

# Star Fox 64 FAQ

by BJ

Updated to v1.0 on Sep 28, 2001

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Genre: Nintendo 64 Version: 1.0

Dedicated to: GameFAQs

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Version 1.0 (04/30/99-05/02/99):

This is when I started my FAQ. Didn't get far because I started at 10:00 p.m. on a Friday night. I will do more on the weekend.

I woke up in the morning and started to work. Don't think it will be done today, but probably tomorrow.

I started around 3:00-3:30 p.m. on Sunday. I don't think I'll get the whole thing done today. Ah, I got it done a quarter to 9:00 p.m.!

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Hello! My name is Brian. This is my first time to make an FAQ. Don't know where to start when I first started making it! Don't know when it will get done, but it will get done sooner or later (:^) Hopefully you will find lots of information about Star Fox 64 you didn't know about.

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All right, this whole this started in the Lylat System. These planets circling around the sun enjoyed their years of fun. Well, that is until Andross gone mad. He has made a secret weapon and then threw it at the Cornerian planet. Lots of the major cities were destroyed, and also innocent civilians. That's when General Pepper knew that Andross had to be caught. With his team, they eventually captured him and sent him to Venom. But that didn't stop Andross. Not at all.

A couple years after the capture, Pepper found some strange things happening in Venom on his computer. He didn't know what it was, so he sent his team to Venom. Once he did, they never came back. Pepper then found out that his team members were all dead, destroyed by Andross. Pepper then knew that he had to send his Top Ace pilots: James McCloud, Pigma Dengar, and Peppy Hare, to explore the area.

Before they reached Venom, they found it difficult to reach to reach Venom. Probably the torchure was going through all the planets. When they reached Venom, Pigma had gotten hypnotized in a light beam. It made him betray his team members and join Andross's team. When the remaing two pilots reached Andross, they didn't know what they were in for. Peppy went flying all over the place, and then he was blow away out of the arena. Then, it was all James. He was the last one. But soon, he would be the last one..to die. Andross grabbed the Arwing in his hands. The plane was trying to wiggle out, but couldn't. The Arwing then got crushed with James in it, and while it was crunching, steamy blood was pouring out the bottom. Peppy saw all what was happening. It was the plane's oil and fuel...and James's blood. Peppy then escaped in horror to tell Fox, James's son, about his father's fate.

When Andross knew that the Cornerian army was out to get him, he consumed with rage, and Andross declared war on the Lylat System. After a while, Pepper's team has failed, and Andross has taken control of every planet, including Corneria. Pepper knew that his army couldn't stop Andross alone, so he had to send his other 4 Top Ace pilots: Fox McCloud, Peppy Hare, Slippy Toad, and Falco Lombardi.

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Here is the list of the characters in the game and my description about them. Now remember--these are my opinions, so don't go e-mailing me and dissing me that you think they're neat and I think they're stupid.

>FOX McCLOUD

Unbelievable--He's one of the youngest members in the Star Fox army and he's the leader. I bet Falco is complaining on that one! This guy is pretty cool, and he should be a real pilot and fly in planes in the "real world." Still, I would have to say, he could get a little dull in dialect.

>SLIPPY TOAD

How many of you guys think that this guy is a real crybaby? "I!" This dude is a real annoying butthole if you ask me. God, I mean, he screams and shouts for help whenever he sees an enemy and he always repeats his gosh darn words all the time! But, the best thing about him is that he can analyze the boss's life meter. Heck, they should of given that to Peppy as a skill. I still wonder how he managed to build the Blue-Marine.

>PEPPY HARE

A wise old rabbit. He is the oldest in the Star Fox team, but he can give great info if you are playing this game for your couple first times. He just gets a little annoying repeating the words, "Don't give up! Trust your instincts!"

>FALCO LOMBARDI

Do you know what ticked off means? If you don't, ask Falco. He has tons of it! All I do is try to ignore him. Don't accidently shoot him or shoot at his target. But, besides that, he could actually be the team leader if he would calm down. But then, this wouldn't be a game, would it?

