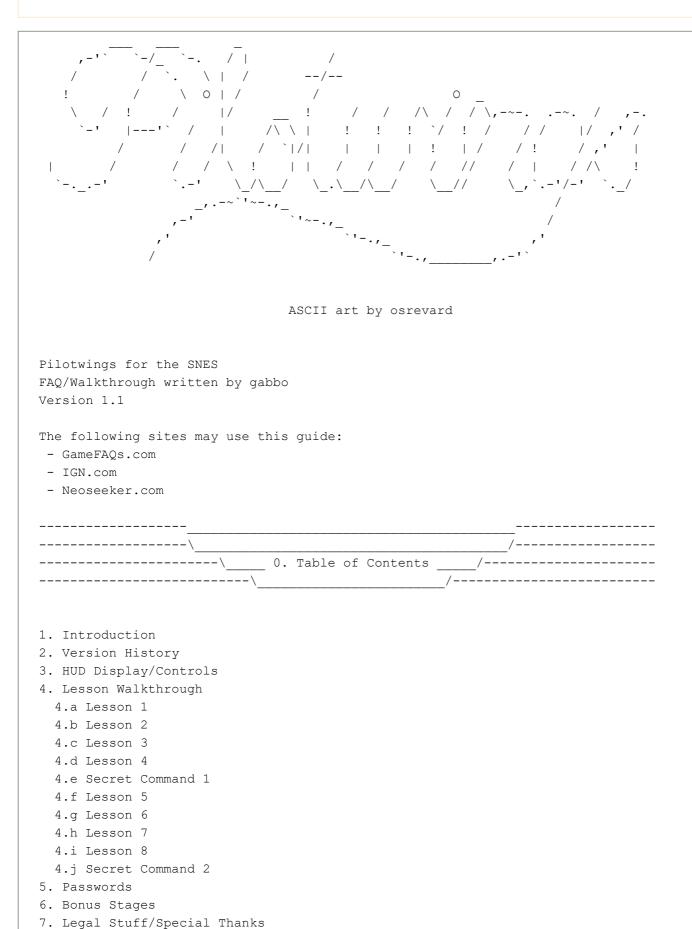
# Pilotwings FAQ/Walkthrough

by gabbo

Updated to v1.2 on Dec 8, 2009

This walkthrough was originally written for Pilotwings on the SNES, but the walkthrough is still applicable to the N64 version of the game.



Press CTRL+F for Windows users, or COMMAND+F for Mac users, in order to search. Enter the number next to the section you want to go to, exactly as it's written, to go there. I love this game. I would definitely rank it in my top 10 favorite SNES games of all time. And when I saw only one FAQ for it, I knew I had to make one myself. So here I am. This game is basically just a flight simulator. But it takes the boring things out of all the other flight sims, and makes it into one heck of a game. The controls are easy to learn and not as frustrating as one might think. The graphics are good for a SNES game at the time. And the music doesn't get as annoying as as much as other games. Overall, this game rules. No doubt about The main object of the game is to complete 8 lessons and become part of the Fight Club... I mean Flight Club. The first four lessons introduce you to the vehicles and such, while the next 4 are the expert lessons, where you'll have to complete the first 4 lessons, but in various weather conditions, like rain, and snow. This is more difficult than you think. After the first 4 lessons, you'll go to Secret Command 1, and after you finish the last 4 lessons, then you'll go to Secret Command 2. ------ 2. Version History \_\_\_\_\_/-----Version 1.2 - 12/7/09Fixed a LOT of wording and typos that made me look like a terrible writer. Can't believe it took me 4 years to realize how bad it was. Version 1.1 - 8/20/05Fixed a few small mistakes that were bugging me. Version 1.0 - 8/18/05

Finished the last Lesson, and the Secret Command 2 level. Now it's completely finished!

Version 0.96 - 3/12/04

All I did was change the screwed up ASCII art at the top. I didn't realize it was messed up...

Version 0.95 - 2/28/04

Changed all the headers, so they look MUCH better. Changed the ASCII art. Finished lessons 6, and 7.

Version 0.9 - 11/22/03

It was accepted at GameFAQs, so now I'm working on the update. I completed Lesson 4, Secret Command 1, and Lesson 5. Plus I fixed the main section

headers, and changed a few mistakes I made. Version 0.85 - 11/15/03Made the HUD Display section. Completed the walkthroughs for the First, Second, and Third Lessons. Completed the Bonus Stage section. Decided to submit to GameFAQs to see if I could get what I have so far posted. ------ 3. HUD Display/ Controls \_\_\_/---------\ ----- | Heads Up Display (HUD) |-----^^^^^ The HUD is the little gray bar at the top of your screen. It displays pretty vital information, like speed, angle, and altitude. Here's a nice ASCII art of the HUD display: ALT 

#### Radar:

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The little round thing in the far left is the radar. It shows where objects are that you need to complete the mission (e.g. Ring, Arches, Dotted Line, etc.), with a red stick, and shows the wind direction. When a round shaking arch appears on the top of the radar, it means that you are going in the same direction as the wind.

| | Radar | | | \\_/ | | | 00000 ft. | | | 0 | | +-----+ | | \\_\_\_/ | | \\_\_\_| | |

#### Angle/Rotation:

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The little Pokeball looking thing next to the radar is the Angle/Rotation display. When you are facing the horizon, the white line and the top of the black bar will line up. When you are facing up, the white line will be above the black bar. When you are facing down, the white line will be below the black bar. When you turn to the left or to the right, the white line will tilt in the direction you're turning. Use this to your advantage when you are trying to land in a angle on the runway, if you have bad judgment skills.

#### Altitude:

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The box next to the Pokeball, is the Altitude display. This box tells you how high you are above the ground. The higher you are, the higher the number.

#### Speedometer:

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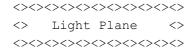
The circle next to the Altitude display is the speedometer. It tells you how fast you are going in the Light Plane, how fast your blades are spinning in the Helicopter, and how fast your jets are going while using the Rocket Belt. It looks exactly alike a normal speedometer on a car or plane. So if you're familiar with a car's dashboard, then this should be pretty self-explanatory.

# Time and Fuel bar:

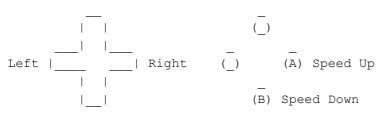
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And finally, the bar on the far right on the top is the Time bar. It tells you how long you have been using the vehicle you are using. The bar on the bottom is the fuel bar, and only applies to the Light Plane, Rocket Belt, and Helicopter. It tells you how much fuel you have.

