

WarHawk FAQ/Walkthrough

by HawkMasterD

Updated to v0.3 on Dec 12, 2001

```
WWW          WWW
WWW          WWW          WWW
WWW          WWWWWW      WWW AAA RRRRR HH HH AAAAAA WW          WW KK KK
WWW WWW WWW WWW AA AA RR RR HHHHH AA AA WW WW WW KKK KK
WWWWWW      WWWWWW      AAAAAAA RRRR HH HH AAAAAA WW WWWW WW KKKK
WWW          WWWW AA AA RR RR HH HH AA AA WWW WW KK KK
**TM**
```

The Red Mercury Missions

FAQ version .1 by HawkMasterD (Derek Miller) (Email: hawkmasterd16@yahoo.com)

WARHAWK: The Red Mercury Missions is a registered trademark of its respective designers. Copyright (c)1995 Sony Interactive Entertainment. Don't sue me; I'm just an author. Don't distribute or reproduce this FAQ without giving credit to its original author, me. The same thing goes for the ASCII art. Please do not sell or attempt to make or generate profit from this FAQ in anyway unless you contact me first. With that said, I don't know what I'm talking about anyways, so on to the FAQ.

Well, I was browsing Gamefaqs.com one day, and looked to see if there was a FAQ on this wonderful and highly advanced game for its time. Sadly, there were none! Since then, I've always thought of writing a FAQ and now the time has come.

The following sites have my permission to host this FAQ:

www.angelfire.com/ny5/hawkmasterd16 (shameless plug)
www.gamefaqs.com
www.psxcodez.com
www.neoseeker.com

Please send any comments, questions, suggestions, etc. to hawkmasterd16@yahoo.com. I'm new at writing FAQ's so help me out! Also, I don't have the manual to this game, or at least I don't know where it is, so anyone who has it, help me out!

----- Version history:

--|Wednesday, December 12, 2001: (v0.3) Added more ASCII art and walkthroughs for stages 3 and 4. Touched up enemies and other things here and there.
--|Tuesday, December 11, 2001: (v0.2) Fixed menu for .txt format, added control information for looking, updated the arsenal. Added the Enemies section, and re-did the walkthroughs for stages 1 and 2.

Table of Contents:

1. The Story
2. The Characters
 - Hatch
 - Walker
 - Jassic
 - Kreel
3. Controlling the Warhawk
 - the IHVL (Inverted Half-Vertical Loop)
4. Your Arsenal
 - XA-165 Warhawk
 - Machine Guns
 - Rockets
 - Swarm Missiles
 - Lock-On Missiles
 - Plasma Cannon
 - Flash Bomb
 - Doomsday Bomb
5. Enemies
6. Walkthrough -
 - a) Stage 1 - The Pyramid
 - b) Stage 2 - The Canyon
 - c) Stage 3 - The Attack Convoy
 - d) Stage 4 - The Volcano Level
 - e) Stage 5 - The Gauntlet
 - f) Stage 6 - Stormland
 - g) Stage 7 - Face-off with Kreel
7. Cheats/Passwords
8. Tips and Misc.
9. Special Thanks

/-----\
< The Story >
\-----/

A madman named Kreel has been mining a material dubbed Red Mercury, for reasons unknown. The Red Mercury possesses an unknown power, and it is not sure what kind of power Kreel would have if he were to obtain enough. Kreel's ultra-powerful forces are more than a match for normal aircraft and military forces, so The International Force sends Hatch and Walker, commanded by Commander Jassic to fly Warhawk and lead a series of strategic missions against Kreel and to recover the Red Mercury. You must stop Kreel at all costs!

/-----\
< The Characters >
\-----/

The characters only appear in the FMV live actions sequences during the game. Not much to say about it, but you get a general feel for the characters and realize despite their over-generic ness, this is a video game, not a movie with a great story-but still worth writing about.

Hatch: One pilot of the Warhawk.

Walker: The other pilot. You play as these guys.

Commander Jassic: Hatch and Walker's commanding officer. Has a strong sense of duty, and doesn't take Walker's smart mouth and complaints. She won't take no for an answer.

Kreel: The madman mining the Red Mercury. A major threat to the International Force, and must be stopped at all costs!

```
/-----\  
< Controlling the Warhawk >  
\-----/
```

Controlling the Warhawk can be confusing at first, but once you get the hang of it the Warhawk becomes alive at your fingers. Here are the basic controls:

Left/Right: Steers the Warhawk left or right. At slow speeds and in reverse the Warhawk will strafe left and right, like a helicopter.