>GENERAL PEPPER

The "Top Gun" of the Star Fox army. He won't join your team, but he really needs to save the Lylat System.

>ROB64

This is the robot that runs the Great Fox. He his a nice dude, because if one of your team members are about to die, ROB64 will call them and tell him to come on the Great Fox and get repaired. He also helps out on giving you items when you need them. If this guy was on your team, you would kick butt.

But then, who would run the Great Fox? General Pepper?? HAHAHAHAHAHAAAA!

>KATT

She appears in: Zoness, Macbeth, and Sector Z. You will have to be at Zoness to meet her a second time. If you destroy all the lights, you will travel to Sector Z and meet her there. If you don't destroy all the lights, you will travel to Macbeth. Well, she is Falco's girlfriend, and she can be a pest...like Falco. Hey! I think they make a match!

>BILL

You first meet this guy in Katina. If you destroyed the mothership, you will go to Solar where you'll meet him. If you didn't derstroy it, you will meet Bill in Macbeth. This guy should be in the Star Fox team, but he does have his own team. This guy is very calm and friendly and could be the best leader. Well, he is, but not in the Star Fox team. Just don't shoot him or then he will get mad at you.

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Here is my list of items and power-ups for weapons.

>LASER UPGRADE

This is the item where it can upgrade your laser. You start out in the game with a Single Laser. Then you can get these until it's up to a Twin Laser, then a Hyper Laser. Remember, you will have your Laser Upgrade until you die or lose a wing. Then you will go back to a Single Laser. Collect 1 of these Laser Upgrades to get a Twin Laser, and then collect another one to get a Hyper Laser.

>SMART BOMB

These bombs are not actually smart--they don't target and hit! Oh well, at least they give off a lot of damage to enemies. My advice is to not use these on bosses. They go through them.

>SUPPLY RING

Get these and your shield gauge will recover a little bit.

>MIDDLE SUPPLY RING

This sucker will recover your shield gauge about 3x-5x more than a Supply Ring.

>SHIELD RING

Get three of these to make your shield gauge twice as big. It will also recover some of your life, too. If you collect another 3 of them, you will get a 1-up. Remember: You can take the left-over rings to the next planet if you have any.

>WING REPAIR

This will only appear if you lost a wing. It can appear in tricky locations, so listen to the "beep, beep, beep..." until you find it. If you grab the Wing Repair, your wings will be fixed. Or, if you just finish the stage, they'll be repaired, also.

>GREAT FOX BOX

I call it this because the Great Fox will give you a box with a helpful item

that suits you. If you don't have a lot of bombs, ROB64 will give you a bomb. If you need just a little more life, ROB64 will give you a Supply Ring. If you need life, ROB64 will give you a Middle Supply Ring. If you're lucky, you will get a Shield Ring. And, of course, if you don't have your wing(s), ROB64 will give you a Wing Repair. If you need a Laser Upgrade, he'll give you that too, but that hardly ever happens! Hey...this should be called the ROB64 Box {:^)

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Normally, FAQs won't give walkthroughs, but what the heck? It couldn't hurt!

{THE EASY ROUTE}

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>CORNERIA

Machine: Arwing

Level : Easy

BWeapon: Single

Medal : 150 hits

Boss : 1-Granga

2-Attack Carrier

You can survive with a Single Laser during the level. Oops, forgot to tell you what the B means on BWeapon. It stands for "Best Weapon." It could be hard to get the medal in this level, but you can always try again! First off, Slippy already gets in trouble! Shoot the enemy off his tail. Continue on and on. Make sure to destroy the robots that are knocking down the building. They will give you a HIT+5. A little after the checkpoint, you will have to save Falco. If you don't, you will have to beat the normal boss. Whenever you reach the shore, you will find arches in the water. Go under them all to go into the waterfall and beat the special boss. If you don't, you will have to go through the regular route to the regular boss.

