

~Revenge on Yavin

~Endurance

Episode V: The Gold Medal Strikes Back

~Death Star Attack

~Ison Corridor Ambush

~Battle of Hoth

~Prisons of the Maw

~Razor Rendezvous

~Vengeance on Kothlis

~Imperial Academy Heist

~Raid on Bespin

~Battle of Endor

~Strike at the Core

~Death Star Escape

~Asteroid Field

~Triumph of the Empire

~Revenge on Yavin

~Endurance

Episode VI: The Strategies of the Jedi

Episode VII: Ships Reborn

~A-Wing

~Buick

~B-Wing

~Imperial Shuttle

~Millennium Falcon

~Naboo Starfighter

~Slave 1

~Speeder

~T-16

~TIE Fighter

~TIE Advanced

~X-Wing

~Y-Wing

Episode VIII: Jedi's Secrets

~Secret Ships

~Secret Modes

~Passcodes

~Ace Mode

~Rankings

~Medal Points

Episode IX: The End of the Trilogy

Don't want to skim through all that crap? Your desired place is at the other side of the Walkthrough? No need to worry. Here's how to get there quickly~

1. Highlight your desired location from the Table of Contents (preferably the episode and the sub-title). (NO '~' included!)
2. Press Ctrl + C
3. Press Ctrl + F
4. Press Ctrl + V
5. Press Enter

*If you're wondering why the weird titles? Well, I named those section after the titles of the episodes of the series. Here's the names:

- E1: The Phantom Meance (Legal Meance)
- E2: Attack of Clones (Attack of History, lame...)
- E3: Circle of Force (not sure about the title... Controls of the Force)
- E4: A New Hope (A New Walkthrough)
- E5: The Empire Strikes Back (Gold Medal Strikes Back)
- E6: Return of the Jedi (Strategies of the Jedi)
- E7: don't know, just made up (Ships Reborn)
- E8: don't know either (Jedi's Secrets)
- E9: dunno (End of the Trilogy)

```

-----X***~
-----X***~PREQUEL: THE LEGENDARY LEGEND
-----X***~

```

Yes, I wrote for a game that's a part of THE legendary Star Wars. I know, I know... 'But there's PLENTY of guides out there already!', "The game is OLD!, you old mutt!" I don't care. This game, in my opinion, ranks among the top 10 list of my favorite games. MY favorite games, NOT yours. We all have our right for an opinion. :) After seeing the guides on GameFAQs... some are very descriptive, very organized and some could've have waken the dead and killed them again. I'm not pointing to anybody, but ALL of them could've been better. Most of them looks like a half-assed attempt. That's why I decided to make a...

ULTIMATE STAR WARS WALKTHROUGH!

Corny, no? I don't care either way. I wanted to make a guide that had all of the tips for everything and be able to show you CLEARLY what to do. I added something that is a FIRST in the Star Wars guides: a text map. While it may not be clear and concise as the .gif or .jpg maps, it will help the readers.

You probably would say I am a pathetic little FAQ writer, after seeing how big the KB is, compared to the other FAQs currently up on GameFAQs. This FAQ is twice or thrice as big as some of the full FAQ/Walkthrough up! FAQ writers will probably bad-mouth me for putting in filler that increases the KB count so I can get to the honorable profilic list. I assure you, this document does not contain any unneeded information. The maps and the descriptive Walkthrough for the main missions and the Gold Medals are to blame.

Thank you and enjoy!

P.S. If you really think this is a filler-filled guide, tell where the filler is! There's no story section, no stupid challenges thing, no long FAQ, no unrequired information! Maybe this section, then! ^_^

```

-----X***~
-----X***~EPISODE I: THE LEGAL MENACE
-----X***~

```

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If I find out that somebody has been using this guide on their website without my permission, I will ask that person to take it off. It would save a LOT of trouble - mine and yours. Thank you.

```
-----X***~
-----X***~EPISODE II: THE ATTACK OF HISTORY
-----X***~
```

Version 1.3--- I'M ALIVE!!! I took some e-mails from last year (yeah, I saved (6/15/04) them) and updated minor errors.

Version 1.2--- Trimmed down the headers. Not a big update to you but it is to (5/10/03) me.

Version 1.1--- Just spellchecked and took off a big chunk of the guide at the (5/07/03) beginning because I had the similar one after the Walkthrough so...

Version 1.0--- Hmmm... Started up this guide. Has the Walkthrough, (3/22/03) Gold Medal Walkthrough, Controls, FAQ, Secrets and Ships.

```
-----X***~
-----X***~EPISODE III: THE CONTROL OF THE FORCE
-----X***~
```

The Gamecube controller is tricky to make an ASCII art for so... I'll just put down the buttons and its function. You should know where the buttons are, anyway.

A button--- Fire primary weapon
B button (tap)--- Fire secondary weapon
B button (hold)--- ignite ion cannon
X button--- Toggle between Chase Camera and Cockpit view.
Y button--- Call up Targeting Computer. Hold to make it stay up.
Pick up the upgrade to make the Computer stay up without holding the button.

L trigger--- Slow down the ship.
R trigger--- Speed up the ship.
R + L triggers--- Turn tighter

C-stick--- In cockpit mode: look around in the cockpit
Targeting Computer: Target specific ships
(with Upgrade only)
Normal view: move the camera around
Z button--- Roll ship.

C Up--- Form on the wing.
C Down--- Your wingmen flee.
C Left/Right--- Various commands

```
-----X***~
-----X***~EPISODE IV: A NEW WALKTHROUGH
-----X***~
```

For your information:

TT-----Tatooine Training
 DSA-----Death Star Attack
 ICA-----Ison Corridor Ambush
 BoH-----Battle of Hoth
 PotW-----Prisons of the Maw
 RR-----Razor Rendezvous
 VoK-----Vengeance on Kothlis
 IAH-----Imperial Academy Heist
 RoB-----Raid on Bespin
 BoE-----Battle of Endor
 SatC-----Strike at the Core
 DSE-----Death Star Escape
 AF-----Asteroid Field
 TotE-----Triumph of the Empire
 RoY-----Revenge on Yavin
 Endurance-----Endurance

I know it's pretty obvious but you will see those abbreviations throughout the Walkthrough and you might be confused if I never told you.

This Walkthrough only applies for BEATING the levels. If you want the Gold Medal Strageties, skip to the 'The Gold Medal Strikes Back' portion of the Walkthrough. Enjoy!

```

=====
|                                     |
|                 TATOOINE TRAINING |
|                 Episode N/A       |
|                 Training Mission  |
|                                     |
=====
  
```

This level is straightforward but you must completed it in 4 times of the day to get the secret ship, the Naboo Starfighter. You have to find everything plus 2 secret items and complete all of the objective to complete that time of the day. You have to do it all in 20 minutes. I'm going to be as straightforward with this as possible because I know people hate to look through some bullshit for a single item.

You can get them all IN ANY ORDER!

Here we go with some basics:

The Time Zones:

0:00-5:59
 6:00-11:59
 12:00-17:59
 18:00-23:59

You can beat them all in a few hours by changing your clock in the Gamecube. Simple as that.

```

+=~::~~::~~::~~+
=OBJECTIVES=
+=~::~~::~~::~~+
  
```

-Find all discovery items

-Finish all 12 challenges

-Finish all 3 womp rats challenge (20, 40, 60)

-Finish 1st in all FOUR races (2 in Beggar's Canyon and Tosche)

-Find all two secret discovery items (unique for each time of the day)

+~::~~::~~::~~::~~::~+
=RACES=
+~::~~::~~::~~::~~::~+

There are two starting points in the Tatooine Training races. However, there are four races that you must complete. The starting point is to the left of your starting point of the mission, out in the desert. The other one is in the canyon, the Beggar's Canyon. The canyon is surrounded by the challenge icons so you should be able to find it easily. The icons for the races are blue...

The Beggar's Canyon has two tracks... one to the left and one to the right. The track to the right is pretty easy, you just have to hug the wall to the right all of the way to the end. You can't really lose. The left track is very tricky... When you see the place where you have 3 options... take the middle or left one and follow the path until you see a path to the right, DEAD right. Take that path and head left to complete the race.

The Tosche Station is incredibly easy... You just use your boosts ASAP while touching the icons. You should just BARELY touch the icon to decrease your time. Beat it twice to fulfill the objective.

+~::~~::~~::~~::~~::~+
=WOMP RATS=
+~::~~::~~::~~::~~::~+

Having a hard time on the 60-kill objective? Here's a trick: just go around the Womp Rats twice before touching the icon so the Rats will herd into a big group. This way, you can shoot them without reaching out to distant rats. You can EASILY reach the 60-kill mark this way. I've killed 100 of them once!

+~::~~::~~::~~::~~::~+
=SECRET ITEMS=
+~::~~::~~::~~::~~::~+

Each time of the day has its own secret items. They are:

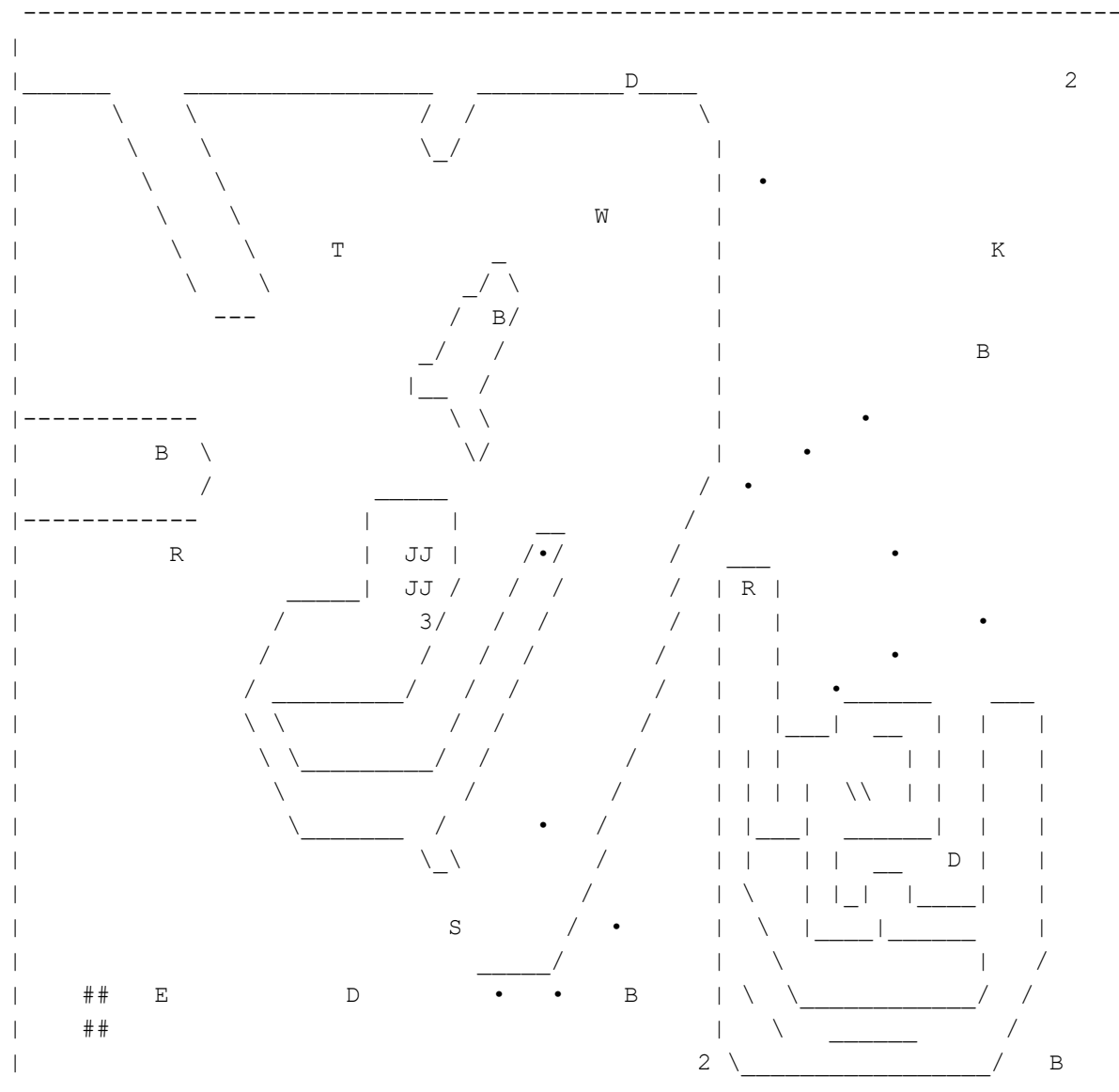
0:00-5:59: Kraayt Dragon; C3PO
6:00-11:59: Kraayt Dragon; Escape Pod
12:00-17:59: Kraayt Dragon; C3PO
18:00-23:59: Kraayt Dragon; R2

Refer to the map for the locations.

+~::~~::~~::~~::~~::~+
=MAP=
+~::~~::~~::~~::~~::~+

LEGEND

- Challenge
- S---Starting Point
- R---Starting Point of Race
- 2---R2/Sandcrawler
- K---Krayt Dragon
- D---Dewback
- T---TIE Fighter
- B---Bantha Herd
- E---Escape Pod
- J---Jabba's Palace
- 3---3CPO (inside the Palace)
- #---Tosche Station



Remember, complete:

- ALL 12 challenges (•)
- Find all items (Various letters: D, T, B, J)
- Find both secret items: (Depends on your time of day)
- Finish all 4 races in 2 locations(R)
- Kill at least 60 Womp Rats

If you do all of this in one run (20 minutes), you've completed the

Training for that time of day. Do it again on all times of the day to get the coveted Naboo Starfighter!

```
=====
|                               DEATH STAR ATTACK                               |
|                               Episode IV: A New Hope                          |
|                               Main Mission #1                               |
=====
```

Death Star Attack Chips & Bits

```
-----
Starting Aircraft: X-Wing
Other possible Aircrafts: Y-Wing
Tech Upgrade: Advanced Shields
```

```
#####
MEDAL REQUIREMENTS
#####
```

	Bronze	Silver	Gold
	=====	=====	=====
--Completion Time----	9:30	7:11	6:05
Enemies Destroyed----	21	52	91
----Shot Accuracy----	11%	19%	39%
--Friendlies Lost----	1	0	0
-----Lives Lost----	2	1	1
-----TCE----	10%	40%	100%

Welcome to the first level of the famed game, Rogue Leader: Rogue Squadron II. I really, really enjoyed this game so I decided to write a guide for this. I know there's 100 FAQs for this on GameFAQs and y'all don't need another one... but that's why I decided to try to write a 'ultimate FAQ' that will have more material and more help than any other FAQ for this Star Wars game. Hope you truly find this guide helpful! Let's go ahead to the first level!

```
+++++++
--OBJECTIVES--
+++++++
```

1. Destroy all deflection towers (10)
2. Destroy all TIE Fighters (23?)
3. Shoot Proton Torpedoes into the exhaust port (1)

After a cutscene, you will be told to destroy all deflection towers stationed on the Death Star. This is an ample task for a beginner, if you are one. All you have to do is look for a big tower and shoot it until it is destroyed. Easy said, easy done. There are 10 of them, just take your time and brake when you see one and shoot. Keep your squadron together, though. You don't have to release them yet. Never mind the gun turrets that are located on the surface. Just practice around with the controls and get 'comfortable' with the targeting. After you've destroyed all 10 towers, you will meet an cutscene.

*~*Completed Objective 1: Destroy all deflection towers*~*

Now your first REAL battle will proceed! This portion of the level is

pretty fun, but not the funnest. This part of the level is an excellent chance to gauge and practice your skills. You have to locate and shoot down all of the TIEs that hover around you. The TIEs WILL try to shoot at you so move around fairly quickly. Since there are squadron of TIEs, send your wingmen to attack the TIEs individually.

Now, find a squadron of TIEs and follow it (if you can). TRY to shoot the TIEs that are following the leader. If you've read my FAQ, you would know why. Make sure you don't kill the leader before you kill all of the 'followers' or the TIEs will break up. Be calm and shoot where your target are GOING to be at, not where it IS. If you took a long time to kill some of the TIEs, don't worry. If you sent your wingmen, some of the TIEs are already down. The TIEs here are pretty dumb so you shouldn't have any trouble shooting them down.

If you're having some difficulty locating the TIEs, just press Y to bring the Targeting Computer up. It will help you miraculously.

*~*Completed Objective 2: Destroy all TIE Fighters*~*

Now it's the trench war. You know, the famous scene at the end of Episode IV. Everybody remembers it in their hearts and they should! Pure goodness. Anyway, no TIEs will follow you at the start so just concentrate on dodging the barriers. Go SLOWLY! You don't want to waste lives recklessly! I know it's pretty hard at first but you will eventually breeze through this part while SPEEDING! You will! For now, use your brakes and go up and down. Shoot the turrets if you like (counts toward the kill total). After a while, a squadron of TIEs will come behind you. Just speed up and immediately brake! However, during the braking, drop down! The TIEs will completely fly above you. Fly back to the TIEs' level and shoot them all down! Another squadron will come... do the same thing.

Guess what? Darth Vader will come after you! Just do the same thing (speed, brake and drop) and shoot Vader's ship. It won't go down but he WILL return! When he does, get behind him again and shoot him until he goes away. If you've shot him a lot, Millennium Falcon will come and shoot Vader off! How cool! Now the coast are clear...

