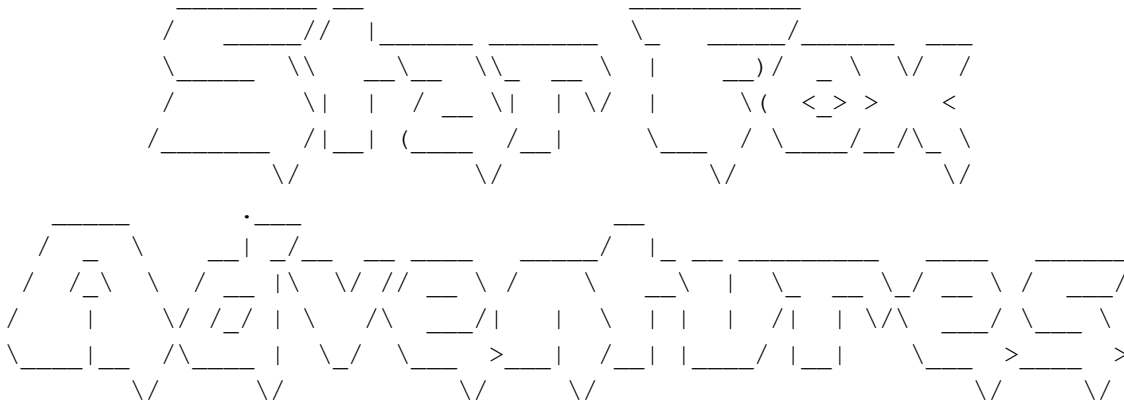


Star Fox Adventures Spoiler-Free Walkthrough

by Sintaku

Updated to vFinal on Jul 17, 2005



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| Star Fox Adventures |  
| Spoiler-Free Walkthrough |  
| By: Kia |  
| Version: Final |  
| Date: 29-Jul-04 |  
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==| I N F O R M A T I O N [IF] |-----  
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The Guide is totally finished. So I won't update it unless you have information that is very useful. This is most likely the last revision.

This Guide should only be on:
GameFAQs - www.gamefaqs.com
Neoseeker - www.neoseeker.com
IGN - www.ign.com

Contacting Me:

If you have any corrections or additions to this guide, please send a note to sutehk@gmail.com for inclusion in the next revision. Please ask if you can display this guide on your own site, I almost always say yes.

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==| V E R S I O N I N F O R M A T I O N [VI] |-----  
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Versions say how much of the guide is finish, Version 1.0 is fully finished. So Version 0.5 is half finished. Version 0.6 is two thirds finished.

Version 1.0[Final] (29-Jul-04):

It still isn't added to GameFAQs, I need a Full Guide for it to be added. And the Guide is fully complete.

- Added and Completed Section Six: The Third Spellstone
- Added and Completed Section Seven: The Final Spellstone

- Added and Completed Section Eight: The Fifth Krazoa Spirit

Version 0.61 (28-Jul-04):

The Guide wasn't posted on GameFAQs yesterday, >.< , actually this isn't really yesterday in America, its still today, I live in Europe so its yesterday, anyway I will go back to the guide.....

- Changed the Guide a bit

Version 0.6 (27-Jul-04):

So the Guide is now half way through, I think it is sufficient enough.

- Made the guide
- Done the first third of the walkthrough
- Added and Completed Prologue: The Krazoa Spirit
- Added and Completed Section One: Enter The Fox
- Added and Completed Section Two: Snowhorn Rescue
- Added and Completed Section Three: Combat Test
- Added and Completed Section Four: Lightfoot Village
- Added and Completed Section Five: The Third Krazoa Spirit

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 ==| C O N T E N T S [CN] |-----

1. Information [IF]	If you want to search you
2. Version Information [VI]	can search by inserting the
2. Contents [CN]	two letters in the bracket
3. Walkthrough/Guide [WG]	[] after the section in the
- Prologue: The Krazoa Spirit [WP]	"Ctrl + F" menu. It's as
- Section One: Enter The Fox [W1]	easy as the other Guide
- Section Two: Snowhorn Rescue [W2]	searches.
- Section Three: Combat Test [W3]	
- Section Four: Lightfoot Village [W4]	Also searching section.
- Section Five: The Third Krazoa Spirit [W5]	names won't work at all
- Section Six: The Third Spellstone [W6]	+-----
- Section Seven: The Final Spellstone [W7]	
- Section Eight: The Fifth Krazoa Spirit [W8]	
4. Credit [CR]	
5. Copyright [CO]	

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 ==| W A L K T R O U G H / G U I D E [WG] |-----

This is Part/Section 3 of the Guide; here is where the guide really starts. Oh well, lets start with the Guide.

