

# Star Wars: Rogue Squadron III: Rebel Strike Codes/Secrets FAQ

by obishawn

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By - obishawn

It has been over four years now since this game has been released and the GameFAQs message board may be desolate but that doesn't stop me from updating the guide!

No real significant changes have been made, mostly I completely restructured the guide so that the format is similar to some of the other guides I've made since I first made this one.

The most important (and impressive) addition in this update is the URL to the YouTube video Kilroy84 made showing you the trick of how to destroy Home One.

"This is a short video I took via my cell. It's only fifteen seconds long and details a theoretically fool-proof method on how to set yourself up to accomplish the glitch. However, as I said, it's quite short so it starts out with all necessary ION cannons cleared. I have no video-capture device, so excuse the poor quality." - Kilroy84

<https://www.youtube.com/watch?v=A0IFzhlpL-Y>

Perform a search in this guide to get a detailed, textual description of how to do what you see in the video.

ctrl-F: "15 - Destroy the Independence (Home One)"

Not that you care, but for the record, I did away with the fake code section. That section of the guide was only significant back when codes were being released and fake codes kept cropping up.

That's about it. Enjoy the video and be sure to give it a try yourself.

- obishawn

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- I. - Introduction
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Rebel Strike, the third game in the Rogue Squadron series (excluding The Battle for Naboo on the N64) captures the feel of the movies in a way not many other Star Wars games have. You can find yourself looking for Princess Leia on the Death Star, zipping past the great trees on the Sanctuary Moon of Endor, or saving your friends from being digested for over 1000 years.

But even more than that, you can team up with a buddy and tackle Rouge Leader all over again in Co-Op, or go head to head in Versus mode and you can even play the original Star Wars Arcade games from the 80's.

Rebel Strike never fails to offer something to everyone.

If you know of something that you think should be added to this FAQ, as in a new or improved tip, a code I might have missed, or anything else that fits the criteria of this FAQ, you can contact me and upon inspected approval, I will add it and give you full credit. Please provide a name that I can use to give you credit.

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A. - Q & A

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This section, though admittedly late, is to address the many questions I still get about codes and such. If I don't answer a question you have or don't answer it in a way that makes sense, contact me and I'll happily explain it the best way I can.

Also, I check the GFAQs Rebel Strike message board very often, you can also ask your questions there. And even if I can't get to your problem quickly, there are still a lot of members that lurk this board that are willing to help you.

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Question 1 -

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I entered the code for \_\_\_\_\_ and it still didn't unlock it!!

Answer -

Make sure you are entering the codes correctly. A few things to watch out for when entering codes:

- 1 - Make certain that you are selecting the correct characters. It is easy to get in a hurry and not realize that you entered a "G" when you meant to select an "H."
- 2 - If it is a two-part code, select the characters for the first part, then ENTER CODE, then select the characters for the second part without leaving the Passcode screen.
- 3 - If you are trying to unlock a ship using a passcode and the mission you are wanting to use the ship on hasn't been completed, you will not be able to use that ship. When a mission is played the first time, it must be completed with the default ship for that mission. Once you complete the mission

with the default ship, you can then use the ship(s) you unlocked with the passcode.

Please see the Code Entering Instructions section of this FAQ for a detailed explanation for entering codes.

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Question 2 -

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I think I found a new code. R2 beeps and everything! I just haven't figured out what it does yet...

Answer -

Though I don't see this as much as I used to, I'll still address it. Some people have entered certain phrases or configuration of characters and gotten R2D2 to beep a confirmation. This means nothing; just bad programming by Factor 5. I was told this directly by the people at LucasArts.

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Question 3 -

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I'm trying to play the Raid on Bespin in Co-Op and I can't get out of Home One's hanger. What's going on?

Answer -

I've addressed this a few other times in the FAQ, but as long as people are still doing this, why not put it here?

When you use the Passcode to unlock the Jedi Star Fighter, it replaces the second A-wing in the hanger. The problem is that when you play the Raid on Bespin for the first time, you MUST use two A-wings. If the second A-wing has been replaced, you cannot choose it as a ship.

The solution is to NOT use the code to unlock the Jedi Star Fighter until you have completed the Raid on Bespin. You don't have to get a medal, just complete it. You can then replay the mission with your ship of choice.

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Question 4 -

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Is there any way around the JSF glitch?

A - No. The most you can do is to enter the code that unlocks all missions for Co-Op, and then play the missions after the Raid on Bespin. But you still will not be able to play the mission.

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Question 5 -

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I think I've found a way around the JSF glitch!! What if you hold down the R and L shoulder buttons?

Answer -

You cannot hold the R and L Shoulder buttons to start the mission with the default ship. For some reason, it just doesn't work.

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Question 6 -

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I've only used one save file and decided to start a new game, but everything is already unlocked!

Answer -

All passcodes, as well as Best Ever stats, save to all five game files. The only way to undo it is to delete the game saved on the memory card, which means you will lose ALL saved progress.

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II. - The Passcodes

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As of 11/27/07, there are a total of 27 passcodes.

The following are the passcodes revealed by LucasArts.

Make no mistake, I got these codes from the LucasArts hint

line on the day they released them. The codes that were discovered by another source has been noted with due credit given. I did not figure these out on my own. The codes are official, tested, and proven to work properly.

There are codes for both the Single-Player and for Co-Op missions. For the features that appear in both Single-Player and Co-Op, the same code is used. The codes are listed by Campaign though the same codes are repeated for certain functions.

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#### A. - Code Entering Instructions

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To enter the codes, from the Main Title screen, highlight Options and press the A button. You are now on the Options menu. Highlight Passcodes and press the A button. Using the control stick or the D-pad, scroll the character bar either left or right to find the desired letter or symbol.

