

Star Fox Adventures Item Guide

by Sintaku

Updated to vFinal on Dec 31, 2004

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+-----+
| Reference Guide Completion Table |
+-----+
| Item           | 100% Complete |
| Upgrades       | 99% Complete  |
| ThornTail Shop  | 100% Complete |
| Boss Guide     | 100% Complete |
| Encyclopaedia  | refer to intro|
+-----+
```

Star Fox Adventures
Reference Guide

Version : Completed

Created By: Sintaku
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Created Date: 21:24 20 December 2004

NOTE: This guide may contain Spoilers so please do not proceed any further if
you do not want to see any spoilers.

I. THE TABLE OF CONTENTS [C111T] ###

#####

If you want to search you can search by inserting the 5 alphanumeric symbols in the bracket [] after the section in the "Ctrl + F" menu. It's as easy as the other Guide searches. Also searching section names won't work at all sometimes. The codes for sub-sections will be implemented on completion, and they have been implemented only for Items currently.

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II. INTRODUCTION [I1256] ####

#####

Well, I always wanted to create an item guide for this game to help the players. So here it is, it won't cover all items but most will be covered. If any items are missing please feel free to e-mail me.

The guide is a full complete and comprehensive guide on the Star Fox Adventures Items, I have sorted them out so people can check which items they are missing.

This guide has now been turned into a reference guide. It will have a full Comprehensive item guide and encyclopaedia. Thanks to Blueberry Buttface for giving me the idea of an encyclopaedia.

Encyclopaedia wasn't very successful, so it is not completed, and probably will never be.

This guide is in UK English. All Times are GMT, not that you would care.

This Guide should only be on:
GameFAQs - www.gamefaqs.com
Neoseeker - www.neoseeker.com

If you want to contact me please look into the Copyright section. Thank you.

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##### III.          V E R S I O N   I N F O R M A T I O N          [V12I5] #####  
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This is how the layout works. The version will increase by 0.1 every update. A version which does not have [Published] on it means that the guide was not submitted to GameFAQs on that particular version.

Version 1.0 [Completed] (16:59 30 December 2004): [Published]

Doesn't look like any additions for Encyclopaedia. So it is complete. ^_^
- Boss Guide 100% Complete
- Added an extra item, item info given by:

Version 0.9 (16:59 30 December 2004): [Published]

Well, I did more for the boss guide, next will be the enemy guide then TOTAL completion of the guide. I won't be doing much more for the encyclopedia after that because it is MAJORLY loosing out. But who knows? It might pull through in the final moments of time, which I would be happy about. ^_^ Next update is most likely the Final one.
- Boss Guide added, about 80-90% complete

Version 0.8 (22:46 28 December 2004): [Published]

Well another update. ^_^ This is now close to the final version.
- ThornTail Store added and completed

Version 0.7 (14:14 28 December 2004): [Published]

Well, CJayC forgot to change the name, but he was under a lot of pressure so I should make it clearer to him next time. I have to change the Copyright ASCII, and the heading ASCII.
- Encyclopaedia Updated
- Title ASCII Changed

Version 0.6 (12:25 25 December 2004): [Published]

I thought I should put a new version for a new idea. This is now a reference guide and will eventually be a full comprehensive reference guide. More news on that with later updates. Also I would like to add, OMG I worked on a guide in Christmas day ^_^
- Encyclopaedia Created

Version 0.5 (12:25 25 December 2004):

Finally the item section of the guide has been finished, well I am glad it has since I won't be writing much further on the item guide part of game.
- Item Guide Completed
- Important Items Added:
 Power Room Key
 Rock Candy
 Shackle Key
 Silver Prison Cell Key

Silver RedEye Tooth
Small Scarab Bag
SnowHorn Artifact
Sun Stone
Tricky's Ball
White GrubTub
Wooden Block Carving (x3)

Version 0.4 (21:45 24 December 2004):

Made the guide look more "snazzy"!

- Layout Updated
- Guide Updated
- Important Items Added:
 - Hi-Def Display Device
 - Large Scarab Bag
 - Light Gem (x3)
 - Medium Scarab Bag
 - Meteor (x3)
 - Moon Pass Key
 - Moon Stone

Version 0.3 (23:30 21 December 2004): [Published]

Nearly half way through Important Items, soon to be finished :)

- Guide Updated
- Important Items Added:
 - Fire Gem (x2)
 - Fire Weed (x3)
 - Gate Key
 - Gold Bar (x4)
 - Gold Key
 - Gold Prison Cell Key

Version 0.2 (14:08 21 December 2004): [Published]

This time, I just added in a few bits and pieces. I would expect this to be finished by the end of the week. ^_^

- Guide Updated
- Recovery Items Added:
 - DumbleDang Pod
 - PukPuk Egg
 - Staff Energy Gem
- Other Items Added:
 - Bomb Spore
 - Fuel Cell
 - FireFly
 - Scarab

Version 0.1 (21:24 20 December 2004): [Published]

Well, made this guide, spent one whole hour on it. I will submit it tomorrow, now it sleepy time :).

- Guide Created
- Key, Recovery and Other Items added
- Key Items Added:
 - BafonDad Bag
 - Bridge Cog
 - Bridge Cog [x3]
 - CloudRunner Flute
 - Dinosaur Horn
 - FireFly Lantern
- Recovery Items Added:

BafomDad
Blue GrubTub Fungus
- Other Items Added:
Alpine Root

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#####  
#####  
#### IV. I T E M S [EL198] #####  
#####  
#####
```

Apart from the basic items found throughout the game, there are some items that can only be found or bought once. Most of these items are needed to finish the game; but some are not, the ones that are not needed to finish the game make it much easier to play and finish the game.