GRANGA (NORMAL BOSS): If you have the hyper laser, listen. Shoot one of his legs off before you run into him. Then, fly to the mountains. Make a U-Turn and when you see Granga, shoot him in the green box as fast as you can until he blows up. This should only take 15 sec. to do. You will go to Meteo.

ATTACK CARRIER (SPECIAL BOSS): Destroy his arms off whenever they are open, and then hit the middle of the carrier until it blows up. You should go to Sector Y.

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>METEO

Machine: Arwing

Level : Easy

BWeapon: Twin-Hyper

Medal : 200 hits

Boss : Radgar

Hopefully all of you know why this "so-called" planet is called Meteo. 'Cuz meteors and meteorites are shooting everywhere! To my knowledge, make sure to keep Peppy alive. He warns you about the booby traps. Here's an example: After the beginning flying meteors, Peppy will warn you that there are ships hiding behind the big meteorites. The best way to get 200 hits in this level is to go through the warp, otherwise get a Hyper Laser and shoot those meteors! This level is not really a "walkthrough" level. Just expect to see more of the same. RADGAR (NORMAL BOSS): This dude can be a pain at first! First of all, you need to take out his shield. Do that by hitting the yellow triangles. Be very careful of not hitting the shield too often. If it gets bright green, it will let out a big laser shot. After you take out the shield, shoot for the big yellow diamond, but be careful of his laser beam. If it hits you and you have a

half amount of life left, about a 65% chance that you will die. After you do that, you'll entirely destroy the back end of the ship. But, it's not over yet! He'll turn his ship around. Destroy the two yellow rectangles. Be extremely cautious! He will let out an extremely very powerful laser beam. If you get stuck in it, you are dead for sure (or very darn close to it)! After you destroy the yellow triangles, he will lose power and be blown up. You will be heading to Fortuna.

WARP (NO BOSS - SPECIAL WARP): This warp is very easy to get through, and you should be able to get the medal in Meteo. This warp should take you to Katina.

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>FORTUNA

Machine: Arwing  
Level : Easy-Medium  
BWeapon: Twin  
Medal : 50 hits  
Boss : Star Wolf Team

This should be one heck of an easy medal to get indeed. Just shoot 10 or more ships before the Star Wolf team comes and then shoot the Star Wolf team down in 5 minutes. It's that simple!

STAR WOLF TEAM: These guys are the boss. Star Wolf, Leon, Pigma Dengar, and the other dude (forgot name). If you defeat them and disarm the bomb, you will go to Solar. If you fail and the bomb blows up, you will go to Sector X.

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>SECTOR X

Machine: Arwing  
Level : Medium  
BWeapon: Twin-Hyper  
Medal : 150 hits  
Boss : Spyborg

Oh boy! This planet has been totally destroyed...and totally armed with enemies! This should be a very easy medal to get! Make sure to save Peppy in the middle of the level--use a bomb to destroy them all. You won't hurt Peppy. Remember, it's a SMART bomb! If you went to Katina before, Bill will show up helping to go through the warp by shooting the tiles for you. Just shoot them a couple more times and they will open for you to go in!

SPYBORG (BOSS): Here is Andross's Secret Weapon. Shoot the eyes only whenever they glow yellowish. Whenever his head blows off, doesn't mean that he's dead! He still has some more juice in him! Make sure to kill the rest of him off before Slippy rushes in and gets slapped to Titania. If he doesn't get slapped, you will go to Macbeth.

WARP (NO BOSS): There is also another route. To go to Sector Z. This warp is not as easy as Meteo's warp, and you have about a 70% chance of losing a wing or dying.

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>TITANIA

Machine: Landmaster  
Level : Medium  
BWeapon: Single Shot  
Medal : 150 hits  
Boss : Goras

You will end up here if Slippy has been sent flying here. Remember, you can

only go here and there is only one route out of here--defeating the boss. This level can be very hard if you don't know how to control the Landmaster. Refer to the instruction booklet on how to run it. Be careful of all the catuses, bombs, and detonators! That's all the advice about this level that I know of.

