

pleaser. In this game you will be doing the impossible; Heading strait through enemy lines and taking on that which nobody else could. You will find yourself fighting side by side with old friends such as Falco and Slippy and the new person on the team, Krystal. Krystal, for those of you who have not played Adventures, is a female fox and Fox's love interest. Over the course of this game you will find yourself reunited with many old friends...and maybe many old enemies. So sit-tight, buckle your seat belt, and prepare for a headlong dive through enemy lines!

Gameplay: 10/10

What can I say, Starfox: Assault has it where it counts. When I initially got this game I was eagerly awaiting it, but still slightly skeptical as to how Namco would pull it off. But my, oh my, did they ever pull it off! The game play here is absolutely fabulous, from the heavily populated space battles, with literally dozens and dozens of enemy and friendly pilots dog-fighting over a base, to the ground based levels that take you back to Starfox History, such as Corneria and Dinosaur Planet (Sauria). I guarantee, you won't even be out of the action for a second. From the time I started, to the time I put the controller down after beating it the first time, I didn't even have a chance to take a drink of milk while the game was playing. The single player is very balanced in the bronze level, not too difficult, but not a walk in the park either. However, on the gold and silver levels, the difficulty rises substantially. This game also takes quite a lot from it's history; Playing this you may even have flashbacks from Starfox 64. One thing, for example, is that your wings will break off after taking damage, leaving you with normal lasers. And don't even get me started on the Multiplayer mode. Those of you who played the Multi Player mode on Starfox 64 know that it really sucked. Not only could you not choose your own character, but the game was horrendously unbalanced, strongly favoring the Arwing. In this multi-Player mode, the Characters actually look like they should, which means no more running around with Fox who has a potato strapped to his butt. In this you can get many weapons, from the machine gun and blaster, to a Gattling Cannon and Bazooka. This combined with the fact that there are many places for Infantry to hide and fire rockets at Vehicles, makes the game a lot more balanced. The Multiplayer also has several modes. Normal mode, with all weapons, Sniper Mode, with only the Sniper Rifle available, and Rocket Mode, where everybody gets a rocket launcher and infinite ammo! In addition to this, all the characters are NOT the same. Fox has higher Combat abilities, while Falco is quicker and faster. Slippy and Krystal are both weaker, physically, but sport special abilities, such as the ability to have double shielding or to charge weapons twice as fast. This combined with the many, varying, levels, makes for a balanced and fun Multi-Player experience. Plus when you add on the many, many, unlockables in thee game, this game will keep you busy, and won't get old!

Story: 9/10

YES! Andross is no longer the final boss! That is about as likely as a Mario game without Bowser, but it happened! And that is a good thing! The game features a good plot for a rail-shooter, and actually makes you kind of care about them. While this is by no means an RPG storyline, it's great for a combat shooter, and you really get a feeling for the different characters personalities. Fox is the natural Leader, and in love with Krystal, though somewhat embarrassed to talk about it. Krystal seems to be very compassionate and caring, and has psychic abilities to boot. Slippy is more emotional and tends to get overjoyed easily, or brought to tears just as easily. Falco is an ex-gang member, with a cocky attitude, though he is not nearly as sarcastic and arrogant as he was in SF64. The idea is that the enemies are invading and the Cornerian Army is losing. While they aren't quite as useless as they were in the other games, they still aren't all that great. Though you do get a lot of hero worship from the troops in the few instances you are fighting together.

Graphics: 9/10

I'd not give this a 9 for detail. The game is not Metroid Prime 2 or Starfox Adventures. It does however have dozens, and sometimes even what seems like hundreds, of enemies on the screen at once and maintains a perfect frame-rate with no slowdown whatsoever. The Graphics aren't terrible or anything detail wise, but they aren't phenomenal. The character models don't have the detail that they did in Adventures; No fur bristling everywhere being all fuzzy like, and the water effects aren't as good, but the action is usually so thick you will not notice. And it's actually good that it doesn't have that level of detail. If it had that level of detail, and the amount of enemies and rapid game play that this game has, no system could run it well.

Sound: 9/10

First the music. The music here totally rocks. From the incredible Starfox theme in the opening movie, to the remix of the theme of a certain enemy I won't spoil here, the music is great. Even the credits music is an awesome version of the Starfox 64 music. While there is some good, new, music in there, and I suppose newcomers will like it, but there's nothing like sitting down to play and hearing an awesome version of a familiar old song, to get you in the mood to play. As for the sound, it isn't that great, and can get just a little bit monotonous, but not much at all, and it is only when three people are all spamming the blaster pistol so you hear nothing but that sound for a half a minute, that you notice. The sounds are well done and fit seamlessly into each other, overshadowing, but not drowning out, the background music.