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#####  
#### IV. A. Important Items [EL1IT] #####  
#####
```

The items in this section are the important items and are required to be able to finish the game. Get them, or else you won't be able to finish the game.

There are currently 30 Items explained in the Important Items section. Here is a list of the items currently in the Important Items section:

BafomDad Bag
Bridge Cog
Bridge Cog [x3]
CloudRunner Flute
Dinosaur Horn
FireFly Lantern
Fire Gem (x2)
Fire Weed (x3)
Gate Key
Gold Bar (x4)
Gold Key
Gold Prison Cell Key
Hi-Def Display Device
Large Scarab Bag
Light Gem (x3)
Medium Scarab Bag
Meteor (x3)
Moon Pass Key
Moon Stone
Power Room Key
Rock Candy
Shackle Key
Silver Prison Cell Key
Silver RedEye Tooth
Small Scarab Bag
SnowHorn Artifact
Sun Stone
Tricky's Ball
White GrubTub
Wooden Block Carving (x3)

There are currently 0 Items not explained in the Important Items section. Here is a list of items that are not in the Important Items section, but are Important Items none-the-less:

Well, as much as I know, there are no more. But if you find any, please tell

me and I will add it and give you credit.

Looking at both lists above, if you seem to be missing something there, and are stuck. I would bet it was because you missed out that item. I normally wouldn't put down items that have not been explained, but because these are key items if I put them down they will give at least a little help to the reader.

Okay, here is the layout of items:

/ Item Name	\
Location: Where to get it	Blurb on how to use it or how to get it
Cost: Price in Scarabs	
Bargain: Bargain Price in Scarabs	

Here is the start of the important items:

/ BafomDad Bag	\
Location: ThornTail Shop	The bag allows you to carry up to 10
Cost: 20 Scarabs	BafomDads, very useful and comes in
Bargain: 16 Scarabs	handy later on in the game.

/ Bridge Cog	\
Location: Outer DarkIce Min	Free the SnowHorn using the Shackle Key
Cost: Cannot Buy	and she will give you the Cog. Put it
Bargain: Cannot Buy	in the bridge control area behind the
	waterfall

/ Bridge Cog [x3]	\
Location: DarkIce Mines Fort	Kill the SharpClaw with the cannon and
Cost: Cannot Buy	destroy the wooden barricade, then you
Bargain: Cannot Buy	gain access to three areas, in each
	area there is an Item Box with contains
	a cog each. Then take the Cog and put
	it in with the other Cog behind the
	waterfall at the bridge control area.

/ CloudRunner Flute	\
Location: CloudRunner Fortress	Just after rescuing the Queen of the
Cost: Cannot Buy	CloudRunner who will be given the
Bargain: Cannot Buy	flute.

/ Dinosaur Horn	\

Location: DarkIce Mines Fort Exterior	After you have gotten the Flame Grating
Cost: Cannot Buy	Puzzle and the Leap of Great Faith, get
Bargain: Cannot Buy	Tricky melt the big piece of Ice and
	when it has thawed, you will get the
	Dinosaur Horn. You can use this to
	summon any Creatures who are "goodies"
	to help you, but you have to stand on
	the Horn Pad when blowing the Dinosaur
	Horn for it to work.

/ FireFly Lantern \

Location: ThornTail Shop	Use the lantern to hold captured
Cost: 20 Scarabs	flies which you can use in dark places
Bargain: 16 Scarabs	to brighten them up (i.e. see in the
	dark)

/ Fire Weed (x3) \

Location: ThornTail Hollow	When you find the Fire Weed Tree knock
Cost: Cannot Buy	it to get these items, and when they
Bargain: Cannot Buy	have blown out you can use then to
	light all the torched which are
	scattered around ThornTail Hollow.

/ Gate Key \

Location: ThornTail Hollow Temple	So after the saving of the Queen who is
Cost: Cannot Buy	called Queen EarthWalker, the Queen
Bargain: Cannot Buy	give you a key and then tell you to go
	the SnowHorn Wastes. You can use this
	key in the SnowHorn Wastes to open the
	gate into it.

/ Gold Bar (x4) \

Location: Cape Claw	These are found on the beach area.
Cost: Cannot Buy	You have to dig in many places and at
Bargain: Cannot Buy	the end you will find these bricks of
	gold. Then go back to HighTop and give
	this to it and ask for his help.

/ Gold Key \

Location: Hold of General Scales' Galleon	This is the Krazoa Palace Key. Krystal
Cost: Cannot Buy	will find it when she boards the flying
Bargain: Cannot Buy	ship. And in one of the scenes at
