

Star Fox Adventures Walkthrough

by The GGs

Updated to v0.1 on Mar 16, 2004

A The FPS Dude/The GGs walkthrough for:

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StarFox Adventures Dinosaur Planet FAQ/Walkthrough

*** Warning ***
This FAQ may contain spoilers!

This FAQ is best viewed on:
Program - Notepad
Version - 5.1 Windows XP
Font - Fixedsys
Size - 9 regular

Title: Star Fox Adventures: Dinosaur Planet
Genre: Nintendo Gamecube (PAL version)
Type: Action Adventure/puzzle
Developer: Rare
Publisher: Nintendo
Number of players: 1
R.R.P: 139.99
Memory card space per file: 3 Blocks
Author: Michael Goldsmith (The FPS Dude, Game Faqs/
The GGs, Neo Seeker/The_FPS_Dude, IGN)
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Version: 0.1
Last Update: 20:30 14/03/2004

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1011A. Introduction

Welcome to an FPS Dude (GGs) guide of StarFox Adventures Dinosaur Planet on the GameCube. The guide's a full FAQ/Walkthrough which should give you all you need to know about Star Fox Adventures Dinosaur Planet. I've not played the other Star Fox games that previously came out on the other Nintendo consoles so don't expect an excellent storyline. I've made the walkthrough as simple as possible but if there are any questions about anything you're stuck on contact me on the email address agent1496@hotmail.com. Please only what you're stuck on in the email and nothing else. I don't want to be communicated by IM (Instant Messaging) so please don't try. I hope you enjoy reading the guide to Star Fox Adventures Dinosaur Planet.

1012A. Story

This all happens eight years after the Starfox team finally overthrown Andross from his hold on the universe. The game starts with General Scales and his army of soldiers called Sharpclaws travelling to Dinosaur Planet to try and take it over. He has tried to many times before but has failed. This time he has somehow got stronger and this time he has somehow got stronger and this time succeeds. He then takes the four Spellstones protecting dinosaur planet.

Before I explain what the Spellstones are you have to know this. Dinosaur Planet is surrounded by a magical energy (in other words gravity) so powerful it would separate Dinosaur Planet forever. To stop this four stones called Spellstones were made to stop the planet falling apart.

This is where the prologue starts. It痴 all now up to Krystal to find six Krazoa spirits and return them to the Krazoa palace. It all goes well at first. She manages to get the first Krazoa Spirit Note: That is the first challenge you have to complete in the whole game.

Then it all goes wrong. Krystal releases the first Krazoa spirit to the palace and gets captured. Now there is no way of saving Dinosaur Planet, or is there.

Yes, you致 guessed; this is where the famous StarFox pilot Fox Mc辰Loud gets involved. Fox and his friends, Slippy and Peppy, are roaming the Lylat System. Suddenly they get a message from their General named General Pepper. He says that it痴 your mission to go to Dinosaur Planet and land on a place called ThornTail Hollow (the main place in the game). Then you have to locate the Queen Earthwalker of the Earthwalker tribe. Then your mission really starts. Obviously I won稚 need to tell you. It痴 to find Krystal the four Spellstones. But it痴 not so easy. You maybe thinking, what about Krystal? Well you also

need to collect the remaining Krazoa spirits.

And that痴 about the entire starting story. If you致e got the game you致e got yourself a hell of a lot of work to do.

1013A. Controls

For a game like StarFox Adventures I recommend a controller with the turbo function on it. Have the function on A all the time except you may need to turn it off when you池e using the rocket boost. I recommend the turbo function because of parts like the lightfoot test two. It seems impossible to complete but with the help of turbo function all you need to do is keep your hand down on A and the control stick down.

A: A can be used to pick things up throwing things or putting barrels down in special places. Also A is used to speak to people, to warp on a warp platform, and to choose things from your inventory. In other words, A usually appears on screen when you池e about to do something and you need to press A. Finally A is your only combat button for fighting.

B: B isn't really used much during the game. It is usually used if you go into your inventory by accident. Press B to get back to your game.

X: X only comes in useful when fighting an enemy or dodging attacks. Press X to roll out of the way.

Y: Y comes in very useful at times. Press Y on something in the inventory, the inventory will disappear and in the top right hand corner of the screen the symbol for the thing you pressed on will be attached to the button Y. Now you don't have to go into your inventory and select that particular option. Just press Y.

C Stick: The C stick is used for the inventory. Move the C stick down once to enter your inventory. Now use it like you would when selecting options and select an item with A.

Control Stick: This is probably the control you use 99.5% of the game. Basically move it to control Fox through the game. Also use it to control the Arwing or to move around options.

Start/Pause: You can press this button in the middle of the game to pause. Up will come options that can give you useful information. Also you can save or quit the game here.