Up/Down: Decreases/Increases altitude, at high speeds the Warhawk will turn downwards or upwards, respectively.

Select: Pauses the game.

Start: When held, tapping up or down in game will change the camera view, Start+Down to zoom out, Start+Up to zoom in.

Square: Fires your machine guns.

X: Engages the afterburners, for increasing your speed faster than normal. Orange jets of flame will fly out the back of the Warhawk.

O: Fires selected weapon.

Triangle: Switches selected weapon.

R1: Roll right. Tap twice to do a barrel roll.

L1: Roll left. Tap twice to do a barrel roll.

R2: Speed up.

L2: Brake.

Techniques:

EJECT COCKPIT: Square+Triange+X+O: Be careful! You have to use this late in the game. I hate it when I accidentally do this!

LOOKING: Changes your view. To look down, hold L2 then R2. To look left, hold L1+L2. To look right, hold R1+R2. I never used it much, but you might.

VERTICAL LOOP/TURN AROUND: Use the directions, its easy enough to figure out, using L1 or R1 will make turning around faster. You can only do a vertical loop up.

WEAVING: Use R1 while turning right, then quickly shift to L1 and left turning. If this technique is done correctly you can "weave" back and forth, keeping your crosshairs on the same general point. Great when used for those far away bosses and you are firing Rockets or charging Plasma shots.

INVERTED HALF-VERTICAL LOOP: This is a GREAT move. In StarFox64(tm), this move was executed far too easy. Here it requires a bit of skill, but becomes second nature not after too long. I'll refer to it from now on as IHVL. Begin to do a vertical loop, and halfway through stop holding the Down button and hold the Up button. You should have turned around and be facing your enemy in the same line of fire you left. This is also great for air raiding: fly straight up and perform one of these, then reduce your speed to the slowest you can while still maintaining the ability to fly downwards. You should be looking down at your ground target. Fire away! NOTE: in the pseudo-FMV intro, the computer executes one of these, if you need an example.

```
/-----\  
< Your Arsenal >  
\-----/
```

The Warhawk comes equipped with quite a few weapons, and even more can be picked up. Here's what you get to fight with - most of this info is taken from the In-game option menu.

<<XA-165 WARHAWK>>: The International Force's premier attack aircraft. The WarHawk carries a tremendous amount of firepower, is heavily armored, and yet remains unbelievably nimble.

<<MACHINE GUNS>>: Liquid-cooled protonic impulse machine guns delivering 1500 rounds per second.

Range: 250m

Strength: 15j0u/sec.

Loadout: unlimited

These are more useful than you think. Can be upgraded twice, and after that ABUSE YOUR MACHINE GUNS.

<<ROCKETS>>: Small, unguided missiles for general-purpose destruction.

Range: 800m

Strength: 10j0u

Loadout: 100

These are my personal favorite. Rockets require ultimate skill to use on moving targets, as they do not home in on targets. 100 goes quite quick, but when you throw about 8 of these at someone you better make sure you are lined up right or you just wasted 8 rockets! MAX HOLD: 200.

<<SWARM MISSILES>>: Small Heisenburgium-fueled homing missiles which seek a common target.

Range: 500m

Strength: 6j0u each

Loadout: 24 swarms

Swarms are pretty good, but not until you upgrade em'. I classify these buggers with lockons, as they are to be used for moving targets

and bosses only. MAX HOLD: 48.

<<LOCK-ON MISSILES>>: Laser-guided missiles which pack a wallop but are not as agile as the Swarmers.

Range: 500m

Strength: 50j0u

Loadout: 8

The firing rate is not too great, but these babies pack a LOT of power, especially after the upgrade. Slow, but powerful, these are good to use against bosses. Don't waste em' on fliers, they will usually out fly them. MAX HOLD: 16.

<<PLASMA CANNON>>: Shoots plasma torpedoes which increase in strength the longer they are charged, but dissipate over distance.

Range: variable

Strength: variable

Loadout: 800j0u pool

Technically, the plasma cannon is the most powerful weapon in the game. Like rockets, shoots forward with no homing abilities, but can be charged to have a variable attack strength and speed. In the hands of the master, these are truly fearsome. Charge a boss with a 300 j0u shot (the strongest it goes I think) and let go. I love it! I always use these up to conserve my lockons and such. MAX HOLD: 1200j0u.

