

GAMEPRO PROSTRATEGY GUIDES

Featuring

STARFOX



FLIGHT MANUAL

BONUS
FREE
SECTION

*
PART 2 OF 2



The Mission Team

Here's the Star Fox team. Keep an eye on the entire squadron, not just Fox McCloud. Your score at the end of each round is determined by the percentage of enemies you've pegged, minus the amount of damage your wing men have taken. High scores earn you extra continue credits.



Slippy Toad



Slippy's not the bravest member of the team, but he's got an upbeat attitude. When the going gets tough, Slippy always has something funny to say.

Fox McCloud



McCloud's the leader of the Star Fox team. You get to fly as Fox, an aggressive pilot whose job is to lead the Venom attack, and to keep his team out of trouble.

Peppy Hare



Easygoing Peppy's the team moderator. He keeps the peace when the other members of the Star Fox team get cranky.

Falco Lombardi



Lombardi's maybe the best pilot on the team, even better than McCloud. He's got a quick temper, but he's a loyal ally.

Mission Specs

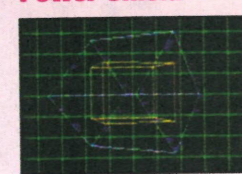
Search for the following special items. Failure to collect them could greatly jeopardize the success of your mission:

Supply Ring



This ring restores energy, and it acts as a level marker after you fly through it.

Power Shield



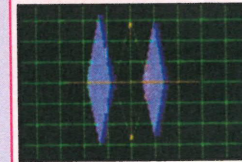
This shield provides partial protection from several enemy hits.

Small Energy Ring



This ring partially restores shields.

Twin Blaster or Wing Gyro



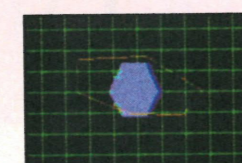
The Twin Blaster repairs your wings or gives you extra fire power.

1-Up



Shoot all three corners to make a ship appear, then grab the ship for a 1-up.

Nova Bomb



This power-up gives you one Nova Bomb.

Mission Plans



To defeat Andross, you must complete three separate missions: Level 1 Path, Level 2 Path, and Level 3 Path. Each Path is more difficult than the last. Only hardened Star Fox pilots will survive.

TO: Fox McCloud
FROM: GENERAL PEPPER
RE: TOP SECRET MISSION

McCloud, under Corneria's authorization, you must assemble the Star Fox team. Emperor Andross is attacking Corneria from his base on Venom. Our only hope is the ARWING, a super-high-performance combat ship. However, the only ARWINGS available are early prototypes, and no one has been trained to pilot these ships. You and your team are the only persons capable of piloting an ARWING with any degree of success. Your mission is to advance on Venom, destroy Andross, and return peace to the Lylat System.

(Thanks to the Star Fox Team at Sandwich Island Publishing for their usual stellar strategies. For more great tips, see their book, *Awesome Super Nintendo Secrets II*.)

Level One Path

Stage 1 Corneria—The Base

Begin with a Twin Blaster



To power up with a Twin Blaster after exiting the base in Corneria, follow Skippy and fly through all four arches. The Twin Blaster appears inside the fifth arch.

Snag Two Nova Bombs



You can grab two Nova Bombs in Corneria. The first one is easy to reach. Shoot the ground cannon just before the first of three grey buildings. The Nova Bomb appears when the cannon explodes. To grab the second Nova Bomb, fly until you reach the third grey building. Soar to the right, and you'll find the second Nova Bomb hidden behind the red buildings.

Bust Corneria's Attack Carrier Boss

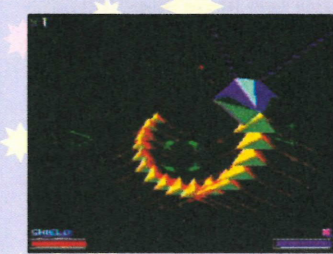


It's quite simple to systematically blow the first boss out of the sky. Stay low when it appears and flies into the background. As the Carrier approaches, climb up. Shoot toward the right side of the Carrier as it opens and tries to launch ships at you. After you've destroyed the right side, shoot the left sections of the Carrier as they unfold. When both its left and right sections are destroyed, the Carrier will attack you head-on. To finish it, shoot the engine (the small red section on the front).

Stage 2 Asteroid Belt

Don't Waste Your Fire
You can destroy the orange asteroids in the Asteroid Belt, but not the grey ones.

Devil Worm Bonus



Watch for the three Devil Worms (they look like centipedes) that lurk among the asteroids in the Asteroid Belt. When you destroy a Worm, shoot its blue head to make a yellow Energy Supply Ring appear.

Twin Blaster Power-Up



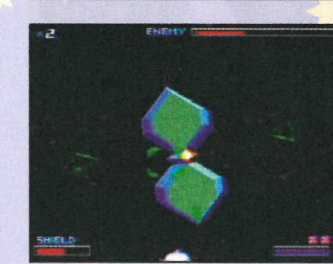
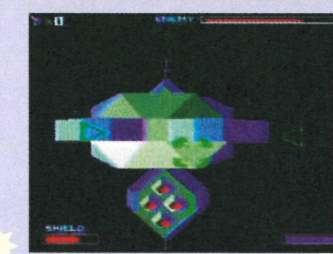
Just before you reach the third Devil Worm in the Asteroid Belt, you encounter three orange asteroids in a triangle formation. Fly between the three asteroids and a Twin Blaster power-up will appear.