Replay value: 9/10

This game has very good replay value, but that's something to be expected of a Starfox shooter. To beat the game you have to collect 30 flags, one from each level on each difficulty level, 30 badges, one from each difficulty level and level, weapons in Multiplayer, Stages, Characters, and much, much, more. That added to the fact that the multiplayer is awesome and the single-player is addicting, and you've got yourself a real winner here!

Summary: 9/10

This game is a winner, and definitely a buy game. If it's before Feb. 14th and you can only get at it by renting it, sure, rent it. And then buy it! Not only will you be getting this game, but also you will be getting three classic NES games such as Xevious, as unlockables, and who knows what else! This game definitely has a place in any good collection, and trust me, you will love it if you like this genre, and probably even if you hate it.

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2: Legal stuff/Updates
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[020]

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3: FAQ
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[030]

Q: Does this game return to Starfox roots?

A: Yes, it does! Hooray! While Adventures was a very good game, I've been waiting, myself, for the next "real" Starfox game! Here it is!

Q: Is Krystal in this game?

A: Yes Krystal is officially in this game as well as a member of Starfox. Rest at ease.

Q: Is Falco back? I don't see him anywhere.

A: Yep Falco is in fact back. *SFA spoilers*
He comes back at the end of SFA.

Q: What is the difference between SF:Ass, SFA, and SF2?

A: SFA is Starfox Adventures. SF:Ass and SF2 are the new one coming out.

Q: Is it true that they got rid of Peppy? Why is he gone?

A: He isn't. He has a desk job at the Great Fox because he was getting too old for that sort of thing. He is still on the team.

Q: What happened to Dinosaur Planet?

A: Wrong game buddy...Though you do see Dino Planet here.

Q: Is this a prequel?

A: No. Krystal is in the game meaning it must not be unless they time travel or something.

Q: Want me to E-mail you some _____ or a small _____ file?

A: No. Keep your files and your viruses to yourself. And no I don't want any Starfox pics or Krystal pics or files of any kind.

Q: Do you want to be...friends...forever!?

A: No...Go away...NOW!

Q: man...*drools* CRY5001 I\$ Ho+! leik d0 u leik have sum crystul pr0n 4 me???!

A: What does this have to do with the game? Go die in what way seems best to you. Don't ever ask me this again either.

Q: OMG!!! Krystal is darned ugly! U think so right? frurriez sux lolo am Irite

A: WHEN WILL YOU PEOPLE STOP? I don't want any part of your petty squabbling!

Q: This game sucks...They should have kept it like SFA...

A: Starfox Adventures was a deviation from the normal Starfox genre. This is a "real" Starfox game.

Q: Did u kno ur guide sucks!!!

A: No I wasn't aware of any such fact.

Q: Hey man! You do know your guide pwns all right?

A: Yes! Thank you! Have an ego cookie!

Q: Do a barrel roll!!! loloolloROFMLAMO!!1

A: THATS IT! NO MORE Q&A JUNK!

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4: Controls
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[040]

See section 6 for overview.

CONTROLS:

Arwing:

L: Tilt Arwing/Barrel Roll
R: Brakes
Control stick: Steer around.
A: Fire laser. Hold to charge a homing shot.
B: Fire a nova bomb.
Y: Boost
X: Land
Z: Enter/Exit Arwing
D-pad: Not used.
C-stick Up: Loop
C-stick down: U-Turn

Landmaster:

L: Tilt Landmaster/Barrel Roll
R: Free Aim.
Control stick: Steer around/Move cannon up/down
A: Fire laser. Hold to charge a homing shot.
B: Fire a nova bomb.
Y: Boost
X:
Z: Enter/Exit vehicle
D-pad: Not Used
C-stick: Not Used

On Foot:

L: Strafe mode/Roll
R: Free Aim
Control stick: Walk around/Aim
A: Fire
B: Deploy Barrier Shield
Y: Jump
X: Zoom (Sniper rifle)
Z: Enter/Exit vehicle
D-pad: Change Weapon.
C-stick: Change Weapon.

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5: Characters

Fox McCloud:

The hero of the story! Yes the orange and white galaxy saving wonder of the err...Galaxy? Yep! Fox is back in his latest bid to stop the evil villains in their maniacal quest to take over the Lylat. This Vulpine wonder miraculously manages to destroy fleets, with the help of his comrades, that entire Cornerian fleets can't touch. He's that good. Mainly because He's with the player! That means he has infinite lives and can try over and over again! What a deal!

Krystal:

Dude 1:"That thar blue foxy lady? Who be she?"

Dude 2:"Arrr that pretty lady be Krystal!"

Dude 3:"OMG j00 be frry!?!? j00 suxxorz!11!"

Dude 1:"Shut up oob!"

Dude 3:"No joo n00b!11!"

