

Star Fox 64 Medals FAQ

by KyoraStryker

Updated to v5.0 on Jan 8, 2018

Introduction

If you're like the vast majority of gamers in the world, once you beat the game, you know you're not done with it, right? Right. Well, this game is no exception. Once you beat it once, you have to go through and beat it again. Once that's taken care of, you have to continue to beat it until you know absolutely everything about the game.

Star Fox is unique in a sense that, instead of finding absolutely everything, you're not satisfied with beating the game until you get medals on every planet. This guide was written to help achieve that end. Inside, you'll find all the information you need to know in order to grab the medals for each level.

So what are you waiting for? Wipe the dust from your N64, blow into your Star Fox 64 cartridge, and fire it up!

Note:

This guide was originally written by the user YuriaTayde. Despite my best efforts to locate her, it appears that she is under a different alias, or perhaps no longer a part of the community. Regardless, she originally posted this guide, though it contained a plethora of grammatical issues that made the guide unpleasant and difficult to read. I contacted her and offered to rewrite her guide for nothing, which she happily agreed to, so long as I offered to give her credit. As such, there will be a part of the **Credits** section that lists all of the people who contributed to her iteration of the guide.

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Tips and Tricks

This section serves as a compilation of general tips and tricks that will make your medal hunt easier. Some of them may be common sense, while others may be new and unfamiliar territory.

Rapid Fire

Pressing the **A button** just once will actually shoot the lasers three times. Take advantage of this feature by finding the right time to press the **A button** again, and you'll unleash a barrage of rapid fire lasers shots, maximizing your laser output. This will allow you to drop enemies that can take more hits much quicker and allow you to focus on another target, all the while saving your thumb a little stress.

Charged Shots

Holding the **A button** will charge your laser. This charged laser blast carries three main benefits:

- These shots can lock onto enemies.
- The damage is higher than that of a normally fired laser.
- The shot carries a small blast radius that deals splash damage to nearby enemies.

Charged shots can be used take out groups of enemies much quicker than individually targeting them. Oftentimes, there will be groups of enemies that fly in a formation, and charged shots are (usually) your best friend in these situations. Lock on to one of the enemies near the center of the formation and fire a charged shot at them. If the shot lands, you'll accumulate bonus points for every enemy hit by the splash damage.

Example: Assume you encounter an enemy formation of five. You fired a charged shot at the center-most enemy and destroy all five. Because the four surrounding enemies were destroyed by the splash damage and *not* the shot itself, you're awarded four bonus points - one for each enemy - in addition to the five enemies you downed, which brings the total count to nine.

There's a drawback to using charged shots though. Charging the laser takes time (approximately two seconds), and can be potentially costly if you notice a formation of enemies too late and don't have time to charge and acquire a lock-on. When using charged shots, it's important that you acquire a lock on the center-most enemy to maximize your chances of destroying the entire formation with the blast, thus maximizing your potential to receive bonus points. You can negate a lock-on by simply *releasing* the **A button**. Don't attempt to charge the laser again until the charged shot dissipates, or you'll fire the charge.

If you're feeling pretty proficient at charged shots, take it a step further. Hold down the **R** and **Z buttons** while you have a charge, and you'll be able to fire the charged shot *without a lock-on*. This enables faster firing of charged shots at the cost of the accuracy provided by the lock-on.

Pro Tip: Using Charged Shots on Single Enemies

Try using an unguided charged shot on a single enemy, but don't aim the shot directly at the enemy. If you can destroy the enemy using the shot's blast radius, you'll be awarded a bonus point for the splash damage as normal, thus giving you an extra point for a single enemy. That extra point can be a determining factor on whether or not you medal a world.

This tip was contributed by Mike.

Bombs

Peppy said it best: "Use bombs wisely!" These things are extremely lethal and allow for complete desecration of large formations and targets with relative ease, all the while allowing you to focus on other targets. Simply put, find a large formation of enemies, drop a bomb, and forget about them. However, you should resist all temptation to bomb everything that moves - you're only able to carry nine bombs, and you'll run out surprisingly quick.

Save your bombs for large targets (these will be mentioned in the guide) and formations of at least six or more enemies that are spaced a fair distance apart. If you're near your holding limit and know you're soon to be awarded with another, by all means use a bomb to aid in a kill, but use discretion if you have less than five at your disposal.

Accuracy

Just because you have Hyper Lasers that are fast, lethal, and can be fired at the cyclic rate doesn't mean you can get away with sweeping a general area. While there are instances where this tactic is acceptable, it is (more often than not) more beneficial to try and accurately aim your shots. Practice your accuracy using the Training Mode or a world you've already received a medal for.

Suppose you lose an Arwing, or elect to restart a mission. In either case, when you restart, your Arwing is set to the standard lasers and three bombs. Using standard lasers (and even Twin Lasers) requires more precise impacts because of the lower damage output they provide.

Allies

The trio of allies that make up the rest of Star Fox are simultaneously your best friends and worst enemies. They're obnoxious comments get dry and lame really fast, but in reality, they're the best way to take advantage of a formation of enemies, especially when you're flying in all-range mode. When they sit there and cry for help, don't sweat it unless their shield gauge is low. Continue on with what you're doing until they naturally come into view. Then lock on, fire a charged shot, and move to the next target.

Your allies play a critical role in your quest for medals, however. You cannot earn a medal for a particular level if all three of your allies do not finish with you. Read: Keep your allies alive! Chances are you'll get angrier if you don't medal a level because you let Slippy die (even if you think he deserves it - yes, it is a *he*) rather than you not meeting the kill quota.

Fire and Forget

An easy tactic to learn, and even easier to master: simply lock on to an enemy, fire your charge shot, then immediately charge and lock on to another enemy. Take care to monitor the shot if the formation you're shooting at is going off screen, however, as the kills will not count if the enemy is not on screen.

The Dead Zone

On the topic of monitoring shots towards enemies going off screen, take particular note that if an enemy goes off screen and somehow it dies afterward, the kill does not go toward your count. The N64 just doesn't put out enough to power what's off screen, let alone what's in front of you.

Extra Arwings

Never miss an opportunity to pick up a 1-up. These things are essentially helpful, especially if you're flying the hard route. Also, you never know when you're going to want to restart the level, and by doing so, you lose an Arwing, not to mention your cache of bombs and your Hyper Lasers.

Extra Arwings can be obtained by collecting three additional gold rings (after your shield gauge has been extended), or for every 100 kills after completion of the current mission.