The Black Hole



After you pass the third Devil Worm in the Asteroid Belt (about halfway through the stage) you reach a row of five rotating asteroids. These asteroids are the keys to reaching a Black Hole, where you can grab power-ups and warp to different stages of the game. See the last page of this insert to find out how to enter the Black Hole.

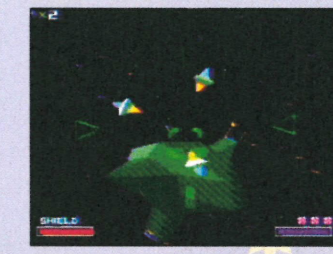
Smash the Asteroid Belt's Rock Crusher Boss



To batter the Asteroid Belt Boss, shoot the red objects on either side of it first. Once you've destroyed all the objects, a huge piece of the Crusher will fly toward you. Dodge to the far left or the far right to evade the catapulting piece, then shoot the spinning Crusher in the middle to blow it up.

Stage 3 Andross Space Armada

1-Up



You'll discover a 1-up Ring at the entrance of the Andross Space Armada. After you grab the Ring, aim for the top of the giant spaceship (called the

Cannon Executor I) to destroy it. Don't let up after destroying the first Executor, because there's a second Executor immediately after the first one.

Inside the First Battleship



When you soar inside the first Andross Space Armada battle-

ship, there's a Shield you can grab near its opening. Take it, then fly up and down to dodge the walls. Shoot the yellow portal to open it. You'll find the core of the battleship at the end of the last section of the ship. Destroy the ship by shooting the core or by ramming into it.

Inside the Second Battleship



You'll discover a Nova Bomb halfway through the second battleship in the Andross Space Armada. To grab it, turn and do half a barrel roll to avoid slamming into the wall. Watch out! An enemy will appear right after you grab the bomb.

Venom Shuttles



After exiting the second battleship in the Andross Space Armada, you'll fly past several Venom Shuttles before reaching the Core Base. Blast all of the Venom Shuttles, but don't miss the Shield and Recharge Ring between the third and fourth Shuttles.

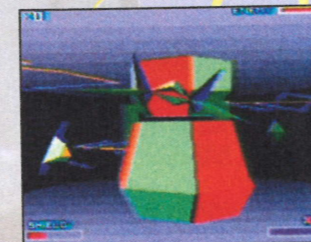
The Arrows in the Core Base



When you enter the Andross Space Armada's huge Core

Base, you'll notice arrows that point up and down. If you shoot them, you can change their directions. Don't do it! It's easier and safer to fly to the top of the screen when the arrows are pointing down, and to the bottom of the screen when the arrows are pointing up.

Melt the Armada's Atomic Base

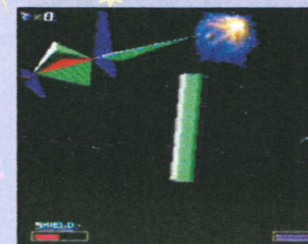


Deep inside the Andross Space Armada's Core Base, you'll reach a boss (an Atomic Base). To destroy the base, shoot the three red objects rotating

around the walls first, then fly up and down to avoid the electronic beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side. After you've destroyed all three red objects, the Base opens up and shoots at you. Dodge its lasers and shoot at its middle to destroy it.

Stage 4 Battle Base Meteor

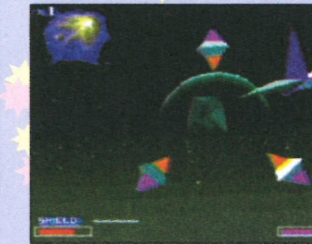
Two Power-Ups in One



There's a large group of poles at the beginning of the Battle

Base Meteor Stage. To find a Nova Bomb, stay towards the left side of the poles. Then, fly hard to the right to collect a Twin Blaster.

1-Up



To grab a Battle Base 1-up, fly past the poles at the beginning of the Meteor stage until you reach several huge rocks. Turn left and shoot the Enemy Stalker, then turn right. Once you've passed the rocks, stay to the right and you'll find a 1-up Ring.

Door Number One or Door Number Two



You'll come across a door near the end of the Battle Base stage. Shoot it at the last second to open it and fly through the Supply Ring on the other side. After passing through the single door, you'll find a pair of doors. Go through the door on the left to snare a Nova Bomb. There's nothing behind the door on the right.



Defeat the Battle Base Boss



This stage's boss is a long-legged spidery robot named the Insector. To destroy it, take out its legs to knock it to the ground. The Insector will spin toward you, then spin into the background and stand up again. Shoot all of its legs again and they'll turn red. The Insector will then shoot streams of fire at you. Fly left or right to dodge its fire, but continue to blast its red legs. When all the legs are gone, shoot the Insector's body until it's history.