Yes, this would be the average conversation about this character. Previously decked out in a loincloth/bikini outfit, she has adopted an outfit more appropriate for her role as a female fighter pilot: A generic skin-tight flight suit. Definitely less revealing and I can't wait to hear the people start whining about that! This mysterious vixen has a mysterious background and not much is known about her goals in life even. All we know is that she was searching for the cause of her parents death/destruction of her planet. She is the Love interest of Fox and obviously loves him, though he is embarrassed about it, and doesn't like to speak about it.

Falco Lombardi:

Widely known as a sarcastic and arrogant hot-head, Falco is a skilled pilot though not up to Fox's level. Having returned to the Starfox team after going AWOL out of boredom he is now a valued member of the team. He appears to be always carrying some massive firearm or bazooka. He doesn't look very forgiving. He has his same cocky attitude, but has shed his sarcastic, arrogant, ways and become more caring, though still a but hotheaded.

Peppy: Peppy has taken a job controlling the great fox, though he still doesn't fully accept his retirement. He' getting old though.

Slippy: The confirmed MALE toad. Not any relation to the Toad of Mario fame. This hot piece of manhood is definitely a catch for anybody! Even if you aren't into guys, you can sell him on E-bay for a good chunk of money! His amazing and overwhelming masculinity is displayed within a minute of you starting the first level. "OWOWOWOWOWWW!"

G. Pepper:

Pepper is your commanding officer, who has instructed you since the beginning of the Starfox series. His looks have changed quite a bit over the years, but I think that they have settled on a look and he won't look any different.

Andrew Oikoney:

The leader of the remnants of Andross's forces, Andrew leads a rebellion and attempts to wage war on the Lylat once again. He isn't very successful though, and gets owned pretty quick.

Pigma Dengar

Ahh, good old Pigma. In Starfox 64 he was just a whiny, wierd, stupid guy. Now He's all that, but he wears only pink and a sports bra. And if you thought it

couldn't get any stranger than that, you thought wrong. I won't spoil the game for you, but you'll see. Pigma is no longer a part of Starwolf.

Wolf O'Donnell

Wold is the leader of the Starwolf team who are, supposedly, the Starfox team's nemesis. This doesn't turn out to be quite true though, as you will see in the game. Wolf is deeply in love with his "Darling Wolfen" and will suffer no-one to cross him.

Leon Powalski

Leon is a torture-loving psychopath who would love nothing more than to make you quail in fear before he roasts you in a vat. He's has a high scratchy voice and is Falco's rival.

Panther Caroso

The new member of the Starwolf team, Pather is a ladies man. He will constantly hit on Krystal, who also happens to be his rival, and has a rose on his Wolfen. He has a spanish accent and has black fur.

ROB

Rob is the starfox teams robot. His purpose is to repair the ship, offer tactical advice, and other such duties. And more if you have a sicko mind and write a Krystal+Rob love trilogy. *Curses under breath at somebody*

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6: Playing the Game
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[060]

The missions in this game have several goals. First off, you can have certain obvious goals, such as destroy all of the Aparoid spawners, or destroy the boss that is currently threatening you, but you also have some overall game wide goals. These goals apply to every level and can unlock new features.

First off, you want to get as many kills as possible, naturally, as this is the numerical representation of your score. In addition to doing this you want to get the medals on each difficulty mode, which require more and more hits, and the difficulty is harder, but there is a kill multiplier.

Next you want all of your allies to last the battle without having to withdraw. You must protect them for this to happen, and if you don't they will very likely get shot down. If you manage to keep all of your wingmen alive in any mission, you will receive a token for that.

Lastly, you want to collect all the S-Flags. These are flag items that are rare and very well hidden, usually. Some can be out in the open, but many are hidden behind invisibility barriers that you must shoot X amount of times to find. These can be floating in space, in enemies, in containers that enemies are holding, in barrels, behind force fields, in TVs, or just about anywhere. You will get them all only by utilizing the Arwing, Landmaster AND foot mode.

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7: Walkthrough
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[070]

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Fortuna: A New Enemy

[WO.1]
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Okay, to start out, use charge shots to destroy the first two enemies and group of enemies you face. After some lines Slippy will get tailed by some baddies. Use a charge shot to take out his pursuer. Afterwards charge up another shot.

You will be confronted by several waves of fighters. After a few fighters they will start coming in waves of five. You should charge up shots and then bring your targeting retical in from the bottom to target the middle one and take out the group. Do this for all the groups of five and take out the next swarm and you will come to a capital ship. Shoot the center till it blows up while mashing on your brake. Collect the bomb after that while charging up another shot. Fire this shot at the next capital ship and use your laser to take out the lone fighter. Finish off that capital ship. Charge up a charge shot and point it at the indestructible ship in front of you. Soon a fighter will pop out and you will lock on. wait about a half second and then fire that bomb at the enemy while you are locked on. That will take out most of them and you should use your lasers to mop up the rest. You will now face a prototype drone.

