Star Wars Rogue Leader: Rogue Squadron 2 FAQ

by reggemS   Updated to v1.9 on May 21, 2002

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    STAR WARS

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                      Version 1.9

                      By: reggemS


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          NOTE:  New entries are marked with a "##-NEW-##"
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I.  GENERAL QUESTIONS
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"Is this game worth buying?"

   Yes, yes, and um, yes. Many people agree with me in saying that this is
   one of the best Star Wars games yet. If you're still not convinced, go
   out and rent it. I'm sure you will not complete this game before you
   have to return it. And by that time you should be hooked through the
   nose.

"Does this game take long to finish?"

   To finish, no. To complete, yes.

"What do you mean?"

   There are 10 regular levels to finish. There are also 5 bonus missions.
   To gain access to the bonuses you must do extremely well on the regular
   missions. Completing that game requires a lot more than just making it
   to the end credits.

"What do I need to complete the game?"

   Completing the game requires getting 15 Gold Medals and 15 Ace Medals.
   Read through this FAQ. It will answer many of your questions. If you
   find that you need more in-depth help on a certain level then you should
   check out the Rogue Leader FAQs on Gamefaqs.com.

"I thought all I needed to do was read _this_ FAQ!"

   This FAQ has many of the questions that are asked every day on the
   message boards of Gamefaqs.com. Walkthroughs of each level have been
   posted by many other people there. This FAQ is to help answer more of
   the general questions you may have about the game.

"Don't you just love 'Rouge Leader'?"

   Unless you're into wearing makeup while you play video games, then my
   answer is 'no'. You probably mean 'Rogue Leader' and then my answer
   would be 'yes, definitely'. (Jay87)

"That's a pretty cool reflection in the Imperial hangar, isn't it?"

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   No, actually the entire hangar has been reproduced upside down underneath
   the floor.  If you use the `Walk through walls' cheat you can see it.

"Do Stormtroopers count towards kills?"

   No.

"Does every enemy count towards kills?"

   No.  The fastest way to find out what will count is to use your targeting
   computer.  If an enemy is highlighted then it will count.

"Do AT-ATs count?"

   Yes, but if you want them to count towards your shot percentage you have
   to aim at their bodies, not their legs.

"Can you blow up AT-ATs in this game?"

   Only if you trip them first.  They're impossible to destroy if they are
   walking.  (kriad)

"Why is my 'Targeting Computer Efficiency' always so low?"

   This statistic starts at 100% and drops whenever you use your Targeting
   Computer.  Don't use your computer unless you really need to.

"If you finish all five save slots with 15 Gold and 15 Ace Medals do you
   get anything cool?"

   No, just visions of TIEs when you close your eyes, sega thumb (that
   little callus on your playing finger), and slightly annoyed loved ones.

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II.  CODES AND CHEATS
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"What are the currently known codes?"


Unlimited Lives        after entering JPVI?IJC then enter RSBFNRL
Level Select           after entering !??QWTTJ then enter CLASSIC
All Upgrades           after entering AYZB!RCL then enter WRKFORIT
The Asteroid Field     after entering TVLYBBXL then enter NOWAR!!!
Death Star Escape      after entering PYST?OOO then enter DUCKSHOT
Triumph of the Empire  after entering AZTBOHII then enter OUTCAST!
Revenge on Yavin       after entering OGGRWPDG then enter EEKEEK!
Endurance              after entering ?WCYBRTC then enter ??MBC???
Ace Mode               after entering U!?!VWZC then enter GIVEITUP ##-NEW-##
Naboo Starfighter      after entering CDYXF!?Q then enter ASEPONE!
Millennium Falcon      after entering MVPQIU?A then enter OH!BUDDY
TIE Fighter            after entering ZT?!RGBA then enter DISPSBLE
Slave 1                after entering PZ?APBSY then enter IRONSHIP
Imperial Shuttle       after entering AJHH!?JY then enter BUSTOUR
Tie Advanced X1        after entering NYM!UUOK then enter BLKHLMT!
Buick                  after entering !ZUVIEL! then enter !BENZIN! ##-NEW-##
Black & White Mode     LIONHEAD
Audio Commentary       BLAHBLAH
Music Hall             COMPOSER
```

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Art Gallery           EXHIBIT!
Documentary           ?INSIDER
Credits               THATSME!
```

"Wasn't there a cheat used to walk through walls?"

