

Star Wars Episode I: Battle for Naboo FAQ/Walkthrough

by CyricZ

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Star Wars: Episode I - Battle for Naboo
An FAQ/Walkthrough by CyricZ
Version 1.02
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1. Introduction

Hi! Welcome to my third FAQ! This FAQ is for Star Wars: Episode I - Battle for Naboo. I'm a big Star Wars fan, so this is gonna be a lot of fun for me to write. Oh, and don't mind if I go off on these wild tangents about the Star Wars universe. I have a habit of doing

so... ^_^

This FAQ is primarily for the N64 version of the game, but, by request, I've included codes for the PC version, as well...

Down to business, I say!!!

2. FAQ

Q: What is Battle for Naboo?

A: Battle for Naboo is the latest Star Wars combat sim developed by Factor 5, a division of Lucasarts, purveyor of all things Star Wars. It's based on the occurrences in Episode I: The Phantom Menace, and focuses on the actions of one of the members of the Royal Security Force (RSF).

Q: What accessories are used in this game?

A: This game supports the Rumble Pak and the Expansion Pak. Note that the Expansion Pak is not required, but, like all games that support it, it is recommended.

Q: Why don't you have Bronze and Silver Medal requirements?

A: Someday I may add those, but I feel it's a matter of the fact that you don't normally strive for Bronze or Silver anyway. You'll want to be going for the Gold, because if you don't, then you will have to later...

3. Royal Security Force Craft

There may not be an official army on Naboo, but that doesn't mean you'll be skimped on the craft. Battle for Naboo provides you with a wide range of killin' machines for your pleasure...

Flash Speeder

Appearance: A green speeder vehicle.

Primary Weapon - Blasters

Secondary Weapon - Concussion Missiles (6)

This is a fast and agile speeder. It's lightly armed and armored. The blaster weapon is a dual mount on the nose that fires singly, and the missiles pack a light punch. It's good for missions that require you to move.

Heavy STAP

Appearance: A weird-looking bicycle-type thing.

Primary Weapon - Blasters

Secondary Weapon - Concussion Missiles (8)

It's a little faster, and a little more agile than a Flash Speeder, and it has a few extra missiles, but that's about all that's good. This thing can't take the heavy hits at all. If you have the option, go for something better.

Police Cruiser

Appearance: Looks like a blue N-1 Starfighter.

Primary Weapon - Blasters

Secondary Weapon - Proton Torpedos (8)

This will be your first air fighter. It's no N-1, but it'll do in a pinch. Its blasters are a dual mount on the nose and fire singly. Proton Torpedos are stronger than standard Concussion Missiles.

Naboo (N-1) Starfighter

Appearance: A thin, yellow, almost sculpted starfighter.

Primary Weapon - Blasters

Secondary Weapon - Proton Torpedos (10)

Basically an upgrade in every way to the Police Cruiser. Faster, more agile, better shielded, better stocked. You'll be using it a lot...

Trade Federation Gunboat

Appearance: A white boat with guns mounted on top.

Primary Weapon - Blasters

Secondary Weapon - Projectiles (6)

This is an interesting craft. It hasn't got the best handling in the world, but what can you expect from a stolen ride? The blasters are dual firing, so you're packing double the punch of any other craft. The Projectiles have no self-propulsion, they just fire in an arcing manner. Not the best secondary weapon, but, since it explodes like a bomb, it has its uses...

Gian Speeder

Appearance: A gray speeder.

Primary Weapon - Blasters

Secondary Weapon - Heavy Laser

This speeder trades agility for power and armor. This is a very nice

piece of ground equipment. The primary blasters have dual fire for extra punch, and the heavy laser has unlimited shots and hits quite hard. If you hold down the secondary fire button, you can charge up the heavy laser. Watch as the icon in the upper left changes color. Once you have sufficient power, let it rip. Definitely good for making holes in tanks.

Naboo Bomber

Appearance: An N-1 Starfighter with a few more attachments.

Primary Weapon - Blasters

Secondary Weapon - Bombs (6)

A much slower aircraft than the N-1, the Bomber is meant for heavy attacks on ground targets. The blasters fire the slowest of any craft, but the bombs can really cripple ground-based enemies...

4. Enemy Forces

The Trade Federation, and the forces of Borvo the Hutt can make life miserable for your average Naboo citizen, but you're a tougher customer.

Here's a breakdown of the disparate enemy forces you'll be facing.

NOTE: I only covered things which are direct threats to you or people you're trying to protect. I'm not going to bother with Shield Generators or any kinds of non-shooting emplacements.

Battle Droid

Battle Droid Officer

These guys are the grunts of the Trade Federation. They're a formidable opponent to the average Joe, but, if you've seen the movie you know they're just lightsaber fodder. Since you don't have a saber, you're going to have to settle for a blaster bolt. One will do nicely. There's really no difference between a regular droid and an officer, just the color of their armor. Since most of your fights with these guys will be in speeders, you even have the option of just running them down instead of shooting, although you'll suffer minor damage.

Destroyer

Also known as Droidekas, these guys were pretty nasty in the movie, and it's pretty much the same here. The way to deal with these guys is to hit a few times with blasters to weaken their shields. They'll drop their shields, and then roll to a new place. To take them down, you need to hit them in the second or two that their shields drop. Do this, and the Destroyer will be twisted scrap.

AAT (Tank)

Found in most levels, Tanks can be your worst enemy if you're in a speeder, or a ground nuisance if you're in a fighter. They're sluggish, and not very fast to fire. Sometimes, taking out tanks is the only way to get through a mission, since you'll sometimes be protecting refugees...

STAP Droid

These droids ride the odd-looking attack platforms called STAPs. They're really nothing more than guns on propulsion systems. They can't take more than one or two hits. The absolute largest problem with these guys is that they're small and fast, making them exceedingly tough to hit. That's why I call these guys the Accuracy Killers...

Droid Starfighter

The mainstay of the Droid fleet, you'll be facing a lot of these guys, and you better learn how to take them out, quick. Best way to accomplish this is sliding in behind them close and letting them have it. You can try for deflection shots, but it's really tough on these craft; they're quite small. Another pain about them is that they're really, really accurate with their shots, and they fire quite rapidly, so if you go head-to-head with one, you're gonna take a hit or two. Go head-to-head with ten and you can kiss your ship goodbye...

Droid Bomber

A somewhat larger and slower ship than the Starfighter. These guys can take a few extra hits, too. Whenever there are ground targets in the area (which there will be if the Bomber shows up), take them out first, because the Bombers will, obviously, be aiming for them. Depending on the mission, Bombers can carry simple impact bombs, or they can carry proximity water mines.

Gunboat

Just like the Gunboat you can drive, only it sticks to lasers and doesn't bother with the projectiles. These guys are more or less tanks on water. They're not as durable, but they pack about the same punch.

Laser Turret

Much smaller and more accurate than the turrets of Rogue Squadron

days, these guys can be a real pain, real quick. Take them out from a distance if at all possible. They can be placed on land or in the water, so keep a sharp eye out.

Missile Turrets

Perhaps not as evil as their Rogue Squadron counterparts, these guys don't fire as often, and the missiles aren't terribly accurate, but they're still very dangerous and should be taken out before other turrets.

Proximity Mine

There are three varieties of these. The space variety, the atmosphere variety, and the water variety. The first two look and act almost the same, except the space one fires lasers. The water variety just sits in the water. All mines have one common trait: Get close and they'll begin to home in on you. When they get close enough, they'll explode. Fire from a distance.

Hutt Fighter

When you go after Borvo the Hutt, you'll have to face his contingent of fighters. These fighters aren't very fast, but they can take a lot of hits, and they're as accurate as your standard Droid fighter. Be cautious.

Hutt Laser Turret

Quite a bit boxier than the Trade Fed's turrets, these things are a bit easier to take down.

Heavy STAP

Just like the Heavy STAP you yourself can pilot, this thing isn't the best piece of equipment on the planet. You'll only find them in one level, so they never have a chance to become as much of a pain as regular STAPs or Tanks...

MTT (Droid Transport)

These guys are heavily armored, but lightly armed. They're largest reason for existing is so they can deploy a large group of droids on an enemy. Take the Transport down before it can do so.

There are other targets that will shoot back, but these ones I'm

skipping are unique and specific to missions. I'll get to them in each mission, so that we don't spoil the surprise...

5. Strategies

Tips for Survival

Number one tip for facing Starfighters: Don't go head on. You'll end up losing in the long run. Whenever you're faced with a bunch of fighters bearing down on you, hit the quick turn (R button) and juke around, presenting yourself with a tough target.

Also, make use of the quick turn and break off on any kind of attack whenever you're sure that a droid's lasers are on you. Better you take longer to destroy the target and survive than get shot down.

Did I mention the quick turn (R button)? Not only is it useful for avoiding enemy fire, but also for speedy 180's in case you wanna make a quick turnaround, or don't have a lot of room.

Don't forget your secondary weapons. Sure, you only have a limited amount on most craft, but those things can save you a lot of time and grief with their extra punch.

Go out of your way on missions to look for the bonuses. These things can make a big difference when you're going for medals, especially the blaster and shield upgrades.

Trust in the Force.

Tips for Medals

Know the level like the back of your hand. Know where all the enemies are, where they come from, who/what they're after, their shoe sizes. Know the progression of the level. If there's a bonus, make sure you know exactly where it is.

If my Gold Walkthroughs don't make any sense, read through my Survival Walkthrough as well. I base my Gold strategies from my survival strategies, and there may be multiple ways to go about a mission, so make sure you read that walkthrough so that you can follow my lead...

Don't fire unless you're absolutely sure you'll hit the enemy. Accuracy will be your biggest demon in the race for the Gold Medal.

Be sure you have as many bonuses as possible. Some, especially the Advanced Shields, Blasters, and Cluster Torpedoes will be a great help.

Friendly Saves are different for each level. They could be your wingmen, or the craft you've been assigned to protect, or they could be just civilian buildings. Know who's what in this respect, because it can sometimes make all the difference between a Silver and a Gold.

Lastly, I'll mention the Cluster Torpedoes a LOT in my Gold walkthroughs. Note that you can't get these until you score at least a Silver in all missions, and, to this end, the Silver can be tougher than the Gold. If you're REALLY having problems, let me know, and I'll see how I can help out...

6. Mission Walkthroughs

For each of the missions, I'll split it up into several parts...

A. Overview: The plot as stated in the game, and a few general tips from me.

B. Your Craft: The craft you are allowed to fly throughout the mission the first time, and after you've beat all the missions.

C. Enemy Opposition: The enemy bad boys you'll be up against.

D. Survival Walkthrough: Tips for your first time through.

E. Going for the Gold: Tips for Gold Medal enthusiasts.

Mission 1 - Escape from Theed

A. Overview

The Trade Federation has invaded Theed and you must escape. You are ordered to aid your fellow officers as necessary and follow Captain Kael's commands. Engage the enemy when appropriate, but do not endanger civilians.

This is your first mission, and it'll require you to drive through the scenic streets of Theed. It's not all that complicated, as you will generally have but one way to go. Keep a cool head, and save your missiles for the Tanks that will show up.

B. Your Craft

First time: Flash Speeder

After Endgame: Either Speeder

C. Enemy Opposition

Battle Droid

Battle Droid Officer

Destroyer

AAT (Tank)

D. Survival Walkthrough

Proceed along the city street, using the map as a guideline for both your objective and as a layout so you don't bump into things. Shoot the Battle Droids as you go.