Enter the characters in order then highlight ENTER CODE and press the A button. If done correctly, you should hear R2D2 give a beep/whistle confirming that you entered the code correctly.

Most of these codes use a two-part entering system. For those of you who are veterans of the Rogue Squadron games, this is familiar territory. For those of you who are not vets, I will explain.

The code has two parts to it, a total of 16 characters.

The first 8 characters comprise the first part of the code with the last 8 characters making up the second part of the code. Just enter each part of the code as if it were one code. Using the character scroll bar select the character, then select ENTER CODE. While still in the Passcode screen, enter the second part of the code just like you did the first. R2D2 should confirm each entry if the code was entered correctly. The two-part codes listed in this FAQ will be separated by a "/" and will look like this: CODECODE / CODECODE.

If you see a symbol after any of the codes (\* or \*\*) then look for a very important note at the bottom of the code list for additional information.

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#### B. - Single-Player Codes

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In-game Function

The Passcodes

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-----  
Game Play  
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Infinite Lives\* - IIOUAOYE / WIMPIAM!  
Ace Mode - YNMSFY?P / YOUDAMAN  
Black and White Mode\* - NOCOLOR?

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The Missions  
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All Regular - HYWSC!WS / NONGAMER  
All Regular and Bonus Missions - EEQQ?YPL / CHE!ATER

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The Ships  
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Millennium Falcon - QZCRPTG! / HANSRIDE  
Naboo Starfighter - RTWCVBSH / BFNAGAIN  
Jedi Starfighter\*\* - BBGMYSX / JEDIWHO?  
TIE Hunter - FRRVBMJK / LOOKOUT!  
TIE Bomber - JASDJWFA / !DABOMB!  
Slave 1 - TGBCWLPN / ZZBOUNTY  
Rudy's Car\* - AXCBPRHK / WHATTHE?

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The Extras  
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Music Hall - HARKHARK  
Art Gallery - !KOOLART  
Documentary - THEDUDES  
Credits - LOOKMOM!  
Star Wars Arcade - RTJPFC!G / TIMEWARP  
Empire Strikes Back Arcade - !H!F?HXS / KOOLSTUF  
Return of the Jedi Arcade - !?ATH!RD / GAME?YES

Beggar's Canyon Race - FRL!CSF / FARMBOY?

All Ships in Versus - W!WSTPQB / FREEPLAY

\* - You must reset the GameCube to turn this code off.

\*\* - If you use the code to unlock the JSF (Jedi Star Fighter) before you complete the Raid on Bespin, then you are going to have to delete your save file to progress in Co-Op.

The JSF replaces an A-wing in the main hanger. For the Raid on Bespin, the first time you play this mission, you must use an A-wing for each player. If you enter the JSF code before you complete this mission, you cannot access the second A-wing and therefore cannot play this mission.

You only have to complete the mission first, you do not have to get a medal on it.

I'll let you know if any new information becomes available.

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### C. - Co-Op Codes

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This section contains the codes for Co-Op. For the features that appear in both Single-Player and Co-Op, the same code is used.

----- In-game Function -----	----- The Passcodes -----
----- Game Play -----	
Infinite Lives*	- IIOUAOYE / WIMPIAM!
----- The Missions -----	
All Regular	- SWGRCQPL / UCHEATED
Death Star Escape	- YFCEDFRH / DSAGAIN?
The Asteroid Field	- RWALPIGC / NOWAYOUT
Endurance	- WPX?FGC! / EXCERSIZ



-----  
The Ships  
-----

TIE Fighter - MCKEMAKD / ONESHOT!  
Millennium Falcon - QZCRPTG! / HANSRIDE  
TIE Advanced - VDX?WK!H / ANOKSHIP  
Naboo Starfighter - RTWCVBSH / BFNAGAIN  
Jedi Starfighter\*\* - BBGMYSX / JEDIWHO?  
Slave 1 - TGBCWLPN / ZZBOUNTY  
Rudy's Car\* - AXCBPRHK / WHATTHE?

\* - You must reset the GameCube to turn this code off.

\*\* - If you use the code to unlock the JSF (Jedi Star Fighter) before you complete the Raid on Bespin, then you are going to have to delete your save file to progress in Co-Op.

The JSF replaces an A-wing in the main hanger. For the Raid on Bespin, the first time you play this mission, you must use an A-wing for each player. If you enter the JSF code before you complete this mission, you cannot access the second A-wing and therefore cannot play this mission.

You only have to complete the mission first, you do not have to get a medal on it.

I'll let you know if any new information becomes available.

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### III. - Passcode Release Date History

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This section is simply to keep a record of what codes were released on which dates. Dates begin in October of 2003 and end in October of 2004.

(\*) = A code released from a source other than LucasArts. All codes come from LucasArts, but some sources release them before LucasArts does.

This list begins with the first set of codes.

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- 1 - October 20 - LucasArts
  - LOOKMOM! - Credits
  - THEDUDES - Documentary
  
- 2 - November 3 - LucasArts
  - HARKHARK - Music Hall
  - RTJPF!G / TIMEWARP - Star Wars Arcade
  
- 3 - November 17 - LucasArts
  - NOCOLOR? - Black & White Mode
  - !KOOLART - Art Gallery
  
- 4 - December 1 - LucasArts
  - YFCEDFRH / DSAGAIN? - Death Star Escape
  - MCKEMAKD / ONESHOT! - TIE Fighter
  
- 5 - December 15 - LucasArts
  - VDX?WK!H / ANOKSHIP - TIE Advanced
  - RWALPIGC / NOWAYOUT - Asteroid Field
  
- (\*) - December 22 - Nintendo Power
  - !H!F?HXS / KOOLSTUF - Empire Strikes Back Arcade
  - QZCRPTG! / HANSRIDE - Millennium Falcon - NP
  - FRL!CSF / FARMBOY? - Beggar's Canyon - NP
  