The controls in this game are fairly simple to learn, and not hard to remember. Each vehicle has different controls, so I'll have to list them all. Remember you can always look at the controls during the game by pressing (B) at the instructions screen before you start.







Nose Up

# Taking Off:

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In the later lessons, you'll have to take off of the runway. Taking off is simple. Just keep a high speed, and push down on the control pad. You should have no problem doing this.

#### In the Air:

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Controlling the Light Plane in the air should be no problem. Most of the time you will have to fly through rings, or touch the floating green balls. While in the air, try not to slow down too much, or you will fall down to your doom. Slowing down below 50 MPH or so is not recommended.

#### Landing:

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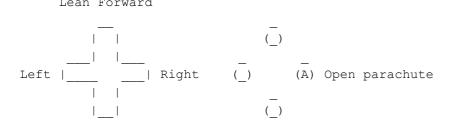
Landing is a bit more complicated than the rest. Land at too big of an angle, and you will crash. Land when your plane is not straight, and you will crash. Land too far ahead of the runway, and you will not be able to slow down in time, and you will crash. Land when you aren't facing the runway straight on, and you will crash.

So how do you not crash? Well, when landing, always make sure that the very pixels of the plane are in a straight line. Also make sure that you land on the runway at a nice acute angle, that's less than 45 degrees. There is no definite way of knowing what angle you are landing, so you will just have to use your best judgment.

Always land as close to the beginning of the runway as possible, so you have enough time to slow down, and always try to face the runway as straight as possible, so you don't end up crashing on the side. But when you are on the ground, you can also move the plane left or right, in order to avoid crashing.

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<>	Skydiving	<>
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Lean Forward



Lean Backward/Flare

# In the Air:

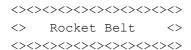
Skydiving is by far my least favorite event, along with hang gliding. While in the air, you will probably have to fall through some rings. Doing this is not easy when you have little control over the wind, and where you go. My best suggestion is to flare when you fly to far off the course of rings, so you can go back onto the path and hit the rest.

### Landing:

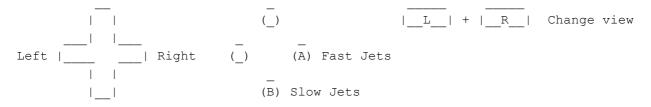
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Landing is also more complicated than the rest. When the instructor asks you to open your parachute (usually at about 1000 ft), don't listen to him. You can always just open it at about 600 ft or less in order to hit the target easier.

Once your parachute is open, you must land on the target. If you are moving forward too far over the target, don't be afraid to make an almost complete 360 degree turn around the area, while descending slowly, in order to be both closer to the ground and closer to the target, like you're spiraling downwards. Like the game says, don't descend too fast. So lean backward or forward a bit in order to stay balanced, so you can land close to the middle of the target.



Jets Forward



Jets Backward

#### In the Air:

Ahhh yes, the Rocket Belt. My personal favorite of the vehicles. Since you probably were able to take-off successfully (press A or B), there's no need to make a separate section for it. Now that you are in the air, you will either have to hit the green pillars or fly through the rings. Use the Fast Jets to go up higher, and the Slow Jets to keep a steady altitude.

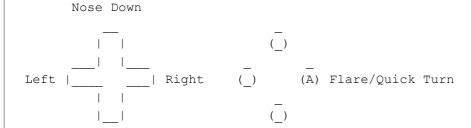
Turning in the air isn't very easy, so when heading towards a ring or pillar, try to do it at an angle, facing the left or right of the object, in order to hit it from the side a bit. And of course, always use your best judgment on where to hit the object.

#### Landing:

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Landing with the Rocket Belt, with some practice, can be considerably easy. Once you've hit all the objects, you will have to land. So press L or R to change to an over head view, making it easier to land. When you can see the target on the screen, turn on the slow jets. Then, while turning the slow jets off and on, slowly make your way down onto the target. If you miss it considerably, then quickly turn on the fast jets and try again, until you land squarely on the target.





Nose Up

# In the Air:

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The hang glider is definitely one of my least favorite vehicles to use. But I'm forced to use it in order to complete the game. Flying in the air with the hang glider isn't as easy as some of the other vehicles. Always remember that you can never go higher in altitude, unless you fly over a heat wave, or if the wind is blowing towards you. So if you want to keep a steady altitude while you fly towards something (like a ring, or the target) then keep your nose up at all times. If you need to make a quick turn, then flare (A) in order to do so.

## Landing:

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As always, landing is trickier than flying. While trying to land on the target, you can do the same thing you do with the parachute. You can fly all the way around in a circle in order to descend and line up with the target at the same time. You never want to be too high above the target when you try to land, because you'll most likely overshoot it. And don't be too low to the ground as you fly towards the target, because you'll land too early. Instead, keep a steady altitude, and when the target is just about to go out of the camera view, flare, and you will be able to steadily descend right onto the target. Landing with the hang glider takes definite practice, so don't expect to be successful on the first try.

Nose Down		
           Left     Right (_)		L_  +  R  Missile
Left     Right (_)		
II	(B) Speed Down	
Nose Up		
In the Air:		
It's not very hard to fly the a top-down view, so adjust to bother making a section for it it. In order to get the helicops to the helicopter is at an angunot to go too high in the air, steady altitude of about 500 f	it as such. Taking of . Just speed up to fu pter moving forward, le. The steeper the a or else it will be a	If is a cinch, so I didn't all speed and you should make press up on the Control Pad, angle, the faster you go. Try a pain to land. So stay at a
Shooting missiles at the guns move over the target, and when make a sharp turn, then press angle, then turn in the direct	it makes a sound, pr down the Control Pad,	ress L or R. If you need to so you are at a flatter
Landing:		
Landing itself is easy with the have numerous guns on the grou. The best way to land, is to de then to gradually slow down the aware of where your shadow is, helicopter facing straight for rotation meter to do this.	nd shooting at you wi stroy all the guns su e spinning blades, ar too. Obviously, whil	th surprisingly good aim. arrounding the heli-pad, and ad land on the pad. Always be landing, keep your
\	4. Lesson Walkthrough	/
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Vehicles Used: Light Plane/Skydiving

Score Required: 120 Instructor: Tony Weather: Sunny

On your first try, this lesson can be kinda difficult. But eventually you should have no problem completing it. It doesn't really matter which vehicle you use first. I always use the one I'm best at, first, but you can do it any way you want. I'll just give the strategies in order that the game displays them (from left to right).

Curriculum: Follow the green glide path, then land on the runway.

