

# Star Fox 64 FAQ Final

by ParanoidXE

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Console: Nintendo 64

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I. I n t r o d u c t i o n

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 -[Storyline]-  
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Five Years after exiling Andross to the ravaged planet of Venom for his crimes against Corneria, General Pepper receives reports of new biotechnology experiments taking place on Venom. A team of three agents penetrates the defenses of the planet, but Pigma Dengar betrays his colleagues, James McCloud and Peppy Hare. Only Peppy escapes the trap to return to Corneria where he warns General Pepper of the treachery of Pigma and the growing danger from the exiled mad

ape. As the evil hand of Andross stretches from Venom across the Lylat Solar System toward Corneria, it seems that all may be lost. The forces of Corneria are no match for the hatred of Andross and his vile creations. World after world falls to the forces of Venom until only Corneria stands free. At last, General Pepper makes the decision to contact Fox McCloud, the son of James McCloud, who now leads the Star Fox team. It is the last chance and the final hope for Corneria.

Without hesitation, Fox and his allies sign on with the Cornerian Air Force commanded by General Pepper. These mercenary warriors represent the finest pilots and fighters in the Lylat System: Fox, The Leader, Peppy Hare, the grizzled campaigner, Falco Lombardi, the brash but courageous lieutenant, and Slippy Toad, the mechanical wizard.

Only the Star Wolf team, that is controlled by Andross, has comparable skills. Now that Andross's siege of Corneria has begun, only the Star Fox team remains free to counterattack from its base aboard the Great Fox. But this will be just the beginning of the battle. They must find a way to reach Venom itself and end the madness at the source. Along the way they will encounter horrific creations of Andross on fifteen worlds and they will employ every high-tech weapon and tactic they possess. Above all, they must fight as a team if they hope to defeat Andross.

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-[Controller Movements/Tricks]-  
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[ARWING]

Name: Booster

Motion: Left C

Function: Makes vehicle go faster, for a temporary amount of time. This is very good for catching up to enemies or something you must chase.

Name: Break

Motion: Down C

Function: Slows Vehicle down, good when someone is on your tail and you can't get them off of you.

Name: Loop

Motion: Down + Left C

Function: Does a loop, when say the Star Wolf team is on your back you can do a loop and then shoot them.

Name: U-Turn

Motion: Down + Bottom C

Function: Makes Arwing flip over and go in the opposite direction, good for chasing enemies or if you are going in the wrong direction.

Name: Barrel Roll

Motion: Tap R or Z Twice

Function: Blocks some of the damage that may occur when fired at.

-----  
-[Direction Pad]-  
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You must use the joystick on Star Fox, you can't use the Analog stick. But this makes it easier anyways.

[Directions]

Up - Makes the vehicle decline.  
Down - Makes the vehicle go higher.  
Left - Moves Arwing to the left.  
Right - Moves Arwing to the right.

[Other]

A Button - Fires Smart Bombs  
B Button - Fires your Lasers

[TANK]

Tap A - Fire Weapon  
Hold R+Z - Enables Hovering  
Tap R Twice - Rolls Vehicle  
Hold R or Z - Tilts Tank  
Tap B - Shoots bomb

[Blue Submarine]

Name: Barrel Roll  
Motion: Tap Z or R twice  
Function: It blocks certain kinds of lasers from causing damage to your vehicle.

-----  
-[Paths]-  
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[Easy Paths]

Corneria - Meteo - Fortuna - Sector X - Titania - Bolse - Venom 1  
Corneria - Meteo - Katina - Sector X - Titania - Bolse - Venom 1  
Corneria - Sector Y - Katina - Katina - Solar - Macbeth - Bolse -  
Venom 1  
Corneria - Sector Y - Katina - Sector X - Titania - Bolse - Venom 1

[Hard Paths]

Corneria - Sector Y - Aquas - Zoness - Sector Z - Area 6 - Venom 2  
Corneria - Meteo - Katina - Sector X - Sector Z - Area 6 - Venom 2  
Corneria - Meteo - Katina - Solar - Macbeth - Area 6 - Venom 2

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-[Vehicles]-  
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Landmaster - A Assault Tank used in Macbeth to destory a train.  
Blue-Marine - This is used in Aquas which is a water level.  
Arwing - This is used mostly in the game, it is the plane you use.

-Items-

Supply Ring - A Silver Round Ring : Restores some of your Sheild health.