<<FLASH BOMB>>: Temporarily blinds your enemies and clears the air of all fire.

Range: 300m

Strength: 0 j0u

Loadout: none

You have to pick these up. Never really found much use, I was always dodging the enemy fire. You get 1 per pickup. MAX HOLD: unknown.

<<DOOMSDAY BOMB>>: The ultimate weapon for killing your enemies, deleterium bomb hammers everything in range.

Range: 300m

Strength: classified (what a crock of s***...)

Loadout: none

This bomb takes out all aircraft in range, and I think it takes out their missiles too. However, doesn't touch ground and stationary targets. MAX HOLD: unknown.

<<CANISTER>>: The canisters of Red Mercury are often your stage objective. Collect them to beat levels.

<<SHIELD RECHARGE>>: Looks like a black orb with a green shield.

Recharges all the Warhawk's shields and repairs all damage.

<<ENHANCED GUNS>>: These can be picked up twice. They enhance your machine guns, making them turn color and become more powerful.

<<SWARMERS PICKUP>>: Adds 8 Swarmers to your arsenal.

<<LOCK-ONS PICKUP>>: Adds 2 Lock-On missiles to your arsenal.

<<ROCKETS PICKUP>>: Adds 20 Rockets to your stock. Fairly rare.

<<PLASMA RECHARGE>>: Even rarer than the Rockets. Recharges plasma to full/adds 200 to your jou pool.

<<FULL WEAPONS REFILL>>: The rarest pickup. I only know of one of these. They do as the name implies, recharges all weapons to max and all weapons higher than max stay the same.

<<SUPER SWARMERS PICKUP>>: Only a couple of these, and they're late in the game. Doubles speed and damage of the missiles.

<<SUPER LOCK-ONS PICKUP>>: Same as Super Swarmers, but applies to Lock-On missiles. With this pickup, the Lock-Ons are the most fearsome weapon you possess.

```
/-----\  
< Enemies >  
\-----/
```

I'm doing the enemies as I write the Walkthrough, so only expect to find enemy descriptions as the levels progress. Also, all Armor rating I determine by how many rockets it take to destroy/shoot down the enemy. 'Cause I just love rockets, y'know?

<<AIRCRAFT>>: Come in 2 flavors, black and grey. The black fighters are more skilled. You can usually take these down with 1 or 2 shots, but they aren't worth your time or ammo. Just avoid the missiles; these are more of a nuisance than anything. Dangerous in swarms, though.

Stage found in: 1, 3, 4 and 6

Armor: 2 RKTS

Threat (alone): Minimal

Threat (group): Medium

<<SILO>>: Not really an enemy, but can be blown up for a power-up. Use your machine guns for optimum efficiency.

Stage found in: 1

Armor: 6 RKTS

Threat: None

<<TANK>>: Small, stationary armored vehicles that shoot AA weapons at you. Don't waste your time, unless you they have a power-up to give you or the sky has too many projectiles from them.

Stage found in: 1, 2

Armor: 1-2 RKTS

Threat: Minimal

<<CANNONS>>: Stationary cannons. Can cause a bit of damage if you aren't careful. These are everywhere, in several different flavors. I will detail them in the walkthroughs, but here are the basics:

Stage found in: All

Armor: Varies

Threat: Varies, usually Medium

<<POWER GENERATOR>>: They power the pyramid in Stage 1. You have to destroy them to win.

Stage found in: 1
Armor: 3 RKTS
Threat: None, but must defeat to proceed

<<PILLAR>>: Must be destroyed in Stage 1 to advance to Part 2. They fight back, like cannons.

Stage found in: 1
Armor: 6 RKTS
Threat: Minimal

<<STATIONARY MINES>>: Red and blue mines that float in one position. If you run into them they can seriously damage you, but you can destroy them.

Stage found in: 2
Armor: 3 RKTS
Threat: Medium

<<FLOATING MINES>>: Damage isn't as high as Stat. Mines, but often these come in packs, which intensify the damage. Watch your back, as these are more like projectiles (but nobody shoots them!). If you can, use your machine guns. They travel slowly, and usually only hit you if you are farting around and not moving.

Stage found in: 2
Armor: 1 RKTS
Threat: Medium

<<BATTLESHIPS>>: Boats in the water that will shoot at you. Can contain power-ups. Don't worry too much about these, another waste of ammo in my opinion. There is another version of these in the Volcano level, but they are common enemies, and are easily avoided.