When you see the end of the trench (just a wall), move your target so it leads to the bottom 1/3 or 1/4. Fire a missile or two. If the missiles hits the bottom part of the wall, you've destroyed the Death Star! Congrats!

*~*Completed Objective 3: Shoot Proton Torpedoes into the exhaust port*~*

+++++++
--SUMMARY--
+++++++

1. Shoot all of the deflection towers (10)
2. Send your wingmen to TIEs
3. Kill all of the TIEs (23?)
4. Dodge the barriers in the trench
5. Kill the squadrons (3) following you
-you can kill Vader if you want
6. Shoot a missile (1~2) at the exhaust port


```

=====
|                               ISON CORRIDOR AMBUSH                               |
|   Episode IV: A New Hope~Episode V: The Empire Strikes Back   |
|                               Main Mission #2                               |
=====

```

Ison Corridor Ambush Chips & Bits

```

-----
Starting Aircraft: X-Wing (can be switched to A-wing)
Other possible Aircrafts: Y-Wing, A-wing, B-wing, Millennium Falcon,
                          TIE Fighter, Slave 1
Tech Upgrade: Advanced Proton Torpedoes

```

```

#####
MEDAL REQUIREMENTS
#####

```

	Bronze	Silver	Gold
	=====	=====	=====
--Completion Time---	9:30	5:17	4:12
Enemies Destroyed---	21	32	40
----Shot Accuracy----	11%	7%	19%
--Friendlies Lost----	1	3	2
-----Lives Lost----	2	1	0
-----TCE-----	10%	27%	72%

```

+++++
--OBJECTIVES--
+++++

```

1. Defend the transport against any remaining Imperial forces
2. At least one transport must survive
3. The frigate Redemption must survive

This level is very straightforward... you just kill all enemies as soon as possible. No attached strings, or anything like 'errands' to do. Just protect the big and bulky transporters from the TIEs. The TIEs will come in in squadrons and the squadrons will come in as 3 waves. I would say each wave has 5~6 squadrons with 3 TIEs each. So that would be about 45 TIEs in this level. Too bad you won't kill them all.

Immediately send your wingmen to the TIEs and press Y for the Targeting Computer, which will help you a lot. Kill the followers first, then finish off by killing the leader. If you don't like the X-wing or is low on health, you can go to the blue circle (seen on the map) to switch to an A-wing. It's more speeder, which can be useful.

After you've (and your wingmen) killed all of the TIEs in the first wave, another one will come... Just do the same thing as before. Just make sure you stay level with the Rebel ships, don't wander down or up. Kill all of the TIEs of the second wave.

The third wave will come... with FOG. Targeting Computer is essential here. So is the radar, use it wisely. Using it will almost automatically locate a squadron of TIEs. There are only 4 squadrons but they are the tough TIE Interceptors. If you're gunning for a medal, then try to use it (Targeting Computer) to the minimum. Since this level is pretty much the same throughout, you shouldn't have any trouble.

Ah-ha! One of the most memorable battles in the Star Wars history!
Who doesn't like to take down a giant AT-AT with a tiny Speeder???
All I have to say is: have fun!

+++++

--OBJECTIVES--

+++++

1. Defend the Rebel forces at Outpost Beta
2. Slow the advancing Imperial Walkers (AT-ATs)
3. Defend the fleeing Rebel Transporters

You will start with a Speeder and you have to because it's the only aircraft that can take the mammoths, AT-ATs, down. Fly between the mountains, down the valley. You will see some 'probe' droids near the surface of the valley. You can get up close and kill some of them. It's not required to do so, but it's an easy addition to your counter for the Enemies Destroyed column.

After you've gotten out of the valley, you will see a lot of people shooting madly at some AT-ST. It's your job to defend them since those people are your allies. Brake and shoot the AT-STs from afar (shoot at the pack of AT-ST to the left). There are 4 of those and they requires some ass-kicking before they explode. Remember, brake to increase your firing time. After you've destroyed all 4, either go left or right.

If you went left, destroy the next 3 AT-STs and shoot at the box a Shuttle dropped. An AT-ST will emerge from it. Kill it. Then go back to the Outpost Beta. Shoot the final three AT-STs. Skip the next paragraph.

If you went right, kill the 3 AT-STs that are shooting at the people of the Outpost. After that, go left and do the same thing to the pack of AT-STs. Kill the final AT-ST that emerged from the box. Return to the Outpost Beta.

*~*Completed Objective 1: Defend the Rebel forces at Outpost Beta*~*

Fly all of the way south, to the final three AT-ATs. Ignore the other AT-ATs because it's not required to make them fall down. Now, this part is a bit tricky... You have to go to the legs and press B twice when you're just passing the legs. The screen will change and your hook has been attached to a leg. Now you have to go around the AT-AT 2 and a half times before it falls. This may take some practice... Make sure you go slowly. Haste makes waste. Just be safe. Do the same thing for the other AT-ATs nearby. You should have taken down three of them before a cutscene occurs. I wasn't very clear, was I?

*~*Completed Objective 2: Slow the advancing Imperial Walkers*~*

The location you will be at after the cutscene is at another valley just past the Power Generator that just got destroyed. Just continue on, shooting some lasers at the probe droid squads (2) for more kills. After that, you will see a 'warp' point. Go to it and you will get off the Speeder to a X-wing! Yay!

With the powerful X-wing, you have to destroy all of the incoming TIEs before they destroy all of the transports. After transferring to the X-wing, do a 180 degree turn and look up. There's some TIEs coming.

Prisons of the Maw Chips & Bits

Starting Aircraft: Y-Wing
Other possible Aircrafts: none
Tech Upgrade: Advanced Cluster Missiles

MEDAL REQUIREMENTS
#####

	Bronze	Silver	Gold
	=====	=====	=====
--Completion Time----	12:15	10:45	9:20
Enemies Destroyed----	30	46	63
----Shot Accuracy----	11%	38%	75%
--Friendlies Lost----	5	3	2
-----Lives Lost----	2	2	1
-----TCE-----	10%	38%	75%

This level is one of my favorites just because it was one of my first golds and it was the easiest. A lot of people I know had a hard time beating the level! I'm not trying to brag, just... never mind ;-)

+++++++
--OBJECTIVES--
+++++++

1. Disable three shield projectors
2. Destroy all objectives marked by the prisoners
3. Escort the train to the platform
4. Escort the Imperial Loader out

You will be using the Y-wing for the entire mission and don't whine about it. It is required to use the Y-wing because it has the only weapon that can destroy the objectives marked by the prisoners. And this aircraft kicks ass in this level anyway!

You will see your aircraft in a vast space with some rocks moving around... Just go straight until you see some TIEs coming. When you see the TIEs, press the Flee Command (D-pad down) and confirm it. Your wingmen will go away and some of the TIEs will follow it, decreasing the pressure on you. Nevertheless, there will still be some TIEs following you. Ignore them and continue (zig-zag to avoid some of the fire from the TIEs), still going straight. The TIEs will back off when you get closer to the shield projectors. The shield itself is two BIG black 'holes' combined. There are 10 projectors in all but you only need to destroy 3 of them. To destroy a shield projector, hold down B until your crossfire target turns blue. Get CLOSE to a projector and shoot the new weapon (Ion Cannon) at the projector. It will go off... do the same thing for 2 other projectors and fly away from the shield because some 'guards' will fire at you.

*~*Completed Objective 1: Disable three shield projectors*~*

After a short cutscene you will find yourself in a barren wasteland with a few buildings. This piece of land is the Prisons of the Maw. Some prisoners are trapped here but they have fled to a train and they marked several targets for you to destroy so they can flee to a Shuttle.

Follow the radar (follow the orange direction) to the north, where some guard towers are firing at you. It is your duty to destroy them all. Just press B to switch to the bombing mode and aim at those guard towers and press B again to bomb them. It's better to fly high because it's easier to bomb more towers in a run that way. There are 6 of them in this area. After that, follow the radar to the northeast.

Another six guard towers stops you. Just do the same thing, and remember, if you run out of proton bombs, just fly around and wait for the proton bombs to recharge. It takes about 10 seconds for a proton bomb to recharge. When the prisoners have gotten the weapons, follow the radar to the northeast again.

*Note: you may or may not bomb the AT-PTs on the way... it isn't required. It's just a bonus for your kill total. Just letting you know.

Now you have to destroy the communications towers, not the guard towers. You may destroy the guard towers, but I advise you not to because it wastes proton bombs. Aim at the top of the dishes or at the bases for the maximum damage. 2~3 bombs should take out a dish. Destroy all seven dishes and go all of the way south.

*~*Completed Objective 2: Destroy all objectives marked by the prisoners*~*

Follow the radar to the platform where the Shuttle is. Kill any AT-PTs on the way if you want to. Again you will see some guard towers surrounding the landing platform. Your job is get the train into the Shuttle safely by killing all of the towers. This time isn't any different so you should know what to do. One, two, three, four, five, and six. Six towers await you.

*~*Completed Objective 3: Escort the train to the platform*~*

Watch out for the Shuttle because when it takes off you can forget everything that's on ground and stay at the Shuttle's tail. The shuttle goes along very slowly but it doesn't need long before it takes off. Shoot down the TIEs hovering around if you want. When the shuttle goes to the light speed mode, your level is done! Wheee!

*~*Completed Objective 4: Escort the Imperial loader out*~*

```
+++++++  
--SUMMARY--  
+++++++
```

1. Go straight until you see the TIEs
2. Command 'Flee' for your wingmen
3. Avoid the TIE's fire until you're almost at the shield
4. Shoot out the projectors with your Ion Cannon (3)
5. Take out the guard towers at the Prison Building (6)
6. Take out the guard towers at the Weapons Storage Building (6)
7. Destroy all dishes at the Communications Relays (7)
8. Go south to the landing platform and kill off the guard towers (6)
9. Protect the Shuttle

```
+++++++  
--MAP--
```


MAKE SURE you know where the required guard towers are!

```
+++++++
--UPGRADE--
+++++++
Advanced Cluster Missiles
```

I think the upgrade is useless until you get the homing cluster missiles, the best upgrade for the gold-hunting. If you want it NOW, okay... here's how.

If you look at my miserable map, you can find the U just north of the center. It is actually IN the platform, not next to it. You have to destroy the platform to reveal it. You can bomb or shoot at it. When the right platform's destroyed, just scoop down to the upgrade to pick it up.

Best accessible: after you destroy the first 12 guard towers and going to the communications towers.

```
=====
|                                     |
|           RAZOR RENDEZVOUS         |
|           Episode V: The Empire    |
|           Strikes Back              |
|           Main Mission #5         |
|                                     |
=====
```

Razor Rendezvous Chips & Bits

Starting Aircraft: B-wing
Other possible Aircrafts: X-wing, Y-wing, A-wing, Millennium Falcon,
TIE Fighter, Slave 1
Tech Upgrade: Advanced Proton Bombs

```
#####
MEDAL REQUIREMENTS
#####
```

	Bronze	Silver	Gold
	=====	=====	=====
--Completion Time----	4:30	2:59	1:19
Enemies Destroyed----	10	10	10
----Shot Accuracy----	8%	20%	60%
--Friendlies Lost----	4	2	0
-----Lives Lost----	2	2	1
-----TCE----	10%	38%	85%

The bloodiest battle in the second trilogy's history. Short, but frantic. Prepare to die.

- ```
+++++++
--OBJECTIVES--
+++++++
```
- 1.Protect the blockade Runner
  - 2.Protect the frigate Redemption
  - 3.Destroy the Imperial Shield Generators
  - 4.Destroy the Imperial Command Deck

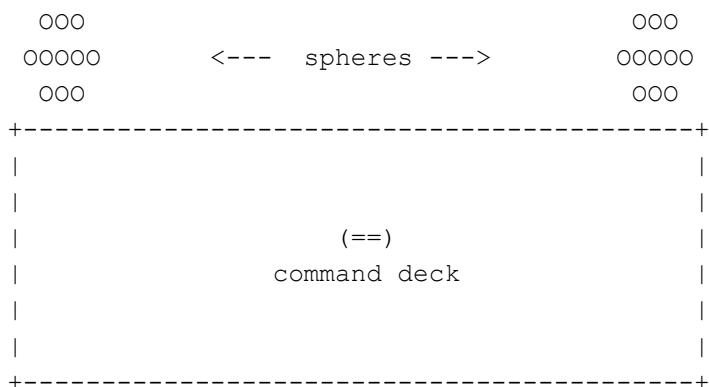
Although there are four objectives, you can only do two of those IF you're fast enough. This level can take you less than 1 minute if you speed through (I did!). You just have to destroy the generators and crash into the command deck.

With your B-wing, just fly all of the way to the Star Destroyer (the big-ass pointy ship) and employ your wingmen to the TIEs to lure some of the enemies away. Do NOT go to the Star Destroyer head on, just go left and go to the Star Destroyer's back. From there, little to none lasers will come after you. Now, look up and you should see two spheres on the top... Thats two of the power generators.

Press and hold B (like you did in PotW) to turn your weapon to an ion cannon. Shoot an ion at one of the spheres and IMMEDIATELY fire 3~4 missiles at that sphere. Do not WASTE any time. The ion will only stay on the sphere for a few seconds. The sphere should break if you've inflicted enough damage. Do the same thing for the other sphere. Make sure you're coming from the behind so you won't get severe damage.

After you've destroyed the spheres, go all of the way to the bottom of the Star Destroyer. Again, power up your ion cannon and shoot at the little round half-circle sticking out of the bottom. Fire about 5 missiles at it when it's blue from the ion. When it's broken, go up to the main deck.

All you have to do now is crash into the main command deck. It's in the middle of the deck, it's the only thing that's 'round' or 'smooth'. Instead of explaining to you by word, I'll make a map.



Yeah, you CRASH your B-wing at this deck. If you crashed at the target, you won't lose ANY lives! Why? The level's already over before you die! That's all for this level.

```

+++++++
--SUMMARY--
+++++++

```

1. Employ your wingmen to the TIEs
2. Go behind the Star Destroyer, keep your distance from it
3. Use your ion cannon to disable the generator's shields and destroy them (2 spheres)
4. Do the same thing to the generator underneath
5. Crash into the main deck

```

+++++++
--MAP--
+++++++

```

None needed.

+++++++  
--UPGRADE--  
+++++++  
Advanced Proton Bombs

This upgrade is pretty weak since it only affects the Y-wing's bombs.  
Oh well.

At the beginning, go straight to the far side of the Star Destroyer and look for a white ship. That ship is an Imperial Shuttle and it's trying to escape. Don't let it escape or you will be infected with rabies! No, I'm just kidding. Just shoot at it and destroy it and it'll yield the upgrade.

Remember, use the turbo and go past the Star Destroyer and look around. It's not far from the Destroyer.

=====  
| VENEGEANCE ON KOTHLIS |  
| Episode V: The Empire Strikes Back |  
| Main Mission #6 |  
=====

Venegeance on Kothlis Chips & Bits  
-----

Starting Aircraft: X-wing (switch to Speeder and Y-wing)  
Other possible Aircrafts: Y-wing, A-wing, B-wing, Millennium Falcon,  
TIE Fighter, Slave 1  
Tech Upgrade: Advanced Homing Proton Torpedoes

#####  
MEDAL REQUIREMENTS  
#####

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---- | 13:00  | 11:30  | 9:55  |
| Enemies Destroyed---- | 45     | 75     | 100   |
| ----Shot Accuracy---- | 7%     | 14%    | 27%   |
| --Friendlies Lost---- | 4      | 3      | 2     |
| -----Lives Lost----   | 2      | 1      | 0     |
| -----TCE----          | 12%    | 42%    | 85%   |

A long, long mission indeed. You will have to switch to a new craft TWICE in this mission... First, you will switch to a Speeder because you have to take down some AT-ATs. After that, some AT-PTs will come out of the water so you will have to switch to a Y-wing for its bombs. Pretty fun, if you ask me.

- +++++++  
--OBJECTIVES--  
+++++++
- 1.Protect the transport from the TIEs (28)
  - 2.Destroy all AT-ATs (3)

3. Defend the commandos as they recapture the data
4. Destroy all AT-PTs (2 waves)
5. Bomb a hole in the Star Destroyer for the commandos

The first part contains some dogfights with some TIE Interceptors and Fighters, but you have to stick close to the white transport or it may explode, thus failing the mission. Mind the TIEs that come from the flank... There are A LOT of TIEs so send your wingmen to the TIEs or you'll have a butt-load of TIEs to kill. I believe there are about 25~30 of them... Yeah, there's a lot. If you're good enough, you and your wingmen should have destroyed all of them before the transport goes right.

Still, stay close to the transport in case some TIEs come in late. If you want, you can shoot some lasers at the turrets on the Star Destroyer but I highly advise you to stay away from the Star Destroyer because the turrets can pick you apart if you go close. When the transport lands safely, a cutscene will occur...

\*~\*Completed Objective 1: Protect the transport from the TIEs\*~\*

Go to the blue icon and switch to the Speeder. Go to the CLOSEST AT-AT since you have more leg room to move around and use the cable to befall it. Also, while you're circling the AT-AT, the other AT-ATs will move closer to the shore, therefore gaining more leg room for you! Destroy all three AT-ATs and another icon will appear.