Shield Ring - A Gold Round Ring: Restores part of you sheild health not as much as Supply Rings, but when you get three of these your sheild gauge doubles!

Wing Repair - Pair of Wings: During your flights sometimes your wings get damaged and they fall off, this makes it difficult to fly, plus

you loose any laser power you gained. Wing Repair Restores your Wings.

Laser Upgrade - A Wing like object with an L in the middle: This upgrades your lasers to either double shot, or cannon shot.

Checkpoint - Blue Circle: Gives you a checkpoint, so when you die you start from that position.

Extra Ship - Ship: Gives you an Extra Life (Arwing)

Smart Bomb - Bomb with a B on it: A Bomb will explode killing a fair amount of enemies in one area. Max allowed are 9.

Supply Box - Squarebox with a Z on it: During the game Great Fox may contact you and give you supplies, this is what they are in. Supplies vary.

Supply Star - Silver Star: Gives you the most sheild gauge energy of any item.

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-[Enemies]-  
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Garudas- Machines on Tank like wheels, with big hands: Garudas go around destroying buildings, you have to be careful of falling buildings around you.

Ski Bots- Bot on skis only found on water: They dont attack but you can run into them.

Granga Fighters- Blue Winged, Dark Blue Strip in the middle: These are ones that can attack, they are pretty slow but pose a threat.

Firebirds - Red Birds: These guys drop bombs that burst into columns that could hit you.

Hop Bot- Silver jumping robot: Aim for them in advance or they could cost you the game.

Web Ships: Little ships that create web-like structure to block you: Really you dont need to worry about killing the ships, just bypass the structure of the "web".

Moras: Long Snake Like Creatures: Aim for the head it will kill them quickly.

Flip Bots- Silver front with red back: You must hit them in the red section on the back or you will do no damage to them.

Wolfen- Two fronts and a two winged craft: This is what Star Wolf and company use. You cannot inflict any damage to these with charged shots.

Killer Bee: You cant lock on these suckers, so you need to blast them with regular lasers. these Killer Bees can be horrible when grouped in twos or threes.

Borzoi Figthers: Pointed V like Winged Craft: They move fast and quick, they also fire quick so you have to be ready.

Desert Crawlers - Spider like craft with a red outside: They are easy to kill cause they are extremely slow.

Desert Rovers - A tank like structure with a big barrel: They dont manuever well but have good weapons to fire at you with.

Laser Cannon - Ground Cannons with big barrels and red stripes: These are easy to kill, but they can be deadly with a combination of air fighters.

Invader II - A craft with green line in the center, with green wings: They are slow and easy to target.

Gaint Spindly Fish - Long/Skinny Fish: These lurk in Aquas, they swim fast and dont do much, but you can get some quick points off of them. They can also get in your way and take some substainual damage.

Angler Fish - Big Fish with light attached: These take forever to kill and if you run into them you can get some serious damage.

Aquas Squid - Squid: They dont do much but jump up and down, simply use a torpedo to take care of them.

Starfish - Starfish: These are dangerous if there is a lot of them because they explode when they get close to you, so fire off torpedos before it gets to you.

Kani - Spider-like craft with zebra strips: These are extremely fast, use a charged laser to kill them.

Z-Serpents - Look just like big birds: They run into you by accident sometimes but other than that they are harmless.

Invader III - Look like Invader II: They are more advanced and will chase you down.

Wolfen II - Just like Wolfen I but with One Pink Strip with Blue: These are much better than the arwing is, but can be defeated.

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-[Starfox Profiles]-  
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[Fox McCloud]

Fox is the leader of the Star Fox team, Fox is the Lylat System's Last hope to restoring peace. Fox McCloud is a couragous character, this is who you play. Personally he is the only one I like in the game.

[Slippy]

Slippy is a frog that gets too excited and is always getting into trouble, however Slippy is also a great inventer that created the Blue-Submarine and the Land Cruiser. Slippy is very helpful throughout the game. Slippy's Voice is annoying!

[Peppy]

Peppy is the most helpful on your journey telling you the right things

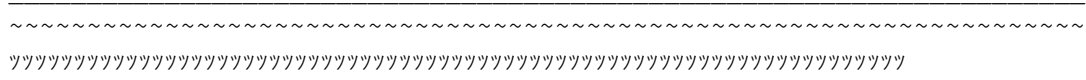
to do. Peppy is the oldest of the Star Fox team but is also the wisest.