Stage 5 Venom—The Final Goal

Watch Out



The nastiest enemies in the Venom stage are the surface-

to-air missiles that fly toward you. Shoot the missiles before worrying about anything else.

A Nova Bomb Pick-Up



You'll find a ring of eight objects about halfway through the Venom stage. To get a Nova Bomb, fly through the ring and destroy the enemy ship that appears right after it.

Now You See Them, Now You Don't



Nearly invisible enemy ships lurk near the end of the Venom stage. When these Silent Snipers begin to attack, shoot at them while they're still invisible, so that you can nail them the second they become visible.

Phantron, the Venom Boss



Phantron splits into three heads at the end of the first Venom stage. All three heads shoot missiles at you. The head that flashes when hit is the real Phantron. Keep firing at the flashing head to destroy the boss.

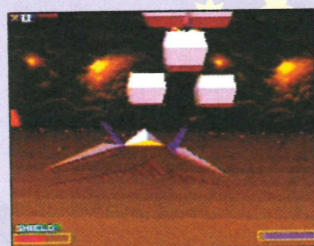
Stage 6 Venom—The Final Goal

Arrows



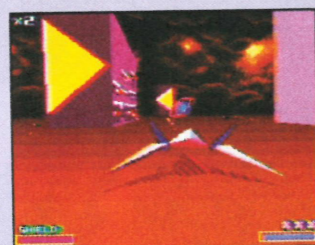
Arrows on the walls in the second Venom stage point to the left and to the right. If the arrow points left, the wall will move to the left as you fly past it. So, if the arrow points to the left, fly to the right of the wall and vice versa if an arrow points to the right. If you shoot an arrow, it changes direction.

Block Out



After you pass the first wall in the second Venom stage, white blocks appear on-screen. Stay low and toward the middle of the screen to avoid them.

Nova Bomb



In the Venom stage, you'll uncover a Nova Bomb hidden next to a wall that has an arrow on it. Shoot the arrow to make it point left. This will move the wall left and you'll then be able to reach the bomb.

Your Shield Recharge



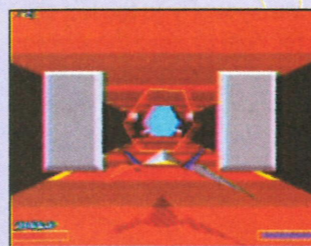
Near the end of the second Venom stage, there's a group of power-ups: three Rings, a Nova Bomb, and a Twin Flasher. Fly through the Supply Ring in the middle for a Shield Recharge.

Phantron's Back



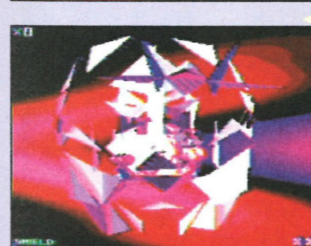
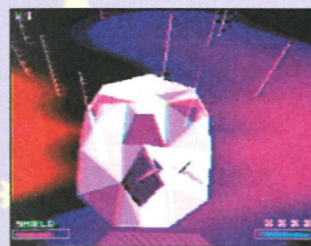
Phantron's back at the end of the second Venom stage. As before, look for the real head to flash when you shoot at Phantron's three heads. When Phantron's out of energy, it flies around and transforms into a hopping robot. Shoot the robot's body and the missiles it sends after you. Some of the missiles leave behind yellow Energy Supply Rings. When Phantron tries to jump toward your ship, fly to either side of the screen and wait for it to jump back. Once you've destroyed Phantron for good, you're ready to fly into Andross's base.

Fancy Flying



Inside the final base, fly straight ahead to soar through the Supply Ring and take the Nova Bomb. Now you're ready to do some serious flying. There's a series of walls in the tunnel. The wall that's farthest out will slide into the tunnel when you fly past. You've got to fly to the other side of the tunnel and do half a barrel roll to dodge the wall.

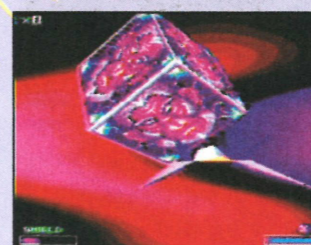
Andross's Chamber



If you survive the tunnel, you'll enter Andross's Chamber. Andross creates a giant face that spits rotating blocks at you. To discover Andross's true form, you'll have to destroy both of the giant face's eyes. While the face is sucking in air, there's nothing you can do but wait (don't worry, you won't get inhaled). When the face breathes

out, it fires blocks at you. Dodge the blocks, and quickly start shooting the face's eyes before he inhales again.

The Real Andross



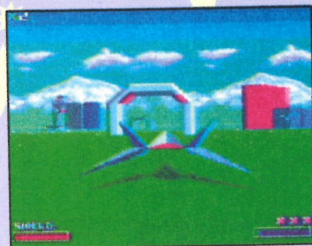
After you've destroyed both eyes on the face, it blows up to reveal a rotating cube. This is the real Andross! Blast him with Nova Bombs and laser beams. If the face reappears, you'll have to destroy it again before you can continue attacking Andross. If you destroy Andross, you win!



