Star Wars Rogue Leader B-Wing FAQ

by Meowthnum1   Updated to v3.1 on Jan 19, 2004

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As usual, Atom Edge has provided this ASCII art.

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| Star Wars: Rogue Squadron 2 - Rogue Leader |
| For the Nintendo Gamecube                 |
| B-Wing FAQ                                |
| By Meowthnum1 (meowthnum1@meowthnum1.com) |
| Last Updated: 1/19/04                     |
| Version 3.1                               |
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Table of Contents:

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                            I. Introduction

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| 1.01: Table of Contents |
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Up there!

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| 1.02: Introduction |
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Hey hey hey, and welcome to my newly-revised FAQ for Star Wars: Rogue Leader II
- Rogue Leader. I realize that it is a bit late to be writing this, what with
the recent release of Rebel Strike (which I plan to get), but these guides have
been bugging me for the longest time. I intend to fix what I did wrong last
time. Now on to the purpose of this guide. Obviously, this is to help you
beat all of the possible missions with the B-Wing (you can't use it on all
missions). To unlock the B-Wing for Ison Corridor Ambush, you must beat the
level Razor Rendezvous, which is the first level in which you use the B-Wing.
From that point onward, after you beat a mission with its default ship, you
can use the B-Wing in some missions. It's pretty cool. I'm assuming you know
the basics of the game, so I won't go in to the control details. Additionally,
this guide tends to rely heavily on you having all of the possible upgrades for
the ship, so I will go in to detail on that. So sit back, grab a drink, and
enjoy this guide!

One other thing that I feel the need to mention. Due to the nature of this
game, this guide cannot be as detailed as I would like it to be. I do my best,
but if you need any clarification, feel free to drop me a line.

One other disclaimer. For all that I poke at the series and the game, I really
think that it's pretty cool. I'm just trying for some humor. Bad try, I know,
but keep with me. So no angry emails. Please. Additionally, if you decide to
use these strategies for getting a gold medal and you see a part in the
strategy involving using the targeting computer, simply tap the targeting
computer button, see where your targets are, and then close it. You do -not-
want to keep it open for too long.

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| 1.03: Dedication |
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The dedication will be to the great Mel Brooks. He is a comedic genius. If
you've never heard of him, I have no idea where you've been. I mean, even
caves have at least some internet access these days, so it stands to reason
that you would have at least HEARD of him. His best works, in my opinion, are
"The Producers," "Blazing Saddles," "Young Frankenstein," and, "Spaceballs."
If you have never seen any of his movies, I highly suggest you pick some up,
and prepare to have a stomach ache from laughing so much. He's a brilliant
man, and excellent guy, and one of my role-models in life.

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                              II. Basics

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| 2.01: B-Wing Information |
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Thanks go to theforce.net for this information.

The B-wing is a heavy fighter, carrying a variety of weapons for tasks ranging
from capital ship assualt to anti-infantry attacks. It was designed by a group
of Verpines (who would later form a warship manufacturing company) under the
direction of the famous Admiral Ackbar (then a Commander).


Full name : Slayn & Korpil B-51 B-Wing
Type      : Starfighter
Length    : 16.9 meters
Weapons   :

2 laser cannons*
3 Ion cannons*
2 Auto-Blasters
2 Proton Torpedo Launchers*

* = Weapons used in the game

How to Unlock: Play and beat mission #5: Razor Rendezvous


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| 2.02: B-Wing Upgrades |
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The B-Wing's upgrades are the Advanced Proton Torpedo and the Homing Proton
Torpedo.  Obviously Advanced Shields, Lasers, and Targeting Computer are
helpful as well.  The B-Wing is a good ship; the upgrades make it awesome.


--Advanced Shields--
Level : Death Star Attack
Use   : These give you better shields so that you can take more hits.

Immediately you gain control in the second part of the mission (following the
section where you destroy the towers), turn on your targeting computer.  In
front of you, you'll see a turret outlined in purple.  Stay to the left of that
turret.  To the left of that (but ahead), you'll notice another turret with
another turret following behind it.  To the left of that third turret, close to
the "ground" is the Advanced Shields upgrade.  It stands out.


--Advanced Proton Torpedo--
Level : Ison Corridor Ambush
Use   : It makes your Proton Torpedoes more powerful.