	Krazoa Palace, she will be able to use
	it to unlock the Gates.

/ Gold Prison Cell Key	\
Location: DarkIce Mines Underground	When you have saved Tricky, make him
Cost: Cannot Buy	melt the ice wall in the area you
Bargain: Cannot Buy	rescue him from. There is an Item Box
	inside which was blocked by it, it
	holds the key to unlock the other
	prison cell.

/ Hi-Def Display Device	\
Location: ThornTail Shop	This was made for Star Fox, but the
Cost: 20 Scarabs	owner of the shop got his hands on it
Bargain: 16 Scarabs	first. You can now Zoom in and out
	using the C-Stick when ever you scan
	around an area with the Z Button.

/ Large Scarab Bag	\
Location: ThornTail Hollow	After you get the third spellstone, you
Cost: Cannot Buy	have to save the ThornTails from the
Bargain: Cannot Buy	attack of the flying beasts.
	If you succeed in doing this they will
	give you this bag which makes your
	capacity of Scarab to 200, how nice :)

/ Light Gem (x3)	\
Location: CloudRunner Fortress	Open up the power room, switch on the
Cost: Cannot Buy	three switches in the middle of the
Bargain: Cannot Buy	courtyard and then get each of the
	Light gems from each of their hiding
	spots, then you may return to the Power
	Room.

/ Medium Scarab Bag	\
Location: ThornTail Hollow	Fox delivers the seconds Krazoa Spirit,
Cost: Cannot Buy	after that you will get this bag from
Bargain: Cannot Buy	the warp stone. It doubles your Scarab
	capacity, but the Large bag is much
	better

/ Meteor (x3)	\
Location: Moon Mountain Pass	Dig these up and remove the fire then
Cost: Cannot Buy	put them on the vents and they will
Bargain: Cannot Buy	send the others flying away.

|
|
| / Moon Pass Key |
| |
Location: ThornTail Hollow	Light the three beacons which are unlit	
Cost: Cannot Buy	and in immense gratitude the ThornTail	
Bargain: Cannot Buy	closest to you will give you this key	
		which unlocks the gate in Moon Pass.

|
| / Moon Stone |
| |
Location: Walled City, Moon Temple	Collect this from the centre of the
Cost: Cannot Buy	wheel and put it back on the moon
Bargain: Cannot Buy	statue just beneath the temple.

|
| / Power Room Key |
| |
Location: CloudRunner Fortress Prison	After getting your staff back, free	
Cost: Cannot Buy	your fellow prisoners. And one of those	
Bargain: Cannot Buy	prisoners will give you this key	
		because you freed him. This key will
		allow you access to the Fortress Power
		Generator.

|
| / Rock Candy |
| |
Location: ThornTail Shop	But this candy at the shop and give it	
Cost: 10 Scarabs	to the Warpstone and he will feel like	
Bargain: 7 Scarabs	you love him. Not much worth, but makes	
		him feel happy.

|
| / Shackle Key |
| |
Location: DarkIce Mines	After Tricky gets into the first	
Cost: Cannot Buy	building by digging into it, Star Fox	
Bargain: Cannot Buy	has to defeat the SharpClaw to get	
		through into the next room, in the next
		room there is a chest which holds the
		Shackle Key. You use this Shackle Key
		to release the Shackles on the legs of
		the enslaved SnowHorn located beside
		the building.

|
| / Silver Prison Cell Key |
| |
Location: DarkIce Mines Underground	Climb under the first assembly belt and
Cost: Cannot Buy	find this key in its Item Box. Use this
Bargain: Cannot Buy	key to unlock Tricky's cell.

/ Silver RedEye Tooth	\
Location: Walled City Water System	Complete the river race against the
Cost: Cannot Buy	time limit and you will find this
Bargain: Cannot Buy	artefact. You have to place this
	artefact in the mouth of the statue on
	the right of the temple.

/ Small Scarab Bag	\
Location: SnowHorn Wastes	Give two Alpine Roots to the hungry
Cost: Cannot Buy	SnowHorn and he will hand over this
Bargain: Cannot Buy	small Scarab Bag. This allows you to
	carry fifty scarabs. But this is not as
	good as the large or medium scarab bag.
	But you need this before you can get
	the medium, and the medium before you
	can get the large. So that's why this
	is an important item.

/ SnowHorn Artifact	\
Location: ThornTail Shop	But this golden Alpine Root, then give
Cost: 130 Scarabs	it to the SnowHorn who is searching for
Bargain: 110 Scarabs	this treasure.

/ Sun Stone	\
Location: Walled City, Sun Temple	Find this in the centre of the sun
Cost: Cannot Buy	wheel then pick it up and take it back