Level Two Path

Stage 1 Corneria— The Base

Twin Blaster



Soar through all four arches at the beginning of Stage 1 and grab the first Twin Blaster inside the fifth arch.

Nova Bomb



There's a trio of arches near the end of the Stage 1. Fly through the first two arches, then do half a barrel roll and fly between the buildings. Finally, fly through the third arch and a Nova Bomb will appear ahead of you.

Corneria's Attack Carrier Boss



Defeat the Attack Carrier Boss in this second path the same way you did in the first path. Stay low when the Carrier first appears and flies into the background. Climb back up and shoot the right side of the Carrier when it opens and launches ships at you. After you destroy its right side, shoot its left sections as they unfold. After you destroy both sections, the middle of the Carrier will attack you. To destroy it, shoot the Carrier's engine (the small red section on the front of the Carrier).

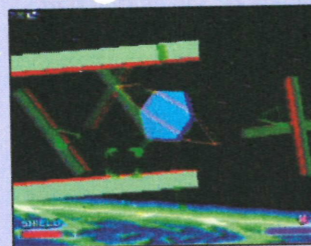
Stage 2 Sector X

1-Up



You'll find a 1-up at the beginning of the Sector X stage, right after the first spinning object.

Twin Blaster



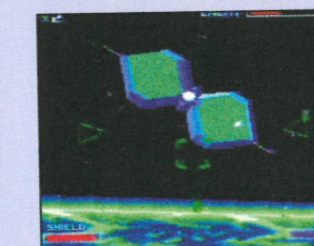
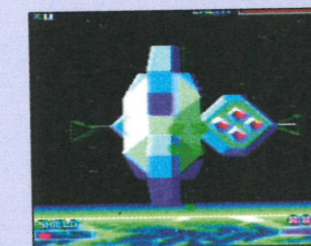
After you grab the Nova Bomb, several enemy ships will attack you. Shoot the small ship to get a Twin Blaster.

It's A-Maze-Ing



Near the end of the Sector X stage, you'll fly through a maze of objects. Switch to a Standard or Approach view to make it easier to see the objects that are in your way. To avoid most of the objects in this area, stay away from the center of the screen when you're flying through it.

Crunch the Rock Crusher Boss



You'll encounter the Rock Crusher on the other side of Sector X's maze. Shoot the red objects on either side of the Crusher first. When you've destroyed them all, a huge

piece of the Crusher flies toward you. Fly to the left or to the right to avoid this careening piece, then blow up the spinning Crusher by shooting it in its middle.

Stage 3 Planet Titania

Frozen Nova Bomb



Blast the Enemy Stalker at the start of Planet Titania, then fly around the ice boulder to your right. You'll then find a Nova Bomb.

Choose a Door, Any Door



After you pass the Crab Tank and the two laser cannons near the center of Planet Titania, you'll reach three doors. There's nothing behind the left door, a Twin Blaster behind the middle door, and a Weather Control Unit behind the right door.

If you go through the left or middle doors, the game loops you back to the Crab Tank and in front of the three doors again. If you go through

the right door and grab the Weather Control Unit, you'll enter the second half of the stage. Your best bet is to go through the middle door once or twice to power up your lasers, then move on through the right door.

Don't Get Crabby



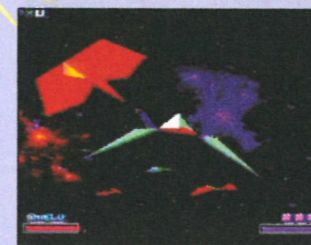
Four Crab Tanks guard the mountain at the end of the Planet Titania. Blast through them to enter the mountain. Before you fight the boss, you'll have to destroy the laser cannons that jump out of the water.

Learn a Lesson From Professor Hanger



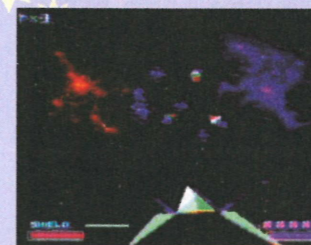
The Planet Titania's boss is Professor Hanger. When the Enemy Shield Bar appears in the upper right-hand corner of the screen, Professor Hanger attacks. The Hanger attacks by firing two super-fast missiles at you. Fly to the far left or the far right when the missiles are fired, then fly to the middle of the screen and shoot the Hanger. If your Twin Blaster is powered up, you'll destroy this boss quickly.

Stage 4 Sector Y Don't Be Blue



Shoot the orange Atomic Rays at the beginning of Sector Y to turn them blue and to keep them from attacking your ship.

1-Up



When you reach Sector Y's field of Space Amoebas, stay to the right of the screen and you'll find a 1-up Ring.

Don't Shoot



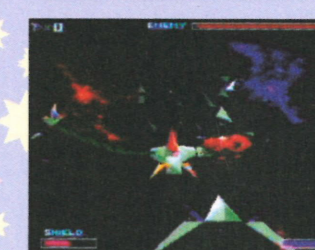
After you pass Sector Y's field of Space Amoebas, you'll come to a huge Stingray. Don't shoot the Ray or it'll attack your ship. Once it attacks, it can't be avoided or destroyed.