- (\*) - December 25 - GameWinners.com
  - IIOUAOYE / WIMPIAM! - Infinite Lives
  - SWGRCQPL / UCHEATED - Co-Op Regular Missions
  
- (\*) - December 26 - LucasArts
  - JASDJWFA / !DABOMB! - TIE Bomber - LA
  
- 6 - December 29 - LucasArts
  - YNMSFY?P / YOUDAMAN - Ace Mode - LA
  
- 7 - January 12 - LucasArts

- HYWSC!WS / NONGAMER - Single-Player Reg. Missions
- WPX?FGC! / EXCERSIZ - Co-Op Endurance

8 - January 26 - LucasArts

- TGBCWLPN / ZZBOUNTY - Slave 1
- BBGMWWSX / JEDIWHO? - Jedi Starfighter

9 - February 9 - LucasArts

- RTWCVBSH / BFNAGAIN - Naboo Starfighter
- EEQQ?YPL / CHE!ATER - All Single-Player Missions

10 - February 23 - LucasArts

- FRRVBMJK / LOOKOUT! - TIE Hunter
- AXCBPRHK / WHATTHE? - Rudy's Car

11 - March 8 - LucasArts

- W!WSTPQB / FREEPLAY - All Ships in Versus

12 - October 16 - RebelStrike.com

- !?ATH!RD / GAME?YES - Return of the Jedi Arcade

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#### IV. - Tips and Secrets

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There are certain things you can do in the game to make it easier, actual secrets, or things that are just fun to do. Here is a partial list of those things.

If anyone has anything they'd like to add, correct, or contest, contact me and upon inspected approval, I will add it and give you full credit.

Please provide a name that I can use to give you credit. See the Contact Information for my email address.

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#### Tips and Secrets Contents

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- 21 - Easily Locate the Homing Cluster Missile in Co-Op
- 22 - A Small, Fast Buick
- 23 - Accuracy Boost
- 24 - AotE Star Destroyer Quick Kills

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1 - Skip the Hanger  
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Holding down the R and L shoulder buttons when you select a mission will let you skip the Home One hanger and immediately let you start the mission with the default craft. This must be done before the wire frame models are shown.

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2 - Skip the Narrator  
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On Tatooine Training, when you step, drive, or fly through a Rebel symbol, the narrator begins the tutorial. Some of his tutorials are kind of lengthy. Pressing start as soon as he begins talking, which opens up the pause screen, then pressing start again and returning to the tutorial lets you skip the narration.

When you return to the game, the narrator immediately says, "Try it now." This comes in handy when trying to unlock the N1 Starfighter because it saves you some time and having to hear that narration over and over again just gets annoying.

-----  
3 - N1 Clock Adjustment  
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You can reset the GameCube's internal clock to change the time settings when attempting to unlock the N1 Starfighter. The exact times vary, but I will list the

times that worked for me and I had no problems at all unlocking the craft. The GC's clock is set to military time so I listed both regular and military.

6am or 600 hours  
12 noon or 1200 hours  
6pm or 1800 hours  
11pm or 2300 hours

-----  
4 - Rogue Leader Glitch  
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For Co-Op mode, the old Rogue Leader glitch is still there. If your ship is low on shields and you are about to enter a cut scene you can crash your craft and when the cut scene is over, you will have full shields and it will not register as a lost life.

Additional tip by: tinnedcumquat

The fourth secret given, the one which refers to the ability to explode in a cutscene and not lose a life, instead having your shields entirely replenished, is not entirely correct, in my experience.

You say that this bug is limited to the co-op mode: it is not. I can't prove it, but on the Fondor Shipyard Assault (or whatever it's called) mission I was, alas, immolated in my X-wing by the bastard mini-turbolaser things on the shield generator housing. However, my doom coincided with the destruction of the shield generator, and as I cursed under my breath at this great misfortune, I suddenly realized that I was flying in the next section, with my lives counter at 3; my shields were also blue once more.

So, interesting or not, I thought that you should be aware of this anomaly, for it is probably repeatable on other missions, though I have not the patience to test it.

-----  
5 - Seismic Time Saver  
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A time saving method for the Fondor Shipyard Assault is to use either the Jedi Starfighter or Slave 1 and fire a seismic charge directly at the shield generator at the beginning of the mission.

The resulting explosion should penetrate the walls of the structure and destroy the generator without even having to shoot while the doors are open. Though this may save you time, it can hurt your Enemies Killed stats if you don't use that extra time you saved to boost it.

Additional tip by: Urthstrype (Jason E.)

In the second half of this mission fly as fast as you possibly can without hitting anything, periodically firing seismic charges at the walls, destroying cloaking devices.

Let me repeat...

Race though the level firing seismic charges like every 5-8 seconds. By the time you finish the mission, you should have over 100 kills. As I said before this also works on AotE."

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6 - Cloaking Devices  
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Another tip for the Fondor Shipyards is when you are approaching the Cloaking Devices, you can actually shoot the bases of the devices instead of the vertical, white florescent light looking things. Locking on to the devices shows you that this is possible. Doing so allows you to begin your attack from a distance, which in turn allows you to get off more shots in one pass and it also allows you to stay low enough so that the Turbolasers can't target you while you're attacking the devices. If you use your blasters, this will increase your accuracy percentage.

Following tip provided by: starwarsgeek

An easy way to eliminate the three cloaking devices on the Super Star Destroyer is to use the N1 starfighter.

First, make sure you have at least three Advanced Homing Cluster missiles before you attack the big ship. Once you get close enough to one of the cloaking devices, fire your lasers for about a second, then shoot a cluster missile. All six missiles should hit the cloaking device and destroy it instantly.

This saves you the need of slowing down to fire, and keeps both your time and shot accuracy in gold-medal range.