Bargain: Cannot Buy	to the main temple. There is a statue
	on the left which is beneath the
	temple, and that is where it must be
	returned to.

/ Tricky's Ball	\
Location: ThornTail Shop	Play with this ball and Tricky will
Cost: 15 Scarabs	play with you. When you and Tricky play
Bargain: 10 Scarabs	with this ball in certain places Tricky
	might do something special which could
	end up helping you. It is random so I
	cannot say, but mostly it is good. ;)

/ White GrubTub	\
Location: Bottom of the Ancient Well	You must find sic of this special
Cost: Cannot Buy	mushrooms which have medicinal

Bargain: Cannot Buy	properties and then go to the Queen
	EarthWalker and feed her all six of
	them and she will be saved.

/ Wooden Block Carving (x3)	\
Location: LightFoot Village	Find these by digging them up from
Cost: Cannot Buy	the ground where they are hiding.
Bargain: Cannot Buy	Then return them to their rightful
	places in the various slots around the
	totem pole.

 ##### IV. B. Recovery Items [EL6RT] #####
 #####

Unlike the Key Items, you can almost find this anywhere. From being sold in the shops to under a rock, just about any place you will find these items crammed into and hidden just for you to find. But sometimes even enemies drop items, well I won't tell you which because this isn't the Enemy guide is it? The main use for these items is to prevent yourself from dieing, I can assure you that at least even once you will need one of these items, so why wait until the last minute? You should stock up on these items when and where ever you have the chance.

These Items are not required for you to finish the game but would greatly improve your chances, not that I am saying your bad at the game. Its your choice whether you get them or not.

There are currently 5 Items explained in the Recovery Items section. Here is a list of the items currently in the Recovery Items section:

- BafomDad
- Blue GrubTub Fungus
- DumbleDang Pod
- PukPuk Egg
- Staff Energy Gem

There are currently 0 Items not explained in the Key Items section. Here is a list of items that are not in the Recovery Items section, but are Recovery Items

none-the-less:
 I don't think there are any other items, but if there are please tell me.

Okay, here is the layout of items:

/ Item Name	\
Location: Where to get it	Blurb on how to use it or how to get it
Cost: Price in Scarabs	
Bargain: Bargain Price in Scarabs	

Here is the start of the recovery items:

/ BafomDad	\
Location: Many Places	These "things" can revive your
Cost: Cannot Buy	character from death. But the down side
Bargain: Cannot Buy	is you can only hold one, that is until
	you buy the BafomDad Holder. Please
	Refer to the Key Items section for more
	information.

/ Blue GrubTub Fungus	\
Location: Many Places	Your biology teacher told you that
Cost: 12 Scarabs	mushrooms can't move, right? Well now
Bargain: 12 Scarabs	in this game they can move. These are
	one of Tricky's favourite delicacies.
	Tricky can't get them because they are
	too fast for him to catch, so that
	leaves it up to you find them and hunt
	them down. Or just buy them, either way
	will do. Star Fox can hold 15 of these

/ DumbleDang Pod	\
Location: Many Places	They only restore two blocks of energy.
Cost: Single - 3 Scarabs	But these are normally found on trees,
Multi - 10 Scarabs	and when I mean trees I mean the big
Bargain: Single - 2 Scarabs	ones. The downside is they are like a
Multi - 7 Scarabs	hospital, you have to eat them then and
	there or they will be wasted, you
	cannot carry them. I assure you because
	I have tried it many times, also there is
	another item which has to be eaten on
	the spot.

/ PukPuk Egg	\
Location: Many Places	They only restore four energy blocks.
Cost: Single - 6 Scarabs	These are the favourite food of your
Multi - 15 Scarabs	enemies, the SharpClaw. These are found
Bargain: Single - 4 Scarabs	everywhere, I have never seen them on
Multi - 12 Scarabs	trees, but mostly caves and corners.
	You have to eat them on the spot, when
	you get them. These cannot be carried,
	I have tried many times and failed to
	try and carry them.

/ Staff Energy Gem	\
Location: Many Places	This is the staff of Krystal, you know
Cost: Cannot Buy	the one you saw at the start of the
Bargain: Cannot Buy	game. It is very powerful, but you need