   Yes there is. It's more of a glitch than a cheat though. To do it you
   just walk up to a wall and hold the control stick and c stick up and
   repetitively press x.


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III. UPGRADES

"How do I get upgrades?"

   First you have to find the upgrade. Once you've found it you have to
   complete the level. If you don't then you will have to fly it again
   until you finish the mission with that upgrade.

"Where do I find the upgrade on ___MISSION___?"

   Advanced Shields - Death Star Attack - At the start of the 2nd stage,
   dive close to the ground. Turn about 15 degrees to the left. It's
   sitting on a small building next to a turret.

   Advanced Proton Torpedoes - Ison Corridor Ambush - At the beginning of
   the level, dive down under the Frigate to fly through a large piece of
   debris. The powerup is inside of it.

   Advanced Lasers - Battle of Hoth - After the AT-ATs blow up the shield
   generator, fly back to it to find the upgrade in the rubble. These are
   VERY helpful.

   Advanced Cluster Missiles - Prisoners of the Maw - In between the
   weapons storage and communications tower, there's a dome. Bomb it for
   the upgrade.

   Advanced Proton Bombs - Razor Rendezvous - Go as fast as possible to the
   other side of the Star Destroyer to see a Lambda shuttle. Kill it for
   the upgrade. It will run away if you wait too long.

   Homing Proton Torpedoes - Vengeance on Kothlis - Once you get to the
   Destroyer, fly through a hole on the left side of the bridge.

   Advanced Concussion Missiles - Imperial Academy Heist - In your Y-Wing,
   fly through one of the hangers at the academy.

   Cluster Proton Bombs - Imperial Academy Heist - Take a speeder during
   the night and fly through the hanger on the opposite side of the academy
   from the Concussion Missile Upgrade.

   Homing Concussion Missiles - Raid on Bespin - Take out the balloon at
   the beginning, and head to the second platform. Blow up the tanker, and
   in the rubble of the tanks will be the upgrade.

   Homing Cluster Missiles - Battle of Endor - Take out the left Star
   Destroyer, and wait until it falls all the way. While it's hanging
   there in space, fly down to it. The upgrade will be in the hanger.
   (Kudos to whoever figured out this easier way to get it)
```

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   Advanced Targeting Computer - Strike at the Core - At the final
   straightway before the core, fly under some pipes on the right side.

"Aren't there any codes for upgrades?"

   Yes there is.  See the "What are the codes" section.

"Where are the Level Walkthroughs?"

   Since so many others have done FAQs I didn't want to take too much away
   from their efforts.  You can get that information from:

   http://www.gamefaqs.com/console/gamecube/game/32500.html


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IV.  TRAINING MISSION FAQs
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"What are the requirements to complete this mission?"

   You must go through all twelve training insignias.  You must beat Wedge
   on _both_ Beggar's Canyon tracks.  You must beat Biggs and Wedge on
   _both_ Tosche Station races.  You must shoot sixty (60) Womprats.  You
   must find five (5) Bantha herds, three (3) Dewbacks, two (2)
   Sandcrawlers, the crashed TIE Fighter, the Kraayt Dragon bones, and the
   bonus item during _each_ of the four times of the day.

"What is the 'Womprat trick'?"

   This is a technique used to make it easier to get more than 60 Womprats.
   To do it simply fly around the herd of Womprats three of four times
   until they've all bunched up under the rebel insignia.  Then fly through
   the insignia and take out as many as you can.  It's possible to get as
   many as 150 Womprats using this method.

"How do I find all of those things?"

   For all but the bonus item in each mission the radar will direct you to
   each item.  To find the last bonus item it will depend on what time of
   the day you are set on.

"Where are the Kraayt Dragon bones?"

   Near a Bantha herd in the vicinity of the Sandcrawler that is near the
   Womprat Valley.

"Where is the crashed TIE Fighter?"

   In the center of Mos Eisley.

"What are the four times of the day?"  "What are the bonus items?"  "Where
   can I find them?"

   06:00:00    Blow up Jabba's Palace (after finding it) and you'll find
                  C-3PO inside.
   12:00:00    A crashed escape pod.  It is located between Jabba's
                  Palace and Tosche Station.
   18:00:00    Blow up Jabba's Palace (after finding it) and you'll find
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                    C-3PO inside.
    00:00:00    Blow up the Sandcrawler near the Womprat Valley (after
                finding it) and you'll find R2-D2 inside.
```

"How do I change my GameCube's internal clock?"

