

= F @-@ Zero GX =

F @-@ Zero GX is a futuristic racing video game for the Nintendo GameCube console . Developed by Sega 's Amusement Vision department and supervised and published by Nintendo , it was released in Japan , North America and Europe in 2003 . F @-@ Zero GX runs on an enhanced version of the engine used in Super Monkey Ball . F @-@ Zero AX , the arcade counterpart of GX , uses the Triforce arcade system board conceived from a business alliance between Nintendo , Namco and Sega . Published by Sega , it was released alongside GX in 2003 .

F @-@ Zero GX is the successor to F @-@ Zero X and continues the series ' difficult , high @-@ speed racing style , retaining the basic gameplay and control system from the Nintendo 64 game . A heavy emphasis is placed on track memorization and reflexes , which aids in completing the game . GX introduces a " story mode " element , where the player assumes the role of F @-@ Zero pilot Captain Falcon through nine chapters while completing various missions .

The F @-@ Zero GX and AX project was the first significant video game collaboration between Nintendo and Sega . GX received critical acclaim as one of the best racers of its time and one of the greatest racers on the GameCube platform . Overall , the game was well received by critics for its visuals , intense action , high sense of speed , and track design . Complaints centered on its sharp increase in difficulty that may alienate players .

= = Gameplay = =

F @-@ Zero GX is a futuristic racing game where up to thirty competitors race on massive circuits inside plasma @-@ powered machines in an intergalactic Grand Prix . Tracks include enclosed tubes , cylinders , tricky jumps , and rollercoaster @-@ esque paths . Some courses are littered with innate obstacles like dirt patches and mines . Each machine handles differently , has its own performance abilities affected by its weight , and a grip , boost , and durability trait graded on an A to E (best to worst) scale . Before a race , the player is able to adjust a vehicle 's balance between maximum acceleration and maximum top speed . Every machine has an energy meter , which serves two purposes . First , it is a measurement of the machine 's health and is decreased , for example , when the machine hits another racer or the side of the track . Second , the player is usually given the ability to boost after the first lap . Boosting greatly increases the racer 's speed for a few seconds , but also drains their energy . Pit areas and dash plates are located at various points around the track for vehicles to drive over . The former replenishes energy , while the latter gives a speed boost without using up any energy . The less time spent in the pit area , the less energy will regenerate . Courses may also have jump plates , which launch vehicles into the air enabling them to cut corners .

Each racing craft contains air brakes for navigating tight corners by using the control stick and shoulder buttons . Afterwards , the game 's physics modeling give vehicles setup with high acceleration a boost of acceleration . Players can easily exploit this on a wide straight stretch of a circuit to generate serpentine movements . This technique called " snaking " delivers a massive increase in speed , but it is best used on the easier tracks , when racing alone in Time Trial , and with heavy vehicles with a high grip rating and given high acceleration . According to Nintendo , the snaking technique was an intentional addition to F @-@ Zero GX 's gameplay .

F @-@ Zero GX features numerous gameplay modes and options . In the Grand Prix mode , the player races against twenty @-@ nine opponents through three laps of each track in a cup . There are four cups available (Ruby , Sapphire , Emerald , and Diamond) with five tracks in each . Unlocking the AX cup gives the player all six tracks from the arcade game , F @-@ Zero AX . Each cup has four selectable difficulty levels : Novice , Standard , Expert , and Master . Players get a certain amount of points for finishing a track depending on where they placed , and the winner of the circuit is the character who receives the most total points . If the player has a " spare machine " ? the equivalent of an extra life ? then the race can be restarted even if the player falls off a track or runs out of energy . A predetermined amount of spare machines based on the difficulty level chosen are given to players before starting a cup . Players get an additional spare machine for every five

contenders he or she eliminates , and each eliminated contender recovers a portion of the player 's energy meter . Competitors can be damaged and eliminated by means of a spin or side attack .