[Falco]

Falco is a very strict all business kinda guide. He gets mad at everything done wrong. If you save him he acts rude and sarcastic. However Falco saves your butt plenty of times during gameplay.

[ROB]

This is the robot that controls the great fox and also repairs any damaged ships that you may have. He also sends you supplies which save your butt in emergency cases when you are low on the shield guage.



II. T i p s / F a q s F o r P l a n e t s

As I do not know what path you have choosen or will chose It is up to you to find the correct planet that you are on.

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-[Corneria]-  
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As you start out will you have three smart bombs and a single shot missile. At the very beginning two enemies will come flying towards you, shot them down. Next up a group will form try to lock on the middle one and fire. If you miss one use your standard laser to kill it, you will then gain the Laser Upgrade get it now you will have two lasers. Now you will be coming towards the Island Slippy asks for Help, quickly lock on the ships that are behind Slippy and fire. Slippy should thank you if you did it fast enough.

You are now on the island. There will be a couple of enemies coming ahead of you shoot them. Then a couple will come up from behind you, do a loop and shoot them down. After you pass the canyon you will come into a pillar with two crafts there shoot them down. Go to the left of the pillar and follow the street go under the bridge to pick up your first Sheild Ring. Be sure to use your charged laser on any enemy found, as soon as you are out of the "bridge" swing to the left and shoot the doors on another bridge this will open up a passage and give you an extra Smart Bomb. Now go back and follow the road ahead there will be a couple of enemies on the street shoot them to get a Supply Ring. You will go through another Bridge like structure, as you continue will see a second set of Enemies on the Street, blast them to get another Sheild Ring. As you follow the road you will notice a Laser Upgrade you can either immediately shoot the Machine that is knocking down the building or you can use the Booster to get the Laser Upgrade its up to you. Continue to follow the road to get another sheild ring. As you follow the road Peppy yells that you have an enemy on your tail and tells you to use the break, you can use the break or you can do a loop and then fire at enemies, your call. Right

after that there will be a door to blast open and you can pick up a bomb, shoot the next one right after to get a third Shield Ring! This should increase your energy gauge quite nicely. Next you will run into a Check Point, Go through it.

After the checkpoint blast the passage that is in your way or go over it, Falcon needs some help now, he tries to maneuver them but can't. Use your boosters and blast the Crafts behind them Chances are Falcon got damaged, that's okay cause it is hard to save Falcon completely. Next up you will run into a couple of pillars and you get to choose if you want a bomb or a laser upgrade if you have blue lasers then just get the bomb, cause your laser guns can't be upgraded any further.

Passed the pillars there is pretty much an open field, make sure you keep your lasers charged and fired as much as possible. After a bit you will run into two machines twirling pieces of metal or wood, charge and fire at them, Be prepared right after there are three ground enemies ready to fire, do a Barrel Roll past them.

Now you will come to a water zone with plenty of bridge like structures you have two options you can go through all the arches to go to Sector Y or you can just brush them off and go on to Meteo. If you are new then I wouldn't worry about it. On the last arch go under to get a shield ring.

>>If you took the Sector Y Path<<

As you continue there will be enemies left and right, Falcon will say Follow me Fox, follow him through the waterfall. As you continue there will be birds dropping bombs fire at them, soon you will be on the boss Attack Carrier...look in the boss section to figure out how to defeat him.

>>If you took Meteo Path<<

You will continue to go straight, use charge beams to kill the enemies that form into groups. Use regular blasters on ground enemies I find it works the best. Eventually you will end up fighting the boss...Granga. .look at the Boss Section to learn how to beat him.

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-[Meteo]-  
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This is a very straight forward level. It is pretty simple just watch out for Meters they are the real killer in this level. Peppy and Slippy need help in this level, Once for Peppy and Once for Slippy. Peppy gives advice on this level so be sure to keep him alive and listen to anything he gives you. If you want to go to Fortuna do not go through the warps. If you want to go to Katina on the otherhand you will need to go through 7 warp gates towards the end of the level. On the bees just use your regular laser do not try to charge it because you can not target them. At the end you will face the Meteo Crusher..look in the Boss section to get info on how to defeat it.