   Turn off the GameCube. As you turn it back on hold the green "A" button
   down until you reach the Setup Menu. Once there go to the "Calendar"
   sub-menu. Press the "A" button and then select "Time" with the control
   stick. Press "A" again to change the time. Once you have entered the
   next time setting press "A" once again. Press "B" twice to return to
   the main menu and select the "Game Play" sub-menu. Then press "A" and
   the "Start".

"Isn't there an easier way to beat Track 1 on the Beggar's Canyon race?"

   Yes, just after it's displayed "Track 1" do a quick turn around and
   speed down Track 2. Once you've reached the end you'll get credit for
   finishing Track 1.

"During the Tosche Station race I keep getting beat or the other ships ram
   me."

   If you fly just slightly above the other ships you won't get hit. Also,
   you don't have to hit the direct center of each checkpoint. A glancing
   blow will do, just enough to turn it green. Keep a close eye on your
   booster and use it every chance you get.

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V.  PLAYABLE SHIPS
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"What do you have to do to get access to the ___SHIP___?"

1. Incom T-16 Skyhopper

   You get to fly this during the Tatooine Training mission.

   "Can it be flown on any other missions?"

      No.

2. X-Wing

   You get to fly this during the very first regular mission.

3. Y-Wing

   You get to fly this after finishing the very first mission.

4. A-Wing

   The first chance to have access to this ship is during the third part
   of "Ison Corridor Ambush". After that mission you can fly the A-Wing
   during any mission that allows it.

5. B-Wing

   Once you have flown "Razor Rendezvous" this ship becomes flyable.

```
6.  Naboo Starfighter

    You must complete the Tatooine training mission on all four (4) times
    of the day.
            <see "Tatooine Training FAQ's" section for more info.>

    "Isn't there a code that I could use to get it a lot faster?"

        Yes there is.  See the "What are the codes" section.

    "Okay, I have it.  Why can't I use it?"

        You have to finish all 10 regular missions first.

7.  TIE Fighter

    You must have captured the TIE Fighter during the "Imperial Academy
    Heist" mission in _both_ the day and nighttime missions.

    "There are two different missions for "Imperial Academy Heist?"

        Yes there are.  Once in the afternoon and once at night.

    "How do I fly both of them?"

        The fastest way is to change the GameCube's internal game clock to
        both settings.

    "What are the two times?"

        12:00:00
        00:00:00

    "How do I change my GameCube's internal clock?"

        Turn off the GameCube.  As you turn it back on hold the green "A"
        button down until you reach the Setup Menu.  Once there go to the
        "Calendar" sub-menu.  Press the "A" button and then select "Time"
        with the control stick.  Press "A" again to change the time. Once
        you have entered the next time setting press "A" once again.  Press
        "B" twice to return to the main menu and select the "Game Play"
        sub-menu.  Then press "A" and then "Start".

    "Is the TIE in the same place on both time settings?"

        No, during the day mission the TIE is near a communication tower
        just to the right of your starting place.  You will need to Ionize
        _all_ the sensors before finding it.  During the night mission
        you'll find the TIE if you fly to the left of the very last sensor
        and continue to the end of the ravine.

    "I've found the TIE during the day but I can't capture it."

        Ionize the tower first.  If the TIE doesn't take off then ionize it
        once as well.  After it has started flying it will start flying
        around in circles.  Ionize it once after it has taken off and it
        should land.  Once it has landed a rebel insignia will appear above
        it.  Fly into the symbol and you will be able to fly the TIE.  Once
        you've finished the level you will have captured it.
```

"I've found the TIE during the night but I can't capture it."

   After you first spot the TIE at the end of the ravine you'll notice
   a small black speck to the left of the building. That speck is the
   TIE's pilot. Shoot him and an insignia will appear above the TIE.
   Fly into it and you will be able to fly the TIE. Once you've
   finished the level you will have captured it.

"Isn't there a code that I could use to get it a lot faster?"

   Yes there is. See the "What are the codes" section.