Score Monitoring

Keep a partially watchful eye on your score. If you've obtained enough kills to earn a medal for a level, your score will quickly flash and turn red. Once this happens, you can ease off on your killing spree, unless you're also trying to earn extra Arwings.

It also helps to monitor your score just before you fight a boss. All of the bosses offer a bonus to your kill count, so don't sweat it if you're two kills away from a medal and about to fight a boss. The bonuses work just like any kill bonus for dropping a formation, but typically worth a lot more points.

Restarting Missions

There are points in time throughout your play-through that you're not going to achieve a medal. It doesn't mean you suck (well, it may for some people), it just means you need to try harder. If you're not satisfied with how things are going, play the mission out and complete it. However, don't proceed to the next mission. Simply retry your previous mission. It tells you that you will lose an Arwing, but in reality, you lose an Arwing in addition to whatever lasers you have and extra bombs, and thus start with the crappy lasers and three bombs.

However, if you're on Bolse or Area 6 and you don't like what's going on, you might want to allow an enemy to intentionally kill you while you're playing, as there's not an option to retry these missions once you progress to Venom. The reason for this is simple. If you obtain 100 kills in the mission you want to try again and complete it, you're awarded the extra Arwing, thereby essentially removing the Arwing cost to retry. Of course, the cumulative count drops, but the Arwing cost does not.

Example: You start playing Meteo with three Arwings, five bombs and Hyper Lasers. You complete the level with 186 kills and receive the extra Arwing for killing over 100. Since you didn't get the medal for it, you figure it'd be safe to restart, so you do. It puts you right back to square one: entering Meteo with three Arwings. The only difference is your weaponry; you'll have basic lasers and only three bombs.

Another Example: You start playing Area 6 with seven Arwings, nine bombs and Hyper Lasers. You only obtain 240 kills and reach the boss. Knowing that you're committed to progressing to Venom after you defeat the boss, you realize that you clearly don't have enough kills to receive the medal. You then decide that you'll let the boss kill you and retry to medal the mission. You'll restart Area 6 with six Arwings, three bombs and basic lasers.

With the exceptions of Mission Six (Bolsé and Area 6), don't restart the mission while you're playing it, as you'll forfeit any kills you accumulate. This in turn means that any kills you receive will not add up to additional Arwings.

Boss Battles

Every boss in the game offers bonus points for defeating them. If you're a sharpshooter and can defeat these bosses in a timely manner, most bosses will offer one point for the boss itself, plus x points based on how efficiently they're defeated. The bonus value typically follows this format:

Hit +10 ⇒ Hit +5 ⇒ Hit +3

Some of the bosses in the game offer additional opportunities to score more bonus points, and some bosses don't follow this format at all. These variations will be mentioned in the guide when they arise.

The Worlds

Star Fox 64 has **15** different worlds that are playable through **seven** missions. The success you have in one mission determines the difficulty of the subsequent mission, although you can always elect to take easier paths in lieu of the more difficult. Though this guide isn't intended to serve as a complete walkthrough, I *will* briefly describe how to access each of these worlds in their respective sections.

The playable worlds are as follows:

Mission One

Corneria

Mission Two

Easy Route: **Meteo** Hard Route: **Sector Y**

Mission Three

Easy Route: **Fortuna** Moderate Route: **Katina** Hard Route: **Aquas**

Mission Four

Easy Route: **Sector X** Moderate Route: **Solar** Hard Route: **Zoness**

Mission Five

Easy Route: **Titania** Moderate Route: **Macbeth** Hard Route: **Sector Z**

Mission Six

Easy Route: **Bolse** Hard Route: **Area 6**

Mission Seven

Venom (via Bolse) **Venom** (via Area 6)

Mission One

Mission One: Corneria

Kill Quota:	150
Difficulty:	Moderate

Definitely not the best world to start your medal quest, but there's nothing you can do about it. The enemies here are widely spread out and move at a pretty fast pace. Some also like to hug the sides of buildings, as well as the ground. Keep watchful eyes out around these spots, because that's where a majority of the formations are.

Charge shots are a must here. They'll let you lock-on to the formations so that you can focus on other enemies. Do your absolute best to take out the bots that cause some of the buildings to fall, as they're worth six points each.

Pro Tip: Saving Falco

At the point where Falco gets chased by the enemies, it's tempting to boost straight after him, but there's a metal "arch" right there. If you fly under that, four enemies appear that you can use a charged shot on, adding a potential seven points, which may not seem like much, but every point counts.

This tip was contributed by Snow.

When you get to the stone arches, take out all of the water gliding bots, as they're worth four points. Make sure to fly under all the arches so that Falco leads you to the real boss. By the time you see Falco headed into the waterfall, there's a couple enemies facing dead ahead, do what you can to take them out before going under the waterfall. By this time, you should have around 120-130 kills, so things should be smooth sailing for the medal. Take out as many of the remaining enemies as you can, and make sure to wait until the fighters just before the boss get into their formation to score the most points.

Assuming you're able to score maximum points for the boss (Hit +10), 139 kills prior to arriving at him is the goal.

Expert Mode

No real differences. Just bear in mind your wings can break much easier than before.

Mission Two

Meteo

Meteo lies along the *easy route*, as indicated by the blue line connecting Missions One and Two at the bottom of the screen. This route is the default route if you fail to save Falco in Mission One or elect to not follow him through the waterfall; this route is optional if you elect to change course from Sector Y.

Kill Quota:	200
Difficulty:	Easy

Not exactly the best world to attempt to medal right after Corneria, as you're going to want bombs here, but it still is possible. In the beginning take out as many of the asteroids you can. Drop a bomb, detonate it, and watch your score skyrocket into the next millennium.

Throughout the entire level, use charged shots extensively and bombs minimally. But this should go without saying.

Lock on to the star formations of enemies as you get close to the warp points and fire your charge shots. You're going to lose focus on them after you hit the second or third warp, as your speed is going to increase greatly, but continue to attempt your lock-on shots at the formations that pass by.

Pro Tip: Skipping the Warp

While the difficulty to attain the medal without making the warp is significantly harder, it still is possible to make it. Rather than focusing on hitting the warps, focus on the clusters of enemies that hang around them. There are five clusters of eight enemies each. Targeting one and taking it out with a charged shot will generate enough splash damage to kill the remaining seven, which will give you bonus points. Do this for all five clusters and your kill count should have increased by at least 75 points.

This tip was contributed by Chris.

