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you're new to this game, though, you'll have to get used to keeping yourself oriented in a space environment. This mission also introduces craft switching, which you will use numerous times throughout the course of the game. If you're good at dogfighting, then this Gold medal will be easy enough with almost any ship. However, if you want to achieve the Gold with incredibly pathetic ease, try out the Slave 1. It's cluster missiles (with the upgrades) will make your job much, much easier.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time-----	7:18	5:16	4:11
Enemies Destroyed-----	26	32	40
Shot Accuracy-----	3%	7%	19%
Friendlys Lost-----	4	3	2
Lives Lost-----	2	1	0
TCE-----	10%	27%	72%

---->2. Trouble Stats

Trouble stats? Well, for using any other ship besides the Slave 1, those would be Time, Accuracy, and TCE. For Accuracy, use linked lasers on the TIEs and make sure you have a clean shot beforehand. For TCE, turn it on in quick bursts to find your enemies, and then fly to their position. The radar helps in this area, too, so you should learn how to read it effectively. For time, not much to say except to be quick about everything you do. Well, at least that's the more difficult way to do things.

If you can wait until you have at least a Silver medal of all of the main missions and the first two bonus Falcon missions, you'll have the Slave 1 to be able to use on this, and several other missions. While it's relatively weak in all other areas, it's up-side is that it has the best secondary weapon in the game: the Cluster Missiles. If you have the upgrades, all you have to do is fly to a somewhat close distance from whatever you want to shoot, and let loose. They automatically track down and kill any enemies within their range. They also track down friendlys, but it's not something you need to worry about. Each missile can kill up to six enemies, and you have 20 at your disposal.

---->3. Quick Tips

- If you can wait, definitely use Slave 1 for this Gold. You won't regret it.
- Don't be afraid to use your TCE, especially in the nebula; you'll probably need it.
- Attack the TIE's that are yellow on your TCE first, they're the ones that will momentarily be attacking

level. At least for the most part. While there are a small few things missing, and Lando & Ackbar's voice actors have left something to be desired, it will still bring back all of that Star Wars nostalgia. Watch out, though; this Gold can be one Hell of a pain.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time-----	13:00	11:19	10:00
Enemies Destroyed-----	31	46	60
Shot Accuracy-----	8%	20%	31%
Friendlys Lost-----	10	9	6
Lives Lost-----	2	2	1
TCE-----	10%	40%	80%

---->2. Trouble Stats

It seems as if, this time, they are Lives, Accuracy, Enemies, Friendlys, and for a few; Time. A lot of people claim that this is the hardest mission to earn a Gold on, including me. Let's get started. Time isn't really a problem for most people, but for some it is. The same rules apply here, do things as quickly as possible, but not so quickly as to endanger the other stats. Take out the bombers very quickly, though. When they come, they should be your only priority. For Enemies, if you have to, you can count every kill you get. If you get 37-40 before the bombers arrive, then you're pretty much set for Enemies, and shouldn't worry about it further.

For accuracy, I can't really help you. Just be, well, accurate. I don't really think accuracy is a trouble stat, but for some reason, a couple of people I know had a hard time on accuracy for this Gold. Lives is one of your main problems here. Basically, save your torps (I assume you are using the N1 or the X-Wing) for the command decks, take out the two generators on top from behind, be careful whatever you do, and swerve around a bit so the lasers hit you less. Oh, and make sure you don't die in the first part. If you die AT ALL before going up against the ISD's, I recommend that you restart. It's not too easy taking out both ISD's without losing a life.

Friendlys tend to tie(no, not TIE)in with the rest of the stats. If you get all other stats green for Gold, then this one probably will be, especially if you have a big Enemies Destroyed stat. But you can't protect all the Transports and Blockade Runners all at once, and there is no real trick to keeping enough alive except for killing a lot of enemies, so I can't help you there, either.

---->3. Quick Tips

do, save ENDURANCE for last. Trust me; you don't want to waste your points on it until you have all of the other levels beforehand.

>>>>>BONUS>>>>>>>>BONUS>>>>>>>>DEATH STAR ESCAPE<<<<<<<BONUS<<<<<<<<BONUS<<<<<<<<

Well, now...this is the first of the five bonus missions you can buy in the game. If you're going for Slave 1, this level and the other Falcon level, "THE ASTEROID FIELD", are the two bonus missions you should open first. This Gold can be extremely tough; even if you know what you're doing. The key to getting it is to memorize the patterns of the TIEs. You could spend a while on this level. Remember how earlier I said that I think PotM is one of the odd levels? Well this one is the second one, and it definitely breaks even with it. This mission is actually straight from A NEW HOPE, but the reason it's odd is because you don't pilot a ship in this mission, you just take control of one of the Falcon's gun turrets. While that eliminates worry of TCE, Lives and Friendlies, that doesn't in turn cause the Gold to be any easier.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time-----	2:45	2:06	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%