The Vs . Battle is the multiplayer mode where two to four players can compete simultaneously . Time Attack lets the player choose any track and complete it in the shortest time possible . An Internet ranking system was established where players enter a password on the official F @-@ Zero website and get ranked based on their position in the database . Players receive a password after completing a Time Attack race , which records their time and machine used . Ghost data , transparent re @-@ enactments of the player 's Time Attack performances , can be saved on memory cards to later race against . Up to five ghosts can be raced against simultaneously . The Replay mode allows saved Grand Prix and Time Attack gameplay to be replayed with different camera angles and in @-@ game music . The Pilot Profile mode has each character 's biography , theme music , information on their machine , and a short full motion video sequence .

Customize mode is divided between the F @-@ Zero Shop , Garage , and Emblem Editor . The shop is where opponent machines , custom parts for vehicle creation , and miscellaneous items such as story mode chapters and staff ghost data can be purchased with tickets . Tickets are acquired as the player progresses through the Grand Prix , Time Attack , and Story mode . In the Garage section , players can create a machine with three custom parts or print emblems on any vehicle . The parts are divided into body , cockpit , and booster categories , and affect the vehicle 's overall durability , maximum speed , cornering , and acceleration . The Emblem Editor is a tool @-@ set for decal creation .

F @-@ Zero GX is the first F @-@ Zero game to feature a Story mode . Its story has the player assume the role of F @-@ Zero pilot Captain Falcon in nine chapters of various racing scenarios ; such as Falcon 's training regiment , a race against a rival through a canyon with falling boulders , attack and eliminate a rival 's gang , and escape from a collapsing building through closing blast doors . Each chapter can be completed on a normal , hard , and very hard difficulty setting . Toshihiro Nagoshi , one of the game 's co @-@ producers , stated that this mode was included because the development team felt that the F @-@ Zero universe was unique and they wanted to explain some of the characters ' motivations and flesh out the game world .

= = Arcade counterpart = =

F @-@ Zero AX is a futuristic racing arcade game developed by Amusement Vision and published by Sega for the Triforce arcade system board . It is the second game by Sega to use Triforce , which was conceived from a business alliance between them , Nintendo and Namco . This hardware allows for connectivity between the GameCube and arcade games . F @-@ Zero AX 's arcade cabinet is available for purchase in standard , and deluxe . The standard version is a regular sit @-@ down model , while the deluxe version is shaped like Captain Falcon 's vehicle and has a tilting seat simulating the craft 's cockpit . IGN demoed the Cycraft version dubbed " F @-@ Zero Monster Ride " at the 2003 JAMMA arcade show . The Cycraft machine , co @-@ developed between Sega and Simuline , is a cabin suspended in midair controlled by three servomotors for a in @-@ depth motion @-@ based simulation .

The game introduces ten playable vehicles with their pilots , and brings back four from F @-@ Zero GX . It includes six new selectable courses and two game modes . Each track must be completed before time runs out . Time extensions are awarded for reaching multiple checkpoints on a course , however the player will receive time penalties for falling off @-@ course or depleting their energy meter . Race mode allows the player to select a track and race against twenty @-@ nine opponents . Connecting multiple cabinets opens up " Versus Play " in the race mode , thus enabling up to three other people to compete simultaneously . In Time Attack , the player chooses any track and complete it in the shortest time possible .

= = = Data storage devices = = =

F @-@ Zero AX cabinets can dispense magnetic stripe cards called a " F @-@ Zero license card "

to keep track of custom machine data , pilot points , and race data . A card was bundled with the Japanese release of F @-@ Zero GX . The card expires after fifty uses , but its data can be transferred to a new card . Once inserted , the game builds a machine with three custom parts which can be upgraded by earning pilot points . Pilot points are acquired as the player progresses through the Race and Time Attack modes . Players can increase point earnings by improving finish place , eliminating opponents , and finishing races with a large amount of energy reserved . A magnetic stripe card is needed to enter the F @-@ Zero AX Internet Ranking system . Similarly to GX , players receive a password after completing a Time Attack race to enter on the official F @-@ Zero website 's ranking system .

