

Star Wars Demolition FAQ/Walkthrough

by schism trace

Updated to v2.0 on Jul 25, 2001

This walkthrough was originally written for Star Wars Demolition on the DC, but the walkthrough is still applicable to the PSX version of the game.

STAR WARS: DEMOLITION (DC) FAQ v.2.0

by: PARASITE TACO (Craig Lantrip)

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First, the ubiquitous copyright stuff...

This FAQ is copyrighted by Parasite Taco (hereby referred to as "me" or "I"). There now, that wasn't so bad, was it? Seriously, though, if you want to use this, fine, just...A: give me full credit and...B: don't change anything. That's all I ask.

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CONTACT INFORMATION (2.0)

If you have a question regarding the game or just some info I screwed up or missed, feel free to ask your question on the correlating GameFAQs message boards (in this case, the Star Wars: Demolition board) or by email (reinholder_t0@hotmail.com). Full credit will be given with any verified information.

VERSION INFORMATION (3.0)

version 1.0

You'll notice that this isn't a complete FAQ. Well, I decided to only cover the battle information here. Dan Outhier's (DOuthier) FAQ covered all the normal game information and I see no reason to reiterate. And, yes, I am lazy.

version 2.0

Massive update time. I added to the Level Strategies for the most part. I also made some minor changes to the format and previous text.

BATTLE STRATEGIES: CHARACTERS (4.0)

This section will cover the general strategies I've found to work the best.

ALL CHARACTERS (4.1)

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--Above all, DON'T GET SURROUNDED! About the only time the computer controlled characters will team up is to rip you a new one if they congregate around you.

--If you're a small character (with weak shields), hover around the Shield Rechargers and wait for someone to come to you.

--On the other hand, if you're a big character (with heavy shields) with all small to medium characters as opponents, fire at the Shield Recharger until it is destroyed. Now, kill everything! Mwahahahaa!

--Tractor beams can be useful if employed correctly. Latch on to an opponent (Level one) and fire your laser (Level four) point blank.

This works great with Boba Fett, Boushh, and Wittin. In fact, with all of these characters, I've gone through four enemies without taking a hit using this strategy.

--Concussion Missiles may seem like the best weapons since they are homing, but they tend to miss a lot and are fairly weak. Just don't depend on them.

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WADE VOX (4.2)

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--You've got great speed and decent armor, so use lots of hit and runs.

--You're a fairly large target, so try not to hold still any more than necessary.

--Your special fires several Force blasts straight ahead with minimal tracking capabilities (which do nothing other than make them aim to the side a bit) for a very short distance. The L1 Tractor Beam strategy works, but really isn't worth it at all. Use it occasionally (or for Demolition bonuses), but focus on other attacks. Stick with the L3 Laser.

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BOBA FETT (4.3)

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--Sure, he has no armor and is fairly slow, but check out that L4 Laser!! Fett is also the smallest character, making him exceedingly hard to hit (thus counteracting his lack of speed).

--Move around constantly so no one can draw a bead on you. Only attack in quick bursts, unless you can get directly behind a character (and stay there). Just be sure to watch your radar so nobody sneaks up on you.

--Hog the Shield Rechargers. Believe me, you'll die really quick otherwise.

--Fett's L4 Laser makes him throw a Disintegrator bomb a very long ways, which, upon explosion, will quickly demolish anything caught in it. Abuse this one!

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GENERAL OTTO (4.4)

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--Ick. Lots of armor, that's good. Slow as hell, big as a building, not good. This is one character whose best strategy is to just kill everybody ASAP.

--You should hang around the Shield Recharger, as you seem to get pretty beat up no matter who you fight.

--Otto's L4 Laser fires numerous concussion grenades straight ahead, with moderate tracking capabilities. The grenades explode upon contact with a character (including you) or after a few seconds. The L4 Laser is ONLY useful with the L1 Tractor Beam, and it's not that powerful anyway.

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TIA & GHIA (4.5)

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--Very fast with good shields. Don't be afraid to mix it up in a
firefight with these two, as you can run away very easily.

--Use your speed to circle slower opponents, firing occasionally.