After travelling a ways, you'll run into Captain Kael who has a

weapons malfunction, and four Destroyers on him. Shoot them all down and you'll continue on.

The next thing you should take note of is a point where three droids are lined up along a wall, and each is holding a citizen hostage. These guys will count as Friendly Saves, so blast the droids near them to keep them safe.

Shoot a couple more Destroyers on your way, and Captain Kael will have another problem, this time with his engine. The road splits here. To the left are a few Destroyers and Captain Kael, along with the way further on in the level. To the right, a Tank is firing on all cylinders in front of an archway. Go for the Tank first with missiles.

BONUS ALERT! A bonus on your first mission? How generous! After you blow the tank, swoop in behind the archway to pick up your first bonus: Advanced Shields.

Go back the other way, and help the Captain with his Destroyer problem, and continue on, blasting the bolt buckets as you go. Eventually, you'll come to a left turn that has a little underpass before it. The underpass has a bunch of droids in it, but the actual street has a Tank, among others, so opt for the underpass to save shields.

Keep going, shooting down groups of droids, and you'll end up in another plaza. Kael will mention taking Heavy STAPs outside, but first you have to clear the plaza. You'll have three Destroyers in the area, and a Tank will be coming in from an exit to your left. Destroy them all to complete the mission.

E. Going for the Gold

Time:	2:15
Enemies Destroyed:	41
Accuracy:	63%
Friendly Saves:	7
Bonus Collected:	Yes
Lives Remaining:	3

While not the easiest Gold Medal, this one is definitely not one of the hardest. The basic idea behind this one is to keep moving.

First, use the Gian Speeder. The extra oomph from the Heavy Blaster will make short work of the Tanks.

Second, don't be afraid to run down droids as opposed to shooting them. You'll suffer a tiny bit of damage, but your accuracy will thank you later.

Other than that, there's not much to say about this Gold other than just "Be good." Know the level, and shoot as many droids down as possible without endangering your accuracy. You shouldn't have a problem attaining the stats.

A. Overview

The Trade Federation has taken control of the planet, and only the swamps appear safe. Follow Captain Kael through the Naboo farmlands until you reach the swamps. Protect any civilians and settlements threatened by Trade Federation forces.

Okay. You're in the fertile fields of Naboo for this mission. For the most part, just follow Captain Kael, briefly breaking off to attack whatever and whoever. These whatevers will mostly be STAPs.

B. Your Craft

First Time: Heavy STAP --> Police Cruiser

After Endgame: Any Ground Craft --> Any Aircraft (must finish with Police Cruiser, however)

C. Enemy Opposition

STAP Droid

AAT (Tank)

Droid Starfighter

D. Survival Walkthrough

Follow the Captain and watch where he goes. It's easy to get lost out here if you don't use your radar. There are a lot of STAPs in this mission, so don't fire until you're sure you can hit the enemy, or you'll be wasting valuable shots.

First, you'll be heading to the right of your starting point to take on a bunch of STAPs threatening a farmhouse. Once you finish that, the Captain will ask you to take a STAP off his tail. Do so, and keep following him. Blast any STAPs that get near the two of you.

You'll soon see a small cutscene with some STAPs taking out a large farming complex. Once you regain control, fly there (it's on the radar) and terminate the three STAPs in the immediate vicinity. Kael will then tell you to defend the area. A bunch of STAPs (about eight or so) will come from all directions. My advice is to just pick one or two out there and takethem out immediately, since they will all be on you at once. Mop up the area. You'll know you got all the threatening ones when you hear "Excellent!"

Next, you'll see another small cutscene with Tanks on the bridge. Find Captain Kael and follow him. He'll lead you to a road area. Three STAPs will come down from the hills to the road and Kael will start firing. Hang back and you'll see two Starfighters coming screaming from behind the STAPs. Pitch upward and blast the bogies out of the sky.

Move along the road further and you'll get the announcement that AATs are incoming. The first will be in front of the bridge. Pump three missiles into him and finish it up with blasters. Cross the bridge. About halfway, you'll notice two STAPs coming in. Blast 'em, and then take out the Tank on the other side of the bridge with three more missiles. Keep going towards the hangar dead ahead of you, stopping to drop your last two missiles on the Tank to your right. You can afford to use just two for this one, because he won't be

facing you.

Fly into the Security Hangar, where you'll be able to grab a freshly polished Police Cruiser. Don't get too excited. You're not going to be dogfighting just yet. Just fly towards those bluish hills off to your right. Those are the swamps. Of course, if you run into one or two Starfighters on the way, you'll be forgiven if you drop them like a Hutt on a Vor...

E. Going for the Gold

Time:	5:00
Enemies Destroyed:	32
Accuracy:	48%
Friendly Saves:	46
Bonus Collected:	No
Lives Remaining:	3

For being such an early level, this is a pretty tough Gold Medal. I managed to get it with the Gian Speeder. If anyone has any better vehicles to go with for this, I would sure appreciate it.

Since you'll mostly be destroying STAPs here, let me just say that the easiest way to get one is to get behind it. It'll be going straight, giving you time to line up your shot.

Anyway, let's start at the beginning. Take out the first two STAPs that are on Kael's tail. Clean out the first farmhouse area here, using the Heavy Laser, if you can. The reason for this is that if you use the blasters and miss, you'll get double the loss in accuracy.

Once you clean the first area out, you'll see red dots on your radar. Fly directly towards those dots, where you'll find three more STAPs. Take them out. Kael should just about be complaining about a STAP on his tail. Wax it, and clean up any other STAPs in the area (keep shooting STAPs until he cries for help).

Once he rounds a corner to go left, three more STAPs will pop up out of nowhere and attack. Take them out, and pop any others that show up on your scope. Once you've finished all of them, head straight for the main farm, and park outside. Wait for the cutscene to start.

Once it's over, blast the three STAPs that have miraculously appeared in the area. After that, immediately speed towards the river, and take out the two there. Speed back towards the farm (left side) and take out the threatening STAP there. Work your way around the outskirts of the farm blasting all the STAPs in the area. Once you hear "Excellent!", you'll know you're done.

You'll see the cutscene with Tanks on the bridge, now. When you regain control, follow Captain Kael to the road. Move ahead on the road and be ready when it turns left towards the bridge. You'll see two more STAPs crest the ridge off to your right. Attack them, and you'll also soon see two Starfighters follow. Peck at them from the ground.

Soon, you'll reach the bridge. Have your Heavy Laser charged up, and smack the AAT from afar. Hop onto the bridge, charge up the laser, and deal with the two STAPs nearby with regular blasters. Release

the Heavy Laser on the AAT on the other side of the bridge and keep moving. Go down the hill, and peg the last AAT with one more charged shot, and enter the hangar, jump into the Police Cruiser (that's POLICE CRUISER; it doesn't work if you take the Starfigther), and fly directly for the swamps.

Mission 3 - Naboo Bayou

A. Overview

A trader village is hidden deep in the heart of the swamp. Locate the villagers before it can be destroyed. The traders may provide valuable information and allies to the Resistance.

A light rain has settled onto the swamps, and this is your first true air combat mission. You won't personally be in a lot of danger in this mission, so just keep calm and shoot straight, and you shouldn't have much trouble. You will, however, be protecting Naboo citizens, so keep that in mind.

B. Your Craft

First Time: Police Cruiser

After Endgame: Any Aircraft

C. Enemy Opposition

Gunboat

Droid Starfighter

Droid Bomber

D. Survival Walkthrough

As you enter the first area, you'll receive a distress call from Rohan Wayside, a trader in the area. His houseboats are under attack (They're thin and brownish) from Gunboats. Take out the three boats in the area. You may want to pull up after you destroy each one so you don't cling to the water while shooting.

After you take the first three out, Kael will call fighters to your attention. Actually, it's just one Starfighter and a Bomber. This is your first true dogfight, and it's relatively simple. Just get behind the two craft and shoot.

Next, you'll get another distress call from Rohan, who'll call your attention towards a point where his boats are being attacked by fighters. Three Starfighters and a Bomber will be strafing the boats. Fortunately, these four all maintain a loose formation, so taking them out is as simple as getting behind them.

Rohan will thank you for saving him, and mention that one of his men, Vedd Deviss, is pinned down nearby. Follow Kael along the river. Soon, after the river makes a left turn, four Starfighters will show up on the Captain's tail. They fly singly and spread out, but they fly straight, so they shouldn't be that big of a deal.

After you dispose of the fighters, the radar will point you towards

Vedd's hiding spot. Don't head straight there, because there's a hill in the way. Instead, follow the river until you come to a small branch which the radar beacon will become parallel with. Take that route, and you'll soon be on Vedd's place.

Vedd's surrounded by enemy Starfighters and Bombers. These fighters are circling the area in no particular formation, and it gets pretty chaotic. After you destroy a few, more show up. None of them will specifically concentrate on you, but they will shoot if you get in front of them. Destroy them all, about eight, and you'll finish the mission.

Rohan will mention a smuggler hiding out in the mountains to the north who might be able to help. He sends Vedd out in his own Police Cruiser to help you out. You're three ships now. Things are looking up, eh?

E. Going for the Gold

Time:	4:15
Enemies Destroyed:	19
Accuracy:	30%
Friendly Saves:	7
Bonus Collected:	No
Lives Remaining:	3

One of the easier Gold Medals to achieve. There are no horrible constraints here, particularly if you use the N-1 Starfighter. It would probably be best if you head out in the general direction ahead of Captain Kael. He knows where he's going, naturally, but he's slower than you can be, so you can take the initiative and bust up the offending fighters early on.

Mission 4 - Smuggler Alliance

A. Overview

Enter the mountains in search of the mysterious smuggler who could become a powerful ally in the fight against the Trade Federation. Clear the area of Trade Federation forces and assist any civilians in need.

Another ground mission (your craft will be damaged and you'll have to grab a speeder in the opening cutscene), you'll be required to assist a transport in its run to safety.

You'll be on your own for this mission as you, the Captain, and Vedd split up at the beginning to search.

B. Your Craft

First Time: Flash Speeder

After Endgame: Any Ground Craft

C. Enemy Opposition

STAP Droid

AAT (Tank)

D. Survival Walkthrough

As you enter the area, you'll see about five STAPs off in the distance. These guys are terrorizing a farmhouse. Destroy all five STAPs and you can move on.

BONUS ALERT! This isn't required to finish the level, but it's necessary if you want the bonus (and who doesn't). After you destroy the offending STAPs, a civilian will hop out of the building and race for his speeder in a nearby garage. He'll be quickly set upon by two STAPs. Deal with the STAPs, and he'll tell you to follow him to his house. Do so, and you'll eventually reach a small farmhouse with a large fence around it. As he approaches, he'll drop the gate, allowing you access to the bonus inside. Pick it up and move on in the direction of the radar.

You'll eventually reach another farmhouse area, which has even more STAPs. Sykes will request permission to deal with them, but Kael tells him to move on, as there are too many. You can, of course, take some shots if you feel like it, but you're going to want to keep moving.

After a bit of travelling along the road, you'll enter a cutscene where you'll happen upon a freighter under considerable fire from an AAT. This is your smuggler friend. A Gran speaks to you, identifying himself as Kol Kotha. He requests your help. When you regain control, demolish the AAT, and Kol will thank you. Your job now is to protect the freighter as it runs down the canyon to safety.