Nintendo GameCube memory cards , on which saved games are kept , can be inserted into these arcade units . A memory card is required for players a chance to win the AX @-@ exclusive pilots , their vehicles , and tracks for use in GX . Players can store up to four machines from GX on a memory card , then play them in AX . If a memory card is used with a magnetic stripe card , players have additional options ; they can enter stored GX machines into the F @-@ Zero AX Internet ranking system , and transfer custom AX machine parts to GX . F @-@ Zero AX content is also unlockable by progressing through GX 's tougher challenges . It was discovered in early 2013 that the arcade version is playable within the GameCube version by the use of a cheat cartridge .

= = Development and audio = =

Nintendo announced on February 18 , 2002 that an arcade system board under the name of " Triforce " was being developed in conjunction between Nintendo , Namco , and Sega . The idea for the arcade board originated after discussions between Sega and Namco about the capabilities and cost effectiveness of the GameCube architecture to make arcade games . A month later , an announcement from Sega and Nintendo revealed Sega 's subsidiary Amusement Vision and Nintendo will collaborate to release F @-@ Zero video game titles for the Triforce arcade board and the Nintendo GameCube . Nintendo revealed the first footage of F @-@ Zero GX at the Pre @-@ Electronic Entertainment Expo (E3) press conference on May 21 , 2002 . While the game was known to exist several months prior , it had remained behind closed doors until that conference . F @-@ Zero GX runs on an enhanced version of the engine used in Super Monkey Ball .

In early March 2003 , according to the official Nintendo website , F @-@ Zero was delayed by two months . Via a live video conference call from Japan on July 7 , 2003 , co @-@ producers Shigeru Miyamoto and Toshihiro Nagoshi , and supervisor Takaya Imamura answered questions about the two F @-@ Zero games . There , Miyamoto announced the Japanese version of the game was finished and would soon be available to the public . Nagoshi mentioned that back at E3 2003 , he was hoping that they would have that time to include a local area network (LAN) multiplayer mode , however they chose not to support this mode . The development team focused more on the game 's single @-@ player aspects , and a LAN multiplayer mode would distract greatly from it . Imamura commented that even though he worked directly on F @-@ Zero throughout its different incarnations , this time he took a " step back and was involved at kind of a producer level at looking over the game . " Imamura added " hav [ing] worked on the F @-@ Zero series , and seeing the results of the collaboration with Sega , I found myself at something of a loss as to how we can take the franchise further past F @-@ Zero GX and AX . "

F @-@ Zero GX / AX Original Soundtracks , a two @-@ CD set composed of BGM soundtracks to the video games GX and its arcade counterpart , was released in Japan under the Scitron Digital Content record label on July 22 , 2004 . The first disc consists of forty @-@ one tracks and the second has forty with an additional track rearranged by Supersweep 's AYA (Ayako Sas?) of " Big Blue " . The soundtracks features an array of songs from rock and techno musical styles originally composed by the game music staff 's Hidenori Shoji and Daiki Kasho . Shojii is known for his musical scores in Daytona USA 2 and Fighting Vipers 2 , while Kasho worked on the Gran Turismo series . Kasho composed the character themes and their lyrics were by Alan Brey . Both Shoji and Kasho supervised the soundtracks ' audio mastering .