Average Score Needed: 60

Scoring:

Accuracy.....50 pts
Time.....20 pts
Angle.....20 pts
Beam.....10 pts
----Total.....100 pts

Complete lesson in under 0:45 for 10 points.

This objective is really simple. Just fly along the green dotted path, and land on the runway. Not once do you EVER have to press left or right on the control pad. So don't. You start off in the air, going at about 53 MPH. This a little slow, so you can press (A) in order to speed up to about 80-90 MPH. Now, you'll need to fly, and hit every single green floating dot. Just try to line up the green dots ahead of you, and follow their path exactly. Once you've hit all 10 (1 point for each dot hit) dots, you will have to land.

If you followed the path of dots, then you should be in perfect position to land on the runway. Slow down just a little bit, to about 70-80 MPH, and get a real low angle (less than 45 degrees) going into the runway. Hit the runway as close to the beginning of it as possible, and once you do, press (B) to slow down. Since you didn't press left or right on the control pad, you should have no problem being super straight going in, getting you maximum Accuracy points.

Curriculum: Maneuver through the 3 rings. Land inside of the yellow target area.

Average Score Needed: 60

Scoring:

Accuracy......70 pts
Ring......20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 5 points, all 3 for 20 points.

You start off holding onto a rope ladder connected to a plane, as it ascends to about 10,000 ft. You can press (A) to skip this little cut scene, or you can just watch it all the way through. Whatever you're into. Once that's done, you will begin.

Once you start press up on the control pad to make your body point down, so you will fall faster. But don't make yourself too straight, or else you'll fly off course and miss the rings entirely. Now, as you fall towards the ground, turn left and right to make it through the rings. If you fly off course, then flare in order to fly right back on course. If the wind is too strong, there is a

chance you won't be able to make it back on course, and you will miss the rest of the rings. If this happens, then just try to make your landing better, so you can get the necessary points in order to pass.

At about 1000 ft, the instructor will ask you to open your parachute. Instead, wait until about 600-700 ft, and then open it. This will make your accuracy better. Once it's open, head towards the target. If you fly too far over it, then make a complete 360 degree turn, while descending, in order to get lower to the ground and closer to the target.

When you are at a steady pace going towards the target, then press up and down in order to make your way towards it. Pressing down will make you fall faster, and pressing up will make you fall slower. Do a combination of the two, so you can slowly make your way down to the ground, and make more 360 degree turns in order to line yourself up better with the target. As always, it will take practice to land successfully with the parachute, so don't expect to make it the first try. This simple mission is a good way to practice skydiving before you hit the later, much harder missions.

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Now, if you were able to score at or above 120 points, then you will pass, and receive your Class B License. Just for reference, here's the password to the second lesson:

985206

There you go...

Vehicles Used: Light Plane/Skydiving/Rocket Belt

Score Required: 220
Instructor: Shirley

Weather: Sunny

This lesson will introduce you to the Rocket Belt, possibly the most fun vehicle in the game.

Curriculum: Fly through the 3 rings. Land on either the left or right runway.

Average Score Needed: 75

Scoring:

Accuracy......30 pts
Time......20 pts
Angle......20 pts
Ring......30 pts
-----Total......100 pts

Pretty simple. At first, it can be kinda overwhelming, but you should get the hang of it in no time. Like the last one, you start off in the air going at

about 50 MPH. Speed up to about 90 MPH. Now you will have to fly through the 8 rings, and land on the runway. Flying through the rings should be no problem. Just stay on course and turn when you need to. After all that, you will have to land on either of the two runways.

It really doesn't matter which runway you land on. I usually land on the left one since it's at a better angle to land on than the right one. So slow down to about 60-70 MPH, and line yourself up with the runway, all while descending at a steady pace. Land near the beginning of the runway, and press (B) immediately in order to slow down before the end of the runway. Remember to always stay as close to the middle of the runway as possible to get more points, and never go at the runway at too much of an angle, or else you will crash head first into the ground.

Curriculum: Maneuver through the 5 rings. Land inside of the yellow target area.

Average Score Needed: 75

Scoring:

Accuracy......70 pts
Ring......20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 3 points. All 5 for 20 points.

This objective is similar to the last Skydiving objective, except now there are 5 blue rings, and the target is smaller and surrounded by water (who does that?). Once you let go of the ladder, you will fall. Use the Control Pad to make your body point straight down, so you have better accuracy. But not too straight, or else the wind will blow you off course.

Carefully make your down through the 5 rings, rotating yourself in order to keep going straight, and flaring (pressing DOWN) if you get way off course. Once you pass the 5 rings and the instructor tells you to open your parachute, ignore him and open it at 700ft.

Now that your parachute is open you gotta land. Depending on how close you are to the target, you must rotate in circles in order to both descend and get on course with the target. Think of it as a great big spiral that ends up in the middle of the target. Because the target is now surrounded by water, you gotta be more careful when landing or else you'll die and have to start over. At about 150 ft, you should be going straight towards the target. Always remember that you can press up to speed up your descent, and down to slow down.

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Curriculum: Fly through the 3 rings - land on target. Lose points for landing early.

Average Score Needed: 75

Scoring:

Accuracy......70 pts

Time20	pts
Speed10	pts
Total100	0 pts

Complete lesson in under 2:00 for 20 points.

Here is the new vehicle, the Rocket Belt my personal favorite vehicle. With some practice, you can easily get 100 pts on this objective. You start off on the moving platform that's moving around the target in the water. Press (A) in order to get off the moving platform.

Now you must fly through the 3 rings. Fly towards the closest ring using (A), going as straight as you can. If you start going off course, then turn off the jets and rotate yourself so you're facing the ring. Then turn the jets back on and move straight towards it. Fly around the area, and through the 3 rings. It's pretty simple.

Now you must land. After you go through the last ring, fly towards the target. You can press Start at any time if you need to see exactly where the target is. Once you get closer to the target, press L or R to switch to the overview. Now fly right above the middle of the target. Then use (B) to use the slow jets, and to slowly make your way to the middle. Once your shadow is right above where you want to land, let go of your jets and you should land right where you want to. If, for some reason, you miss the middle of the target, then press (A) again quickly before you land, and try again.

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Alright then. If you were able to get a total of 220 points or more, then you will pass the lesson and receive your International Class A License. Here's the password, just in case you missed it or something.

394391

There you go...

Vehicles Used: Light Plane/Rocket Belt/Hang Glider

Score Required: 220 Instructor: Lance Weather: Sunny

The Hang Glider is a difficult vehicle to maneuver, so you'll have to adjust to it in order to complete this lesson. Never fear though, cause I'm here to help.