\*~\*Completed Objective 2: Destroy all AT-ATs\*~\*

Now you're in your final ship: the Y-wing. The commandos are out of the transport and it is your duty to make sure they are still alive when they reach the Star Destroyer. In your Y-wing, go straight to where the Star Destroyer crashed (the front part). Drop a few bombs (3~5) down to the sand and the sides of the front part to kill some turrets that will hunt the commandos down. After that, fly to the elevated part of the front part of the Star Destroyer. That's the weak point where you have to bomb to make a hole. Make sure you drop directly at the middle of the elevated platform. It may take you 7-9 bombs to make a good hole, depending on where you dropped your bombs. You'll know if you have opened the hole if there's a check next to objective 5 in the pause screen.

(You can see where the hole is supposed to be by looking through the Targeting Computer... it's the yellow block on the ship)

\*~\*Completed Objective 5: Bomb a hole in the Star Destroyer for the commandos\*~\*

Now with an objective OUT of your way, QUICKLY return to the place where the befallen AT-ATs are. Now there are AT-PTs swarming all over the place! Most of them are probably underwater, but you can use your bombs to destroy them underwater! The bomb pierces through the water and destroys the AT-PTs with ease. Try to take out as many AT-PTs you can in one run and turn around and make another run at it. Remember, the bombs can recharge so be patient and wait for the bombs to return if your bomb supply is low. Don't let the AT-PTs on or near the beach any further because they can really damage the number of the commandos.

There are TWO waves of AT-PTs so when it seems that you've killed all of the AT-PTs, just go around the hole and kill some turrets to help the commandos out. But don't wander around too long. Make sure,







|                       | Bronze<br>===== | Silver<br>===== | Gold<br>===== |
|-----------------------|-----------------|-----------------|---------------|
| --Completion Time---- | 7:20            | 6:05            | 4:12          |
| Enemies Destroyed---- | 15              | 29              | 51            |
| ----Shot Accuracy---- | 7%              | 25%             | 49%           |
| --Friendlies Lost---- | 0               | 0               | 0             |
| -----Lives Lost----   | 2               | 1               | 0             |
| -----TCE----          | 15%             | 45%             | 100%          |

This mission can be played in TWO ways: day and night. If you're playing in the daytime clock, you're going to use the Y-wing. For the nighttime mode, yo're going to use a Speeder. IMO, daytime is easier... If you want to play on daytime or nighttime, but you're on the wrong side... just turn off the Gamecube and turn it on again and HOLD A to get to the 'options' menu. Go to the clock and change the clock to whatever you want. 6 A.M. to 5:59 PM is day-time and 6 P.M. to 5:59 A.M. is night-time. Got it? Good.

Also, only one objective will be different between day and night. After you pass the first objective, everything's all the same.

Note: stealing the TIE fighters has a purpose: going to the Academy without anyone shooting at you.

+++++  
 --OBJECTIVES--  
 +++++

1. (Day) Disable the Imperial sensors in the canyons
1. (Night) Evade the Imperial sensors in the canyons
  2. Steal an Imperial Shuttle
  3. Meet at the rendezvous point

---  
 DAY  
 ---

As a Y-wing, you have the power to disable the sensors that will try to detect their enemies. You, for one, are one of them. You don't use the bombs to destroy them. They would find you by the time you destory them all. You just use your trusty Ion Cannon to DISABLE! DISABLE! Not destroy! Just press and hold B until the crossfires are blue. Then aim at the base of a sensor and let go. You can disable it by hitting the head but it's easier if you aim at the base.

There are eight sensors in all and some of them are 'behind' a wall so be careful and proceed slowly. You will come upon a fork. I recommend you to go to the left since it's easier (at least for me). If you go to the left, you go straight to the Academy. If you go to the right, you will see some parked TIEs on some platforms. I recommend you use the bombs to destroy the defenseless TIEs. Continue following the path to the Academy.

Note: you can steal the TIE fighter by going to a small valley with a lone TIE and ION-CANNONIZE the fighter. (Thanks to skram and Matt McKinney)

\*~\*Completed Objective 1: Disable the Imperial Sensors in the Canyons\*~\*

Skip to the Academy portion of the Walkthrough.

-----  
NIGHT  
-----

In your speedy Speeder, STAY LOW! The speeder has little to no chance of crashing to the floor so don't worry. Stay low throughout the canyon portion and stay away from the sensors! Simple enough... if you stay low!

If you took the right fork, you will see some AT-ATs and TIEs around. Ignore them, don't tie them up. Just go straight to the Academy. If you took the left side, be on lookout because you have to find a TIE fighter but don't destroy it! DO NOT destroy it! Just look for a pilot... If you find him, kill him (yea, the SMALL human) and an icon will come up. Touch it to transfer to the TIE fighter. Fly to the Academy.

\*~\*Completed Objective 1: Evade the Imperial Sensors in the Canyons\*~\*

-----  
ACADEMY  
-----

From either fork and either time, you have the same objective: steal the Imperial Shuttle. Before that, go to the turrets that surround the Shuttle and the icon (in the back end of the Academy). If you don't destroy them they will destroy the Shuttle. Take your time killing all eight turrets (2 at each corner). When you're done with that, touch the icon to steal the Shuttle.

\*~\*Completed Objective 2: Steal an Imperial Shuttle\*~\*

All you have to do is go back to the mountains and find the rendezvous point. Follow the radar to the right. A lot of TIEs will chase you so zig-zag to avoid some of the fire... Also, you can shoot from the behind so do that! (Press A) You can fly over the peaks of the mountains or just go through the valleys to the rendezvous point.

\*~\*Completed Objective 3: Meet at the rendezvous point\*~\*

+++++++  
--SUMMARY--  
+++++++

1. Day: Disable all of the sensors (use Ion Cannon)  
Night: Avoid the sensors by laying low
2. Choose a path on the fork
3. Go straight to the Academy (can steal TIE Fighter, kill some TIEs if you want)
4. Shoot out the turrets around the shuttle
5. Steal the shuttle
6. Go south to the rendezvous point

+++++++  
--MAP--  
+++++++

Map is for all objectives, day or night.



--UPGRADE--

+++++

Advanced Concussion Missiles/Advanced Spread Proton Bombs

Advanced Concussion Missiles= two thumbs down

Advanced Spread Proton Bombs= two thumbs up

The Concussion upgrade only applies to the Millennium Falcon and A-wing, (thanks to Skram17 for the A-Wing info!) which sucks. The Spread Bombs only applies to Y-wing but it ROCKS! The bombs will create another 6 mini-bombs upon impact! This rules in the gold-hunt for VoK and PotW. Enough about the blabber. Time for some explaining.

Both of the upgrades are in the same place, the Academy. Not in the EXACT same place but pretty much close to it. Go to the Academy and go to the tunnel to the right (Day) or left (Night). Fly through the tunnel and you've got it. Yawn.

```

=====
| RAID ON BESPIN |
| Episode VI: The Return of the Jedi |
| Main Mission #8 |
=====

```

Raid on Bespin Chips & Bits

-----

Starting Aircraft: A-wing (may be changed to Cloud Car)

Other possible Aircrafts: X-wing, Y-wing, B-wing, Millennium Falcon,  
TIE Fighter, Slave 1

Tech Upgrade: Advanced Homing Missiles

```

#####
MEDAL REQUIREMENTS
#####

```

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---- | 11:00  | 8:55   | 6:40  |
| Enemies Destroyed---- | 45     | 75     | 110   |
| ----Shot Accuracy---- | 12%    | 30%    | 65%   |
| --Friendlies Lost---- | 41     | 32     | 29    |
| -----Lives Lost----   | 2      | 1      | 0     |
| -----TCE----          | 10%    | 32%    | 72%   |

This level is nothing special, just some dogfights and a errand objective. There's a 'special' ship, Cloud Car, that you can use, but there's nothing else. Oh, I forgot to tell you... when you have to destroy the 'balloon turrets', it's easier if you just shoot at the pot that holds the fire. If you do so, the entire balloon will blow up and all 6 turrets will be gone just like that. The fire's near the top so you have to go low to see it.

```

+++++
--OBJECTIVES--
+++++

```

1. Secure the Tibanna gas platforms

2. Destroy the City's power generators (3)
3. Defend the Tibanna gas platforms from the TIE bombers

You will start off in a A-wing and it's horrible. Weak shields will kill you! TIEs will come swarming all over you so zig-zag to avoid them. Empl your wingmen to the TIEs immediately. You don't have to destroy the TIEs yourself to protect the gas platforms. All you have to do is to destroy all turrets in the balloons. If you read my intro up above, you'll know how to destroy them 'properly'. Use the turbo to go to the first balloon, which is to the left of the starting point. Shoot at the burners until it explodes.

Then go further, past the dirt mist, to find two more balloons. Destroy them as usual and look for a lone balloon to the extreme right. After that, go a bit left to find the final three balloons. Pretty simple, IF the TIEs didn't chase you so much! You have some time left so use that time to kill some TIEs. They deserve it! hahaha! When some time has passed, a cutscene will be triggered.

\*~\*Completed Objective 1: Secure the Tibanna gas platforms\*~\*

You will be in the downtown portion of Tibanna... There's still some balloons around but it's not important anymore and they barely ever shoot at you. Ignore them, unless you're going for the silver or gold medal. Anyway, you have to go to the trenches and find the generators and destroy them. There are three in all and the radar shows you where's the closest one is so it's not that hard. Fly high up and scope the trenches below to find the generator and dive down and shoot at it.

If you're low in health, you can switch to a Cloud Car by going into one of three icons around Tibanna. It's pretty cool, but I recommend you switch back to A-wing when you're done with the second objective.

Note: you can use the Targeting computer to locate them.

\*~\*Completed Objective 2: Destroy the city's power generators\*~\*

Go to the east side (radar will show you) to the gas platforms. Destroy the balloons if you like, but that's not your priority nor the objective. Go higher up and you will see some TIE Fighters and Bombers... Only the Bombers are required to die. There are five in all... ONLY five! Ignore the Fighters and kick the Bombers' asses to complete the level.

\*~\*Completed Objective 3: Defend the Tibanna gas platforms from the TIE Bombers\*~\*

+++++++  
--SUMMARY--  
+++++++

1. Send your wingmen to the TIEs and destroy the first balloon
2. Find the other six balloons and make them pay
3. Find all three power generators and blow them up
4. Go to the gas platforms and kill all five TIE bombers

+++++++  
--MAP--  
+++++++

I'll make two maps: one for Objective 1 and one for the other 2.

\*\*\*\*\*

LEGEND

\*\*\*\*\*

S---Starting point

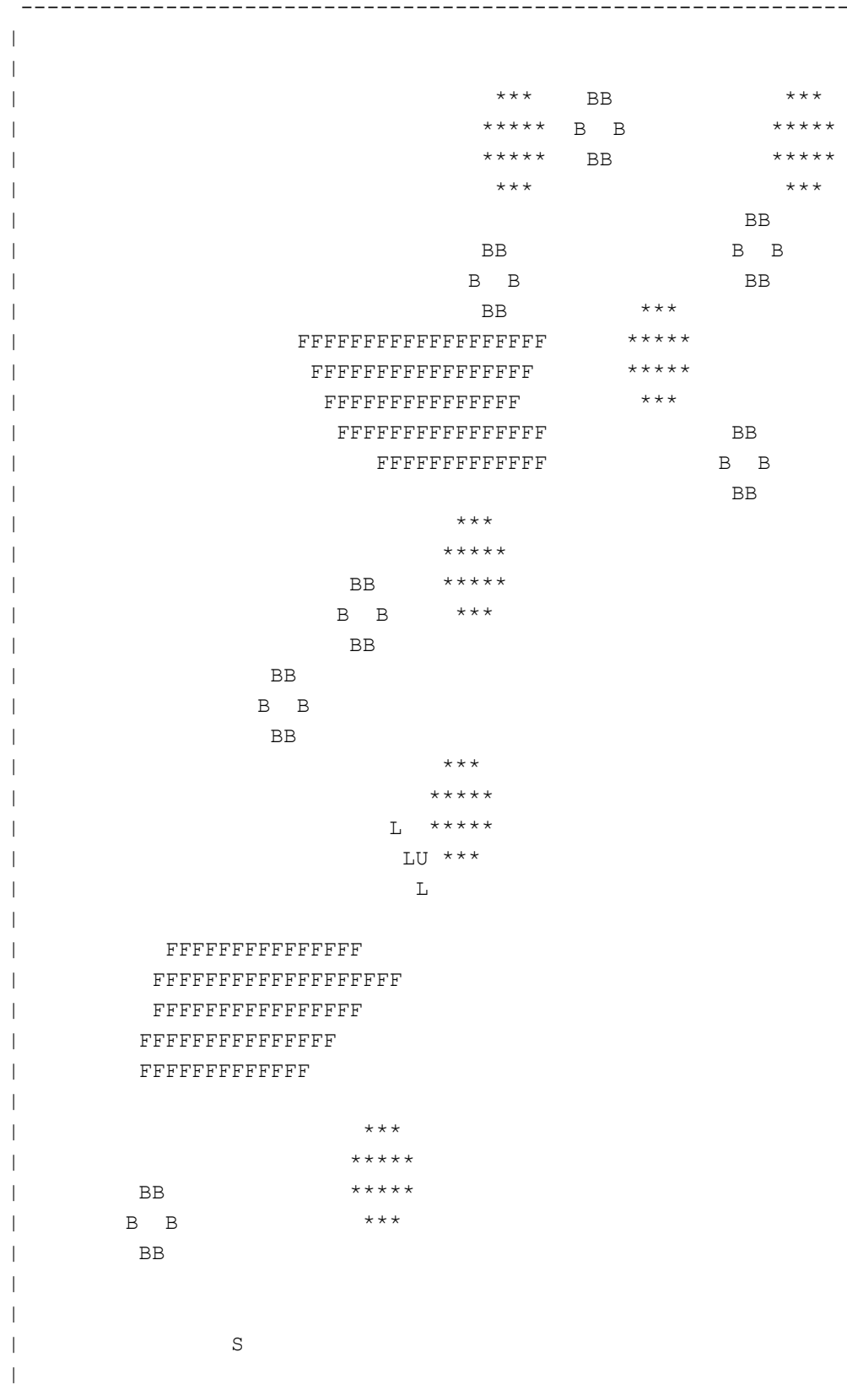
B---Balloon Turret

\*---Tibanna gas platform

F---Fog or Gas

L---Imperial aircraft

U---Upgrade (Advanced Homing Missiles)







```

=====
| BATTLE OF ENDOR |
| Episode VI: The Return of the Jedi |
| Main Mission #9 |
=====

```

Battle of Endor Chips & Bits  
-----

Starting Aircraft: X-wing  
Other possible Aircrafts: A-wing, Y-wing, B-wing, Millennium Falcon,  
TIE Fighter, Slave 1  
Tech Upgrade: Advanced Homing Cluster Missiles

```

#####
MEDAL REQUIREMENTS
#####

```

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---  | 13:00  | 11:20  | 10:00 |
| Enemies Destroyed---  | 31     | 46     | 60    |
| ----Shot Accuracy---- | 8%     | 20%    | 31%   |
| --Friendlies Lost---- | 10     | 9      | 6     |
| -----Lives Lost----   | 2      | 2      | 1     |
| -----TCE----          | 10%    | 40%    | 80%   |

This level is one of the hardest, longest and the funnest levels in the game. As you can see, the Bronze Medal requires you to go under 13 minutes! That' a long time... This level is straightforward but it will take you a while before you finally beat it... Be prepared and concentrate...

```

+++++
--OBJECTIVES--
+++++

```

1. Protect the fleet
2. Protect the Medical Frigate
3. Destroy all TIE Bombers (16)
4. Destroy both Star Destroyers

You will start out heading toward the wrong way. Immediately turn around (don't worry, the fleet will realize that soon and turn around too) and fly until you see a million of tiny specks coming. See that? That's the sight of a WAR! You will face about 80 TIEs! Do your best to destroy them!

Employ your wingmen to the TIEs, of course. Then just all-out dogfight the TIEs. Use your missiles if you wish (if you have the seeker missiles) and just find a good group of TIEs and hunt them down. Don't tap, just hold down to fire because you don't have the time to waste, your fleet needs better protection than tapping your lasers. If you're not fast or aggressive enough, the fleet may go down early. Don't take any sharp turns or slow down because the TIEs will be coming from everywhere. One might hit you as you turn, burning a life out of your pocket.

Eventually, you will hear somebody telling you that the TIE Bombers are coming. There are 16 of them and they show up as yellow TIEs on your targeting computer. Use your seeker missiles up if you have some. Ignore all other TIEs except the Bombers. The Bombers can inflict some serious damage to your fleet to move quickly. They usually hang around high, above the fleet. Shoot them from afar or near. They can take some lasers so

shoot at them until they blow up. Good luck.

\*~\*Completed Objective 3: Destroy all TIE bombers\*~\*

Yep, you haven't completed Objective 1 or 2. You still have to make sure your fleet stays healthy and strong. In this part, you don't have to dog-fight, but you have to destroy your next targets fast or your fleet will burn. Your next targets: the Star Destroyers. Remember Razor Rendezvous? You have to destroy the Destroyers in the similar way. This time, no ion cannons needed.