Stage found in: 2, 4
Armor: 2 RKTS
Threat: Minimal

<<PYRAMID EYE>>: This is not the Pyramid in stage one. Rather, it LOOKS like it but is really a pop-up enemy that appears to block your progress in the Gauntlet. Take them out, but watch out - they regenerate. Shoot and keep going.

Stage found in: 5
Armor: 2 RKTS
Threat:

<<AIRSHIP>>: Ship that carries Red Mercury - heavily armored with two defensive cannons. Don't make any direct assaults on these guys, or they will tear you up. It's smart to charge plasma cannon, then weave in from above and blast and fly by. Repeat to destroy.

Stage found in: 3
Armor: 15-20 RKTS
Threat: Medium

/-----\
< Walkthrough >
\-----/

ITEMS-2 Shield Recharges, 16 Swarmers, 6 Lock-Ons, 1 Flash Bomb

Kreel is supposedly hiding a canister of Red Mercury in the Pyramid.
Retrieve it and return to base!

Basically this stage is a small city in one corner, where you start off, and a giant pyramid in the center with an arch on all 4 sides. Fighter planes swarm the sky, but are only pests. Don't waste any weaponry on them! Instead, just concentrate on your main targets. The guns on the arches may be shot off to gain 2 Lock-On power-ups, and 2 Shield Recharge power-ups. Shooting the small hangars on the ground will have the same effect; you get 2 Swarmers, 1 Lock-Ons, and 1 Flash Bomb. Save your Swarmers and Lock-Ons, you really won't need them and it's better to stock up on what you find. You should be able to take everything out with Rockets and Plasma Cannon, but if you find yourself starved use your Swarmers. I usually don't have to unless I am playing on Pro difficulty level.

Part 1-Really, this isn't all that tough. You have to shoot down the 4 Towers around the pyramid. Use your Plasma Cannon; high-powered shots coupled with machine gun fire should take these out no problem. If you run out of ammo, use your rockets. Once you'd destroyed those, the second part begins.

Part 2-A bit trickier. The targets are awkward to hit. Take note your target is not the eye on the pyramid shooting at you, but the power generators at the base of the pyramid. Kreel's aircraft have gotten a little smarter, and faster but not by much. More often than not if they are following you when you charge the pyramid they will ram right into it and explode. Use your Rockets and Plasma Cannon on the generators. To target the generators better, use the IHVL, noted above. If you do it right, you won't even have to dodge the eye that shoots at you. Keep it up and the pyramid is through, and you're on to the last part.

Part 3-All that's left is to fly through the pyramid and pick up the Red Mercury. Kreel's air forces will really be on you now, but if you finish off the mission now you should have no problem.

MISSION COMPLETE!

2. STAGE TWO - THE CANYON

ITEMS-2 Shield Recharges, 4 Lock-Ons, 60 Rockets, 1 Plasma Recharge, 24 Swarmers, 1 Doomsday Bomb

The way I see it, there are two ways to take the canyon. You can speed through it, ignoring enemies and most power-ups, slowing only to shoot mines. The other way is to go carefully, getting all the power-ups and destroying all the enemies. However, if you choose the latter red meteor-like projectiles will rain from the sky, and majorly damage your ship. Also, the floating mines in this level will be more likely to get you. For that, I choose the former. Wall cannons in this level

| |
| |

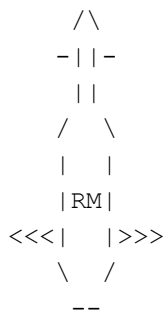
As you can tell, it's somewhat general, but then, it's really all you need. If you are following the main section (marked by vegetation) then you will arrive at the boss the fastest, but will receive less power-ups. You know you're on the right track when you fly under the ARCH, marked above. The stage 3 boss isn't much trickier than the first, just blast away (use your Plasma Cannon if you have some to spare) to destroy the 3 weak points on the boss's front side. Make hit and run tactics, swaying back and forth to avoid his shots. If you need to recharge your shields, there is a place to hide off to the side. Your reward: a Doomsday Bomb. Continue on to the dark tunnel to get to Part 4.

Part 4-This part is more or less a narrow canyon littered with mines. A few cannons are attached to the walls, but they are of little nuisance. Just keep going, taking caution to avoid the mines. After flying under another small tunnel, you will come out at the boss. There are two places to hide, 1 on either side of him. Hide behind them to recharge your shields, and use up any Plasma Cannon you may have left. Pop out from behind the walls to shoot the boss's weak points-there are 3 on each side. Destroy them all and fly into the nooks he was protecting to retrieve the canisters.

