
If you create Garage Data, you can store up to four machines you purchased from the shop and customize them in the Garage. There are Original F-ZERO Machines and Pilot-owned Machines—the Original Machine allows you to change parts. Press the B Button to finish customization and then you can save Garage Data. 18 blocks of free space are required to save Garage Data.

CHANGE PARTS

You can replace machine parts with new parts you purchase from the F-ZERO Shop. Press the L and R Buttons to select the type of part and tilt the Control Stick up and down for specific parts. Refer to the diagram displayed in the lower-left to check the Body, Maximum Speed, Steering, and Acceleration as you build your machine.

CHANGE COLOR

Select this to change the colors of your machine parts. Press the L and R Buttons to select the parts and tilt the Control Stick left and right to adjust the color. Create a color using the colors red (R), green (G), and blue (B).

PRINT EMBLEM

It's possible to print all emblems registered on the Emblem Editor (Pg.28) on your machine parts. Select your parts and then choose which Emblem Data you want on your machine parts.

DELETE MACHINE

This allows you to delete your registered machine data. Please note that once you delete your machine, the data cannot be restored.

In Story mode, the player takes on the role of Captain Falcon and clears missions to race through a thrilling storyline.

Starting the Story

Select Story on the Select Mode screen to display the menu of Story mode. You can only select Prologue and Chapter 1 is available from the start. Clear the mission of each chapter and purchase the next chapter from the F-ZERO Shop (Pg. 29) to start the next chapter. Clearing the mission of each chapter will automatically save your progress.

Clear the mission of the chapter…

The next chapter is available at the Shop…

Purchase it with your F-ZERO Tickets to play the next chapter.

Replay

Call up the Replay Data on your Memory Card to view replay scenes. See Pg. 22 for details on Replay.

Replay Operations

Ⓐ Switch camera modes

Ⓒ Use ▲▼ to switch between featured machines

🅛 🅡 Change BGM

START/PAUSE Cancel Replay

In VS. Battle mode, select up to four players and simultaneously race on a split-screen. Make sure you connect the proper number of Controllers needed for your multiplayer play. You can choose from the courses and machines featured in the Grand Prix mode.

VS. Battle Settings

Arrange the Number of Laps / Toggle Handicap for Machine in Last Place / Rescue After Retire (ON/OFF) / Add CPU Rivals (none in a 4-player race) / Select the 4th Monitor during the 3-Player VS. Battle.

VS. Battle Screen

During VS. Battle, the screen is divided so each player is assigned a play screen. Player ranks will appear in the lower-left corner of each player's screen. The P2 VS. screen and P3 VS. screen can be rearranged.
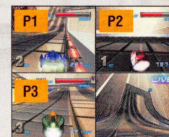
Ranking

Select the number of laps for the race to determine the top rankings. If two or more players retire, the player who retired first will have the lower rank. The race ends when all of the players either retire or complete the race.

Points

When the race is over, you will receive points according to your rank. Point distribution is subject to change depending on the number of participants.

Aim for the Best Time, Total Time, and Maximum Speed on each course. Once you complete the Time Attack, the top 10 performances can be viewed on the Records screen. You can also save your Ghost Data once you complete a race. When you select a course, you can call up a list of Ghosts (if available) by pressing the Y Button. Press the X Button to select your Ghost–selected Ghost Data will be yellow.

Rankings Screen
The top ten rankings will appear once you complete three laps. If your time is better than the existing record, you will be able to register your time in the rankings by entering a name of up to 8 characters. Press the A Button on the rankings screen to display the Menu screen.

RETRY	Retry the Time Attack.
SETTINGS	Change your machine settings and retry the Time Attack.
SELECT COURSE	Return to the Select Course screen.
REPLAY	View the replay footage.
SAVE REPLAY	Save Replay Data to your Memory Card. Three to thirteen blocks are required (Pg. 22).
SAVE GHOST	Save Ghost Data to your Memory Card. Three blocks are required (Pg. 25).
QUIT	End the Time Attack mode and return to the Select Mode screen.

A Ghost is a transparent machine that re-enacts your three-lap performance. Outrun your own Ghost to improve on your record time. Up to five Ghosts can be shown at a time.

Saving Ghost Data
Select Save Ghost from the menu when you have a Ghost Data you want to save. To save a new Ghost, select "Create a New File". To overwrite a saved Ghost, select "GHOST". Overwritten Ghosts cannot be restored, so be careful when overwriting. Also, you can check out all of your Ghost Data by entering "GHOST." Depending on the amount of data and time involved, some Ghosts cannot be saved.

Practice

Practice alone or with rivals on courses of any Cups you like. It's a good idea to run the courses in Practice mode before challenging the Cup in Grand Prix mode. The same machines that are available in Grand Prix mode are also available in this mode.

You can set the number of laps, CPU participants, and the use of the Rescue feature (which continues an ongoing race from where you retired) during your practice. Aim for the record lap time and maximum speed during your practice.