

Star Fox 64 FAQ

by marshmallow

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Here is some very sad and pathetic artwork by myself:

!!! Star Fox 64 !!!

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Version 1.0

Here I am, delivering another game of the dead. Don't worry, though, this is going to be the last FAQ for a game that no one really plays that much anymore!

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Version 1.0

Revision History:

June 5th - It seems I forgot the artwork. It also seems that I lied in my last update, that it would be the last version. Um...look over there, a monkey!

May 17th, 1999 - First, and last, version.

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1) Items

Instead of explaining the plot and characters, I shall skip right to the point!

Silver Rings:

Re-fills life meter...some are star shaped and fill up half of your energy! It's rather rare, though.

Golden Ring:

Re-fills life; collect three to extend your life meter, collect more for extra lives.

Laser Upgrade:

At first you can only shoot one laser, with this you can shoot two, then you can get the Hyper Laser, which is blue and very powerful.

Smart Bombs:

Shoot 'em with B, they will then explode whenever they a) hit something or b) you hit B again. Very powerful, and the explosion radius is very wide.

Wing Repair:

If your wings get knocked off your flying abilities will be hindered, collect this beeping item to repair them.

ROB 64 Crate:

Answer ROB's message, and he will beam down a crate, destroy it for an item.

2) Levels

As if you didn't know, there are 15 levels, but you will only get to a

Three Paths?:

Besides the warp above, there are two other paths, and it all depends on how you fight the boss. In his second form, if you let him swat away Slippy, you go to Titania...if not, you go to Macbeth!

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//////////////////////////////////STAGE 5: TITANIA\\//////////////////////////////////
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Type: Arid Desert
Only Path: Bolse

Mmmm...Bomb:

This is the first level where you get to try out the Landmaster, a sort of tank equipped with a rocket (allows you to boost ahead and break, just like the Arwing). Another new features allows you to hover over the ground for a few seconds: just hold R and L.

My God...How Do you Stop It?!?:

This level is simply too exciting for its own good...Ships, tanks, droids, mines, giant mechanical spiders, rock tossers, and every other enemy under the sun will be darting, flying, crawling, and moving around in this level! If you have bombs, then there's really no excuse for getting less than 100 kills. I don't have much advice, except to follow your wingmen's orders!

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//////////////////////////////////STAGE 6: BOLSE\\//////////////////////////////////
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Type: Defense Satellite
Only Path: Venom (easy)

Barriers?:

To advance, you need to take out the barriers. If you don't know what that is...try the 50 foot towers with electricity flowing into the center of a large energy well! :) When they are all gone, dozens and dozens of small ships will erupt from the well. Doesn't that remind you of Independence Day? Just a little?

?Si o No?:

If you killed all the Star Wolf team members at Fortuna, then they won't come. If you didn't, however, then prepare to duel it out with the remaining members!

Main Barrier:

After all of this, the core of the battle station will come out. Shoot the small yellow triangles...when they explode, a laser will replace it. After a few of these are gone, there will be lasers everywhere! It's quite a show...when it's all done, the level explodes.

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//////////////////////////////////STAGE 7: VENOM (EASY)\\//////////////////////////////////
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Type: Poisonous Wasteland
Only Path: Andross

You should now have enough experience under your belt to get past this level, as it is rather easy. At the start, though, be sure to use a bomb, you can get up to 35 kills if you position it right! At the end, you will need to dodge stone blocks, and fight a strange enemy. Then, Fox will go it alone and go down a straightforward tunnel (the electricity enemies can be killed). Collect the items and face off with ANDROSS!!!

...of course, I forgot to mention, that he's fake. When you kill him, you will see that a robotic skull was under the skin. You have completed the easy game!

MEDIUM DIFFICULTY

M E D I U M D I F F I C U L T Y

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//////////////////////////////////STAGE 8: KATINA\\//////////////////////////////////
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Type: Independence Day Rip-off (Not a bad thing)
Path 1: Solar
Path 2: Sector X

<Enter Title>:

You are trying to protect a pyramid shaped base...which is easy. After shooting down a few fighters, the Mother Ship will appear! It will situate itself over the base and let out wave after wave of fighters. As they pour out, you will notice that they are difficult to distinguish from the good guys! Use the lock-on technique, as you can't lock on to allies. When the doors open on the mothership, open fire and blow all the hangers away. Then, the core of the ship will reveal itself: so, obviously, shoot it! You only have one minute (LOL) to kill it, so uh..."hurry up."

But let it shoot at least once, it's cool to see it blow up the base, Independence Day style. Of course, you'll have to go to Sector X then...