--The L4 Laser is useless. It fires a tow cable at an opponent from a
cannon attached to the back of the craft, so it has markedly better
accuracy when the enemy you're aiming at is behind you. That being
said, it sucks. It does insignificant damage. The only uses I've
found are to drag an opponent into a trap or a thermal detonator. Of
course, whoever you're dragging around is likely shooting you the whole
time.

--If you do decide to use the special, don't use the L4 Tractor Beam
simultaneously.

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AURRA SING (4.6)

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--She plays essentially the same as Boba Fett, only much faster.

--She has minimal armor, so use that speed to stick and move.

--Her L4 Laser utilizes that big rifle she carries. The shot fired
will do a ton of damage and will ricochet if it misses. I suggest
using this a lot, as it is very accurate.

--She's one of my favorites to use.

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QUAGGA (4.7)

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--Very slow but armored like...well, a tank. His special is oddly
weak, though.

--Your lasers are spaced wide apart, so keep your distance, or you'll
likely miss.

--You'll go through a LOT of weapon power here, so stay near those
Weapon Rechargers.

--His L4 Laser is slow, hard to aim, and all-around pathetic. Adjust
your battle strategy accordingly.

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TAMTEL SKREEJ (4.8)

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--He's a very well-rounded character, with decent everything and above-
average speed.

--Unfortunately, you're quite big and therefore an easy target,

especially from the side.

--Do your best to single out enemies or attack two enemies that are fighting each other. You'll last longer that way.

--His L4 Laser will fire a big blast from the deck gun, which tracks well and is very damaging. It is a bit on the slow side, however.

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PUGWIS (4.9)

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--He's so fast that he's hard to control. This makes him ideal for wide-open spaces like Tatooine or Dagobah but very hard to use in cramped levels like Death Star II or Cloud City.

--Your armor is pretty weak, so try to keep away from groups of enemies and attack from long range if possible.

--Pugwis' special is a massive boost from his engines, causing a shockwave that does decent area damage and massive damage to anybody you happen to run into. Good luck aiming it, though.

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WITTIN (4.10)

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--With only decent speed and rather low armor, you'll want to stay away from enemies in general.

--The STAP is pretty small, so you may be able to avoid damage by juking around madly.

--Your L4 Laser is one of the better ones. It fires an Ion Cannon at an opponent. It tracks very well, but has a fairly limited range. The big thing is the damage, which is massive. As a plus, it immobilizes the target for a few seconds, allowing you to continue blasting it. Just don't concentrate on a downed enemy so much that you get ambushed.

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MALAKILI (4.11)

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--Ick, ick, ick. Horrendously slow, but with extremely thick armor. This is not a good trade-off, especially against faster characters.

--The only strategy I've found that worked with any degree of success was to soften up a target with special weapons (preferably Concussion Missiles or Proton Torpedoes) then rush in and use your L4 Laser.

--Speaking of which, the L4 Laser causes the Rancor to do one of two things, depending. If you're close enough to grab the enemy, the Rancor will do so and then smash it against the ground and fling it away, causing massive damage. If you aren't that close, the Rancor will pound the ground, creating a short-lived shockwave that does moderate damage and shoves the enemy away. The latter is exactly the same as the L4 Tractor Beam, only stronger. Do not use the L1 Tractor Beam with this.

--I don't like this guy at all.

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LOBOT (4.12)

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--He plays almost exactly the same as Wade Vox, only bigger and with a worse L4 Laser.

--His L4 Laser fires a Carbonite Ball that will momentarily freeze an enemy, causing little damage but allowing you to hit them with something else. For best results, use in conjunction with the L1 Tractor Beam strategy (but then you forfeit any extra damage).

--I don't like him, either.

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BOUSHH (4.13)

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--A mix of Aurra Sing and Boba Fett. They play almost exactly the same, too.

--The L4 Laser makes you throw a supercharged Thermal Detonator which moves the same as Boba Fett's Disintegrator, but is much faster and targets well. It does massive damage.

--Boushh is my personal favorite.

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DARTH MAUL (4.14)

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--Maul has weak shields and average speed, putting him in the same category as Wittin. You're also fairly small.

--The L4 Special utilizes Maul's Double Lightsaber, which causes decent damage and can hit more than once. Keep reading before you get too excited, however. Because the Saber sticks out on both sides of the handlebars, the range is horribly short. To hit more than once, you'll have to wheel around and make another pass, which is harder than you might think. The Saber will retract after a few seconds.