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 == Prologue: The Krazoa Spirit [WP] -----

First up is the small matter of taking out that Flying galleon. Luckily, because it's the start of the game and all, you're invincible. So it's simply a matter of aiming your fireballs at the two towers and the twirling thing at the bottom. Then take a moment to marvel at the lovely rain effects before blasting the rest of the ship away.

Once you're on board the ship, it's just a matter of running straight ahead to the other end of the deck and speaking to the caged Cloud Runner. Next, pop below deck to pick up a key to Krazoa Palace, then head back to have a chat with your chirpy friend.

After the cut-scene with the super-scary General Scales has finished, you'll find yourself outside the palace. Run past the jellyfish and then use the key on the door. Take the barrel from inside, and throw it at the line of four crates that are placed to the right of the palace.

Go back and grab another barrel, then run down the ramp. You'll find a crack in the wall behind the torch in the alcove - throw the barrel at it, then go through the gap.

Take a left and then a right, picking up the barrel behind the fallen dinosaur. Throw it at the barrels nearby. Carry on back down the main hallway until you reach a fuel barrel generator.

Pick one up and go through the gap you've just created by blowing up the crates, watching out for the fire bursts as you run merrily along. See that crack in the wall? Throw your barrel at it.

In the next room, pick up the fuel barrel and drop it on the pressure pad to your right. This will keep the door open. Go through, speak to the poor dying dinosaur, and then stand on the warp point.

Once you've warped, run forward and climb up the ladder in the next room. Go past the flames and through the pit to the fuel barrel. Kill the jellyfish with it then go through the door it opens. Put a barrel on the switch in the next room, but be quick as this time there's a timer on it.

Speak to the strange glowing thing in the next room. You'll have to guess correctly which urn it hides in to progress. Do this three times and you'll be whisked back to the palace. Speak to the dinosaur again, and then head over to the platform behind him. Go right at the junction, and then release the spirit.

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== Section One: Enter The Fox [W1] =====

Travel to Thorntail Hollow, run forward to grab your start, and then find the stone I doorway. Kill any Sharpclaws milling about, cross the river and go right to find the new cave hole. Drop down the hole under the stone and swim to the platform in the centre (8). Fire Blast the panel next to the gate.

Go back and Fire Blast the stone doorway panel where you fought the Sharpclaws. Go through and see the Queen. Fire Blast the bomb-spore plant and use the spores at the wall crack near the waterfall (9).

Talk to the Warp Stone, then exit through the hole and walk left. Inside the door with the two torches is the store, go through the door and buy some rock candy for the Warp Stone, then warp to Ice Mountain.

Grab the barrel up the ramp, blow up the crate barrier, beat up the Sharpclaws and then Fire Blast the panel.

You'll now enter a snow race, which you must win to rescue Tricky. Cut the large corners and you should be fine.

Grab some Blue Grub Tub fungi in the tunnel and feed them to Tricky. He's an annoying little mini-beast as he won't do his work for you if he's too hungry. Once he's full, do a Find Secret at the crack on the ground. Make Tricky stay on the pressure switch and hit the switch inside the gates behind you. Cross the lava and Find Secret on the crack in the wall.

Kill the five Sharpclaws before they feast on Tricky, Find Secret at the base of the fallen tree and grab the staff upgrade below.

Find Secret on the Alpine Root near the fallen trees, then feed the woolly mammoth two of them. He'll make a block fall from the sky. Push it down the ice path to his right then climb up.

Pay the Bribe Claw 25 scarabs to get past, follow the tunnel to the sewer, jump in, go left and forward to a pressure switch. Hit it, do the lever switch, then follow the tunnel to a gate. Open it with the lever switch and Tricky will go and see mommy.

Buy a firefly lantern at the shop. Find Secret at the crack in the structure to the right of the shop doorway, climb down the well and follow the tunnel until you're in a cavern. Use a bomb spore in the middle of the pool to drain the water. Press the switch and grab the new staff upgrade.