A Whale of a Surprise



When you encounter the Space Whale at the end of Sector Y, shoot at it until it drops an Energy Ring, a Twin Blaster, and tons of Nova Bombs!

The Plasma Hydra Boss



After the Whale swims off-screen in Sector Y, the Plasma

Hydra boss attacks. To destroy it, shoot the Hydra's hands first. When the hands are gone it becomes vulnerable, so quickly shoot its body. The hands will regenerate, so you'll need to destroy them several times until the arms also disappear. When the arms are gone, shoot the body until the Hydra blows up.

Stage 5 Venom— The Final Goal

Shoot First, Think Later



Venom's toughest enemies are the surface-to-air missiles that come flying toward you right out of the chute. Blow up the missiles first, then worry about the other enemies.

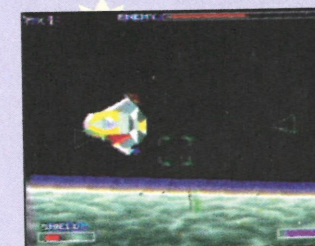


Twin Blaster Surprise



At the start of Venom, fly slightly to the left of the screen. If you're positioned just right, a Twin Blaster will appear. Don't be disappointed if you can't pull it off. This one's tough.

Mash the Metal Smasher



At the end of Venom, the Metal Smasher's waiting to make your day. When the Smasher opens up, shoot the objects that appear inside, then shoot the red center that appears on both halves of the Smasher.

When you get close to the Smasher, hit the brakes to fly out of the Smasher before your ship's flattened. After you've done massive damage to the Smasher, it'll begin to retaliate by firing lasers at you. Move to the far left or the far right of the screen to evade the lasers, then just keep shooting until the Smasher blows.

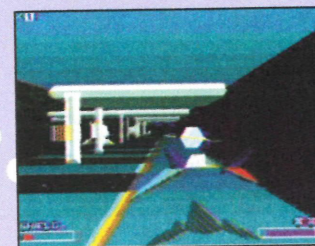
To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Stage 6 Venom— The Final Goal

Twin Blaster

At the start of the second Venom stage, fly to the far left of the screen through three groups of two grey pillars. Turn to the right after the third set of pillars and you'll find a Twin Blaster.

Nova Bomb



You'll discover a hidden Nova Bomb halfway through the second Venom stage. Instead of flying to the right side of the screen and flying through the Supply Ring, fly on the left side of the screen and dodge both the visible Nova Bomb and the Ring. Turn right once you've passed the Ring and take the Bomb. This one's tough, though, so you might be better off just grabbing the bomb that's on the other side of the Supply Ring!

Watch Your Tail



Near the end of the second Venom stage, you'll be attacked by Air Bikes that fly alongside your ship and ram into it. Hit the Retros to slow down. The Air Bikes will fly in front of you. You can then blast 'em to bits.

Galactic Rider



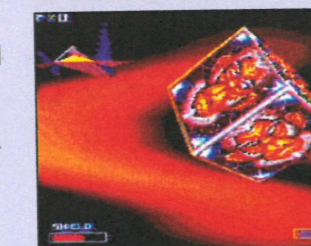
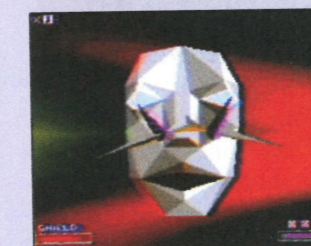
It ain't easy when the Galactic Rider comes into view. Stay to the right side of the screen and wait for the Rider to move away from you. Shoot it as it opens to release two Air Bikes. Destroy the Bikes and the Rider will slow down and try to ram into you.

Next, stay to the right side of the screen and wait for the Rider to move. Then, hit the Retros and fly to the left side of the screen. Wait for the Rider to move again, and fly back to the right. The Rider will move away and shoot more Bikes at you. Repeat this procedure until the Rider's done for. Then move on to enter Andross's Base.

Power-Up

Inside the Base, fly straight ahead through the Supply Ring and grab the Nova Bomb. Then, fly up and down to avoid the walls and do half a barrel roll to get the Twin Blaster.

The Final Confrontation



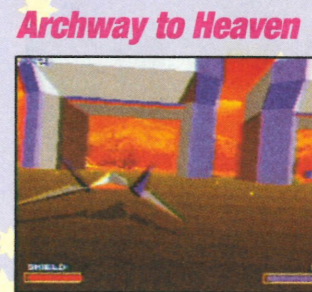
Once you've cleared the tunnel, you'll enter Andross's Chamber. Destroy him the same way you

did in the first level. Blast both eyes. While Andross sucks in his breath, hold your fire. Dodge the blocks he expels, then continue to fire at its eyes. After his eyes are destroyed, the rotating cube (the real Andross) appears. Shoot it with Nova Bombs and laser beams. Remember, you'll have to destroy the face again if it reappears. When the cube Andross blows up, you've won!