As you might expect, it's not going to be a free ride down the canyon for your friend. You'll be on a causeway for this part. There's almost always a serious drop off to your left, and at times another serious drop off to your right. Keep an eye on the map for an outline of the causeway. Also keep an eye on the map for your next objective: AATs.

There will be about eight AATs lining the canyon while the freighter makes its run. You need to take them out as you move along the canyon before they lay waste to the freighter. If you keep moving, you'll have plenty of time to demolish the tanks. A complication is present, however, in the form of STAPs. There are at least 30 STAPs in the entire area patrolling set parts of the causeway, ready to fill you with blaster bolts. Take out as many as you feel necessary to stay alive.

Keep proceeding along the causeway, eliminating AATs as you go. The last one is on a land bridge across the canyon. Take it out and the mission will end. You'll be addressed by another occupant of the freighter, Adela Tyché. She'll explain that the owner of this freighter is Borvo the Hutt. Yeah, I hear you saying Hutts are gangsters. We all know about Jabba. Some of you may know about Bogga, Durga, and Zorba. Well, it seems that this guy is against the Trade Federation just as much as you are, so you'll have to trust him for the time being.

E. Going for the Gold

Time: 6:30

Enemies Destroyed: 31
Accuracy: 37%
Friendly Saves: 2
Bonus Collected: Yes
Lives Remaining: 3

Take the Gian Speeder for this mission. A charged-up Heavy Laser can take out a single AAT in one shot, and you'll definitely need the armor that it provides.

Time is not an issue, here. You'll have plenty of time for taking the bonus from Speeder Guy. Therefore, the bonus won't be an issue. Friendly Saves are also not an issue, as the two saves are Speeder Guy, and the Hutt's freighter itself.

Enemies are a major factor, however. You take out five STAPs at the first homestead, then the two chasing Speeder Guy, then the nine AATs. That's a total of 16, meaning you have to take out 15 extra STAPs throughout the mission. That may seem like a lot, especially since STAPs are such accuracy killers, but just concentrate, and take out the STAPs as they move toward or away from you so that they're the easiest shot, preferably away from you so you don't get hammered by their blasters.

Watch your shields, too, because, like most Gold Medals, this requires you to have all lives remaining.

Mission 5 - Hutt's Retreat

A. Overview

Now that Borvo the Hutt has joined the resistance, you must protect his vessel until he reaches his hidden outpost. Once at the base, Borvo's own pilots will join in the fight against the Trade Federation.

So, I hope you brought your parka, because you're going to the frosty mountains. Borvo's ship will trundle down the canyon, and it's your job to keep the bad guys off his slimy butt. An interesting tidbit about this mission is that it can potentially go two ways. You can pick up a new craft a little ways into it, and fly a Police Cruiser for the rest of the mission, or you can stick with your Flash Speeder for the duration. The mission will largely turn out the same, but the strategies will be different.

B. Your Craft

First Time: Flash Speeder --> Flash Speeder or Police Cruiser

After Endgame: Any Ground Craft --> Any craft except the Bomber

C. Enemy Opposition

STAP Droid
Proximity Mine
AAT (Tank)
Laser Turret
Droid Starfighter

D. Survival Walkthrough

Glide down the canyon, blasting the STAPs that'll pop up in the area, and follow the transport. Your wingmen and the Hutt Transport will take care of most of them, but you can still pick up one or two.

Turn left, and you'll almost immediately come upon a hangar. What makes this mission special is that you have two choices. You can go inside and take a Police Cruiser, or you can keep on going as a Flash Speeder providing ground support. Either way you go, Vedd will show up with the opposite vehicle, so you'll be covered.

Take the Cruiser: There'll be some STAPs off in the distance. You'll probably be too far to take them before your wingmen can. Continue on and you'll soon come upon a group of mines and a couple of Starfighters. Shoot down as many as you can and you'll move on. Kol will mention turrets. Your first turret will be on your left side on the ground. Take it out, and the Transport will fly over a snowy ridge. Follow, and you'll receive word of Droid Starfighters in the area. There will be one at the beginning, soon followed by three more. Take them all out, and you'll come across another minefield almost immediately. Shoot them all down, and continue along the valley, where you'll be set upon by another one and three group of Starfighters as earlier. Once you finish them, you'll crest another ridge to rejoin the main drag.

Take the Speeder: You'll be able to take a few of the STAPs in the distance. Shoot them down, then shoot as many of the mines as you can. You can't get them all, but your wingmen will take care of it. Kol will mention turrets, and your first one will be off to your left. Take it out, and then the Hutt Transport will fly over a ridge and you won't be able to follow. That's okay. It'll be fine, just turn right and you'll pass through a canyon full of jagged rocks. This, incidentally, is the reason the Transport couldn't go this way. On your left soon will be two Turrets. Take them out and turn right. You'll find two more Turrets in this large area. Scrap them.

Both Craft: You'll get the call for incoming AATs. Two will be rolling in from your left. Take them out and continue along the valley. (There'll be a few STAPs if you're in the Speeder to take out.) You'll soon arrive at the Hutt's base, which you'll have to clean out. There'll be about five Tanks if you're in the Speeder, and two Tanks and two Bombers if you're in the Cruiser. Clean the place out, and Kael will suggest continuing on to the N-1 production factory. Kol Kotha will join up with you in his own fighter.

Fly on or drive on to the factory and, naturally, it'll be controlled by the Trade Federation. Follow Kael's advice and don't shoot the buildings. You're just taking out bad guys. If you're in a Speeder there'll be about two Starfighters and six Tanks, and there'll be about six Starfigthers and two Tanks if you're in the Cruiser. Either way, there'll also be four Turrets in the area in each of the corners. Clean it out, and you'll grab new Naboo Starfighters hot off the assembly line. All right! Now, it's time to make some REAL damage! Oh, and a new pilot, Lutin Hollis, will join you here.

E. Going for the Gold

Time: 5:45
Enemies Destroyed: 28
Accuracy: 40%
Friendly Saves: 14
Bonus Collected: No
Lives Remaining: 3

You're going to want Cluster Torps for this mission, and you should take the Naboo Starfigther out of the first hangar.

Basically, just proceed through the mission as outlined in the Survival section. There are no real tricks to this. The only help I could offer is where to fire the Cluster Torpedoes. The first place would definitely be the first minefield. The second would be after you crest the ridge, when the first group of Starfighters show. Not the first Starfighter, mind you, the first group. Use another torp on the second minefield, and one more on the next group of Starfighters.

When you get the call about AATs incoming, use another torp on those two. It's better to torp them than waste time and accuracy on them with blasters. Use another torp on the Tanks in the Hutt's base, and just use blasters on the fighters that come in.

When you head for the factory, you should have three or four torps left. That's more than enough to finish the mission with. Use one on the Starfighters. It's not even necessary to use them on the turrets, since you won't hit more than one anyways, and you risk the loss of accuracy with wasted torps.

Mission 6 - Disruption of Comm 4

A. Overview

Borvo and Captain Kael plan to assault the Trade Federation base on Naboo. However, before the attack can take place, you must disable the communications web controlling the target base. Pinpoint and destroy the control comm satellite to disable the web.

Your first space mission! Hooray! Well... Don't cheer too much. This is one tough mission to survive... You'll get grief from a whole bunch of starfighters, mines, turrets, and targets that take forever to shoot down...

B. Your Craft

First Time: Naboo Starfighter

After Endgame: Naboo Starfighter

C. Enemy Opposition

Proximity Mine
Droid Starfighter
Missile Turret

D. Survival Walkthrough

You thought it was cold in the mountains? Now, we're in the vacuum of space. As you approach the comm satellite, you'll notice one big blue sphere around it. Kael will say it looks heavily shielded, but to take a few potshots anyway...

...

Yep. It's heavily shielded.

Kol will mention that shield projectors may be in the area. Your radar will point to a new location, about 60 degrees to the left of you. Fly in that direction, and you'll eventually see a whole mess of red dots on your radar. One of those red dots is a large rotating satellite thingy. That's the shield projector. The others are Proximity Mines. These space mines fire a lot more often than the mines of the same kind that you saw planetside. Take as many out as you can. A few Starfighters will pop up as well. Take out one or two, but remember that your objective is to blow the projector. Pump a couple of torpedoes into it, and hit it with blasters, afterwards. It's going to take a LOT of hits, so keep it up.

After you blow the first, the second will appear on the radar. Take it out in a similar manner. One of the somewhat annoying aspects of this mission is that your radar gives you a flat view of the area, but doesn't give you relative height, so if you get close to the red dots and still don't see anything, pitch up or pitch down to find the projector, because you may have risen or dropped in altitude, and you have a very high ceiling.

Anyway, dispose of the second projector in the same manner as the first. The problem here is that you'll have more fighters to deal with. Take as many out as you can. Once you finish with the second projector, continue on to the final one.

The last projector will have a ton of Starfighters around it, probably as much fighters as there are mines. What's worse is that if you concentrate on taking them out, more will show up. This gets really hectic, so take out the projector as soon as possible.

Once all three are down, you can head back to the comm satellite. The shield is, naturally, gone, giving you an unobstructed view of the satellite, and of the six missile launchers on its shaft. That's right. You have six bloody missile turrets to deal with, in addition to any straggling fighters in the area. This mission will probably cost you a life or two, so you should have no shortage of torpedoes by the time you hit this part. You can try to take out the missile launchers, which will, in turn, weaken the satellite, or you can just pump them directly into the satellite in a quick attempt to blow it. Either way, you're going to have your work cut out for you.

Once the satellite is down, your group will head back to the planet. Since you've just put a Trade Federation base out of commission, you'll have time to lay waste to it before they replace the satellite.

E. Going for the Gold

Time: 7:15
Enemies Destroyed: 30
Accuracy: 65%

Friendly Saves: 4
Bonus Collected: No
Lives Remaining: 3

This mission was made for Cluster Torps, so be sure you have them.

The way I see this mission playing out is using two torps each in the first and second projector areas, and three in the third and satellite areas. Fire the torps in the general proximity of the projector and you should hit it well, and also take out a few mines and fighters in the process. One of the three you use in the third area should probably be reserved solely for fighters, to pick up some hits. Advanced Blasters will make taking out the projectors a lot easier, too.

For the satellite, fire your torps at the missile launchers for best results. You'll hit them so hard that you'll severely weaken the satellite, making cleanup that much easier.

So, the torps will cover both your accuracy and your enemy count. It's possible to finish the mission in under three minutes with this strategy, so time isn't an issue. The four saves are your wingmen, Kael, Vedd, Hollis, and Kol. The only big issue is staying alive, which could become dicey once those missile launchers open up on you, but the torps should cover that nicely.

Mission 7 - Glacial Grave

A. Overview

The comm satellite has been destroyed, temporarily disabling at least one Trade Federation base. Attack the sleeping base, destroy all Trade Federation weapons, and capture a Gunboat for the Resistance.

This can be a hectic mission. You'll have a bunch of emplacements to go after, and they won't skimp on the fighters, either. You'll have your wingmen to absorb some of the fire, so stick with them as much as possible.

B. Your Craft

First Time: Naboo Starfighter --> Trade Federation Gunboat

After Endgame: Any Aircraft --> Trade Federation Gunboat

C. Enemy Opposition

Laser Turret
Missile Turret
Proximity Mine
Droid Starfighter
Gunboat

D. Survival Walkthrough

All right. The idea of this mission is to slam down a Federation base, and then go undercover in a Gunboat.