Use Charge shots on it while doing barrel rolls to avoid it's beam. Once it goes down you will face several more drones. and then a capital ship. Before you destroy this capital ship, shoot just to the right of the large purple orb to blow away a hatch containing an S-Flag. Collect the flag. Soon you will face a Stealth Squadron. Use your Charge shots and then lasers to clear them out for a nice point bonus.

Next you will be on the planet of Fortuna. First off, destroy the enemies in front of you as you go under the first arch. As you go under the second arch, veer left and head down the side path. Collect the Nova Bomb and then shoot the tank. Shoot the mech past that to make it drop an S-Flag. Collect it. Falco will call for help, so you'd better shot the three enemies off his tail. Head through the forest blowing up the enemies on the way and collect the Laser Upgrade. Charge up a charge shot and take out the squadron right before exiting the forest.

Take out the turrets in the Hangars in front of you and then concentrate your fire on the three winged enemies in front of you. You will come to some rail tracks. A train will go across and if you blow up the crates it's holding, it will drop a laser upgrade. Also, if you saved Falco he will give you a bomb. Take out the turrets in the next bunker with your laser.

Next, take out the tanks on the bridge with a series of charge shots. As you come to a door and it seems like there is no way to go, charge up a shot. The door will start to open, but Krystal will warn you that there is an ambush on the other side. As soon as you lock on, fire your charge shot and it will take out about 26 hits worth of enemies instantly. Next take out the tanks that come out of the hangars.

Some of the barrels here contain silver rings if you need health. Remember to mash your brake a lot here. You will see Slippy get chased by one enemy, so take it out. Then you will see a railcar on a forked track ahead of you. Shoot the container it is holding to get another bomb, and then mash the brake and circle back underneath it by way of the left. Go left, past the pillar and shoot the barrel for another S-Flag.

Now swerve up and to the right after Krystal chases some baddies past, and take out the barrel up of the ledge for another S-Flag. Next, use some of your Nova Bombs you have been collected on the pile of mechs in front of you, but save at least 2. Next you will see Oikonney fly past and will have to fight him

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BOSS BATTLE!

Andrew Oikonney!

Difficulty: 6/10 (1/10 if you've beaten Starfox 64 or SF SNES before)

Strategy:

After some lines, Andrew will tell you he is going to "show you." He will pose in a weird way that exposes the palm of his robotic hand which contains a glowing node. That node is his weak point and the only place you can hurt him. Have a charge shot ready and as soon as he holds his palm to you, hit it with the charge shot and hammer on it with your lasers as rapidly as you can. If you are good or have Hyper Lasers his hand should break really fast and he won't be able to attack. If he does manage to attack, quickly to a loop before it can connect, Once his hand #1 is gone, do the same for his next hand and he will die!

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BOSS BATTLE!

Giant Aparoid Moth

Difficulty: 4/10

Strategy:

Okay, first you have to take out all of his wings. now you could do this the obvious and trusty way of shooting all the nodes on his wings one by one, or you could do the good method, and use those two bombs you saved on him and that will blow all of his wings off! Once that happens he will start squirting lava onto the ground. Large boulders will leap into the air and hurtle at you. This is a prime opportunity to damage the boss, but can be difficult if you have to focus on dodging the boulders. You won't have your targeting rectical so you will have to aim manually. To damage him you will have to hit his pink orb. after a set amount of damage, he will close and you won't be able to hit him until he lands. When he lands he will open his weak spot and try to fire four plasma ball at you. Fire a charge shot or bomb to cause massive damage and take out the plasma balls. He will drop dead in no time!

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Mission complete!

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Katina:
Frontier Base Battle
[W0.2]
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Okay, from the start, blast all the enemies here with your blaster. These are weak enemies and will go down easily. After you run out of them continue on. You will come to the red blip on your radar and it will be a shielded Aparoid. The only way to pierce his shielding with your current weapons is with a charge shot from your blaster. Hide behind a crate and charge up a level three (red) charge shot and let him have it. Collect the rocket launcher and then charge up another level three shot. Run around the corner and waste the other Aparoid. Collect the rocket launcher he drops before the cutscene triggers.

Now, make a break for the Landmaster and, one inside, waste everything that moves. If it's a target enemy, shoot it with your cannon, if it's a normal enemy, shoot it, run over it, whatever. Basically whatever you do to it in

the Landmaster, it will die. After clear the nearby two targets, Krystal will call for help. Look up and use your hover and charge shot to get a good clear shot and take out all of her attackers.

Now, blow a hole through the nearby door and take out the targets. Now continue in this same direction all the way around the base and take out all of the rest of the targets. Now a cutscene will trigger and you will have a new batch of targets to take out. Take them all out from the Landmaster until you are forced to go inside the buildings to take the last one out. After you take the last one out, Peppy will tell you that there is only one more left. Do NOT get this one yet. First collect the S-Flags as listed below.