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-[Fortuna]-  
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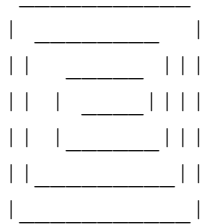
This level is simple at the beginning go around and shoot ships and help your comrades when they need it. Eventually The Robot will tell you that there is a bomb in the base..Fox will say he will go disarm it, Then you



are rudely interrupted by the Star Wolf team. They are fairly easy to defeat (If you defeat them you will go to Solar, if you dont you will go to Sector X) Watch the map when a black ship gets behind you do a loop and shoot them when you get out of the loop. The hardest part is keeping your other members alive so you need to watch you map so when one of your Star Fox Members is in trouble you know where they are at. If you need life hit the Satellite sheilds and they will reward you with Supply Rings to assist you by feeling you up. If you successfully destroy them you will go in and disarm the bomb making Fortuna safe. If not the bomb will explode and Star Wolf Team will escape.

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-[Sector X]-  
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As you can tell I cant give as much detail...as Coronaria is very easy to explain I dont have much to go on in any other levels, Here are some tips for Sector X. This place is very difficult you will come acrosed many fast fighters, you will need to use your charge beam in these. There is much debris around Sector X so you need to fire your standard laser at them to prevent any damage to your arwing. Eventually you will run into a section of the level where it splits one way to have a chance to get the Warp Gate working and the other just to go through Sector X. Going through the Warp Gate takes you to Sector Z...going through the level without loosing any wingmen will take you to Macbeth...If anyone gets killed you will go through Titania. In order to activate the Warp Gate you will need to fire rockets or lasers into three (I believe) square lined like below:



You need to fire at three of these opening them and going through each, while enemies attack you this is very difficult! I would recommend using Smart Bombs to open them the fastest that you can! The Boss in this level is called SpyBorg.

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-[Titania]-  
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This is a desert planet, Slippy gets captured and taken here, its up to Fox to save Slippy! The most difficult part in this level the dropping columns and the tanks shooting at you, they are easy to avoid by using the Turbo boost or using the side sweep (Press Z or R twice). You will run into a giant creature on the way..fire at its stomach to destory it. There is a gold ring on a platform in about the first 15 seconds of the level. There is also a bomb bye the giant creature that you could use. you will run into pits along the way where bombs will be launched at you..you need to use the hoover technique to avoid getting injured. you will meet up with a boss called Goras.

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-[Bolse]-  
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This isnt much of a adventure level. the first thing you do is destroy the towers that are conducting the sheild around the base. After you destory them a bunch of ships come out of the base, depending on the results at Fortuna..you may also have to have to fight the Star Wolf team again, while battling all the other ships! If you didnt kill them at Fortuna then they will come back you will need to defeat them first and then go for the Core of the base. If you did kill them you will need to kill ships for a little bit and wait for the core to open. When the core opens I highly recommend shooting Smart Missles at it to destory it, this is tough.

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-[Sector Y]-  
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Very easy level if you dont want to go to Aquas..if you do you need to pay attention and shoot as many enemies as possible because you need at least 100 hit points in order to go to Aquas. The only problems you may have is at the ships when they have cannons shooting at you, you should just use charging Lasers or even a bomb if your are desperate. You will face the boss Shogun.

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-[Katina]-  
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In this level there is an alien ship invading the Katina base. You will have assistance in this level led by Bill Grey. you need to watch what you are shooting and try not to shoot the wrong crafts, because they are a real help. For about 5 minutes you just go around shooting ships. Eventually the Saucerer will open the hatches..look in the Boss Section.

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-[Solar]-  
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This level can be difficult, as throughout the level your energy is being drained from all the heat..when you see big rocks shoot at them they carry bunches of Supply Rings which in turn keep your life up. Make sure you keep all your Allies alive they are very useful. During the level you may run into big lava waves use the break. You will also run into firebirds that drop bombs and they explode use the charge laser to take care of these. At one point Falco will need your assistance..destory the birds that are flying behind him, it is best to lock on them. Then Slippy will need assistance right after...lock on and then use a smart missle to destroy them. Look in the boss section under Vulcan to learn how to defeat the boss.