When you first arrive, the base will be inactive. You'll face three platforms in succession, each one has a Missile Turret and two Laser Turrets. Take them out as quickly as possible before they become active (which will happen about 30 seconds after you begin the mission). Go for the Missile Turrets first, naturally...

Right after the third platform is a minefield which you have to take apart. Do so, then follow your wingmen through this rough area. You'll come upon two more platforms, each with two Laser Turrets.

Eventually, you'll reach a place that's a bit more heavily defended. This place has four Laser Turrets surrounding a platform (some in the water), as well as several starfighters. There is also a Missile Turret off to the right of the area, which will pound you if you don't take care of it quick. Your priority of cleanup should be as follows: Missile Turret, Laser Turrets, Starfighters.

Once you finish the area, regroup with your wingmen. You'll fly around through the area. As you fly to the mountains behind the well-guarded platform, you'll come across a group of four Starfighters, and, shortly beyond that, a small outpost with two Laser Turrets. You can take them out or just avoid them.

Your group will double back around the area, and run into another group of Starfighters, a small minefield, and, most dangerously, a Missile Turret firing at their back. Hold back as they enter this area, and pound the Missile Turret while they play chicken with it.

After a little more flying around, you'll come upon a REALLY well-guarded platform. This one's got everything but Missile Turrets (thank the Maker). You'll face four Laser Turrets on the platform, a half-dozen Starfighters flying around, several mines hovering above the platform, and even a few Gunboats in the water. All you need to destroy are the four Turrets, but you'll want to take out as much of everything else as possible. Kael will say "Move on!" after this.

BONUS ALERT! As you leave the area, your group of fighters will fly in a valley off to the left. You'll want to go to the right. You'll come upon a small outpost that has four Laser Turrets and one Missile Turret defending it. You're gonna take some serious hits here, but it's worth it. Blast the round structure in this outpost (it takes a lot of hits), and the bonus, Advanced Bombs, will be revealed. Grab it.

Continue on the valley to rejoin your group tangling with another small outpost. This has three Laser Turrets surrounding it, and two Gunboats in the water nearby for support. Take them out at your discretion and move on.

You'll FINALLY reach the last outpost in this next area. This area has a Turret in the water, two more on land, and a Missile Turret on a tower in the back. There are Gunboats launching from a hangar, that's being projected by a Shield Generator sitting to the right of it. Further on, there's a dam guarded by two Laser Turrets. Take all the Turrets out, and slap some laser fire on the Generator. Once it blows, Kael will tell you you've "just been drafted into the Trade Federation". Ha ha... Funny... Swing on into the hangar and you'll be able to select a Gunboat. Jump out into the water,

eliminate anything else hanging around in the water, and blow the dam with your lasers. Proceed through the dam, and you'll see a few water mines. You don't have to take them out, as the last cutscene will start as you get close. You'll continue on down the river, but Kael and your wingmen will get sidetracked with incoming fighters. You'll be on your own as you proceed down river towards the prison camps.

E. Going for the Gold

Time:	8:00
Enemies Destroyed:	63
Accuracy:	55%
Friendly Saves:	4
Bonus Collected:	Yes
Lives Remaining:	3

Like many other medals, the two big things here are staying alive and knowing when to use Cluster Torpedoes. Staying alive will take some fancy flying, avoiding missiles and the like.

Here are good places to use the Clusters:

One on the third platform before the minefield, aiming for the turrets, but hoping a couple will curve towards the mines.

One or two in the first well-defended area with fighters.

One or two in the second well-defended area with fighters and mines.

One in the bonus area.

One in the final area with the Gunboats.

As you can see, this doesn't add up completely to 10, so you'll have a few extra. You can use some on groups of fighters, or threatening Missile Turrets.

With the Clusters, accuracy and enemies should be no problem. The four Saves are your wingmen, and that's not an issue. Time's not a problem either. You'll have plenty of leeway to wander around and shoot up some bad guys, or to take evasive action if things get too hot.

Mission 8 - The Andrevea River

A. Overview

The Trade Federation has established labor camps on the banks of the Naboo river. Liberate these camps and defeat the Neimoidian slave drivers.

This level is all water. The Gunboat handles lousily, but you're going to have to put up with it. Move slow and take your time throughout this level. You'll also be on your own, and there's no one in particular to protect.

B. Your Craft

First Time: Trade Federation Gunboat

After Endgame: Trade Federation Gunboat

C. Enemy Opposition

Proximity Mine

Laser Turret

Droid Bomber

Gunboat

Missile Turret (inactive)

D. Survival Walkthrough

One of the cool things about this level is that there's NO background music for the first part. You'll just have swamp wildlife chirping in the background (what passes for crickets and bullfrogs on Naboo).

Keep an eye on the radar for as much of this level as you can. You'll oncoming obstacles there a while before they show up on visual.

Proceed down the river. Shoot the mines that are in your way, and DON'T get too close to them. If you do, they'll lock onto you and blow up, causing major damage.

There are also several Laser Turrets lining the river banks. They're almost always hidden behind a small land mass. There are a couple of ways to take these guys out cleanly. One way is to toss a Projectile over the land mass to blow them. The other is to watch their firing patterns. They fire two shots in rapid succession, then they break for a second before firing again. You can use this small window of time to hop out in front of them and nail them. It's risky, but it's your choice...

Anyway, poke along down the river, blowing mines and turrets. You'll soon come to a break in the river. You can go either way. The split only lasts for a minute or so, and both ways contain an equal amount of turrets and mines.

Once the break rejoins, you'll see a small cutscene, where a Bomber flies out. Sykes will request for backup, but Kael will yell at him to calm down. The Bomber thinks you're a Neimoidian escaping the battle. Shoot at it, and it'll attack... Leave it alone, and you'll be fine.

Anyway, proceed down the valley ahead, shooting mines, and you'll come upon the outer prison camp. Since you didn't shoot the Bomber, the Laser Turrets aren't active. They won't be until you open fire. On your left will be a Power Generator (short cylindrical structure), and three turrets strewn about. Directly to your right is another turret on a piece of land, and ahead to your right is a mimicry of the left side: a Power Generator and three Turrets.

Your objective is to shoot out the two Power Generators. If you're looking for hits, of course, you can shoot out the Turrets. Doing so will give you a lot less grief for the Generators, but the Generators trigger the moving on of the mission.

Once they're blown, a Gunboat will try to make an escape and warn the main camp. Although it would be a good idea to take out that Gunboat, you're going to end up alerting the main camp anyway, so it doesn't have to be priority one...

Anyway, you can follow the Gunboat, and it'll start dropping mines behind it. This is the #1 reason not to follow too closely, else you get nailed by the mines. You can blow it up if you shoot it enough, naturally, but if you're gung-ho about it, you may want to consider using projectiles instead of blasters.

About halfway through the chase, a second Gunboat will be alerted. This one will follow behind you and start slapping you with its blasters. You can slow down and take out this Gunboat, which is much easier done than the first one, or you can continue on. It's your choice. Just be careful about taking too much damage.

Well, after a bit more of this chase, you'll end up at the gates of the main compound, guarded by a Turret. Shoot down the Turret and enter the Complex, where all heck will break loose. Bombers will drop their payloads in an attempt to hit you, Gunboats will be deployed to intercept you, and the Laser Turrets all over the place are ready to hammer you into scrap. Fortunately, Vedd will come on the line, saying he'll come in to provide air support, but only if you take out all the Missile Turrets in the area. You've got half the Trade Federation shooting at you, but what the heck! You can do it, right?

Fortunately, the Missile Turrets are ground-to-air only so, you won't have to worry about them firing at you. Just get rid of them.

Now, some people would tell you to keep moving throughout this entire area if you hope to survive, but I disagree. Your greatest threats are the Laser Turrets, and I feel the best way to take them out is to stop and shoot them the very moment they come into view. It's likely that the Bombers won't hit you, and the Gunboats do minimal damage compared to the Turrets. Just hang just out of range of their blasts, and you'll be fine...

So, proceed slowly through the camp, blasting Turrets of all kinds. Once you hit the last Missile Turret, Vedd will fly in and lay waste to the Generator powering the camp. The prisoners will be free. Vedd mentions that the Hutt has been picking up prisoners with his transports, but is one short. Looks like you'll have to get these prisoners to their rendezvous point.

E. Going for the Gold

Time:	7:19
Enemies Destroyed:	49
Accuracy:	50%
Friendly Saves:	0
Bonus Collected:	No
Lives Remaining:	3

Never has the need for staying alive been more apparent than here. Time and Enemies take a backseat to staying alive in this mission. Probably the only thing you'll want to work to maintain is your Accuracy, and heck, if you can't be accurate, you're not going to stay alive anyway, so those things go hand-in-hand...

Basically, shoot down all the mines, shoot down all the Turrets, and you should have no problem with the enemy count...

This is one that relies on your own skill, and I can't really provide more help than that. To that end, this is probably one of the toughest Gold Medals you're going to strive for...

Mission 9 - Sanctuary

A. Overview

The rescued civilians are now in your care. Escort them to the rendezvous point in the northern ruins. Destroy any Trade Federation forces that threaten your mission.

You'll finally be able to ditch the Gunboat in this mission. This mission is a classic "protect the weak" scenario. You'll have a small cluster of houseboats, and later, landspeeders, which you'll have to protect with everything you've got.

B. Your Craft

First Time: Trade Federation Gunboat --> Naboo Starfighter

After Endgame: Trade Federation Gunboat --> Any Aircraft

C. Enemy Opposition

AAT (Tank)

Droid Bomber

Droid Starfighter

D. Survival Walkthrough

Entering the area in the Gunboat, you'll have problems right away. AATs will be spilling out of a tunnel ahead and to the right of you. This tunnel's your first priority. Toss all your projectiles in its direction, and you should block it...

Now, you have the attendant AATs to take care of. There are about five of them dotted around the shore. Take them out with your blasters. Vedd will then tell you to head towards the security hangar nearby. Head in and grab a Starfighter. Once you emerge, take out the AAT right in front of you, with a Torpedo if you so desire.

After you finish that, you have some downtime while you wait for the houseboats with prisoners to load into speeders at the hangar. You can fly around the town in the area and shoot down some Tanks and Bombers, or you can fly down the canyon, where you'll have an advance shot at the fighters which will be coming after the speeders.

The first wave of fighters (four Bombers) will come out just after you get the call to watch for fighters. Take them out as soon as possible. After which, four Starfighters will fly down the canyon. Take them out as well.

When you reach a part of the canyon that breaks right, you'll see a platoon of five tanks lying in wait in the area. Hit 'em. Hit 'em GOOD! I know it's tough in an aircraft, but you gotta take them all out or your precious little speeders will become bantha fodder.

There's another flight of four Starfighters in the area as well. Give them a good light show, then continue further on through the canyon. Several Starfighters, and even a couple of Bombers, will be swooping around in this area in no particular formation. Take out all that you can, or you can kiss your speeder buddies goodbye. They only fly in a limited area (from the tanks to the entrance to the ruins), so once that area is cleared, you're all done, and the speeders are home free...

