

Star Fox Adventures Boss FAQ

by goldmario

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Star Fox Adventures Boss FAQ Version 1.4

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1. What this FAQ was written for
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This guide was written to help people beat those bosses in this game. These bosses can be difficult for some people. This is going to be my first FAQ, so don't get mad if it's not good.

* Contains spoilers if you don't want to know how to beat the bosses*

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2. The Bosses
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The bosses in this game aren't too hard to beat, but they can take awhile though. All of the bosses in this game have one or more weaknesses.

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- 2a. General Scales' Ship
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Boss of: Intro.

Difficulty: */*****

After a short introductory sequence, you find yourself being fired at by this huge ship. This boss is very easy to beat because you cannot take damage, and you are Krystal!!! To hurt this boss, just fire at the 2 statues firing at you until a flame above them is lit. Now the screen (and you) drop down to where the propellers are. Shoot at the propellers until all 4 pieces of it are destroyed. Now you fly back up and those statues are shooting at you again. Shoot at each of them until they explode. Now the ship will fly away and turn around. Avoid the fireball the ship's "head" shoots out and then you're done! Easy. Huh?

2b. Boss Galdon

Boss of: DarkIce Mines
Difficulty: **/*****

This is probably one of the easiest bosses in the game! To start the battle, have Tricky flame him. The first "stage" of the battle is easy, just wait until he stops, the run around to his tail and hit it. You might have some trouble getting around to his tail though, especially with only 3 health containers. Do that four times and he'll swallow you.

Inside his stomach you got to hit that green thing that looks like a punching bag. Be careful when it swings, it can hurt you! Also avoid the green gas balls. These also hurt you. After a few hits, he'll throw you out of his stomach for his second phase.

This phase is also very easy, if you got two staff energy meter upgrades. Be careful when he shoots green balls at you. These hurt a lot. When he breathes in and his neck flaps open, shoot his neck with the fire blaster. After you hit him, avoid the green balls again. After four hits to his neck, he'll swallow you again. Hit the green thing again a few times to get the spellstone!

2c. Sharpclaw Bikers

Boss of: CloudRunner Fortress
Difficulty: */*****

I don't really consider this a boss because it is so easy to beat them. There are 3 to 4 sharpclaws on motorbikes for you to hit. This is almost like Ice Mountain, just that you can take damage this time. If you can, try to avoid the other bikers and hit only the one with the spellstone. Ram him a few times to end this battle. Remember, you always want to hit the arrows on the ground. They recover health and give you a small boost of speed. These can be very useful for hitting the leader of the bikers (the one that has the spellstone!).

2d. Redeye King

You might have a little trouble with this boss if your timing hitting the switches is wrong. Too many staff energy upgrades are not

necessary for this battle. As soon as you enter the room, the boss is released and the door closes behind you. Hit the fire blaster switch with the fire blaster above the corner with the grating. Go inside and pick up the fuel barrel. Now go near one of the switches. If the switch is to your right, then hit it because that will make the switches to the left active. You only want the switch to the right active if the boss is walking clockwise.

Now when he starts coming around the corner far away from you, make sure that he doesn't stop and roar. If he doesn't, step and stay on the switch to create an electrical wall that will stop and knock him onto his back. If he does roar, wait about 1.5 seconds, then step on the switch. While he is on the ground, throw the fuel barrel at him to damage him! He will take damage and get back up.

You need to get to a corner quickly. Stay there until he walks past you. He will walk around the arena once before he stops. When he starts walking again, the switches will appear, a little closer to the electrical wall. Do the same thing as before to damage him. As the switches get closer and closer to the electrical wall, you need to be more quickly. You need to hit him a total of 4 times to beat him and collect the second spellstone.

These are some things to remember about this boss:

1. He sometimes turns around and walks the other way. This is very dangerous. Get to a safe corner quickly.
2. Sometimes, the gates close, so you have to shoot the fire blaster switch again to get the fuel barrel.

2e. Boss Drakor

This boss might give you a lot of trouble if you have trouble aiming your fire blaster. You should bring a few BafomDads with you to this fight because you might die. This boss flies around in front of you, shooting you while both you and the boss are following a set path. You are on a platform and can't move; so don't worry about falling in the lava.

Shoot him in the face with your fire blaster to slowly damage him. This boss has a life meter. Avoid his shots at you because they do cause some damage. When you come close to a fire jet, shoot the fire blaster switch near it to temporarily shut it off. Also, try to avoid the mines. They cause a lot of damage. Just shoot the mines to get rid of them.

When you go through an area with a lot of small walls, be very careful and aim your shots at his shots. Do not try to hit him here. You'll most likely only miss him and get hit by one or more of his shots.

2f. Andross

This is the final boss in Star Fox Adventures. He is not that tough, except if he tries to suck you into his mouth. You might want to practice your Arwing barrel roll. I will give the FAQ for this boss in phases.

Phase 1:

This is his easiest phase. He starts off in his Krazoa statue head form. This form is very easy. Just shoot at his eyes and the crystal on his forehead. This side also tries shooting you with a "beam" from his mouth. After all 3 are destroyed, he flips to his other side, which is Andross himself. When he lifts us a hand to hit you with, shoot at the crystal in it. Shoot it enough times to destroy it. After he tries smashing you with both of his hands, he will start spitting out asteroids at you. Just keep on shooting at them so that they don't hit you because each hit takes away half of a container of health. When he starts sucking keep barrel rolling to one side ("L" button for left and "R" button for right) to avoid being sucked into his mouth. If you do get sucked in, you take a whole container damage and have to start over again from the Krazoa side. This pattern keeps up until both of his hands are destroyed. Once they're destroyed, you start phase 2 of this fight.

Phase 2:

This time you start with the Krazoa head again. Just do the same thing as last time. The only difference this time is that he now shoots missiles at you. Don't worry about those. They only do a quarter of a container of health damage to you. Once he flips over again, shoot his hands until both are destroyed. He follows about the same pattern as last time. The only difference this time is after he tries sucking you into his mouth, he tries shooting beams out of his hands. Avoid the beams at all costs. Once both of his hands are destroyed, he'll suck you in. You cannot avoid this by yourself, but Falco comes to help you out for phase 3.

Phase 3:

This time Andross shoots stuff out of his mouth as usual, but he only shoots one energy ring at a time. After he shoots stuff out of his mouth he shoots missiles at you. When he shoots stuff out of his mouth the next time, Falco will drop a bomb in your path. Collect the bomb and when he starts trying to suck you into his mouth, shoot a bomb in his mouth to make his brain vulnerable to your attacks. Avoid his head butts and keep shooting at his brain. After he tries ramming you four times, his head is not longer translucent and can't be damaged. Repeat this until his energy bar is gone. He explodes into a huge fireball while releasing the Krazoa Spirits.

3. Who can use this FAQ?

These are the web sites that can use my FAQ:

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|-------------|---|
| GameFAQ's | http://www.gamefaqs.com |
| Banjo-Sims2 | http://www.gamerom.com/goldmario |
| IGN | http://www.ign.com |
| NeoSeeker | https://www.neoseeker.com |

4. Updates to this FAQ

Version 1.0- The FAQ is made!

Version 1.1- The boss FAQ is updated with more boss fighting tips.

Version 1.2- More bosses are added!

Version 1.3- Updated Section 3!

Version 1.4- Added a new website that is allowed to use my FAQ.

5. Contact Information

My E-mail addresses are:

goldmario4@ignmail.com

And

banjosims2@yahoo.com

6. Legal Stuff

This FAQ can only be used on the sites listed in section 3. You should not copy this Boss FAQ and call it your own.

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