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-[Macbeth]-  
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Macbeth is Andross's Weapons department. You will follow a train in your mission on the Land Cruiser, dont focus on the train for the first half, but focus on whats ahead of you instead. At the beginning of the level you will be faced with towers use your charged laser to lock onto the tower crafts and destroy them one by one. Continue on the right side of the train until you notice the train turning a little bit, go to the right side and pick up a bomb,

then go back to the right side and get yourself a Sheild Ring, there will be two more right after it. As you continue on the right side of the train you will pickup a bomb. If falco is alive in your party you will have to rescue him right after you get your bomb by using your regular lasers. Quick! on the track there is also a Sheild Ring. As you continue the train may stop for a little while start firing at it. As it passes through the passage Barriers will pop out from the wall use your hover to get over them, there are three in a row. Next up you will run into a bunch of little metal doors, they include many Supply Rings/Sheild Rings and Smart Bombs, get as many as you can. Continue on and you will run into another barrier again use Hoover to get over it. Make sure the train has passed cause when you land on it it takes a good deal of sheild power away from you. You will then come to eight switches shoot as many as you can, the first three are on the right side of the track, the fourth is on the left side and so is the fifth. The Sixth one is on the Right side, The Seventh is on the left side, and the 8th is on the right side. If done correctly the train stops and you dont have to move anymore. You will now be facing Mechbeth.>>If you hit the 8 switches you go to Area 6<< >>If you fail you go to Bolse<<

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-[Aquas]-  
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Easy level just use Tropedos throughout the level, at one point it gets difficult and you need to fire at many starfish that explode and dodge electric fish (I guess thats what they are called?) What you need to do is slow down the Blue Submarine and fire at the starfish as much as you can dont worry about the electric fish. At the end you will face the boss Bacon.

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-[Zoness]-  
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This level is difficult for one reason...it is nearly impossible to destroy all the Red lights flashing you need to be extremely quick to destroy them. That is the only difficult part. If you dont hit all the lights you go to Macbeth if you do hit them all however you get to go to Sector Z. Remember, In this level there are many enemies grouped together..making them perfect targets for the Smart Bombs, use the bombs wisely though. You will face the Boss Sarumarine.

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-[Sector Z]-  
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Sector Z is dang near impossible! You have to try to save all your crew members while destroying six missles coming to the great fox. There is really no easy way to explain how to do this. The best strategy I have found to destroying the missles is to go behind them. .wait for a bit then do U-Turn then fire at the missile and use the breaks. The problem is choosing between your allies that you really need for Area 6, or to save Great Fox. Good Luck!  
>>If you suceed then you will go to Area 6<<  
>>If you fail then you go to Bolse.<<

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-[Area 6]-  
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-[Attack Carrier]-

Difficulty: \*

This Boss starts out with shooting missiles out on the rightside, start early on blasting the port, then it will move onto two other ones on the left. So as soon as the ports open start blasting at them. After to kill all the ports he will start going crazy, Fire as fast and as rapidly as possible.

-[Meteo Crusher]-

Difficulty: \*

He will start out with a rotation device that shoots green rays the section that is open and has a yellow spot start shooting it, after destroying all four of them. He will eject the shield and then start to use some electric weapon. Just stay on the right side and shoot the yellow spot in the middle. He then says he admits defeat, but then he starts to shoot with two big ray guns! Do a loop when it goes for you, then start shooting.

-[Spyborg]-

Difficulty: \*\*

This opponent swings his arms at you and fires missiles so keep distance from him. Then just fire at his head when the eyes are exposed. As far as I know it isnt possible to kill this boss before it captures Slippy, but who knows.

-[Goras]-

Difficulty: \*\*\*

Break off all arms by using the laser gun, as soon as the arms are off go for the ribs with smart bombs. To avoid fire shot by Goras, Hover.

-[Shogun]-

Difficulty: \*

Watch the map and go after him with standard lasers its easy, The only problem you may have with him is getting too close so keep your distance and fire your standard laser!

-[Saucerer]-

Difficulty: \*\*

When the hatches open fire at them, destroy all four of them. Then it will activate a big weapon in the middle of the bottom, fire that that. you only have so much time before the ship destroys the base.

-[Vulcan]-

Difficulty: \*\*

Start by shooting the arms, as soon as they fall off focus on the head.  
If he goes to blow lava or rocks at you shoot it!

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-[Mechbeth]-  
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Difficulty: \*\*\*

Start by shooting the tail, then aim for the head, after both are  
taken off. Then watch the thrain, as it throws out electric boxes fire  
at it, then shoot the Mehbeth, repeat process until it is dead. To  
avoid the dropping packages do the Hover Manuever.

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-[Bacoon]-  
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Difficulty: \*\*\*1/2

Shoot the holes in which the snakes come out of. When the Bacoon opens  
up fire at the two stems that are holding the shell up. Continue this  
process until it falls off. Then you will be faced with eggs being shot  
at you from all over...use lasers to kill the places where the eggs  
are coming from then use a torpedo at the eye.