BONUS ALERT! Just before you reach the "entrance" to the ruins (it's got a little rockpile next to it), do an about face and you'll see a small ravine leading off from the main canyon. You should see it on the map, too. Follow it, and you'll reach a large area with a volcano in the center of it. (This is actually a replica of Devil's Tower. The level designer said he wanted to make a point of putting it in every game he makes.) On the far side on the right, you'll see a small runway (parking lot, maybe?) At the end of the runway, you'll see your bonus: Rapid-fire Blasters. Snatch 'em up.

So, your speeders (what's left of them, if you didn't do a good job) trundle into the ancient ruins, left by a long forgotten civilization. It looks they beat all the other prisoners to the rendezvous. But then, Hollis shows up with bad news: Captain Kael's Starfighter has been shot down. Gavin leaves to check on his officer.

E. Going for the Gold

Time:	7:30
Enemies Destroyed:	30
Accuracy:	45%
Friendly Saves:	5
Bonus Collected:	Yes
Lives Remaining:	3

Note that you need five Saves, and you only have four Speeders to protect. There is, naturally, a way around this. If you head towards the town, you'll see two Speeders trapped in a town square. A clock tower has been knocked over and is blocking its escape. To liberate the speeders is a simple matter of blowing up the clock tower. Naturally, this is what you do in your downtime while waiting for the folks on boats to load into the speeders.

This is also a good time to take out a multitude of bad guys. In addition to the Tanks that are threatening the boats, there are a few Tanks wandering around town. Three are grouped together, making a delicious target for a Cluster Torpedo. You'll also find a Cluster target in the several Bombers that are swooping around the town. Take them all out, and blow the clock tower so that the extra two speeders can make their escape. The thing to watch for is that those two speeders will race towards the ruins at their own pace, and not wait for the other four. Take this into account as you try to defend them.

You'll not have a pressing need for Clusters in this mission, so feel

free to take out all the groups of fighters in the canyon with one each, and use two on the AAT platoon. You're probably better off using blasters on the singular ships in the last section of the canyon. Once they're all down, head for the bonus and you should be all set.

Mission 10 - Search for Captain Kael

A. Overview

Captain Kael has disappeared. Locate his downed Starfighter and protect it at all costs. The Trade Federation must not be allowed to capture Captain Kael.

Another ground mission. You'll learn some things about your Hutt ally here. 'Nuff said...

B. Your Craft

First Time: Flash Speeder

After Endgame: Any Ground Craft

C. Enemy Opposition

STAP Droid
AAT (Tank)
Hutt Turret
Droid Bomber

D. Survival Walkthrough

All right. You've got some STAPs ahead of you at the beginning of the mission here. These few STAPs will turn into a whole BUNCH of STAPs shortly, so try to stay out of their firing range. You can pass through these guys, and you'll get the call that there are Tanks on the bridge, two to be exact. Blast them, with Missiles if necessary, then proceed through the area, taking out more Tanks as you go.

Soon, you'll get a distress call from a mining colony under attack. There will be a whole mess of STAPs and a few Tanks harrassing the colony. Ignore the STAPs. Your targets are the Tanks. They'll go straight for the small administrative building on the far side, and you'll fail if they blow it.

Once you finish with the Tanks, the colony head will get a little indignant, and yell at you, telling you that this is a legal operation. He'll refuse to give you any info about the captain, so you'll have to take it by force. The Hutt Turrets in the area will open up on you. Take them all out, taking as little damage as possible.

SUPER SECRET TRICK: In the middle of the colony is a structure you can drive under. There's a strange energy field in there. Drive there, and you'll discover that the power of crystals being mined strengthens your shields... Pretty nice...

While you're dealing with the Turrets, note the arrival of a few ground transports. These guys won't shoot back, but you need to destroy them, as they're trying to make off with the crystals they mined there. The three transports will arrive one by one, and you may have to wait around for the last one. Once you destroy them all and all the Turrets, a new cutscene will start, where Hollis will tell you he found the downed Starfighter, and that it doesn't look good.

Head in the general direction the radar's pointing, and you'll come across many more STAPs. Take them out at your discretion. You'll see some Bombers in the area. They're also looking for the Captain, so take them out. Tanks will also roll into the area, so scrap them. Once all the Tanks and Bombers are destroyed, you'll have completed the mission and will rush to the Captain's side...

Kael, with his dying words, will tell you that Borvo the Hutt has betrayed you, and the people you rescued are going to be sold into slavery. With vengeance fueling you, you'll head to your Starfighter and after the slimeball...

E. Going for the Gold

Time:	5:30
Enemies Destroyed:	23
Accuracy:	50%
Friendly Saves:	0
Bonus Collected:	No
Lives Remaining:	3

Take the Gian Speeder. Armor will help a lot with the Turrets, even with the shield regenerating thingy...

Accuracy is what counts here. The Tanks, Bombers, and Turrets won't cover all your enemies, so you'll need to take down a few extra STAPs. Don't go nuts, though. Fire only if you're sure of a kill.

So, follow the survival walkthrough, shoot straight, and, naturally, stay alive, and you should have few problems.

Mission 11 - Borvo the Hutt

A. Overview

Borvo has betrayed you. He has killed Captain Kael and now plans to sell your people into slavery. Pursue the Hutt and rescue the captive civilians. Protecting the Naboo is your primary objective.

Actually, your primary objective is kicking some Hutt tail... The first part of this mission is straight killing, then a short protection circuit, and then more killing. Simple enough, eh?

B. Your Craft

First Time: Naboo Starfigther

After Endgame: Any Aircraft

C. Enemy Opposition

Hutt Fighter
Hutt Turret
Proximity Mine
Laser Turret
Missile Turret
Hutt Transport

D. Survival Walkthrough

You'll enter the first area ready for anything, and anything will certainly be ready for you. The Hutts contingent of fighters is in place to intercept you, and this first valley where you dogfight them is also blanketed with Hutt Turrets. Make short work of the Turrets first, then turn your attention to the Hutt Fighters. Stay behind one and keep hammering it, but take evasive action if you find you're being fired upon. Take it slow, and try to take as little damage as possible.

Once all the fighters are down (Gavin will say "It'll take more than that to stop me!") you can cruise on through the valley, shooting the mines that block it. Once you're through, Kol Kotha will show up. Is this your chance to prove yourself against the Hutt's best pilot? No! Turns out Kol's on your side, now! He's going to lead you to where Borvo's hiding. While he leads, you're going to have to watch his back. The way he goes will be different each time you follow him, but almost every way, you'll run into Laser Turrets on the water and one or two Missile Turrets. Take them all out before they can take you out.

Just to ground you, this whole area is one big valley, and there are several large islands in the area. You won't be destroying all the Turrets in the area, which is a good thing, because there are a lot. In particular, stay away from the center of some of the bigger islands, because that's where most of the Missile Turrets are, and those will just ruin your day.

BONUS ALERT! Along the left side of this huge valley, there is an peninsula connected to both the water and the "wall" of the valley. On this grassy knoll, you can find an area with four weeping-willow-type trees closely packed and surrounded by a fence. These trees are camouflaging a bonus token. Pick it up, and you'll add Homing Torpedoes to your Broadway show...

Personally, I'd go for the bonus AFTER you've assured Kol to safety in the Hutt's little enclave. You'll be at the entrance, so just go around the walls of the enclave about 1/4 of the way, and head straight for the wall, where you'll eventually see the bonus area.

Anyway, Kol will have a weapons malfunction, so he won't be able to attack the Hutt, but, once you enter his little lagoon, you'll be greeted by Borvo and Adela on the Transport. She offers you a job if you stand down now. Being the loyal soldier you are, you refuse, she orders the defenses to open fire.

Okay. The land mass the Hutt Transport's hovering over looks kind of like a five-petaled flower. At each of the ends of the "petals" are two Hutt Turrets, and there are two Missile Turrets in the center. If this weren't enough, about six more Hutt Fighters will

launch and you'll have to tango with them as well. Once you start, Vedd and Hollis will fly in to give you backup. They'll tell you they're out of torpedoes, so you'll have to hit the Hutt's ship.

If you have more than one life left, I suggest firing all your torpedoes at the Transport, then doing as much outside damage as you can, and when your next life comes up, use all your Torpedoes on the ship immediately to stop it.

If you only have one life left, you're in for a nasty fight, fire your torps at the Missile Turrets in the center, then go for the Hutt Turrets on the outside. You may want to ignore the Hutt Fighters for the most part, but if you feel like you can mop them up, more power to you...

Anyway, once you hit the Hutt Transport enough, the whole back end (the part that was shooting at you) will blow up, leaving the command module to run off and limp back to Nal Hutta. Oh, sure, I hear you going on about how you didn't give the Hutt his full justice, but just think... It's gonna be a LONG limp back to Nal Hutta with his ship in that state...

E. Going for the Gold

Time:	5:30
Enemies Destroyed:	35
Accuracy:	42%
Friendly Saves:	4
Bonus Collected:	Yes
Lives Remaining:	3

Once again, staying alive's the issue. You'll also have a little bit to work on with the enemies. Specifically, you'll want to take out as much of the Hutt's personal guard as possible in the final part of this mission.

For the first part, I suggest against using any Clusters. If you feel you have to, at least make sure that the Torpedoes will have at least three targets to hit, preferably four.

So, you'll want most of your torps for the last part. Fire a few at the defenses around the base, taking out as many turrets as you can. You'll probably want to save three or four Clusters for the Hutt Transport. The torps won't view the Transport as a higher priority than any other target, so make sure you're close when you fire them, otherwise they may curve towards other targets.

That's about it. Time won't be an issue. Accuracy is a slight problem, but what you lose in the first dogfight can be made up in the final showdown.

I'm not quite sure what the four Saves are. One is Kol, and two are Vedd and Hollis, but the fourth is a mystery. A third wingman, maybe? Either way, you shouldn't have problems with the Saves either.

A. Overview

The Trade Federation has imprisoned Naboo's most important leaders in the notorious Camp 4. Reach the camp, take out the Trade Federation forces, and free the captives before reinforcements can arrive.

This is easily the largest mission in the game. It's actually two missions sandwiched into one, as you'll be able to tell by the brief pause in the middle. You'll be under fire for most of it, as well, so stay sharp, and stay alive. The prisoners are counting on you.

B. Your Craft

First Time: Naboo Starfighter --> Heavy STAP --> Gian Speeder

After Endgame: Any Aircraft --> Heavy STAP --> Any Ground Craft

C. Enemy Opposition

Droid Starfighter

Laser Turret

Missile Turret

Proximity Mine

Gunboat

Battle Droid

AAT (Tank)

D. Survival Walkthrough

You'll head out in the dead of... um... dusk for the camp. You'll be looking for the camp, and you'll have no clue where to start looking. Stick with your wingmen, and they'll lead you into a canyon. The sides of this canyon are dotted with emplacements, including a Missile Turret at the very beginning. Let your wings enter first to absorb some fire, then let the guns have it. There's another Missile Turret soon when you reach the end of this canyon on a high wall to your left. Take it out before it drops you. Afterwards, take out as many Laser Turrets as you can. There will be a large Droid Carrier and Droid Starfighters will be spilling out of it in groups. The fighters will fly away, so you don't necessarily need to take them out. The Carrier will lift off and proceed back along the canyon, dropping a few mines as it goes. You can destroy the mines, but the Carrier takes FAR too many hits. It can be destroyed, but it's not worth it, as you'll be using up most of your warheads to do so.