Curriculum: Take off, fly through rings over the course, then land on runway. Average Score Needed: 75

Scoring:

Accuracy.....20 pts

Time10	pts
Angle20	pts
Ring50	pts
Total100	) pts

Finish in under 2:15 for 10 points. Get 3 pts./ring.

Unlike the previous 2 Light Plane objectives, you must take off of the runway. But taking off is cake, so no worries. All you gotta do is press down on the Control Pad the whole time, and go as fast as you can (99 MPH). You should take off right before the end of the runway, with no problem. Once you're in the air, you must fly through the numerous rings that are over the ocean. Some are very high, some are pretty low, and some are right in the middle. Not much else I can say about that. Flying through the rings should be the easy part.

Once you go through the last ring, you will have to land. Because the last ring is so high up, it is very difficult to land at a flat angle successfully. So it is an option to skip the last ring, and go straight towards the runway at the altitude of the second to last ring, which is a perfect altitude. If you skip it then you should have no problem landing at a good angle, and since you only 3 points you'll be missing, it's worth it. Just slow down before you land and do all the things you've been doing in the past Light Plane missions (lining up your wings so the pixels are straight, going in at less than a 45 degree angle, etc.)

If you insist on getting the last ring, then make sure you are facing the runway straight on before you go through it. Then, as soon as you pass it, slow down to about 60-70 MPH, and go down to about 100 ft. It'll be difficult to get very accurate on the runway when you land, but at least you'll be able to complete the Light Plane objective.

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Curriculum: Touch the 3 green bar shaped beams. Land on the target over the water.

Average Score Needed: 75

Scoring:

Accuracy.....70 pts
Time.....20 pts
Speed.....10 pts
----Total.....100 pts

Complete lesson in under 1:45 for 20 points.

This objective is pretty similar to the last Rocket Belt objective. Except now you must touch 3 very thin green beams, and the target is even smaller. Once you've taken off of the moving platform, turn right and head towards that first beam. Try to go as straight as possible using the (A) button, utilizing the same strategy as the last Rocket Belt objective. Fly around the island, touching all 3 of the beams, then head towards the target.

When you get close to the target, switch to the overview mode by pressing L or R. Now you must land on the bigger of the targets in the water. Just center yourself over the target using your slow jets (B) then let go when you're right over it. Mash (A) real quick if you don't think you'll land on target.

<><><><><><><><><><> Hang Glider <>

Curriculum: Ride thermal current to altitude of 500 feet, then land on target.

Average Score Needed: 75

Scoring:

Complete lesson in under 2:00 for 20 points.

The Hang Glider will no doubt take some practice to get used to, like the rest of the vehicles. You'll have to rely mostly on the wind, and on flaring in order to complete the objective.

Once your person has let go of the rope on the plane, you will begin. Start by pressing up and down on the Control Pad to keep a steady altitude of about 200-300 ft, while heading towards the thermal current, the line of floating bubbles straight ahead. You should be given a boost of altitude that exceeds 500 ft. If not, then turn around and try again. After you've gotten to 500 ft, you must land.

Turn around towards the land again, and press start to see where the target is. Once you line yourself up with the target, turn 180 degrees away from it then back towards it again, so you can stay lined up with the target without sailing over it. Once you are at about 100 feet, turn straight towards the target and as soon as the target starts to disappear under the screen, press and hold (B) to make a nice soft landing towards the middle of the target.

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OIf you were able to get a total score of 220 or more, then you will pass the lesson and receive your Silver License. In case you need it here's the password, that I hope you received legitimately:

520771

Moving on...

Vehicles Used: Light Plane/Skydiving/Rocket Belt/Hang Glider

Score Required: 300 Instructor: Big Al Weather: Sunny

Now you'll have to use all your prior knowledge, and use each vehicle to get 300 points. Good luck, my friend.

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<> Light Plane <>
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Curriculum: Taxi and take off. Fly plane under arch, then land on runway.

Average Score Needed: 75

Scoring:

Accuracy......30 pts
Time......10 pts
Angle......20 pts
Arch......40 pts
-----Total.....100 pts

Finish in under 3:00 for 10 pts. Get 40 pts/arch.

This objective can be a little harder than the last Light Plane one, if you don't know what you're doing. As soon as you start, press and hold down on the Control Pad, and speed up to 99 MPH. Once you take off the runway, go forward a little bit at the same speed. When the timer reads 00:17 or so, then slow down gradually to about 60-70 MPH, and turn to the right until you can see the arch on the island. You will be going through the arch at an angle, so just keep going towards it, and fly low to the ground. But go about 80 MPH while you're low to the ground, so you have enough power to fly back up after you pass the arch. Once you do, fly up and towards the line of red floating balls.

When you are flying towards the red balls, fly to the end of them. Then slow down to about 60-70 MPH, and turn sharply to the left, so you are straight on the path of floating balls. If you aren't on the path when you turn, then get your butt back on it. The further you went to the back of the red ball line earlier, the more time you have to set yourself up for the landing. So just fly on the red ball path, and do all the things you normally do when you land with the Light Plane. Land on the runway safely, and finish the objective.

Curriculum: Maneuver through the 8 rings. Land inside of the yellow target area.

Average Score Needed: 75

Scoring:

Accuracy......70 pts
Ring......20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 2 points. All 8 for 20 points.

If you're already pretty adjusted to Skydiving, then this objective shouldn't be too hard. But if you still don't like Skydiving, then it will be difficult. After your character lets go of the rope ladder, make your body go straight towards the ground, like you do on every Skydiving objective. Fly through the 8 rings, and get back on course by flaring if you go off course. Then open the parachute at about 700 ft, regardless of what the instructor tells you. The wind can be a bit of a pain here so you'll have to just manage your diver and hit as many rings as you can.

Now to land. First, make a slow turn around the island, towards the target.

Don't go towards the target head on, since you'll most likely fly right over it. So make a nice slow turn, then a straight turn towards the target at about 100-150 ft. You shouldn't be very close to the target, and should have plenty of room to fly to the ground on the target. As always, use your best judgment to land where you should. If you are close to the target, but you aren't going to make it in time, then just press down on the Control Pad to flare and get a few more feet towards it.

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Curriculum: Fly through the 3 moving rings, then touch down onto the target over the water.

Average Score Needed: 75

Scoring:

Accuracy.....70 pts
Time.....20 pts
Speed.....10 pts
----Total.....100 pts

Complete lesson in under 1:30 for 20 points.

The only things that make this Rocket Belt objective harder than the last ones, are the moving rings, and the smaller target. But other than that, it's pretty much the same deal. Once you take off the moving platform, turn right and head towards the moving ring there. Fly through it, and then head towards the next ring to the left.

