

Vortex (Import) FAQ/Walkthrough

by Simon

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Vortex FAQ/Walkthrough - V 1.0 by Simon (thiagosimoes84@hotmail.com) - Aug/2002

Table of Contents

- 1 - Presentation
- 2 - Controls
- 3 - Walkthrough
- 4 - Secrets
- 5 - Credits

1 - Presentation

Vortex is one of the numerous games released using the famous FX chip for SNES. All the games that used this chip were Yoshi's Island, Doom, Winter Gold, Dirt Trax FX, Star Fox, Stunt Race FX and Vortex. There is also a prototype of Star Fox 2, available around the Internet (for playing with emulators), but never really released for SNES, Super Famicom or Satellia View. Most people also talk about a game which would use this chip, but was cancelled -- FX Fighter. This game would be a 3D Fighting game, pretty much as Virtua Fighter or Tekken, but cheer up, there's a 3D Fighting game on SNES -- Ballz 3D. This is a pretty good game if you ask me, and... uh, let's just talk about Vortex :) Vortex is a very good game. It is a blend of 3rd person shooter, 1st person shooter, platformer, flight sim, mech sim and racing. Wow! The game uses a modern 3D engine for its time, but it was too much to SNES handle with the deserved care. I guess this game may be considered the first 3D platform game ever, since in later levels you have to jump broken pathways, but you can also jump in order to avoid some aerial and terrestrial foes. But, essentially, Vortex is a shooter game, pretty much as Mechwarrior series. In Vortex, you take the control of a Mech with an ability called Morphing Battle System. This means that your Mech may morph into a Sonic Jet or a Land Vehicle. This open up doors to a rather diverse gameplay, but also makes the controls more difficult to learn. Overall, Vortex is a very underrated game, with some flaws, but quite fun if you can overpass most of its challenges -- and this won't be an easy task.

2 - Controls

- + Walker Mode
- Press Control Pad left to turn left
- Press Control Pad right to turn right

- Press Control Pad up to go faster
- Press Control Pad down to go slower
- Press "Y" to fire the left weapon
- Press "A" to fire the right weapon
- Press "X" to jump
- Press "B" to face backwards
- Hold down "L" and press "X" for Jet Mode
- Hold down "L" and press "B" for Land Burner Mode
- Hold down "R" and press "Y" to swap left weapon
- Hold down "R" and press "A" to swap right weapon
- Hold down "L" and press left Control Pad to swivel view
- Hold down "L" and press right Control Pad to swivel view
- Press "Select" to transform (*)
- Press "Start" to pause the game and access the map of the current stage

+ Sonic Jet Mode

- Press "X" to thrust
- Press "B" to Brake
- Press "A" or "Y" to fire weapon
- Hold down "R" and press "B" to change between Laser/Cannon
- Hold down "L" and press "B" for Land Burner Mode
- Hold down "L" and press "A" for Hard Shell Mode
- Hold down "L" and press "Y" for Walker Mode

+ Land Burner Mode

- Press "A" or "Y" to fire weapon
- Hold down "R" and press "B" to change between Laser/Cannon
- Hold down "L" and press "X" for Jet Mode
- Hold down "L" and press "A" for Hard Shell Mode
- Hold down "L" and press "Y" for Walker Mode

+ Hard Shell Mode

- Press "L" and "R" together to trigger Electrobomb
- Hold down "L" and press "B" for Land Burner Mode
- Hold down "L" and press "X" for Jet Mode
- Hold down "L" and press "Y" for Walker Mode

* "Select" button works as a morph selector. While in Walker Mode, you will change to Sonic Jet. While in Sonic Jet, you will change to Land Burner. While in Land Burner, you will change to Hard Shell. While in Hard Shell, you will change into Walker.

Morphing Battle System

```

+-----+
| Walker Mode |
+-----+-----+-----+
| Weight: 9800 | Height: 5.5 M | Speed: 60 KPH |
+-----+-----+-----+
| Pick up items in Walker Mode |
+-----+-----+-----+
| 3 Forward Speed 1 Reverse |
+-----+

```

Walker Mode - This is the principal mode of the MBS. It has 3 forward speeds and one reverse. It can Jump high in the air and spin to face backwards. This is the only mode in which objects can be picked up and stored. Weapons available are the Cannon, the Laser, the Multi-Rocket Launcher, and the Seeker Missile.