GORAS (BOSS): Now this is some boss. He looks like a dog! First off, shoot the "paws". While you are shooting them, Slippy will be calling. After you shoot the "paws", the whole body of Goras will come out. In one of his arms is holding Slippy. Shoot that arm first, then the rest of them. Be careful of his tail whip and strong laser. Hover over the tail whip and barrel roll out of the way for the laser. Whenever his arms get shot off, shoot for his chest until he dies. This can be a tough battle!

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>BOLSE

Machine: Arwing  
Level : Easy-Medium  
BWeapon: Twin  
Medal : 150 hits  
Boss : Star Wolf Team

This level is in all-range mode. Here is the step-by-step guide: First, shoot the towers that is guarding the core. Until the towers are destroyed, everything is force field--even the enemies! When the towers are destroyed, the enemies will be unarmed, so you can shoot them down until the Star Wolf team comes

STAR WOLF TEAM (BOSS): If you have beaten these guys in Fortuna, they won't show up so now all you have to do is destroy the core bar whenever it comes up. Otherwise, be prepared to fight them. I would use a Hyper Laser to beat these guys, but hey, that's just me. They can be won by the Twin Laser. It may take a heck of a lot longer!

(THE MEDIUM ROUTE)

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>KATINA

Machine: Arwing  
Level : Medium  
BWeapon: Twin-Hyper  
Medal : 150 hits  
Boss : Enemy Mothership

This level is also in all-range mode. You will meet your friend, Bill, here. Help him out! There are two ways to get in it, and two ways to get out of it. Whenever you destroy 10 ships, the Enemy Mothership will show up. Keep shooting until the cool FMV plays.

ENEMY MOTHERSHIP (BOSS): Whenever the hatches go down, shoot them until they all blow off. Then, shoot the core under 5 minutes. If you destroy the mothership, you will go to Solar. If the mothership destroys the Katina base, you will be headed to Sector X.

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>SOLAR

Machine: Arwing  
Level : Medium-Hard  
BWeapon: Hyper  
Medal : 100 hits  
Boss : Vulcain

No doubt about it--you are definitely in the eternal flames--and I don't mean the

opposite of Heaven! It's the sun, and you're gonna need the Hyper Laser to get through this level. You could beat this level with Twin and it could be near impossible with the Single because the Fire Birds can take the heat! Be very careful of the flames. I always stay at the top of the screen until Bill comes with the Supply Rings. You will meet him only if you defeat the mothership in Katina. Otherwise, I just go right or left of the fire arches and the big hills. Good luck in this level--and good luck with the boss!

VULCAIN (BOSS): There is only one way to leave this frying pan...and that is to beat the boss! First of all, I want to tell you that this is not the Secret Weapon. That is at Sector X. I think this is the fire mutant from some game I played before--can't remember. Is it one of the Metroids?? Anyway, to beat this dude you have to blow off the arms. You will know once the fire comes flying out of his arm sockets. Then, shoot the head until his head blows off and then he gets self-destructed. Be careful of his fire splashes at you. Shoot the rocks that he spits out to get the Supply Ring. This is a tough match--I think that's why Nintendo made the boss strategy easy.

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>MACBETH

Machine: Landmaster  
Level : Medium-Hard  
BWeapon: Single Shot  
Medal : 150 hits  
Boss : Mechbeth

If you like trains, this is the level for you! Katt will show up if you met her in Zoness. The only objective of this level is to blow up all the train tracks. Make sure you know how to use the hover technique for the Landmaster. If you don't, it's this: R and Z button. Well, good luck, that's all really I have to say about this level. Well, I do I have more. The way to blow up the train into the Macbeth Base!

MECHBETH (BOSS STAGE): If you have chosen to beat the bird, here's what to do. First of all, you have to blow off the legs and head. Once the fake head is blown off, it'll use a very powerful laser beam at you. Be careful of that! Then, you have to shoot the train's power unit whenever it is open. The energy will go flying to the bird and hurt him so you can shoot him until he dies. Repeat if you didn't kill him the first time.