Backtrack to the ramp and Boost Pad up to the tunnel above the lower level. Use a bomb spore and push the block from the bridge onto the switch in the room you just drained.

The first white grub you need is in the room with the ladder; another is to the right of the water pool (Rocket Boost over to get it). Use a bomb spore to lower a column at the other end of the room to get more white grubs. Now go back and give them to the Queen at the temple.

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== Section Two: Snowhorn Rescue [W2] =====

Go to the Snowhorn Wastes; use your gate key across From the Bribe Claw, then take the first left. Speak to the Snowhorn stuck down the hole in the ice, then hit the weird tree to get a Frost weed. Rinse and repeat two more times to rescue the Snowhorn.

Fly to Dark Ice. Follow the twisty road, Find Secret at the blocked mineshaft and grab the Shackle Key From the chest (10).

Save the Snowhorn and use the Bridge Cog in the gears behind the waterfall. Rescue the Snowhorn then Flame the shed back at the archway. Flame the Fire inside, grab the alpine root and push the block over the drain. Exit, run down the hill over the bridge and Flame the ice wall to get an alpine root. Feed them to the Snowhorn and ride him over the bridge. Flame the ice wall, Rocket Boost up, then exit via the window and get in the cannon.

Aim at the wooden X - press A For a second and a half - and then at the Five Sharpclaws to open the barrier. Retrieve the cogs From the item boxes at the Doomed Structure, beneath the cannon and behind the X. Use the new bridge, then dig through the wall crack. Fire blast the target and Flame all the gratings to exit. Grab the object at the bridge of light then see the Snowhorn again.

Follow the alpine roots, then Tusk Attack the boarded cave entrance. Use the racer and go over the conveyor belts and Rocket Blast at the end to Fire Blast a target, grab the silver key and hit the catwalk. Free Tricky.

Get the Gold Key behind the ice wall and free the Snowhorn. Fire Blast the three green icicles, hit the lever switch then Rocket Blast to the next level (use the moving block to reach the alcove). Shove the block off the cliff and climb down.

Go through the glowing room down the mine and take the Fuel Barrel onto the pad up the ladder. Hit the lever switch then use it on the wall crack on the last bridge. Hit the switch inside, dodge the boulders, hit the next switch and turn left at the Flaming column. Aim at the columns in the cannon then use the platform to exit.

Flame the boss, Stay Tricky to distance him, attack the boss' tail until he eats you, then hit the spot inside him. Fire Blast when he tries to suck you back in and Fire Blast inside when he eats you to get a Spellstone.

Light the three beacons with the Fire Weed Seeds at the river, the Moon Pass Key and go through the crack near the temple wall. Run to the canyon and use the key.

Rocket Boost to the ledge past the moving pilfering, hit the lever switch and exit through the gate. Use the Spellstone on the Seal at Volcano Force Point. Fire Blast the blue orb on the left when the torches are blue, and the green orb when green.

Flame the grates to extend the ledges and get the Ice Blast Staff upgrade. Ice Blast the red Flames then hit the Spellstone Seal. Ice Blast the Flames, then Flame the gratings to warp away.

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== Section Three: Combat Test [W3] -----

Enter the new cave at Moon Mountain Pass, lift the rock, fall down the hole underneath it and get the Ground Quake staff upgrade. Stun the monster outside and hit the purple spot on its back when it spins. Grab the Moonseed it spews out, use it on the planting patch, and climb up the vine. Repeat on the next section until you reach a room with a bomb spore. Fire Blast it and go into the open area.

Get the Trickster to Find Secret near the Kalda Chom to get a small meteor. Put it on the vents in front of the larger one. Find Secret again on the dirt behind and in the middle of the path (it's the one on fire). Once all three on the vents, the large meteor blocking your way should lift up. Go past. Kill the Kalda Chom for a Moonseed, then climb the vines until you get to the warp point at the top of a ramp. Go to Krazoa Shrine and cross the water. Ice Blast the flame with your staff and climb the wall, then Fire Blast the switch behind you and swim over the pool. Fire Blast the target on the ceiling behind the fire column and go see the Krazoa Spirit.

You'll now have to complete the Test of Combat. Kill ten Sharpclaws to complete the test and then warp merrily along to Moon Mountain Pass.