This ring, unlike any other before it, shrinks and grows like a madman, making it difficult to fly through. Do your best to fly through it by just aiming for the direct center, regardless of how big or small it is. Then head left towards the ring there. This one moves in an very unpredictable pattern, spinning in all kinds of directions. There really is no definite strategy for getting the ring, so you'll just have to try your best.

After you fly through all the rings, you must land. Fly towards the small target over the water, and switch to the overhead view. Try to stay as steady as possible, and put your shadow over the middle of the target. Then let go of the jets, and land. Don't drop from too far up though, or you'll lose points in the Speed section.

<><><><><><><><><><><><><> Hang Glider <>

Curriculum: Fly through the ring at 500 feet twice, then land on target.

Average Score Needed: 75

Scoring:

Time.......30 pts
Accuracy.....50 pts
Speed.....20 pts
----Total.....100 pts

Complete lesson in under 2:00 for 30 points.

This Hang Glider objective, unlike the last one, requires you to fly through a ring twice. No problem for an expert like you, right? When you start, and your character lets go of the rope connected to the plane, push up on the Control Pad to face your nose down. Keep on going at the ring, at a straight line, and pass through it. There really should be no reason for missing it.

After you do so, head towards the thermal current coming out of the ground. Fly over it, and get higher in the sky. Then turn left, and look for the ring as you fly back down. Once you find it, fly towards it, and stay in a straight line again.

Once you pass the ring, you'll have to land. If you go through the ring at such an angle that you are facing the ocean, and not the rest of the island, then turn right, and descend at the same time. Turn towards where the target is (You can press start to get a better view of where the target is) and fly towards it. You should be at about 150 feet when you start flying towards the target. Go to it, and flare a little bit before it, and land towards the middle.

-----

Good. Now if you were able to get 300 or more total points, then you will pass this lesson and receive an International Gold License. Here's the password to the Secret Command 1 level, which you will go to once you finish this lesson:

108048

Moving on...

Objective: Rescue your flight instructors, Tony, Shirley, and Lance, with the helicopter.

There is no scoring in this level, so you won't have to worry about that. Instead, just focus on finishing the mission. When you start, take off by speeding up to 99 MPH. When you pass 100 ft, turn yourself so the red dot on your radar is right ahead of you, and push up on the Control Pad to go forward. Don't go all the way forward, because you still want to be a good 400-500 feet above the ground when you meet the first gun.

When you first see land, make sure the red dot on the radar is right in front of you. As soon as you see the first gun, move the cursor over it, making the beep sound when you do. Press L or R immediately to fire a missile to the ground, and destroy the gun. Do this for every gun you see. Always be looking at your radar, to make sure you are still going in the right direction.

As soon as you see the long dock over the water, past the first piece of land, be careful. There's a gun in front of you, that will shoot you down quickly if you're not careful. So fly towards the side of the small island where the gun is, and kinda fly into it at a curve, so if he shoots a few bullets at you, they'll just barely miss you. Shoot it in the process, and move on.

You are approaching the heli-pad. When you see the land again, go forward until you see the brown dirt and a few guns around it. Then stop, and shoot out the hidden guns in the trees. In order to do this, move your cursor over where the shots are coming from, and wait for the beep sound. Then fire away. There are 4

hidden guns in that one area before the heli-pad, and you need to destroy them all. But be careful in the process, since there are a lot of guns nearby. Also note that by now you should've reached the altitude limit of 630 ft. So slow down your blades to about 87 MPH.

After those 4 guns are history, move to the right, around the brown dirt where the heli-pad is. There are a few guns there, so destroy them all. Keep going around the dirt, until you see more guns on the far side. Kill all the ones that threaten you. Then finally move towards the dirt, and the heli-pad. There are 4 guns, two big ones next to each other, near the water, and two smaller ones on the other side. Destroy them both. Now you should be clear of any guns in the area, so you can finally land now.

When you are ready to land, slow down the blades to about 60 MPH, gradually. Slow them down too fast, and you'll drop too fast, and crash. So make it slow. Take your time, since there are no guns shooting at you, and since time doesn't matter here. Just try your best.

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For doing this brave deed, you will receive your Silver Pilotwings. Here's the password, in case you were too busy looking at your medal instead of writing down the password.

400718

There you are...

Vehicles Used: Light Plane/Skydiving

Score Required: 140 Instructor: Tony

Weather: Snowy, during the day

This lesson is basically just Lesson 1, except now you'll be flying in harsh, cold winds, and snow. This is no simple task, of course, as you'll soon see. Plus the required score has gone up 20 points.

<><><><><> Light Plane <>
<>><><><><><><><><><><><><><>

Curriculum: Fly through the 2 rings. Be careful when landing, the icy runway is slick

Average Score Needed: 70

Scoring:

Accuracy.....50 pts
Time.....10 pts
Angle.....20 pts
Ring......20 pts
-----Total.....100 pts

Finish in under 0:40 for 10 pts. Get 10 pts/ring.

This objective is similar to the Light Plane objective in Lesson 1, except for a few changes. Now you'll have to fly against some pretty strong winds, and you have to pass through 2 small rings. When you start, speed up to about 95 MPH, and head for the orange ring. Pass through it, with great accuracy, then turn towards the next green ring. Pass through it, and get ready to land.

Landing is the hardest part of this objective. On the runway, are clumps of snow, that, if you go over while at a high speed, will destroy your plane. So how do you avoid this? Well, after you pass the 2 rings, try to line yourself up with the runway as best you can. The accuracy part of your scoring is a lot more strict than last time, so take note. While you are lining yourself up, slow down to about 60-70 MPH, and try to get closer to the ground. Go at the same angle you've always been at while landing.

The most important part of landing here though, is hitting the runway just past the black box with the stripes. The closer you are to the beginning of the runway, the better chance you have of completely missing the clumps of snow, and that's just what you want. Slow down as soon as you touch the runway, and finish the objective.

Curriculum: Maneuver through the 3 rings. Land inside of the yellow target

area.

Average Score Needed: 70

Scoring:

Accuracy......70 pts
Ring......20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 5 points. All 3 for 20 points.

The wind will give you the most trouble in this objective. Once you let go of the rope ladder, you will have to fall through the 3 rings. Point your body straight at the ground and be very wary of the wind. It can get you off course real fast. Once you touch them all, open your parachute when the instructor tells you (That's right, actually listen to what he says) and get ready to land.