+-----+

```

| Sonic Jet Mode |
+-----+-----+-----+
| Weight: 9800 | Height: 1.3 M | Speed: 260 KPH |
+-----+-----+-----+
| Features: Hi-Thrust, Air Brake |
+-----+-----+-----+
| Caution: High Energy Usage |
+-----+-----+-----+

```

Sonic Jet Mode - This is the fastest mode of the MBS, but also the one with the highest gas usage. Use this for reconnaissance and high speed strafing. Remember though, you can't stop while you're into Sonic Jet Mode. Weapons available are the Cannon and the Laser.

```

+-----+-----+-----+
| Land Burner Mode |
+-----+-----+-----+
| Weight: 9800 | Height: 1.3 M | Speed: 160 KPH |
+-----+-----+-----+
| High Speed, All Terrain Capability |
+-----+-----+-----+
| 3 Forward Speed 1 Reverse |
+-----+-----+-----+

```

Land Burner Mode - This mode is nearly as fast as Sonic Jet, but uses less gas. You can use a boosted jump to clear obstacles and gaps. Weapons available are the Cannon and the Laser.

```

+-----+-----+-----+
| Hard Shell Mode |
+-----+-----+-----+
| Weight: 9800 | Height: 1.3 M | Speed: 10 KPH |
+-----+-----+-----+
| This mode immune to attack |
+-----+-----+-----+
| Features: Electrobomb, Solarcharge |
+-----+-----+-----+

```

Hard Shell Mode - This is the defensive mode of the MBS. When in Hard Shell your shield is invulnerable to attack. Energy is expended though, whenever a hit is absorbed. The only weapon available is the Electrobomb, which can destroy many enemies at once. Your energy can be recharged by solar power in Hard Shell Mode.

-- -- -- -- -- In some stages, Defense Droids may assist you -- -- -- -- --

3 - Walkthrough

Training 1 - Weapons Test

How to access: Select Start/Training.

Briefing: The simulator will place you in a battle arena. Your task is to destroy 30 alien craft. The Mother Ship will pick you up at the end of your mission. You have 600 seconds to complete this task.

Modus Operandi: Pretty easy task here. You probably won't need help, since you just have to bash everything that moves or shoots you. Use your map to avoid getting lost. Don't forget to test everyone of your Mech's abilities. Just a tip: instead of using the combo buttons to change the battle system, just use "Select" button. This is a lot easier. When you finish off with 30 enemies, the Mother Ship will come to get you. Congratulations, Training Level 1 Complete!

-----V-----O-----R-----T-----E-----X-----

Training 2 - Navigation Test

How to access: Select Start/Training, and when the description for Training 1 appears, press Control Pad down once.

Briefing: The simulator will place you in an alien base. Your task is to navigate the obstacles and meet the Mother Ship at the M-Pad pick up point. You cannot use Jet Mode for this task. You have 600 seconds to complete this task.

Modus Operandi: Another pretty easy task. This one is even easier than the 1st! All you have to do is switch to Land Burner Mode and avoid the traps and shoot down the enemies. The path is very linear, and there is no way you can get even get lost! Eventually, you will step onto the M-Pad pick up point and the Mother Ship will come to get you along. Congratulations, Training Level 2 Complete!

-----V-----O-----R-----T-----E-----X-----

Training 3 - Seek and Destroy

How to access: Select Start/Training, and when the description for Training 1 appears, press Control Pad down twice.

Briefing: The simulator will place you in an alien base. Your task is to destroy all five pyramid drone generators. Make use of your map to locate the generators. Stray too far from the route and you will be in no mans land. After all five generators have been destroyed the Mother Ship will pick you up. You have 600 seconds to complete this task.

Modus Operandi: Right after you land, press "Start" button. You'll be presented to the stage map. The green points are obstacles, or wall limits. The yellow arrow is you. And these 5 flashing brown points are the generators. They look like an Aztec pyramid, coloured in tan and the base in green. Your task is very simple, just approach them and shoot like crazy. They will also shoot you back, but these generators can not move. The best thing you can do is to change to the Land Burner Mode, and keep shooting down the enemies. When you find one of the generators, reduce the speed and just shoot. Follow the map constantly in order to avoid getting lost. Eventually, you will destroy the fifth generator, and the Mother Ship will come to pick you up. Congratulations, Training Level 3 Complete!

-----V-----O-----R-----T-----E-----X-----

Level 1 - The Vortex

How to access: Select Start/Game.

Briefing: Travel through the Vortex to the Aki-Do System where the Aki-Do Forces await and the pieces of core are hidden. Destroy as many of the enemy fighters as possible to hinder their chances of ruling our planetary system. The Warrior Crixus is blocking the entrance to Aki-Do system.

Modus Operandi: Not much advice, also. The map is, uh... not useful at all. You are inside a corridor, moving forward and shooting enemies. Change to the Sonic Jet Mode to gain more speed, but beware the enemy shots. Eventually, you will be ordered to destroy the Warrior Crixus.

Boss Battle - Warrior Crixus

This guy is no walk in the park! The best thing you can do is to stick to the Sonic Jet Mode and shoot like crazy. Use your secondary weapons wisely for a better performance. When the Boss shoots the Seeker Missile, quickly change to

Hard Shell Mode in order to avoid damage. While in Hard Shell Mode, firing Electrobombs will not be very helpful, since they cause a very low damage. After a while, the annoying Warrior Crixus will be history. Congratulations, Vortex Complete!