--Don't use the L4 Tractor Beam with his special.

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BATTLE STRATEGIES: LEVEL TYPES (5.0)

The idea behind this section is to give you a general idea of what you'll be dealing with as far as the layout goes. Check the next section for (slightly) more in-depth info.

WIDE OPEN (5.1)

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Includes: Tatooine: Dune Sea

Not much to say here. Ideal for all but the slowest competitors, as it allows for hit and runs. It isn't just a flat square, however; there

are the occasional houses and canyons.

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MOSTLY OPEN (5.2)

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Includes: Hoth, Dagobah

These stages would be wide open, except for the large collection of various stuff all over. You'll have to weave through obstacles, but there aren't any real difficulties here. Good for firefights, as you get lots of cover.

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MODERATE (5.3)

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Includes: Tatooine: Mos Eisley

This stage is basically a reasonably open area with some narrow confines and a decent collection of obstacles all around. My favorite stage, as you get cover if you need it, as well as good shooting alleys. You can also blow up just about everything in sight :D

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CRAMPED (5.4)

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Includes: Naboo, Yavin 4

These are either really small stages with a few obstacles (Yavin 4) or decently sized areas with about half of the field being inaccessible (Naboo). Not much else to say, other than to try to keep your opponents away from the Rechargers, as they're big and easy to find.

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VERY CROWDED (5.5)

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Includes: Death Star II, Cloud City

These are convoluted mazes with no really large areas. Play through a few times to memorize where the Rechargers are. Also, watch your back, it's easy to get ambushed due to the abundance of right angle turns (both) and warps (Cloud City).

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BATTLE STRATEGIES: LEVELS (6.0)

First, I will not go over the location of every single item box. For one thing, they move all over the place. When I tried to make an ASCII map to chart this, it was totally illegible. Sorry. What I will do, however, is give the general strategy, the location of the Shield and Laser Rechargers, traps, droids, and secrets.

I'll probably be spouting Star Wars stuff all throughout, too. I'm just like that, so bear with me.

TATOOINE: DUNE SEA (6.1)

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General Strategy:

Despite being classified as "Wide Open," the terrain is hilly enough to make getting hit a reasonable challenge, so long as you keep moving and avoid the flat "road." There are also homesteads and moisture vaporators (white vertical structures) for decent cover. Hitting these will not cause damage (though, if it does, it's infinitesimal). On the outer rim of the arena, there are the occasional rocky hills to hide behind. Not much else.

Traps:

The most obvious one is the Sarlacc Pit. This is (for non-Star Wars aficionados) a hole in the ground with tentacles sticking up out of it that will cause considerable damage if you fall in. It can be pretty hard to see from certain directions. You may want to avoid the center area entirely, as there's not much there anyway.

The second "trap" involves the Bantha (big, brown, wooly mammoth looking thing) herds. If you run into or shoot any of them, that one will start stampeding forward. This causes a small amount of damage.

Rechargers:

Just travel along the "road." You can't miss them.

Droids:

Follow the road until you meet up with the Jawa Sand Crawler (big, reddish-brown vehicle). Now shoot it until it stops and a ramp lowers. Drive into the ramp and you'll get a random droid. Note that it will take many shots to stop the Crawler and it will take a couple of minutes for another droid to appear.

Secrets:

Drive along the road until you see a long, serpentine skeleton (a Kryat Dragon, if you wanted to know). Shoot any vertebrae until it explodes. Enter the newly opened area for some items.

Floating in the air is Jabba's Sail Barge. If you go under it, you'll hear some different music. I don't know of anything else to do with this.

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HOTH (6.2)

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General Strategy:

I'm sure you noticed that there's a battle going on. But, don't worry, those AT-ATs (big four-legged walkers) aren't too concerned with you. There are some downed AT-ATs towards the rear (opposite the hanger) of the arena that you can use for cover, although the functional ones work too. On either side there are some mountains, as well as a trench right in front of the hanger.

Traps:

Well, I don't know if you can be hit by AT-AT fire (it would take a REALLY lucky shot), but if you can, it probably hurts.