Follow the Carrier back out, and you'll get a distress call about some farms under attack. Two Starfighters and two Bombers are terrorizing a small farmland. Deal with them, and then move onto another farmland, where another group of fighters is doing evil. This group has three Bombers and two Starfighters. Mop them up and move towards a river. Follow the river, and it'll end up in a canyon. Canyons mean gun emplacements, and you'll have no shortage of them here. Use your radar to find as many as you can and destroy them from afar if at all possible, before they hammer you. There is one Missile Turret, and it will be on the right side of the canyon, so be aware.

Now, you've reached the outskirts of Camp 4. You'll see a small hangar with Turrets protecting it, Starfighters buzzing about it,

and Gunboats supporting it from off-shore. Take out the Turrets and the Starfighters and Kol will tell you to fly in to grab a speeder. Do so.

Battle for Naboo will be right back...

And we're back...

That was a reference to the music stop/level split thing that separates the two parts of this level. You'll be in a Heavy STAP now. Speed towards the camp, and you'll see a couple of Laser Turrets guarding the wall. Shoot them both down, and pick off the Battle Droid standing on the wall. Do NOT shoot the transports trundling towards the gate. These guys are prisoners and shooting them would A) Be mean, and B) Cut off your only access inside. Wait until the transports get close to the gate, and it'll deactivate to let them inside.

Once inside, straight ahead you'll see a group of three droids on Heavy STAPs come out to intercept you. Fill them with blaster bolts, then go to the slope near the gate that climbs of the perimeter of this valley.

About halfway up, you'll run into an AAT that will open fire on you. Take it out and keep moving. Soon, you'll reach a midpoint up the hillside and you'll run into an encampment. Two Laser Turrets will be at the walls, and AATs will be coming out of the main gate. There will also be a few more Heavy STAPs riding around in the area, too. Destroy the Shield Generator to the right of the camp, then cruise inside and blast the door on the prison compound on the right side. This will release the prisoners and prompt you to move on. It'll also stop the Tanks from coming out the small hangar inside the camp.

Proceed further up the slope, and you'll arrive at the main camp. Shoot down the two Turrets flanking the gate, and you'll notice a Security Hangar inside and to the right. By now, you're probably taking some pretty nasty damage, so scoot on in, where you'll be able to grab a new craft, a Gian Speeder.

Once you're in the Speeder, use its Heavy Laser to start blasting all the Laser Turrets in sight. There are two right in front of you, and one high on a cliff to your right. There are another two further on.

You're going to have to find a way inside the encampments on either side that have prisoners in them. Around the back of the left-hand encampment, you'll see a bunch of stacked boxes next to the wall. There are a couple of Battle Droids standing in front of them. Blast all the aforementioned. When the boxes blow, they rip a hole in the wall of the camp. Glide in, and you'll see a Shield Generator, three prison blocks, and two Droid Barracks. There are two Droids in front of each of the Barracks. Shoot the doors of the prison blocks, and you'll trigger the release of two more each. Shoot down the Shield Generator, and you can leave this camp by the main gate and go into the right-hand camp as well. You'll have a similar situation as the left-hand camp. Three prison blocks, and two barracks complete with droids. Deal with all the droids, and blow the doors of the blocks.

Once you've finished that, you're going to need to bust through the next gate at the far end. There's a generator for it, and it's in

the back of the right-hand camp. Go up the slope in the back and you'll soon come under fire from a Laser Turret. Take out that Turret, and continue your climb. You'll soon reach the top, where you'll find two Generators. Don't go to fast, or you'll launch right off the side (and die). Blow the Generators, and you'll be able to leave. Race down the slope (again, not off the side, or you'll croak) and through the gate. You'll slide down another slope, and you'll be caught in an ambush.

There will be another small camp (no prisoners) in front of you, a small structure to your right, and further on down, the main gate. Take out any Turrets in the area first, then the Tanks that'll be causing havoc, then any little Battle Droids. Soon, Hollis will fly in and bust open a wall in that last small camp. Go inside, and climb another slope. You'll reach a crest with a Laser Turret and the last Shield Generator. Blow up both.

BONUS ALERT! Sure. You could coast back down the hill and out the main gate to freedom, but you'd miss the incredible bonus in store for you! Continue up the hill past the Generator's ruins (head a little to the left and hit the wall, because it's kind of tough to crest a little bump there). Continue on to a little pocket in the canyon, and you'll find your delicious bonus just sitting there. Grab it, and Advanced Blasters will be yours.

So, slide down the hill and out the main gate, and you're done!

E. Going for the Gold

Time:	7:00
Enemies Destroyed:	67
Accuracy:	50%
Friendly Saves:	17
Bonus Collected:	Yes
Lives Remaining:	2

Yes, you noticed that. This is one of only two missions that allows you to lose a life and still get the Gold Medal. It can be done without losing a life, but it's no mean feat. The loss will most probably occur during the time you're riding the Heavy STAP. If it occurs any earlier than that, consider restarting.

There really are no "tricks" to this level. One of the best things you can do, for both accuracy and enemy count, is to use Cluster Torpedoes on the Droid Starfighters exiting the Droid Carrier in the first part of the mission. This will rack up a lot of hits. Use Clusters for the groups terrorizing the farmlands, and those guarding the STAP hangar.

Speaking of which, you MUST use a Heavy STAP for the first half of the second part. There's no way around it, so suck it up. Follow the walkthrough for the rest of the mission. Stay accurate. Stay alive. Don't forget the bonus.

One thing. Instead of having Hollis blow the wall to the last Shield Generator, you can shoot the structure on the other side of the wall yourself, and that'll blow it open.

Mission 13 - The Queen's Gambit

A. Overview

Captain Panaka and the Queen have returned to Naboo. Rendezvous with Panaka and follow him to the Queen, where you'll learn Amidala's grand plan for freeing Naboo.

Now, we're picking up with the movie. This scene occurs after the Gungans agree to help the Naboo. While plans are being made for an attack, you'll be sent to clear out a convoy that could make some serious trouble for the Gungan army.

B. Your Craft

First Time: Gian Speeder --> Naboo Bomber

After Endgame: Any Ground Craft --> Starfighter or Bomber

C. Enemy Opposition

STAP Droid

AAT (Tank)

Droid Starfighter

Droid Bomber

Proximity Mine

Laser Turret

MTT (Droid Transport)

D. Survival Walkthrough

As you race along the pristine Naboo plains, you'll come across several STAPs. They're terrorizing the houses in the area. Fry them, and the two Starfighters in the area. After you take them out, you can move on, and three more STAPs will be causing havoc. Take them down, and you'll speak to Panaka. He'll tell you to move ahead to the south ridge, where you'll be able to enter the city.

When you regain control, you'll spot the tail end of a convoy of MTTs and AATs. The last AAT will knock down a pillar, preventing you from following. Go around to the right, and you'll ascend, and get a distress call from Palmer, whose group is under attack. Speed up the ridge and you'll see her under attack by a couple of Bombers and two AATs... Finish off the AATs and you'll be able to enter the security hangar nearby, where you can take the Naboo Bomber.

Fly the sluggish craft out and take a gander at that big ol' convoy. As you fly down this big canyon, you'll come across multiple Turrets, mines, and Starfighters. Take out the Turrets first, then the mines, then any of the convoy craft that you can. Bomb a few of the Tanks. You can take out the MTTs, but it will take a long time. Your main objective is to stay alive here as you progress through this death trap of mines and Turrets. Just stay alive long enough until you reach an area with pinnacle rocks. Bomb each of the pinnacles, and you'll slow down the convoy. Panaka will tell you that a commando group is leaving thermal detonators on the bridge. Blow as many of the AATs as you can, then busy yourself with Starfighters. Watch the commando vehicle as it arrives on the bridge. As soon as it drops off its payload of detonators, lay a bomb on the bridge and watch the fireworks.

With the bridge destroyed, the convoy is stranded. You'll grab a speeder and make your way towards Theed.

E. Going for the Gold

Time: 7:30
Enemies Destroyed: 34
Accuracy: 48%
Friendly Saves: 10
Bonus Collected: No
Lives Remaining: 3

Once again, staying alive is your primary objective. Do this by keeping back from the Turrets and hitting them from afar. Try to bomb the facilities that the convoy trundles through as well, to get multiple hits with one bomb.

That's all there is to it, really.

An alternate way of doing this is to take the Starfighter with Clusters. You can use blasters to destroy the bridge with the bomb. This is probably the easier way.

Mission 14 - Panaka's Diversion

A. Overview

The Queen plans to enter Theed in a bold attempt to capture Nute Gunray. You must create a diversion to distract the Trade Federation's forces guarding Theed. Once Panaka and Amidala are within the city limits, travel to the Theed hangar and join the attack.

This, of course, occurs when all the good guys are storming Theed. The Gungans are dealing with the main droid force miles away, and you have to help storm the gates. Just like the first mission, you'll be tangling with a force of Battle Droids, Destroyers, and AATs within the city. You are to destroy whatever you can. Sound like fun?

B. Your Craft

First Time: Gian Speeder

After Endgame: Either Speeder

C. Enemy Opposition

Battle Droid
Battle Droid Officer
Destroyer
AAT (Tank)
Gunboat

D. Survival Walkthrough

Blast through the first batch of Droids, pushing or shooting, whatever it takes. Push along, and you'll eventually reach a plaza

with two AATs. One will be facing directly across from you, and the other on the right side of the plaza. Finish both of these with the Heavy Laser, and proceed to the right, where you'll find the river splitting Theed. Across the river, an AAT will be shooting at you, a few Droids will be off to your left, and two Gunboats will be floating along shortly. Deal with the threats, and proceed along the side of the river and to the left.

At this point, you'll see a cutscene where Palmer's pinned down by a group of Tanks and Destroyers. Once you regain control you and Kol (the other Speeder) will come across a few blocked gates. While he works on the gates, pound any Droid in the area to a cinder.

After this area is clear, Kol will move ahead, and he'll start getting hammered by three AATs. One behind him, one to the left, and one to the right. Take out all of them for him and continue. Keep pressing through the streets, taking out any Droids as you move along. Soon, you'll arrive at Palmer's predicament. Take out the two Tanks first, then hit the Destroyers in front of the soldiers, then the Destroyers elsewhere in the area. Move on down the street, taking out two more Tanks on the way.

Press on, and you'll soon end up in the Courthouse Plaza. This area has two AATs, four Destroyers, and a whole bunch of Battle Droids. Mete some justice on these guys and you'll be able to proceed onward. You'll have some commandos from Group Three on your team, who'll help you blow open a gate in Kelsea Plaza. Speed over there, and you'll find the plaza is overrun with a LOT of Battle Droids, but only one Destroyer. Take them all out, and the commando vehicle will park next to the gate, the commandos will hop out, and they'll set the charges on the gate, run away, and the gate will go boom.

Drive through there, and you'll soon arrive at an archway next to Captain Panaka. He'll tell you to slow down for an ambush on the Tanks. Do as he says. This is just for story purposes, but charge up your Heavy Laser anyway. When he tells you to fire, hit the nearest Tank, then keep shooting until you destroy all four of them. Doing this will complete the mission.

You'll hop into the nearest Naboo Starfighter in the main hangar, and you'll be speeding out to face the Droid Control Ship orbiting Naboo! Bring it on...

E. Going for the Gold

Time:	5:00
Enemies Destroyed:	68
Accuracy:	50%
Friendly Saves:	4
Bonus Collected:	No
Lives Remaining:	3

Your biggest concern here (after Accuracy, of course) is time...