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7 - Ralltiir Bombs  
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On Defenders Of Ralltiir, surrounding the shield are bombs that you can pick up with your Speeder using the tow cable. These bombs have two functions:

1 - After snagging one, you can use them to destroy the enemies. For the AT-ATs, fly high enough that the bomb will hit it in the cockpit.

2 - You can use them to take out the three bridges that lead to the shield/shield generator. Simply pick up one

of the bombs and fly low enough that the bomb makes contact with the bridge. The resulting explosion will take out any enemies that were on the bridge and this easily boosts your Enemies Destroyed stats.

I recommend destroying the bridge directly across from where you start the mission, then make a 180 and destroy the first bridge by where the mission started. Leave the third bridge because there is a lot of ground for the enemy to cover from that bridge.

The other two bridges are closer to the shield. And just in case you found this confusing, the bridge that you should leave intact is the one closest to the targeting computer upgrade. Taking out the other two bridges should be enough to boost your Enemies Killed stats, so taking out the third bridge just waste time (if you are attempting to medal, that is).

Following tip provided by: ChozoSage (Tim Z.)

You in fact do not have to hit the cockpit, anywhere on the walker is fine, though I'm not sure about the bomb's effect if you make a suicide run.

I find it easier to attack side on, since I'm not getting the cannon fire, it presents a much bigger target and there is the top of the walker as a kind of horizon if you will.

A suicide run in which both the speeder and the bomb hit the walker will not be effective at all. Not only that, but hitting an AT-AT with the bomb and making any contact at all with the speeder will result in the bomb having no effect. Even a tiny scrape on the top of the AT-AT means a failed run.

For the APCs and AT-PTs do the same, only it doesn't matter where you hit them because of their size.

Following tip provided by: snoman99991

At the beginning of the level, tell your wingmen to attack walkers (small ones) and make a loop turning left so you can approach the first bridge from behind the enemy. Hold the brake button and destroy every unit.

If you did the approach right and held brake the entire time (don't forget to evade the big walker's fire behind you), you should have gotten rid of all of the enemies coming from the first bridge. Once that's done, dash over to the shield and pick up a bomb. Once you have the bomb, fly over to the bridge on the right.

If you did the everything above in a timely manner, most of the units should still be on the bridge. Fly at the bridge and make the bomb connect with any part of the

bridge. All of the units should be dead. Now all you need to do is mop up the units from the other bridge and take out the walkers near the shield preferably with bombs. This is a sure-fire way to get a gold medal and only takes a few tries to perfect.

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8 - Bakura Turret Order  
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For the Raid at Bakura mission, many people on the message boards have asked for the order of turret formations and the number of turrets in each formation. Some people find it easier to unlock the TIE Bomber knowing what to expect, so I have provided that information here.

1 - 3 - 3 - 2 - 3 - 3 - 2 - 3 - 4 - 3 - 4 - 4

To use the lock-on missiles, hold down the A button to make the lock-on targeting reticle appear. Sweep it over your targets to lock on to more than one enemy at a time. Release the A button to launch missiles at the targets all at once.

The turrets closer to you will be destroyed before the missiles reach the other turrets, so aim for the turrets in the back of the formation first.

Approach the turrets from an angle or even risk a little altitude to get a better angle when you aim, if you need to.

When trying to unlock the TIE Bomber, only aim for the turrets on the canyon floor. The turrets on the canyon walls will not help you unlock the Imperial craft. If you are trying for a gold medal though, don't just target the turrets on the canyon walls, but fire off a few missiles at the bridges too. Not the mounted guns on the bridges, just the bridges themselves. This makes for easy kills to meet that stats for the gold medal requirement.

-----  
9 - Lock-on Stat Saver  
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To help save on your targeting computer stats, use the homing up-grade's ability to lock on to the enemies. Even if you do not fire your secondary weapon, you can fire your primary. The enemy will fly around with the red locked-on arrows surrounding it, making it an easy target. You can do this even if you are out of your secondary weapons.

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10 - A View to a Kill  
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On missions like Deception at Destrillion and Speeder



Bike Pursuit, some people find it easier to navigate the tight areas while in the cockpit view. Also, on the missions in which you pilot an AT-ST, some people find it easier to target the enemies from the cockpit view. Play around with the different views to see which works best for you in different situations.

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11 - Battle of Geonosis, 20 Years Later  
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On Relics of Geonosis, after you land on the planet, watch the Battle Droids, you'll see them firing on the Storm Troopers and vice versa.

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12 - Jango's Slave 1  
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You can fly Jango Fett's Slave 1 in versus mode if one of the players chooses the Jedi Starfighter and the other player chooses Boba's Slave 1 and you choose to fight it out in the asteroid ring around Geonosis. The ship will be identical to Boba's except for the paint job.

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13 - Attack on the Executor Tips  
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Following tip provided by: TerraGamerX (Joe)

A way to have enough time to take out plenty of the TIE Fighters on Attack on the Executor, is to use the Jedi Starfighter (or the much slower Slave 1) and quickly fly to the command deck of the first Star Destroyer and fire your sonic mine at it which should bring down the whole ship with minimal effort. Do the same for the other two (but travel far left for the last one since it begins turning) and although you may still be told to concentrate on the closest guns, you can now completely focus on the TIEs.

Following tip provided by: Urthstrype (Jason E.)

In the second half of this mission fly as fast as you possibly can without hitting anything, periodically firing seismic charges at the walls, destroying cloaking devices.

Let me repeat...

Race though the level firing seismic charges like every 5-8 seconds. By the time you finish the mission, you should have over 100 kills. As I said before this also works on Fondor Shipyard Assault.

Following tip provided by: koreamike

Allow all the cut scenes to play without interruption, this allows you the extra 20 seconds or so you need to get the Platinum medal.