```

|                                     |to feul it, and that's where these |
|                                     |babies come into play. Yes, you've got |
|                                     |it these are the fuel of the staff. |
|                                     |They give you the power to put Staff |
|                                     |Upgrades to proper use, some piece of |
|                                     |advise is do not take them unless |
|                                     |needed absolutely. They don't come back|
|                                     |and cannot be carried. |
|_____ |_____ |

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#####
#### IV. C.                               Other Items                       [EL7OI] #####
#####

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Well, these items are the bits and bobs. These are useful, but aren't needed to finish the game. But make the game easier to play, you won't really need most of these items. But as always it would be great to have a spare or two with you at all times. These all can be eaten by Star Fox, but don't eat them, eating them does nothing, therefore rendering the items useless. These items can be gotten in many parts of Star Fox's adventure. Nearly all of them can be bought in the shop.

There are currently 5 Items explained in the Other Items section. Here is a list of the items currently in the Other Items section:

- Alpine Root
- Bomb Spore
- Fuel Cell
- FireFly
- Scarab

There are currently 0 Items not explained in the Other Items section. Here is a list of items that are not in the Recovery Items section, but are Other Items none-the-less:

Well, as much as I know, there are no more. But if you find any, please tell me and I will add it and give you credit.

Okay, here is the layout of items:

```

/ Item Name \_____
|                                     |
|Location: Where to get it           |Blurb on how to use it or how to get it|
|Cost: Price in Scarabs              |
|Bargain: Bargain Price in Scarabs  |
|_____ |_____ |

```

Here is the start of the other items:

```

/ Alpine Root \_____
|                                     |
|Location: Many Places              |These are found buried in the snow. |
|Cost: Cannot Buy                    |When you find two of them give them to |
|Bargain: Cannot Buy                 |a weakened SnowHorn to get it back to |
|                                     |better health. Alpine Roots are the |
|                                     |SnowHorns favourite food. |
|_____ |_____ |

```

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/ Bomb Spore \_____

```

|
|Location: Many Places
|Cost: 5 Scarabs
|Bargain: 4 Scarabs
|

|These are what you call "good bombs"
|since they help you out a lot yet are
|destructive. You have to plant one in
|the Bomb Spor Planting Area, then walk
|back and shoot it with your fire
|blaster. If you shoot a normal
|"natural" bomb spor that was there and
|not one you planted then it would spit
|out a few bombs spors when shot. But
|this one was planted by you so you
|won't get any more bombs spores from
|it. You will have to go hunting for
|natural bomb plants to get more bomb
|spores. Star Fox holds a maximum of
|seven of these.
|

/ Fuel Cells \

|Location: Many Places
|Cost: 10 Scarabs
|Bargain: 7 Scarabs
|

|Star Fox was supplied with fuel cells
|but they are scattered all over. You
|need them to use Arwing, so you should
|stock up on them when ever and where
|ever. You can buy them in the Thorntail
|Shop, but they can also be found
|arround you while you explore.
|

/ FireFly \

|Location: Many Places
|Cost: 10 Scarabs
|Bargain: 7 Scarabs
|

|You need to catch these to see around
|dark caves and regions where light is
|dim and sometimes pitch black. You need
|to get the FireFly Lantern to get these
|and keep them. If you release them in a
|dark area they will light it up, and
|make it possible for you to see around
|it properly, so it is very useful. The
|light will be green though, because the
|firefly is green.
|

/ Moon Seeds \

|Location: Moon Mountain Pass
|Cost: Cannot Buy
|Bargain: Cannot Buy
|Information given by: Rayquaza
|

|You plant them in soft earth and use
|Tricky's flame to make it sprout a long
|vine with leaves to help Fox climb up.
|Found only in the Moon Mountain Pass by
|destroying some creatures, I forgot
|what they're called, but you could call
|them Moon creatures. Also, they can't
|be bought in the store.
|

/ Scarab	\
Location: Everywhere	These "glowing" beetles are the money
Cost: Its the currency	or in better words the currency of the
Bargain: Its the currency	inhabitants of Dinosaur planet. There
	are three types of these glowing
	insects: Green, Red and Yellow. Each
	type has a different value: Green is
	worth only one, Red is worth five and
	Yellow is worth ten. You need the
	Scarabs, since they can help you gain
	many other things, so don't give up a
	chance to grab a Scarab or Two.

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#### V.                U P G R A D E S                [UP567] #####
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#####

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This section is in alphabetical order, not in chronological get it order.

--- Fire Blaster ---

Location: ThornTail Hollow

You have to defeat the four SharpClaw that you find in the courtyard in order to make the gate open. Then inside the gate go down the hole and you will find the upgrade.

--- Freeze Blast ---

Location: Volcano Force Point

Use your SpellStone to unlock the doors, and eventually you will come into a room which is circular, go to the top of that room and you will find the upgrade.

--- Ground Quake ---

Location : Moon Mountain Pass

A Krazoa Spirit will open the passage for you, go through it. When you come to a rock, pick it up and you will find the upgrade.

--- Portal Device ---

Location: Third Krazoa Spirit Area

You have to save the eggs of the ThornTail, after you return after releasing the third Krazoa Spirit. The mother of the eggs will open a hole so you can get the upgrade by going down the hole.

--- Rocket Boost ---

Location: ThornTail Hollow

You have to go inside the well. Get Tricky to dig up a hole for you, go down the hole. Plant a Bomb Spore in that room, and shoot at it to blow it up. Then go inside the hole to get the upgrade.

--- SharpClaw Disguise ---

Location: Imprisoned (When they take you prisoner)

Go past the prison guard, I don't mean walk past him, make sure he doesn't see or catch sight of you. Blow up the ceiling by placing the bomb barrel on the air current, then step on the switch. Slippy will then turn you into a SharpClaw, not really but in a disguise.

--- Staff Power ---

Location: SnowHorn Wastes

You have to feed the hungry SnowHorn before doing this. Use Tricky to dig up the soft ground. Then a hole will appear, then do down the hole and you will find the upgrade.

--- Staff Power 2 ---

Location: ThornTail Hollow Store

You require the Rocket Boost first. Jump with the rocket boost. Plant one of your bomb flowers, then go inside the cave. Shoot all the switches and a hole will appear. Go down the hole to get the upgrade.

--- Staff Power 3 ---

Location: Cape Claw

Use the Cannon to blow up the rock and behind it. It will take you many shots and great accuracy before you actually blow up the rock.

--- Super Ground Quake---

Location: Walled City

Defeat the RedEye Tribe, and you have to do something else which isn't coming into might right now...

UNDER CONSTRUCTION

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#####
#####
##### VI.          T H O R N T A I L   S T O R E          [TH812] #####
#####
#####

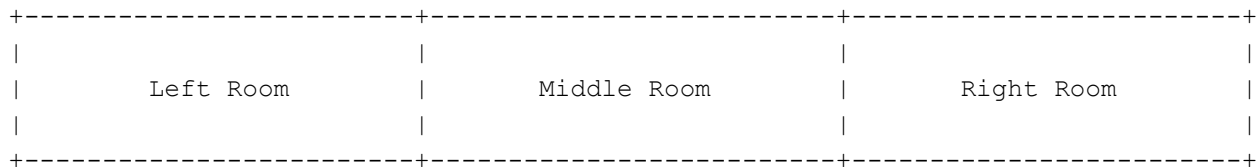
```