MECHBETH (BLOW UP TRAIN STAGE): To destroy the bird plus the train and the driver, shoot all the 8 switches, then shoot the switcher. Once you shoot it, the switch will stick out. Shoot at the switch to make the train switch tracks. It will then run into the Macbeth Base and then both the train and the base will blow up. Make sure to have the Rumble Pak(tm) because you can really feel the rumble if you have fresh bateries! You will also get a nice HIT+50 bonus {:^)

(THE HARD ROUTE)

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>SECTOR Y

Machine: Arwing  
Level : Medium-Hard  
BWeapon: Twin-Hyper  
Medal : 150 hits  
Boss : Shogun Guards & Shogun

Wow! There are three bosses: 2 Shogun Guards and the original Shogun dude. I won't explain how to beat them until a little bit later. I want to tell you that this level is filled with robots. If you watched the beginning FMV sequence, you will see that their laser guns can really hurt you, so that's why I also put this as Hard. Also, you can beat this with Twin Laser for sure, but it is 10x as easier with the Hyper Laser. This should be easy to get 150 hits

if you count the boss. Hey, you got a total of HIT+19 there!

SHOGUN GUARDS (MID-BOSS): These guys aren't the real boss, OKAY! I put "(MID BOSS)" there, all right! So stop e-mailing me about it {:^<> Now, to beat these dudes--just shoot them until they blow up. They both share the same boss meter, so Nintendo made a little easier for you. Sly dogs!

SHOGUN (BOSS): Do the same thing with this boss like you did with the other bosses. If you scored over 100 hits at the end of the level, you will be heading to Aquas, my next level walkthrough. If you don't, you will be heading to Katina.

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>AQUAS

Machine: Blue-Marine

Level : Hard

BWeapon: Twin

Medal : 150 hits

Boss : Bacon

If you do not know how to run the Blue-Marine, read the following.

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HOW TO CONTROL THE BLUE MARINE:

A=Shoot Laser B=Shoot torpedo R/Z=Barrel Roll  
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That's all there is to it! Now, if things get all wacky, press A, B, and Z all together. Remember--you have unlimited torpedoes, so that's why you can just use the torpedoes to beat the level, but you need some strong laser to beat the boss. Twin will do. Hyper is faster. This level is very difficult to beat, so if you are having trouble, look in: Nintendo Power-Volume 99 (the GoldenEye 007 issue) or the Star Fox 64 Player's Guide. My advice is always use the barrel roll to beat the level. And use the torpedoes on the enemies! Good luck!

BACON (BOSS): The shells mouth is being protected by barriers. Shoot them until they turn colorful, and then use a torpedo on one of them. Do the same thing on the other one. Next, shoot the tubes to get more hits. And whenever the mouth opens, shoot the cover to the eye until it disappears. Then, shoot a torpedo in the eye. Repeat until he dies. After you beat the level, you will go to Zoness no matter what!

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>ZONESS

Machine: Arwing

Level : Hard

BWeapon: Hyper

Medal : 250 hits

Boss : Sarumarine

This level could be one of the hardest levels of the whole game. Katt will show up sometime in the level. Trust me--she is a pain! You will have to cross strong ships over sea and on sea. Make sure to get 3 Shield Rings to increase your shield gauge. On the decks, make sure to destroy the boxes to get the items from them. This level cannot be walkthroughed because it continues on just continuously until you find the toxic wastes. That is why the sea is so polluted. And now, the boss.

SARUMARINE (BOSS): Here is how you defeat the tough boss. Use a bomb to destroy the smoke stacks on top of the submarine. Next, destroy one of the launchers. The sub will turn around. Once the crane is picking up the launcher, shoot the crane 3 times with a bomb before the launcher comes back up. Then, the sub will turn around. Blast off the other launcher. Now, this is why you NEED the Hyper Laser. Shoot the ship with your laser until it the ship is sunk. If you have



the Twin Laser, it will take you up to 5 minutes to take down the ship and with the Single, it will take at least 7 minutes. If you destroyed the enemy search lights, you will be heading to Sector Z. If you have not destroyed all of the lights and was spotted, you will be heading to Macbeth.