Level Three Path

Stage 1 Corneria— The Base



Once again, fly through the first four arches. A Twin Blaster will appear toward the left side of the screen and inside the fifth arch. If you fly through the fifth arch on the right side of the screen, you'll get a Nova Bomb.

Nova Bomb



Just past the two robots carrying an electric tower, you'll find a Nova Bomb. To reveal the bomb, blast your laser cannon after the two robots pass. If you grab this bomb, you won't need to get the tough bomb hidden between a group of buildings at the end of the stage.

Stay Low



Fly low to dodge the falling blue towers near the end of this stage.

Destroy Destructor



The end of this stage is guarded by a massive tank called the Destructor. It attacks you by simultaneously firing its cannons and sending three spinning shields careening toward you. Destroy the spinning shields by first shooting at the shield that's tilted toward you. When all three shields are gone, shoot the Destructor's cannons.

Stage 2 Asteroid Belt

Out of This Dimension



To reach a very bizarre area in the Asteroid Belt, see the last page of the insert.

Twin Blaster



You'll encounter three orange asteroids in a triangle formation just past the two giant asteroids near the beginning of the Asteroid Belt Stage. Fly between the asteroids, and a Twin Blaster will appear ahead of you.

The Joke's on You



During the second half of the Belt Stage, you'll encounter many "laughing asteroids" that will try to ram into you. The enemy will also launch ships from the grey asteroids. Watch out! When you shoot an enemy ship on an asteroid, the asteroid flies straight at you.

Break the Blade Barrier



Wait for the Blade Barrier Boss to stop spinning, then shoot the missiles to uncover parts of the Barrier. Don't shoot the Barrier itself, or your lasers will bounce back and hit your ship. When the Barrier begins to spin again, it'll try to hit you with a tractor beam. To escape its beam, barrel roll four times. You must destroy all six parts of the Barrier to blow it up, then fly to the far left or to the far right side of the screen to avoid its blade.

Stage 3 Planet Fortuna

Don't Get Stung



During the first part of this stage, stay high in the air to dodge the giant flowers and focus your firepower on the Bee Fighters. The Bees are the nastiest enemies in the entire stage, because they home in on your ship.

1-Up



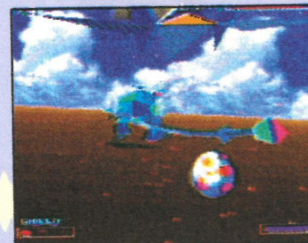
During the second part of the Asteroid Belt Stage, you'll be attacked by fire-breathing flying fish and sea serpents. To encounter fewer serpents, stay to the right of the screen. You'll also find a 1-up just before you reach a Supply Ring.

Nova Bomb



As soon as you pass through the Supply Ring and before the end of the final part of the Asteroid Belt Stage, fly low and left through the arch. If you maneuver correctly, you'll find a Nova Bomb. Remember to stay low to avoid sprouting flowers.

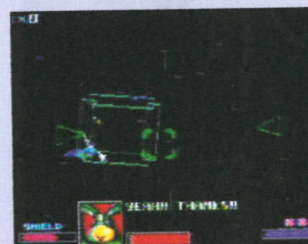
The Monarch Dodra



The Monarch Dodra is about the toughest boss in the game. Shoot the Dodra's heads and tails to shorten it, then shoot the body when it begins to flash. When the Dodra walks or jumps toward your ship, brake and fly to the far left or to the far right of the screen until it moves away. When the Dodra is almost out of energy, it shoots fireballs at you.

Stage 4 Sector Z

Instant Supply Ring



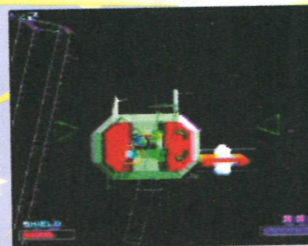
About halfway through Sector Z, you'll come across two squares. Fly through both squares and a Supply Ring will appear in front of your ship.

Don't Get Snared



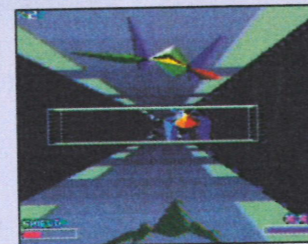
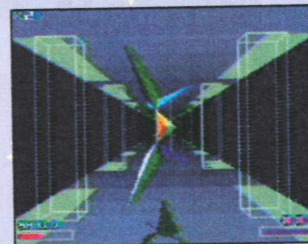
After you pass the Supply Ring, fly down and to the right to avoid most of the wire-frame barriers.

Make a Choice



You can choose one of two routes when you reach the enemy ship. If you fly straight into the ship, you can grab a Nova Bomb, but you'll have to dodge the ship's rotating barriers. If you fly to the far left of the screen, you avoid the barriers, but you'll miss the Nova Bomb.