If you manage to hit the warp you're most likely going to medal this world. It's a little more difficult if you don't have a good supply of bombs, but it's still possible. Even if you're going through a bomb drought, don't sweat it. There's a formation that spells out 64 that will explode, giving a mass multitude of arsenal. Navigate your Arwing to line up with the bombs and do a somersault to grab the bombs. Lock on to the few enemies that are in this area, as all of them are in some type of formation (except the swinging ones - I hate those things). When you get to the plethora of asteroids, pull the same trick you did when you started the mission. Drop bombs and see the points increase greatly.

Done right, you should be able to complete this mission with well over 250 kills.

Expert Mode

Meteo Differences on Expert:

1. There are enemies at the end of the tunnels that shoot at you. This can really hurt you because there are four guys and this is Expert Mode.
2. The three enemies right before the point where Peppy calls for help breaks a wing $\frac{3}{4}$ of the time. Flip to avoid it.
3. At the end of the warp, the asteroids **don't give power-ups**. Only the "64" blast gives anything (and the enemy swarms).

Sector Y

Sector Y lies among the *hard route*, as indicated by the red bar connecting Missions One and Two. This route is the default route if you follow Falco through the waterfall towards the end of Mission One.

Kill Quota:	150
Difficulty:	Moderate

Things are going to be pretty fast paced in the beginning, with no apparent signs of relent. Keep your cool and you should be able to medal this world with relative ease.

The flying bots may look intimidating, but they're a joke. Lock on and shoot a charged shot at them, then forget about them. There's no need to try and take him out before the shot hits him. They die in one hit from charged shots.

Do your absolute best at taking out **every** component of the flying ships towards the end. Each ship is easily worth eight to ten points if you take everything out. Easy points right here. Unfortunately, it may seem impossible to do, since the ships fly in and off screen quickly. It is for this reason that the bombs you should be saving are beneficial. Drop a bomb just in front of the ship, and the blast will take out the ship's components, even as it flies by.

When your allies jump into formation toward the end, they'll reward you with an extra Arwing. Stay in this formation to receive it. However, don't take it unless you feel you're going to need it. Instead, get out of the way of potentially shooting them and continue to aim at enemies all around the screen.

The boss comes in two parts, two bots worth four points each (Hit +3). The value of the main boss varies based on your efficiency, so a good target prior to reaching the boss is 131 kills.

Expert Mode:

The only real problem in this level is the multiple points you can break a wing. "Use the brake!" - Peppy

Mission Three

Starting with this mission, there are three routes that you can take that are dependent on your success in the previous mission.

Fortuna

Fortuna lies along the *easy route*, as indicated by the blue line connecting Missions Two and Three at the bottom of the screen. This route is the default route if you do not take the warp in Meteo.

Kill Quota:	50
Difficulty:	Very Easy

This medal is so easy to obtain, you'll probably be a little confused if you get it by accident. The only real advice you need for Fortuna is to kill Star Wolf's collection of misfits as quickly as possible. If you can drop all four of them in a timely manner (which is quite easy), you'll pretty much have all the points you need. Simply kill six enemies while you're waiting for Star Wolf to appear, drop the four losers, and you'll nab this medal.

Expert Mode
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You didn't say anything, so why should I?

Katina

Katina lies along the *moderate route*, as indicated by the yellow bar connecting Missions Two and Three at the bottom of the screen. Accessing this route is accomplished by one of the following criteria:

- If you fail to score at least 100 points in Sector Y
- If you score at least 100 points in Sector Y and elect to change your route
- If you take the warp in Meteo.

Kill Quota:	150
Difficulty:	Hard

Katina is a pretty difficult world to medal. The enemies come here a dime a dozen, so you would think it's easy, right?

Wrong! Your allies are able to steal kills from you much easier than on Fortuna, primarily because there's so many of them. And I'm not talking just enemies. Bill, who is apart of the Cornerian Army has a friggin' squadron of his own units there to help. Remember how I said that your allies could be your worst enemy at times? Katina is one of those times. All of Bill's pilots fly around killing enemies and it's incredibly hard to distinguish who is friend and who is foe.

There are two ways of doing this. One way is significantly easier than the other, but for the sake of being able to, both are listed.

The first, and (in my opinion) the harder of the two, is to focus on lock-on shots for the formations. Don't be intimidated by your trio's cries for help - They'll be fine unless their shield gauges are critically low, but follow them and take out the formations that amass behind them. Lock-on shots are almost always the keys to earning a medal for a world, however Katina seems to be the only exception. For this reason, I recommend the better (and more sadistic) method of approach.

Whoa, pump the brakes a little bit. Did you just say that charge shots are **not** recommended in this level?! Yes. Yes I did. So what's the key to obtaining this medal? Be ruthless. Be twisted. Be sadistic! Who cares if Bill tells you that you shot down one of his pilots? They don't affect your kill count, so kill them. Just say they were in the wrong place at the wrong time.

The sadistic, maniacal, downright sick and demented approach is to literally sweep the map. Seriously. Tilt your ship to one side, follow the direction of the tilt, and pull a spray-and-pray maneuver. The drawback is that you're only racking up single kills, not bonus points for taking out the multitudes of formations that persist in this level. Also, you run the risk of hurting your allies (Not Bill's units - they don't care about you, so you should feel the same about them), decreasing their shield gauge and putting them in potential danger. If you've got impervious accuracy and a keen eye for who's friend and who's foe, this may be a beneficial tactic.

When the mothership comes in and centers itself over the pyramid-like building, don't panic. When the hatches open, resist all urges to take them out. Sure, they're worth six points each, but their existence is crucial to getting the medal. Each time they open, they let out around six enemies. Per hatch. That's around 24 enemies released each time they open! Press those hatches to the fullest advantage.

The mothership itself is the boss, obviously. Dropping the core of it will award you with various points, based on how long it takes you to destroy it. You get one minute to take out the core when it appears, but it doesn't take half that. Ignore the timer until you get to about 20 seconds, then unleash a barrage of Hyper laser fury toward it. It shouldn't take more than about 10 seconds to take out, allowing for one or two passes before the timer runs out. That being said, ignore the first 40 seconds of the core's visibility to press your kill count even further. If you can take it out within those last 20 seconds, you'll get three points, therefore you should aim to have at least 147 before you start attacking the core. Of course, since you have only three more kills to obtain, you may as well guarantee your medal and shoot the remaining three enemies. Seriously, it takes maybe ten seconds tops to drop the core.

Expert Mode
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I thought that this one was tip-worthy for one reason only. The enemy ships seem to have gone kamikaze on you. The first five lives I played (yes, 5) all resulted in no medal because of:
<ul style="list-style-type: none">• These guys will rip your wing off

- They are near impossible to avoid, and
- Four hits with a normal shield bar results in death.

