

Xardion FAQ/Walkthrough

by idrivefast999

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XARDION (SNES) FAQ/WALKTHROUGH v.2.1

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First, the ubiquitous copyright stuff...

This FAQ is copyrighted by Parasite Taco (hereby referred to as "me" or "I"). There now, that wasn't so bad, was it? Seriously, though, if you want to use this, fine, just...A: give me full credit and... B: don't change anything. That's all I ask.

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CONTACT INFORMATION (2.0)

If you have a question regarding the game or just some info I screwed up or missed, feel free to ask your question on the correlating GameFAQs message boards (in this case, the Xardion board) or by email (reinholder_t0@hotmail.com). Full credit will be given with any verified information.

VERSION INFORMATION (3.0)

version 1.0

I made this out while I was playing the game, so if I missed something feel free to tell me. I found all the special weapons and I think all or nearly all of the normal items. I think...

version 2.0

Okay, I lied about not updating. Actually, I just forgot a few things. I also fixed a couple of spelling errors.

version 2.1

Man, I'm getting forgetful. I changed the format a bit and added some information to various sections.

CONTROLS (4.0)

Left	- Moves character left
Right	- Moves character right
Up	- Move highlighted item on menu, aims up (Triton and Xardion only)
Down	- Makes character duck, move highlighted item on menu, aim down (while jumping, Triton and Xardion only)
A	- Use selected special, confirm (on menu)
B	- Jump, cancel (on menu)
X	- Use selected item
Y	- Fire main weapon
R	- Use selected special
Select	- Brings up menu
Start + Select	- Brings up Stage Select (you can select any stage up to and including your current one, this is NOT a cheat)

CHARACTERS (5.0)

Triton: A humanoid robot with either a big gun or a gun arm that hails from the water planet Oceansphere. Triton is the best character starting out as he can fire up and down as well as side to side and duck. His special weapons are generally extremely versatile and useful

until you get Xardion. Triton seems to be the militant one of the trio.

Alcedes: A red, vaguely insectile robot from Fiera. He attacks by sending out small shockwaves by flipping his antennae forward. He can only attack side to side, but can duck. However, even while crouched, Alcedes has difficulty hitting enemies low to the ground. Alcedes is the scientific voice in the group, whose special attacks have interesting and sometimes very beneficial effects.

Panthera: A robot seemingly inspired by its namesake, Panthera is extremely low to the ground. He can only attack horizontally as well. All of his attacks (special and normal) are centered on fireballs of some sort. I personally only used him to get into a couple of key areas where neither of the others would fit.

Xardion: Triton times ten! Xardion is totally offensive, and it shows. His attack strength is incredible and his specials even more so. Once you get this guy, you should never have cause to use the others again. Not much else to say.

ITEMS (6.0)

T-Bomb: Upon use, it is placed directly in front of you character and explodes for decent damage about 5 seconds later.

Ammo: Fully refills your ammo meter.

Save: "The Save item is automatically used. Just have it equipped when you die, and you start off at a predetermined checkpoint. I think it may be at the beginning of a new room, but I haven't checked yet."

Contributed by: tedneweb@earthlink.net

(I haven't checked that last part either, but at least you know how to use the items now)

Missile: Fires three homing missiles.

Sub-Tank: Fully refills your health meter.

SPECIAL WEAPONS (7.0)

TRITON-

Act-Plasma: Fires a short (and short-lived) stream of energy the direction you are currently facing. Fairly powerful and useful, especially early in the game. Uses very little ammo.

Grenade: Fires a single bullet that causes a series of explosions on impact. Very powerful against stationary or slow targets (like bosses). Uses very little ammo.

"If Triton's Grenade explodes on the ground, the detonation can also hurt you."

Contributed by: tedneweb@earthlink.net

Shield: Creates an impervious energy shield directly in front of you that lasts about 30 seconds. It will stop all projectiles cold, but is useless against physical attacks. Cancels if another special is used. Uses very little ammo.

"Triton's Shield only protects from the front. You can still get hit from below, above, or behind."

Contributed by: tedneweb@earthlink.net

Reflex-L: Odd name for such a great weapon. This fires a small laser that will reflect off anything it hits for some time. This is good against the Wall of Souls boss. Uses a moderate amount of ammo.

ALCEDES-

BL-Force: Destroys all minor enemies on screen, but only gives one experience point for each. Uses a moderate amount of ammo.

