

# Pilotwings 64 Tips & Questions FAQ

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Pilotwings 64 tips and questions

The Birdman Stars

Holiday Island - Under the natural arch on the beach.

Crescent Island - in a hidden cove on the beach.

Little States Island - in Central Park.

In New York Arctic Island - Deep inside the cave that is the source of the elaborate waterfall.

Jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get 100 every time. It is difficult to get in the doorway, so I worked out an easier way. Aim against the opposite building so as you bounce into or close to the doorway. This makes it easier.

Holiday Island: On holiday Island there is a small arch off the side of the island. Almost like a small tunnel. If you fly under it with one of the vehicles you'll see a star there. If you touch the star you'll be instantly transported to Birdman on Holiday Island. Also if you, CAREFULLY, fly into the small cave beneath the castle and fly back out you will find that it has become nighttime.

Everfrost Island: To reach the star here you have to first find the small area where there are a lot of small waterfalls. At the top of the waterfalls are two caves. Go into the one on the right and navigate through there to find the star. Also if you fly to the top of the highest peak you'll find an N64 flag.

Little States: To find the star you must travel to New York City (Using the warp mentioned below). Once there, land in Central Park and the star will be there waiting for you. Also if you fly to San Francisco and find the teal (greenish-blue) building you can enter it with the rocketbelt. I don't remember which side to go in but when you come out of the other end (assuming you went in the correct side) you'll be in New York right in front of Central Park and the star.

FAQs

Who is the best character to use for each event?

Hang Glider: Goose

Birdman: Lark

Rocket Belt: Ibis

Cannonball: Robin

Gyrocopter: Hawk

Sky Diving: Goose

Jumble Hopper: Kiwi

Sometimes there are "balls" in the air. What are they for?

These are actually rings that haven't appeared yet. You must go through certain rings in order for them to open up, then you can go through them.

How many endings are there?

There are three endings. They are all the same, except each takes place during a different time during the day:

Morning If you complete all of the regular Missions.  
Noon If you complete all of the regular Missions plus all of the Extra Games with Gold Medals.  
Night The last ending is if you complete all of the regular Missions and Extra Games with perfect scores

Other stuff, like tips.

There is a gas station in the Little States that will give you unlimited fuel for free! It's located at a road junction in the southeast, between the space shuttle launch pad in Florida and the Mississippi River. just land in the parking lot, between the sign and the building, and cross or touch the center line. Your fuel tank will get filled up automatically. If you're flying the gyrocopter, just be sure not to come to a complete stop, or the stage will end.

The following settings for the cannon will land you in the bullseye on the first try, but you'll need to adjust the shots a bit for optimal results. Apparently you can't get a perfect score if you don't fiddle with the settings first.

Round One

Cannon 1

Vertical: 1-2 degrees

Horizontal: W 50 degrees N

Power: Full

Cannon 2

Vertical: 12 degrees

Horizontal: S 70 degrees W

Power: Full

Cannon 3

Vertical: 18 degrees

Horizontal: W 30 degrees N

Power: Full

Cannon 4

Vertical: 4 degrees

Horizontal: S 87 degrees W

Power: Full

Round Two

Cannon 1

Vertical: 10 degrees

Horizontal: S 65 degrees W

Power: Full

Cannon 2

Vertical: 5 degrees  
Horizontal: S 12 degrees W  
Power: 1/2 (a little less)

Cannon 3

Vertical: 29 degrees  
Horizontal: W 28 degrees N  
Power: Full

Cannon 4

Vertical: 18 degrees  
Horizontal: E 49 degrees S  
Power: 3/4

Round Three

Cannon 1

Vertical: 13 degrees  
Horizontal: E 23 degrees S  
Power: Full

Cannon 2

Vertical: 7 degrees  
Horizontal: S 85 degrees W  
Power: 1/4

Cannon 3

Vertical: 52 degrees  
Horizontal: S 41 degrees W  
Power: Full

Cannon 4

Vertical: 45 degrees  
Horizontal: E 54 degrees S  
Power: Full (a little less)

In the beginner course, you'll find a cave in front of a chapel on top of the hill. There should be water coming out of cave, and a sewer grate deep inside. Fly up to the sewer grate and the game will pause a little and make a weird sound. The cave should be darker, when you leave the cave you'll see that it is night time!

One thing about the cannon ball is that sometimes there's wind. This will affect your aim some. But Goose is different, he doesn't get affected by the wind much at all. So if you've got to a part where it's blowing really hard, use Goose.

With the rocketbelt, go to Holiday Island, and stand right on top of the ferris wheel. Shuffle through your views till you get to the one where it shows the front of your character's body. It kind of looks like you are melting right through the cars!