-----  
-[Sarumarine]-  
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Difficulty: \*\*\*1/2

Use a bomb on the snorkels. When they are destroyed..destroy the bomb  
launchers when one is destroyed he will go for the crane, shoot it as  
fast as you can so he cant recover. After that destroy the other bomb  
launcher. Then just go after the entire body with bombs or lasers.

-----  
-[Gorgon]-  
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Difficulty: \*\*\*\*

- Destroy the tenticles around it then fire at the energy balls. Blast  
the missles for energy and missles. Then you need to repeat the same  
proccess. Pretty soon Gorgon will use a Powerful attack in which a  
big ray of light will come and attack you, go to the upper left hand  
corner and do barrel rolls until it stops doing it.

-----  
-[Adross] (easy)-  
-----

Difficulty: \*\*

For some reason Andross is really easy. All you need to do is shoot his  
eyes to allow him to expose his hands hit the hands repeat until you have  
both hands are gone, then blast the head! Eventually he will die.

-----  
-[Andross] (hard)-  
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Difficulty: \*\*\*1/2

First destroy the eyes then go directly for the brain, becareful this  
Andross has many attacks! After you defeat him you need to keep up with  
your father and follow him. Use Boosters if neccessary. Note: If you  
defeat Andross and then die you will not start from the beginning but  
from where you died.



-----  
-[Getting the Medals: The Requirements]-  
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Corneria - Must get at least 150 hit points.  
Meteo - Must get at least 200 hit points.  
Fortuna - Must get 50 hit points  
Sector X - Must get 150 hit points  
Titania - Must get 150 hit points  
Bolse - Must get 150 hit points  
Sector Y - Must get 150 hit points  
Katina - Must get 150 hit points  
Solar - Must get 100 hit points  
Macbeth - Must get 150 hit points  
Aquas - Must get 150 hit Points  
Zoness - Must get 250 hit points  
Sector Z - Must get 100 hit points  
Area 6 - Must get 300 hit points  
Venom - Must get 200 hit points

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-[The Two Endings]-  
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Ending one (If you enter Venom from Bolse): Fox McCloud faces the face of Andross, after he destroys Andross he escapes automatically. The Star Fox Team goes back to Corneria to celebrate the restoration of the Lylat System.

Ending Two (If you enter Venom from Area 6): Fox McCloud faces both the face of Andross and the brain, when Fox McCloud defeats the brain, Andross threatens to destroy Fox with him! James McCloud suddenly comes in and talks to fox and tells him to follow, You must manually follow James to the exit, When they escape James McCloud Disappears. The Starfox team goes back to Corneria to celebrate victory.

-----  
-[Rescue Teamate Points]-  
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[Corneria]

- Slippy at the very beginning needs assistance with three ships on it's tail.
- Falco needs assistance about halfway through the level, you need to use your booster to catch up to them and shoot the three ships on Falco's butt.

[Meteo]

- Exactly halfway through the level Peppy needs assistance, Lock onto targets and fire, chances are it will kill them all with one blow.
- 3/4ths through the level Slippy will encounter danger, you will need to blast the red sections of the enemies behind Slippy.

[Fortuna]

- Various Points in the level.

[Sector X]



- Peppy needs assistance towards the beginning of the level, use your turbo boosters and fire at any opponents following Peppy.
- Right before Spyborg there will be yet another time you need to help peppy, this time four aircrafts are gaining on him, use the targeting and shot them down with one shot.

[Titania]

- Falco needs assistance about 1 minute after you enter the checkpoint, he is chased by air-crafts, so use your targeting and shoot em down!

[Bolse]

- Various Points in the level.

[Sector Y]

- Slippy is being chased by about five or six airships, so you should target and then fire a smart bomb.

[Katina]

- Various Points

[Solar]

- Right after you pass through the check point you will see falco being chased, use your laser and shoot them.
- Right after saving Falco you will run into Slippy needing help with a bird in Slippy's Back. So target the bird and kiss it goodbye.

[Macbeth]

- Falco needs rescuing use targeting and fire.
- Sometimes, Peppy needs rescuing while you are in the boss, if so Just use a Smart Bomb on them.

[Aqua]

- None

[Zoness]

- About 45 seconds into the level Slippy needs assistance with a bird attacking her from behind, use targetting.

[Sector Z]

- Various

[Area 6]

- Various

[Venom]

- Falco will need rescuing once, there is only one aircraft on him so it is simple.

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