SI-Force: Fires four small fireballs out in front of you. Useless unless you want to hit a low-to-the-ground enemy. Uses a small amount of ammo.

Black Hole: Creates a miniature black hole directly behind and above Alcedes' head. This black hole will draw all projectiles to it and lasts about 30 seconds. Also useless since it doesn't actually block anything (like the Shield) and any shot that hits you (not the black hole) will still cause damage. Uses a moderate amount of ammo.

M-Barrier: Makes you invincible for about 20 seconds. Uses a small amount of ammo.

PANTHERA-

Torch: Fires a large fireball in front of you. Fairly powerful. Uses a moderate amount of ammo.

Scorch: Causes Panthera to become engulfed in flame. Also makes him rise up and ahead a small distance. Useless except for giving an extra boost during jumps. Uses a small amount of ammo.

Inv-Shield: Makes you invincible for about 20 seconds. Uses a small amount of ammo.

Burst: Holding down the special button will cause Panthera's mane to flame up. Continue holding the button for about 1 second to release a large beam of energy. This wouldn't be too bad, except for the charge-up. Uses a moderate amount of ammo.

XARDION-

Hyper Beam: Fires a big, powerful energy beam straight ahead. Uses a small amount of ammo.

Lightning: Destroys all minor enemies on screen, but only gives one point of experience for each. Uses a small amount of ammo.

Sphereon: Fires four (sometimes three) spheres of varying sizes that act as homing missiles. Not very powerful, but useful for enemies you can't reach otherwise. Uses a small amount of ammo.

L-Arrow: The ultimate special attack, the L-Arrow fires a tripartite arrow of light straight ahead, from slightly above Xardion. Can hit multiple times. Use this on the artificial sun in the final area and the endgame boss. Uses a moderate amount of ammo.

GAME GENIE CODES (8.0)

(all information found at the Game Genie Code Creator's Club)

-
1. Immune to most collisions _____ 4A25-0FB4
 2. Immune to most bullets _____ 4A31-6DFD
 3. Start at level 12 (max) _____ DDE2-07CD

I personally verified that these work. If they don't work for you, however, try changing the third slot of the code using the following conversion chart:

D <-----> 6	0 <-----> A
F <-----> B	9 <-----> 2
4 <-----> C	7 <-----> 3
7 <-----> 8	5 <-----> E

PRO ACTION REPLAY CODES (9.0)

PAR codes can be found at GameFAQs. I don't own a PAR, so I can't vouch for them, though.

WALKTHROUGH (10.0)

STAGE ONE-A: OCEANSPHERE BASE (10.1)

You start the game with a cutscene. Two of your characters, Triton (white) and Alcedes (red), are talking, but are interrupted when a big...thing called Arms happens by with your third character, Panthera (yellow). Triton and Alcedes blast Arms a few times (take note of where) and Panthera is released. You then start your adventure...

You begin as Triton. I would suggest using him throughout unless the situation requires a different character (usually Panthera). The reason is, he is the only character with the ability to aim up and down as well as he gets the best (in my opinion) specials. Also, the walkthrough is written with Triton in mind. But, it's ultimately up to you...moving on...

Follow the path until you get to a vertical section. A few platforms up, you will see this little grey sphere looking thing. Touch it, and a missile item will be added to your inventory. Continue on until you go outside. Right before re-entering the base, there will be a square blue thing. Touch it to receive Triton's first special, the Act-Plasma. Keep going.

When you drop down the shaft, try and stay in the middle so you will land on a floating platform. There will be another platform to your left and slightly above. Jump to it and fall down to receive a T-Bomb. Fall all the way down and keep going until you reach the next section. Aaah...linearity is a walkthrough writer's best friend...

A short ways in, you'll see a very low tunnel and receive a message that there's a switch at the end and only Panthera can reach it. Hmmm...what to do...just switch to Panthera and touch the switch. DO NOT HEAD TO THE RIGHT YET! Unless you just want to fight the boss, that is. First, walk into the beam you just created and you'll be transported up into another area. There are three things here. In order, they are: Sub-Tank, Alcedes' BL Force special, and a Missile. Head back down and now head to the right to fight Arms.

BOSS: ARMS

.....
Very, very, pathetically easy.