Once the level starts, go down for a ways.  Literally.  You will come
across a large piece of debris with a squre opening on its surface.  Enter the
opening and grab the large white cone within for the Advanced Proton Torpedo
upgrade.  This makes your proton torpedoes more powerful.
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--Advanced Lasers--
Level : Battle of Hoth
Use   : This make your lasers pack a better punch.  It takes less hits to
        destroy a foe.

After you gain control in the third part of the mission (after taking down the
three AT-ATs and watching another AT-AT blow up), you'll start in a canyon.
Turn around and follow the canyon backwards for a ways until you come to the
field where you fought the AT-ATs.  To your left when you enter this clearing
is a little gap where the shield generator used to be.  Fly down close to the
Hoth snow to discover a white cone -- the Advanced Lasers tech upgrade.


--Homing Proton Torpedo--
Level : Vengeance on Kothlis
Use   : It lets you lock on to the enemy.

This one is not fun.  Don't try to be seriously beating this level (like going
for a medal) when getting this upgrade.  I recommend using either a Y-Wing (for
its lack of speed) or an A-Wing (for its size and maneuverability).  After you
have defeated the TIEs, head for the wrecked Star Destroyer.  You want to
approach it from the back of the "head," where the back of the command deck
would be.  There is a small opening here.  Fly in to it and maneuver around the
former command deck to find a white cone.  This is the Homing Proton Torpedo
upgrade.

You're good if you can get out of there alive.


--Advanced Targeting Computer--
Level : Strike at the Core
Use   : You don't have to hold down the Y button to use the targeting computer.
        Additionally, using the C-stick, you can assign your wingmen to go
        after a specific enemy.  Like Lee Iocacca.

When you can see the core itself, you'll be in a small tunnel.  Seeing as most
of the level is a tunnel, this is not very descriptive.  This is a straight
tunnel with crossbars on the corners.  Once you enter this area, go to the top-
right set of crossbars and follow that until you reach the upgrade.  I
recommend that you use the X-Wing for this.


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                              III. Walkthrough


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| 3.01: Ison Corridor Ambush |
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Objective: Get the caravan safely out of the Ison Corridor!

Note: While this CAN be used for the gold medal, this isn't the recommended
      ship to get it with.  That is the Slave-1.

At the beginning of the level, fly forward until the TIES are detected.  Once
they are detect, send you wingman after them, while flying after them yourself.
Use the radar to your advantage, as well as your targeting computer.  Use your
lasers to conserve your proton torpedoes.  Once you've killed off the first
wave of TIES, another wave will replace it.  Wedge will suggest that you change
ships to the faster A-Wing.  Given that the aim of this guide is to maximize
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your experience with the B-Wing, ignore Wedge's suggestion and return to this
dogfight still using with the tried-and-true tactic of BLOW THE HECK OUT OF THE
LITTLE STARSHIPS WITH YOUR LASER. A new wave of TIEs has arrived. A change
with this wave is that they will now start attacking the transports that you
are escorting. If you see a squadron of TIEs attacking a transport, break off
and go defend the transports. Once the TIEs are off the transports, resume the
dogfight. A few more waves of TIEs will attack, and then the caravan will
decide that, yes, you've worked hard enough, and the smart people who stopped
here in the first place will go STRAIGHT IN TO THE NEBULA WHERE THEY CAN'T SEE
A THING.

Naturally, that annoying lady will decide that, no, they can't just run away.
That would be too simple! You have to attack those stupid TIE Interceptors
(the Fighters took three seconds to upgrade). Seeing as how you have the
Advanced Homing Proton Torpedoes (you do, right?), simply activate homing
device, wait for it to lock on to something, and then fire. Do so until you
have destroyed all of the Interceptors, and then the caravan will jump to
lightspeed.

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| 3.02: Razor Rendezvous |
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Objective: Rendezvous with the Blockade Runner, the Razor. But this is a video
          game! That's too simple! You also have to defend it from a fearsome
          Imperial Star Destroyer. You're also supposed to defend the frigate
          Redemption, but who does that?

NOTE: This strategy meets the requirements for a gold medal. The B-Wing is
      probably the best ship for this, if not the Naboo Starfighter.