The best way to medal is to take the suicide tactic to the next level.

Let the mothership kill the base.

This results in **way** more points because...

- Provided they are still alive, the hatches still release enemies.
- When they open after 30 seconds, destroy them, you should still get full points.
- After you kill them you still can kill more ships. Of course, if you want to get to Solar you should go to Fortuna. And don't forget to watch for Slippy.

Aquas

Aquas lies along the *hard route*, as indicated by the red bar connecting Missions Two and Three at the bottom of the screen. This route is only accessible, and is the default route from Sector Y if you earn at least 100 kills on it.

Kill Quota:	150
Difficulty:	Easy

This world doesn't make sense to me. It seems that Nintendo threw it in here just for filler, but whatever. It's another medal, right?

Being in the *Blue Marine* is no different than being in an Arwing, except for being in a submarine rather than a fighter jet/space ship thingy. The advantage: unlimited torpedoes. Yes, that's right. You get unlimited bombing ability that doesn't affect your bomb count when you get back in an Arwing. If you don't take advantage of this, you're a fool.

Pro Tip: Bomberman

The *Blue Marine's* torpedoes act more like a charged laser shot rather than a bomb itself. That said, if you bomb the hell out of anything that moves, you'll rack up some serious bonus points from the splash damage generated by the torpedoes.

This tip was contributed by Mike.

A helpful tactic, and probably the only one you should do, is to simultaneously press the **A** and **B buttons** indefinitely throughout the mission. The drawback is that your thumb will be occupied with both buttons, thus causing you to lose control of your speed should you need to speed up or slow down. I doubt you'll have much need for them in this world though.

Pro Tip: Button Smasher

In addition to spamming the **A** and **B buttons**, add the **R button** to the list and pound all three buttons endlessly. If you feel your poor thumb suffering, pause to take a break, then get back into the action.

This tip came from the original iteration of this guide by YuriaTayde.

Something I learned from the original guide that may work is to obliterate everything while dodging as little as possible. If you feel the need to dodge something, simply spin and deflect it.

The value of the boss widely varies. It can be worth up to 23 points, depending on whether or not you notice the "parasites" on top of the boss. Take these out and they'll award you with four points each, in addition to the boss's value that varies based on time, as usual.

Expert Mode

This world was so hard for me, I suspect everyone knows the tricks for it. The rock fish, boulders after the jellies, and the exploding starfish are your threats. Stay out of the way, use the brake, and torpedo them when they get close for each issue, respectively.

Mission Four

Three more choices await you in the fourth mission. Starting to get tired yet? I hope not - you're only halfway home.

Sector X

Sector X lies along the *easy route*, as indicated by the blue bar connecting Missions Three and Four at the bottom of the screen. This is the default route if one of the following conditions are met:

- If you fail to defuse the bomb on Fortuna

- If you defuse the bomb on Fortuna and elect to change your route.
- If you fail to destroy the mothership on Katina.
- If you destroy the mothership on Katina and elect to change your route.

Kill Quota:	150
Difficulty:	Moderate

Just like Sector Y, you're going to feel overwhelmed by enemies in the beginning. Firing and forgetting is essential in this level. Lock on, fire a charged shot, then aim for the other screen. Do this relentlessly throughout the mission. When you get to the mine field, drop a bomb or two while passing through. Easy points right here, and it may possibly save your life.

When you get to what appears to be a weakly defended and destroyed area of the base, zigzag around the screen and take out all the little drone bots you see, while dodging flying parts of the base. When you get to the fork in the road, fly to the right, unless you want to attempt the warp (which is pretty difficult and unrewarding whatsoever). Kill the three drones at the base of the fork, and reward yourself with a laser upgrade that drops from the last one to die. After you veer to the right, brace yourself for a shooting frenzy. Use charge shots to the fullest, and drop a bomb here and there if it becomes necessary.

As with all of the bosses thus far, the point value of the boss varies based on your efficiency in defeating them. Ideally, you'll want to aim for 139 points before reaching the boss, and you'll want to take the boss out as quickly as possible to prevent losing Slippy (and thus the medal).

Expert Mode:

Absolutely nothing. Just whatever you do, don't take the warp. If I can't beat Sector Z on Star Fox 1, there ain't no way I'm doing that.

Solar

Solar lies along the *moderate route*, as indicated by the yellow bar connecting Missions Three and Four. This will be the default route if one of the following conditions are met:

- You successfully defuse the bomb on Fortuna and don't lose any allies.
- You successfully destroy the mothership on Katina.

Kill Quota:	100
Difficulty:	Moderate

Solar shouldn't give you any major problems. In fact, there aren't many outside tips you need to know in order to receive the medal. Shoot absolutely everything, including those lava rocks. Some of the rocks will break into four, which will allow for four more points. There's even rocks in the distance, so aim for those as well. If you don't, you're missing out on some points, as they will be gone long before you get to where you think you saw it.

Be particularly mindful, however, of your allies' shield gauge. All of your allies' gauges will steadily deplete due to the extreme temperatures, thereby increasing your chances of not receiving the medal.

Pro Tip: Lava Waves

On Solar, there are a few times where you'll come across some waves of lava that look like hills. A couple of well-aimed charged laser blasts will take them out, giving you a useful Hit +1 to your kill total. Aim for the base of the hill near the center.

Alternatively, you can hit them with bombs and still get the bonus, though this should be done sparingly. Not only that, several of the close ones (such as when Slippy says, "I can't take it anymore!") can be destroyed with a single well-placed bomb - well worth it if you can't get it with a charged blast.

This tip was contributed by Marshmallow.

Make sure to keep a couple bombs on hand for the swarms of lava birds. The last swarm at the end of the mission (right before the boss) is a bombing necessity. As soon as you see the birds emerge, shoot a bomb and detonate as needed to kill the whole swarm.

Go into the boss fight with at least 89 kills, and you should medal this world. This is, of course, dependent on your speed in dispatching the boss.

Expert Mode:

First of all, always come here via Fortuna. Katina breaks wings, your laser is important here, and Bill sometimes steals enough points to make a difference. The beginning of the level is the perfect place to die, boost through it avoiding fireballs as best as you can. Since you would obviously be expert material, you ought to know what and when to shoot. When Falco says "I ain't your buddy, go away!", fire a lock on bomb at his "buddies", because Falco will lose life fast. Otherwise, pretty straightforward.