From your starting point after Objective 3, go up a bit and turn on your turbos and fly left, past the left Star Destroyer, away from the turrets. Send your wingmen to the Guns and go behind the left Destroyer and use 1 or 2 missiles and some lasers to destroy each sphere. After that, go down under and destroy the final generator at the bottom. The fire will go ALL-OUT on you, so be extremely careful! You WILL die so don't worry. You need to die anyway to refill your missiles. Make sure you use your missiles up on the generators. After that, immediately go up to the main deck and shoot at the command center (remember, RR). If you're low in health, just crash to the command center (unless you have 1 life left).

Do the pervious explanation on the other Destroyer and you've completed the level. Tough, indeed... but do not give up! It took me 3 tries to beat this level for the first time.

\*~\*Completed Objective 1: Protect the Fleet\*~\*

\*~\*Completed Objective 2: Protect the Medical Frigate\*~\*

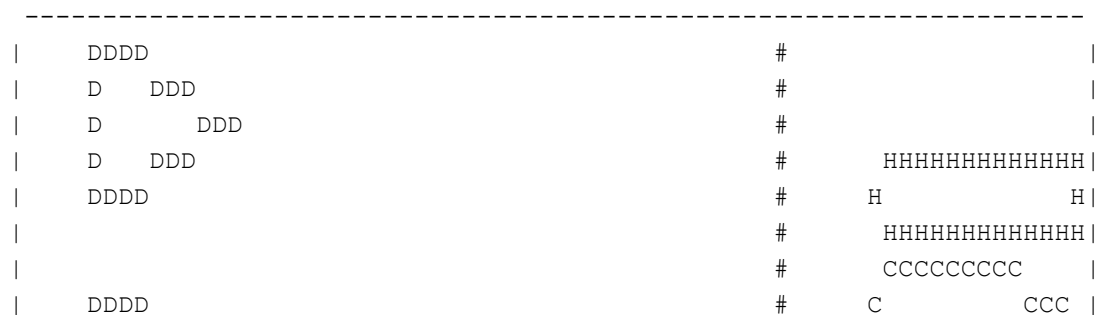
\*~\*Completed Objective 4: Destroy both Star Destroyers\*~\*

+++++++  
--SUMMARY--  
+++++++

1. Turn around to find the TIEs (70)
2. Send your wingmen to the TIEs
3. Dogfight aggressively
4. Kill all TIE Bombers once they come (16)
5. Fly to the Star Destroyer, staying away from the turrets
6. Employ your wingmen to the Guns
7. Destroy the generators (3) and the command center of the left Destroyer
8. Do the same for the other Destroyer

+++++++  
--MAP--  
+++++++

I feel that a map is neccessary for the Upgrade, which is very tough to find. Since the level is straightforward, I'll make this map small.



```

| D DDD S2# CCCCCCCC |
| D DDD # S1|
| D DDD # |
| DDDD # FFFFF |
| # |
U #

```

\*\*\*\*\*

LEGEND

\*\*\*\*\*

- S1--Starting point 1
- S2--Starting point 2 (after the dogfight)
- H---Home One
- C---Cruiser
- F---Frigate
- D---Destroyer
- U---Upgrade (Advanced Homing Cluster Missiles)

```

+++++++
--UPGRADE--
+++++++

```

Advanced Homing Cluster Missiles

THE best upgrade EVAR! This upgrade ALONE makes Slave 1 useful! You'll love that snail after you discover its wrath! You can fire the CLUSTER MISSILES, which contains 6 missiles, without aiming and let it destroy an ENTIRE TIE squadron! \*\*\*\*\* awesome!

It's in the space, very, very difficult to find it. It's somewhere left and below the left Star Destroyer. I couldn't find it after a few minutes of searching but I finally found it by destroying the LEFT Destroyer ONLY and wait for it to fall down and stop falling. When it stops, go down to it and look around its bottom. You should see an alcove somewhere in there. Dive to the alcove and quickly get out. You should have gotten the best upgrade in the game! The upgrade is just there, in that alcove.

```

=====
| STRIKE AT THE CORE |
| Episode VI: The Return of the Jedi |
| Main Mission #10 |
=====

```

Strike at the Core Chips & Bits

- Starting Aircraft: X-wing
- Other possible Aircrafts: Millennium Falcon
- Tech Upgrade: Advanced Targeting Computer

```

#####
MEDAL REQUIREMENTS
#####

```

|                       | Bronze | Silver | Gold |
|-----------------------|--------|--------|------|
| --Completion Time---- | 7:00   | 6:15   | 5:05 |
| Enemies Destroyed---- | 29     | 36     | 41   |

|                       |     |     |     |
|-----------------------|-----|-----|-----|
| ----Shot Accuracy---- | 10% | 21% | 32% |
| --Friendlies Lost---- | 0   | 0   | 0   |
| -----Lives Lost----   | 2   | 2   | 1   |
| -----TCE-----         | 20% | 45% | 95% |

Welcome to the humble adobe of the final main mission. This level ain't too tough if your aim is true and your sense of mobility with your X-wing is high.

+++++++  
--OBJECTIVES--  
+++++++

1. Protect the Millennium Falcon
2. Reach the power core entry
3. Destroy the power core

You will have to protect the Falcon from the TIEs that will come from behind. Don't worry about the turrets, they won't hurt the Falcon. However, they will hurt YOU but you don't have the time to destroy them all... You can avoid their fire by flying way up. In the bird's eye view, you can see the TIEs that are trying to catch up to the Falcon and destroy it. When you see some TIEs, fly down and shoot them all down IMMEDIATELY and go back up.

A pointer: DO NOT go too far behind the Falcon or the Falcon will automatically burn down. Just stay moderately close to it while staying up. Continue protecting the Falcon until the Falcon goes into the hole...

\*~\*Completed Objective 2: Reach the power core entry\*~\*

Once in the hole to the core, shoot several lasers to destroy the TIEs that are front of you ALREADY! Then drop down a BIT to let the TIEs behind you to get ahead of you and shoot them down. Speed up to catch up with the Falcon, still flying behind it. From now on, whenever the TIEs passes you, abruptly destroy all of the TIEs. Keep doing this until you and the Falcon reaches the end, which is the power core. Once there, turn on your turbos and get close to the Power Core and turn on your Targeting Computer. You have to destroy the yellow marking on the Power Core. Just shoot 2~3 missiles at that location and a cutscene will occur.

\*~\*Completed Objective 3: Destroy the power core\*~\*

All you have to do is turn on your turbos and fly past the Falcon as soon as possible. After that, turn off the turbos for all corners or turns. Use your turbos on the straightways. If you're too slow, the fire from the explosion will catch up with you and you will fail the mission. Just be calm and dodge the bars... When you get to the end, you've completed the final main mission!

\*~\*Completed Objective 1: Protect the Millennium Falcon\*~\*

+++++++  
--SUMMARY--  
+++++++

1. Fly up and look down for the TIEs
2. Shoot the TIEs once you see them
3. DO NOT stray too far behind the Falcon

4. In the entry, shoot all of the TIEs that passes you immediately
5. Shoot a few missiles at the core tower
6. Turbo past the Falcon and get to the end

```

+++++++
 -=MAP=-
+++++++

```

Meh... none needed.

```

+++++++
 -=UPGRADE=-
+++++++
Advanced Targeting Computer

```

Pretty cool upgrade, since you get to have the Targeting Computer up as long as you want. To get it, go into the entry and proceed all of the way to the extreme end. Just BEFORE the power core's room, you should be able to see 5 pipes in a row. Under those pipes, the upgrade! Just dive down under the pipes to get the upgrade.

```

=====
| |
| DEATH STAR ESCAPE |
| Episode IV: A New Hope |
| Bonus Mission #1 |
| |
=====

```

Death Star Escape Chips & Bits

```

Starting Aircraft: Millennium Falcon
Other possible Aircrafts: none
Tech Upgrade: none

```

```

#####
MEDAL REQUIREMENTS
#####

```

|                      | Bronze | Silver | Gold  |
|----------------------|--------|--------|-------|
|                      | =====  | =====  | ===== |
| --Completion Time--- | 2:45   | 2:07   | 1:20  |
| Enemies Destroyed--- | 34     | 34     | 35    |
| ---Shot Accuracy---  | 4%     | 9%     | 16%   |
| --Friendlies Lost--- | 0      | 0      | 0     |
| -----Lives Lost---   | 0      | 0      | 0     |
| -----TCE---          | 100%   | 100%   | 100%  |

Meh... a level where you just shoot down the TIEs. Yeah, you just shoot all of the TIEs down and you win the level. ::rolls eyes::

To find this level, go to DSA and press up. 'Buy' this with 20 points attained from the medals.

```

+++++++
 -=OBJECTIVES=-
+++++++

```

1. Destroy all TIE Fighters

Yeah, ONLY ONE objective! I'm not kidding. You just shoot down all of the TIEs and it's bye, bye Secret Missions #1! However, it is a bit harder to hit the TIEs this time so getting the Gold Medal will be tough. Anyway, if you just want to beat this level, just hold down the fire button and aim at the TIEs until all of them goes down. ::yawn::

The controls for the Falcon's turret are different...

- L trigger---Fire
- R trigger---Fire
- C button---move chair
- Analog pad---move turret

Just hold one of the trigger and fire away! It's so easy that you won't believe it! The Gold Medal, however, will be a harder task.

```

+++++++
--SUMMARY--
+++++++

```

You serious?

```

+++++++
--MAP--
+++++++

```

::rolls eyes::

```

+++++++
--UPGRADE--
+++++++

```

None here.

```

=====
| |
| THE ASTEROID FIELD |
| Episode V: The Empire Strikes Back |
| Bonus Mission #2 |
| |
=====

```

The Asteroid Field Chips & Bits

```

Starting Aircraft: Millennium Falcon
Other possible Aircrafts: none
Tech Upgrade: none

```

```

#####
MEDAL REQUIREMENTS
#####

```

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---- | 6:00   | 5:25   | 4:35  |
| Enemies Destroyed---- | 25     | 37     | 50    |
| ----Shot Accuracy---- | 2%     | 5%     | 10%   |
| --Friendlies Lost---- | 0      | 0      | 0     |
| -----Lives Lost----   | 2      | 2      | 1     |
| -----TCE----          | 10%    | 30%    | 75%   |

Go to BoH and press up to find this level. You must have at least 30 points to 'buy' this level.

```
+++++++
-=OBJECTIVES=-
+++++++
```

1. Escape the TIE Fighters
2. Secretly land on an Imperial Star Destroyer

Not too tough... Although you have to 'escape' the TIE fighters, you don't really ESCAPE them... more like DESTROYING them. All of the TIEs will come from behind but luckily, the Falcon has the turret in the back so you can shoot the TIEs while they're flying behind you! Just press A to fire the back turret. The turret will automatically hit the nearest TIE (although sometimes, it just goes crazy and shoot off-screen). Just wait until your screen backs out and shoot the TIE out.

Don't forget about the asteroids! They can completely destroy you so be careful! Just go STRAIGHT, dodging the asteroids and kicking the TIEs' asses. Eventually you will see a cutscene. Nothing big, just follows the storyline. You will come back out and fight off some TIEs again. Do this until you see a Star Destroyer up ahead. Go a bit to the right and go around to the back of the Destroyer. Don't let the turrets see you. Go up near the spheres at the back to find a blue icon. Enter it to complete the level.

```
+++++++
-=SUMMARY=-
+++++++
```

1. Go straight
2. Kill the stupid TIEs
3. Kill some more TIEs
4. Poop.
5. Go to the icon in the back of the Destroyer.
6. Poop some more.

```
+++++++
-=MAP=-
+++++++
```

Go right about 500 meters, north about 500 miles, east about 500 kilometers, and go south about 500 inches and you've found your mom!

```
+++++++
-=UPGRADE=-
+++++++
```

None, this is a Secret Missions and all upgrades are on the Main Missions only.

```
=====
| TRIUMPH OF THE EMPIRE |
| Episode IV: A New Hope |
| Bonus Mission #3 |
=====
```

-----  
Starting Aircraft: TIE Advanced  
Other possible Aircrafts: TIE Fighter, Imperial Shuttle  
Tech Upgrade: none

#####  
MEDAL REQUIREMENTS  
#####

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---- | 8:00   | 6:00   | 4:00  |
| Enemies Destroyed---- | 18     | 23     | 32    |
| ----Shot Accuracy---- | 12%    | 20%    | 35%   |
| --Friendlies Lost---- | 5      | 4      | 3     |
| -----Lives Lost----   | 2      | 1      | 0     |
| -----TCE----          | 100%   | 100%   | 100%  |

Ah, your first mission as the Empire! In this level, you won't use any of your Rebel aircrafts... instead you will use a nifty TIE! To be more specific, Darth Vader's TIE Advanced! 'Tis better since it has the cluster missiles. I recommend you go back to BoE and get the Homing Cluster Missiles upgrade if you haven't yet.

Go to SatC and press up to find this level. 30 points are needed to buy this.

+++++++  
--OBJECTIVES--  
+++++++

1. Destroy all Rebels over the surface
2. Destroy all Rebels before they fire their proton torpedoes

Remember DSA? This level is the exact opposite of that. In DSA, you're the Rebel trying to explode the Death Star. However, in this level, you're trying to STOP the Rebels from doing that.

First, you will have to destroy all of the Rebels flying around the surface by dogfighting. You know what to do, just get behind them and shoot them by formation. The Rebel's aircrafts can take a lot of damage so be prepared to shoot a lot. The TIE's lasers trail off so it's pretty hard to hit them effectively. That's why I wanted you to get the seeker cluster missiles. This way, you can blow them away with 2 cluster missiles per squadron. If you're concerned about your wingmen, just send them to the Rebels, although I doubt they help you at all anyway.

\*~\*Completed Objective 1: Destroy all Rebels over the surface\*~\*

Now it's the trench time again. Remember, this is the exact opposite of DSA so don't worry. You have to destroy 3 Rebel Squadron (3 aircrafts each) in the trench. Your first targets will be on the radar as an orange direction. Go to that direction and immediately turn around when the orange cone starts to widen up. If you timed it perfectly, you should see the Rebel squadron in the trench below you. If the squadron's behind you, just wait until they pass you. If the squadron's ahead of you, of course, speed up. You have to look for the squadrons while OUT of the trench.

With the searching for the Rebels done, go down to the trench and follow them. Dodge the barriers if needed and fire your lasers at them until



they all do down. Homing cluster missiles are the best, though. After you've destroyed the first squadron, get out of the trench and turn around and fly to the next squadron and follow them. Destroy them as usual and get out and look for the final squadron.

If you're wondering about the Rebels that hovers above the trench, ignore them, they're not important to your mission.

\*~\*Completed Objective 2: Destroy all Rebels before they fire their proton torpedoes\*~\*

+++++++  
--SUMMARY--  
+++++++

1. Send your wingmen to the Rebels
2. Destroy all of the Rebels by dogfighting
3. Look for the Rebel squadron in the trench and follow them
4. Destroy them before they reach the exhaust port
5. Turn around to find the next squadron
6. Repeat steps 3~5 two more times

+++++++  
--MAP--  
+++++++

What for?

+++++++  
--UPGRADE--  
+++++++

There are none, just like your penis.

```
=====
| |
| REVENGE ON YAVIN |
| Episode VI: The Return of the Jedi |
| Bonus Mission #4 |
| |
=====
```

Revenge on Yavin Chips & Bits

-----  
Starting Aircraft: TIE Advanced  
Other possible Aircrafts: TIE Fighter, Imperial Shuttle  
Tech Upgrade: none

#####  
MEDAL REQUIREMENTS  
#####

|                       | Bronze | Silver | Gold  |
|-----------------------|--------|--------|-------|
|                       | =====  | =====  | ===== |
| --Completion Time---- | 7:45   | 6:30   | 4:33  |
| Enemies Destroyed---- | 15     | 22     | 36    |
| ----Shot Accuracy---- | 24%    | 45%    | 65%   |
| --Friendlies Lost---- | 23     | 19     | 15    |
| -----Lives Lost----   | 2      | 1      | 0     |
| -----TCE----          | 100%   | 100%   | 100%  |

Whooh! Another mission with your trusty TIE Advanced! I luv Darth Vader!  
To get this level, go up from SatC and right of TotE. 40 points... You  
have to get at least a bronze to uncover this level though.

```
+++++++
--OBJECTIVES--
+++++++
```

1. Destroy as many Rebels as possible
2. Do not allow more than two transports to escape

Again, please get the homing cluster missiles if you haven't! Anyway,  
the first objective is weird because you're supposed to do that anyway!  
Your true objective lies at the transports. You have to destroy them all  
except one. You can destroy them all, but you don't have to.

Anyway, you start off heading to the land full of trees. Keep going  
forward until you see a 'temple' with two white aircrafts next to it.  
THAT's the transports so shoot at them immediately with your cluster  
missiles or lasers. You have to BLOW them up, not just shoot at them!  
They will take a lot before blowing up so press L to slow down to increase  
your firing time. If you run out of room, just go up and turn around to  
fire at them again. After you've destroyed both of the transports, go to  
the right (from the starting point). You may kill any of the Rebel aircrafts  
on the way and on the ground if you like, that will help you later on.

You should see yet another temple with 4 transports. Shoot the left-most  
one first because it will be the first to take off. If you were a bit slow,  
some of them might've took off already so be quick! Use your missiles or  
lasers. Destroy the transports that have took off first. After destroying  
all 4, go back left, but go right of the temple that you had to destroy  
two transport. One of the transport are probably already in the air so  
destroy it immediately. Two more transports are on ground or in air so  
kill them off.