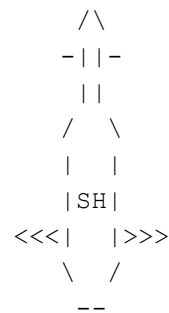
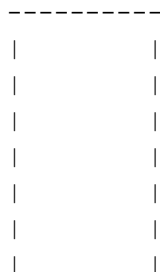
MISSION COMPLETE!

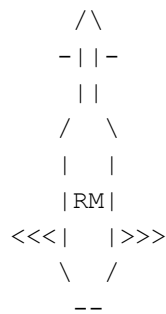
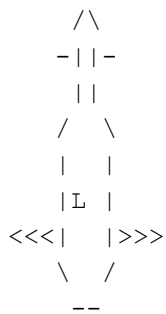
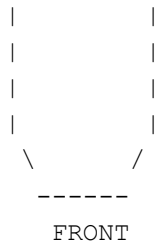
3. Stage 3 - The Attack Convoy

ITEMS-1 Flash Bomb, 1 Doomsday Bomb, 1 Ultra Lock-Ons Upgrade, 8 Swarms, 2 Lock-Ons, 3 Shield Recharges
This stage will probably be your first "real" stage, if not the next one. You have to find 8 canisters of Red Mercury which can be accomplished by destroying the 4 Airships surrounding the main ship. Here is a diagram of what the stage looks like:



BACK





- L - Lock-Ons Pickup
- SH - Shields Recharge
- RM - Red Mercury

Really, you only need to destroy two of the ships, but as soon as you pickup a canister of Red Mercury, the game cuts to an FMV and the cannons on the main ship open! Destroy them both, mainly the one on the bottom, as it contains an Ultra Lock-Ons pick-up. After you destroy one of the cannons, then the last part of the level opens up, and you can fly into the back or front of the main ship and get the last few canisters. Be careful, the passages are littered with Cannons and doors that open and close. One side contains a Flash Bomb, and the other a Domsday Bomb. The air is more dangerous on this mission, but keep moving. When attacking the Airships, try an approach from underneath the ship. Sure, you can waste a couple Swarmers and shoot the cannons on the ship off, but if you approach the ship from underneath then the cannons can't hit you at all. I advise you use your plasma on the ships; they are big targets, and have a lot of armor. Get the Ultra Lock-Ons pick-up as soon as possible. There is no real boss to this stage, so be glad. If you need Shields, you can blow off the top cannon on the ship, and there is a Shield Recharge in one of the Airships, marked above. Another neat thing about this mission is that there is a very high vertical limit; you can fly into the clouds and beyond. In the clouds is another Shield Recharge and some Swarmers. The clouds are a perfect place to recharge your shields, because the only threat is aircraft up there, and that should be easy to avoid. Pick up your 8 canisters, and you are done with this mission.

MISSION COMPLETE!!

4. Stage 4 - The Volcano Level

ITEMS-Enhanced Guns, Super Swarmers, 40 Rockets, 1 Shield Recharge, 6 Red Mercury canisters, 6 Lock-Ons, 16 Swarmers

Now this is where the game starts to get hard. I will admit I have a hard time on this level. The layout for the level is also something new - there are two sections, above the cloud layer and below it. Below it, you have to worry about missile silos hidden in the sea, and Battleships that shoot upwards at you. The planes are on you again, so keep dodging! All in all, there are 6 weak towers you can destroy (2 RKTS), and about 6 large towers (about 15 RKTS). The large towers (2 above cloud, 2 below) contain Red Mercury, and when you pick up two, the boss appears. First off, when you start this level, fly to the above level and find the Super Swarmers Upgrade. Also, look for other power-ups on top of the large towers, including a Lock-Ons pickup. Only 1 Shield Recharge in this stage, so use it wisely. Destroy every tower, but beware that some of the large towers will launch homing fireballs after destruction. Also, look for an Enhanced Guns upgrade in this stage. There is little sanctuary in this stage, but you can still fly to its vertical limit to be somewhat safe. Just keep moving and NEVER STOP, especially when beneath the cloud cover.