-----V-----O-----R-----T-----E-----X-----

Level 2 - Cryston - Ice Planet

How to access: Finish Level 1, or input password YFGJW and select Start/Game. Briefing: Our scientists are being held by the Aki-Do Forces. Explore Cryston's underground tunnel system and collect the three pass disks. These will unlock the prison building and release the captive scientists. Defeat the Warrior Darius and his Battle Droid to retrieve the first Core Segment.

Modus Operandi: Freedom, at last. Start shooting down the enemies right after you land. Access your map to see where are the limits of the walls. Walk up and get the key (it is inside the ball shaped item). Now, you can unlock triangular locks. Unlock the door in the very front of you. But do not enter the elevator yet. Instead, walk behind the entrance to the elevator, and keep walking up. You will get a Missile Bonus inside one more ball shaped item. Everytime you see one of them, you will get a goodie. From now on, I'll call them just BS. Right after you get the Missile Bonus, keep heading up, shoot down the enemies, and jump the red/blue flat drawing on the floor. These are Mantraps, and they will steal energy if you walk above it. After jumping the Mantrap, keep heading up, and you will see another BS. Get the Square Key on it. Now, it is time to head way back to the elevator. When you get near, enter the elevator. Your view will be switched to the 1st person perspective. Inside, avoid the Gates, shoot down the huge red missiles before they hit you, and jump the Mantraps. You can differentiate the enemies by watching the introduction of the game, where the game tells you what are items, what are enemies and what are passages. If you change to the Sonic Jet Mode, do not worry about jumping Mantraps. Anyway, follow the linear path, until you exit the elevator.

[To be continued...]

-----V-----O-----R-----T-----E-----X-----

Level 3 - Voltair - The Sky World

How to access: Finish Level 2, or input password RWXVP and select Start/Game. Briefing: Voltair is the mysterious world of trapped asteroids. Centuries ago, the trapped asteroids formed a speed track for racing. You have 150 seconds to get to the end of the track before the Warrior Sparticus throws the second Core segment into the abyss. Defeat the Warrior Sparticus and his Jetbooter Battle Droid, then retrieve the second Core segment before it is lost forever. The Sonic Jet is almost useless in the heavy gravity of Voltair. Fuel only lasts in ten second spurts before you must refuel. Use the Land Burner for the fastest route.

Modus Operandi: Not ready yet.

-----V-----O-----R-----T-----E-----X-----

Level 4 - Thermis - The Desert Planet

How to access: Finish Level 3, or input password DHLNC and select Start/Game. Briefing: The planet Thermis is the main power source for the Aki-Do Forces. Shut down the five reactors by solving the 5 flash locks located on the planet. The flash locks will show a sequence of shapes, remember the sequence and enter

it to solve the lock. Shoot the matching cubes to enter the sequence. Destroy the Warrior Alexander and his fearsome Desert Rat Battle Droid to rescue the third Core segment.

Modus Operandi: Not ready yet.

-----V-----O-----R-----T-----E-----X-----

Level 5 - Magmemo - The Lava Planet

How to access: Finish Level 4, or input password BGVRG and select Start/Game.
Briefing: It is known that a Core segment is being held in the old mine system of Magmemo. You must reactivate the mine shaft by collecting the energy balls scattered around Magmemo's surface. Place them in the four energy points. The fourth Core is located in the mine tunnels but expect resistance from the powerful Xerxes and his Magma Marauder once it is retrieved.

Modus Operandi: Not ready yet.

-----V-----O-----R-----T-----E-----X-----

Level 6 - The Vortex (2)

How to access: Finish Level 5, or input password JNBTK and select Start/Game.
Briefing: The Aki-Do are heading back through the Vortex to destroy the Citadel of Trantor. Take out as many Aki-Do craft as possible. The final Core is being held by an ominous Warrior called Pompey in the final stages of the Vortex.

Modus Operandi: Not ready yet.

-----V-----O-----R-----T-----E-----X-----

Level 7 - Trantor - Home to the Core

How to access: Finish Level 6, or input password XLQMB and select Start/Game.
Briefing: The Black Troop plans to destroy the Citadel of Trantor, home of the Core. The Aki-Do Forces are making their last stand on the water planet. They have locked the pathways of Trantor with their flash locks. Destroy the Aki-Do horders, but beware of the powerful Black Troop master, Vercingetrix who is guarding the Core housing. Be careful when using the Jet. If you run out of fuel you will not be able to land on the water surface.

Modus Operandi: Not ready yet.

4 - Secrets

Input the following passwords to unlock the secrets:

Infinite Ammo - WSVTQ

Invincibility - HVZSM

Infinite Lives - JTTSJ

Level Switch - CTGXF

To use the level switch, start a regular game, then use UP or DOWN on the D-Pad to change your starting level.

Source: Gamefaqs.com

5 - Credits

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Contact me through my e-mail: thiagosimoes84@hotmail.com

Thanks goes to:

-GOD, for All.

-Mom, for listening all my my stuff :)

-You, for reading this FAQ.

I hope you enjoyed!

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See you!

----- The End? -----

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