Grab the fuel barrel ahead and jump into the air current at the cliff's edge. Throw the barrel at the wall on the other side, then ride the air current up to the new cave. Go to the Warp Stone and then Krazoa Palace.

Fire Blast the jellyfish, run forward, beat the Sharpclaws and get a barrel from the next room. Go up the ramp - follow the dim shapes to know where to turn - and throw the barrel at the crack near the crate. Fire Blast the target over the door, get a fuel barrel and throw it at the wall crack.

Fire Blast the green orb when the flames go green, and the blue orb when they're blue, then shoot the flame shooter. Go back, get a barrel, and drop it on the switch here.

Go up the elevator; turn right at the top of the tunnel then Fire Blast the jellyfish in the large room. Use the air currents to meet Krystal on the roof.

Jump off the platform and go to the glowing circle. You can now release the Krazoa Spirit when you're on it. Once that's done, go and see the 'hilarious' Warp Stone.

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== Section Four: Lightfoot Village [W4] -----

Enter the tunnel at Cape Claw to get to Lightfoot Village. Kill the Sharpclaws, give 60 scarabs to the Golden Scarab statue, then exit and go left, left, right, left and left through the maze.

Fire Blast the switch behind the waterfall, then hit the beach via the docks. Pay the Bribe Claw, then give the High Top four gold bars (the first is between trees at the Bribe Claw, the second on the left under a crate, the third on the other beach and the fourth through the archway).

Cross the bridge, hit the lever switch up the ladder, go through the gate then push the blocks over the grates. Go back to the beach, speak to the Cloud Runner gatekeeper, and then take the Arwing to Thorn tail Hollow.

Go down the ladder, go clockwise round the pillars, press the switch then run back through the light circles, hit the new switch with a Fire Blast, and exit via the gate. Go up the spiral walkway, hit the lever, then go back and get captured.

Push the loose stone to escape, go to the room of cages, grab a fuel barrel from up the ladder and use the wind tunnel to blow a hole in the rood. Wear the disguise you're given in the Cage Room to get your staff back, hit the switches and get the Power Room Key.

At the Cloud Runner courtyard smash the crate with the Sharpclaw on it and hit the lever. Ice Blast the fire in the alcove in the courtyard, go left and use the Power Room key. Hit the three switches in the centre for three light gems.

Float up on the air current and wear your disguise in the room on the right, standing on the glowing footprints. Drop a fuel barrel on the pad near the centre gate, then throw it outside over to the lamps to open the barricade.

Step on the pad to operate a ladder, and flip the switches near the Queen. Throw a fuel barrel into the air current and one at the column in the middle of the courtyard.

Rescue the Cloud Runners and the Queen, turn right out the courtyard and down the ladder at the archway. In the Treasure Room collect some fireflies,

take the wind current out and throw a barrel into the wind. Hit the Treasure Room lever to get it back. Throw it at the crack in the wall. Outlast General Scales in the race and fly to Dinosaur Planet.

Follow the glowing footprints at Cape Claw, Stay Tricky on the red switch, hit the lever switch on the ledge and swim to where the waterfall was. Ice Blast the fire at the statue, get the Fire Gem and put it in a statue. Rescue the Lightfoot on the beach for the other fire gem.

Hit the switch. Stay Tricky on it, hit it again. Flame the door, Fire Blast the switch across the pool, flame the briars, push the block, lower the water with the switch and push the block onto the switch.

Ice Blast the Sharpclaw with the shield on the beach, shatter him and insert your Spellstone in the pad. Get Tricky to Stay on the panel up the ramp and step on the light sections of the grid to cross. Swim left and hit the switches through the narrow walkway.

Swim back, go left, climb the wall and Fire Blast the green flame to warp. Boost Pad through the sliding doors, swim left and hit the switch in the south-west corner. Stand on the pad in disguise, drag the block over the hole, hit the switch and swim out.

Flame the grate in the next room. Fire Blast the targets and the block into the slot with the red and green lights. Go west, south, east, north, west and south, exit north and Fire Blast through the shifting flames to the orb. Warp to Thorntail Hollow.

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== Section Five: The Third Krazoa Spirit [W5] =====

Use the Flame command to fry the Lightfoots who are attacking you. Go into the water and swim north-east.