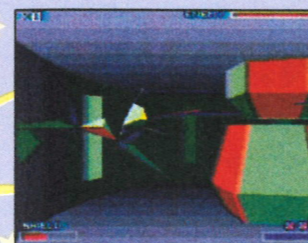
Hit the Wall



There are two deadly barriers inside the tunnel that leads into the ship. To dodge the barriers, do half a barrel roll and fly left or right to avoid the narrow barrier in the middle of the tunnel. Then, fly to the top of the

screen to avoid the huge barrier in the middle of the tunnel. After you've destroyed the enemy ships, you can fly through the rest of the tunnel until you reach Atomic Base II.

Meltdown at Atomic Base II

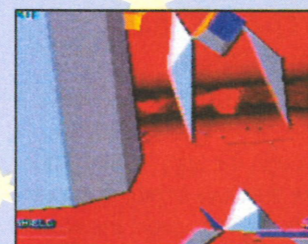
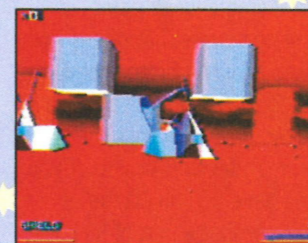


To put an end to Atomic Base II, shoot the three red objects that rotate around the walls to disable them, but continue to fly up and down to avoid the Base's electric beams. If the wall is spinning left, stay on the left side of the screen. If the wall is spinning right, stay on the right side of the screen.

After you've disabled all three objects, the Base opens and shoots at you. Dodge the lasers and shoot at the Base's middle. If the Base closes up, you'll have to disable the rotating objects again to reopen it.

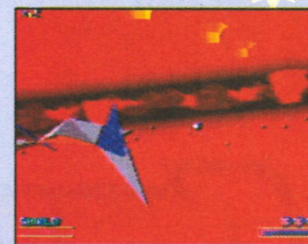
Stage 5 Planet Macbeth

Hidden Twin Blaster



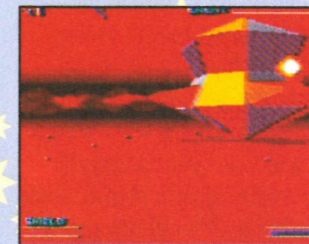
You'll find five grey blocks on the ground in the middle of Planet Macbeth. Fly to the right of the first block, then fly straight ahead. To deflect the laser cannon's beam, do a barrel roll as you fly past the third block, then blast the Enemy Stalker on the left side of the fourth block. Finally, hold down Button R and fly behind the fourth block to find the Twin Blaster.

Watch Out Below



After you pass the grey blocks, you'll fly past craters in the ground and ceiling. Don't fly under the ceiling craters, or you'll be smashed by lava rocks. Do, however, take the Power Shield next to the first ground crater.

Stop the Spinning Core



To destroy the Core, shoot the four blinking pieces first. Avoid the lasers and shoot the missiles that the Core launches at you.

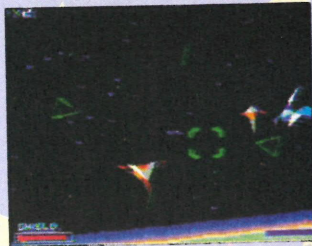
After you've destroyed all four pieces, the Core transforms into a spinning top and four balls start to circle around it.

As the Core gets closer to you, fly to the far left and to the far right to avoid the four balls. As the Core moves away, fly back to the middle. Now, shoot the Core's base to damage it. When the Core is almost destroyed, the balls will disappear and it will begin to continuously fire lasers. Use your barrel roll to finish it off with a few more shots.



Stage 6 Venom— The Final Goal

High Stress



This Venom stage features nonstop missiles. Keep your finger on the fire button.

Power-Up



Near the middle of the Venom stage, there's a ring of six laser cannons. Barrel roll through the cannons, then fly straight ahead to get a Nova Bomb, a Power Shield, and a Twin Blaster. You'll also discover a Supply Ring just after the Twin Blaster, but don't go through it. It's better to start the stage over if you crash and burn, so you can pick up the power-ups again.

End the Great Commander



Dodge the Great Commander's lasers, and wait for all three pieces of the Commander to link up. When they're linked, shoot at the red hatches on top of the Commander when you fly past it.

Then, use your barrel roll while turning your ship around to make another attack run. To shoot the hatches, fly to the top of the screen, then dive and shoot. Use your Nova Bombs to destroy the open hatches. If you have four Nova Bombs, you can destroy all six hatches without firing a shot. The more hatches you destroy, the more lasers the Commander shoots your way, so use the barrel roll constantly.

Stage 7 Venom— The Final Goal

Don't Get Crushed

At the very beginning of Stage 7, climb to the top of the screen and stay there to avoid the rising pillars. Once you're past the pillars, dive to the bottom of the screen. To avoid the white squares in the air, dodge the shadows on the ground, but be sure to look for a Power Shield underneath one of the squares.

Show Me the Way

Again, you run across walls with arrows on them in this Venom Stage. The blue arrows on some of the walls change directions. When you reach one of these walls, wait for the arrow to point in the direction opposite from the side of the wall you're on, then use your speed boost to fly past the wall.

Block Out

When the white blocks begin to appear, fly up and to the left to avoid them. Once you're past the blocks, fly low and pass underneath the white squares.