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>SECTOR Z

Machine: Arwing  
Level : Hard  
BWeapon: Twin-Hyper  
Medal : 100 hits  
Boss : None

This is the only level with no boss. It just has 5 missiles coming toward the Great Fox and trying to destroy it...DESTROY IT!!! Oh boy! If you need help, read the following.

THE ATTACK OF THE GREAT FOX (NO BOSS): First off, you have to destroy the first wave of missiles which include a total of 2 missiles. Destroy them off. Your teammates will probably help you if they aren't busy or being chased by an enemy. Then, the second wave will come out with a total of 3 missiles. Do the process once again. If you have met Katt in Zoness, she will come and shoot the missiles with you, too. If the Great Fox doesn't get hit, you will go to Area 6. If the Great Fox gets WHAMMED!, then you will go to Bolse.

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>AREA 6

Machine: Arwing  
Level : V. Hard  
BWeapon: Hyper  
Medal : 300 hits  
Boss : Gorgon

The level is determined to be the hardest level since there are a lot of enemies, and since there are a lot of enemies, the medal meter has to be large, so Nintendo has put you to the test--nab 300 hits to get the medal! Of course, the easiest way is to hit the satellites, right? WRONG! Just concentrate on the groups of enemies. You can shoot some of the satellites, but not all of them you see. This level is also very long, so it is important to get 3 shield rings and the Hyper Laser. It also wouldn't to have some extra lives. After you complete the basic stage (line 1) you will reach the ships. After you went through half the battle of the ships, you will reach the last line (line 3) you will run into harder ships and you will run into the boss, Gorgon.

GORGON (BOSS): This will be run into steps, OK?

- Step 1 - Defeat the three tentacles
  - Step 2 - Shoot at the core until it turns red (it will then shoot a strong laser, so be careful)
  - Step 3 - Gorgon will then shoot out enemy ships so destroy them (it will then shoot a strong laser, so be careful)
  - Step 4 - Defeat the three tentacles to open the saucer
  - Step 5 - Shoot the core until it blows (repeat if you didn't destroy the core)
- After you beat the boss, you will be headed to Venom (Stage 2)

(VENOM)

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>VENOM (STAGE 1)

Machine: Arwing  
Level : Medium  
BWeapon: Twin-Hyper

Medal : 200 hits  
Boss : 1-Rock Dude  
2-Andross  
Arrival: From Bolse

If you didn't get to Area 6, you will have to go to Venom 1. This place is not in all-range mode, so you have to shoot a lot of the Venom ships. They are totally spreaded over the Venom land, so it should be easy to get 200 hits. Just make sure to have some bombs with you. Otherwise, just try to shoot most of the ships down.

ROCK DUDE (MID-BOSS): Once you enter the temple, a rock dude (unknown) is running away from you. To destroy the dude, shoot off his body parts until his head and body turn red. Shoot them until the dude falls apart and crumbles.  
TUNNEL (ROUTE TO ANDROSS - NO BOSS): This is just a tunnel to go to Andross. It also has some power-ups, so make sure to grab ahold of each one.  
ANDROSS (FAKE BOSS): Yep, this is the faker, but at least he is the final boss. Here's the easiest way to defeat him is to shoot one of his eyes. Once one hand is itching an eye, shoot the other hand. If you have the Hyper Laser and you have shot fast enough, the hand should blow off. Do same thing to an eye. He will not itch it so shoot the hand fast until it blows off. I would shoot the right hand first, because he would then use a magic laser attack on you if you don't destroy the hand. Then, after the hands are gone, destroy the face by shooting it. Then, the face will be destroyed, uncovering a fake face machine. Shoot it until that blows up. You have beaten the game...sort of. After the credits, you will see the face of Andross in the sky, and he will also laugh, telling you that you haven't beaten the whole game. Now try to go to Venom 2!