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Go about the level as usual until you get to where you got the Landmaster. Then blow up all the enemies until you come to an area with some barracks. Blow up all the nearby enemies and enter the barracks to the right of the one that's smoking. Shoot the invisible target near the end a couple times to make flag #1 appear.

Next, head in the Landmaster to the far right side of the map. Locate the large door you can blow away with The Landmaster's cannon and do so. Head inside and clear out all the enemies. There will be some three groups of blocks in here. One that is big and near the door. This is not the right group. You want the group in the middle that looks like a Tetris block. Hop on top of it and the single block furthest from the stack of two blocks has the flag on it. Shoot the invisible target to make the flag #2 appear.

Similarly, head over to the far left side and blow open the door. Clear the area of hostile presence and then in the far left corner, with the door being behind you, there will be two blocks. In between them is the invisible target. Shoot it to spawn Flag #3.

Head to the north part of the middle and hover with your Landmaster up on to the ledge on the tower above the ledge. The Invisible target is there. Shoot it to make invisible flag #4 appear.

Head to the Right side of the map. Look around till you see the gigantic cannon pointing up at the sky. Head towards the front of it and at the bottom if it's front you will find an alcove with the invisible target in it. Shoot it with your blaster to make flag #5 appear!

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Now, once you have gotten all the S-Flags, head over and destroy the last target to trigger the boss battle.

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BOSS BATTLE!

Giant Aparoid Spider Bot

Difficulty: 4/10

Okay, first roll up to it. It only has a few attacks. These attacks vary based on what difficulty you are on. On easy difficulty his attacks will consists of:

- one or two green lasers from above
- 3 to 6 orange missiles.
- Green Energy blast (Attack #1 when you are on top)

On medium the amount of lasers and missiles will increase.

On Hard he will shoot many, many, missiles, many lasers, will stomp you, fires lasers and missiles at much more rapid intervals, and when you are on top will wobble and buck to try and throw you off.

Okay, now that we have covered his attacks, how to kill him.

Well, if the large pink node didn't tip you off, shoot that. When you are on the ground, shoot it with charge shots to stun the spider-bot, and barrel rolling to avoid it's attacks. Once it's stunned, it will fall. Use your hover to get on top of it. Once on top, place yourself in the middle, halfway between the edge and the center. Use "R" to target and fire Charge shots at the core. When green energy starts welling up at your feet, let go of "R" and drive around the top to a different part where there is no energy and continue the bombardment. If it tries to buck you off, don't worry. Unless you are near the edge, it will be hard to do so. continue your assault and it will quickly go down. Don't try to charge shot it from up close as your shots will hurt you and blow up your tank.

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Mission complete!

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Sargasso Space Zone:
Hostilities Revisited
[W0.3]

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Okay, to start out, turn left until you see your Arwing. Now turn a little to the right and find the enemy there. Take him out with a level three charge shot so he can't attack you. Now locate the door a couple feet from where he was and fire several shots at the invisible target near it. Collect the S-Flag and the barrier. Now, run to the opposite corner from the one you are in and take out the target and the baddies. Run up the nearby stairs and save Slippy. Okay, from here, head back down to the bottom floor and clear it of all enemies.

Now head into the SouthEast corner and up the stairs. Take out all the enemies and the target. Now, look into the corner above that console/computer thing and locate the invisible target. Shoot it a few times to make the S-Flag appear and collect it. don't head up the ramp, but shoot the enemies that are toards the center of the level and head to the ring around the center. Kill the baddies there and use the charge shot to break open the yellow crates and collect an extra life. Continut that direction until you come to a place where there is no was to go besides the ramps to the right that have barrels coming down.

Go up the one that is to the right when facing the wall and hop over all the barrels. When you reach the top, blast the barrel generator and proceed to slay all of the enemies and the target. Once you are done with that, step on the yellow elevator to activate it and hop down all the way to the bottom level.

Locate your Arwing and get into it and you will head out into space. Now as soon as you leave the hangar, brake and pull left. Avoid the silver rings as you will need them for later, and collect the bomb and laser upgrades. Now go and take out all the cruisers. You can locate them by pressing the Start button to pause and bring up your map. they are also on your radar. They are orange on

both. To kill them you have to attack them from the side and hit the orbs on the side. Once all of them are gone, kill off the fighters. Ignore the mechs on the asteroids for now, they drop health that you will need later. Now head back towards the base and steer towards the top. Locate the tunnel you can fly through and do so to collect a laser upgrade.

Now dock back at the station by flying back through the forcefield. Once on the bottom floor, locate the elevator. It's in the northeast corner, and you can't miss the giant pink glowy light walls. Get on it and ride it up to the floor above the bottom floor. Get off the elevator and head into the small corridor to the East. Take out all resistance and collect the large health packs. Now head around the perimeter of the level clockwise and take out the turrets on the other side, right before the corridor like the one you just got the healthpacks from. Once they are gone collect the Sniper Rifle and Shield Barrier they dropped.