Looks like all of the transports are gone... Cool... Wait... Nope. The  
level's not over yet. What to do? Go to the HUGE temple/shrine and look for  
a gate on the floor. Go around and around (avoid any Rebels if they're  
shooting at you) and wait for the gate to open. When it does, IMMEDIATELY  
go in!

In the temple, slow down! With your L-trigger, remember! The space is very  
limited by you should be alright if you keep your finger on the L. Use  
up your missiles ON the transports not the smaller Rebel aircrafts!  
Just go around and around while shooting at the transports. When you've  
destroyed all of the transports, you've beaten the level.

```
+++++++
--SUMMARY--
+++++++
```

1. Send the wingmen to the Rebels
2. Go forward and destroy the first two transports
3. Go right and destroy the aircrafts lying on the ground with your  
homing cluster missiles if you like
4. Destroy the next 4 transports
5. Go back to the pervious temple but go right of it a bit to find 3  
transports and destroy them



Strike at the Core Chips & Bits

-----  
 Starting Aircraft: X-wing  
 Other possible Aircrafts: Speeder, Y-wing, B-wing, Millennium Falcon,  
 TIE Fighter, Slave 1  
 Tech Upgrade: none

#####  
 MEDAL REQUIREMENTS  
 #####

|                       | Bronze | Silver | Gold   |
|-----------------------|--------|--------|--------|
|                       | =====  | =====  | =====  |
| --Completion Time---- | 400:00 | 400:00 | 400:00 |
| Enemies Destroyed---- | 80     | 400    | 1,300  |
| ----Shot Accuracy---- | 4%     | 6%     | 8%     |
| --Waves Destroyed---- | 25     | 50     | 99     |
| -----Lives Lost----   | 12     | 12     | 12     |
| -----TCE----          | 0%     | 0%     | 0%     |

Yay! The last level! Unfortunately, it is the LONGEST. By far. As you can see, the Gold medal requires you to go under 400 minutes... Scary, isn't it. Don't worry, it's actually easier than you think.

To find this level, go to the right of RoY and buy this level with your last 10 points.

+++++++  
 -=OBJECTIVES=-  
 +++++++  
 1. KILL! KILL! KILL!

You just have to destroy ALL 99 waves plus a final boss, Darth Vader himself. How do you do it with only 3 lives? Meh... You get a free life after every 10 waves so you get 12 lives. You will face a squad of Imperial Shuttles which does not hurt you at all at every 10th wave. Anyway, the TIEs will come in high numbers and they progressively gets harder.

I recommend you to NOT fight them head-on, or dog-fight, because the TIEs come in large numbers and they will destroy you, especially in the late waves. The best way to kill them is to go to the opposite way of the TIEs and turn around when the TIEs are on the END of your radar screen. When you've turned around, turn on your Targeting Computer and kill some of the TIEs while going against them. A successful 'run' should kill about 3~5 TIEs. Then go all of the way until the TIEs are on the bottom of the radar again and repeat. Don't worry, you have PLENTY of time to kill all 99 TIEs. I used the method above for all 99 waves and i got about 210 minutes at the end.

I recommend you taking a break every 10 waves to clear your head. I didn't though.... My first break was 50 waves in and second one was after the 75th wave... The third and the final one was after the 90th wave. You should automatically get the gold medal if you beat all 99 waves anyway. Factor 5 isn't that mean to make you re-do the waves all over again and again!!!!

+++++++  
--SUMMARY--  
+++++++

1. Kill all of the TIEs
2. Kill all of the TIEs
3. Kill all of the TIEs
- .
- .
- .
99. Kill all of the TIEs
100. Kill Darth Vader
101. Jump and scream like a girl

+++++++  
--MAP--  
+++++++

You THAT dumb to need a map? \*backs off\*

+++++++  
--UPGRADE--  
+++++++

pffffffffft. go away.

=====  
-----X\*\*\*~  
-----X\*\*\*~EPISODE V: THE GOLD MEDAL STRIKES BACK  
-----X\*\*\*~  
=====

=====  
| DEATH STAR ATTACK |  
| Episode IV: A New Hope |  
| Main Mission #1 |  
=====

#### Death Star Attack Chips & Bits

-----  
Recommended Aircraft: X-Wing  
Recommended Upgrades: Advanced Lasers  
Advanced Shields  
Advanced Proton Torpedoes  
Homing Proton Torpedoes

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 6:05 | *****      |
| Enemies Destroyed---- | 91   | *****      |
| ----Shot Accuracy---- | 39%  | ***        |
| --Friendlies Lost---- | 0    | *          |
| -----Lives Lost----   | 1    | *          |
| -----TCE----          | 100% | *          |

The first thing you notice is the high requirement for the Enemies Destroyed column. Experts actually find this easy... I'm not saying that you're not an expert if you're having a hard time doing this. What I'm trying to say... that they KNOW how. I bet you came here for that 'enemies

destroyed' alone. The trick is to destroy the turrets. Yeah, the ones at the end of the levels. Actually... I mean at the START of the mission. While you're shooting down the deflection towers, you have to shoot down some turrets too. See how that it is easy now! Good...

Now, you go ahead and start the level. Immediately shoot down the first tower and turn left to the next tower. This time, don't shoot at it yet. Don't slow down either! Take out 2~3 turrets at the surface. Now, you can destroy the next tower. Then go to the next tower and shoot out 2~3 turrets again and continue the process until you get to the last tower. Destroy 2~3 turrets before shooting at the tower. After you've destroyed the tower, immediately get down and shoot at some more turrets before the screen goes black.

!!!!!!!You should have about 35~43 enemies destroyed at this point!!!!!!!

Now, you're in the TIE dogfight. If you're a very good shooter, employ your wingmen TO the TIEs since they will help your time out. I know you need kills but if you killed enough turrets at the start and at the end, you should be alright. You have to be awesome at this point. Shoot down all of the TIEs in a squadron. Every time you shoot down a entire squadron, head down and shoot 1~2 turrets and head back up and shoot down another squadron. Then go down again for the turrets. Continue the process until all of the TIEs are gone. Use your missiles if you wish (save 2).

!!!!!!!You should have killed 18~20 TIEs and 6~8 turrets. Total so far:  
65~70!!!!!!!

If you've killed about 65, great. If you're at 70, fantastic! At the trench, BE CALM! Don't over-react. Pause if you're too anxoius. You are at your best when you're relaxed. Count the turrets you've taken out in the trench. You should stop at about 15~20 because there will be 6 TIEs coming that you have to destroy. When the TIEs come, immediately destroy them and close your wings. Time is your main enemy here if you've destroyed 15~20 turrets already so ignore the turrets. At the end, shoot a torp at the bottom of the wall. Shoot 2 to be safe... even more if you have more.

Done! \*claps hands\*

+++++

--SUMMARY--

+++++

1. Destroy 2~3 turrets for every tower (38~43 kills)
2. Destroy 18~20 TIEs and 6~8 turrets (65~70 kills)
3. Destory 15~20 turrets (depending what you have so far) and all 6 TIEs at the end.

+++++

--TIPS--

+++++

1. Always close your S-foils if you're not shooting
2. Don't brake at the first objective for the turrets
3. Shoot wisely, don't shoot when your target is FAR AWAY
4. Be calm at the trench run. Open your S-foils if you're not confident
5. Just shoot enough at Darth Vader's TIEs to get rid of him, not all of the way for the Millennium Falcon
6. Use your missiles, but don't use ALL of them. (for the exhaust port)
7. Send your wingmen to the TIEs to save time

```

=====
| ISON CORRIDOR AMBUSH |
| Episode IV: A New Hope~Episode V: The Empire Strikes Back |
| Main Mission #2 |
=====

```

Death Star Attack Chips & Bits

-----

Recommended Aircraft: Slave 1  
Recommended Upgrades: Advanced Shields  
Advanced Cluster Missiles  
Homing Cluster Missiles  
Advanced Targeting Computer

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 4:12 | **         |
| Enemies Destroyed---- | 40   | *          |
| ----Shot Accuracy---- | 19%  | *          |
| --Friendlies Lost---- | 2    | **         |
| -----Lives Lost----   | 0    | **         |
| -----TCE----          | 72%  | *          |

Get Slave 1. Get Homing Cluster Missiles. Beat the level. Get the Gold Medal.

You wish it was that simple? Your wish is granted! Yes, it's that simple. With Slave 1, you can just look at the general direction of the TIE squadron and fire away and let the cluster lock on them and destroy them!

In the first and second areas, be careful of the TIEs and come from behind, your Slave 1 is too slow and weak to escape from them. Try to kill all of the TIEs head-on and quickly. In the third area, there will be some fog but you can use your Targeting Computer a BIT to look for some TIEs. There's only 4 squadrons in the final area so wipe them away.

```

=====
| BATTLE OF HOTH |
| Episode V: The Empire Strikes Back |
| Main Mission #3 |
=====

```

Battle of Hoth Chips & Bits

-----

Recommended Aircraft: Speeder  
Recommended Upgrades: Advanced Shields  
Advanced Lasers  
Advanced Proton Torpedoes  
Homing Proton Torpedoes

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 5:00 | ****       |
| Enemies Destroyed---- | 43   | *****      |
| ----Shot Accuracy---- | 53%  | ****       |
| --Friendlies Lost---- | 22   | ***        |
| -----Lives Lost----   | 0    | **         |

While this level is pretty fun and fairly easy in a normal run, the Gold Medal is actually challenging because of the strict set limits. The time is 5:00, which is low since you have to kill 43 enemies. If it were 37 or 40, 5:00 is a blow-off. No, Factor 5 knew it and made it 43. You have to be nearly flawless in this level if you want the gold.

You start off in the valley... call your wingmen off to the 'Guns' and look around the base of the valley for some probe droids and shoot as many as you can. Don't worry if you missed some, you will see them again later. You should have killed 4 or 5 probe droids in this run. Then go to the AT-STs. Slam on your brakes once you leave the canyon and shoot at the squadron of AT-PTs (4) on the left. Be accurate, you need to be accurate to reach the 54% mark. After that, head right (still on brakes) and destroy the right squadron of AT-STs (3). Then head to the final 3 AT-ST, behind the 4 AT-STs you destroyed earlier. You have to successfully destroy them without turning around for another run. Go to the transporter and kill the AT-ST from the box.

!!!!!!!You should have killed 4~5 probe droids and 11 AT-STs, totaling to 15~16 kills! About 28 left!!!!!!!

Go to the direction of the AT-ATs while heading south to the 3 AT-ATs. Shoot at the AT-ATs on the way (for the accuracy) and kill 1 or 2 AT-STs on the ground before you reach the AT-ATs that you have to take down. Take down the AT-ATs immediately, you know what to do.

!!!!!!!You should have about 20 kills now!!!!!!!

After the cutscene, you're heading to the Echo Base. Look to the right to find a group of probe droids. Destroy 4~5 of them (it's hard I know!) and head up to find another squad and destroy another 4~5 of them. If you didn't kill all of the probe droids in the first valley, there's here again, on the edge of the mountain area. Kill another 2 of them.

!!!!!!!You should have about 32 kills now!!!!!!!

Immediately switch to the X-Wing and turn around 180 degrees. Use all of your Homing Torps on the TIEs (Bombers or Fighters, doesn't matter). DO KILL the TIE Fighters for the kill count. However, do not chase them... just kill it 'on the way'. The bombers are your priority. There's 8 of them so use the majority or all of your torps on them. You should kill all of the Fighters though, you NEED it. You should end up with 43 or 44 kills if you followed my directions.

Yeah, I know it's tough. I had to try about 15 times before getting the Gold Medal in this level. It's always 42, 42, 41, 42, 41, 40 kills for me! Believe me, I did get 43 kills several times but I took too long (5:05 or so). Just be wise and quick at the same time.

+++++++  
--SUMMARY--  
+++++++

1. Kill the probe droids in the first area (5 kills)
2. Kill all of the AT-STs (16 kills)
3. Shoot at the AT-ATs on the way to the required AT-ATs
4. Kill two of the 'not required' AT-STs between the AT-ATs (18 kills)







Once in the bombing portion, find as many AT-PTs ON THE WAY as possible! I repeat, ON THE WAY! Don't wander off for some crappy AT-PTs! Just go to your next destination and destroy all of the AT-PTs on the way or ALMOST on the way. You should take out 3 squads of AT-PTs before encountering your first guard towers. Destroy all 6 guard towers while flying high. Be accurate (not that hard) because you need to save the bombs for the dish. After this part, go up and kill another 3 AT-PTs. Destroy your next objectives (6 guard towers).

!!!!!!!You should have destroyed 6 squads of AT-PTs (18) and 12 guard towers by now. The total would be 30!!!!!!!

Go up north a bit (left of your next destination - the dishes) to find 4 squads of AT-PTs. Destroy them all as usual. Go to the dishes and use up ALL of your bombs on the dishes (preferably on the bases). If you run out of the bombs, immediately crash. You have 1 life to spare so don't worry. On your next life, you have a brand new set of 20 bombs so use them all up on the dishes. take out a squad of AT-PT nearby too.

!!!!!!!You should have 7 dishes and another 15 AT-PTs destroyed for the total of 52 kills (47~51 is fine too)!!!!!!!

Go south and pick off at least 2 squads of AT-PTs on the way to the shuttle. Avoid the TIEs' fire! Just do the zig-zag movements again. If you haven't called your wingmen off to flee, do it now! Once at the platform, kill the AT-PT squad to the north of the platform and destroy all 6 guard towers. After that, run away and wait for the shuttle to escape to complete the level. You may destroy some more AT-PTs if you find some, for insurance.

!!!!!!!You should finish up with another 3 squads of AT-PTs (9) and 6 guard towers for the total of 67 kills, which is more than enough!!!!!!!

+++++++  
--SUMMARY--  
+++++++

1. Tell your wingmen to flee
2. Disable 3 force field generators
3. Destroy 3 squads of AT-PTs on the way to the first objective that you must bomb (9 kills)
4. Bomb all of the guard towers (6=15 kills)
5. Bomb two more squads of AT-PTs (6=21 kills)
6. Destroy another set of guard towers (6=27 kills)
7. On the way to the dishes, destroy 4 squads of AT-PTs (12=39 kills)
8. Destroy the communications dishes (7=46 kills)  
~if you run out of bombs, just crash to get another life with 20 bombs  
~also destroy a squad of AT-PT by the dishes (3=49 kills)
9. Go south to the final objective, and on the way, kill off 2 squads of AT-PTs (6=55 kills)
10. Destroy the lone squad of AT-PTs near the platform (3=58 kills)
11. Destroy all of the guard towers (6=64 kills)
12. Wait for the shuttle to leave
13. While waiting, look for some extra AT-PTs to destroy (for insurance)

\*\*\*I know the numbers does NOT follow the walkthrough but it is about the same.

```

+++++++
==TIPS==
+++++++

```

1. Zig-Zag to avoid the TIE's fire
2. Immediately tell your wingmen to flee
3. Disable the bottom 3 force fields, since they are the farthest away from the mine fields (they will try to fire at you)
4. Aim at the center of the squads to destroy all 3 AT-PTs
5. Fly high while bombing the guard towers, you have more time to bomb them all this way.
6. Don't wander off, this will waste some precious time

```

+++++++
==MAP==
+++++++

```

Here's the path you should take. (Destroy all of the 'P's on the way except the ones in the southeast corner).

\*\*\*\*\*

LEGEND

\*\*\*\*\*

S---Starting point

X---Guard Towers (make sure you know the ones you HAVE to destroy)

O---platform

P---a squad of AT-PTs (3 AT-PTs each, marked so you know where you can find them for your kill total)

\*---communications dish

PB--Prison Building

CR--Communications Relays

#---Path for the Gold Medal

The outline is the train's path, and I'm sure you knew that.

Here's the path you should take. (Destroy all of the 'P's on the way except the ones in the southeast corner).

```

| ##P |
| O _____ X CR X |
| O_/ ___/ ## O\ ** X |
| /O ##### X/ *** X |
P/P##### X	**	
X _____/#	X X	
required O/X P	#	
towers-> O/OX####P OO	##	
	X /O U	#
\/ P X/O X	P	
# / P	\	
X	O OO #\	
X P	O OOO #\	
OOX___	O #	P
X / OOO X #		
PB\ X # /		
# \ OO ## /		
# \ OOOO #		
# \ OO # \ P		
P##_____ # \X		

```

```

| #P \ ## X\ |
| # \ ## X \X |
| # \ ## P_X_/ X |
| S \ O X## X_/ X X |
| \X | P X _____/ X |
| required X _|_____/ <--shuttle |
| towers--> X X |

```

-----

```

=====
| |
| RAZOR RENDEZVOUS |
| Episode V: The Empire Strikes Back |
| Main Mission #5 |
| |
=====

```

Razor Rendezvous Chips & Bits

-----

- Recommended Aircraft: B-Wing
- Recommended Upgrades: Advanced Shields
  - Advanced Lasers
  - Homing Proton Torpedoes
  - Advanced Proton Torpedoes

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 1:19 | ****       |
| Enemies Destroyed---- | 10   | *****      |
| ----Shot Accuracy---- | 60%  | ***        |
| --Friendlies Lost---- | 0    | **         |
| -----Lives Lost----   | 1    | ***        |
| -----TCE----          | 85%  | *          |

1:19?!?!?!?!?!?!?!?!?!?!?!?!?!?! The preceding statement might be the first thing that came on your mind when you saw the stats for the Gold Medal. Yea, 1:19. However, that is not the hardest objective... the enemies killed is. You only kill 4 enemies during the mission so you have to kill another 6 to get the Gold Medal. Here's how...