"Okay, I've captured the TIE during the day _and_ night. Where is it?"

   It'll be in a smaller hangar in the back-right, just behind the
   Falcon.

8. Millennium Falcon

   You must get a Bronze Medal on _all_ ten regular missions.

   "Isn't there a code that I could use to get it a lot faster?"

      Yes there is. See the "What are the codes" section.

9. Slave 1

   You must get a Silver Medal on _all_ ten regular missions. You must
   also have a Silver Medal on "Death Star Escape" _and_ "The Asteroid
   Field".

   "If I used my bonus points to unlock other missions first can I still
   get the Slave 1?"

      No, you must have Silver on "Death Star Escape" _and_ "The Asteroid
      Field". Other bonus missions are nice but they won't count towards
      the Slave 1.

   "Isn't there a code that I could use to get it a lot faster?"

      Yes there is. See the "What are the codes" section.

10. TIE Advanced X1

   You can fly this during the two Imperial missions "Triumph of the
   Empire" and "Revenge on Yavin". To fly it in the other missions you
   must get a Gold Medal on _all_ fifteen missions. That _includes_
   "Endurance". You must also complete Tatooine training in all four
   times of the day.

   "Isn't there a code that I could use to get it a lot faster?"

      Yes there is. See the "What are the codes" section.

   "Okay, I've finished the game, I have all the Gold Medals but I don't
      see the TIE Advanced."

      It'll be in a smaller hangar along with the TIE Fighter (assuming
      you've unlocked it) in the back-right, just behind the Falcon.

```
11.  Imperial Shuttle

   This can only be flown during "Imperial Academy Heist" and on the two
   Imperial missions "Triumph of the Empire" and "Revenge on Yavin".  To
   fly it on the Imperial missions you must get a Gold Medal on _both_
   missions.

   "Can it be flown on any other missions?"

      No.

   "Isn't there a code that I could use to get it a lot faster?"

      Yes there is.  See the "What are the codes" section.

12.  Bespin Cloud Car

   This can only be flown during the second part of "Raid on Bespin".
   There are several locations where you can change to the Cloud Car
   around Cloud City.  Once you fly near one of these spots a rebel
   insignia will appear.  Fly through it to switch ships.

   "Can it be flown on any other missions?"

      No.

13.  The Buick

   This can only be accessed through the use of codes.  Check the "What
   are the codes" section.  ##-NEW-##

"Aren't there any other flyable ships?  I heard you could fly the TIE
   Bomber / Interceptor / Jedi Starfighter."

   As of right now those are just rumors.  There are most likely other
   flyable ships, however, none are known at the moment.

"Isn't there a TIE Bomber visible in the Imperial Hangar?"

   Yes, but it isn't reachable.

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VI.  MISSION FAQs
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"What do you have to do to get access to ___MISSION___?"

   Mission 1 - Death Star Attack     = Regular Mission.

   Mission 2 - Ison Corridor Ambush  = Regular Mission.  Finish Mission 1

   Mission 3 - Battle of Hoth        = Regular Mission.  Finish Mission 2

   Mission 4 - Prisons of the Maw    = Regular Mission.  Finish Mission 3

   Mission 5 - Razor Rendezvous      = Regular Mission.  Finish Mission 4

   Mission 6 - Vengeance on Kothlis  = Regular Mission.  Finish Mission 5

   Mission 7 - Imperial Academy Heist = Regular Mission.  Finish Mission 6
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   Mission 8 - Raid on Bespin        = Regular Mission.  Finish Mission 7

   Mission 9 - Battle of Endor       = Regular Mission.  Finish Mission 8

   Mission 10 - Strike at the Core   = Regular Mission.  Finish Mission 9

   Secret Mission 1 - Death Star Escape   = Costs 20 Points

   Secret Mission 2 - The Asteroid Field  = Costs 30 Points

   Secret Mission 3 - Triumph of the Empire = Costs 30 Points

   Secret Mission 4 - Revenge on Yavin     = Costs 40 Points

   Secret Mission 5 - Endurance            = Costs 20 Points
```

"Aren't there codes that I could use to get them a lot faster?"

   Yes there are. See the "What are the codes" section.

"How do I get points for bonus missions?"

   If you receive a Medal on a mission you are given points. The better
   the Medal the more points you get.