Now, head into the corridor like the previous one, and take out all resistance. The best way to go about this is to peek in and use your Sniper Rifle on the large bomb they are conveniently keeping in their midst. Take out any survivors and head back to the center of this floor. Blow up the yellow crate with your blaster and collect the S-Flag. Now, head to the elevator.

As you are heading up, equip your machine gun, or the gattling gun if you found it. There will be a gang of baddies waiting for you, so spray the area with machine gun fire till they die. Equip a barrier and run around the end, machine gun blazing, till all the enemies but the robots are gone. Whip out your blaster, missile launcher, gattling cannon, or some weapon that can kill them and do so. Kill the target and collect the spoils. Now, go back down to the lower floor and take out any targets or enemies that are left and then return here. Once you have done that, go into the room with the last target and take out all the enemies BUT the target. Use your barriers here. Collect the extra life token and then locate the TV screen. Fire several shots at the invisible target underneath it to make the fourth S-Flag appear. Now leave the room and back-track all the way to your Arwing.

Head all the way to the east section of space and locat the middle asteroid on the east side with middle being reletive to the vertical axis. Now the asteroid one left and one up from that asteroid has a mech on it. Blow up the mech to make it drop an S-Flag. Fly through the flag to collect it. Now head back and blow up that last target.

Dash back to your Arwing as fast as possible and then pause the game and listen to the awesome Starwolf theme. Now head out and take out the carrier first thing as, if they die, their attacker will come after you. Once the carrier is wasted, take after Wolf like a Ferengi to money. Always loop when you have enemies behind you. Heed your Star Wars knowledge. You CANNOT hold it. ALWAYS pull up. If you don't, you WILL die! It's a fact of science fiction books, games, or movies.

Once you take Wolf down, head for Pather and then Leon. Once they go down the mission will be over.

Mission complete!

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Fichina:
Into the Storm
[W0.4]
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Okay, from the start, turn Northeast and walk until you find a large grey pillar. At the base of that is an invisible target that you should shoot to make an S-Flag appear. Collect it and head over to the Landmaster. No, head over to the red dot to your left. That's the first shield generator. Take out all the enemies at the base and then look up with it and hit the power supply crystal at the top. It should take a couple shots and then will blow up rendering the shield inactive. From here, head towards the center until you see a bridge with two containers near the beginning of it. The left one has an invisible target just above it. Find it and hammer it with some shots from the Landmaster and collect the second S-Flag. Now, head north and take out all the enemies you find until you get to the second shield generator. Now, head to the NorthEast corner and you will find a frozen lake. There will be a platinum crystal in the center. Near it is an invisible target that you should shoot for the third S-Flag.

Okay, from here, head to the southeast, near the last shield generator. Pound all the enemies, and then the shield generator into dust. Now, directly west of the third shield generator is the fourth S-Flag. It's in a tunnel, protected by an invisible target. Shoot the invisible target in the middle of the tunnel a couple times with the Landmaster and collect it. Now, head over to the center now that the shield is down. DON'T go in yet.

Okay, now, make your way to the West side of the center structure. Now, find the door into the center that is on the west side. Look directly above the door with your cannon to find an invisible target. Hammer it with your cannon to make it drop the final S-Flag. Hover up with your Landmaster and get it. Collect the Health Pack and head inside.

A cutscene will play after which you are thrown into battle. Okay, the Sentry Bots may appear to be invincible, as neither your level three charge shot, or any other weapon you have will even dent them, but they do have a weakness. The secret to beating them is to get really close to them to make them try to kill you. When they start to chase you sidestep backwards and to the side so they chop the ground. When they are in that position their shield goes down and one shot from anything will kill them. Kill off all the first wave has to offer.

Now, a new wave of lots of them will attack. Too many for you to take care of in the time you have, so just shoot what you can. Soon Falco will come swooping in and wipe them all out. Now, you will be riding on the wing of Falco's Arwing and you will have a Plasma Cannon. The Plasma Cannon has infinite ammo, a super fast rate of fire, and does not overheat. Never let the "A" button up. In this section of the level, you will have to kill off both the enemies that fly up to you, some that are chasing your wingmen, and some orange glowy ones on the ground that will paste you if you don't. But in addition to this there are also at least 100 or so plain Aparoids on the ground that you can paste. Think of them as free points. They are in groups also, so that really helps with your combo meter. There is no reason why your combo meter should ever get to zero at any time in this whole segment. Always watch your Radar, as that will show you where the enemies are, and where they are coming from.

Once you get all the enemies, and a lot of points, you will fight the boss.

BOSS BATTLE!

Giant Aparoid tower enemy.