Well, this is where you can BUY useful stuff.

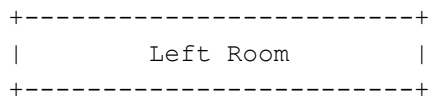
You have to walk to the store. It is left of the river in ThornTail Hollow, which you probably know since the name of the store says that, then follow the wall and you will reach a hole. Go through the hole, go down the passage, climb up the ledge and walla you have found ThornTail Store.

A little into the store is the freaky shopkeeper. He is a cheat/thief, but he will give you some good offers for his goods.

Here is the shop layout:



Well I will go from left to right...



--- Firefly ---

List Price - 10 Scarabs

Bargain Price - 7 Scarabs

--- Bomb Spore ---

List Price - 5 Scarabs
Bargain Price - 3 Scarabs

--- Fuel Cell ---
List Price - 10 Scarabs
Bargain Price - 8 Scarabs

--- GrubTub Fungus ---
List Price - 12 Scarabs
Bargain Price - 12 Scarabs

--- PukPuk Eggs ---
List Price - 15 Scarabs
Bargain Price - 10 Scarabs

--- PukPuk Egg ---
List Price - 6 Scarabs
Bargain Price - 4 Scarabs

--- Dumbledang Pods ---
List Price - 10 Scarabs
Bargain Price - 8 Scarabs

--- Dumbledang Pod ---
List Price - 3 Scarabs
Bargain Price - 2 Scarabs

+-----+
| Middle Room |
+-----+

--- Rock Candy ---
List Price: 10 Scarabs
Bargain Price: 9 Scarabs

--- SnowHorn Artifact ---
List Price - 130 Scarabs
Bargain Price - 110 Scarabs

--- Firefly Lantern ---
List Price - 20 Scarabs
Bargain Price - 18 Scarabs

--- Hi-Def Display Device ---
List Price - 20 Scarabs
Bargain Price - 18 Scarabs

--- Bafomdad Holder ---
List Price - 20 Scarabs
Bargain Price - 18 Scarabs

--- Tricky's Ball ---
List Price - 15 Scarabs
Bargain Price - 11 Scarabs

--- Krazoa Palace Map ---
List Price - 5 Scarabs
Bargain Price - 3 Scarabs

--- Dragon Rock Map ---

List Price - 5 Scarabs
Bargain Price - 5 Scarabs

--- Ocean Force Point Temple Map ---
List Price - 10 Scarabs
Bargain Price - 8 Scarabs

--- Cape Claw Map ---
List Price - 5 Scarabs
Bargain Price - 3 Scarabs

+-----+
| Right Room |
+-----+

--- Volcano Force Point Temple Map ---
List Price - 10 Scarabs
Bargain Price - 7 Scarabs

--- ThornTail Hollow Map ---
List Price - 5 Scarabs
Bargain Price - 4 Scarabs

--- SnowHorn Wastes Map ---
List Price - 5 Scarabs
Bargain Price - 4 Scarabs

--- Moon Mountain Pass Map ---
List Price - 5 Scarabs
Bargain Price - 4 Scarabs

--- DarkIce Mines ---
List Price - 5 Scarabs
Bargain Price - 5 Scarabs

--- CloudRunner Fortress Map ---
List Price - 5 Scarabs
Bargain Price - 4 Scarabs

--- LightFoot Village Map ---
List Price - 5 Scarabs
Bargain Price - 5 Scarabs

--- Walled City Map ---
List Price - 5 Scarabs
Bargain Price - 5 Scarabs

VII. BOSS GUIDE [BO732] #####

#####

This is the boss guide. Yes the BOSS GUIDE !!!

1. GENERAL SCALES ' SHIP [] #####
#####

Location: Ship

Difficulty: Baby Easy (1/10)

Well, you know the start? Where you are on the ship. Thats where you are now. You probably see that your being fired at, by the huge flying ship. Well its true. Well this is something even a new born baby could do, because you are invisible, yes invisible. You can't take any damage so your safe, or at least thats the case.