Flame the briar patch and dig inside to get the wooden block. Swim south-west and dig behind the totem hill for the circular block. Head east for the final block. Go to the Block Room and put the block in place. Jump down to the three small circular inlands on the north-west side and use them to hit the large island. Life the strange-looking block and Boost Pad to get to the top of the island. Cross the bridge behind the totem pole, go down the ladder and cross the next bridge. Go see the Big Chief.

Go back across the first bridge for the first totem poll on the island.

The second one is on the ledge behind where the first block was. Boost Pad to reach it, and then drop down. Use the stepping stones to reach the third block, then jump back in the water and swim south-east.

The last totem pole is on top of a pillar of stone, so scale the wall to reach it. After hitting the switch you'll be taken back to the Chief. Elect to take the Test of Strength.

The easiest way to beat Muscle Foot is to let him push you until he's at the same angle as you, then push back as hard as you can. Back at the village, talk to the mother inside the hut across the bridge and help her find her babies. Once done, she'll reveal a booster pad which will let you access the token well in the centre of the forest.

Climb up the crates in the temple, stand on the switch then Fire Blast the totem pole until it turns white. Go through the gate, Boost Pad and hit the switch.

Hit the switch that lowers the water, then hit the switch in the pit in the next room. Go up the hill for a Krazoa Spirit. Keep the indicator green by facing the Sharpclaw, then take the Spirit to Thorntail Hollow.

Warp to the palace, kill the Sharpclaws, ride the lift and the wind current and stand on the footprints while in disguise.

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== Section Six: The Third Spellstone [W6] =====

Go into the cave behind the Earthwalker at the Warp Stone, then attack and Ground Quake the thieves to keep the eggs safe Get the Staff Upgrade, visit the Queen, go up the ramp behind her and use your Portal Device on the Walled City. Take the Arwing there.

Fire Blast the tree next to the Earthwalker cross the bridge, go south-west and Ground Quake the blue circle. Run up the ramp north of the temple, go right until you reach the top. Flame the moon in the diagram in the south of the tunnel, Ground Quake the light circle and negotiate the red corridor.

Talk to the King, run out via the bridge. Fireblast the target over the Earthwalker, dispose of the briar patch, climb up and drop a bomb spore in the centre. Fall down for the Super Ground Quake.

Go west, take a right and Fire Blast the target in the tree. Go north-west and do the same, swim through the circle until you get the Silver Redeye Tooth, and put it in the blue statue in the temple.

Super Ground Quake the four redeyes guarding the temple, then Fire Blast them Enter the red building for the Gold Redeye Tooth. Put it in the red statue.

When fighting the King, Fire Blast a target grab a Fuel barrel, wait near a panel and stand on a switch when he's finishing roaring and throw your barrel. Grab the Spellstone and go to the surface.

At Volcano Point Temple use the Spellstone in the panel in the circle room. Get on the moving platform, up the wall and up the elevator. Ice Blast the fire in the next room go down the tunnel and stand on the panel Stay Tricky on the red switch. Ice Blast the fire hit the lever and go through the gate.

Ice Blast the fire orb, Stay Tricky on the red switch and exit. Use the Warp Pad and put your Spellstone in its slot.

Fire Blast all the bats at Thorntail Hollow collect 130 scarabs and go up the slope. Speak to the Snowhorn over the ice chunks give him the Snowhorn Artifact, and blow the horn on all seven pads (behind the river gate; near the cave; the fallen tree- the bottom of the cliff; past the Bribe Claw; near the gatekeeper; and over the river).

Go into the Snowhorn s cave, warp to the Krazoa Shrine and then throw a fuel barrel at the cracked wall. Put another one on the barrel pad, hit the lever to manipulate the flame and toss the barrel into the wind tunnel. Use it to blast through into the spirit's room. Hit the A-button as fast as you can to complete

the Test of Strength, then go back to Krazoa Palace via the Warp Stone and release the spirit

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== Section Seven: The Final Spellstone [W7] =====

Speak to the Thorntail near the well, go through the portal and Arwing to Dragon Rock. Go to the north building, climb the ladders and go along the ledge. Grab the fuel barrel at the end, put it down on the pad, hit the switch to use the magnet, climb the ladder and stand on the red panel. Drop down the ladder and use the barrel to blow up the planks over the doorway.