Stand on the lower platform and duck for starters. Stay here until he fires three shots at you in a three-way pattern, then hop onto the middle platform (his arms should be open now, exposing his eye) and start shooting with either your main gun or Triton's Act-Plasma. During this time, Arms will fire two grey shots that will do nothing other than circle you if stay on the middle platform. Once the grey shots go off screen, head back to the left as far as possible to avoid Arms' next attack, namely, flinging his appendages wildly around. Now repeat all this until he dies.

.....

STAGE ONE-B: OCEANSPHERE SURFACE

(10.2)

Since you're a robot, water is no problem (though you'd think rust would be). Stay underwater to avoid the surface cannons and pick up another two T-Bombs. See those funny looking rocks with the Health capsule inside? You can access it by planting two T-Bombs, one at a time. Unless you really need this health, I wouldn't worry about it. Time to head upwards, above water.

Watch out for the myriad cannons up here, especially the blue ones that float up and down; if you destroy the latter, you can use the platform they were on. Go back underwater and fall into the hole you'll quickly find. Inside, on the next screen, is a boss that you can't fight yet. Remember where this is. Up top, head to the right a bit to find Panthera's first special, Torch. Ignore the carrier above you for now unless you want some extra experience (which isn't necessarily a bad thing :p). Now head all the way to the right and destroy the flashing blue thing attached to the double pipe (you may have to use Panthera). Now head back to the left until you can climb up above water.

Cross the ship and jump across platforms until you his solid ground again. See that little raised metal part? There was a barrier here until you destroyed the blue thing blow (you can actually see the pipes attached if you look). Just so you know I'm not wasting your time. Head right to take on the boss.

BOSS: WATER BLOB

.....
Where's a fire spell when you need one?

This boss starts by releasing two easily destroyed or avoided jumping sprites at you. Do what you will to them, but concentrate on the boss' grey eye. You can hit this from either your starting position or kneeling on the lowest platform. The boss will also occasionally fire a single shot at you; jump this. That's it; just avoid or destroy the sprites, jump the projectile, and shoot the eye. No special tricks (or even fire spells) required. Head to the right when finished.

.....
STAGE TWO-A: HOLLOWSPHERE SURFACE/JUNGLE
(10.3)

The surface isn't much other than a technicality. Just head right and drop down the hole.

A word of warning here: try to destroy enemies BEFORE you start jumping. Getting knocked into bottomless pits sucks.

Head to right and you should see two items, one on top of the screen and one on the bottom. The top will restore some ammo, the bottom some health. Keep going until you see another blue canister containing Triton's Grenade special. There's nothing else of interest here until you get to that huge rose at the end. Remember it too.

STAGE TWO-B: HOLLOWSPHERE CORE
(10.4)

This next part is completely vertical and fairly easy, especially since you can't fall to your death. A little ways up, you'll spot a small sphere; get it to receive the ammo item. Keep going up until the camera stops scrolling. Look to the far left and you should see a bird nest. Kill it and then drop to the ledge immediately below it and jump straight up to receive Alcedes' SI Force special. Now jump up off camera to find...

BOSS: ROCK CRAB

.....
First, head over to the lowest platform on extreme left or right and kneel and shoot the claws as they wave around. After a bit, the boss will get annoyed and start releasing a bunch of floating mini-crabs. At this point, get off the platform and stand right at the vertical cliff line and aim up while shooting. When crabs stop coming, start shooting the claws again (while on the platform). When both claws are gone, start shooting the little orange balls on the underside-center of the boss' body. The boss will periodically release two crabs from each side. I haven't found any surefire way to avoid them, so just do your best. When both balls are gone, the boss is dead.

.....
But you're not done yet. Now you have to go up the cliff some more, except you're actually going down, since gravity is inverted (the crab was at the center of the planet). Fall right (in relation to your view) first to get an ammo recharge. Now jump all the way to the left

get an ammo item. Fall "down" to the next platform for another ammo item and a Sub-Tank. Now drop all the way down to find another ammo recharge. To the left is an item container holding a Save. Jump at the very edge of the waterfall to get it and fall to the next level.

STAGE THREE-A: FIERA SURFACE

(10.5)

You start with Panthera's Scorch special right in front of you, so get it. Continue to the right and stay on the ground to get a Health.