L: L is the shoulder button on the left hand side. It controls the camera. Make Fox face away from the camera and press L. The camera will then turn to the way fox is facing.

R: R is the right hand shoulder button. When getting attacked by an enemy, press R. This forms a shield made by your staff.

Z: Z is just above the button R. Press Z to look around you. Z doesn't really come in useful. Note: You can buy an item in the Thorntail Store which will upgrade the button Z.

1015A. Walkthrough

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1015B. Part 1
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+++++++ The First Krazoa Spirit ++++++

This is a pretty easy challenge to get you started on getting used to the game. The game starts with you controlling Krystal on a Cloudrunner. Look at where the fire balls are firing at you. Press A to fire at where they are coming from. When you get them both flames will come up. Now you go down. Then fire at the spinning blade, not worrying if you get hurt. Next repeat the first part again and the flying ship will turn round. Hit the face a few times, not worrying about the fireballs. Then there is a short scene cut.

Next you appear on the flying ship. Go down the steps and up some others on the opposite side. Speak to the caged bird. Speak to him again and two doors will open go back down the steps and pick any of the two doors to go through. Go down the stairs until you come to another room. Grab the key and back to the steps you last came down; the one with the caged bird at the top. Next there is a long cut scene which would be more interesting in English.

Next you appear at the Krazoa Palace. Save the game and head up to the top left hand corner of the area. You should see a door. Use the key in your inventory to get in to find a fuel barrel. Pick it up and throw it at the enemy outside. Go back to the start of the area to get another fuel barrel. Throw it at the other enemy. Then get another fuel barrel go right and throw it at some boxes to reveal a path into the next area. Go back for a fuel barrel and head down the slope into the next area.

Head left avoiding the enemy until you see a crack in the wall. Throw the barrel at it to reveal a way into the next area.

Head left until you see the same Earthwalker again. Pick up the barrel and throw it at the two boxes. Get your lives but don't go to the next area yet. Go back and carry on left. Avoid the enemy and pick up a barrel. Throw it at the enemy to kill it and get another barrel from the same place. Go back to the Earthwalker making sure the barrel doesn't explode and enter the next area.

Carry your barrel across the room avoiding flames. If the flames get you, you will lose health and your barrel will explode.

When you are at the other end, throw the barrel at a crack in the wall to reveal another area.

In this room you will find another barrel in the room. Pick it up and put it down on a switch. This will activate doors to open. Go through them and speak to the Earthwalker for a cut scene.

Next stand on the platform and warp to the Krazoa shrine. Go right up a ladder until you get to three flames. When they go down quickly get across. Jump down into the pit ignoring the ladder and go up the next ladder as quick as possible to avoid the enemy. Get a barrel and throw it at the enemy you just passed. This will activate a door to open. Go through until you get to a switch. Stand on it to activate another door. Go through the door as quickly as you can, avoiding flames before the door closes.

Next you come to the test of observation. If you fail it, you have to start the Krazoa shrine all over again. Speak to the Krazoa spirit to start the test. Here are a few tips. Get out of the way of where the barrels are but so can see all the barrels on screen. Follow the correct barrel around the screen to remind yourself which barrel the Krazoa spirit is in. Choose the correct barrel three times. It is very easy. After the short cut scene you warp back to the Krazoa Palace.

Go out for another short cut scene. Then go to the platform which will automatically rise. Head up and go and release the spirit. When you see the long cut scene of Krystal getting captured, it is off to Fox McCloud in a lost corner of the Lylat System.

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1015C. Part 2
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+++++++ Find Tricky ++++++

After Foxes first easy Arwing challenge which will soon get boring after a while, you land on ThornTail Hollow, controlling Fox McCloud for the first time in the game.

First remember to save the game. Look round for something in the ground, your staff. 100% guarantee that it is easy to find unless you are so hopeless your eyes are spuds. When you find it, listen carefully to the cut scene which explains how to use it.

Next, look for building which has a small wall going round it. Go into the garden and four sharpclaws come out. Easily slay, all three, and go to where yet another cut scene tells you to go next.

This is your first staff upgrade, hit the rock with A, and go down into the secret cave. Go into the centre of the room to claim a Fire Blaster

*** Fire Blaster ***

The Fire Blaster can be used by selecting the icon, from your inventory in the yellow column. Use it to fire at enemies and fire at special red buttons which will turn green when you致 hit them. The Fire is one of the most useful staff upgrades. You need special gems to upgrade your Fire Blaster if you run out of power.

Next you find you致 got yourself trapped in the cave. This is just to test if you know what you're doing with the Fire Blaster. Go to where the exit痴 shut off. Look for a button on the wall. Hit it once with the Fire Blaster and you值 be out of the cave in no time.