Zoness

Zoness lies long the *hard route*, as indicated by the red bar connecting Missions Three and Four at the bottom of the screen. This world is only accessible via Aquas.

Kill Quota:	250
Difficulty:	Moderate

Zoness may seem pretty difficult at first, but it's actually a bit easier than you think. The most handy thing to remember is to **take out the searchlights**. Every single one. They're worth three kills each, and there's around 30-40 of them. Don't miss one and get spotted. More enemies will come if you do.

"But what if I want more enemies?" Granted, more enemies will come if you get spotted, but the searchlights will drop from three points each down to just one. Also, the extra enemies won't make up for the extra points you can get if you took out all the searchlights, so taking them all out is paramount.

Lock-on charge shots are crucial here, as usual. Very rarely will enemies fly or float in that are single units, meaning that they're always in some type of formation. And formations mean extra points. The ships that have cargo boxes are fair targets, since the cargo boxes can be destroyed, and they will almost always award you with a gold or silver ring. Sometimes you'll get lucky and get a bomb though. Remember to use your bombs wisely, even though you're going to feel overwhelmed at times.

Assuming you're able to defeat the boss in a timely manner, the goal should be 239 points prior to arriving. Make sure to take the opportunity to stock up on your bomb reserves while fighting. It's easy to defeat the boss and have a maximum supply of bombs afterwards.

Expert Mode

Love the music here. Anyway, this was the last world for me to medal on normal. The beginning is filled with points and bombs. Those random thing that pop out from the goo that fire plasma balls in a twist pattern are a great way to stock on bombs. Charge shot them to kill them. Same thing for the water spiders, one shot death. You can't kill either with normal lasers.

Later, Katt will come in and "Help" take out the searchlights. Beat her to them, otherwise you lose 12 points. The sea monsters are annoying, charge shot the lights from afar to avoid trouble. I've broken many a wing.

AFTER THE BARGES...

These things don't hold anything anymore, so focus on charged shots for the ships. Sometimes ships hide on the platforms, you can shoot them before they even rise. **Always stay above the platforms.** You **will** break a wing going under them. If you shoot everything right, you'll get the 250. If you don't...

Mission Five

This is the last mission in which you have three potential world choices to complete this mission. As before, your choices are limited by your performance in the previous mission, as well as your location.

Titania

Titania lies along the *easy route*, as indicated by the blue bar connecting Missions Four and Five at the bottom of the screen. This world is only accessible via Sector X and is available if one of the following conditions are met:

- You fail to protect Slippy from the boss of Sector X.
- You protect Slippy from the boss of Sector X and elect to change your route.

Kill Quota:	150
Difficulty:	Moderate

I'm going to kick this one off by making a statement: If you're going to Titania just because you want to, then you're a better man than I am. I mean sure, you can go just to get a medal, but why would you want to? And if you're going just because you want to, maybe you should reconsider your goals in the game.

If you're flying this route because you need to save Slippy, it's going to be a pretty daunting task to get accustomed to the Landmaster. I'll spare you the details in the differences between it and an Arwing, but just know that you'll have to get used to it.

There's really not a lot you don't already know for this level in order to medal it. Simply use your charged shots against the enemies, as they're almost always in a formation.

Note: After some information, I found that bombs here are more helpful than normal. Therefore, if you've got a couple bombs lying around collecting dust, lob a couple out there to help rack out some points.

Roll up to the boss fight with at least 139 kills and you shouldn't have a problem earning the medal for this world.

Expert Mode

There is no easily noticeable difference in this level EXCEPT for the fact that you die here significantly more. Shoot what you can, including the boulder-tossers, and charge shot the groups of mines. Pretty much the same.

Macbeth

Macbeth lies along the *moderate route*, as indicated by the yellow bar connecting Missions Four and Five at the bottom of the screen. This is the default route if one of the following conditions are met:

- You defended Slippy from the boss on Sector X.
- You played on Solar for Mission Four.
- You didn't destroy all of the spotlights on Zoness.
- You destroyed all of the spotlights on Zoness and elect to change routes.

Kill Quota:	150
Difficulty:	Easy

Another simple world to get a medal in, as a majority of the points come from taking out parts of the train. Even if this is the first time you're driving the Landmaster, it's simple to score points, unlike Titania.

Start off the level by immediately braking and take out the cannon car of the train. The next three cars of the train have boulders in them, so if you can smash the A button fast enough, you'll take out the entire car (boulders included), giving you seven points for each car. Also, remember to take out the **car itself**, not just the cargo it's on, as this is an easy point to miss. If you've got a few spare bombs lying around, shoot one where two boulder cars connect, and it'll greatly aid in your destruction of it.

When you get to where enemy ships fly overhead, don't waste time trying to drop them with single shots. Lock on to them, fire a charged shot, then lock on to another. You shouldn't miss any by doing this, but you'll be fine if you miss a few. There's a couple formations immediately after this, so make sure to lock on and fire a charged shot at the center-most ship. A bomb with these annoying ships may come in handy as well.

The boulders that follow can be pretty easy to miss to someone who's untrained with the Landmaster, so if it's necessary, one bomb to the middle of each wave of bombs will be sufficient, provided you have a few spare ones.

By the time you get halfway, you should easily have over 100 points, so earning the medal on this world is in the bag, provided you take out the supply depot. There's only one or two more enemies after you hit the checkpoint, so if you don't reach 99 kills prior to this, or fail to hit all eight switches, restart when you complete the mission.

Shooting the eight switches will cause the train to change course and collide with a supply depot. Doing this nets you a massive Hit +50, which is pretty nice. Of course, if you fail to hit all eight switches, you'll face the boss of this world, limiting the number of points you can earn to 11.

Expert Mode

Immediately hold **Z** and mash **A** as fast as you can to kill that last car; this is your only chance to do it. Immediately after, fire a bomb at the incoming formation of ships, and then continue working on the train. After you are attacked by boulders and a golden ring appears, ignore the ring, wait till you are at the edge of the cliff, and hoverboost onto the train tracks. When a group of ships shows up, go as close to the edge as you dare and fire a charge shot at them. Murder the train. At about the time Falco calls for help, a gold ring will appear to the right. Fire a charge at Falco's bogey, and grab the ring. The rest of the world is basically the same as in normal mode.

Sector Z

Sector Z lies along the *hard route*, as indicated by the red bar connecting Missions Four and Five at the bottom of the screen. This is the default route if one of the following conditions are met:

- You destroyed all spotlights on Zoness.
- You took the warp on Sector X.