**optional

Now drop down into the hole. See that walled off area to your right? Remember it. Follow the path until you see a platform above you with a blue container. Get it for Triton's Shield special. Now continue until you come across another area above you. Jump up and left for a Sub-Tank, then head right for a Health and a Missile item. Drop down and continue right for another Health then head upwards. You'll reappear where the (*) is in the following paragraph.

Go right and jump on the third floating platform to ride it up (it either takes a second or you have to jump on it a couple of times) and jump to the top of the building. Now fall off. Wasn't that fun? Grab the Health and continue right, (*) over the building, and to the next screen. Make absolutely sure you have a few Sub-Tanks, or else you might not survive this...

BOSS: AIRSHIP

.....
He starts by rising up to the top of the screen and firing these blue spheres at you. Stay to the left side of the screen and they should either arc out and quickly go horizontal towards you (duck) or go diagonally down-left and create a short-live column of flame (ignore). If you happen to be right under the middle of the ship, a sphere will drop straight down. Do your best to avoid these. The boss will eventually start lowering. Now just run to the left side of the screen. The boss will now start shooting his nose gun diagonal down and left, just jump straight up and it should miss you. As it gets towards the right side of the screen, however, the boss will lower and fire a laser and a homing, circling missile. Jump the laser once this happens. He will then start over. As for your offense, just fire whenever you get the chance. You will take hits with this one, there's just no way around it.

An alternate strategy for avoiding the blue spheres is to stay just off-center from the ship and avoid the spheres it drops. This can work better, but is a bit harder and puts you slightly more at risk from the machine gun.

STAGE THREE-B: FIERA ORBITAL ELEVATOR

(10.6)

Hop on the Blue platform and wait a second for it to lift you up. Eventually, you'll see another blue lift with two lasers nearby. AVOID THESE LASERS! They hurt and they may stop your momentum when jumping,

causing you to fall down and have to start over O_o You can pass through the metal gun part however. Anyhoo, jump to the next lift. Along the way, you should see an opening to your right with a platform leading out. Jump there and go up the platforms above you to reach an Ammo item and Alcede's Black Hole special.

Jump back inside the shaft, collecting a save along the way. Jump to the next lift and ride it up. Once you reach the next middle platform (meaning the one in the middle of the shaft), jump off to the left and hold the left button on the pad. You'll pass through a laser and land on a platform outside. Jump up to find an Ammo recharge and three item containers holding: two Missiles and a T-Bomb. Now, to get back...fall just to the left of the centerline of the shaft. That should land you on a lift. Now head to the very top.

BOSS: DEMON ARMOR

.....
This is insanely hard so prepare yourself.

First head to the extreme left or right of the screen. After listening to your pilots say something to the effect of "AAAUUGGHH, we're gonna die!!" the Armor will open fire. Problem is, it'll destroy the platform it's situated on, causing it to fall down the shaft. Okay, fight over. Oh yeah...:p! Heehee...

Jump on the newly appeared platform to continue.
.....

STAGE FOUR: GHOST SHIP
(10.7)

I don't know if you can fall off, but you might want to stay away from the edges of the ship just in case.

Panthera's Inv-Shield special is right in front of you. Head right (as always) collecting an Ammo item along the way. Keep going past the three turrets (the ones that attack you) and stop. See that beam? Beam = bad. Right in front of it is a Missile. Keep moving, collecting a T-Bomb (but don't fall on the laser). When you reach the end of the ship, drop down and head left. Once you reach a set of cannons, hop on them (but not the platform above) to score a Health and a T-Bomb. Keep going until you find a Missile. Now get ready for...

BOSS: PARASITE

.....
As far as I can tell, this boss has two attacks (really just one). If you walk under him, he'll drop down and attempt to land on you, then he'll fire a projectile directly at you. Sometimes, though, he'll drop down on his own. When he rises up, he fires this non-stop barrage of said projectiles at you. Shield helps immeasurably here. Just start it up and blast away. Unless you're out ammo for Triton, he's easy.
.....

STAGE FIVE-A: NGC-1611 SURFACE/UNDERGROUND
(10.8)

Pretty isn't it? Seem a little odd? Start heading right...

Not quite as nice anymore, huh? You'll see Triton's Reflex-L special, so get it, along with the Sub-Tank nearby. Keep going and grab the Missile. Now hop down the hole.

