

F-ZERO GX



INSTRUCTION BOOKLET



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.

• 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 + R → Slide-Turn right **Pg. 10**

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

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

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

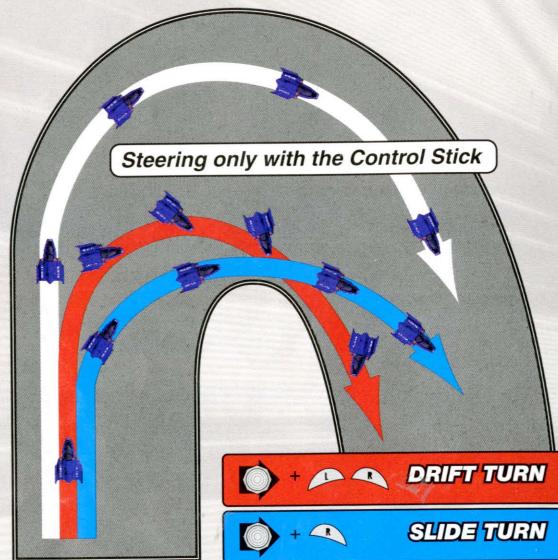
A Button
Accelerate

B Button
Use Air Brake

Y Button
Use Booster
Speed up while pressing A. By pressing B 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.



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.

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.



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

Tilt the Control Stick in the direction you wish to attack and press the Z Button (while pressing A)



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

Tilt the Control Stick in the direction you wish to attack and press the X Button (while pressing A)



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

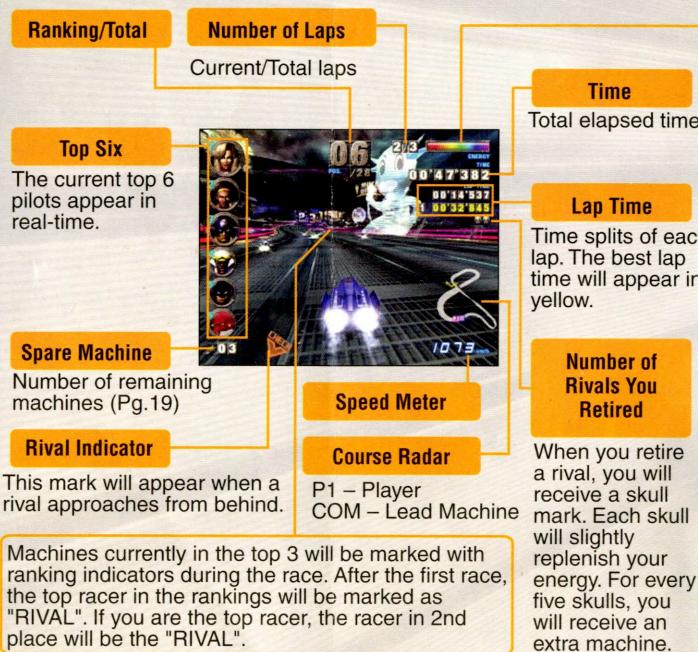
Start Race

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



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.



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.



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

**05**

Samurai Goroh

The boss of an intergalactic gang

Sex: M Age: 45



Jody Summer

The former Ms. Federation

Sex: F Age: 25

02

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

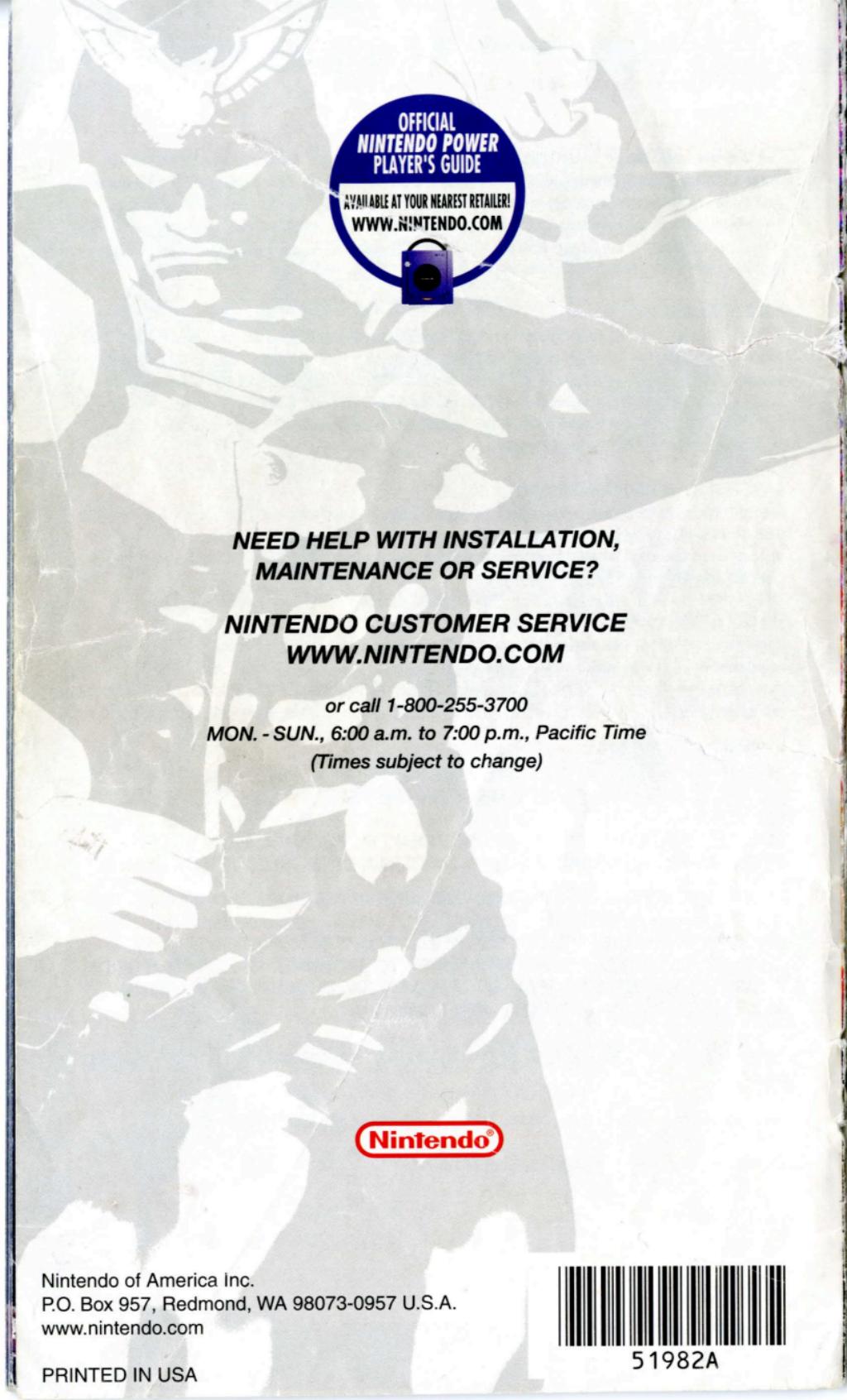
Machine Weight: 2932 lbs.

Body: E

Boost: A

Grip: C





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Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com



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