If you're methodical and blast all the droids, you'll get about 80 to 90 kills, but you won't be under the time limit. Shoot only those droids that you have to. Make sure you shoot every last Tank, though, because they'll hammer both you and your fellow soldiers if you're not careful.

Speed through the entire level, taking potshots at any Droid that comes in your sight. You'll probably pass Kol and end up having to take down the gate yourself. It's the price you pay for glory... ^_^

At the courthouse, make sure you take out the Tanks and Destroyers. The Droids can take a backseat. It's not necessary to take all of them down.

That's about all the good tips. The biggest place to watch for enemy fire, where you could lose a life, is at Palmer's predicament. The best way to survive is eliminate the threatening Tanks and Destroyers, then just take off without taking out the other Destroyers. Finish off the two Tanks in the distance, then peel out for the Courthouse.

Mission 15 - Battle for Naboo

A. Overview

Bravo Flight has been ordered to destroy the mammoth Droid Control Ship in orbit around Naboo. You must target the Control Ship's weakest area. Use your N-1 to disable the Control Ship's tractor beams and shield generator.

The Gungans are locked in a bitter struggle with the droids. The Queen is after Nute Gunray. The Jedi are dueling with Darth Maul. Looks like it's up to you to take out that big thing up there. This is another hectic mission. You'll have many things firing at you, naturally. Just keep cool and know where to go, and you'll find this mission may not be as hard as you first thought...

B. Your Craft

First Time: Naboo Starfighter

After Engage: Naboo Starfighter

C. Enemy Opposition

Droid Starfighter

Droid Control Ship

D. Survival Walkthrough

All right! Time for some more space action!

As soon as you fly out, you'll be set upon by ten Starfighters almost immediately. They'll fly directly for you, so veer off to the left or right to avoid most of their fire. Two more groups of five will come in from the left and right, so get between them so they don't waste you, then turn around and engage. Shoot down as many as you can without dying...

After you shoot down all of them, or three minutes have elapsed, you'll be taken to the Droid Control Ship. This thing is BIG!

Okay, here's the lowdown of the ship.

As you face it, you'll have the two hangars in front of you, with a Tractor Beam Projector above and below each. Droid Starfighters will be continually spilling out of the hangars.

All around the outside of the ship, there are turbolaser batteries. They'll fire at you if you get in front of them.

Atop the "arms" of the ship, and the main command pod, there are several dishes. These do not attack, nor do you need to take them down, but they're good for extra kills.

In the back of the ship, there are six more turbolasers. These guys are nasty, and will batter you to pieces given half a chance...

Okay. Your first objective is to take out the remaining three Tractor Beam Projectors. One of your wingmen already took out one. Just use lasers and you should be all right.

Once that's done, you must take out the Shield Generator. It's a thing not easily found by the passive observer. In the back of the ship, there is one big dish. That's NOT the Shield Generator. Below and in front of that dish is the connector to the command pod. The Shield Generator is THERE. Shoot that thing and it should flash green where you hit it.

Now, you can fly around in front of the Generator, getting shot at by the six turbolasers and dying, OR you can use my super not-so-secret tactic! Fly around behind the large dish, shoot it into oblivion, and you have an unobstructed run at the Generator, and the turbolasers can't hit you. Keep shooting at the Generator, and it'll blow up.

Now, you're supposed to blow up the ship, but, if you've seen the movie, you know what happens. That's right. Little Anakin Skywalker flies out the of the exploding Droid Control Ship, and everybody's happy! Time for the parade of Gungans!

E. Going for the Gold

Time:	6:15
Enemies Destroyed:	22
Accuracy:	40%
Friendly Saves:	3
Bonus Collected:	No
Lives Remaining:	2

Honestly, this is a pretty easy Gold to get. In fact, I got a Gold on my very first completion of this mission. Use the secrets I described in my Survival Walkthrough, try not to die more than once, and you'll be just fine. You don't even need Cluster Torpedoes for this one.

Secret Mission 1 - Trade Federation Secrets

A. Overview

Naboo commandos have taken over a Trade Federation facility. A droid army has been dispatched to destroy the base before the secrets are

exposed. Protect the base until the commandos can be airlifted to safety!

This mission opens up after you get at least a Bronze Medal in every mission, which really isn't hard at all.

The basic idea here is that you're defending a base, and later a Republic Cruiser, against a combined ground and air assault from the Federation.

B. Your Craft

Naboo Starfighter (You're already after endgame)

C. Enemy Opposition

STAP Droid

AAT (Tank)

MTT (Droid Transport)

Droid Starfighter

Battle Droid

D. Survival Walkthrough

You'll be placed right over the installation. It'll be quiet for now. Enjoy the quiet, because things are going to heat up fast. Straight ahead of you in the distance are 10 STAPs, 6 AATs, and 1 MTT. The STAPs will move around. Three will try to sneak around back of the installation. The AATs will plod directly for the base and open fire, and the MTT will get close, then drop its payload of about 25 Droids... All the while, Droid Starfighters will be whining overhead.

Keep cool. Stay at the base. Take out the first wave of Starfighters, then move to attack the seven STAPs that will be coming directly for you. Naturally, you'll have a tough time hitting them. Use Homing Torpedoes if you feel like it.

After taking out a few of the STAPs, concentrate on the AATs, since they'll do the most damage. Best way to tackle them is to pound one into scrap, then pull up, loop around, and attack the next one. After you've taken out the AATs, hit the MTT with all you've got.

Once all, or most of the ground forces are neutralized, you'll need to deal with the fighters present. There will be quite a few of them. Like always, get behind them, and break if you come under fire.

After about two minutes, the Republic Cruiser will show up. It'll sit on the base for about thirty seconds, then take off for the hills. Defend it all the while. Just keep shooting down as many Starfighters as you can, and the Cruiser should be able to make it to safety.

E. Going for the Gold

Time: 5:45
Enemies Destroyed: 35
Accuracy: 31%
Friendly Saves: 4

Bonus Collected: No
Lives Remaining: 3

You'll need the Clusters for this, definitely. Use one Cluster for the entire first group of STAPs, then another two for the AATs, then another one for the MTT, finishing up with lasers where necessary.

Use the rest of the Clusters on groups of fighters where necessary, and you should have no trouble getting the Gold Medal.

The REAL problem is getting the Silver Medal, because you won't have the advantage of Clusters. Basically, you're going to want to largely ignore the STAPs, maybe taking one or two out, and concentrate on the other ground vehicles and the Starfighters. Try to use just blasters for the ground vehicles, to increase your accuracy, and only take shots on Starfighters when you're absolutely sure you'll hit.

If you have any problems with this level, there's also a nifty secret. There's an island to your left when you start the mission. Fly over to the island, and you'll find a Security Hangar, where you can change vehicles. Sure, changing to the Police Cruiser or the Bomber would give you a slight disadvantage, BUT you'd have the advantage of an extra payload of Torpedoes or Bombs to use however you want. (Thanks to themetroid for finding this)

Secret Mission 2 - Coruscant Encounter

A. Overview

Darth Maul has attacked a Naboo delegation upon arrival at Coruscant. Destroy the Sith Infiltrator before Darth Maul causes more damage.

Yeah. I know this would never happen in the movie, but hey! You get to take down Darth Maul! How many people can say they've had that opportunity, eh?

This is one of those few times when you get a mission that's pure fun. Your job is to chase Maul around a small section of Coruscant, trying to tag his very agile Infiltrator. Good luck to ya.

B. Your Craft

Naboo Starfighter

C. Enemy Opposition

Sith Infiltrator

D. Survival Walkthrough

You'll start with the Infiltrator directly in front and to the right of you. Chase after him and hit him as hard as you can, whenever you can. Be careful tailing him, because he may periodically drop one of those Sith Probes he used on Tatooine, which will explode when you get near.

That's basically it. Darth Maul is an excellent pilot, and his Infiltrator is very fast and agile, so it's not going to be easy, but this is where your latent skill comes in. You only have to shoot him down and you complete the mission. Be careful flying around the city block, because he makes some daring turns and you may be facing a wall about three seconds before you notice it, then it's bye bye ship...

BONUS ALERT! The creme de la creme of bonuses. The Homing Cluster Torpedoes are hidden here. From your starting point and orientation, turn around 180 degrees and fly down. You'll reach a lower area, lit by purple light. Poke around this area, and you'll see the bonus situated between the bottom of a building, and a horizontal support girder. Snag it, and finish off Maul...

E. Going for the Gold

Time:	1:30
Enemies Destroyed:	1
Accuracy:	43%
Friendly Saves:	15
Bonus Collected:	Yes
Lives Remaining:	3

This CAN be done without Clusters, but why bother? You get them in this mission anyways...

As you start, hit the brakes, and fire a Cluster directly at Maul. If you're moving too fast, some may miss or not track, and that'll be bad for your accuracy.

Once all the torps connect, whip around and drop altitude to enter the bonus area (You'll want to have its position memorized). Grab the bonus, then rejoin the fracas. Fire another Cluster once you have a good shot, and the Infiltrator should drop like a Corellian after too much Whyren's Reserve...

Secret Mission 3 - The Dark Side

A. Overview

Decimate all Naboo forces. Take the controls of the Infiltrator and obey your Master!

Oh, sure. It's one thing to fly against Darth Maul. It's another entirely to fly AS Darth Maul! This mission pits you (on the side of the Trade Federation) against a bunch of Naboo forces. It's not particularly hard. Just worry about staying out of the line of fire.

B. Your Craft

Sith Infiltrator

C. Enemy Opposition

Gian Speeder

Police Cruiser

Naboo Starfighter

Gungan Transport

D. Survival Walkthrough

Naturally, I'm not going to put the enemies here in the Enemy List and ruin the surprise. Just assume that the aircraft are similar to Droid Starfighters if they had shields. The Gian Speeder is like a smaller AAT, and the Gungan Transport is a waterborne craft with a single laser cannon, and is easily taken out.

Right. You'll come upon your poor AATs being turned into hamburger by the vicious Gian Speeders. Slow down, and let the Speeders have it with your best laser shots. After you clean them out, a few more will trundle over and around the hill in front of you. Hit them as hard as you can, using Missiles if you think it'll help.

Once you take out all the Speeders, you'll get a distress call from some Gunboats and Starfighters being mercilessly slaughtered in the nearby swamplands. Speed over there, and start dishing out some trouble. In the beginning, there will be several Police Cruisers, and a couple of Starfighters. Take them all out, taking out Gungan Transports at your leisure. Also, keep an eye on the big island in the middle. There are four Gungans wandering around up there, and they're targets. Liquify the vermin.

Soon, you'll hear Panaka say "The Senate will hear about this." This is a cue for a bunch of Starfighters to start flying in. They'll come in waves. Get behind the squadrons and fill them with laser fire, then take out the next squadron in the same manner.

Once you take out all the aircraft, the mission will end, and you'll be able to use the Infiltrator in any battle you want that uses aircraft.

E. Going for the Gold

Time:	7:25
Enemies Destroyed:	39
Accuracy:	24%
Friendly Saves:	11
Bonus Collected:	No
Lives Remaining:	3

This is the easiest Gold Medal. How easy is it? The first time I played the mission, I got a Platinum. It's THAT easy...