Around the mountains, a wampa ice creature will sometimes appear and roll a boulder down into the arena.

Rechargers:

The Shield Recharger is inside the Shield Generator (clever). That's the line of domes off to the side of the hanger. The Laser Recharger is a large square inside the hanger.

Droids:

There are black probe droids floating around; destroy these to release a droid power-up.

Secrets:

Off to the side of the hanger (opposite the Shield Generator) is a mountain with a big, round object. That is an Ion Cannon. Shoot it a lot to make it fire, thus destroying an orbiting ship and sending debris raining down on the center area. This damages anyone it lands on. To my knowledge, the CPU players won't trigger this.

There is a warp from inside the hanger to the back of the arena. Look for an opening.

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NABOO (6.3)

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General Strategy:

The center, lower area is basically a big square with statues strewn about. These can be moved by ramming them or destroyed by shooting them. Don't destroy too many of them, though, as they're great cover. The outer, upper area is a winding corridor with lots of right-angle turns. Great if you're tailing somebody, terrible if somebody's tailing you. The upper area is accessed by several staircases from the lower level.

Traps:

None, unless you count accidentally running into the statues.

Rechargers:

There are two Shield and two Laser Rechargers: one on each corner of the upper rim.

Droids:

Ram one of the statues across into an opposing piece to release a droid. Note that sometimes you'll receive an item instead. Doing this will destroy both pieces.

Secrets:

A warp point will occasionally appear as a bunch of swirling circles of light on the upper level. Running into this will take you somewhere else on the upper level. This is more annoying than useful.

While heading up a staircase, you may see a statue holding a giant blue orb (boomer). Shoot the statue until it shatters and the boomer will roll down the staircase. Contact seems to do nothing other than freeze a vehicle, though.

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DEATH STAR II (6.4)

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General Strategy:

I hate this stage. It's a multi-dimensional maze split down the middle by the infamous trench (bottom-most level). This place is all ramps and right-angles, so you'll be running into enemies you never saw coming. On the upper-most level, if you drive over a gap with red coloring on either side of the chasm, a bridge will appear.

Traps:

First and foremost is the Superlaser. This is located in a shallow depression on the side with the two Rechargers opposite each other. It has gun-like things in a circular pattern around it and another gun in the center. It will periodically fire, causing considerable damage. Avoid this at all costs.

While you are in the trench a few TIE fighters will do a strafing run on you, and sometimes crash into you.

While on the top-most level, the gun turrets (tall, grey towers) will shoot at you if you get close enough.

Rechargers:

On one side of the arena, you'll find a Shield and Laser Recharger. To find the Shield, from the ramp up, go all the way forward and take a left through the first blue field. It'll be on the right. To find the Laser, from the ramp up, take an immediate left. It'll be on the right side. On the opposite side of the trench, you'll see another Shield Recharger and a Laser Recharger opposite each other. To find them, go up the ramp, take an immediate right at the top, then go down the second left.

Droids:

If you can manage to destroy a TIE fighter, it will drop a droid. This is pretty hard, though. You might do better simply waiting for one to explode on its own, which they do more often than you'd think.

Secrets:

There are four warp portals here, each disguised as exhaust ports. They're small holes with red, grid-like ramps on all sides. Two of them are on either side, length-wise, of the trench. To find the other two, just go into one of the trench ports. You'll randomly come out of the one of them. Whichever one you appear out of, the other is directly opposite your position, on the other side of the arena.

If you shoot one of the blue fields a couple of times, it will turn green and give you a small boost upon passing through.

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DAGOBAH (6.5)

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General Strategy:

Do not ever stop moving. This arena is small and very open, despite the trees. There isn't much in the way of land, either, as the stage is mostly water with a few islands. Most of the latter are on the outer rim of the area. Some trees can be partially destroyed, although the trunk remains, so there's no real point other than wanton destruction.

Traps:

If you stay still in the water for more than a second, you'll be attacked by fish, causing damage. The fish will continue attacking

until you move. These can kill you surprisingly quickly, so watch out.

You'll occasionally run across a dolphin-like creature in the water; touching it will cause damage.

Some trees have sac-like nests hanging from them. If you run into one of these, you'll release some flying things that will hurt you if you touch them.