Using the Sonic mines to sweep the deck guns of the Star Destroyers really boosts your kills as well. As you approach the SD aim a mine to explode over the second level and all those pesky guns will explode. If you're feeling really evil, pitch up and put a mine into the bridge and the ship will retreat and leave the cruiser alone.

-----  
14 - B-Wing Glitch  
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Following tip provided by: Kilroy84

If you're having difficulty navigating the Super Star Destroyer's trenches on Fondor Shipyard Assault and Attack on the Executor, use the B-Wing. At any point in the trench, close your S-foils and pull up above it.

When you are flying above the trench, laser fire will constantly shoot at you, almost always hitting your craft. One hit is able to knock out at least half of your shields, while three can be more than enough to kill. If you're flying any craft other than the B-Wing, these lasers are guaranteed to hit you. However, using the B-Wing you can easily evade the laser fire. Just close your S-foils and fly above the trench. The laser blasts will fire directly below you and miss each and every time. Use this strategy to conveniently bypass the scaffolding in Fondor and to cruise into the Executor's Bridge unscathed.

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15 - Destroy the Independence (Home One)  
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Following tip provided by: Kilroy84

On Attack on the Executor, your objective in the first portion of the level is to protect the Independence (Admiral Ackbar's flagship) by destroying the ION Cannons on several Star Destroyers. If you do not destroy these in time, the Independence will be DISABLED, not destroyed, and you will fail the mission. However, with some luck it is possible to destroy the Admiral's flagship and continue flying the mission until roughly 18:40 of time has gone by; depending on when you skip the initial cutscene.

\*\*\* Make sure Ace Mode is off! \*\*\*

When the mission starts, skip the cutscene. Do not destroy any of the ION Cannons on the first Star

Destroyer. Just fly towards the second SD and take out all of the ION Cannons, then do the same for the third SD. When you're finished, position yourself behind either of the flagship's wings and make sure that TIE Fighters are chasing you. When you're in position, evade the TIEs laser fire and let them hit the Independence.

If you can manage to survive (it won't be very hard if you're a good pilot), eventually the Imperial laser fire will destroy the Independence.

With Ace Mode on, however...

Destroy two of the ION Cannons on the first SD, three of them on the second SD, and all of the cannons on the third SD. Even after the second SD has stopped shooting it's remaining ION Cannon at the ship, the Independence will still have a small amount of shields left. Just use the above method w/ the TIE Fighters and soon enough, Ackbar's ship will be destroyed.

With your flagship gone, it is impossible to fail the mission since technically it must be "disabled" to allow failure of the mission. However, you will not be able to fly indefinitely. As I mentioned above, once the 18:40 time mark hits, the second cutscene will be triggered and you'll continue on w/ the mission -- It is not entirely known what causes this, however. The whole point of this glitch is to enable a "Free Flight Mode" if you will -- The first portion of Attack on the Executor now has a much longer time limit. To keep you occupied, there's an infinite number of TIE Fighters waiting to be destroyed.

-----  
16 - Change Movie Cutscenes  
-----

Following tip provided by: Kilroy84

Go to the Sound Settings menu under Options. Select either Music, Sound FX, or Speech Volume, then press A or B to cancel out. After you press either button, the movie cutscene in the background will change to a randomly different one."

-----  
17 - Art as Menu Background  
-----

Following tip provided by: hooligan333

Go to the art gallery in the special features section. Go to the picture before the one you wish to use as the background. Press right to switch to the image you desire, but in the time after the first image has disappeared and before the desired image appears, when the screen is black, press B. You will return to the special features menu with the desired image as the

background.

-----  
18 - All Best Evers/Rank Glitch  
-----

Originally discovered by: S22R

Confirmed by: ThanksBates, Captain Raptor, and snoozer

Following tip provided collectively

When you obtain 15 Best Ever medals, your rank changes from Allied Commander to Galactic Allied Commander. If you get anymore medals, it goes back to Allied Commander.

-----  
19 - Easy Kills with the Sonic Mines  
-----

Following tip provided by: Hoodman0556

This trick I've used to wipe out big groups of fighters. First, I start as a ship that has sonic mines. Then, when a big group of fighters is nearby, I hit the brakes, start to barrel-roll, and shoot some mines. The result is the waves of sound go in all directions, thus killing massive amounts of fighters, and since the mines recharge, it is possible to do it multiple times.

The reason this works is that the mines sound wave is parallel to the angle of the ship, so, if the ship has barrel-rolled to this angle-/, then the explosion will be at the same angle-/. If the ship is horizontal like this \_\_, then the explosion will be horizontal, like this \_\_."

-----  
20 - Play Co-Op Alone  
-----

Following tip provided by: Hoodman0556

There is a way to play through Co-Op by yourself and not have to worry about the unplayed player. Plug in both controllers and get to the Co-Op mission select. Then unplug a controller, say, player 2. push the control stick all the way in any direction, preferably to the left or right, but whatever is appropriate for the mission. Then, still holding the desired direction on the control stick. Plug it back in. Player 2's default settings are altered, thus making them spin in the direction pushed the unplayed player will spin around in circles, so that fighters won't have an easy shot.

You can also do two other things. One is to use the Action Replay with the Invincibility code turned on (which you can find in this FAQ). This will allow for Player 2 to just keep flying while not taking damage.

Or you can use the Infinite Lives code, also found in this FAQ. Player 2 will keep flying and though he will die eventually, it won't effect your playing too much.

-----  
21 - Easily Locate the Homing Cluster Missile in Co-Op  
-----

Following tip provided by: blacklytedragoon

On Battled of Endor, simply take out the left star destroyer first, let it finish going through it's death rolls and stuff till it's motionless, then fly along under it, from behind, to the main hanger underneath and you'll nab the upgrade. (It may or may not bee visable, either due to angle of approach, or the SD's image blocking it, but it's there). This works a lot faster than the "veer down and left, and look for the shimmering white dot.