Boss - Volcano Tower

Now I mention this boss in his own section because this is when things start to get tough. When trying to attack him, he will have a few guns shooting at you, combined with the launched missiles from the towers and the aircraft circling. Keep moving, weave as you approach the boss, always charging your Plasma and releasing it at the last moment. Use your Super Swarmers or Ultra Lock-Ons after your normal weaponry runs out, because you will more than likely need it. Enough hits, and the boss will go down. Make sure you know the weak point on the boss! Fly into the volcano mouth he was protecting to grab the last two canisters and beat the mission.

MISSION COMPLETE!!

5. Stage 5 - The Gauntlet

6. Stage 6 - Stormland

7. Stage 7 - Face-off with Kreel

/-----\
< Cheats and Passwords >
\-----/

All these cheats and password can be gotten by beating the game, and taking them down at different points of the game. However, I only use the ones specific for the level, and the cheat codes. Basically, I am accrediting nobody for these. In fact, if you just beat the game normally (it's not THAT hard, once you dump a million hours into it :)), you can find these out for yourself. However, for you cheaters out there:

Stage 2 (Canyon) - O, Triangle, Triangle, X, Circle, Circle, Square,

Circle

Stage 3 (Convoy) - X, Triangle, X, Square, Square, Triangle, Square,
Triangle

Stage 4 (Volcano) - Square, Triangle, X, X, X, Triangle, Circle, Square

Stage 5 (Gauntlet) - Triangle, Circle, Triangle, Circle, Triangle, X,
Square, Square

Stage 6 (Stormland) - Triangle, X, Triangle, Square, Circle, X, Circle,
Circle

Stage 7 (Kreel) - Triangle, X, Triangle, Square, Square, Square, X,
Triangle

Thor Mode - Square, Circle, Square, Square, Triangle, X, Triangle,
Triangle

Kali Mode - X, Circle, Circle, Square, X, Triangle, Circle, Triangle

Soon, I plan to get more and re-verify all of these. I probably will end up getting some codes off Gamefaqs/IGN... Oh well. I'll also put up some Gameshark codes eventually; I'm not a big fan of the tool even though I own it. It really detracts from the sheer challenge and fun of Warhawk.

```
/-----\  
< Tips and Misc. >  
\-----/
```

--Always, always, ALWAYS use your Rockets and Plasma Cannon on stationary targets! Save Plasma for bosses if possible, especially in the Canyon level and against Kreel. You won't regret it!

--Use Lock-Ons and Swarmers to find a bosses' weak point, then use Rockets and Plasma to exploit it. Fun stuff.

--Once your guns are enhanced, use them to conserve ammo. However, if you die you lose them so don't hold back!

--By saving your Lock-Ons and Swarmers early on, the Super Swarmers and Super Lock-Ons pickups later in the game will have more effect. But, if you are at the max number anyways, sling a couple around, making sure to pickup all the weapons in each level.

--Abuse the IHVL. It is prime for avoiding missiles. Combine it with the barrel roll and you will have air dominance. Be careful not to fly too high, because every stage has a vertical boundary, designated by an "electric field" when you run into it. This doesn't do any damage, but the screen will flash and you will turn back down.

--FLY HIGH. If you need to dodge things and recharge your shields, fly at high altitudes at high speeds like a crazy man. Keep in mind the vertical limit. Enemies will be hard pressed to hit you, and ground and stationary enemies may not even have the range at all. Don't forget to keep weaving and barrel rolling! This only applies in a couple stages.

--Take it slow. In stages like the Gauntlet, you will gain nothing by

going very fast, except ammo conservation. Good, but what's the use of fighting the boss at the end of the tunnel if you are severely wrecked up? If you feel confident in your abilities, speed up. If you are really reckless (like me) just plow through tunnels and corridors, counting on luck to take you through the doors.

--Use your afterburners. The R2 doesn't really do anything a flick of your thumb can't, and when you need to go fast you need afterburners. This is the only way to out fly some weaponry and enemies.

--END OF STAGE BONUS.

**If you get a Lightning Kill, you get Swarms and a Flash Bomb.

**If you get a Groundburn Bonus, you get extra Plasma Charge.

Anyone else know these?

```
/-----\  
< Special Thanks >  
\-----/
```

Myself. Help me out here.

Well, that's all I have for now. I take no responsibility for anything my tips do to your system, so don't even bother emailing. However, I do admit some of my info is not 100% accurate, so I do not hold myself to it. If you can correct me, I will revise the FAQ, especially if you can back up your corrections. Contact info:

Derek Miller -----hawkmasterd16@yahoo.com

Thanks for checking out my Warhawk FAQ!

This document is copyright HawkMasterD and hosted by VGM with permission.