Rechargers:

The Laser Recharger is inside a squarish structure on one side of the arena. The Shield Recharger is inside a hollowed out tree opposite the Laser Recharger.

Droids:

Shoot the sunken A-Wing (it's in the middle of a big water area) until it explodes, releasing all three droid power-ups.

Secrets:

None.

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TATOOINE: MOS EISLEY (6.6)

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General Strategy:

You've got a little of everything here: lots of cover in the buildings, straight streets and alleys for blasting everything in sight, and some corners to surprise enemies.

Traps:

There are three round-shaped buildings with a circle on the floor inside. These are docking bays. If a ship is parked inside, it will eventually take off, with its thrusters causing damage.

Rechargers:

The Laser Recharger is inside one of the docking bays. The Shield Recharger is inside a small structure off to the side of one of the big, center buildings.

Droids:

There are two droid areas here, both of which involve the small buildings with a ramp on one side.

Drive straight from your starting point. This building has a cracked wall behind it. If you shoot at this enough, it will explode, revealing droids and a deflector shield.

The other building is by the Shield Generator, right next to one of the two large structures. There is an opening in the structure, drive in to warp out of the other structure and receive a droid.

Secrets: None, though I could count being able to blow up half the town with your lasers.

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YAVIN 4 (6.7)

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General Strategy:

This level is pretty flat. In fact, the only thing keeping me from classifying it as Wide Open is its small size. There are a few trees scattered around, as well as some bridges covering the river winding its way all across the stage. Not a lot else of interest other than the two Massassi temples.

Traps:

In front of the two temples (i.e. on the pathway connecting them), there are two sets of statues, one per temple. Driving through them will cause them to jet forward and crash together, although they are slow enough that, if you just fly through, they'll likely just hit somebody chasing you. These can be destroyed, causing them to become dormant, but doing so will release a spirit that will attack you for a couple of seconds.

Rechargers:

The Laser Recharger is on top of one temple (go up the steps in front) and the Shield is on top of the other.

Droids:

There are three telephone pole-like structures in the arena. Destroying any of these will release a droid, as well as send a surge of electricity into the river, damaging anyone in it.

Secrets:

Periodically, a golden sphere will show up atop the larger temple. Touching this will send a boulder crashing down the steps (which will be destroyed upon touching the opposite steps) as well as make you temporarily invincible.

There is a warp in this stage. While facing either temple from the path, drive behind it to the left until you see a smaller temple. On one side of this is an opening that will take you to the other warp point.

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CLOUD CITY (6.8)

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General Strategy:

In some ways, this place is more complicated than the Death Star, mainly due to the abundance of warp points. This place has two levels, the upper being a small collection of pathways accessible only through warps on the lower level. There is an outer square accessible through warps.

Traps:

On the lower level, there are several short hallways with orange lights on the sides and a pulsating blue ceiling. These are carbon-freezing chambers. They will occasionally fire, causing damage and freezing you in place for a few seconds. I haven't found a pattern to this, though. These can be destroyed by lots of laser fire and the ensuing explosion will damage anything inside.

On the outer square, some fans will sometimes start blowing, attempting to blow you off of the floating platform. This doesn't cause damage, but is very irritating. Fans can be destroyed as well.

Rechargers:

Enter any of the warp points on the main area (openings along the wall),

then enter any of the warp points on the upper area (except the opening with light shining and wind [white streaks] coming out). Now, you're on the outer square. There are three Shield and three Laser Rechargers here, just drive around until you find them.

Droids:

I haven't been able to find any.

Secrets:

If you drive into that wind tunnel on the upper level, you'll fly into the air and reappear out of a small tower on the lower level. Falling off of the arena will cause you to appear in the same place. Also, any warp entrance on the outer square with wind going in will launch you out of the wind tunnel on the upper level. I'm not sure if that paragraph is intelligible, but there you go.

While on the outer square, you can get a short boost by driving through the metal archways.

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GAMESHARK CODES (7.0)

(all codes found at the Game Software Code Creator's Club)

I've personally verified that these work, even with a GameShark CDX.

0121 4368
0000 FFFFInfinite Credits

0221 4250
0303 0300
0221 4254
0303 0303
0221 4258
0103 0303
0121 425C
0000 0101Unlock everything