"What are the point values?"

```
   Gold Medal     10 Points
   Silver Medal    6 Points
   Bronze Medal    3 Points
   No Medal        0 Points
```

"If I've gotten a Silver Medal do I have to try again to get a Bronze?"

   No, if you recieved a Silver Medal you automatically get credit for
   gaining a Bronze. If you had gotten a Gold you'd have automatically
   recieved credit for getting a Bronze _and_ Silver. (PorkinsJr)

"Hey, I just flew ____ again. The first time I got a Bronze and this time
   I got a Silver. How come I only got 3 extra points instead of 6?"

   Each mission is worth a _total_ of 10 points, so if you only get a
   Bronze your first time through then there are 7 points left in that
   mission. Once you get a Silver you get 3 more points (having already
   recieved 3). Once you get a Gold you'll get the remaining 4 points.
   (Odwolda)

"Where are the Bonus Missions? I can't find them."

   The Bonus Missions are located above "Death Star Attack", "Battle of
   Hoth", and "Strike at the Core". You must complete and recieve a
   Bronze Medal on each of those levels before you can access the mission
   above them.

"Where is `Revenge on Yavin' and `Endurance'? I don't see them."

   To access "Revenge on Yavin" you must have completed and recieved a
   Bronze Medal on "Triumph of the Empire". To access "Endurance" you
   must have completed and recieved a Bronze Medal on "Revenge on Yavin".

Both missions are located to the right of "Triumph of the Empire".

"Do I have to buy the Bonus Missions in order?"

    No, but it is better to get them in order.

"Are all the battles from RL from the movies?"

    No, 6 of the 15 missions are based on scenes in the movies. 8 are
    original missions. (Zel the chao) (revised Meowthnum1)

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VII.  GOLD MEDAL REQUIREMENTS
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"What are the Gold Medal Requirements for ___LEVEL___?"

Mission 1 - Death Star Attack

Time: 6:05
Enemies: 91
Accuracy: 39%
Friendlies Lost: 0
Lives Lost: 0
Computer Efficiency: 100%

===

Mission 2 - Ison Corridor Ambush

Time: 4:11
Enemies: 40
Accuracy: 19%
Friendlies Lost: 2
Lives Lost: 0
Computer Efficiency: 72%

===

Mission 3 - Battle of Hoth

Time: 5:00
Enemies: 43
Accuracy: 53%
Friendlies Lost: 22
Lives Lost: 0
Computer Efficiency: 100%

===

Mission 4 - Prisons of the Maw

Time: 9:19
Enemies: 63
Accuracy: 75%
Friendlies Lost: 2
Lives Lost: 1
Computer Efficiency: 75%

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Mission 5 - Razor Rendezvous

Time: 1:19
Enemies: 10
Accuracy: 60%
Friendlies Lost: 0
Lives Lost: 1
Computer Efficiency: 85%

===

Mission 6 - Vengeance on Kothlis

Time: 9:55
Enemies: 100
Accuracy: 27%
Friendlies Lost: 2
Lives Lost: 0
Computer Efficiency: 85%

===

Mission 7 - Imperial Academy Heist

Time: 4:11
Enemies: 51
Accuracy: 49%
Friendlies Lost: 0
Lives Lost: 0
Computer Efficiency: 100%

===

Mission 8 - Raid on Bespin

Time: 6:40
Enemies: 110
Accuracy: 65%
Friendlies Lost: 29
Lives Lost: 0
Computer Efficiency: 72%

===

Mission 9 - Battle of Endor

Time: 10:00
Enemies: 60
Accuracy: 31%
Friendlies Lost: 6
Lives Lost: 1
Computer Efficiency: 80%

===

Mission 10 - Strike at the Core

Time: 5:05
```

```
Enemies: 41
Accuracy: 32%
Friendlies Lost: 0
Lives Lost: 1
Computer Efficiency: 95%

===

Secret Mission 1 - Death Star Escape

Time: 1:20
Enemies: 35
Accuracy: 16%
Friendlies Lost: 0
Lives Lost: 0
Computer Efficiency: 100%

===

Secret Mission 2 - The Asteroid Field

Time: 4:34
Enemies: 50
Accuracy: 10%
Friendlies Lost: 0
Lives Lost: 1
Computer Efficiency: 75%