---->2. Trouble Stats

The only two stats you should worry your little head over here are Time and Accuracy. Accuracy is the only really tough one individually, it's just getting both down together, on one Gold Medal run. You might spend a lot of time on this one. There is only one trick to being able to do this; the TIEs fly in at the same speed, in the same way and in the same fashion every single time. It may take quite a few plays, but memorizing the TIE patterns is essential to winning that shiny golden masterpiece that you can show off to your friends. Once you have the pattern down, or at least for the most part, you should start your Gold medal runs, only working on one stat at a time. This technique applies to all of the missions. Try to improve all of your stats for a level individually instead of all-out going for a Gold Medal and achieving all of the stats at once. After mastering them all individually, then try to put them all into one run. I know you've been told that before, but I can't emphasize it enough.

So, work on completing accuracy first. Why accuracy? Well, for this mission, Accuracy and Time go hand in hand. The more accurate you are, the faster your TIE destroying is going to be, thus improving your time.

Chances are that if you get at least the 16% accuracy you need for this gold, then your time will also be low enough. This works for other levels somewhat, too; but this is the one that it most affects in that manner. So, get to work on accuracy, without worrying about time too much, and the gold will almost certainly be much, much easier.

---->3. Quick Tips

- MEMORIZE THE TIE PATTERNS. It is the most important thing to do for this gold. If you don't, then it's damn-near impossible to get. Trust me on this.
- Accuracy is your second priority. Achieve it, and Time is 95% likely to also be yours in the same run.
- Practice; that applies for any level, but this level will probably take the most tries of any. Good thing it's so short.

>>>>BONUS>>>>>>BONUS>>>>>>>THE ASTEROID FIELD<<<<<<BONUS<<<<<<BONUS<<<<<<<

The second bonus mission of the 5, this is the second MILLENIUM FALCON mission, and, in conjunction with the first, will help you unlock the mostly bad, but also helpful (every once in a while) SLAVE 1. This level is supposed to be straight off of THE EMPIRE STRIKES BACK, but it's somehow...different. Especially the FALCON, which is much less maneuverable than it's movie counterpart. It leaves much to be desired; it's not that fun, it's quite different from the movie, and the Gold Medal here is much too easy. Most people think that this is the easiest gold in the entire game. Many have gotten it on their first try. So, you shouldn't have to worry about this mission giving you tons of trouble.

---->1. Medal Stats

	Bronze	Silver	Gold
Completion Time-----	6:00	5:34	4:34
Enemies Destroyed-----	25	37	50
Shot Accuracy-----	2%	5%	10%
Friendlies Lost-----	0	0	0
Lives Lost-----	2	2	1
TCE-----	10%	30%	75%

---->2. Trouble Stats

There are really only two trouble stats that need to be covered here, and neither of them should give you too much of a problem. They are Time, and Lives. For Time, all you have to do is follow the orange cone straight, at full speed. What about the asteroids? Factor 5 made the asteroids completely unlike those in ESB. You have

Very, VERY few people that have played through ENDURANCE have not gotten a Gold Medal on their first try. Factor 5 made it that easy on purpose, of course, so as to not anger people with it when they worked for three hours, just to find out they missed on two-three stats. Pack a lunch; ready, set....GO!

---->1. Medal Stats

	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%

---->2. Trouble Stats

There is really nothing to say, here, as there are no real trouble stats. As long as you complete the mission, then Gold is 99% likely going to be yours. There are 100 waves in all. Each wave has around 15-23 TIEs, fighters and Interceptors. Every tenth wave is not TIEs, but Lambda Class Imperial Shuttles. Blasting them all will get you an extra life, and then 9 more waves of TIEs come again, until the tenth wave, with more shuttles and another shot at an extra life. This cycle continues on for what seems like forever. It's very boring, indeed. The TIEs progressively get harder, until, finally, they max out at Wave 59. If you do make it past wave 99, the final one is not Lambda Shuttles, but a duel with Darth Vader himself, in his TIE Advance. Don't worry, he's bantha fodder; he'll be very easy to take down if you're sure to avoid his shots.

Watch out for Bobs throughout (the Imperial pilots who always seem to slam into you with their ships), and be sure to use the Chicken technique. Fighting the TIEs in a normal fashion is suicide. Instead, fly out far, until the TIEs are at the edge of your radar, turn around, then face them head on, destroying any from 2-8, then fly straight out the other way after flying through the mob, and do it again. Time consuming, yes; but it's really the only way to win. I recommend using the X-Wing or the Naboo Starfighter for this mission.

---->3. Quick Tips

- If using a ship with torps, save 2-4 for Vader, just so you can take him out quickly. This level's a long one, all right. He's way too easy, so dogfighting him probably won't be any fun at all. Of course, go right ahead and battle him if you want; I'm not going to try and stop you.

- I definitely recommend the N1 or the X-Wing. They have 6 torps each, and have an astromech droid, which