Difficulty: 5/10

Okay, this enemy will spit out dozens of other enemies, and if you destroy the little ones, more spawn. They don't give you points, so you normally wouldn't even bother with them, except they drop Nova Bombs. You need bombs to kill the boss. Basically what you have to do to kill the boss is hammer on the little

guys, collecting the bombs they drop when they die, Then, once the bosses end opens up to spawn more of them, shoot a nova bomb inside of him. Once nova bomb can take away various amounts of health, but generally wipes him out. Even on easy though, it will take you at least two bombs.

Now, what attacks does he have? Basically the only real attack he has other than the little enemies, that can do you a large amount of damage is the giganteriffic laser he can shoot at you. It's pretty easy to dodge, as you can see him charging it, but if you do get hit, you can say goodbye to at least nine tenths, if not all of your arwing health, and I wouldn't hold my breath about surviving either. Once you beat him the level ends, and Fox muses over something Peppy says, and you get your summary!

Mission complete!

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Asteroid Belt:
The Aparoid Menace
[W0.5]
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The Aparoid Menace?! I swear, could they possibly rip off more sci-fi games, movies, and books any more than this type of thing without having James pop up and tell Fox to use the force? Anyways, enough with my comments and onto the walkthrough!

Okay, from the beginning you will not have any enemies to deal with, only a truckload of asteroids. Blow them all out of the way and you will come across some...Wolfens? Soon afterwards some enemies will attack. You will battle your way through a bunch of enemies and some will take a liking to Falco. Follow with Starfox tradition and save his sorry tail, soon afterwards he will give you a bomb as you are fighting a powerful ship. Use Charge shots on the ship to kill it. Soon afterwards you will be faced with a whole bunch of groups of weak enemies. Clear them out and you will be faced with four more of those spinny enemies that shoot green blobs. The top one contains the S-Flag #1.

Shoot it and collect the Flag. Almost directly after that your ship will fall under attack by some strange form of space worms. They are tiny though, and you should kill them off by constantly firing your lasers and rolling. Once you get to the end of them you will be attacked by a slew of asteroids that are really aparoids. They will try to ram you, but instead of avoiding them, you need to shoot them. The one at the end on the Center-left-top contains the S-Flag #2.

Kill it and grab the flag. Continue on and you will find a base. You will face quite a few enemies and the doors will shut forcing you to pull "up." You will have to save Falco's tail again, and kill off the enemies on this stretch. When you get to the top that prototype enemy from the first level will pop out, only it's Aparoid'd Kill it with Charge shots, but also pummel the purple glob of goo to the left as the S-Flag #3 is there in an invisible target. Once you get that, finish off the prototype if you didn't already. Now, just ahead Slippy will need to be saved, but there is an S-Flag on the left, inside of one of those spinny enemies. This makes S-Flag #4. Directly after you save Slippy, the doors will be open and there will be a whole bunch of drone enemies on the ground. Take them out, and also pummel the purple goo to the right with your lasers to claim S-Flag #5. Grab it and swerve left before you hit the door and head into the tunnel to the left.

Some people (My brothers) Say that this is hard to navigate, and I suppose to some of you it might be, but to those of you that have played Rogue Squadron,

namely the deathstar levels, this is such a walk in the park. To those of you having trouble navigating the robotic limbs of doom, try to stick to the upper part of the level as much as possible. Soon you will be forced to pull down and you will navigate a tunnel filled with drone enemies. At the end you will find the boss, Pigmaroid of Borg.

BOSS BATTLE!

Pigmaroid of Borg.

Difficulty: 5/10

I am Pigmaroid of Borg! Resistance is FUTILE! You will adapt to service us! We are the ultimate form of life. You will be assimilated! If you resist you will be punished!

Anyways, This can be a really easy, or really challenging boss, as bosses in this game go. Okay, at the begining he will basically have four attacks.

- He will charge up energy on his tentagles and lunge them at you.
- He will whack you with his tentacles.
- (After three arms are gone) He will throw asteroids at you.
- Haul out a laser pod, empty it at you, then throw the pod at you.

Okay, the first is easy to spot, and very easy to avoid with a quick barrel roll, so that isn't too big of a deal. The second can sneak up on you as sometimes his tentacles blend in with the background. If you get thwacked and don't know what hit you, it was probably that. The third attack is impossible to miss as he grabs an asteroid in his tentacle. He will fling it at you, so you should barrel roll to the side and hit his tentacle while it's vulnerable.

The laser pod attack can be missed but, once he starts shooting, you would be wise to barrel roll out of the way. You can shoot the pod before he starts shooting and you can blow it up. If it blows up it will be vulnerable to damage of any type, even should one of his own arms happen to hit it! Don't count on this happening though.

At any point after he has done an attack, or right before he does an attack, his tentacles are vulnerable to damage or stun. If you stun it, then it will be open to damage if it was not already. Once you deplete his health he will be dead!

NOT! RESISTANCE IS FUTILE!

He has a second form!

In this form, damaging him is a breeze! Just shoot his face! But he does have quite the different set of attacks.