===

Secret Mission 3 - Triumph of the Empire

Time: 4:00
Enemies: 32
Accuracy: 35%
Friendlies Lost: 3
Lives Lost: 0
Computer Efficiency: 100%

===

Secret Mission 4 - Revenge on Yavin

Time: 4:19
Enemies: 36
Accuracy: 65%
Friendlies Lost: 15
Lives Lost: 0
Computer Efficiency: 100%

===

Secret Mission 5 - Endurance

Time: 400:00
Enemies: 1300
Accuracy: 8%
Waves: 99
Lives Lost: 12
Computer Efficiency: 0%
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VIII.  ENDURANCE QUESTIONS
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"How do I get `Endurance'?"

   As with any bonus mission you have to have enough points to unlock it.

"Isn't there a code that I could use to get it a lot faster?"

   Yes there is.  See the "What are the codes" section.

"Is the mission difficult?"

   Not really, it's just long and boring.

"How long?"

   The requirements for Gold give you just over 6 hours to complete it.

"Ouch!  Is it possible to get less than 1300 kills?"

   It's possible, I guess, but not likely.  There are just too many enemies
   available to _not_ get 1300.

"How many are there?"

   1838.  1792 TIEs, 45 Shuttles, and Darth Vader.

"How do you know how many there are?"

   I did the math, and here it is:

      1 Squadron(S)=4 TIEs

      Wave 01 = 3S (12)
      Wave 02-09 = 5S per wave (20*8=160)
      Wave 10 = 5 Shuttles (5)
      Wave 11-19 = 5S per wave (20*9=180)
      Wave 20 = 5 Shuttles (5)
      Wave 21-29 = 5S per wave (20*9=180)
      Wave 30 = 5 Shuttles (5)
      Wave 31-39 = 5S per wave (20*9=180)
      Wave 40 = 5 Shuttles (5)
      Wave 41-49 = 5S per wave (20*9=180)
      Wave 50 = 5 Shuttles (5)
      Wave 51-59 = 5S per wave (20*9=180)
      Wave 60 = 5 Shuttles (5)
      Wave 61-69 = 5S per wave (20*9=180)
      Wave 70 = 5 Shuttles (5)
      Wave 71-79 = 5S per wave (20*9=180)
      Wave 80 = 5 Shuttles (5)
      Wave 81-89 = 5S per wave (20*9=180)
      Wave 90 = 5 Shuttles (5)
      Wave 91-99 = 5S per wave (20*9=180)
      Wave 100 = Darth Vader (1)