If you really want a sure-fire way of finishing this lesson, then I highly recommend that you land on the moving platform and get the bonus points. If you need help for this, then consult the Bonus Stages section of the walkthrough (Section 6). The wind makes being accurate with the rings and target real tough, but if you just nail the moving target it's an automatic 100. While you do those things in the above mentioned guide, try to keep the wind in mind at all times. If you fail to land on the moving platform, then start over.

It's a good idea to just choose Skydiving first. Keep trying to land on the moving platform, starting over whenever you don't. After that, do the much easier Light Plane mission, and almost guarantee that you'll finish the lesson with enough points.

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Great. Now if you were able to score 140 points or more, then you will pass and receive your Class B -EXPERT- License. As always, here's the password in case you miss it or something.

773224

Moving on...

Vehicles Used: Light Plane/Skydiving/Rocket Belt

Score Required: 240
Instructor: Shirley

Weather: Cloudy, just after a rain storm

Like the last lesson, this is basically just Lesson 2, except now the objectives are a little different, and the wind has picked up. The sky is cloudy, because of a rainstorm that just occurred (or something like that).

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Curriculum: Fly through the 3 arches. Land on either the right or left runway

ahead.

Average Score Needed: 80

Scoring:

Accuracy......30 pts
Time......20 pts
Angle......30 pts
Arch.....30 pts
-----Total.....100 pts

Finish in under 0:45 for 20 points. Get 10 points/ring.

This objective won't be easy, to tell you the truth. You start off in the air, going at about 60 MPH. As soon as you start, point your nose down, and head for the visible arch down and to the right of you. Get close to the ground, but not too close, of course, and pass under the arch. Don't speed up too much going into it, or else you'll crash right into the ground. Don't go too slow either or else you won't be able to pull back up after heading down. So be careful. After the first arch, keep going at the same altitude, towards the other 2 arches ahead.

Once you've passed through the 3 arches, you'll have to land. Since the arches were so close to the ground, you shouldn't have to go down in altitude very much. Just line yourself up with the runway like you always do, and line up the pixels of the plane like you always do, and so on. Hit the ground, and slow down as fast as you can. Then you're done. This objective can give you some trouble, so don't expect to ace it on the first try.

 Curriculum: Maneuver through the 5 rings. Land inside of the yellow target

Average Score Needed: 80

Scoring:

Accuracy.....70 pts
Ring.....20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 3 points. All 5 for 20 points.

Just like the last Skydiving objective, the wind won't be your friend here. My best advice is to just follow everything you've done before. When the objective starts, point your body down, and go through the 5 rings below you. Although it is difficult with the wind blowing you around, try to keep on the path, and get the rings. If you go off course, flare to get back on. However sometimes even flaring won't help you get back on course. Just do the best you can.

Now for the landing. This landing can be a real pain in the butt. What am I saying, it IS a pain in the butt. Chances are you won't make it onto one of the small floating platforms in your first try, or even your second try. Just open your parachute at about 700 ft, and do all the 360 degree turns and flaring you can to get on one of the platforms. Do not worry if you don't get enough points on this objective. The bonus stage you will be getting in the Rocket Belt level should make up for it. Unless you're good at Sky Diving, in which case you can probably do what works best for you. Just don't give up!!

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Curriculum: Fly through the 3 rings-land on target. Lose points for landing

early.

Average Score Needed: 80

Scoring:

Accuracy.....70 pts
Time.....20 pts
Speed.....10 pts
----Total.....100 pts

Complete lesson in under 1:30 for 20 points.

Thankfully, after all the hard objectives in this lesson, the Rocket Belt won't give as much trouble as the others. When you start off, head towards the flat spinning ring to your right. Fly through either the bottom or top of it. It won't be easy, with that stupid wind screwing you up, but it is possible. Once you've got the first one down, head for the other two around the course. They shouldn't be too hard to find. Just look for the floating green ball.

After you get the other 2 rings, head towards the pool of water with the targets in it. Since you most likely need extra points to make it, I highly recommend landing on the moving platform and doing the bonus stage. For help with that, go to the Bonus Stage section of the FAQ.

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Hopefully you were able to get the required 240 points in order to pass this lesson. If you did, then you will receive your International Class A -EXPERT-License. Here's the password for Lesson 7, for future reference:

165411

Moving on...

Vehicles Used: Light Plane/Rocket Belt/Hang Glider

Score Required: 240 Instructor: Lance

Weather: Windy, during a sunset

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Curriculum: Take off, fly through the rings over the course, then land on

runway.

Average Score Needed: 80

Scoring:

Accuracy......20 pts
Time......10 pts
Angle......20 pts
Arch......50 pts
-----Total......100 pts

Finish in under 2:20 for 10 points. Get 3 points/ring.

In this objective you'll basically be flying around the island, and going through many floating rings. When you start, speed up the plane to the full 99 MPH, and press down on the Control Pad. When you lift off from the runway, keep going 99 MPH, and fly through the first ring. Then turn towards the second ring, and so on, until you fly through all 10 rings. The wind here is especially strong, so you might have to fight against the wind in order to go through the ring, and not be blown to the right or left of it. Once you go through the final ring, then you must land.

Since the last ring was at a good angle and altitude from the runway, landing on the runway shouldn't be that hard. The wind will be blowing at you from the right, so you'll have to push against it in order to get to the middle of the runway. As soon as you hit the last ring, you should've slowed down to about 60-70 MPH. Line yourself up with the runway, and touch down near the beginning of it, at the same angle you've always been landing on. As soon as you hit the ground, slow down completely, and stop. You've completed the objective.

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Curriculum: Touch the green bar-shaped beams, then land on target.

Average Score Needed: 80 Scoring:

Accuracy......70 pts
Time......20 pts
Speed......10 pts
----Total.....100 pts

Complete lesson in under 1:30 for 20 points.

When you start this objective, you will probably notice that the wind has a strong affect on you as you fly through the air. Hopefully you've learned how to deal with the wind, from prior experience. You will also notice that the green bar-shaped beams are a lot smaller now. So you'll have to get very close to the ground in order to be able to touch them. Do your best to touch all the green beams, then get ready to land.

Just like the last Rocket Belt objective, I highly recommend that you try to land on the moving platform. This won't be so easy this time around, since the platform moves in a confusing "figure-eight" pattern. Watch it move around a little, and then memorize it's pattern. Hover above an area where you can watch it move towards you (Like a corner of the path it moves), and wait until it comes towards you. Drop down on the target, and move on to the bonus stage. You should always consult the "Bonus Stage" section if you need more help with landing on the moving platforms.

<><><><><><><><><><><> Hang Glider <>

Curriculum: Ride the thermal current to a 700 foot altitude. Land kite on target.