Welcome, folks, to Ambush City. Population: you.
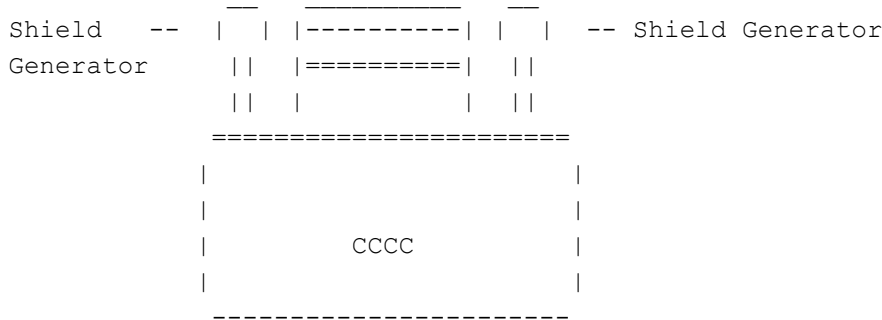
Yeah, that was lame.

As the mission starts out, send your wingmen after the TIEs. The TIEs are your
biggest worry, so it's a huge help to have them off your back. In order to get
a gold medal (and make the mission easier), you have to take out ten targets.
Four targets are required to complete the mission. I recommend that you use
your Advanced Homing Proton Torpedoes on the Star Destroyer's larger guns
(there are four on each side). Take out the four on the side closest to the
Redemption. Once that is done, it's time to concentrate on the shield
generators. There are two on the top. Go after the first one using linked
lasers (which are used by tapping the fire button as opposed to holding it),
being sure to go as slow as possible. After it is destroyed, fly past where it
used to be so that you're behing the Star Destroyer. Boost away from the Star
Destroyer for about three seconds, and then turn around. Fly back towards the
remaining topside shield generator. You want to go all out on this baby. Use
linked lasers and your proton torpedoes (NOTE: The shield generators cannot be
locked on to. What you have to do is aim the torpedoes right, and then tap the
button used to fire the torpedoes a few times. They will fire). Once you've
taken care of that generator, fly in to the Star Destroyer and die.

Once you respawn, go as quickly as you can to the area a little ways below the
Star Destroyer. Go straight down for about two seconds, and then go back up
towards the bottom of the Star Destroyer. Notice that there is a large bulge
at the bottom. This is the final shield generator. Hammer that thing with
linked lasers and proton torpedoes. Once it is destroyed, it's time to play
kamikaze. There is, however, one thing we need to do before that. Using the
proton torpedoes, find two TIE Fighters somewhere around here and take them

out, thus bringing your enemy count up to the ten enemies necesary to get the
gold medal for this mission. Head back up to the top of the Star Destroyer so
that the front of its "head" (see: Diagram 3.02a) is facing you. Remember that
at the top of the head is the wreckage of the first two shield generators.
Look around to the middle of the head to find the command deck of the Star
Destroyer. Close your S-Foils, and fly straight at it. If you do it right,
you'll slam right in to the command deck, destroying it. Oddly enough, this
does not count as a life lost and you'll complete the mission!

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Diagram 3.02a |
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A Star Destroyer's "head"


                    __   _____   __
Shield   --  |   | |----------|  |   |  -- Shield Generator
Generator      ||   |==========|   ||
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             |          CCCC       |
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CCCC - Command Deck|
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| 3.03: Vengeance on Kothlis |
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Objective: Protect those idiot commandos who remind me a bit of Natalya from
           Goldeneye (the whole walking in to a time bomb thing) as they try to
           recover the Death Star II plans from the Razor.

This -can- be used for the gold medal, but Slave-1 has proven better.

You won't be using the B-Wing for long. At the beginning of the mission, keep
an eye on your radar for TIEs. Take them out with your lasers, and make sure
that no TIEs get too close to the transport. While the transport is on "final
approach," use your Advanced Homing Proton Torpedoes to attack some of the guns
on the Star Destroyer. This will help the commandos considerably. Once the
transport has landed, you'll be prompted to get in to a Landspeeder. Fly over
to the little Rebellion logo and hop in. Once you are in the Speeder, you'll
spot AT-ATs. Take down the AT-ATs starting with the closest one. Be sure to
take your time with him. This is for two reasons. One is that, unless you're
experienced, you'll die if you go too fast. The other is that there are still
some more AT-ATs coming out of the water. They're in too deep to safely wrap
the tow cable around their legs, so you have to give them time to surface
before you can get 'em. Once all of those pesky AT-ATs are have been literally
taken down, you'll find another Rebellion logo, this time for the Y-Wing.