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//////////////////////////////////STAGE 9: SOLAR\//////////////////////////////////
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Type: Star...is anyone sad enough to have read this far down? You need to get a life!! Oh, yeah, look who's writing this...
Only Path: Macbeth

Baddie Bad:
The star's head will do a number on your hull, burning it from the outside in. To survive, you must avoid the lava waves and collect as many energy rings as you can!!

Oh, I'm lazy, and I LOVE IT!
I can write whatever I write here, because NO ONE WILL READ IT!
..well, maybe.

This is pretty pathetic, isn't it? I'm supposed to be helping someone...<wink, wink>.

//////////////////////////////////-----\//////////////////////////////////
//////////////////////////////////STAGE 10: MACBETH\//////////////////////////////////
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Type: Topsy-Turvy Train
Path 1: Bolse (easy)
Path 2: Area 6 (hard)

Basically, you follow a big, cool looking train as you blast at it (getting TONS of points for killing a car. Bring extra bombs!). Near the end, you have to shoot down a number of switches.

- # 1 - is after the fuel bunker to the left.
- # 2 - is in front of the fuel bunker.
- # 3 - 3 is on the right side of the track.
- # 4 - is on the left side of the track, you must be quick though,
- # 5 - because they are at the same length. (ex. 3 |-| 4)
- # 6 - is on the right side of the track after switch 3.
- # 7 - is behind a door on the right.
- # 8 - 7 is on the left.

Note: If you came from Zoness, Kat will be here to help you some.

HARD DIFFICULTY

H A R D D I F F I C U L T Y

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//////////////////////////////////STAGE 11: SECTOR Y\//////////////////////////////////
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Type: Battlefield
Path 1: Aquas (hard)
Path 2: Katina (medium)

This battlefield is filled to the brim with small ships, so be sure to get them all (use lock-ons, they travel in groups!). You will also meet the humanoid soldiers, which are equipped with a rocket to get around; they're worth a lot of points. Shortly after the start, there will be a surprise attack from above. Blow up as many of the little ships as you can...then, suddenly, about 30 small ships will come from the two black holes...USE A BOMB! That's the only way to kill them all. The rest of the level is a breeze....

If you kill 100 enemies, you go to Aquas. If not...well...read above!

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//////////////////////STAGE 12: AQUAS\\////////////////////////////////////
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Type: Ancient Ocean
Only Path: Zoness (hard)

This is the first (and only) time you get to use the Blue Marine, which is a small submarine equipped with lasers and an infinite amount of homing torpedoes. And, the propellers act exactly like your Arwing (it can even barrel roll). Even with all of this, though, you're going to keep an eye on your health, as you will be taking tons of damage! Near the end, you'll need to go through a deep canyon, filled with electricity emitting jellyfish and exploding starfish. Ouch!

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//////////////////////STAGE 13: ZONESS\\////////////////////////////////////
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Type: Polluted Sea Planet
Path 1: Sector Z (hard)
Path 2: Macbeth (medium)

Well...this is certainly an interesting level! You go over the polluted oceans of a dead planet, and there are all of these mutated sea dragons and things like that. Add in a few warships, boxes, and you have yourself one exciting level! The main objective is to take out all of the searchlights, which is actually rather easy if you know what to do. If even ONE spots you, you can't move on to Sector Z. You can know this because their light will turn red...so...uh...don't let it happen :) Use a bomb if all else fails! Katt will also make an appearance.

And when fighting the boss, save up a few bombs...

//////////////////////-----\\////////////////////////////////////
//////////////////////STAGE 14: SECTOR Z\\////////////////////////////////////
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Type: Battlezone
Path 1: Area 6
Path 2: Bolse

You have to protect the Great Fox from six missiles...there will be one at first, then two, then three. If you retained the Hyper Laser from the last area, then this level will be rather simple. But if you have a single laser...argh! Be sure to use plenty of bombs.

If you came from Zoness, Katt will also be here to help out.

//////////////////////-----\\////////////////////////////////////
//////////////////////STAGE 15: AREA 6\\////////////////////////////////////
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Type: Defense Fleet
Only Path: Venom (hard)

This is one of my favorite levels in the entire game! You should have enough experience to get through here...

//////////////////////-----\\////////////////////////////////////
//////////////////////STAGE 16: VENOM (HARD)\\////////////////////////////////////
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Type: Poisonous Wasteland
Only Path: Andross

You will fight the Star Wolf team before entering the tunnels...except, they have new ships, new lasers, and can do the exact same moves as you! This is the most difficult battle in the game, so if you find this easy, then consider yourself a good player.

After this, you will go down the tunnels and face the true Andross.

Congratulations!
T H E E N D

3) Credits

Nintendo...um...that's it.

Is anyone actually reading this? Didn't think so.

4) Legal Crap

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5) Fin

So...bye. I'm getting too lazy!!

- marshmallow -