Heres what you should do. You see the ship infront of you, and two statues are firing at you. Shoot the two statues repeatedly until you see them, lets say burn. Then you automatically go down to where the propellers are. Now here you just need to shoot at the four propellers, which after a few shots will blow up. Then you go back up to the statues which are yet again firing at you. Now shoot at both of them til they explode. After they explode the ship will zoom forward, do a 180 degree turn and now what? The head of the ship shoots at you, but this time it is a good idea to move out of the way, since sometimes you might die. Then its the end. Finished, you beat the boss. I don't even think it should have a Baby Easy Rating.

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#####
#### 2.                B O S S   G A L D O N                [   ] #####
#####
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Location: DarkIce Mines
Difficulty: Easy Peasy (3/10)
Requirements: 2 Staff Energy Upgrades

OMG, its a boss. Its sooo hard. Well that is what you may think. But in actuality he is DAMN EASY. He is the first actual what you may call "living" boss who isn't a ship. >_>

Here is what you should do to start the battle. Make Tricky flame him, and the battle starts. Now just wait till he drops his head down, then run arround to his back side and hit his tail. Getting to his tail might be hard with 3 lives, but try you will get it. Hit his tail four times and you will get a surprise, he swallows you. But as you may think you are not dead, it is part of the game. Now you are inside his stomach. Hit the green punch bag looking tonsil. But beware of it since it swings and does damage, and the green gas does damage too. Yes, he does have bad breath you should be thankful the Gamecube doesn't have a smelling system. After 3 or more hits he will belch you out. Now this is where the energy meter upgrades will come in handy. Dogde his green energy balls, these do major damage. Now here is where you can hurt him, when he breaths in to prepare for his energy ball attack you shoot at his neck with your fire blaster. Then as usual avoid his energy attack. Shoot his neck four times, I think, and he will gulp you down again. He sure has some bad taste in food, doesn't he? Now hit his tonsils a few more times. Now you get your well deserved prise of the SPELLSTONE!

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#####
#### 3.                S H A R P C L A W   B I K E R S                [   ] #####
#####
```

Location: CloudRunner Fortress
Difficulty: Cheesy Easy (2/10)

Have you ever tried stealing candy from a baby? If you have, then you will find this a million times easier than stealing the candy. This isn't a boss, there are more than one boss, so its bosses. They number of them vary depending on the game, but there are always less than five and more than three (inclusive). They travel on motorbikes, yes the thing that you always wanted as

a present, well I did.

To defeat them, you do not need to defeat them all, only the SPELLSTONE biker. Hit him a few times to finish him off. Well that was easy, maybe a tip or two would be nice. You should hit the arrows on the ground to get some speed and replenish some health.

```
#####  
#### 4.                R E D E Y E   K I N G                [   ] #####  
#####
```

Difficulty: $e=mc^2$ (5/10)

Well, you need a steady hand for this. If you don't it will take you very long, and I do mean long. What you need the steady hand is for hitting the switches. But one easy thing for you is, you don't need an excessive amount of staff upgrades since this is an not a very hard battle.

Ok, here goes. When you enter the room, you will see that the King will be released into the room and then the doors close, which means it is a no-way-out battle. Now straight away you should notice a corner with grating, there is also a switch above it which you must shoot with your fire blaster. Now go inside there and get your well deserved fuel barrel. The gate might close sometimes so you might have to shoot the switch again. Now hit the switch to your right when the boss is walking clockwise, hitting the right switch activates all the left switches. If he doesn't go clockwise, go to a corner and wait until he does. The king will approach you from the far away corner, make sure he doesn't get enough time to be stationary and roar. If he doesn't roar then step on the switch and an electrical wall will knock him out. But if he does roar then wait one to two seconds then step on the switch to knock him out. After knocking him out and he is on the floor through the fuel barrel at him and he will take the damage and stand up again. Then run to a corner and stay there until he walks past your. He will circle the arena one time before becoming stationary. Then he starts walking again, and you will notice the switches closer to the electrical wall appear, this time do the same as you did last time. Each time the switches will appear closer and closer to the wall, meaning you have to act faster and faster each time. After you do this four times he will be defeated and you can go get your SPELLSTONE.

```
#####  
#### 5.                B O S S   D R A K O R                [   ] #####  
#####
```

Difficulty: Rocket Science is Simpler (7/10)

Requirements: 5+ BafomDads

This is a tricky boss for the inaccurate our there, yes one of you are inaccurate. By inaccurate I mean you can't aim, which is a shame; but here is a secret for the first three years of my gaming life I couldn't either, it will take time.

This boss can fly; he will shoot you while you both are following the path. One good thing is on the platform you can't move so you won't fall into the lava. Shoot at his head with you fire blaster, it will do little damage, but every little counts. He has a life meter that depletes with damage that you inflict on him. When you are close to the Fire Jet, shoot at the switch near it to turn it of temporarily. Try not to get caught out by the mines or the bosses shots, they both do damage, but if you do you will now know why the BafomDads help. Shoot at the mines to make them disappear but dodge the boss's attacks. Shoot at his shots when your in the walled area, you need you aim for this. You

won't be successful in hitting him here, and might get hit in the process. Well if you hit him enough you will have defeated him. He is a bit harder than the others.

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#####  
##### 6.                A N D R O S S                [      ] #####  
#####
```

Well, this means he is the final and hardest boss in the game. The hard parts are when he tries to gulp you down. Also you might need some Arwing flying skills for this. I will make this easy on you, and put it in parts.