= = = Collaboration and relationship = = =

F @-@ Zero GX and AX was the first significant video game collaboration between Nintendo and Sega . After Sega transitioned from first to third @-@ party development in 2001 , the two companies developed a close relationship and worked together on F @-@ Zero GX and AX . Amusement Vision president , Toshihiro Nagoshi , was working on Super Monkey Ball for GameCube which opened up the opportunity for a collaboration between the two companies . Since Sega helped to develop Nintendo 's Triforce arcade system , the company wanted to support it with software that would " stand out and draw attention to Nintendo 's platform . " Nagoshi was suggested to develop a driving game and agreed under the stipulation he could come up with something unique ? which was working on the next installment in Nintendo 's F @-@ Zero series . During its development , Nagoshi focused on what he called the self @-@ explanatory " Interface " of the game , and " Rhythm " ? to give the way the tracks are laid out a rhythmic feel . Miyamoto stated " [Nintendo] have gained a lot of fans among current game developers , including famous producers like Mr. Nagoshi who grew up playing Nintendo games and are big fans of some of our titles . " In 2002 , Nagoshi claimed that 1991 's F @-@ Zero " actually taught me what a game should be " and that it served as an influence for him to create Daytona USA and other racing games . Before development started on F @-@ Zero GX and AX , he mentioned abandoning the project due to personal pressures he faced to make a great impression on Nintendo and personal admiration of an established franchise . Still the announcement that Nintendo had handled development of one of its franchises to former competitor Sega came as a surprise to some critics .

While Amusement Vision was responsible for most of the game 's development , Nintendo EAD employees Shigeru Miyamoto and Takaya Imamura took on the role of producer and supervisor , respectively . Sega handled planning and execution and Nintendo was responsible for supervision of their product . Nagoshi was initially concerned about differences in opinion between the two companies , and mentioned " If Nintendo planned to hold our hands through development , I would have suggested they develop the game themselves . That way we could focus on a project which would reflect our studio 's abilities . I figured that would cause a war , but I was told most of the responsibility would be left to us . " Miyamoto thought the collaboration resulted in a " true evolution of the F @-@ Zero series " , enhancing the simulation of racing at high speeds and expanding the " F @-@ Zero world on a grand scale . " Published by Nintendo , F @-@ Zero GX was released in Japan on July 25 , 2003 , in North America on August 25 , 2003 , and in PAL regions on October 31 , 2003 . The Arcade version was released in 2003 alongside its Gamecube counterpart .

= = Reception = =

When F @-@ Zero GX was released , the game was well @-@ received overall by reviewers ; the title has an 89 % average on aggregate websites Metacritic and Game Rankings with some considering it as one of the best racers of its time and the greatest racer on the GameCube platform . It was listed " Best GameCube Racing Game " in the E3 2003 IGN Awards and " Best Racing Game of 2003 " by IGN . F @-@ Zero GX was awarded " Best GameCube Driving Game " in GameSpot 's " Best and Worst of 2003 " feature and was nominated for " Console Racing Game of the Year " in the 7th Annual Interactive Achievements Awards held by the Academy of Interactive Arts & Sciences . Official Nintendo Magazine ranked it the 92nd best game available on Nintendo platforms . The staff felt it was best for hardcore fans .

The game has been credited for its visuals , arcade / home connectivity , longevity , sharp controls , tough challenge , and fleshed @-@ out single @-@ player modes . The game 's most common criticism is its difficulty , specifically in the game 's story mode . It earned fourth place in IGN 's and GameTrailers ' toughest games to beat . GameTrailers mentioned F @-@ Zero GX demanded players to master the " rollercoaster @-@ style tracks [which] required hairline precision " to avoid falling off @-@ course . Electronic Gaming Monthly criticized GX 's sharp increase in difficulty and GameSpot 's Jeff Gerstmann agreed stating it " will surely turn some people away before they 've seen the 20 tracks and unlocked all the story mode chapters " . Bryn Williams of GameSpy

mentioned that " purists may find it too similar to [sic] N64 version " and criticized the lack of LAN play .

1UP.com stated that the F @-@ Zero series is " finally running on hardware that can do it proper justice " . Eurogamer 's Kristan Reed pointed out that , graphically , " it 's hard to imagine how Amusement Vision could have done a better job " . Matt Casamassina of IGN praised the developers ' work commenting they have " done a fine job of taking Nintendo 's dated franchise and updating it for the new generation " and summed up the general opinion by stating that " For some , GX will be the ultimate racer . For others , it will be flat out too difficult . " In Japan , F @-@ Zero GX sold 100 @ , @ 981 units and became qualified for the Player 's Choice line in both Europe and North America by selling at least 250 @ , @ 000 copies .