Eeeeeewww...head down to the bottom of the area. Watch out for those little puddles, as they're corrosive acid (read: damaging). Nearby, you'll find two Health recharges, as well as Panthera's Burst special. Above and to the right is Alcedes' M-Barrier special (it's half camouflaged). Drop down the hole to your right. You'll emerge in front of an Ammo recharge. Now drop down the next hole...

BOSS: WALL OF SOULS

.....
Okay, quickly duck down right in front of the lowest platform. Your gun should be touching the edge. This is a safe spot. Fire at the lowest head until it dies. Now, whenever you can, stand up and fire at the next highest head until it dies. Now, jump to the middle platform and fire at the middle of the remaining three heads. Jump to the top platform and kill off the highest head. Finally, go back to the leftmost edge of the lowest platform and kill the final head. You may want to try using the Reflex-L special, since it has a tendency to get stuck on a face and do massive damage.

Next, a little snake thing will pop out of a few different places and fire a energy ball that will circle around you until you move out of it's radius, where it will then head straight for you. The answer? The Shield. Keep it going and you'll have no problems.

Now go through the opening and watch the cut scene.

.....

So, you lost Panthera and gained Xardion. Pretty good deal if you ask me. Head up and right to see your next problem if you'd like, or start powering up Xardion right now. It doesn't matter. However, you must eventually do a bit of backtracking...

STAGE ONE-B: OCEANSPHERE SURFACE
(10.9)

Remember that location I told you to keep in mind? You know, the inaccessible boss? Check back above if you need to refresh your memory. Go to that boss...it's time to kick ass!

BOSS: OCTOWUSS

.....
Well, he is if you use Xardion. Just leap over the fireballs he shoots and fire at the brain at the back. That's it, and you get a ridiculous amount of experience and a piece of your final special to boot!
.....

STAGE TWO-A: HOLLOWSPHERE SURFACE/JUNGLE/CLIFF
(10.10)

Just get to that giant rose at the end of the jungle area. Easy.

STAGE THREE-A: FIERA SURFACE

(10.11)

Go back to the place I told you to remember in that underground area (see above for details). You're done. Well, with this anyway.

You now have Xardion's final special, the Light Arrow. Now you can build up Xardion's levels some more or just head back to the final area.

STAGE FIVE: NGC-1611 FINAL

(10.12)

First, head up and to the right. Stand in the pit in front of the artificial sun and use the L-Arrow. Continue. When you reach the hole, drop down and hold left to avoid taking damage then follow the only path. When you reach an area with three exits, take the middle one.

BOSS: GUARDIAN ONE

.....
You'll have to move around to avoid his dual shot (there's no set pattern). He also will continually move towards you, so jump over him when necessary to give yourself room. Keep shooting and he should die pretty quickly.

BOSS: GUARDIAN TWO

.....
Laughable. He prefers to keep his distance from you, and will stay on the right side of the screen the entire time. If you stay on the left side and duck, you won't ever take a hit. Just keep shooting.

BOSS: GUARDIAN THREE

.....
Also easy. Stay on the left side of the screen. His single shot will be short. When he fires two shots at once, jump as high as possible (hold 'B') and both shots should miss. Also, he's only vulnerable in the head. To be completely safe, only fire when you jump his double shot.

BOSS: GUARDIAN FOUR

.....
This one's a little harder. He's vulnerable all over, and pretty wide, so L-Arrow is a good idea. He has two attacks that I've seen. One is a single sphere surrounded by a ring of circling spheres. The ring will expand and warp, making it rather difficult to avoid. The other attack is another ring, except this one only expands its radius evenly. To avoid that one, just wait for it to get wide enough and hop any sphere that gets close. If you're feeling brave, run right up next to the boss and use the L-Arrow to cause a ton of damage.

BOSS: GUARDIAN FIVE

.....
The guy just won't give up, will he?

He also has two attacks. First, he will raise his hand and then drop it, summoning a shockwave that will travel along the ground. This is easily avoided normally, but there's that other attack. Three spheres will congregate at the top of the screen over your head (they also will follow you). After a few seconds, they will drop down one by one. Just keep moving, jumping when necessary, use the L-Arrow whenever you get close. If you can time it right, the L-Arrow will even destroy a falling sphere. Guardian Five is actually a little easier than Guardian Four so just keep after him.

.....

Congratulations! You just beat Xardion! Now just sit back and enjoy the cool ending, not to mention the explanation of just what the hell has been going on.

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