Average Score Needed: 80

Scoring:

Time.......30 pts
Accuracy......50 pts
Speed......20 pts
----Total......100 pts

Complete lesson in under 2:30 for 30 pts.

The high winds of this course, and the Hang Glider, just don't mix well. This objective will most likely give you some trouble. When you start off, you will be heading towards a thermal current. Go to it, while trying to stay at as high of an altitude as possible. When you hit the current, you will hopefully reach the required 700 ft. If not, head for the other thermal current, diagonally from the one you just hit. If you don't make it to 700 ft from that one, go back to the other, and so on, until you reach 700 ft.

When you do, you'll have to land. Look down at the ground, and try to find the target. Then press up on the Control Pad, so your nose will go down, towards the ground. Make all the 360 degree turns you need to, in order to get closer to the target, and lower to the ground. You've landed successfully with the Hang Glider before, so this try shouldn't be much different, with the exception of the wind. Use the wind to your advantage, and always keep your eye on the wind radar on your HUD. Remember that the line in the center represents what direction the wind is going.

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Now, if you were able to get the necessary 240 points, then you will receive your Silver -EXPERT- License, and a ride to the next lesson. Here's the password to get there:

760357

Moving on...

Vehicles Used: Light Plane/Skydiving/Rocket Belt/Hang Glider

Score Required: 300 pts Instructor: Big Al

Weather: Nighttime, windy

This level is basically Lesson 4 except it's nighttime and it's windier. You need 300 points to qualify.

Curriculum: Take off and fly through the 2 moving arches, then land in the runway.

Average Score Needed: 75

Scoring:

Accuracy.....30 pts
Time.....10 pts
Angle.....20 pts
Arch......40 pts
----Total.....100 pts

Finish in under 3:00 for 10 pts. Get 20 pts/Arch.

The wind in this level will be your biggest enemy. Take off at full speed holding Down the whole time, until your plane leaves the runway. You should then be gaining altitude. Once you reach 130-140 ft, slow down to 75 MPH, and make a hard right turn, until you see the island again. When you do see it, and if you did it right, you should see both arches spinning in a straight line in front of you. So one arch is directly in front of you, and the other farther away, but both are on the same path.

Now you'll need to dive down to the level of the arch, so you can get it. While diving, slow down to about 65 MPH, then pull up before you hit the ground, and speed up. Then you should be at a good line to hit the next one in front of you. Do so. If you did it right, you should've been able to hit both arches within 0:45-0:50 seconds, giving you plenty of time to hit the runway in time for the 3:00 deadline.

Once you hit it, pull up so you can gain some altitude. Go forward a bit, at the same speed. Then slow down to about 70 MPH, and turn hard right, until you

see the red line of floating spheres in the sky. This is the line you'll have to follow to hit the runway. Speed up towards it going full speed, and facing the very back of the line, to the left. Also make sure your at the same altitude as the line. Once you get close to the back of it, slow down to about 50 or 60 MPH, and make another hard right turn, in such a way as to be on the line when you finish the turn. If all goes well, you should be on the red line, going towards the runway at 50 or 60 MPH.

Speed up, and keep following the line. This is where the wind becomes your worst enemy, as it'll be blowing you off the red line. Turn into the wind, and try your best to stay on the line. Also, the faster you go, the less impact the wind will have on you. When you get closer to the runway, slow down a lot, and make sure your plane's wings are parallel to the ground. Head into the runway, hit it at the same angle as the red line, then slow down all the way. Be sure to press left or right while on the runway to stop yourself from driving into the grass, and to straighten yourself out after the wind's push on you.

Curriculum: Maneuver through the 8 rings. Land inside of the yellow target

Average Score Needed: 80

Scoring:

Accuracy.....70 pts
Ring.....20 pts
Speed.....10 pts
----Total.....100 pts

Touch 1 ring for 2 points. All 8 for 20 points.

This one can be a real toughie, since the wind is blowing you every which way. Just follow my directions, and you should come back in one piece. Once you start, move your body into a straight line, going straight down. Move up and down slightly to adjust for the wind, and wherever the next ring is. If you're pretty skilled at skydiving by now, which you should be since you've been through 7 lessons worth of it, you should be able to hit at least 5-7 of them. All 8 is a challenge. It's not impossible, but it's a challenge. Especially hitting the last 2.

The very moment you get the last ring, or go past it's altitude, you should flair your body straight, so it's parallel to the ground. Now you should head towards the right side of the target. The instructor will tell you to pull your parachute, but instead wait until about 400 ft before doing so. Once you have, you should head straight for the target. Press START to see where that is exactly. Now you can just head towards the target, adjusting for the wind, and land right in the center of the plus sign target.

Curriculum: Touch the 3 bouncing beams. Then land on target Average Score Needed: 75

Scoring:

Accuracy......70 pts

Time......20 pts
Speed......10 pts
----Total......100 pts

Complete lesson in under 1:30 for 20 points.

This is without a doubt the easiest objective in Lesson 8. Maybe even easier than Lesson 7's Rocket Belt. Immediately after you start, press A to gain altitude. You should see a bouncing green thing in front of you. Stay at the same altitude as that. When you get right in front of it, switch to the over head mode by pressing L or R. Now you just gotta line yourself up over the bouncing set of 4 spheres, and drop some altitude to hit the target. Now switch back to the other view mode, and head towards the other two bouncing beams. This is the easy part of the lesson, so don't fret. Just do the same thing as the last beam.

Once the third beam is hit, move towards the target. Press START if you need help finding it. Once you get right over it, switch to the overhead view and line yourself right over the target. You'll need a bulls-eye of a landing to get the full 70 points for accuracy. But since the wind doesn't affect you all that much in the rocket belt, this should be a piece of cake.

<><><><><><><><><><><><> Hang Glider <>

Curriculum: Fly through the ring at 300 feet twice, then land on target.

Average Score Needed: 75

Scoring:

Time......30 pts
Accuracy.....50 pts
Speed.....20 pts
----Total.....100 pts

Complete lesson in under 2:00 for 30 pts.

Since the winds here aren't as bad as the last lesson, this should be a bit easier. Still hard, but slightly easier. Once you start, you should be at a perfect angle to hit the green ring ahead of you. Adjust a bit for the wind, and hit it dead on. After that you'll still need to go through the ring again, so turn right, and look for the jet stream FURTHEST from the green ring you just went through. Go towards it, and let it shoot you into the air.