In Crescent Island, take your gyrocopter and fly to the cave with the Birdman Star. Directly back away from the cave. NOW, when you are very far away from the cave, turn around and head into the cave. If you crash into a corner of the wall in the cave, you might find either a hidden black zone and/or a hidden body of water INSIDE THE MOUNTAIN!!

If you're in Little States on Rocket Belt or Gyrocopter, stop somewhere around Atlanta if you're low on fuel. Park by the middle gas pump for a refill. There is also a teleport in little. Find the skyscraper facing the airport runway in "little San Francisco. Use the Rocket Belt to hover and find the open entrance. Zoom in past the N64 logo, turn left and fly out the other side. Re-enter and when you exit you will be in the middle of Manhatta.

With the Gyrocopter, on the bigger class, fly into the cave under the castle (where the water is) fly all the way in, the game will stop and you will crash. But when you do the replay it will be night!

You can get up to 500 kpm in your gyrocopter if you do this. Get up to 200 and full power. Now skim the ground. You'll lose 5 points and you'll bounce back up and when you come up you'll have 500 kpm on your meter.

This trick, which is just for fun, will probably seem familiar to old-time SNES Pilotwings fans. Select any island and any craft. (even though it is easier to do in the little states with the gyrocopter). Pick a mission that starts you out next to the water. Turn toward the sea and take a quick look at your radar. Now it's easy... just take off in that direction, using the radar or something in the background to make sure you don't change directions. Eventually, you'll come to an exact copy of island you flew from! In some cases, you can see both the new island and the old at the same time. Can find the difference between the two islands?

In Little States there is a few airplanes flying from San Francisco to Mt. Rushmore and back to San Francisco. If you can catch up to it you can hit it with a missile (only with the Gyrocopter) it isn't really a code but it's fun!

At Everfrost-Island, Lark (with rocket-belt) can use the chairlift! In the station at the bottom of the mountain, he must stand between the two thick columns (at left side), with view to the sea, then the chairlift put him on automatic. When Lark doesn't see downhill he will fall down.

And at slopes Lark and others can go under a conifer and fly inside the tree to the top.

You can drive in the Gyrocopter! In Little States, take off and land on a road. If you keep your speed between 20 and 45 km/h, you can drive!

In "Little States" there is a airplane hanger just north of the Seattle Space Needle that has a yellow and black striped square in front of it. Using Rocketbelt, land on the square and face the hanger. You will see a small gap between the doors of the hanger. Fly into this hanger and land. When you exit the hanger you will be in Florida by the Shuttle. Enter this hanger and exit again and you will find yourself back in Seattle. One secret when entering the hanger: you must fly through the top half of the gap. If you fly through the lower portion, you will not be transported.

Another fun but pointless thing you can do is select Gyrocopter in beginner class, lift off and fly around the castle. Now go over the lake in the middle of the island, slow down, and try to fly under the tiny bridges. Also, you can fly the Gyrocopter into the tunnel. If you replay, it will be dark when you crash. One other thing to do

if you are bored is try to land on the boats with rocket belt or birdman.

This trick is funny! With the rocket belt, first land on the Ferris wheel or a lamp post, then go high enough to crash when you hit the ground. Then let your self drop. You will crash into the lamp post/Ferris wheel, and then it shows you with your head stuck in one of those objects. I can't explain it, but you would see that it's funny.

In the Cannon Mode, aim at the Mario face on Mt. Rushmore. If you hite him in the face, you'll get a surprise. When the camera pans out, you'll notice that Mario's image in Mt. Rushmore has been replaced ny Warrior. You can get the same results by shooting Mario's nose in the gyrocopter.

With the Jet Pack, head to New York and look for the park with the Secret Star. Just to the west is a green building with a ground level entrance. Fly out the opposite door and you'll end up in San Francisco. You can also fly back to New York.

Warp from Miami to Seattle, then look for the open airplane hanger in Florida. Fly straight inside, then turn around and fly right back out. You will end up in Seattle. You can also fly back to Miami.

In the Skydiving Mode, after completing the dive formation, aim for the center of the target, continuing to adjust as you drop closer. Use the A button to slow down a little. Wait until almost the last minute before hitting the chute with the B button. The perfect altitude is just six meters so you'll have time to chute carefully. Your accuracy score should be perfect and your impact should be good for a high score.

In Mission 3, jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get 100 every time. It is difficult to get in the doorway, so I worked out an easier way. Aim against the opposite building so as you bounce into or close to the doorway. This makes it easier.

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