Kill Quota:	100
Difficulty:	Very Hard

Up until this point, almost all of the worlds are fairly easy to medal, with a couple of exceptions. Unfortunately there's gotta be one world that's a royal pain in the ass to earn a medal on, right?

Hello, Sector Z.

This world, unlike practically all the others, is probably single-handedly the hardest world to earn a medal on, if not **the** hardest. It's imperative (*read: really friggin' important*) to kill virtually **every** enemy within this level. The enemies are so scarce, you're going to end up retrying this mission several times through just to develop some kind of partial strategy to medal it. You're most likely going to waste your stockpile of extra Arwings here, which will make subsequent play-throughs more difficult (e.g. going back to the basic Arwing).

Pro Tip: Katt's Outta the Bag

The easiest way to obtain the medal for Sector Z is to arrive here via the warp in Sector X. If you arrive here from Zoness, Katt will arrive and almost always take out one of the missiles you need to destroy, thus robbing you of **highly** needed points. Therefore, if you arrive here from Sector X, Katt will not appear.

This tip was contributed by King Meteor.

The first thing I can help you with is to press the **Start button** during the cutscene. Doing this actually changes your starting position of the mission, and it puts you almost directly in line with an asteroid that you can destroy to give you a point.

Pro Tip: Wings

If you break a wing while playing this mission, *Great Fox* will repair it free of charge if you enter the port on the underside of the ship. Enter the port from the rear of the ship and exit the front. *Great Fox* will repair your wing(s), and *ROB64* will supply you with a box containing a laser upgrade. Not bad, eh?

This tip was contributed by the Wise One.

Your allies are going to call for help more often than not. Press this to the fullest advantage! We all know that those three bumbling morons are just fine; they just don't know how to do a somersault and rely on big brother *Fox* to do the dirty work. Not like you should care, since their cries for help result in your score going up for killing the formations that gather behind them. Regardless, it's probably best to just ignore them altogether. They also tend to get in the way, so keep an eye out for that.

The six missiles that are launched toward *Great Fox* are essentially the boss, and each missile is the single-most valuable enemy, worth 11 points each. Therefore, 66 of the 100 points you need lie within the six missiles.

Accuracy is critical in being accredited with the points from the missiles. Sector Z is another level where your allies do more harm than good, as they'll also attempt to destroy the missiles. In between the time for each wave of missiles is a fair amount of time to target some of the enemy ships, so take advantage of that as well. Take note however, that your allies will not attempt to take out the incoming missiles if they're being pursued by a formation of enemy units.

Also, since I was aware of this, but not exactly sure of their location, a small map (provided by both the original creator of the guide, as well as an external source) giving a relative location of a couple random asteroids that can be taken out for three points a piece. This little map was taken straight from the original guide. Credit for the map will be given to the original creator, as well as her external source for providing it.

Note: The image below is a screen-capture of a previous iteration of the guide.

I can almost guarantee that you're going to get frustrated with this mission and restart multiple times, but make sure to keep your cool. Also, if you do restart, keep a watchful eye out for the first few enemies you kill, as they drop a laser upgrade. **Really** helpful if you want to earn the medal from a restart.

Expert Mode

Highly recommended that you arrive via Zoness to avoid breaking a wing in the warp. I'm assuming you have a Hyper Laser, and that your laser accuracy and fire rate is good.

At the start, kill the asteroid on the other side of *Great Fox*. From there, fly toward the top-left corner on your map. After killing the asteroid "in a box" fire a charge shot at the Unknown asteroid further away. Do a U-turn and kill some ships. When the missile comes out, you should have 20-25 pts. Kill more ships, and if they are all dead (which I highly doubt they are) go for the missile immediately, if not, wait until it is in between 20-50 distance from GF. If you killed all the enemies (which I still doubt you did) go for the asteroid left (on map) of the Missile drop point. Either way, kill the asteroid right of GF. When all the ships are dead (or after a certain time) the next two missiles appear.

WAIT.

Take a moment to observe your map. Holy crap, what's this? There are more enemies now! Kill some. When missile distance is 50, go destroy them. Come at them diagonally so you don't waste time U-turning to blow the next one. (And if you haven't blown the asteroid, do it now.) Go back to ship death. Soon your worst nemesis shall arrive (Katt, of course) and rob you of highly needed points. Orly? When the missiles **appear** fly toward them. Watch Katt carefully and shoot the missile she shoots. She will actually **help** you get the 11 pts! (Reason: Katt may kill it, but your Hyper Laser deals the damage faster than that piece o' crap she uses.) U-turn and kill the other missiles.

Mission Six

Bolse

Bolse lies along the *easy route*, as indicated by the blue bar connecting Missions Five and Six at the bottom of the screen. This route can be accessed if one of the following conditions are met:

- You played on Titania for Mission Five.
- You failed to shoot all eight switches on Macbeth.
- You shot all eight switches on Macbeth and elected to change routes.
- You failed to destroy the six missiles targeting *Great Fox* on Sector Z.
- You destroyed all six missiles targeting *Great Fox* on Sector Z and elected to change routes.

Kill Quota:	150
Difficulty:	Easy

Focus on speedy kills. The six energy towers around the map offer four points each, giving 24 points. When the core is exposed, there are eight target points that can each carry a value of up to 11 points each (Hit +10), thus giving 88 points. Because time is of the essence (as is the case with all the boss battles thus far), if you've got a couple bombs lying around collecting dust, lob one towards the core and it should two to three of the target points out with ease.

If you haven't fought *Star Wolf* and his gang of hoodlums in any mission up to this point, you'll face them here. Each of them are worth up to 11 points, for a max of 44. When you add those to the six energy towers and the points off the core, you only need 14 extra kills to earn the medal.

Expert Mode
Also another one of those levels. Same thing, 88 points off the core, 44 off <i>Star Wolf</i> , 24 off the force field, 14 off the enemies you kill while waiting.

Area 6

Area 6 lies along the *hard route*, as indicated by the red bar connecting Missions Five and Six at the bottom of the screen. This route is the default route if one of the following conditions are satisfied:

- You shot all eight switches on Macbeth.
- You destroyed all six missiles targeting *Great Fox* on Sector Z.

Kill Quota:	300
Difficulty:	Moderate

Area 6 is a fanfare of laser-smashing and evasive maneuvers. There's hordes of bad guys, so points come a dime per dozen. However, they move at a quick pace and can disappear if you're not careful.

Remember how I said that you want to save your bombs for when they're really needed? Well, they're really needed.

