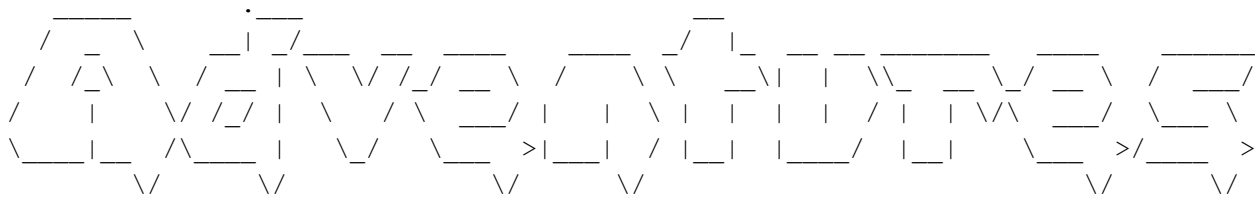
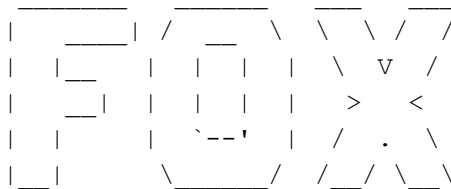
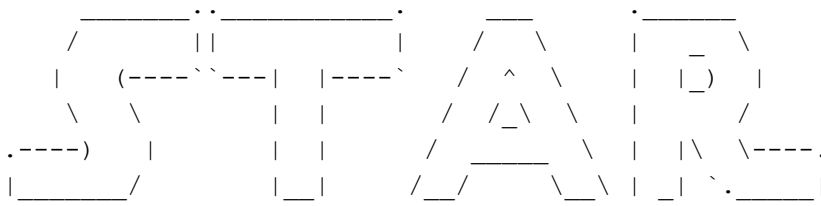


Star Fox Adventures Fuel Cells FAQ

by WishingTikal

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Dinosaur Planet

FOR Nintendo GameCube
Game by RARE. 2002 NINTENDO

FUEL CELLS FAQ

v1.3

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>05/31/03<

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1.                                -- I N T R O D U C T I O N --  
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Hi ! This is my third FAQ and I hope it will be of some use. Although it isn't necessary to collect all the Fuel Cells in the game to finish it, the more you collect, the more you feel like you've collected all in the game. And for some reasons, most of us like to finish a game at 100% ! (Uh well, actually the more we can get in this game seems to be 99%...) There's not much to collect in this game but Fuel Cells, so... In this FAQ, you'll find the locations of each (I hope I didn't miss any...) Fuel Cells in the game. It is all well listed so you can easily find the Fuel Cells you are looking for. Well... good luck on your quest for Fuel Cells.

--WishingTikal--
<https://www.youtube.com/WishingTikal>

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2.                                -- F A Q --  
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Q: What are the Fuel Cells for ?

A: Actually, Fuel Cells are use to power up your spaceship. You'll need 5 the first time, 10 the 2nd time, 12 the third time and 15 the 4th time you are going to a new world on Orbit. That makes a total of 42 since there is 4 planets (excluding Dinosaur Planet).

Q: How many Fuel Cells are there in the game ?

A: There is a total of 75 Fuel Cells scattered through the worlds but you can get more since you can buy as many as you want in ThornTail Shop (for 10 Scarabs). You can hold a max of 135 Fuel Cells (Not sure).

Q: Do I need to get all the Fuel Cells in the game to finish it ?

A: The answer is no. You'll need 42 Fuel Cells only to finish it but if you want to feel like you've collected all in the game, collect them all. For myself, I like to collect every single thing I can in a game, before claiming I finished it..

IMPORTANT : Do not save during the fight with the final boss [Put name here] or else you won't be able to return to Dinosaur Planet to collect all the Fuel Cells. A safe place to last save is in the Walled City (the second time you go there).

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3.                                -- F U E L   C E L L S --  
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Notes :

You can use your Fuel Cell Compass to locate Fuel Cells. The more you are near a Fuel Cell the more your radar "bips".

D i n o s a u r P l a n e t
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A)a)ThornTail Hollow
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--In the cave with the jet snow (let's call it this way), there where you started the race with the two dinosaurs, right to the jet snow is an alcove in the wall and at the end a Fuel Cell.--

--Fuel Cell #21--

--In the same cave as #20, at the end of that cave, past the torches, in a small alcove in the right wall.--

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A)c) SnowHorn Wastes

!!

--Fuel Cells #22-23--

--In the sewers leading to SnowHorn Wastes, near the shaft is a Boost Pad, boost yourself with the staff upgrade on the upper ledge and then use Fox's view (Z button) to notice a red switch you can shoot on with your staff. It will open the gate so you can pick up your two Fuel Cells.--

--Fuel Cells #24-25--

--After the race with the two dinosaurs, after helping the mammoth (you had to give him two roots), he made an ice block appeared on the frozen river. Push and pull that block to a ledge where is two fuel cells on, then climb it and collect them.--

--Fuel Cells #26-27--

--Where the road splits in two, one to ThornTail Hollow, the other to SnowHorn Wastes, up some kind of hill where the sign is, is a switch you have to activated to make a platform appear on the river. Use this newly appeared platform to reach a small alcove in the wall with two Fuel Cells.--

--Fuel Cell #28--

--This one is hard to spot. Down to the area leading near the path to ThornTail Hollow, follow the left wall until you come to a crack in the rock wall. It is right next to a torch. Make Tricky use Find so he digs in the wall revealing a small path. Enter it and follow the tunnel to a Fuel Cell and two crates. In case you're wondering, you're behind where the GateKeeper was being held.--

--Fuel Cell #29-30--

--After helping the GateKeeper, head to the river but don't go in yet. Follow the river to the left and at the end you'll notice a big dead tree. Fire on it with your staff and it'll fall above the river allowing you to cross to the other side of the river. Climb the wall there and at the very top is a Bafomdad and two fuel cells.--

--Fuel Cell #31-32-33--

--Jump in the river and swim to the other side. Enter the cave there. On the wall at the end is a switch you can fire with your staff. You may need to use Fox's view to see it. It's above the torch. It will make three Fuel Cells appear on a little hill next to the river. Return in the river and let the water flow drive you to the end of the river. Follow the wall to the hill with the three fuel cells. --

--Fuel Cell #34--

--Swim to the end of the river and you'll come to a Fuel Cell next to two crates near the well.--

--Fuel Cell #35-36--

--The second time you have to return to SnowHorn Wastes (when you help the grey SnowHorn), these fuel cells are next to the Krozoa Spirit Shrine entrance in the little cave. To open the gate to this cave, play the