Hop in to the Y-Wing and get ready for the fun part. Start out by bombing
(this is much easier if you have the two bomb upgrades) the beach and tip of
the Star Destroyer that is on the beach. There are some E-Web turrets on the
tip of the Star Destroyer, as well as some Stormtroopers. This can cause some
serious trouble for your GI-Joes. Once you've taken care of these defenses, get

ready to bomb the hull of the Star Destroyer. This is the large part that
seems to be at a higher elevation on the Star Destroyer than other parts.
There's no way to accurately describe it, so open up your targeting computer
and find the part of the Star Destroyer highlighted in a yellow-green. Bomb it
until it blows up. Assuming you've taken care of the E-Webs, there's nothing
else to do. Or at least there isn't until some AT-PTs surface from the water
and head towards the transport. Head that way and start bombing the AT-PTs. If
you have the spread bombs, this is simple. Simply focus on AT-PT groups of
three and you'll be fine. Continue destroying the AT-PTs until the commandos
return to the transport or until you hear Crix Madine compliment you. That
will conclude the mission.

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| 3.04: Raid on Bespin |
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Objective: The Rebellion needs some Tibana gas for the attack on the Death Star
           II for whatever reason. Instead of making this easier on you and
           getting some gas from the non-Imperial places, you've gotta go to
           an Imperial-occupied planet. Secure the gas tanks!

At the beginning of this mission, send your wingman after the TIEs. I have
found that you can now go forward (and up a little) to the next tank and take
out all of the TIEs here while your wingman handle the first tank's TIEs.
Don't worry about using your proton torpedoes just yet, as the first part of
this mission is really just about destroying some weak TIEs. The next section
is when it starts to get tricky. The next section is Cloud City. The B-Wing's
turning makes this section...fun. Start by going all around the city
destroying the siege balloons. To destroy them, shoot the gas tanks that are
hidden within the balloon.

Once the city has been cleared of the balloons, go through Cloud City looking
around for the Power Generators (they will appear yellowish-green on your
targeting computer. Use it!). They're hidden down on the "streets" of the
city, so you might have trouble fitting. To destroy them, pop a proton torpedo
or two at them or use linked lasers. After you destroy two of them, you will
hear about TIEs attacking the gas tanks. Find the third generator quickly, and
then head to the gas balloons. Now is when the Advanced Homing Proton
Torpedoes come in handy! Using them, target the TIE Bombers. It is very
important that you start by focusing on these, as they're the ones that
actually go for the gas tanks. While you're looking around for the bombers,
send your wingmen after the TIEs. The targeting computer could come in handy
here. After you have found and destroyed all of the bombers, use your
remaining torpedoes on the TIE Interceptors. If there are any left after you
have run out of torpedoes, then you'll have to take them out with your lasers.
Once you have obliterated all of the TIEs, the mission is complete!

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| 3.05: Battle of Endor |
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Objective: Defend the annoying medical frigate lady while Han "Slowpoke Solo"
           Solo works on the shield generator.

Note: This -can- be used to get the gold medal, but I've always preferred the
      N-1 or some other repairing ship to get it.

This is a cool mission, just because there has never been a Star Wars game that
has done this scene as well as Rogue Leader has. There are two options from
the get-go. You can fly towards the Death Star if you want to play so that the

game is faithful to the story, or you can turn around and fly backwards. If
you're not going for the gold medal, I recommend that you start out by flying
towards the Death Star at the outset, simply because you've have better cover
when the dogfight begins. Regardless, you'll turn around at some point and
head back to the fleet. Once you pass the fleet, you'll discover that the
Imperial fleet has appeared behind you, thus blocking your way out. It's a
trap! You'll be swarmed by TIE Fighters and TIE Interceptors. For the first
part of the mission, simply fly around and destroy whatever TIEs you can.
After a few minutes of this, another squadron of TIEs will enter the fray.
Commence fighting these guys for awhile, and soon you'll be alerted of a
squadron of TIE Bombers heading for -- you guessed it -- the medical frigate.
This means that the medical frigate lady is going to start whining. The best
way to do this is to open up your targeting computer. TIE Bombers are
highlighted in the yellowish-green color that they seem to always be
highlighted in. This is supposed to denote an objective target, meaning that
we have to destroy them for the mission to succeed. Why there is a medical
frigate out here in the first place is beyond me, but it STILL HAS TO BE
DEFENDED! Take out the bombers with your Advanced Homing Proton Torpedoes. If
you run out of torpedoes, use linked lasers. Once you've taken down all of the
bombers, resume attacking the fighters and interceptors. You'll fight these
for a short time, and then you'll see a cutscene involving the Death Star
blowing up a cruiser. That thing's operational!