*** Part 1 ***

Well this is simplest part, since its the start. He is in his Krazoa head form. Well, he is weakest in this form. Shoot at his face aiming for the eyes and the crystal. Be careful since he shoots at you through his mouth. After you destory his eyes and the crystal, he will turn round and guess what its Andross. He will raise his hand to hit you, just shoot at the crystal within his hand and after a few times it will be destroyed. Then he tries squeezing you with his hands, and shoots asteriods through his mouth. Shoot at the asteriods, since they do major damage. Then start your barrel rolling on Arwing when he starts sucking. If you are successful he won't suck you in. If you get sucked in you loose a heart and go back to the start of the battle, annoying isn't it? Now he will keep on doing this until you blow up both of his hands. Now go onto Part 2.

*** Part 2 ***

What anothing Krazoa head? Wait there is a different, damn its missiles. Attack his eyes and the crystal, like last time. Now do what you did to him last time because he does the same. But when he tries sucking you in he will shoot at you from his hands, hard eh? Destroy his hands, then he will try to suck you in one last time. Damn, its all in ruins you may think. Well you will see that Falco comes to your help.

*** Part 3 ***

Now he shoots only one energy ball at a time, but shoots missiles out of his mouth. Falco will now drop bombs for you, but you have to pick them up and shoot the bombs in his mouth when he tries to suck you in. Shoot at his head when he head butss you. He will try and ram you four times, and then you need to repeat what you did four times. Now he blows up, while releasing all the Krazoa Spirits.

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#####  
##### IIX.                E N C Y C L O P A E D I A                [ENC87] #####  
#####  
#####
```

Well, I thought this might be a useful addition to the guide to help out people who don't know some words that are in normal English and in Star Fox Adventures. The Encyclopaedia is letter coded for ease.

Do you have any additions for the encyclopaedia? Post them in the encyclopaedia topic on the Star Fox Adventures board.

```
#####  
##### A.                A                [ELAOI] #####
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#####

#####

B. B [ELBOI] ####
#####

Bomb - Something that blows up, obviously.

#####

C. C [ELCOI] ####
#####

#####

D. D [ELDOI] ####
#####

#####

E. E [ELEOI] ####
#####

#####

F. F [ELFOI] ####
#####

FireFly - A flying insect that lights up things. Can be captured and used to light up caves for you.

#####

G. G [ELGOI] ####
#####

Green Scarab - This Scarab is worth one. Refer to Scarab for meaning.

#####

H. H [ELHOI] ####
#####

#####

I. I [ELIOI] ####
#####

#####

J. J [ELJOI] ####
#####

#####

K. K [ELKOI] ####
#####

#####

L. L [ELLOI] ####
#####

M. M [ELMOI] #####
#####

N. N [ELNOI] #####
#####

O. O [ELOOI] #####
#####

P. P [ELPOI] #####
#####

Q. Q [ELQOI] #####
#####

R. R [ELROI] #####
#####

Red Scarab - This Scarab is worth five. Refer to Scarab for meaning.

S. S [ELSOI] #####
#####

Scarab - Well this is the currency of the game, but it is an insect but has the value of money. There are three types of this in colour.

T. T [ELTOI] #####
#####

U. U [ELUOI] #####
#####

V. V [ELVOI] #####
#####

W. W [ELWOI] #####
#####

#####

X. X [ELXOI] #####
#####

Y. Y [ELYOI] #####
#####

Yellow Scarab - This Scarab is worth ten. Refer to Scarab for meaning.

Z. Z [ELZOI] #####
#####

IX. C R E D I T [CRA13] #####

#####

Thanks to the following:

CJayC -
For putting up the guide, and you're the person who got me into this hobby by creating GameFAQs and making it FREE

ASCII Generator (<http://www.network-science.de/ascii/>) -
For the excellent ASCII

omg the faq page (<http://losmonos.netfirms.com/faqs/>) -
For the excellent table creation program and centring

Metapad -
Cool Notepad type thingy, much better than Word (I think), forgot the website though, but you will find it by searching Metapad in google. The down side is there is no spell checker. But Metapad is used by me for wrapping text,etc...

Microsoft Word -
It rocks, because it has a spell checking function. Well I use Microsoft word to spell check everything and sometimes type up stuff.

Blueberry Buttface (GameFAQs User) -
He gave me the idea of an encyclopaedia.

Rayquaza (GameFAQs User) -
Gave me information on the Moons Seed.

If you have helped me and are not on the list please contact me and I will add you, I am extremely sorry if this is the case, the reason is most likely that I have forgotten. I always will update the faq if a person has been added to the credits, as it is the golden rule of faq writing.

X. C O P Y R I G H T [CO67P] #####

#####

