

FACT SHEET

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F-Zero[®] GX

Format:	Nintendo GameCube™
Launch Date:	August 25, 2003
ESRB:	T (Comic Mischievous, Suggestive Themes, Mild Violence)
Game Type:	Futuristic Racing
Players:	1-4
MSRP:	\$49.99

Game Summary

Nintendo and SEGA—both accomplished masters of high-speed fun—have collaborated to create the fastest, most visually stunning racing game ever! *F-Zero GX* is the race to end all races, as fearless pilots risk everything to claim the title of the top speedster in the universe. Captain Falcon and 29 other pilots head to exotic star cities, like the neon-lit Mute City, lush Green Plant, wealthy Port Town and the storm-wracked streets of Lightning to race at supersonic speeds. In addition, players can save their racer to a Memory Card and race with it at arcades on the upcoming *F-Zero AX*.

Features

- Be ready to race for the long haul with 20 sprawling courses and 30 pilots to choose from.
- Hunt for turbo boosts at mind-boggling speeds as Captain Falcon and the universe's racing elite battle through obstacle-studded straight-aways, along the inside and outside of pipes, and over massive jumps.
- Compete in races that span many familiar *F-Zero* modes, like Grand Prix, Time Attack, and Versus, where you can race up to three friends. You can also play through a new Story mode in which you follow Captain Falcon as he races through missions and completes various challenges.
- Use the points you win in races to buy parts and build your own speeder in Customize mode. Connect with the arcade version and transfer enough parts to make up to 8,000 unique racing combinations.
- Race a home-built, custom machine in the arcade or bring your Memory Card and transfer additional features and all kinds of custom parts from the arcade version to the Nintendo GameCube.

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