-----  
22 - A Small, Fast Buick  
-----

Following tip provided by: Kilroy84

It's possible to fly the Buick above the trenches of the Super Star Destroyers on Fondor Shipyard Assault and Attack on the Executor w/o a scratch. It can be tricky, but if you maneuver the car properly you can easily evade the laser fire. Just close the roof of the Buick (S-foils), then pull up above the trench. If you just fly straight, most of the laser blasts will hit you, some however won't b/c you're going so fast. When you're above, pull up for about one second, then push the control stick forward to descend downward. You must time it right, though.

There's a short interval between shots fired, use this time to reverse the direction of the car. Keep repeating this process and you should be able to fly above the trenches unscathed. There's no gurantee that you won't get hit, however, so pay attention to your shields so R2 can restore them in time.

-----  
23 - Accuracy Boost  
-----

Following tip provided by: JKJ

You can boost your accuracy percentage by shooting your allies (Home One, Transports, ect). You cannot kill your allies (friendly fire is disabled).

-----  
24 - AotE Star Destroyer Quick Kills  
-----

Following tip provided by: GWBinvincible

In the level Attack on the Executor, when using the Jedi Starfighter, a good strategy for eliminating the ion cannons is to level your ship onto the plane that the cannons are on. That is, the cannons on both the left and right sides.

Charge directly towards one side (following a path of collision with the raised platform the cannons are on) and, varying slightly your pitch (vertical angle) fire one or two sonic mines, depending on your confidence in your accuracy. If you fired well, all eight cannons will be destroyed in one run. Simply boost to the second ship and repeat this tactic. This will leave you with free time to chase TIEs to your delight, although Admiral Ackbar will scold you for not focusing "only on the ion cannons which threaten the fleet.

---

## V. - Action Replay Codes

---

I had a bunch of codes listed that Rune had created, but I have taken all of the AR codes out of my FAQ and instead, I am posting a link to his site.

I have done this because Rune has hacked the crap out of this game. He has spent many long hours figuring out the different values for the game.

I don't feel right about listing the codes in my FAQ, even with his permission. If he has gone through the trouble to make all of these codes, the least we could do is give the proper respect to him and the function of his site.

Back in 2003, GSCentral.com was the original site, but there have been many changes over the years. I will update the guide once I re-locate the site that Rune now runs.

---

## VI. - The Special Features

---

Special Features are extra options found in the Special Features screen from the Options menu. Like the Missions and Ships you can either use codes or in-game methods to unlock these. This is a list of the features and the in-game method of unlocking them.

-----  
A. - In-Game Unlocking Methods  
-----

Credits - Complete Triumph of the Rebellion

Documentary - Complete Triumph of the Rebellion

Commentary - Get a bronze on all regular missions

Ace Mode - Get a gold on all the Missions, including the bonus Missions, and complete Tatooine Training in all four times settings.

Star Wars Arcade - Complete Death Star Rescue

Empire Strikes Back Arcade - Complete all regular missions

-----  
B. - Code-Only Unlockables  
-----

Some people don't like using codes to unlock the features and prefer earning the features instead. While most can be earned, not all can and must be unlocked by using a passcode.

The following Special Features require a passcode to unlock them. This is the only way these can be unlocked. These features are listed above along with the other codes but added here for easier access and clarification.

This list has the currently known code-only unlockable features. If more are to be revealed or a method to unlock these other than using a code is found, this FAQ will be modified accordingly.

- Music Hall - HARKHARK
- Art Gallery - !KOOLART
- Black and White Mode - NOCOLOR?
- The Return of the Jedi Arcade - !?ATH!RD / GAME?YES
- Beggar's Canyon Race - FRL!CSF / FARMBOY?
- Slave 1 for Co-Op - TGBCWLPN / ZZBOUNTY
- Rudy's Car - AXCBPRHK / WHATTHE?

---

VII. - The Up-Grades

---

In some of the missions you can find Tech Up-Grades to increase the effectiveness of your ship. This is a list of each Tech Up-Grade and the corresponding mission it can be found on. There is no code to unlock the Up-Grades, finding them in the missions is the only way to obtain them.

-----  
A. - Single-Player Up-Grades  
-----

Advanced Shields	- Revenge of the Empire
Advanced Lasers	- Defiance on Dantooine
Advanced Targeting Computer	- Defenders of Ralhtiir
Advanced Proton Torpedoes	- Relics of Geonosis
Homing Proton Torpedoes	- Extraction From Ralhtiir
Advanced Proton Bombs	- Raid At Bakura
Spread Proton Bombs	- Deception At Destrillion
Advanced Concussions Missiles	- Guns Of Dubrillion
Homing Concussion Missiles	- Speeder Bike Pursuit
Advanced Cluster Missiles	- Battlefield Hoth
Homing Cluster Missiles	- Triumph of the Rebellion

-----  
B. - Co-Op Up-Grades  
-----

Advanced Shields	- Death Star Attack
Advanced Proton Torpedoes	- Ison Corridor Ambush
Advanced Lasers	- Battle Of Hoth
Advanced Cluster Missiles	- Prisons Of The Maw
Advanced Proton Bombs	- Razor Rendezvous
Homing Proton Torpedoes	- Vengeance On Kothlis
Advanced Concussion Missiles	- Imperial Academy Heist - daytime
Spread Proton Bombs	- Imperial Academy Heist - nighttime
Homing Concussion Missiles	- Raid On Bespin
Homing Cluster Missiles	- Battle Of Endor
Advanced Targeting Computer	- Strike At The Core

---

VIII. - Unlockable Ships

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The Ships can be unlocked without the passcodes by completing certain missions, by earning certain medals, or as in the case of the TIE Bomber, TIE Fighter, and the N1 Starfighter, by meeting specific mission requirements. Ships that are unlocked either by code or the in-game method are available for Versus Mode.