The Great Commander Returns

It's back...and meaner than ever. The Great Commander transforms itself into a huge robot with a single weak point—a blinking square that opens and closes near the bottom of the 'bot. Blast this weak spot, while avoiding the iron balls the Commander fires at you. If you don't have a Twin Blaster, you're probably out of luck.

Prepare to Meet Your Maker

Once you're inside Andross's Base, fly straight ahead, go through the Supply Ring, and take the Nova Bomb. Use some fancy flying to avoid the walls, and do a half a barrel roll to grab the Twin Blaster.

The Final Battle



Inside Andross's Chamber, you'll encounter the same giant face you encountered in

the Level One and Level Two pathways. You must shoot its eyes again to reveal Andross's true form. There's nothing you can do while the face is sucking in air. Wait until it stops, dodge the blocks it fires at you, then begin to shoot again.

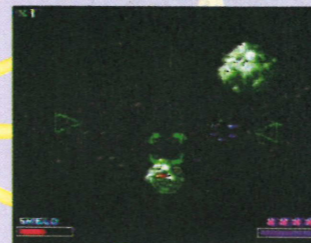
The Real Final Battle



After you've destroyed both eyes, the face blows up and Andross's true form (a rotating cube) appears. Blast him with Nova Bombs and laser beams. When the face reappears, it turns into the face of a devil and constantly shoots lasers and blocks at you. You must destroy the face one more time before attacking Andross again. When Andross blows up, you win.

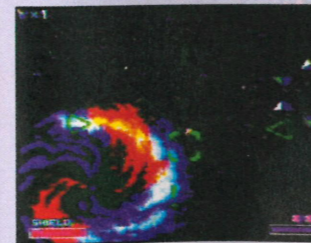
STARFOX

The Awesome Black Hole

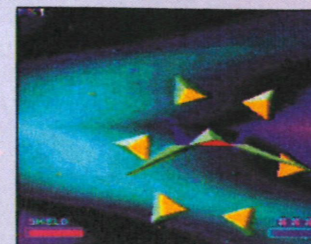


To reach the Awesome Black Hole, choose the Level 1 Path. About halfway through Stage 2: The Asteroid Belt, you'll come upon five rotating asteroids with an orange asteroid in the center. Shoot the orange asteroid and fly through the space it leaves behind. The easiest way to do this is to fly up next to the asteroid and shoot it at the last second.

After you pass through the first set of asteroids, you'll encounter a second and third row of rotating asteroids. Repeat the procedure. After you've flown through the third gap, a laughing asteroid will appear ahead of you. Fly into the asteroid, and you'll be pulled into the Black Hole.



The Secrets



You'll find a 1-up just at the beginning of the Hole. Collect it, and you'll begin to fly past closed Portals and open Rings. Shoot the Portals, then fly through them to collect Twin Blasters and Nova Bombs. Fly through the Rings to warp to one of three stages. The first Ring takes you to Level 1: Venom—The Final Goal. The second Ring warps you to Level 3: Sector Z. The third Ring goes to Level 1: Venom—The Final Goal. The fourth Ring leads to Level 2: Sector Y.

Character Test



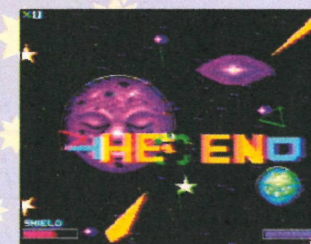
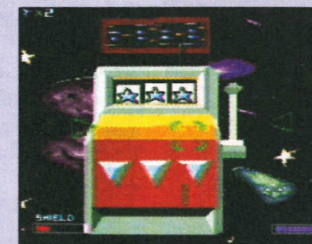
Just for fun, you can check out the different enemy characters. Nail a score of 15,000 or more, then enter the Continue Screen. If you have one credit left, press any direction and Button B or Y on Controller Two, and an enemy character

will appear on your screen. Continue to use Buttons B or Y to scroll through the different enemy characters. Use Controller One to scale, rotate, and control the character on-screen.

Out of This Dimension



For another asteroid detour, journey to Stage 2: The Asteroid Belt in the Level 3 Path. About 30 seconds into the stage, you'll encounter two huge asteroids with craters on their surfaces, first on the left, then on the right. Shoot the asteroid on the right (you may need to use several Nova Bombs) and it will explode. A giant bird will appear. Fly into the bird, and you'll be sent to a strange stage called Out of This Dimension.



Play through this odd Dimension until you reach a giant slot machine. Shoot the handle of the machine to make it spin. If the blue light below one of the wheels lights up, shoot it to "lock" the wheel for the next spin. A good spin wins you coin power-ups that increase your Shield. A bad spin makes the machine shoot missiles and lasers at you.

If you spin three 7's, the slot machine will explode and you'll get the game's ending credits, but the game won't be over. Shoot the letters of the words "THE END" to turn them all orange. When you do, you'll get to shoot them again, and again, and again! **G**

**Voyage to the
hidden
Dimension!**



**Defeat Andross
and save the Lylats.**



**Tons of tips, tactics,
and strategies for every
Level of the game.**

**Find the path to
the Black Hole!**

