

Star Wars Demolition FAQ/Guide

by Jason Eder

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-STAR WARS DEMOLITION GUIDE (PSONE)-

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Other guides I've written are-

Wu Tang:Taste The Pain (Didn't get posted on Game Faqs, can be found on Neoseeker or psxcodez), and Silent Hill.

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1. CONTROLS-

L2- Fire or charge current mounted weapon. Hold to charge, release to fire.

R2- Fire or charge laser cannon. Hold to charge, release to fire. Max charge fires special weapon.

R1- Charge laser cannon. Hold to charge, let go at the desired charge level, then press R2 to fire it. I recommend using this charge button, (L1 if charging mounted weapon), not L2 or R2's charging function.

L1- Charge mounted weapon. Hold to charge, let go at desired charge level, press L2 to fire.

DIRECTIONAL BUTTONS- Steer vehicle left or right. (The up and down buttons are not used).

ANALOGUE STICKS- Left stick steers vehicle, right stick isn't used.

TRIANGLE- Show reverse view.

SQUARE- Brake.

CROSS- Accelerate.

CIRCLE- If you have the Auto-Target function turned off, press to cycle through available targets.

ANALOGUE BUTTON- Press to activate analogue mode.

SELECT- Not used.

START- Pause game.

2. MAIN MENU-

Player Profiles- You can create eight profiles per block on your memory card. Enter a name, then your win/loss records will be recorded under that name.

One player Games-

-Battle- A free-run. Choose a character, an arena, and your opponents. Winning and losing is recorded in your profile.

-Tournament- The main part of the game. Choose a character. You will play four rounds, battling for credits. Earn extra money by getting force hits and final blows, described later in this guide. Destroy all enemies to proceed to the next round. You start with one-thousand credits, but if you lose all of them, it's Game Over. Get over ten-thousand credits to unlock new characters. If you are destroyed in a round, you can retry but lose five-hundred credits. Before entering the next round your vehicle will be repaired, five-hundred credits per full strength bar. It costs five credits each portion of shield or weapon power recharging. Winning or losing is recorded in your profile.

-High Stakes- Choose a character. The CPU will choose one, and the levels are randomly selected. A betting screen will come up. The odds are shown according to that players win/loss records. Bet an amount of money, then try to destroy the opponent. Winning or losing will be recorded in your profile.

-Hunt-A-Droid Mode- Choose a character and arena. Probe droids will roam about the arena. Destroy as many as you can within the time limit.

Two player games-

-Battle-(Versus or Cooperative)- You need two controllers plugged in to play this mode. Player two will also need to create a profile. If you select 'Versus', player one and two select a character, then an arena. You will go head to head against each other. Winning or

losing is recorded in your profiles. If you choose Cooperative, you both team up. Choose your characters and arena, then team up to defeat other CPU characters of your choice. Winning or losing is recorded in your profiles.

-Tournament-(Cooperative)-Both players choose a character. Team up to complete the tournament, unlocking a new character if you collected over ten-thousand credits. Winning and losing for both players is only recorded under player one's profile.

-High Stakes-(Versus)-Both players bet an amount of money, the winner is the player who reaches ten-thousand credits first. Winning or losing is recorded under your profiles.

-Hunt-A-Droid Mode-(Versus)-Both players compete against each other in a level of their choice to destroy the most droids in the set time limit.

Tournament Chart-

This screen shows the tournament status for each vehicle. The pictures are each accompanied by a colored background.

RED= Locked

BLUE= Unlocked

YELLOW= Completed with less than ten-thousand credits

GREEN= Completed with over ten-thousand credits.

High Scores-

The first page shows win/loss records, second page shows High Stakes winnings, and the third screen shows Hunt-A-Droid stats.

Options-

-Preferences- Here you can adjust some of the options. Auto-Targeting, Smart computer (Turn in-game status text on/off), Refill stations, Droids, and Powerups.

-Difficulty- Adjust the skill level of CPU opponents and the damage they do to you.