Use two bombs on the minefield and you'll rack up countless points, much like Sector X. When it comes time to save Peppy, I strongly encourage the use of a bomb, as lasers don't work very well. Unless of course, you're a rock-steady sniper with them.

The little satellite things throughout the map can net you four or five points each. Take advantage of this, because they're pretty common throughout the level and not very difficult to defeat.

Almost all of the enemies on this world appear in some sort of formation, so your lock-on charged shots are paramount. But then again, when aren't they?

Towards the end of the mission, you're going to come up against a fleet of enemy ships. They're huge things, and the best way to take them out is with a bomb. Nuke the hell out of these ships and you'll continue your ever-increasing score.

Finally, the boss. If you can manage to arrive here with at least 289 points (which isn't *entirely* difficult), the boss can reward you with up to 11 points. Take note, however, that it's pretty easy to see the point value of the boss decrease here, so do your absolute best to arrive at the boss with more kills than the quota requires.

Expert Mode
Again, no real differences here, just be mindful of your wings.

Mission Seven

No matter what routes you take throughout the course of play, you'll arrive at Venom as your final destination. The route you take, however, will determine what *variation* of Venom you'll be playing. Because there are two "versions" of this world, there are two strategies listed below. Regardless of the route you take, the kill quota is the same.

Kill Quota:	200	
Difficulty:	<i>Easy Route (via Bolse):</i>	Hard
	<i>Hard Route (via Area 6):</i>	Moderate

Easy Route

This version of Venom is what you receive if you arrive at Venom via Bolse. And truth be told, this is certainly the harder version to play. Admittedly, I have only earned the medal for this route only a handful of times - in fact, I can count on one hand how many times it's happened.

As with any other level, you should really only be using bombs if it's absolutely necessary. And by that, I mean that there's a ridiculously overwhelming number of enemies about to fly off screen that you won't get credit for. Focus on your charged shots, because all of the enemies in this world are flying in a formation. Ground-based enemies aren't in formations, but they're spaced close enough that a charged shot should take a few out. Most of the points you acquire will come from the splash damage dealt.

When you get to the point where your allies split up, **always** follow Peppy. Make an effort to lob a targeted bomb down the path you don't fly down, however, as you'll pick up a few more kills.

You should arrive at the temple with around 170-180 kills, depending on how trigger-happy you went. Killing the temple guard will reward you with 11 points, if you can take it down fast enough.

When you get to the tunnel leading to Andross, take out each laser with a charged shot. The lasers themselves are useless as far as damaging you, so consider this free points as you make your way to Andross.

Doing this, you should have secured your quota before reaching Andross. It make take some practice, but it's possible to do, albeit difficult.

Expert Mode

If you want any chance at earning the medal, kill *Star Wolf* via the hard route. You have no chance to survive (make your time) if you take the normal route (surprisingly). Those swarms of enemies will kick your ass, so don't do it.

Hard Route

This version of Venom is what you receive if you arrive at Venom via Area 6. Personally, this is certainly the easier method of receiving the medal.

Your only task here before you take on Andross is to defeat *Star Wolf*. Depending on how you got to Area 6, this may be the second encounter with the try-hards. If this is indeed your second meeting, you'll notice that their skills have improved considerably, they have new ships, are far more elusive and can deal a significant amount of damage in a short period of time. If you're fighting them for the first time, you have no basis for comparison.

Your primary target should be Wolf. Your allies are going to make their infamous cries for help - par for the course when flying in all-range mode - but take a moment to listen to them. You only have four enemies, after all.

Pro Tip: Skip the Cutscene

"On Venom, I have found it extremely helpful to skip the cutscene when *Star Wolf* and his gang of douches appear. If you start the mission by skipping the cutscene, immediately boosting to the left, and situate yourself behind your enemies, you have the perfect opportunity to hose them down with laser fire. This gives you a great advantage from the get-go."

This tip was contributed by Brice,

Provided you're able to kill all four of these idiots in a timely manner, you'll go into the fight with Andross with 204 kills (each member of *Star Wolf* offers a whopping Hit +50 if you're fast on the draw and can defeat all of them quickly). If the point value of any of the enemies drops below the expected 51, restart the level, as you won't have enough points to medal the level.

When you get to the Andross fight, defeat him as you normally would, but don't relax once you defeat him. You'll face the "true form" of Andross afterward, which will allow you earn a few more points. The two eyes offer six points each (Hit +5), and taking out the brain offers 11. Combined with the 204 points from *Star Wolf*, you should finish this mission with 227 kills.

Expert Mode

Note that this tip is the exception to all other tips provided for Expert Mode.

Try to run *Star Wolf* into the earthen spires on the ground. Since a single hit you take in Expert Mode practically causes you to lose a wing, the computer suffers the same penalty, although it's much more difficult to pull off. Apparently, you can earn an extra point for each wing you're able to take out; two wings on four ships totals eight extra points.

This tip was contributed by Mike.

Frequently Asked Questions

Since the reiteration of this guide, I've received emails from numerous people that tend to ask the same questions. I didn't expect that this section of the guide was needed, but because of questions continuously being asked, I included it. Over time, this guide will be updated to reflect the most common questions presented to me about this guide.

Currently, there is **one** question that has been added to this section.

Q: I got the kill count for [insert world here], but I didn't get the medal. Why?

A: There's only one logical reason why: one or more of your allies went down during a mission, either during the mission you met the quota for, or the mission prior.

Hypothetically, let's assume you weren't able to save Falco on Corneria. Provided you met the 150-kill quota, you would not receive the medal because you didn't finish the mission with all allies available. Consequently, you would also not receive the medal on Meteo because it takes a full subsequent mission for a downed ally to return to action.

In a nutshell, if you lose an ally on any given mission, don't expect to receive the medal for both that mission and the mission after, even if you meet the quota on both missions.

Contact Information

Ah yes, here is the part where you're able to contact me about the guide, ask questions, give feedback, or anything else that may be pertinent to the guide. Here is a list of options in which I'm available for contact:

- **Email:** kyorastrykerfaqs [at] gmail [dot] com
- **Discord:** [at] Magna [pound] 7167

Replace the [at], [dot], and [pound] parts above with the @, ., and # symbols, respectively.

Regardless of the method you use to contact me, promptly introduce yourself and tell me what you're referencing in this guide. As far as emails are concerned, have this guide name in the subject line so I don't think it's garbage. Seriously, if it looks like trash, I'm going to treat it like such.

Legal Information

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Update History

Though it contributes zero content to grabbing the medals in this game, I've included this section for the few people that are interested in seeing the documented changes to the guide's content and structure over the years.