      (12+160)+(180*9)+(5*9)+1=X
```

172+1620+45+1=1838

"How should I go about flying this mission? Any tips?"

   You could probably dogfight until wave 50-60 but I usually don't go
   past wave 10. After that I use the Chicken Method.

"What is the `Chicken Method'?"

   This is a technique used during Endurance. Close your S-foils (if you
   have them) and fly past the oncoming group of TIEs (underneath is
   safer). Continue to fly away until they form a nice group behind you
   or until you reach the edge of the map. Turn around quickly and fire
   the oncoming TIEs. Once they've passed you repeat the maneuver. This
   takes a while but is safer and easier then dogfighting, especially
   once you've gotten past Wave 50.

   NOTE: Don't let the auto-turn take over. It is slower and allows the
   TIEs to catch up to you before you're able to fire at them. Keep a
   close watch on the red outline of the radar screen. When it starts to
   flash white, turn around.

"Which ship should I use to get the Gold Medal?"

   Whatever ship you're the most comfortable flying. Personally, I think
   it's easier in the X-Wing, but people differ.

"Do I have to complete all the waves to get the Gold Medal?"

   You must finish _all_ 99 waves of TIEs _and_ beat Darth Vader to get
   the Gold Medal.

"The requirements say that you can lose up to 12 lives. How is that
   possible? You only get three!"

   Every tenth (that's right, tenth) level there is a wave of Shuttles.
   If you destroy those you receive an extra life.

"Can you use the Infinite Lives code to get the Gold Medal?"

   You can unless you lose more than 12 lives. If you lose that 13th life
   then you can't get the Gold.

"Something's wrong. I have the command cross on the screen and it doesn't
   go away, even after I've died."

   Ah, welcome to the wonderful world of the game glitch. It's harmless,
   if not a bit annoying.

"I've finished every last wave _and_ I shot down Vader. Now my game's
   stopped responding and all I have is the music playing over a black
   screen."

   You've encountered the game's most aggravating glitch. There's nothing
   to be done but to play `Endurance' again. Sorry.

****
IX. ACE MODE QUESTIONS

"What is ACE mode?"

   It is unlocked once you have gotten all Gold Medals in all 15 missions.

"How do I turn it on?"

   You must have finished the game with all Gold Medals _and_ completed
   Tatooine training on all four times of the day. Then there will be an
   "Ace Mode" option under the "Special Features" menu. Set that to "On"
   and have fun.

"Isn't there an easier or faster way to get it?"

   Yes, there is now, thanks to LucasArts. Sadly, all you have to do now
   is enter a code. Check the "What are the codes" section. ##-NEW-##

"What does it do? Is it more difficult?"

   It makes the TIEs fly a bit better and they shoot more often. Their
   aim is better as well.

"What do I have to do to get an ACE medal in ___MISSION___?"

   Finish the mission. That is all that is required.

"Does that mean I can use the Infinite Lives code and beat the mission that
   way?"

   Yes it does, however, ask yourself if it really was a challenge. Ace
   mode really isn't that much difficult than the regular missions. If
   you've even gotten to ACE mode then you can certainly finish it without
   cheating (just my opinion though).

"Can I use the Infinite Lives code to beat `Endurance'?"

   Yes, again you will have to complete the entire mission. That includes
   beating Vader.

"What happens if I have all 15 Ace Medals?"

   You have the satisfaction of knowing you've beaten a great game. Now
   fill up your other four save slots. ;)

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X. DARTH BOB

"Who is Darth Bob?"

   "Darth Bob, only son of Mister and Missus Bail Bob of the Bobular
   Nebula. Graduated Magna-Cum-Bobda from Bobridge Academy. Joined the
   Imperial Forces before his 18th birthday. Was recruited to the super-
   secret Bob-Clone Project started by Darth Sidious himself. Trained in
   the Sith's Starfighter skills he became a very powerful Dark Jedi.
   During his final test he flew too close to Darth Sidious' craft and
   caused it to explode. Luckily, Darth Sidious planned for this
   eventuality and had a blank clone ready for his essence. His pupil was
   not so lucky. Forced to be cloned over and over again and stripped of

his Sith fighter training he is eternally cursed to fly directly into
   his foes. Feeling every explosion, remembering every death, he is
   truly in eternal agony. Thus ends the saga of Darth Bob."

Darth Bob is just a joke name for the Imperial pilot that always seems to
kamikaze you.

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XI. HARDWARE RELATED QUESTIONS

"How do I make my game look better?"

   Get yourself a HDTV (High Definition Television), and some GameCube
   component cables, then change your display settings to "Progressive
   Scan Mode".

"What is Progressive Scan Mode?"

   The image projected on your TV is made of lines. With Interlace, every
   other line is refreshed at a time. With Progressive Scan, every line is
   refreshed at one time, giving you a much clearer image.

"Why can't I change the setting from "Interlace"?

   Because you don't have a HDTV or the right cables. "Interlace" is
   default so if it's grayed out and can't be changed then that's your
   problem.

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CREDITS
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to weggy for allowing me the use of his "upgrades" information

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to warjacker for making me correct my math

to ImaLilPissed for helping to fix omissions/oversights

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VERSION INFORMATION
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 v1.9 - 5/21/02     Two brand-spanking new codes.

 v1.8 - 5/16/02     Fixed up a few inconsistencies.  Saw SW:AotC.  Loved it!

 v1.7 - 5/07/02     A couple new codes and I actually posted it this time.  Wow!

 v1.6 - 4/22/02     A couple new codes added.

 v1.5 - 4/05/02     A day can't even go by without a code update.

 v1.4 - 4/04/02     A new code and a revision.

 v1.3 - 3/22/02     Added a couple new cheat codes.

 v1.2 - 3/10/02     Added a few questions, fixed a few errors.

 v1.1 - 3/04/02     Spelling corrections and a few General Question additions.
                    "Upgrades" and "Codes and Cheats" sections switched around
                    to make it more newbie friendly.

 v1.0 - 2/24/02     What more do you need to know about it?  Heh.


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