-Controllers- Allows you to change control functions.

-Audio- Adjust music and sound effects volume, output mode (Stereo or Mono), and the play mode for the music.

-Credits- View the names of the guys that made this great game. Changes you make to the options will auto-save when you return to the main menu.

Game Screen-

Radar- The radar is located in the top-left of the screen, and shows the location of your opponents.

Statistics circle- This is located at the top-right of the screen. The outer part of the circle is your health status. The top half colored in blue is your shield power. The bottom half colored green is your vehicle's health. The bar in the middle of the circle is your weapon power, which decreases as you use your weapons. The four little boxes on the left of the weapon power bar are the mounted weapon charge levels. The higher you charge it, the stronger the weapon. The little boxes to the right of the weapon power bar are your laser cannon charge levels. The higher you charge it, the stronger the weapon. The little icon under the weapon power bar indicates which mounted weapon you currently have. The little boxes located on the outer left part of the circle are your force meter markers. If you spot an enemy, their status circle will appear around them.

Weapons-

Weapon Droids will roam around the arena. Run into them or shoot them to reveal a mounted weapon.

-Proton Torpedo- This is the strongest mounted weapon available. It uses more weapon power than other weapons, and doesn't lock-on, so you have to line your opponent up and take a shot.

-Concussion Missiles- These missiles are very accurate and will home-in on the nearest enemy, disabling them from moving or charging weapons for a few seconds.

-Tractor Beam- An energy beam that stops enemies from moving or repels them. If an enemy is in a shield or weapon recharger, charge it to the fourth level to blast them out of there.

-Thermal Detonator- Small, powerful bombs, that cause a lot of damage. They are launched out in front of you, but won't reach very far.

Characters-

-Wade Vox- Wade has average speed, weapon power, and shields.

-Species- Human

-Age- 21

-Home world- Alderaan

-Special Weapon- Force Attack

-Vehicle- Landspeeder

-Boba Fett- Boba has good speed and weapon power, but below average shields.

-Species- Human

-Age- Unknown

-Home world- Unknown

-Special Weapon- Disintegrator

-Vehicle- Jetpack

-Wittin- I don't know about Wittin's stats, as I haven't unlocked him yet.

-Species- Jawa

-Age- Unknown

-Home world- Tatooine

-Special weapon- Ion Blast

-Vehicle- Remote controlled STAP with battle droid pilot

-Quagga- Quagga has good armour and weapon power, but is very slow.

-Species- Wookie

-Age- 210

-Home world- Kashyyyk

-Special Weapon- Turbo-laser tank cannon

-Vehicle- AAT battle-tank

-Pugwis- Pugwis has good speed and shield, with average weapon power.

-Species- Dug

-Age- unknown

-Home world- Malastare

-Special Weapon- Sonic Boom

-Vehicle- Podracer

General Otto- Otto has good weapon power, average shields, and pretty bad speed.

-Species- Human

-Age- 67

-Home world- Coruscant

-Special weapon- Concussion Genade Launcher

-Vehicle- AT-ST, AKA chicken-walker.

Aurra Sing- Aurra has bad shields, and average weapon power and speed.

-Species- Unknown

-Age- Unknown

-Home world- Unknown

-Special weapon- Sniper rifle

-Vehicle- Swoop

Tia & Gia- These two girls have good speed and turning, with average weapon power.

-Species- Human

-Age- 18

-Home world- Bestine IV

-Special Weapon- Tow Cable

-Vehicle- Snowspeeder

Malakili- Malakili has good armour and weapon power, but is a bit slow.

-Species- Human

-Age- Unknown

-Home world- Corellian System

-Special weapon- Grab & throw

-Vehicle- Rancor

Tamtel Skreej- Tamtel (AKA Lando Calrissian) has good speed and weapon power, but not very good armour.