Hit the lever in the alcove up the ramp, go outside, and ride the Earthwalker. Charge the four walls with the green light then Fire Blast the guns. Go through the open door and Boost Pad to the High Top. Fire Blast the targets on the ropes and protect the freed High Top by shooting down the missiles.

Go through the open gate and head south. Stay Tricky on the panel as you Fire Blast the three targets over the Flame jets. Grab the Fuel barrel, chuck it into the wind stream, Follow it and repeat over the next two streams. Throw the barrel into the wood barricade.

Go down the well near the once-boarded-up doorway, hit the level switch then the cage when its over the hole. Flame the gate, hop onto the Cloud Runner's back and shoot the red orbs on top of the spires.

Hit Drakor with Fire Blasts - that's all you need to do - then take the Spellstone back to Dinosaur Planet via Arwing. At Cape Claw swim over to the cave on the west shore and Portal Device the door. Ice Blast the Flames and man the cannon. Take out the barricade near the statute, hit the rock wall at the docks and the rock spire next to the wooden platform.

Swim over to where the rock spire was and get the Staff Upgrade. Go to the Krazoa statue s mouth, through the hallways and hit the upper ledge of the temple. Use your Spellstone, go over the Floor puzzle (as before), and into the pool on the right.

Portal Device the door then exit through the south-westerly tunnel. Climb up, warp up a level, climb out and push the stone block in the tunnel to the north wall near the platform. Climb up, hit the switch and jump to the magic plant (found on the ledge). Smash open the crate at the end and stand in the Footprints with your disguise on. Use the lever switch to raise the water and exit.

To pass the torches, use statues with a similarly coloured panel to put them out with your Fire Blaster. Slide the block east, south, east, north, west, south and east. Boost Pad in the Warp Room.

Go right. Fire Blast the orb via the Flame, cross the bridge and use the Final Spellstone. Return to Thorntail Hollow.

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== Section Eight: The Fifth Krazoa Spirit [W8] =====

Buy the Hi-Def Device From the shop, take the Arwing to the Earthwalker's

home, see the King on the other side of the bridge then head east to the grid of Four blocks.

Shove the first one south to the sun tile, and then push the one to the east west, then north to a sun tile-push the third one north to the sun tile. The Final one goes east.

Get out the pit, run along the path, up the elevator on the side of the temple and stand on the panel. Peep through the hole, zoom in and the temple will open.

The correct order is for the blocks is: push both sun blocks left; pull the moon block into the moon hole; then place the sun blocks in the sun holes.

In the maze, Ground Quake the blue light circle so you can hit the lever switch. In the hallway Ice Blast the flames, hit the switch, Fire Blast the target over the pit then go left down the corridor. Burn the spiky foliage, hit the lever switch then through the open door.

Portal Device the door. Fire Blast the three targets in order: left; up; down. Exit via the vapour walkway and grab the Sun Stone.

Go back out the temple to the west side of the land and the sliding blocks. Push the one on the west towards the south. The one north-east goes west, the third block goes home south, and the final one goes west, north and east.

Out of the pit go up the lift and look through the hole into the moon. Enter the temple, flip the first lever switch, run through the gate, then stay to the side until the second gate opens. Repeat a third time.

Ground Quake in the next room to open the door, and then go through the invisible maze (just press up when you're blocked to find the right way). Portal Device into the next room, do the spinning wheel puzzle as before and take the Moon Stone.

Go back to the main temple and see the captured King. Put the Moon Stone in the blue statue and the Sun Stone in the orange one to open the Krazoa Shrine entrance. Exit and warp away. Hit the switch inside the Walled City Shrine and ride the wind over. Ice Blast the fire, go over the wind current then Fire Blast the target on the rafters.

Step on the switch to raise the gate, then hop onto the column and go forward to the Krazoa Spirit. Doing this completes the Test of Knowledge.

Exit the Arwing, go north on the wind current and release your Spirit. Go back to the roof, jump on the warp pad, step into the circle then defeat the Foes. Release the Spirit at the statue just east.

To defeat Andross, aim for the diamond between his head and eyes. Target the arms next, and pull away from him, barrel-rolling to avoid being sucked inside him.

For stage two, throw bombs from the supply crate down his throat, and then blast his brain away. Do that and you're a hero.

Now watch and see a cut-scene.....

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!=====THE END=====!