Head back to where you defeated the Sharpclaws and hit the button on the wall with your Fire Blaster to activate a door. After a cut scene head up to get some Fuel Cells.

*** Fuel Cells ***

You need Fuel Cells for your Arwing. Later on in the game you need to travel to the separated parts of Dinosaur Planet. You need so many Fuel Cells to get there.

Go back out, look for a plant shaped like a sphere and hit it with your Fire Blaster. It will blow up and out will come three floating plants. Get them when they come to the ground.

*** Bomb Spores ***

Pick Bomb Spores from the red column of your inventory. Place them in the right places, hit them with your Fire Blaster and they should reveal a hole.

Now go and find some rocks. On some of them three green arrows appear. This means you can lift it up. Keep pressing A fast and beetles come from underneath. Go and get them.

*** Scarabs ***

Scarabs are the currency on Dinosaur Planet. Use Scarabs to buy many useful items. The green Scarabs are worth 1. The Orange Scarabs are worth two or more. Until you find a Scarab bag you can now only carry a total of ten Scarabs. There are other secret places where you can find cheat tokens. You can take the back to the Game Well Maze and activate cheats.

When you have Ten Scarabs, head to the shop. The shop door is a black hole with torches by the side in case you didn't know where it was. Look for an item called Rock Candy. You值 need it, trust me. When you have it, go out of the shop to the dinosaur that moved during one of the cut scenes. By the side of him is a patch. Place a Bomb Spore there and hit it with your Fire Blaster. Go through the newly revealed passage up to the stony guy called a Warpstone. Now head for the place called Ice Mountain.

When you're there, go up until you come out to some open land. Beside you should be a barrel. Pick it up. Head left with it quick to a wall. Throw it at a wall and defeat two Sharpclaws. Then a pad is revealed on a door. Head to the door and use your Fire Blaster on the pad. Then there will be a cut scene. Before you get on the Jetbike, look for some Fuel Cells.

Get on the Jetbike. Overtake both Sharpclaws before you get to the finish to find Tricky. A is to accelerate. After a few goes you should complete it.

+++++++ Snowhorn Wastes part 1 ++++++

Next you池 heading off to Snowhorn Wastes to try and find the way back to ThornTail Hollow. This time you have a little extra character, called Tricky coming with you.

Head up, until you come to some laver down below. Instead go right to find these special plants. These are called Blue Grub Tub.

*** Blue Grub Tub ***

Blue Grub Tub are what you catch and feed to Tricky. Tricky has special abilities. If he doesn't have enough food he won't perform these abilities. The maximum amount of Grub Tub you can carry around at a time is fifteen.

If you ever need Grub Tub when I知 telling you what to do, stop what you池 doing and find some. Anyway, back to where we were. Find a crack in the ground. Use Tricky痴 find command, from the inventory, to reveal a switch. Now use his Stay command when he is on the switch. This activates a door to rise. Go inside it and activate switch. A rock will rise out of the lava. Now go back, climb down and leap across the lava. Climb up until you find a crack in

the wall. Use Tricky痴 find command to get through. Next follow the path down, killing enemies as you go. You can get the boxes that contain lives and gems, if you need them.

Next you come to patches of ice. You find Tricky is being chased by Sharpclaws. Simply kill all of them to save Tricky. Then he值1 give you his Heel command. Whenever you can稚 find Tricky, use it and he值1 come back to you.

After that look for a crack in the ground that you can use Tricky痴 find command on. This will reveal a cave. Go down inside to receive your next staff upgrade.

*** Staff Metre Boost ***

There is more than one of these in the game so look out for them. These increase the power of your energy in your staff. This means looking for more gems, but also being able to use abilities that take up more energy out of your staff.

Next get out of the cave. Now look for two more patches. In both of them is a special food called an Alpine Root.

*** Alpine Root ***

An Alpine Root is a Snowhorn痴 favourite food. Snowhorns are big powerful creatures that look like Mammoths. If you feed a Snowhorn one of these roots, it may help you throughout the game.

When you致 found both roots look around for a Snowhorn. Speak to him and feed him an Alpine Root. He值1 then give you in return, a Scarab bag.

*** Scarab Bag 1 ***

This is your first Scarab bag. When you could only hold a maximum of ten scarabs your first scarab bag allows you to hold fifty. You can now also buy things you previously couldn't.

Feed him another Alpine Root and he值1 stamp his feet. This will leave a square cube of ice. Go to the block of ice and push it by pressing A. Push it to a square area at the side. BEWARE! make sure you go to the correct square area. There are two of them. One will lead a path to Fuel Cells and the other to the next area.