-----  
A. - Ships for Single-Player Missions  
-----

- X-wing - Your default ship
- Y-wing - Complete the Revenge of the Empire
- B-wing - Complete Raid at Bakura
- A-wing - Complete Guns of Dubrillion
- N1 Starfighter - Complete Tatooine Training during all four time settings
- TIE Bomber - Destroy all of the ground Turrets in their groups with each turret exploding within half a second of each other as the third objective on the Raid At Bakura mission
- Slave 1 - Get a bronze medal on all the regular missions
- Millennium Falcon - Get a bronze medal on all missions, including the bonus missions
- Jedi Starfighter - Get a silver on all the missions, including the bonus missions
- TIE Hunter - Get a gold on all the missions, including the bonus missions

-----  
B. - Ships for the Co-Op Missions  
-----

- X-wing - Your default ship
- A-wing - Complete Ison Corridor Ambush
- Y-wing - Complete Prisons Of The Maw
- B-wing - Complete Razor Rendezvous
- TIE Fighter - Steal this craft in both the day time and night time on the Imperial Academy Heist mission
- Millennium Falcon - Complete all regular missions
- TIE Advanced - Get a bronze medal on all regular missions

N1 Starfighter - Get a silver medal on all regular missions

Jedi Starfighter - Get a gold on all missions, including the bonus missions

---

## IX. - The Bonus Missions

---

The game uses a point system for unlocking the bonus Missions. You earn points by obtaining a medal when you complete a Mission, with each medal having a different point value. Medals are acquired by meeting certain mission requirements which are displayed when you finish the Mission. Points earned for the Single-Player missions cannot be carried over to be used for Co-Op.

-----  
A. - Single-Player Missions  
-----

Death Star Rescue - 10 points

Flight From Bespin - 20 points

Escape From Hoth - 20 points

Attack on the Executor - 30 points

Rebel Endurance - 30 points

-----  
B. - Co-Op Missions  
-----

Death Star Escape - 15 points

The Asteroid Field - 35 points

Endurance - 50 points

---

## X. - Gameboy Advance Connectivity

---

By using the GBA or GBASP, you can give orders to your wing men in Versus Mode. So far, this is the only known function of the GBA for this game. There are no known secrets that can be unlocked with it.

To use the GBA you will need the following items:

- A Nintendo GameCube

- A GameBoy Advance or GameBoy Advance SP
- A GameCube controller
- A Nintendo GameCube GameBoy Advance Cable
- The Star Wars Rogue Squadron III - Rebel Strike game

Insert controller 1 into the first controller port and the GameBoy Advance cable into port 2. Insert the controller for player 2 in the 3rd port of the GameCube and the GameBoy Advance cable into port 4.

While playing, you can enter the commands for your wing mates by using the control pad.

- Up - Tells your men to form up on your wing
- Left - Varies per mission
- Right - Varies per mission
- Down - Tells your wing men to stay in their current position

---

## XI. - The Legal Section

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I have no problem with anyone or any web site wanting to use this FAQ. My main concern is that no one claims I stole it from them, so if you are a web site wanting to use it, just ask.

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Sites that have obtained permission to use this FAQ are:

- GameFAQS.com - of course
- www.cheats.de - Germany's largest cheats-community
- NeoSeeker.com
- <http://faqs.ign.com>
- GurraJG's Craft FAQ

---

## XII. - Version History

---

- Added the URL to YouTube.com for the video Kilroy84 made showing the Tip 15 actually being performed.
- Completely restructured the guide so that the format is similar to some of the other guides I have made since I made this one, my first guide.

08/05/05 - v3.5

- Changed my email address, just to keep this updated.

02/20/05 - v3.4

- New tip (24) added to the Tips and Secrets section, provided by GWBinvincible.
- General restructuring of the guide to keep it up to date and easier to read.
- Re-wrote the intro.

10/16/04 - v3.3

- The RotJ Arcade code has finally been released! Many thanks to jektezak for finding and posting it.
- More final touches made.
- Q & A Section added.

04/05/04 - v3.2

- Minor corrections and final touches made.

03/22/04 - v3.1

- I have taken out all of the AR codes for reasons explained in the AR section.
- Rune has updated GScentral.com's Rebel Strike AR codes. See my AR section for the link to these codes.
- .97 - 03/08/04 - One new code added.

03/02/04 - v3.0

- Restructured the FAQ.
- 2 new tips added (22 & 23) and Tip 4 updated. Info provided by Kilroy84, JKJ, & tinnedcumquat

02/23/04 - v2.9

- Two new codes added.

02/12/04 - v2.8

- 2 new tips (20 & 21) added and tip 7 updated. Info provided by blacklytedragoon, Hoodman0556, and ChozoSage

02/09/04 - v2.7

- Two New Codes listed
- 3 new tips (6, 18, & 19) added to the Tips and Secrets section and Tip 15 updated. Info provided by Kilroy84, hooligan333, Hoodman0556, starwarsgeek, snoman99991, S22R, ThanksBates, Captain Raptor, and snoozer

01/30/04 - v2.6

- 3 new tips (15 -17) added to the Tips and Secrets section, info provided by Kilroy84 and hooligan333

01/28/04 - v2.5

- Jedi Starfighter glitch announcement added

01/26/04 - v2.4

- New tip (sub-section 14) added to the Tips and Secrets section, info provided by Kilroy84
- Two new codes added

01/12/04 - v2.3

- Up-Grade locations correction
- Two new codes added
- Email notifications request added
- Time Zone note added

12/31/03 - v2.2

- New tip (sub-section 13) added to the Tips and Secrets section, info provided by TerraGamerX (Joe) and by Urthstrype (Jason E.)