Pre-Upload: Nov 16, 2008

- **Version 2.0**
- The creator of the guide has granted permission to retype and repost this guide. Complete rectification of the guide structure has been made. Don't know when I'm going to tackle the spell-check though.

Pre-Upload: Nov 17, 2008

- **Version 2.1**
- Work on correcting a major formatting error has begun, and as of current, the guide is complete and ready for upload.

Update: Nov 19, 2008

- **Version 2.2**
- YuriaTayde has contacted me with a slew of corrections to be made and items to mention.

Update: Nov 20, 2008

- **Version 2.3**
- Several sites contacted me asking for permission to host this guide on their site. The sites that have been allowed to host the guide has been updated.

Update: Nov 29, 2008

- **Version 2.4**
- Updated the outlook of the Update history, and modified the Legal section just a little.

Update: Dec 5, 2008

- **Version 2.5**
- Took out some unnecessary eye candy and reduced the file size.

Update: Dec 8, 2008

- **Version 2.51**
- Got an email from a reader, which contained helpful information regarding the medal for Sector Z. Such content has been added, and the contribution noted in the Credits section.

Update: Dec 16, 2008

- **Version 2.52**
- Another email from a reader came in, giving a valuable tip in order to grab the medal for Venom. Added this tip to the guide and gave appropriate praise in the credits section.

Update: Jan 23, 2009

- **Version 2.62**
- Woo-hoo! First update of the new year! Got an email from a reader, containing valuable advice regarding one of the tips and tricks that's posted, as well as some strategies for various levels. Also got an IM from a reader regarding issues as to why they didn't get a medal. For this reason, I've created an FAQ section for the guide. I never thought I'd have to create one for such a simple guide, but hey, it happens.

Update: Jan 27, 2009

- **Version 2.64**
- Few more emails containing corrections. Content modified, praise given.

Update: Sep 24, 2009

- **Version 2.7**
- Been a long while since the guide has seen updates. Over the course of the past eight months, there have been numerous emails from readers telling me that the guide has been instrumental in the success of their medal quests, so that at least lets me know that the guide is beneficial. In addition, some readers have contributed more tips to grabbing certain medals, so their information has been placed in the guide and their praise has been given. ALSO! Coming soon, I'll be adding a new section to the guide, listing helpful information regarding the medal hunt on Expert mode, for the bold few who seek new challenges. Keep your eyes out for that.

Update: Sep 25, 2009

- **Version 2.72**
- Small fixes in formatting, list of authorized sites updated. Also, since the guide is getting a little lengthy, I have implemented a simple search string to make searching for specific items within the guide easier. Search strings can be found in the table of contents.

Update: Dec 1, 2009

- **Version 3.0**
- Woo, it's been a while since I found time to update the guide. Had a reader go through and compile a list of strategies for each level on Expert mode. The info for Expert mode can be found in each level's main walkthrough. Also, in a not-so-distant update, there'll be a little bonus section. I'm not going into detail about what it'll be about, and if it doesn't make sense to you now, you'll just have to wait and see.

Update: Jan 9, 2010

- **Version 3.01**
- Legal info update.

Update: Jan 24, 2010

- **Version 3.02**
- List containing permitted sites to use this guide updated.

Update: Jan 25, 2010

- **Version 3.1**
- Minor changes in guide design to allow for easier reading.

Update: June 11, 2011

- **Version 3.2**
- After a massive hiatus, I have returned to editing my guide. There's a laundry list of people that have emailed me about their success, and some have even offered tips and tricks to make the medal quest even easier. All updated content can be found in various parts of the guide; all information is credited in the Credits section. Thank you guys for your continued support!

Update: Jul 13, 2011

- **Version 4.0**
- Guide converted to formatted FAQ format for easier reading.

Update: Jan 4, 2018

- **Version 5.0**
- Guide completely reworked due to personal preference. Little content change has been made; most of the change is aesthetic.

Credits

As previously stated in the **Introduction** section, this guide was originally written by YuriaTayde and rewritten by me. In addition to the people that made her guide possible, there are a number of people I need to give credit to that have helped contribute to it over the years. This section is intended to serve that exact purpose.

- YuriaTayde, the original author of this guide, allowed me to edit and reproduce it under my name. Hats off to her for actually being pretty sincere about the entire process.

The list of people who helped contribute to her iteration of the guide:

- YuriaTayde's nephew. I don't have a name, or I would post it. Sorry!
- Ames provided proofreading before submission.
- Kadox was the first person to contact her after submission.
- Patrick Sharp provided corrections to the guide's content.

As for the remainder of the people who deserve my thanks:

- CJayC and SBAllen - One man started it all, the other continued its legacy. Hat tip to both of these fine gentlemen.
- Nintendo - For Star Fox 64 (and the different ports throughout the years)
- Wise One sent me an email regarding a couple of additional tips to nab the medal for Sector Z. That level is such a pain in the ass, and your contributions are greatly welcomed.
- Brice sent me a tip on how to beat Star Wolf and his "gang of douches" on Venom (via Area 6).
- Mike Schehl sent me probably the most analytical email to date, but arguably contained some of the most informative pieces to supplement the well-being of this guide, as well as a few personal tips that have been added throughout.
- King Meteor gave valuable insight on tackling the hardest world to earn a medal on: Sector Z.
- John Doe (literally, that's what I have for an alias) provided information on the point value of Star Wolf and his band of bozos on Venom.
- Snow provided a tip on extra enemies on Corneria.
- Chris contributed the most information over a slew of emails, as well as all the information you see on earning medals while playing on Expert Mode. Without this guy, my guide would likely be forever incomplete. Kudos, praise, and respect to this guy.
- Leon-Hikari sent me an email containing the strategy listed for Venom via Bolse, along with some screenshots as proof of accomplishment. Though the screenshots aren't in the guide, you've made a believer out of me.
- Adam Griggs provided the map of the Lylat System and inspired me to create a pointless checklist for the guide. Unfortunately, this checklist was scrapped after converting the guide from a .txt file to an HTML file. Sorry!
- Marshmallow gave a little insight on grabbing the medal for Solar, as well as a little diagram to take care of the lava waves that are forever rampant there. Make sure to take a look at his (outstanding) guide for the game as well!

Lastly, a big thank you to **you, the reader!** Thanks for taking the time to look at and read this guide. Though it may have been a reproduction project, I am still forever grateful that so many people check this guide, even to this day. I can't thank you guys enough!

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