When you池 at the next area, head down the hill. When you池 at the next area you值1 be all right if you have 25 Scarabs, but I bet you haven稚, lift up rocks and look for the pots that you can throw and you值1 soon have 25 Scarabs. Then look for a tall Sharpclaw guarding an area. Give him your 25 Scarabs to pass into the next area. Pass the fire bats to go into the next room. Cross the water and get Tricky to stay on the button. Climb up a wall and go left to activate a switch. Go back and follow the water. Up and get to another area. Go up, to activate a switch. Then you池 back at ThornTail Hollow. Follow Tricky back to the Queen Earthwalker for a cut scene.

+++++ Find White Grub Tubs & Snowhorn Wastes Part 2 +++++

First of all, to be able to do this next challenge you need to have a lamp. You can buy one at the Thorntail Store for twenty Scarabs. If you don't have twenty scarabs find them in places like under rocks and so on.

When you've bought it, head left from the entrance to the shop to the well near the dinosaur that doesn't want to speak to you. You'll notice there's a crack in it; get Tricky to dig into it and then follow him into the ancient well.

Firstly you get a cut scene, after it, slide down the ladders and jump onto the ground before the poisonous mushroom gets you. Run in between two mushrooms and enter this lake kind of area. Head to the little patch of grass in the middle and plant a bomb spore. Shoot it with your fire blaster to reveal a secret cave. Head into it and collect your new item, the Staff Rocket Boost.

*** Staff Rocket Boost ***

When you place your staff on a pad, by holding down the A button you can now rocket up into new higher areas. The Staff Rocket Boost can be found in your inventory under your fire blaster.

Head back to where the ladder was and look for a boost pad. Rocket up it to reveal a new area. Avoid the mushroom and other creatures and follow the path to a bridge. Plant a Bomb Spore in the middle and fire blast it to destroy part of the bridge and to form a cube type block down below. Drop down onto

the block and move it onto a button to open a gate. Talk to the dinosaur and if you have a lantern he'll move from his spot to reveal a place to plant a Bomb Spore. Plant a Bomb Spore and fire blast it to reveal a ladder going down.

Go down the ladder and look around to see a White Grub Tub. Fire blast the mushroom and pick up the grub tub quickly.

*** White Grub Tub Fungus ***

White Grub Tubs are used to cure dinosaurs when they feel ill. You must find six White Grub Tub Fungus and feed them to the queen Earthwalker.

Head on to find three flying green balls ahead of you. Avoiding the evil birds, go up to them and collect them.

*** Firefly ***

A firefly goes into your lantern. Put it in your lantern in dark places to see things you previously couldn't. Unfortunately they can run out of light. On the red section of your inventory, put your cursor on the picture of a lantern and select it to light up your lantern.

Collect all three and head left, into the dark area to use your lantern. In here you will find grub tub number two and a bomb spore patch. Plant a Bomb Spore and fire blast it to destroy part of a huge rock above.

Head back out and turn right twice, avoiding the mushroom, to reveal a boost pad. Rocket up to find three more fireflies and Grub Tub number three. Now jump onto the rock you destroyed and jump again to another area. You will find grub tub number four and five.

Fire blast the bomb spore plant to reveal a new area and jump down. Find the first dark patch on your left and head and get out your lantern. Plant a Bomb Spore seed to reveal the final grub tub.

Now head back to the ladder and climb back up. Find your way back out of the ancient well to meet Tricky.

Head to the queen Earthwalker and feed her the White Grub Tub Fungus. You'll now get a cut scene; she tells you to head back to Snowhorn Wastes and find the spellstone gatekeeper of Darkice mines. She'll also give you a Sharpclaw Prison key which will come in handy.

Go to Snowhorn Wastes via the gate you opened and when you get to the guard you had to pay twenty five scarabs you'll see a gate ahead of you. Open it with the prison key.

Head up the hill and talk to the Snowhorn who's trapped under ice. When he's finished speaking some Sharpclaws attack you. Head back down the hill a tree and hit it while they're attacking you. Some spiky things fall off so tell Tricky to find them. Keep hitting the tree so he has plenty to find when the meter at the bottom is full you'll get a cut scene showing the gatekeeper opening the gateway to the spellstone.

All you have to do now is head back to Arwing ready to fly to Darkice Mines. If you don't have enough fuel cells buy some from the Thorntail Store.

+++++ First Spellstone: Darkice Mines +++++

Coming in later versions!

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1015D. Part 3
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Coming in later versions!

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1015E. Part 4
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Coming in later versions!

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1015F. Part 5
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Coming in later versions!

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1015G. Part 6
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1016A. Story Ending

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1017A. FAQs

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1018A. Cheats

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1019A. Legacy

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10110A. Version History

Version 0.1 (29k) - The first two parts to the walkthrough, the controls the story line before the game starts and all the other vital stuff.