With your B-Wing, tell your wingmen to go away. Then go forward, with your turbo on. Don't try to kill the TIEs, they will screw your accuracy up. Just proceed normally to the back of the ship. Ion cannonize the spheres and destroy them as usual. You HAVE to destroy both of those in ONE run, you don't have time to go around and try again. After destroying them both, go down under for the final generator. But, don't shoot at the generator yet. There's TONS of turrets on the bottom so use this chance to shoot ONE turret. Then ion cannonize the generator and destroy it (with missiles, if you still have it). After that, shoot another turret at the bottom. When you're done with the turret, crash into the Destroyer. You'll automatically end up facing the Destroyer. Go to the plate front of the command center. There's quite a lot of turrets. Shoot at least 4 turrets (more if you haven't destroyed some turrets down under) and crash into the command center.

Not that hard at all. In fact, I think it was one of my first golds in this game. However, I had to try a lot to finally get this one. Practice, practice!

+++++

--SUMMARY--

+++++

1. Tell your wingmen to flee
2. Got to the back of the ship
3. Destroy the spheres in one run
4. Go down under and destroy one turret quickly
5. Destroy the final generator
6. Destroy another turret
7. Crash into the Destroyer
8. Shoot another 4 turrets on the top side of the Destroyer
9. Crash into the command deck

+++++

--TIPS--

+++++

1. Don't try to shoot at the TIEs for the kill count
2. Just use the turrets, they won't move! ;-)
3. Try your best to avoid the lasers from the turrets (duh)
4. Use 2 missiles per generator
5. Use your turbo when going to the command deck

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| |
| VENEGEANCE ON KOTHLIS |
| Episode V: The Empire Strikes Back |
| Main Mission #6 |
| |
=====
```

Venegeance on Kothlis Chips & Bits

Recommended Aircraft: Slave 1 or X-Wing

Recommended Upgrades: Advanced Shields

Advanced Lasers

Homing Proton Torpedoes (for X-Wing, if you use it)

Advanced Proton Torpedoes (for X-Wing)

Advanced Proton Bombs

Spread Proton Bombs

Advanced Cluster Missiles (for Slave 1)

Homing Cluster Missiles (for Slave 1)

Gold Difficulty

==== =====

--Completion Time----9:55 \*\*\*  
Enemies Destroyed----100 \*\*\*\*  
----Shot Accuracy----27% \*  
--Friendlies Lost----2 \*\*\*  
-----Lives Lost----0 \*\*\*  
-----TCE----85% \*

While X-Wing is a pretty good choice for the Gold Medal run, Slave 1 is a better choice. Its Homing Clusters can destroy the fleet of the TIEs at the beginning. The only problem, you have to survive all of the way to the Speeder switch! I'm going to write the Walkthrough as a Slave 1, not X-Wing.

As a Slave 1, you have to be careful... a TIE that happens to be behind you, firing at you... you can kiss your Medal good-bye. You have to avoid letting the TIEs to take aim at you. So... head to the left and wait until the TIEs that are coming are in the range and fire your missiles! When they

goes down, head right to find some more TIEs. Destroy them all quickly... If some squad of TIEs goes behind you, immediately turn around and look for that TIE and destroy it. You can't afford to die. Just destroy them all, use all of your missiles.

If you just happen to destroy them all quickly, with your transport just turning to the landing point... use this time to shoot some missiles (if you still have some) at the Destroyer to destroy some turrets that resides there. BUT DON'T get CLOSE! Just stay with your transport all of the way.

When your transport FINALLY lands, immediately switch to the Speeder and take down the AT-ATs. Take down the nearest one and the next one and so on. This way, you have more room between the body and the water. Sometimes the AT-AT would move its head down while you're passing underneath, crashing to you. You must live throughout the mission.

After tipping the AT-ATs over, switch to the Y-Wing. your first priority is NOT the AT-PTs... nor the Destroyer. You have to destroy the majority of the enemy turrets or soliders on the beach. They will kill some of the Rebels from the transport if you don't destroy them. Use your bombs to destroy the turrets or people on the beach. Do this on ONE run. While bombing the beach, go to the hull of the Destroyer and drop 7~9 bombs to make a hole so you don't have to worry about it later. Now, your priority is the AT-PTs. Go to the waters and bomb the AT-PTs. Remember, the proton bombs recharge so don't worry about your supply. You have plenty of time to recharge.

Fly up high to take the AT-PTS out easier. You should be good at it by now so you should know what to do. Continue taking out the AT-PTs until a person tells you that the first wave is gone. Go to the hull near the hole and bomb the site there to help the people out (1~2 bombs). After that, return to the waters and take out the second wave.

After the AT-PTs, some TIEs may chase after you. Don't worry... just use this chance to fly around, checking if the Rebels on the ground needs some help. The level will be over soon anyway.

+++++++  
--SUMMARY--  
+++++++

1. Command = Attack the TIEs
2. Destroy the TIEs Fighters/Interceptors with your cluster missiles
3. Stick with your transport for protection from the turrets on the Destroyer
4. Switch to the Speeder
5. Take down the AT-ATs
6. Switch to the Y-Wing
7. Bomb the path to the hull of the ship
8. Bomb the hull to create a hole
9. Destroy the first wave of the AT-PTs
10. Return to the hull of the ship to take out some more turrets (if needed)
11. Once again, eliminate the second wave of AT-PTs
12. Help the men (if needed) or just avoid the TIEs and wait for the end

+++++++  
--TIPS--  
+++++++

1. Don't let the TIEs get behind you
2. Be smart with your clusters

3. Stick with your transport while going to the landing spot
4. Don't worry about the turrets on the beach or the hull TOO much... you have to destroy the AT-PTs, you know!
5. Fly high to take the AT-PTs easier
6. Don't be afraid to use your rechargeable bombs up!
7. Try to take out as many turrets as you can, the kill count is really high.
8. Don't get too close to the Destroyer, the turrets will greatly damage you
9. Try, try again! At first, my kill count was about 70-80 but I tried again and again and my kill count slowly rose to 100+!

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=====
| IMPERIAL ACADEMY HEIST |
| Episode V: The Empire Strikes Back~ Episode VI: Return of the Jedi |
| Main Mission #7 |
=====

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#### Imperial Academy Heist Chips & Bits

Recommended Aircraft: Y-Wing (Day)  
 Recommended Upgrades: Advanced Shields  
                           Advanced Lasers

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 4:12 | ***        |
| Enemies Destroyed---- | 51   | ****       |
| ----Shot Accuracy---- | 49%  | ***        |
| --Friendlies Lost---- | 0    | *          |
| -----Lives Lost----   | 0    | *          |
| -----TCE----          | 100% | *          |

While this Gold Medal can be accessed by Day, I don't recommend it. If you did it with your speedy Speeder, GOOD FOR YOU! I don't care and I don't want your strategy, peroid. My strategy is my strategy and it works. Thanks. Back to the point, the SLOW Y-Wing is a very good choice for the gold medal for some reasons. A great reason: You can bomb the parked TIEs on the platforms for some easy kills.

Alright, here we go...

As a Y-Wing, go low as usual and avoid being seen by the scanners. You can ionize the some of the sensors to ensure your safety, but don't brake for them. Just ionize the ones that you have time for. Take the right fork and go up in the air. Go to the platform to the right for some parked TIEs. Bomb them ASAP (some of them will take off). After that, go to the Academy as usual while bombing the parked TIEs on various platforms. There are 4 platforms that you should bomb. (Refer to the map) Use two bombs for every platform, one on each side. You should at least kill 3 on each platform.

\*\*\*\*\*When you finally see the Academy, you should have 12 TIEs destroyed so far!\*\*\*\*\*

Upon entering the Academy, go down and line yourself up to the parked lines of TIEs. Snipe a row of TIEs. Each row will have 5 TIEs so destroy 6 and a half lines. What I'm trying to say... position yourself so when you're going at the TIEs, you should have the TIEs directly lined up so



when you shoot with your lasers, you don't have to move left or right for the next TIE. You may use your bombs too. You can turn around and do another run for more TIEs (use all 4 quadrants). However, you have to be fast. Don't wander off too long. Count your kills...

\*\*\*\*\*You should have destroyed at least 31 parked TIEs for the total of 43 kills, with at lerast 5 bombs left\*\*\*\*\*

Now, go to the blue icon, but don't enter it. Just go around the icon and destroy the turrets that surround the Shuttle. There are 2 turret on each corner of the square. After that, enter the icon.

\*\*\*\*\*With those 8 kills from the turrets, you should have 51 kills now\*\*\*\*\*

As a Shuttle, immeidately head to the rendezvous point while zig-zagging. DO NOT fire any lasers!!! It will surely screw up your accuracy. Just be patient and get to the rendezvous point ASAP.

+++++++  
--SUMMARY--  
+++++++

1. Disable the sensors without slowing down
2. Take the right fork
3. Destroy at least 12 TIEs on 4 platforms with your bombs
4. Go to the Academy
5. Line up the TIEs and shoot them up with your lasers or bombs. You should have killed at least 30 or 31 TIEs (6 rows)
6. Bomb the turrets around the Shuttle (8 kills)
7. Go to the rendezvous point ASAP

+++++++  
--TIPS--  
+++++++

1. Do not slow down at all.
2. Don't go too far when disabling the sensors. Ignore the ones that you know you can avoid
3. Bomb the platforms ASAP, try to bomb them before the TIEs fly off
4. Use both bombs and lasers when taking out the TIEs by the Academy
5. Save some bombs for the turrets
6. Zig-Zag to avoid the TIEs when you're in the Shuttle
7. You can fly over some peaks in the mountains, if you're lucky

+++++++  
--MAP--  
+++++++

Map is for all objectives, day or night.

\*\*\*\*\*  
LEGEND  
\*\*\*\*\*

- S---Starting point
- .---Imperial sensor
- OO--platforms with TIEs
- D---satellite dish
- I---Imperial Shuttle
- X---Rendezvous point



Enemies Destroyed----110 \*\*\*\*  
----Shot Accuracy----65% \*\*\*\*  
--Friendlies Lost----29 \*\*\*  
-----Lives Lost----0 \*\*  
-----TCE----72% \*

With a X-Wing, this level will be a LOT easier since you have better shields than that crappy A-Wing! The main objective in this level is to destroy as many balloons in the second part (above the city) as possible. Each balloons has 6 turrets so you gain 6 kills for every balloon exploded. You explode 7 balloons for the first objective so you already have 42 kills under your belt. Destroying the Bombers and the Generators earns you another 8 kills so you have 50 kills that you HAVE to earn. This leaves 60 kills that you have to earn by yourself. You already figured it out, didn't you? 10 balloons, that's right. Pretty tough, I know. Especially with only 6:40.

Start off by telling your wingmen to go after the TIEs to distract them. Go to the left and shoot the fire pot to destroy the first Balloon. Go through the fog to find two more balloons. After destroying them, go right a bit to find another balloon. To the left of that balloon, there's THREE more balloons waiting for you. If you destroyed them fast, you should look around for some TIE Fighters and use 1~2 homing torps on them, it seems to speed the cutscene up.

In the city area, immediately fly up and destroy the first balloon you see. Look for one more balloon and put it in the flames. Go down and find the generator (a bit to the left of the starting point) After that, go back up and look for THREE more balloons. Yes, THREE! Do it fast, too. Make sure your balloons are on the way to your next generator to save time. After destroying the balloons, dip down and break the second generator.

Once again, go back up and look for 3 more balloons and dip down for the final generator. Immediately go to the gas platforms where the Bombers will be. BUT don't attack the Bombers yet! There's two balloons around that area... Use those balloons to reach your requirement of 110 kills. If you destroyed 8 balloons above the Cloud City, you'll be fine!

You should have 4~5 homing missiles in your arsenal. Use them all on the Bombers alone, don't kill the Fighters with your missiles. You can kill the Fighters but use your lasers! Just use your missiles for the Bombers. There are 5 of them so you may have to laser one of them down.

+++++++  
--SUMMARY--  
+++++++

1. Command your wingmen to the TIEs
2. Destroy all of the balloons (42 kills)
3. Try to kill 1 or 2 more TIE Fighters before the cutscene for insurance
4. Destroy 2 balloons before going to the trenches for the first generator
5. After the first generator, destroy 3 more balloons
6. Destroy the second generator and go back up for 3 more balloons
7. Dip down once more to turn off the final generator
8. Two more balloons near the gas platforms...
9. Use your torps on the Bombers to end the level ASAP

+++++++



=====  
Battle of Endor Chips & Bits  
-----

Recommended Aircraft: X-Wing/Naboo

Recommended Upgrades: Advanced Shields

Advanced Lasers

Advanced Proton Torpedoes

Homing Proton Torpedoes

Gold Difficulty

==== =====

--Completion Time----10:00 \*\*\*\*

Enemies Destroyed----60 \*\*\*\*

----Shot Accuracy----31% \*\*\*\*

--Friendlies Lost----6 \*\*\*

-----Lives Lost----1 \*\*\*\*\*

-----TCE----80% \*

Prepare to grind your teeth and scream words that are expletive even in X-rated movies. I mean, look at my ratings! 3 4-stars and a 5-star! The dogfight is insane and if you want to get the Gold, you have to be frightfully accurate and quick. The lone 5-star belongs to the Lives Lost column. The reason? The legendary Darth Bob. If you're not familiar with that term, its the one that seemingly seeks a collision with you. You might collide with him once, or if you're very unlucky, two times. Two deaths = no Gold. Difficult indeed.

Alright, start off turning around immediately. You should command your wingmen to go to the TIEs to help you. Immediately use a few homing torps (2?). Dogfight the TIEs as usual, but be good at it. Do not wander too far from the frigate because that's where the most of the TIEs will be at. If you wanders too far, you will waste some time coming back for more TIEs. You should kill off about 30 of them. (YES, THAT high! You got to have a hot hand to get that high kill count.) One tip: DO NOT take sharp turns. It increases the chance of having a Darth Bob crash into you. Just shoot when you know it will hit the target. The Accuracy limit is pretty steep so be safe.

When the TIE Bombers finally come, ignore the Fighters and kill the Bombers immediately. There are 16 of them... Use two torps on the Bombers and kill the rest of the Bombers. I don't know what else to say... It's just a regualr dogfight that you have to be skillful at (and lucky!).

A suggestion: when you've killed almost all of the Bombers, use the time (if you think you went too fast) to kill some Fighters that you might have missed earlier. Kill 3-5 more Fighters before killing the final Bombers.

\*\*\*\*\*You should have about 45 kills so far\*\*\*\*\*

Now at the second part... Tell your wingmen to FLEE. Turbo to the left Destroyer and shoot the spheres out IMMEDIATELY. Go down under and shoot the bottom generator while shooting from afar to minimize the damages. If you're still on your FIRST life, good! You're almost sure to get a Gold Medal! If you're shooting from afar, use this chance to shoot out at least 3 turrets at the bottom of the ship (or you can do it at the top part before crashing into the command deck). Now go up to the deck and shoot at the deck with torps or lasers (if you already lost a life) or crash into the deck (if no lives lost).

Moving on to the next one... Do the same thing again (don't forget to destroy 3 or more turrets) and shoot out the deck. If you have some more missiles, USE it NOW on the TIEs!!!!!! You need those kills! If there's no more missiles, it doesn't matter anymore... just go out and chase down the TIEs! The stats on this guide adds up to 60 but you might not have killed enough. You need those insurance kills!

Good luck, young Jedi.

+++++++  
--SUMMARY--  
+++++++

1. Go around and head for the TIEs
2. Command you wingmen to the TIEs or flee
3. Kill at least 30 Fighters(total, not right now... can kill them before destroying all Bombers or kill them while chasing the Bombers)
4. Along with 30 Fighters, destroy all 16 Bombers.
5. Command your wingmen to flee again
6. Go to the left destroyer and shoot out the spheres.
7. From afar, destroy the bottom generator and 3 turrets
8. Shoot out the deck or crash into it
9. Repeat steps 6~8 on the right destroyer
10. Chase down some TIEs for insurance kills

+++++++  
--TIPS--  
+++++++

1. Be smart on your shooting in the dogfight. You need the accuracy points
2. Use 2 torps on the Fighters, 2 on Bombers and use the rest on the destroyer's generators or turrets
3. Try to have all of your lives intact until you destroy the first Destroyer
4. Do not turn around sharply, Bobs might crash into you
5. Be as fast as possible
6. if you can, kill more turrets
7. Chase down as many TIEs as you can after you've destroyed the second Destroyer

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=====
| STRIKE AT THE CORE |
| Episode VI: The Return of the Jedi |
| Main Mission #10 |
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Strike at the Core Chips & Bits  
-----

Recommended Aircraft: X-Wing  
Recommended Upgrades: Advanced Shields  
                          Advanced Lasers  
                          Advanced Proton Torpedoes  
                          Homing Proton Torpedoes

Gold  
====

--Completion Time----5:05  
Enemies Destroyed----41

----Shot Accuracy----32%  
--Friendlies Lost----0  
-----Lives Lost----1  
-----TCE----95%

God... this level really ANNOYED me in my Gold Medal runs. I must've tried AT LEAST 20 times for the Gold Medal. Always ended up 1 kill or 1% accuracy short of the Gold Medal. ::sighs::

On the surface run, you have to destroy at least 5 turrets that lies around. When the level starts, immediately turbo to a turret and destroy it. Go up to the air to over-see the Millennium Falcon. Wait for the TIEs to come, as usual. Use one of your torps on a Fighter and shoot down the rest. After killing them all, go to either side and destroy one more turret. Repeat the process until you get to the end.

\*\*TIP: JUST before the Falcon enters the hole to trigger a cutscene, crash into the surface! Your death count won't go up! You will still have 3 lives and FULL health and torps!\*\*

In the hole, shoot the 3 TIEs that are already in front of you. If you haven't died yet, crash NOW! You can spare a life for the Gold... This way, you have another 4 TIEs to destroy, an easy addition to your kill total. You won't even waste any time too! After that, go ahead and destroy the TIEs again and follow the Falcon and shoot the TIEs out as usual.

When you're finally at the core, immediately shoot 2 torps at the core when you're in range. The cutscene will automatically turn you the other way anyway.

On the exit run, turbo right away and pass the Falcon and slow down on turns. You have plenty of time if you didn't waste any time. Just be calm in this run, but do use the turbo on the straight runs. If things seems too hard, just turn off your turbo, but don't let the fire catch up. You have plenty of time anyway.

+++++++  
--SUMMARY--  
+++++++

1. Destroy a turret
2. Fly high and wait for a squad of TIEs
3. Kill the squad and destroy a turret after that
4. Repeat steps 2-3 until you get to the end
5. Destroy the 3 TIEs in the front of you and crash
6. Proceed through the hole as usual
7. Destroy the core
8. Escape quickly

+++++++  
--TIPS--  
+++++++

1. Don't forget to destroy the turrets, they are vital!
2. Crash just before the cutscene if you want
3. Again, if you WANT, crash after destroying the first 3 TIEs in the hole
4. Be calm when dodging the pipes
5. Shoot at the core with torps immediately when you get in range
6. Get ahead of Falcon ASAP

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=====
| DEATH STAR ESCAPE |
| Episode IV: A New Hope |
| Bonus Mission #1 |
=====
```