While it does that, start turning to the left. Wait for the hang glider to start diving down. The very moment it does this, press DOWN on the control pad HARD! If you don't, it'll make you dive below 300 ft, thus making it impossible to hit the ring again, and making you lose precious time. If you didn't go under 300 ft, simply head towards the ring, and go through it. Now it's time to land.

Landing will easily be your tough spot here. Once you hit the ring, turn towards the target (press START to find it), and start diving to lose altitude. Once you're close to the ground, and heading straight towards the target, you'll have to wait until just after you fly over the water before the target before flailing with the A button. Your person should be standing when he hits the ground, so you can get the best landing. It'll be hard, no doubt, especially with the wind. But I have faith in you!

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Now, if you were able to get the necessary 300 points, then you will receive your Gold -EXPERT- License, and be able to access the Secret Command 2 level. Here's the password to get there:

882943

Moving on...

Objective: Lately, the EVIL Syndicate has grown. The now have kidnapped a government VIP that opposes them. Our agent has penetrated their hideout and they await your rescue from the heliport tonight.

Once you start, immediately speed up to 99 MPH. Then move your helicopter's nose down, so it will move forward. Not all the way down, though, or you'll move too fast. Look at your radar at the top left part of the screen. See the red dot? Move towards it. You should be going forward at a good speed, and heading over land. When you see your first gun, you should be at least 360 feet in the air. On the ground in front of you, there will be 4 visible guns, designated by orange dots. Shoot at least 3 of them by moving the cursor over them, and pressing L or R.

Once that's done keep going in the same direction. You'll see water, and a blue line that connects to an island. On the island is a sharp-shooting gun that will shoot at you the moment it appears on screen. To avoid it, don't go directly at it. Instead, sort of strafing to the left a little, and shoot it at an angle, avoiding the gun's fire. Keep going after that, still following the red dot, until you see land again, and a forest.

In this forest are 5 hidden guns. You won't see them until they shoot at you, or when your cursor moves over them. So in order to combat that, you should really just keep shooting in that area, constantly. Also, you should slow down to 85 MPH or so, so it's easier to avoid the orange gun fire that comes towards you. Also, you should've reached the 630 ft maximum altitude by now. Stay at that height.

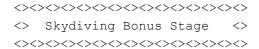
Just beyond the forest with the hidden guns, is the heliport, and with it, comes a TON of guns on the ground. Luckily, you can see them all. So once you've taken down the 5 hidden guns, start shooting rapidly at the guns next to the heliport. My rule of thumb is that if it shoots at you, shoot at it. Not all the guns will fire immediately, so just keep to that rule. It'll make landing 100x easier if you shoot all the surrounding guns. Avoiding the gun fire will be the hardest part, but should be easier if you slowed down your helicopter.

Once ALL the guns are destroyed in the area, and the air is peaceful, you can start to land on the heliport. Luckily, there is no time limit here, so take as much time as you need. But you'll still need to watch your fuel. Slow down steadily, but not too fast. Your first goal is to just lose your altitude. If the game tells you that you're losing altitude too fast, then speed up. Be sure to keep your helicopter directly over the H symbol while going down. And also be sure to watch the circle next to your radar on your HUD. It'll tell you if

you're facing the horizon or not. Look at the HUD section of the FAQ for more. If you've adhered to everything so far, you should be slowly going down, while facing the horizon. Don't rush it, and you'll do just fine. Land, pick up the people, and you'll be done with the level! And the game!
For rescuing the people, you'll receive the highest award you can get, the Golden Pilot's Wings. CONGRATULATIONS! You've beaten Pilotwings! Now sit back and watch the ending, and the credits! Yeah! Exclamation mark!
/
Here's all the passwords to help you through the game.
here's all the passwords to herp you through the game.
Lesson 2 - 985206 Lesson 3 - 394391 Lesson 4 - 520771
Secret Command Level 1 - 108048
Lesson 5 - 400718
Lesson 6 - 773224
Lesson 7 - 165411
Lesson 8 - 760357
Secret Command Level 2 - 882943
6. Bonus Stages/
During any of the Rocket Belt, Hang Gliding, or Skydiving lessons, there are

During any of the Rocket Belt, Hang Gliding, or Skydiving lessons, there are moving platforms. If you successfully land on it with any of these vehicles, not only will you get an automatic 100 points on the objective, but you also will be taken to a Bonus Stage. Once there, you can earn bonus points to be added to your total score on the vehicle objective. This is really nice when you need some extra points in the later lessons. Here are some tips on landing on the moving platforms.

Special thanks to Anonymous for his/her tips on landing on the moving platform:



When you start, immediately rotate 90 degrees to the right, and ignore the rings. Hold that position until about 630-640 ft, then release the parachute. As soon as you do, make a U-turn, and go forward until you are at about 225 ft. Then rotate 90 degrees right, and line yourself up with the moving platform track. When you reach the track, the platform should pass underneath you and then return underneath you (going the same direction as you). As soon as you see the platform, press down on the Control Pad, and hold.

The actual bonus stage is this: You are a penguin, and you must high-dive into

a nice cold pool of water. Ropes on the water designate the point values for landing in each area. Land in the middle, and get 30 points. <><><><><><> <> Hang Glider Bonus Stage <> <><><><><> When you start, fly over the thermal current, and wait until the Hang Glider levels out. Then push up on the Control Pad, while pushing right, and drop to about 150 feet. Then quickly pull up, and line yourself up with the target. Keep going at a steady pace, and keep flaring (push down on the Control Pad) just before the shadow hits the bottom edge of the target. During this, you should be no higher than 25 feet. <><><><><><><><> <> Rocket Belt Bonus Stage <> <><><><><><> Before you start, you should be able to use the slow jets to hold at 10 feet, and be able to move forward at 10 feet. Do the objective, and once you have to land, head towards the track of the moving platform. Make it so you can see the platform, by staying near the corner of the track. As soon as the edge of the platform hits your shadow, drop immediately. The actual bonus stage is this: You are a man with wings, and you must jump on the trampolines and hit the P blocks as you bounce. Hit as many as you can, and use the Control Pad to move around while in the air, and use L and R to switch views. After you land on the second trampoline, you will have to land in the water/target. Try to bounce on the trampoline straight ahead of the second one, and then move to the middle of the large target, for an easy 30 points. ----- 7. Legal Stuff/Special Thanks \_/-----\_\_\_\_\_/----------\ Thanks to: CJayC - For making the site, of course. And because I'm a total kiss-up... Nintendo - For making this game and taking away countless hours of my life. osrevard - For making the ASCII art, as I stated earlier.

Fist of Heaven - For making an already great FAQ for this game. Check his out!! Anonymous - For his tips on landing on the moving platforms.

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