12/29/03 - v2.1

- One new code added
- Additional tip for sub-section 7 of the Tips and Secrets section: Ralltiir Bombs provided by ChozoSage (Tim Z.)

12/26/03 - v2.0

- One new code added

12/26/03 - v1.9

- Two new codes added
- Action Replay codes section added

12/23/03 - v1.8

- Many grammatical errors fixed
- I double-spaced between the codes for easier reading

12/22/03 - v1.7

- Three new codes added
- Passcode Release Date History has been modified to show the source of the codes

12/20/03 - v1.6

- A lot of editorial mistakes corrected, a huge thanks to GurraJG for helping out with this
- GurraJG was granted permission to use this FAQ

12/15/03 - v1.5

- Two new codes added
- Non-code unlocking method corrected for the Star Wars arcade - Thanks to GurraJG for catching that for me
- <http://faqs.ign.com> was granted permission to use this FAQ

12/05/03 - v1.4

- Additional tip for the Tips and Secrets section provided by Urthstrype (Jason E.)

12/05/03 - v1.3

- Single-Player and Co-Op info sections have been combined for less confusion and easier access
- More touch-ups to the FAQ
- A contents created for the Tips and Secrets
- 3 tips added
- NeoSeeker.com was granted permission to use this FAQ

12/01/03 - v1.2

- More touch-ups to the FAQ
- Two new codes added
- Passcode Release Date History section added
- [www.cheats.de](http://www.cheats.de) was granted permission to use this FAQ.

11/26/03 - v1.1

- Typo graphical and content errors corrected
- The FAQ was touched-up to make it a bit easier to read
- One tip added to the Tips & Secrets section.

11/24/03 - v1.0

- All basic information
- Six codes added

---

XIII. - Credits and Thanks

---

I have received a handful of emails. Some suggest adding certain information, and some ask questions about the accuracy of the content, but there are some that compliment this FAQ as well.

Sure, I organized it and all, but a lot of the content,

ideas, and support has come from many different people. I cannot take full credit for this FAQ and until I can think of a better way, this list will have to suffice to show the appreciation I feel for the ones that have contributed.

- GameFAQS -

The most useful gaming site on the internet and even the best source for gaming info anywhere.

- The GameFAQS contributors -

Without you, the first thanks wouldn't be possible.

- ProtoDude -

For making a similar FAQ for Rogue Leader and being the "prototype" for this FAQ.

- LucasArts and Factor5 -

For supplying the public with not only a great game, but the information and passcodes.

- Super Bandicoot -

On catching incorrect point requirements for some bonus missions.

- Kilroy84 -

For his high powered perception, support, and useful tips. It's appreciated more than you know.

- Jason E. (Urthstrype) -

For the extra tip. It makes one wonder what a Jedi would value more: his lightsaber or his JediStarfighter

- Toozin -

For informing us all that Nintendo Power published three previously unknown codes.

- Mozhul -

For finding and informing us all of the codes he found at GameWinners.com.

- Maru -

For supplying GameWinners.com with the codes he found.

- ChozoSage (Tim Z.) -

For providing an extra tip which was far more helpful than the tip I originally suggested.

- TerraGamerX (Joe) -

Thanks for the support and additional tip.

- GurraJG -

For assuming the position of Editor and catching my many mistakes. A FAQ is similar to a movie in that the film is truly made in the editing process. You can film all of your footage, but it isn't until editing that the film gets sound effects, music, ADR, and other adjustments that makes it enjoyable. GurraJG, as my editor, deserves just as much recognition as Ben Burtt does for his work in the Star Wars movies.

- Hansoo -

Pointing out an error in an Up-Grade location, which lead me to notice I left off one of the up-grades, so thanks for that too, even if it was unintentional.

- tkrausse -

For providing a false code. Why is this a good thing? Knowing the fake codes helps to identify the real ones. To me, this information is just as valuable as the true codes, as long as the fake codes exist they are a threat.

He wanted it said that he found this code at Starwars.com's forums and only reported it.

- Hooded Figure -

Even though it cost him, I'd like to thank him for bringing the JSF glitch to our attention and helping us to all be aware of the danger of using the code before completing the Raid on Bespin. May your original saved data rest in peace.

- starwarsgeek -

For the additional Cloaking Devices tip.

- Hoodman0556 -

For pointing out the fake code: Infinite Everything & for the Easy kills with the sonic mines tip.

- S22R, ThanksBates, Captain Raptor, and snoozer:

For the All Best Evers/Rank glitch. S22R was the first to post about it, ThanksBates suggested that the glitch be added and all 4 guys confirmed that the glitch is true.

I'm thankful for the confirmation because I do not have all Best Evers.

- snoman99991 -

For the additional tip for the Defenders of Ralltiir mission.



- blacklytedragoon -

For the tip on finding an upgrade the easy way.

- SpiderCarnage -

Thank you for your support on the boards. It hasn't gone unnoticed and is very appreciated.

- JKJ -

For the accuracy boosting tip. Very handy thing to know!

- tinnedcumquat -

For the extra info about the RL Glitch.

- Rune -

For hacking one of the coolest games. With his codes, we now can play this game from an all new perspective, literally.

- GWBinvincible -

For providing a pretty handy tip for AotE.

- jektezak -

Last and certainly not least, many thanks goes out to jektezak for finding and posting the RotJ Arcade code. People have been waiting for this code for over a year and we finally have it now.

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XIV. - Contact Info

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If you need to contact me for any reason, feel free to do so by sending an email to

obishawn@hotmail.com

Just make sure you identify this game in the subject so I won't mistake your mail for spam. All comments are welcome.

Be sure to check out metroidmetal.com for some free rocking remixed MP3s of your favorite Metroid melodies.

END OF GUIDE