Gold Leader (Lando) will decide that it's time to attack some Star Destroyers.
The prudent thing to do, of course, would be to run. Pfft. You have to take
out two Star Destroyers this time, as well as defending yourself from the TIE
Interceptors that were released. Send your wingmen after the TIEs, and then
head straight for the Star Destroyer on the left. Close your S-Foils and ram
straight in to the command deck. For some reason, with these Star Destroyers,
you only have to ram the command deck to destroy it. Unless you plan to shoot
it, you don't have to worry about taking out the shield generators. If you
wantto use your lasers or proton torpedoes, however, you do have to take down
the shield generators. Once the first Star Destroyer is sent crashing down to
Endor, you have two options. If you want to sacrifice another life, then
simply charge the other Star Destroyer's command deck. If not, it gets a bit
more complicated. I don't encourage you to ram it, as this mission does NOT
end once you take out the second Star Destroyer -- it takes about thirty more
seconds to end. So close your S-Foils, and speed behind the Star Destroyer.
Go out for a few seconds, and then turn around. Bring yourself so that you are
level with the top shield generators, put on the breaks, and start hammering it
with LINKED LASERS. Don't waste your proton torpedoes just yet. Once it is
destroyed, make a sharp turn to the right, and then speed out behind the Star
Destroyer once more. Turn around, slam on the breaks, and start pounding the
other shield generator with those linked lasers. Once the second shield
generator is destroyed, turn around again, and go back behind the Star
Destroyer. This time, however, drop altitude to go under the Star Destroyer.
Go down for a few seconds, and then turn around and go up towards the final
shield generator. Again, start hitting this thing with linked lasers. After
it has been annihilated, it's time to head topside for the final charge against
the Star Destroyer. You want to start at the tip of the Star Destroyer. Get
your Advanced Homing Proton Torpedoes ready for action. While holding the
brake, head for the command deck. When you think your aim is right, start
firing the torpedoes at the command deck (they will not lock on). After a few
torpedoes, the command deck will explode. When you see this, turn around,
close the S-Foils, and get the heck out of there. You can either start flying
towards the Death Star or you can go back in to battle with the interceptors.
Either way, about thirty seconds after the destruction of the final Star
Destroyer, you'll find out that the shield is down on the Death Star. Time for
the final hurrah!

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| 3.06: Endurance |
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Objective: Being the most idiotic pilot on the squadron, you decide that you
          are gonna go take down the second Death Star and all of its defenses
          by yourself. Wow, you're smart.

This is not easy in the B-Wing, simply because of its size. The chicken
technique (boosting towards one end of the battlefield, turing around, and
firing at the following TIEs) still works here. You really shouldn't have to
use the proton torpedoes. Nevertheless, you shouldn't waste them on the
shuttles. Enjoy.

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                            IV. Last Words

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| 4.01: Copyright Information |
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    Ultimate System            http://www.flatbedexpress.com
    VideoGaming.net            http://www.videogaming.net/


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| 4.02: Revision History |
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Version 1.0              : The initial version of this guide.  Everything sucks.


Version FINAL            : I added some ASCII art.


Version 2.0              : Changed my email address; removed the board.


Version 3.0 (10/25/03) : Reformatted and rewrote this guide.  It's halfway
                           decent now!


Version 3.1 (1/19/04)  : Changed some formatting around and added the three
                           upgrades that help all ships to the upgrade section.


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| 4.03: Email Policies |
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Alright, just the obvious stuff here.  Email me if you have:

-Questions NOT answered here
-Contributions to the guide
-Praises (like that'll happen)
-The date the world's supposed to end in 2004 (it was May 23 this year, I
 think)


Don't email me if you have:

-Questions answered here
-Grammar issues


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| 4.04: Credits |
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-Legomondo for the idea of this guide.


-theforce.net for the B-Wing information.


-Atom Edge for the ASCII art.


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| 4.05: See You in September...Or Lose You to a Summer Night |
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I realize this guide does nothing more than show you a few secrets to the game,
but I do hope you enjoyed this.  And again, if you saw that atrocious version
from before, I'm sorry.  As said, I intend to rewrite all of them.  Anyway,
until the next guide, adios (yes, I know there's supposed to be an accent
there, but not everyone's computer can read it).


                         --Trace "Meowthnum1" Jackson
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