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>VENOM (STAGE 2)  
Machine: Arwing  
Level : Hard  
BWeapon: Hyper  
Medal : 200 hits  
Boss : 1-Star Wolf Team  
2-Andross  
3-Andross's Brain  
Arrival: From Area 6

Let's get started with the bosses because this is all-range mode, and once you enter, the Star Wolf team will invade.

STAR WOLF TEAM (MID-BOSS): If you have beaten these guys in Fortuna, so what? They are now rebuilt and some of their bodies are computer-generated. Use the same strategy to defeat these characters. The medal will be easy to get if you have the Hyper, because one enemy will be a HIT+50 if you beat him under 3 minutes! After you beat them, Fox will go in through the tunnel.

TUNNEL (ROUTE TO ANDROSS - NO BOSS): Through this tunnel, there is a route to get totally equipped and I'm notta telling...oh, all right. I will! The route is: <--, -->, <--, <--, -->, -->. Then, you will face the real Andross!

ANDROSS (FINAL BOSS - PT 1): Defeat this Andross exactly like the one in Venom 1. See that above.

ANDROSS (FINAL BOSS - PT 2): The screen will turn into all-range mode while Andross releases his true form--a brain. Now, he says that he has the "brains" to rule the Lylat System...and kill you! Kill him first by destroying the two "things". Hit them until they blow up. If forgot how much HIT points. I think about HIT+3 or +4. After you destroy those, shoot the backside of the brain until Andross dies. Make sure to remember that he disappears whenever you hit him. Don't run into his veins--they can really destroy you! After you deliver the last hit, his veins will grab you and he will kill you with him. After he dies, you realize that you aren't dead. You were saved by...you father!?

THE "REAL" ENDING (OUT OF TUNNEL - NO BOSS): The last objective of the game is to follow James McCloud (your father's ghost). You cannot hurt him in any way, so don't try it. If you hit him with a Hyper Laser, he might turn red but that won't harm anything. He goes very fast, so use your boost as much as you can. Make sure you can tune into the speed of this. After you exit the tunnel, you have beaten the game. Your teammates will congratulate you on your bravery. Congratulations! You have beaten the MAIN GAME version of Star Fox 64! Only true Star Fox people can beat the game in EXPERT version, so are you ready?

CONCLUSION: You may think you have beaten the WHOLE game, but you didn't! Why do you think the medals are in the game? Well, they're there, because whenever you collect them all, you will have the Lylat System in a new version--EXPERT mode and you will get the Soundtrack of Star Fox 64 straight from the CD (I think)! Then, you will have to battle with Expert Mode! The walkthrough is also the same for Expert Mode. No changes except for more enemies and you will lose a lot of life easier and the bosses will take more shots to kill. Once you get all the medals in Expert Mode, you will be rewarded for a true Star Fox pilot and you will get a new title screen for your game. Nintendo tried to make the game longer, but I already got the title screen. In the summertime of 1998 and I got the game on Christmas day in 1997. I'm good at this game because I've been practicing Expert Mode in the summer. I think I played to much of it {:^}!

Well, this concludes my walkthrough. Hopefully it helped! If you have any questions, e-mail me. If I have any corrections, e-mail me them, and I'll fix them in my next version!

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Well, as you can see, I don't have any e-mail questions for this section, but until I do, this will be on my next version!

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~BJ

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- If you are going to e-mail me a question for the FAQ section, put on the subject: STAR FOX 64 - Q
- If you are going to e-mail me corrections, put on the subject: STAR FOX 64 - C
- If you are going to e-mail me a question not for the FAQ section, put on the subject: STAR FOX 64 - PQ
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<>

Here is the list of all my FAQs I'll make.

NINTENDO 64 PC/COMPUTER

\*Star Fox 64 Final Fantasy VII

Super Mario 64

Yoshi's Story

San Francisco Rush \*=completed

Zelda: Ocarina of Time

Extreme-G 2 (XG2)

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All of these FAQs are dedicated to GameFAQs. The ones that are completed should be at GameFAQs right now. There web adress is: [www.gamefaqs.com](http://www.gamefaqs.com)

((the end)) by

1999 BJ {:^)

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