-Species- Human

-Age- Unknown

-Home world- Unknown

-Special weapon- Skiff Deck Gun

-Vehicle- Desert Skiff

Arenas-

-Tatooine: Dune Sea- This is a large, flat level. The weapon and shield rechargers are located around the edge of the level. There is a teleporter in the middle of the arena.

-Level Tip- Blast the Jawa Sandcrawler that circles the arena and the front hatch will open. Drive in to receive a droid.

-Hoth- This is a large, flat level, with a few bumps and hills around. The weapon charger is in the large door, with the shield rechargers to the right of it. A teleporter is inside the same room as the weapon charger, so if your trying to recharge and everyone is blasting you, just drive in and you'll be teleported away from the battle.

-Level Tip- Destroy one of the probe droids hovering around the level to reveal a droid powerup.

-Naboo- This is a small arena. It is flat in the middle, and has a sort of walkway area around the edge, with rechargers and teleports scattered around it.

-Level Tip- There is a giant chess board in the middle of the arena.

Ram the battle droid-shaped pieces into your opponents to cause them damage. You can also ram the black ones into the white ones (Or vice versa), to reveal invincibility or a droid powerup.

-Death Star II- The classic Death Star trench is located in the

middle of the arena, with a few ramps leading out of it to the higher level. The rechargers are located around the higher levels, and a teleporter is at the end of the trench.

-Level Tip- Tie-Fighters occasionally zoom through the trench, blasting anyone in their way. When they come, destroy them to reveal a droid powerup.

-Dagobah- Dagobah is mostly water, with a few bumps and small hills. The rechargers and teleporters are scattered around the level. Watch out for the creatures in the water too!

-Level Tip- Shoot the sunken A-Wing in the water to reveal all three kinds of powerup droids.

-Tatooine: Mos Eisley- This arena is pretty small, and totally flat, with buildings scattered around. There are a few buildings with ramps leading down to the weapon rechargers, and the shield recharger is in a small archway. Enter the big wooden gates to be teleported to the other side of the level.

-Level Tip- Destroy one of the buildings when an opponent is nearby to catch them in the blast radius.

-Yavin 4- This is my favourite arena. It's mostly flat, with a few bumps, and a narrow river running around it. There are two pyramid-like buildings in the center of the arena. The shield recharger is on the shortest pyramid, and the weapon charger is on the higher one. There is a teleporter to the left of the shield recharger.

-Level Tip- You will sometimes see a huge golden ball on top of the weapon recharger. Run into it to send it rolling down the hill, taking most of your opponents shield if they're in the way. You will also turn invincible.

-Cloud City- This level is flat, with catwalks above it. The rechargers are not in the main part of the arena. They are on the edge of the arena. A teleport on the ground floor will take you up to the catwalks, which lead to other teleporters.

-Level Tip- When heading for the rechargers, watch out for the giant fans which can blow you off the arena.

Playing The Game-

-Weapon Rechargers- These are situated around each arena. They are accompanied by a red glow. If you're low on weapon power, drive into one to recharge it. The recharger loses brightness over periods of use, and eventually runs out.

-Shield Rechargers- These are the same as weapon chargers, except they recharge your shield, not your weapon power. They also have a blue glow, not a red one.

-Force Hits- The small boxes next to your stats circle is you force meter. Hit any opponent with a stage 2 or 3 attack to gain force points. The boxes will turn yellow. Then, charge up your laser cannon and your mounted weapon to full power, and blast both at the same time at an opponent.

-Final Blows- When an opponents shield and energy has depleted, charge both your laser and mounted weapon to full power. Fire both at the demolished opponent to achieve a final blow.

Secrets And Tips-

-Secret Characters- Earn 10,000 credits in a tournament to achieve victory, also unlocking a new character. If you get victory with every main character, by then you will have unlocked the secret characters-Darth Maul, Lobot, Boushh, and Wittin.

Remember- keep an eye on your stats circle at all times!

Look out for the next game I will write a guide for- Crusaders Of Might & Magic.

BYE!!!