Death Star Escape Chips & Bits  
-----

Recommended Aircraft: none  
Recommended Upgrades: none

Gold  
====  
--Completion Time----1:20  
Enemies Destroyed----35  
----Shot Accuracy----16%  
--Friendlies Lost----0  
-----Lives Lost----0  
-----TCE----100%

How CAN I write a guide for this level? You just shoot TIEs and if you're fast and good enough, you get a gold medal! Simple as that! The only things I HAVE to tell you:

- ~Do the missions over and over and over until you memorize the positions!
- ~Again, MEMORIZE where the TIEs will come from so you have a head start
- ~Tap the fire button so you will have a better chance of making the accuracy score
- ~When the TIEs comes from both sides and cross your screen, just release the analog pad and fire. You should kill MOST of the TIEs.
- ~For the last time, memorize! I had to re-do this mission about 15 times before getting the Gold Medal!

```
=====
| THE ASTEROID FIELD |
| Episode V: The Empire Strikes Back |
| Bonus Mission #2 |
=====
```

The Asteroid Field Chips & Bits  
-----

Recommended Aircraft: Millennium Falcon (only choice)  
Recommended Upgrades: Advanced Shields  
Advanced Lasers

Gold  
====  
--Completion Time----4:35  
Enemies Destroyed----50  
----Shot Accuracy----10%  
--Friendlies Lost----0  
-----Lives Lost----1  
-----TCE----75%

OMG... Another EASY one! Seriously, you just go forward and wait until your screen backs out and shows a TIE chasing after you. That's when you should shoot. Just don't shoot randomly. I know the Shot Accuracy is low but you



never know! ^\_^ Be safe and don't try to lure a TIE to an asteroid. You shouldn't have any trouble with the TIEs anyway! Just do the mission and enter the icon to complete the level. If you're lucky, you get the Gold Medal!  
\*gasp\*

```
=====
| TRIUMPH OF THE EMPIRE |
| Episode IV: A New Hope |
| Bonus Mission #3 |
=====
```

Triumph of the Empire Chips & Bits

-----  
Recommended Aircraft: TIE Advanced  
Recommended Upgrades: Advanced Shields  
                        Advanced Lasers  
                        Homing Cluster Missiles  
                        Advanced Cluster Missiles

|                       | Gold | Difficulty |
|-----------------------|------|------------|
|                       | ==== | =====      |
| --Completion Time---- | 4:00 | ***        |
| Enemies Destroyed---- | 32   | ****       |
| ----Shot Accuracy---- | 35%  | *          |
| --Friendlies Lost---- | 3    | **         |
| -----Lives Lost----   | 0    | *          |
| -----TCE-----         | 100% | *          |

The most important thing to have here is not your skill. It is an upgrade. To be specific, the Homing Cluster Missiles. Your TIE Advanced has it so you can use it to own the Rebels under 4 minutes. No Homing Cluster Missiles = bad thing. The hardest thing to do is to kill the extra Rebels when you're waiting for the Rebels in the trench.

Of course, you start off in the dogfight. Just speed up and seek out a squad of Rebels and fire two cluster missiles at them to destroy them. Don't waste any cluster missiles, you need as many as you can for the next segment. You can use lasers if you're DIRECTLY behind the X-Wings. Yes, the X-Wings. Do not use the lasers on the Y-Wings, it will screw up your accuracy. You should have at least 10~11 clusters left when you're done with this part. Not that hard at all.

In the next part, immediately follow the first squad of rebels in the trench. Destroy them with two well-positioned clusters. Don't fire the clusters when there's a lot of barriers around. Fire them when the space between you and the rebels are clear. After that, go back out of the trench and look around for some rebels. Try to kill 3 (1 squad) rebels before the second group comes around in the trench. The next group has some X-Wing so you can use the lasers to destroy them rather easily. You can use missiles, I don't care but you might want to save them for the outside part of the trench. Go back out after you've killed the second group to find some more Rebels. If you've destroyed 3 rebels after the first group, you only have to destroy 3 more. If you haven't, then destroy 6 more. Go into the trench when the third and final squad comes around. Destroy them immediately with your remaining clusters or lasers.

+++++

--SUMMARY--  
+++++

1. Call your wingmen to flee
2. Use 8~9 clusters in the dogfight
3. Go into the trench for the first squad and use the clusters on them
4. Look around for some Rebels and destroy 3 of them with missiles
5. Go into the trench again for the second squad and use lasers to destroy them
6. Again, look for some more Rebels in the space and destroy 3 of them with missiles
7. Go into the trench yet again and destroy the final squad

+++++  
--TIPS--  
+++++

1. Use the missiles even if your target are coming at you or going across your path. The missiles will follow them.
2. You ALWAYS needs two cluster per aircraft to destroy them
3. When searching for Rebels that fly above the trench, IMMEDIATELY find them! The time is short...

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| |
| REVENGE ON YAVIN |
| Episode VI: The Return of the Jedi |
| Bonus Mission #4 |
| |
=====
```

Revenge on Yavin Chips & Bits  
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Recommended Aircraft: TIE Advanced  
Recommended Upgrades: Advanced Shields  
Advanced Lasers  
Homing Cluster Missiles  
Advanced Cluster Missiles

|                             | Gold | Difficulty |
|-----------------------------|------|------------|
| -----Completion Time-----   | 4:33 | ***        |
| -----Enemies Destroyed----- | 36   | ***        |
| -----Shot Accuracy-----     | 65%  | *          |
| -----Friendlies Lost-----   | 15   | *          |
| -----Lives Lost-----        | 0    | *          |
| -----TCE-----               | 100% | *          |

Pretty fun mission and the Gold Medal stats for this level gives you some room for mistakes so it's pretty easy too! Again, the Homing Cluster Missiles is a must.

With your TIE Advanced again, go forward and command your wingmen to attack the Rebels (you have the limit of 15 allies lost so you have plenty of room) and go to the upper left corner of the area where the two transports are. Don't destroy or even shoot at the transports yet, just go to that corner to find a Y-Wing sitting there. Shoot it with some lasers to destroy it. Go forward a bit and turn back for the transports. Slam on your brakes and shoot lasers like mad at the transports.

After destroying the transports, go to the next transports (the quad). However, on the way, you have to use your homing cluster missiles to

destroy some of the X-Wing or Y-Wing sitting in the tree-less areas. There are two areas with several Rebels each. The Homing Clusters should easily destroy some. Sometimes the Missiles misses so shoot TWO clusters for each area.

Go to the 4 transports. All of them should be still on the ground if you're fast enough. Maybe one will be starting to take off. Destroy them all with lasers. Then go to the final trio of transports.

On the way to the final trio, you might encounter some Rebels. If you do, shoot some clusters (2) at them. Back to the original path, immediately destroy the transports.

Now you only have to wait for the gate to open. However, do not be a sitting duck while waiting. Seize the moment! Seek out for some extra Rebels and destroy them with your missiles! You should be able to destroy about 6 of them at this point. Make sure you know whether if the gate is closed or open because ONCE it opens you have to go in.

In the temple, use your remaining missiles if you haven't used them up yet and lasers to destroy the final transports.

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+++++++
--SUMMARY--
+++++++
```

1. Command your wingmen to attack
2. Destroy the lone Y-Wing in the corner
3. Go around and destroy the transports
4. Go to the next transports and while doing that, destroy some of the defenseless Rebels on the ground
5. Kick the four transport's asses
6. Kill some Rebel scum on the way to the final transports.
7. Pick the transports apart
8. While waiting for the gate to open, kill some Rebels
9. Go into the temple once the gate opens and use your remaining clusters and lasers to make those scums explode.

```
+++++++
--TIPS--
+++++++
```

1. Use two clusters for each area with the defenseless Rebels
2. Go quickly, don't brake while destroying the Rebels but do brake while shooting at the transports
3. Always seize the chance... if you see some Rebels flying around, use your clusters!
4. If sme Rebels are following you, turn around and destroy them with clusters.
5. In the temple, press L ALL of the WAY. The space is very small so you need to go slowly to get around!

```
+++++++
--MAP--
+++++++
```

I thought a map was needed to make the position of the transports more easier to understand.

S---Starting point



You should know what to do by now (if you read the Endurance section in the Walkthrough. If you didn't... don't worry. Here it is (from the Walkthrough)

You just have to destroy ALL 99 waves plus a final boss, Darth Vader himself. How do you do it with only 3 lives? Meh... You get a free life after every 10 waves so you get 12 lives. You will face a squad of Imperial Shuttles which does not hurt you at all at every 10th wave. Anyway, the TIEs will come in high numbers and they progressively gets harder.

I recommend you to NOT fight them head-on, or dog-fight, because the TIEs come in large numbers and they will destroy you, especially in the late waves. The best way to kill them is to go to the opposite way of the TIEs and turn around when the TIEs are on the END of your radar screen. When you've turned around, turn on your Targeting Computer and kill some of the TIEs while going against them. A successful 'run' should kill about 3~5 TIEs. Then go all of the way until the TIEs are on the bottom of the radar again and repeat. Don't worry, you have PLENTY of time to kill all 99 TIEs. I used the method above for all 99 waves and i got about 210 minutes at the end.

I recommend you taking a break every 10 waves to clear your head. I didn't though.... My first break was 50 waves in and second one was after the 75th wave... The third and the final one was after the 90th wave. You should automatically get the gold medal if you beat all 99 waves anyway. Factor 5 isn't that mean to make you re-do the waves all over again and again!!!!

-----X\*\*\*~  
-----X\*\*\*~EPISODE VI: THE STRATEGIES OF THE JEDI  
-----X\*\*\*~

Well, now that you know the controls, it's time to know the 'basics' of the game. I don't want to make you feel 'excluded' when you read my Walkthrough. I may say 'destroy the TIEs'... you would think it's quite a difficult thing to execute... And you might be right if you're a newbie.

One of the most important things about taking down the TIEs is the order. The TIEs' formation resembles a lot like birds' triangle. The leader is the one in the front, obviously. However, it is not recommended to take out the leader first. Yes, in some ways in life, the leader should be taken out but not in this game. You should take out the ones BEHIND the leader, or the 'followers'. Why? Here's why: If you kill the leader, the followers won't be followers anymore. They have no leader to guide them so they scatter. Now you have 3 squads of 1 TIE each! It's a hassle!!! Ugh... How do you prevent it? I just told you, take out the followers first! This way, you're still looking at the squadron instead of seeing them go everywhere else.

Another MAJOR skill to have: to be able to read the radar and interpret it properly. I have a lot of friends who have some trouble reading the radar properly. They does not know what's up, what's right, what's what. Let me simplify things: in the radar, to the north is what is straight ahead of you currently. What is on the left on the radar is to the left of you right now. You're the one in the direct center. Here's the most confusing part: the orange cone. When you see this 'cone', that means you have to go there for your next objective. Say the cone goes upwards in your radar... you know that the objectgive is to the north of you. Simple enough. Another thing: red dots are enemies and blue are allies.

Targeting Computer is a neat gadget to use but I don't use that much at all because I already mastered my aiming, even for long distances. I recommend you to avoid using it because you need some practice because the Gold Medal stats does not allow much use of the Computer. You'd be in a tight spot if your accuracy really sucks. Anyway, to use the Targeting Computer, press Y and hold (just tap if you have the upgrade) to bring up the computer. You should be able to find enemies and objectives very easily, even in fog or whatnot. This is also helpful for homing missiles. Use it wisely, if you EVER use it.

Be smart, be smart. Especially in the Gold Medal hunts. The levels in this game is very well-designed, and because of that, you have to find ways to get across some obstacles that might come. Let's say... you have to protect the transport in VoK as a X-Wing. But you really stink at dogfighting. What do you do? Command your wingmen to the TIEs and stay away from the transport and let the TIEs fly over to the transport. Then go to the transport and attack the hapless TIEs. It makes it more easier to shoot down TIEs.

If you have some more strategies that you'd like to share, let me know...

```

-----X***~
-----X***~EPISODE VII: THE SHIPS REBORN
-----X***~

```

Nah, I won't give you a detailed FAQ for every level for every aircraft... I'm just give you a quick description and my rating on them. I'm going to give you their weapons and what upgrades and levels will be accessed on the craft.

The list of the crafts (in order):

- ~A-Wing
- ~Buick
- ~B-Wing
- ~Imperial Shuttle
- ~Millennium Falcon
- ~Naboo Starfighter
- ~Slave 1
- ~Speeder
- ~T-16
- ~TIE Fighter
- ~TIE Advanced
- ~X-Wing
- ~Y-Wing

```

Power = Firepower of the Lasers
Speed = Turbo speed and normal speed
Defense = How long your shields can take it
Overall = Usefulness of the aircraft

```

| =====            |       |       |         |         |
|------------------|-------|-------|---------|---------|
| A-WING           |       |       |         |         |
| =====            |       |       |         |         |
| Secondary Weapon | Power | Speed | Defense | Overall |

|                     |   |   |   |   |
|---------------------|---|---|---|---|
| -----               |   |   |   |   |
| Concussion Missiles | C | A | C | C |
| (20) D              |   |   |   |   |
| -----               |   |   |   |   |

Levels that you can use the A-wing

- 
- ISA
  - RR
  - VoK
  - RoB (Primary Aircraft)
  - BoE
  - Endurance

Upgrades that help the A-wing

- 
- Advanced Lasers
  - Advanced Shields
  - Advanced Targeting Computer
  - Advanced Concussion Missiles
  - Homing Concussion Missiles

-----

Final Thoughts

-----

Well... this isn't a famous ship or well-known, at least. Do not grieve... this ship ain't that good either. Nobody picks this ship if they had a choice. The usefulness of this ship is easily proven in RoB, when you have to use this ship. You will have some trouble beating that level with this crappy aircraft. Concussion Missiles just blows, even with the homing upgrade. It barely does any damage... The only advantage the A-wing has is its speed, which it desperately needs because of its weak shields.

=====

| BUICK |

-----

|                       |       |       |         |         |
|-----------------------|-------|-------|---------|---------|
| -----                 |       |       |         |         |
| Secondary Weapon      | Power | Speed | Defense | Overall |
| -----                 |       |       |         |         |
| Cluster Missiles (20) | B     | B     | B       | B       |
| A                     |       |       |         |         |
| -----                 |       |       |         |         |

Levels that you can use the Buick

- 
- ISA
  - RR
  - VoK
  - RoB
  - BoE
  - Endurance

Upgrades that help the Buick

- 
- Advanced Lasers
  - Advanced Shields

Advanced Targeting Computer  
Advanced Cluster Missiles  
Homing Cluster Missiles

-----  
Final Thoughts  
-----

Heh... neat secret. If you want this ship, go to Episode VIII to find the passcode for this car. Anyway, it's pretty average, btu it has the best cockpit! You want to know why? You go find out yourself!