For the record, try to be as accurate as possible, even though you don't have to be. Make sure you take out all the Gungan Transports and those four Gungans on the hill when you're in the swamp, because, once you take down all the aircraft, it's over.

7. Secrets

A lovely thing about this game is that it doesn't skimp on the secret stuff. This game is packed with bonuses, secret codes, and whatnot to keep anyone busy for a while.

A. Bonuses

These are all listed in the Mission Walkthroughs anyway. This is just for quick reference. Remember that to have the bonus be activated, you have to complete the mission.

Advanced Shields

Effect: Your shield indicator will start at blue instead of green. Basically, your shields are stronger.

Location: Escape from Theed - The second time Captain Kael requests your help, you'll have a road going in two directions. From the right side, a Tank will be shooting at you. Take it down. Enter the area behind him, and you'll find the bonus.

Advanced Missiles

Effect: Your missiles hit harder. Two will take out an AAT, as opposed to the usual four for normal missiles.

Location: Smuggler Alliance - After you save the very first homestead, watch your map carefully. You should see a green dot (besides yourself) on the map. That green dot's a farmer who's running for his speeder. Two STAPs will come in and attack him as he takes off in that thing. Shoot the STAPs and follow him to his other farm. He'll open the gate to the complex, upon the other side of which is your bonus. You MUST do this in order to get the bonus, by the way.

Advanced Bombs

Effect: Bombs AND Projectiles will be stronger.

Location: Glacial Grave - You'll face a platform in a valley which is heavily defended by mines, starfighters, and turrets. After you finish the area (Kael says "Move on," and "Stay in formation."), take the right fork in the valley instead of the left that everyone else takes. You'll come across a small outpost with five turrets and a building. The bonus is inside the building.

Rapid-fire Blasters

Effect: Blasters fire much faster, but don't really do much more damage.

Location: Sanctuary - Once you reach the end of the valley, instead of heading into the ruins, turn 180 degrees around when you reach the entrance. You should see a small pass in the land and on the map. Go into that pass and you should end up in a large area with a volcano-type structure (This is actually Devil's Tower. The designer says he wants to put it in every one of his games). Around the far right side of the volcano is a runway. At the end of this runway is your bonus.

Homing Torpedoes

Effect: Launch a torpedo, and it makes directly for the nearest target. Simple enough.

Location: Borvo the Hutt - After rendezvous with Kol Kotha, follow him as he leads you to the Hutt. After he leads you to the spot, instead of entering the valley and attacking the Hutt, go around the outside of the valley almost 180 degrees. At the "wall" of the area, you'll see a piece of land you can fly over. Look on that piece of land for a cluster of trees surrounded by a small wooden fence. The bonus is amidst that cluster.

Advanced Blasters

Effect: Blasters hit harder. Very useful.

Location: Liberation of Camp 4 - In the final area, you are forced to climb a hill to find the last Shield Generator. Continue climbing after you blow the Generator, and you'll find the bonus along the path.

Cluster Homing Torpedoes

Effect: Fire a torpedo, and it splits into seven, each one finding a target. One of the finest weapons in the game, and excellent for getting medals.

Location: Coruscant Encounter - This is tough to explain. If you're facing north when you start the mission, then the bonus is southeast and below you. The bonus is in an area that's lit by purple light. Poke around the area. The exact location is under a building, between a horizontal support beam and the actual building. You may want to devote an entire run to finding it and may just want to ignore your enemy for the time. Just be sure to finish the mission, or you won't get it.

B. Secret Missions

Taking Medals in all of the missions is a good thing, for it opens up the way to a few extra missions. These each have their own walkthrough, but here's the rundown of the secret missions.

Get all Bronze Medals - Open up Trade Federation Secrets

Get all Silver Medals - Open up Coruscant Encounter

Get all Gold Medals - Open up The Dark Side

Get all Platinum Medals - Unlocks Swamp Speeder

C. Passcodes

Not normally given out during the game, these codes can tweak the odds in your favor. I strongly suggest you play the game the right way BEFORE entering the codes to maintain the challenge factor, of course.

N64 Codes

LOVEHUTT - Displays a picture of the crew.

DRJEKYLL - Pretty freaky. Using this code will distort the horizon limit of the area you're flying in, making it appear wavy and bumpy. An easy way to get sick... If you're looking for real fun, try using it in Naboo Bayou or Andrevea River for some real freaky water effects...

MEMEME! - Displays credits.

PATHETIC - Gives you infinite lives. Life counter stays at 3.

EWERDEAD - If you get shot once, you're down.

RUAGIRL? - All your ships are now in various shades of pink.

OVERLOAD - Rapid-Fire Blasters

ADEGAN - Advanced Lasers.

DROIDEKA - Advanced Shields.

CANTMISS - Homing Torpedos

&OVRKILL - Cluster Torpedos

KOOLSTUF - Allows you access to the Showroom, where you can view concept art.

WAKEUP - Activates the Concert Hall in the Showroom.

NASTYMDE - The game becomes significantly harder.

TOOWEAK? - All regular missions will be open.

BYENABOO - Opens missions up to Trade Federation Secrets.

LEC&FIVE - Opens missions up to Coruscant Encounter.

WARNING: This code has the potentiality to screw up your game, because it also opens stuff up beyond Dark Side, but it's buggy. My guess is that this code was never really meant to be found, and was part of the debugging process. Use caution when using this code.

BADTEMPR - Opens missions up to Dark Side.

TALKTOME - A VERY funny cheat. This gives you commentary from the design team as you go through levels. You'll get insights into how the game was made, and maybe a few tips along the way.

WAKAWAH! - Unlocks all normal ships.

SIENAR& - Unlocks the Sith Infiltrator.

&&A!AT - Unlocks the AAT.

RHUBARB! - Unlocks the Swamp Speeder.

EOCOAROS - Turns the Gian Speeder into a Buick Convertible.

PC Codes

EOWXZGAS - Displays a picture of the crew.

DRJEKYL - Pretty freaky. Using this code will distort the horizon limit of the area you're flying in, making it appear wavy and bumpy. An easy way to get sick... If you're looking for real fun, try using it in Naboo Bayou or Andrevea River for some real freaky water effects...

DIWMZIAR - Displays credits.

LFZWKXAA - Gives you infinite lives. Life counter stays at 3.

CSXJMIAA - If you get shot once, you're down.

RUAGIRL? - All your ships are now in various shades of pink.

ABVUSEAY - Homing Torpedos

UYCZNCAX - Gives all craft double missiles/torpedos/bombs

JOBXXFAI - Allows you access to the Showroom, where you can view concept art.

RECTVBAH - Activates the Concert Hall in the Showroom.

GPAYQWAJ - Opens all levels except the bonus levels.

FMRYLDAD - Unlocks the Dark Side mission.

NIZWAGAO - Unlocks all normal craft.

FRBPTDAY - Unlocks the Sith Infiltrator.

RQORACAQ - Unlocks the AAT.

XFIIYBAY - Unlocks the Swamp Speeder.

D. Secret Ships

Sith Infiltrator

Appearance: Looks like an X-Wing's cockpit with a TIE Interceptor's wings.

Primary - Blasters

Secondary - Concussion Missiles

You can fly this craft in the 3rd secret mission: The Dark Side. After you get a Gold in every level, you can use it on any mission except Trade Federation Secrets.

The Infiltrator is quite agile and the blasters fire very rapidly. In atmosphere, the craft is the fastest vehicle available, but, for some reason, it's slower than the Starfighter in outer space. The

biggest disadvantage to this craft is the warheads are just missiles.

AAT

Appearance: A hovering tank with a single big turret.

Primary - Blasters

Secondary - Projectiles

After using the code to unlock it, you can drive this Trade Federation tank in any area that allows you to use a Heavy STAP. It's pretty slow, but it has decent power, and you can use Projectiles on land with it.

Swamp Speeder

Appearance: Looks somewhat like a speedboat.

Primary - Blasters

Secondary - Heavy Blaster

After snagging all Platinums, you can use this ship to your heart's content on areas with water. This means Andrevea River and Naboo Bayou. It's pretty fast, and the lasers have decent power. It operates much like a Gian Speeder on water.

E. Pushing for Platinum

Yes, folks. Platinum Medals DO exist! I know. I hear you all groaning (ANOTHER challenge)...

Take heart! There will soon be an In-Depth FAQ created by some of the greatest minds on the subject. It doesn't exist at the moment, but be patient, and it'll manifest itself, and I'll link you to it, if need be.

There are many personal reasons why I'm not including the Platinum requirements here in my own FAQ. It's rather complicated, and I suggest you all not ask about it in the best interest of FAQ-dom peace.

Mission	Time	Kills	Accuracy	Saves	Bonus	Lives
1	1:38	49	84%	7	Yes	3
2	4:01	34	64%	65	No	3
3	2:43	21	59%	7	No	3
4	5:24	43	58%	2	Yes	3
5	3:38	38	56%	15	No	3
6	4:50	49	84%	4	No	3
7	6:03	77	89%	4	Yes	3
8	5:18	54	83%	0	No	3
9	6:12	49	62%	6	No	3
10	4:35	26	63%	0	No	3
11	3:39	42	74%	4	Yes	3

12	4:44	77	75%	19	Yes	3
13	4:06	55	56%	11	No	3
14	3:41	96	67%	5	No	3
15	3:51	41	78%	3	No	3
Bonus 1	5:27	68	50%	5	No	3
Bonus 2	0:23	1	68%	30	Yes	3
Bonus 3	7:15	40	25%	13	No	3

8. Legal

This FAQ was made 100% by me, Scott "CyrizZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You must ask me before posting this on your site, and it must remain in its original text format. I spent a lot of time on this. Give me some credit.

Currently, the following sites have permission to post this FAQ.

www.gamefaqs.com
 vgstrategies.about.com
 www.videogamemd.com

9. Credits

CJayC - For putting this up on his site.

themetroid - For the TALKTOME passcode.

Nemesis - For the PATHETIC passcode.

Acolyte Z 2000 - For the EWERDEAD passcode.

lopper - For the DROIDEKA and KOOLSTUF passcodes.

Gamesages - For displaying the NASTYMDE, RUAGIRL?, and OVERLOAD passcodes.

tuskenthug - For the WAKEUP passcode.

Kami - For the Gold Medal Requirements for Battle for Naboo (the mission).

Zefram42 - For the Gold Medal Requirements for The Dark Side.

themetroid - For finding the secret hangar in Trade Federation Secrets.

BenBT64 - For the DRJEKYLL passcode.

The Robbler - For the LEC&FIVE passcode.

GameWinners - For the remainder of the passcodes.

Factor 5 - For taking a wonderful franchise and making awesome games out of it.

Lucasarts - For the same, but in a broader sense.

10. Version Updates

Version 1.02 - 9/2/2001 - The remainder of the codes.

Version 1.01 - 1/17/2001 - Corrections, and a new code.

Version 1.00 - 1/13/2001 - Most everything you see here.

11. The Final Word

Ah... This was definitely a lot of fun to write. Well, this is my third FAQ. Be sure to check out some of my other work (Perfect Dark and Ogre Battle 64) on www.gamefaqs.com. They're good stuff, I'm told.

I'll take just about anything you have to submit for me. Send me passcodes, perhaps any better Gold Medal strategies than the ones I use, etc.

If you DO decide to send me a better Gold Medal strategy, be as specific as possible.

Okay. That'll do it. Take care, and have fun!