IMO, this aircraft is REALLY fun to use and play with! I recommend you try this one out! This one has CLUSTER MISSILES! WHOO!!!

```
=====
| B-WING |
=====

| Secondary Weapon | Power Speed Defense Overall |

| Proton Torpedoes (12) | B B A B |
| B | | | |

```

Levels that you can use the B-Wing  
-----

ISA  
RR (primary)  
VoK  
RoB  
BoE  
Endurance

Upgrades that help the B-Wing  
-----

Advanced Lasers  
Advanced Shields  
Advanced Targeting Computer  
Advanced Proton Torpedoes  
Homing Proton Torpedoes

-----  
Final Thoughts  
-----

Very smoooooth... Nice to looks and everything but... is it great? IMO, not that great. It's awesome for RR because of its balance between speed and agility but otherwise... X-Wing just blows it out of the water. This ship would be the top dog if there weren't any X-Wing. It has an ion cannon, so it helps a bit for various missions.

I know, I know, it's very cool to see the B-Wing's transition to the turbo mode...

```
=====
| IMPERIAL SHUTTLE |
=====

```



| Secondary Weapon | Power | Speed | Defense | Overall |
|------------------|-------|-------|---------|---------|
| Rear Lasers      | A     | D     | A       | D       |
| D                |       |       |         |         |

#### Levels that you can use the Imperial Shuttle

IAH (mid-mission requirement)  
 TotE  
 RoY

#### Upgrades that help the Imperial Shuttle

Advanced Lasers  
 Advanced Shields  
 Advanced Targeting Computer

#### Final Thoughts

\*laughs\* The worst one, indeed! This ship moves like a turtle and it barely, if there are, speeds up in turbo mode! The rear lasers are worthless like crazy. You can't see behind your ship unless the enemies are very close to you. It has very good defenses, though. But we all know that it won't help us anyway since the TIEs would burn it to a crisp anyway! \*laughs\*

### =====

### MILLENNIUM FALCON

### =====

| Secondary Weapon    | Power | Speed | Defense | Overall |
|---------------------|-------|-------|---------|---------|
| Concussion Missiles | A     | A     | B       | B       |
| (20) D              |       |       |         |         |

#### Levels that you can use the Millennium Falcon

ISA  
 RR  
 VoK  
 RoB  
 BoE  
 SatC  
 Endurance  
 DSE (Primary, as a gunner)  
 AF (Primary)

#### Upgrades that help the Millennium Falcon

Advanced Lasers  
 Advanced Shields  
 Advanced Targeting Computer  
 Advanced Concussion Missiles

## Homing Concussion Missiles

### Final Thoughts

Ah, the great Han Solo's bird! \*bows\* Where's Chewbecca? Hmm... I wanna meet him, dammit! \*sighs\* This Falcon is a very good ship, with decent speed (lousy turbo, though), powers are A-OK, defenses looks great, and it looks neat! However, the missiles suck and it has no 'unique' ability that no other ship has. Sure, it has a rear laser turret but who uses it anyway (besides AF)? This ship should be used as fun time, not for the gold medals.

```
=====
| NABOO STARFIGHTER |
=====
```

| Secondary Weapon | Power | Speed | Defense | Overall |
|------------------|-------|-------|---------|---------|
| Proton Torpedoes | B     | A     | B       | B       |
| (6) C            |       |       |         |         |

### Levels that you can use the Naboo Starfighter

ISA  
RR  
VoK  
RoB  
BoE  
Endurance

### Upgrades that help the Naboo Starfighter

Advanced Lasers  
Advanced Shields  
Advanced Targeting Computer  
Advanced Proton Torpedoes  
Homing Proton Torpedoes

### Final Thoughts

No, I won't tell you how to get this, because I already said it in the secrets section so butt off and go there if you want to know how! Now, I can tell you my opinions in peace! HA!

This secret ship is actually a great one, rivaling the legendary X-wing. This ship has huge boosters so it has awesome speed, second only to the Speeder. It has eye-popping turning ability so this ship has a vast advantage over the enemies in the dogfights. Therefore, this ship is an excellent choice for the Gold Medals. There's nothing wrong with this ship, except one thing... the secondary weapon. Torps are alright, pretty effectively if you time it right in certain missions. But ONLY \_6\_? That's going to hurt, man! Nevertheless, you should get it ASAP and use it on some Gold Medals.

```

=====
| SLAVE 1 |
=====

```

```

| Secondary Weapon | Power | Speed | Defense | Overall |

| Cluster Missiles | D | D | D | C |
| (20) A | | | | |

```

Levels that you can use the Slave 1

- ```

-----
ISA
RR
VoK
RoB
BoE
Endurance

```

Upgrades that help the Slave 1

- ```

Advanced Lasers
Advanced Shields
Advanced Targeting Computer
Advanced Cluster Missiles
Homing Cluster Missiles

```

Final Thoughts

Speed? My grandmother can WALK faster!  
 Defense? An hatched egg has better defense.  
 Power? Again, my grandmother can do better in her sleep.

Despite all that negatives, this aircraft is best choice for the Gold Medal in ISA and probably VoK if you're good enough. Why, you ask? Its Cluster Missiles, of course! It is the sole reason why I gave it a C, not a D. The Missiles will OWN you, peroid. ISA will be a breeze, ALMOST literally.

```

=====
| SPEEDER |
=====

```

```

| Secondary Weapon | Power | Speed | Defense | Overall |

| Tow Cable | C | A | B | C |
| D | | | | |

```

Levels that you can use the Speeder

- ```

-----
BoH (primary)
IAH (primary-nighttime)
VoK (switch)

```

Upgrades that help the Speeder

- Advanced Lasers
- Advanced Shields
- Advanced Targeting Computer

Final Thoughts

Of course, as the name implies, this aircraft is very speedy. However, it's about it. There are several disadvantages to this one... It cannot fly up very high since it depends on the air pressure to fly. Also, it has no secondary weapon that inflicts ACTUAL damage. The Tow Cable is only useful against AT-ATs and there are so few of those in the entire game.

This aircraft should not hinder you in any of the missions that you can use it on. While it's not speical, it's solid. It won't hurt you at all since it goes around very fast. In the Gold Medals, you shouldn't have any problems with this aircraft.

=====
| T-16 |
=====

Secondary Weapon	Power	Speed	Defense	Overall
Proton Torpedoes (6)	C	C	C	C
Proton Bombs (20) A				

Levels that you can use the T-16

TT (primary)

Upgrades that help the T-16

- Advanced Lasers
- Advanced Shields
- Advanced Targeting Computer
- Advanced Proton Torpedoes
- Advanced Proton Bombs

Final Thoughts

You can ONLY use this one in Tatooine Training and you should be grateful! This one SUCKS! It's too slow, hard to move around effectively, weak blasters, and it all adds up to a stinking P.O.S.

Sure, the secondary weapons are awesome, but the bombs are only useful in the womps rats area. That's it. I rated it 'A' because it had TWO of them! That's nifty, to say at least! Otherwise, it reeks of crap.

=====
| TIE ADVANCED |
=====

```

=====
-----
| Secondary Weapon | Power | Speed | Defense | Overall |
-----
| Cluster Missiles (20) | C | B | B | B |
| A |
-----

```

Levels that you can use the TIE Advanced

- ```

ISA
RR
VoK
RoB
BoE
Endurance
TotE (primary)
RoY (primary)

```

Upgrades that help the TIE Advanced

- ```

-----
Advanced Lasers
Advanced Shields
Advanced Cluster Missiles
Homing Cluster Missles

```

Final Thoughts

Good one, good one! With the Homing Cluster Missiles upgrade, you can own TotE and RoY. You can also get golds very easily in those levels. WAY better than TIE Fighter and it should be, since it's the ship of Darth Vader himself! I almost gave it an A in overall... but I think its speed is alright and the power aren't high to be an A. Good one, nonetheless.

```

=====
| TIE FIGHTER |
-----
-----
| Secondary Weapon | Power | Speed | Defense | Overall |
-----
| Nothing | C | A | D | D |
| D |
-----

```

Levels that you can use the TIE Fighter

- ```

ISA
RR
VoK
RoB
BoE
Endurance
TotE
RoY

```

Upgrades that help the TIE Fighter

-----  
Advanced Lasers  
Advanced Shields  
-----

-----  
Final Thoughts  
-----

Not even worth your time to think about whether if you will use it or not. If you have the access to this one then you should have access to a more powerful TIE, the TIE Advanced. Why? It's better! This one has NO secondary weapon, which is a big no-no. Also, its lasers trail, making it a chore to hit enemies. The defense is one of the worst I've ever seen. The speed is good, yes, but the defense and power really bogs you down! Just use the better version of TIE instead.

=====

|  |        |  |
|--|--------|--|
|  | X-WING |  |
|--|--------|--|

=====

| Secondary Weapon     | Power | Speed | Defense | Overall |
|----------------------|-------|-------|---------|---------|
| Proton Torpedoes (6) | A     | A     | B       | A       |
| C                    |       |       |         |         |

-----

Levels that you can use the X-Wing  
-----

DSA (primary)  
ISA (primary)  
RR  
VoK (primary)  
RoB  
BoE (primary)  
SatC (primary)  
Endurance (primary)

Upgrades that help the X-Wing  
-----

Advanced Lasers  
Advanced Shields  
Advanced Targeting Computer  
Advanced Proton Torpedoes  
Homing Proton Torpedoes

-----  
Final Thoughts  
-----

Yes, THE X-Wing! This ship deserves the recognition! It is the most reliable aircraft in the entire game. Although the Proton Torps aren't big, it's sheer speed and the turbo makes up for that! Defense is above average, but it isn't the best. One of the best things about it: the Droid. If your health is very low, the 'Repair' command will come out and you immediately press any direction on the D-pad and your health is back to the maximum! Whoo! It's lasers are VERY accurate and STRONG! You can't go wrong with this selection. You will use this one for most of the Gold Medal searching.

=====
   
| Y-WING |
   
-----

| Secondary Weapon     | Power | Speed | Defense | Overall |
|----------------------|-------|-------|---------|---------|
| Proton Torpedoes (6) | B     | C     | A       | A       |
| Proton Bombs (20) A  |       |       |         |         |

Levels that you can use the Y-Wing

- 
- DSA
  - ISA
  - PotW (primary)
  - RR
  - VoK (switch)
  - IAH (primary-daytime)
  - RoB
  - BoE
  - Endurance

Upgrades that help the Y-Wing

- 
- Advanced Lasers
  - Advanced Shields
  - Advanced Targeting Computer
  - Advanced Proton Torpedoes
  - Homing Proton Torpedoes
  - Advanced Proton Bombs
  - Spread Proton Bombs

Final Thoughts

-----

The second and final 'A' ranking given by me. Y-Wing is slow, indeed... but look at its shields! It takes forever for it to go down AND it has a droid to back it up! Pure sweetness! The lasers are quite powerful and the bombs are awesome in VoK and PotW, especially with the Spread Proton Bombs upgrade! Simply great. It also has an ion cannon to back it up even more.

-----X\*\*\*~
   
-----X\*\*\*~EPISODE VIII: RETURN OF THE SECRETS
   
-----X\*\*\*~

Alright, here's the contents of this section:

- ~Secret Ships
- ~Secret Modes
- ~Passcodes
- ~Ace Mode
- ~Rankings
- ~Medal Points
- ~Upgrades

=====  
---==X\*\*\*~~~~~~SECRET SHIPS~~~~~~  
=====

Unlocking them will give you the ability to choose them on other missions that normally can't be accessed before. However, NOT ALL OF THEM will be available in every mission.

-----

~Unlock the Millennium Falcon~  
In the main 10 missions, get at least a bronze in all of those.

~Unlock Slave 1~  
In the main 10 missions, get at least a silver medal in all of those AND the first two bonus levels (DSE and AF).

~Unlock TIE Fighter~  
In IAH, steal the TIE fighter in both day and night and complete those missions. The positions and explanations are on the Walkthrough (Section IV and the positions are on the map)

~Unlock Imperial Shuttle~  
Get a gold medal in TotE AND RoY.

~Unlock TIE Advanced X1~  
Get all 15 gold medals.

~Unlock Naboo Starfighter~  
Complete Tatooine Training in all 4 times of day.

=====  
---==X\*\*\*~~~~~~SECRET MODES~~~~~~  
=====

~Unlock Ace Mode~  
Get all 15 gold medals and complete the Tatooine Training in all times of day. 'Nuff said.

~Unlock Audio Commentary~  
Get all bronzes or better in the 10 main missions.

~Unlock Documentary~  
Complete all 10 main missions. In other words, beat SatC.

=====  
---==X\*\*\*~~~~~~PASSCODES~~~~~~  
=====



| MISSIONS                         | CODES                    |
|----------------------------------|--------------------------|
| Unlock all 10<br>'Main' Missions | !??QWTTJ (then) CLASSIC  |
| -----                            |                          |
| Unlock Death Star<br>Escape      | PYST?000 (then) DUCKSHOT |
| -----                            |                          |
| Unlock Asteroid<br>Field         | TVLYBBXL (then) NOWAR!!! |
| -----                            |                          |
| Unlock Triumph<br>of the Empire  | AZTBOHII (then) OUTCAST! |
| -----                            |                          |
| Unlock Revenge on<br>Yavin       | OGGRWPDG (then) EEKEEK!  |
| -----                            |                          |
| Unlock Endurance                 | ?WCYBRTC (then) ??MBC??? |

| SECRET SHIPS                | CODES                    |
|-----------------------------|--------------------------|
| Unlock Naboo<br>Starfighter | CDYXF!?Q (then) ASEPONE! |
| -----                       |                          |
| Unlock Millenium<br>Falcon  | MVPQIU?A (then) OH!BUDDY |
| -----                       |                          |
| Unlock Slave 1              | PZ?APBSY (then) IRONSHIP |
| -----                       |                          |
| Unlock TIE Fighter          | ZT?!RGBA (then) DISPSBLE |
| -----                       |                          |
| Unlock Imperial<br>Shuttle  | AJHH!?JY (then) BUSTOUR  |
| -----                       |                          |
| Unlock TIE<br>Advanced      | NYM!UUOK (then) BLKHLMT! |
| -----                       |                          |
| Unlock the Buick            | !ZUVIEL! (then) !BENZIN! |

| THE 'REST'                 | CODES                    |
|----------------------------|--------------------------|
| Unlock Audio<br>Commentary | BLAHBLAH                 |
| -----                      |                          |
| Unlock Ace Mode            | U!?!VWZC (then) GIVEITUP |
| -----                      |                          |

```

| Unlock Credits THATSME! |
| - - - - - - - - - - |
| Unlock Art Gallery EXHIBIT! |
| - - - - - - - - - - |
| Unlock Documentary ?INSIDER |
| - - - - - - - - - - |
| Unlock Black LIONHEAD |
| and white mode | |
| - - - - - - - - - - |
| Unlock Music Hall COMPOSER |
| - - - - - - - - - - |
| All Tech Upgrades AYZB!RCL (then) WRKFORIT |
| - - - - - - - - - - |
| Infinite Lives JPVI?IJC (then) RSBFNRL |
| _____ |

```

```

=====
-----X***~::~~ACE MODE~::~~
=====

```

If you were good enough to get the final gold in Endurance, you will be able to use that option perviously unaccessible in the options menu. That option is the 'Ace Mode', the 'next level' of the tiers of the difficulties. Although the enemies obviously will be harder and whatnot, there are no requirements this time. You can beat the level you're playing for the ace mode in 30 minutes and still get the ace medal. As long you beat the level, you get the ace medal. The enemies ain't even that hard anyway... (except BoE!) If you want the coveted Galactic Allied Commander ranking, you have to get 'em all. Good luck.

I won't give y'all any walkthroughs on the levels since they're exactly the same and not that all any harder. You must be that good if you have all 15 golds. Don't worry, be positive!

```

=====
-----X***~::~~RANKINGS~::~~
=====

```

If you go to the start screen and leave it for a while, the screen will switch to the screen with top fighters, ranked by the medals. You will see a title under the username... It gets higher as you get more 'points' from the medals.

```

POINTS RANKING
0-6 Trainee
7-10 Cadet
11-15 Ensign
16-24 Officer
25-35 Lieutenant
36-42 Flight Leader
43-50 Captain
51-60 Squad Leader
61-70 Gold Leader
71-80 Major

```

|             |                           |
|-------------|---------------------------|
| 81-90       | Commander                 |
| 91-109      | Colonel                   |
| 110-129     | General                   |
| 130-139     | Line Admiral              |
| 140-149     | Fleet Admiral             |
| 150 + TT*   | Allied Commander          |
| All 15 Aces | Galactic Allied Commander |

\*---Complete Tatooine Training

Currently (3/16), I'm Allied Commander... with 13 Aces. I don't have BoE and Endurance yet.

```

=====
---==X***~::~~MEDAL POINTS~::~~
=====

```

This section will briefly tell you what the medals are worth... Only the Bronze, Silvers, and Golds are worth anything. Aces are only useful if you have ALL of them.

They are used to:

- ~move you up in the rankings
- ~buy bonus levels
- ~get secret ships\*
- ~unlock certain stuff in the options menu\*

(\*Not the points, but collecting all of certain medals.)

Here's the point value for each medal:

```

Bronze-----3 points
Silver-----6 points
Gold-----10 points
Ace-----None

```

```

---==X***~::~~
---==X***~::~~EPISODE IX: THE END OF THE TRILOGY
---==X***~::~~

```

Ah! Finally! Here's my thanks:

Nintendo and Factor 5 and Lucas Arts: for obvious reasons

Official Nintendo Player's Guide: for the Maps

ImaLilPissed and RogueLeader2 for their FAQs/Map on Tatooine Training

```

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 /_____, / / | /
) / ___/___) / | /
 (_/ (_/ (_/ '

```

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