- He will launch continual volleys of missiles at you.
- He will retreat into his shell and ROB will give you a warning, right before he unleashes a large beam of energy that you really don't want to be hit by.

Just shoot him and dodge his attack to beat the level! One Nova bomb can take away 55% of his health if timed right, so that could be a very valuable trick!

Mission complete!

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Sauria:
Reunion

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Okay, from the start, charge up your blaster and run strait into the cave in front of you, which is right of the Arwing. Take out the enemies on the way into the cave, and when you get inside, collect all the weapons here. Now, head left and go down the right fork. Kill all the enemies here and take out the target. Now head back and take the other fork. Take out all the enemies and collect the Gattling Gun. Now head back to where you collected the weapons and head out the other side now. Take out all the enemies with your machine gun and paste the hatcher.

Okay, now exit the cave and grab your Arwing. Head to the South part of the match and destroy the hatcher that is on top of the temple with your Arwing's lasers. Now head to the West temple and land your Arwing. Enter the temple and switch a barrier on. Take out all the enemies here with a gattling cannon. Once they are all dead, look up at the roof and take out the hatcher. Now head back SouthWest and mark where the last Aparoid Hatcher is, but don't destroy it yet. First you will want to collect the S-Flags.

Head all the way to the south, just East of the Southern temple, and find the broken set of pillars. The invisible target is above them. Shoot it to make the Flag #1 appear and grab it. Now pull up your map and locate Krystal. She should be North of you, just a tad to the east. Head over there.

There should be a cave entrance in the side of the wall that you come against while heading towards Krystal. Head inside there. Head inside and kill the few enemies and head to the end of the tunnel. There will be a wooden door at the end. The invisible target is right there. Shoot it to claim S-Flag #2.

HEAd back out of the cave and head to the Right. Continue right, around the bend, until you can turn further right into another temple. Head inside and slay the nearby enemies. Locate the stairs and get on the roof. In the eastern corner, on the ledge, is the next invisible target. Shoot it to claim the third S-Flag.

Now, head all the way to the West side of the map and locate the waterfall. At the base of this waterfall is an invisible target. Shoot it several times to claim the fourth S-Flag. Okay, one more to go.

Head to the nearby temple, which would be the south one. On the ground floor there is an indentation in the center. The invisible target is in the indentation. Shoot it to claim the fifth and final S-Flag.

Now go back and paste the final Hatcher to end the mission!

Mission complete!

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Corneria:

War Comes Home

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Okay, from the start, grab the sniper rifle in front of you and break it out to paste the jammer in front of you. The Jammers look like a big orange eyeball stuck in a rubbery starfish. You have to press "X" to zoom in and shoot them, but when you do they will face you and start shooting pink lasers at you. What you will want to do is find a secure location, where no enemies, including other jammers, can hit you, and mark one as your target that you can see. Zoom

in on it and paste it with a sniper shot to the eye as soon as it's eye opens. It will die in one hit, so thats a plus.

You can always press the "Start" button to pause abd bring up your radar map. The areas that are blotched out withgreen are jammed, so you will need to take out a jammer there. You can pretty much take them out in any order, and I will leave that up to you if you wish, but I will also list the order I did them in for the weaker minded of you who would prefer not to plan.

Paste the one directly in front of you when you start. Then move a little to the East and paste the one that is North of there, all the way on the other side of the map. Ph33r teh sniper's scope! Once you have taken that one out, head a little to the NorthEast and take out the one that is NorthWest of you.

Now, before you get the last one you will, again, want to collect all of the S-Flags this level has to offer you.

Okay, from the start, head a small bit SouthWest of where you start out, till you see a building that has a large pink holographic banner on it that says "Lunastone Hotel" Head up the ramp to the top and slay the enemies. You'll find the invisible target is located directly West from the top of the ramp. Shoot it and claim S-Flag #1.

Head back down the ramp and head North until you come up to some buildings. Curve to the west once you do. Follow the road West until you get to a building at the fork. Continut past the building, and past the building to the west of that. Now turn and you should see a ramp leading onto the building that is to the southwest of the middle building. Head up that and wipe out all the enemies on the roof. On the North end of the roof you will find the invisible target. Shoot it a few times to make the next S-Flag appear, and claim it. This is the second S-Flag.

Now, head all the way to the far NorthEast area of the stage and you will find a group of red Power Plant type buildings. You can use a ramp to get onto the one that is furthest SouthEast. There is a bridge from that one to the SouthWest one. Head over to the Southwest one and just NorthEast of the top smoke stack is an invisible target. Shoot it to reveal S-Flag #3.

Now head West-NorthWest of the Center and you will find a building with a Holographic banner on ot that says "Persimmon's" From there head up the ramp to the second floor. Directly to the Right of the Ramp that takes you further up is an invisible target. Shoot it to makethe S-Flag #4 appear.

Now, head to the building directly North. You can get onto it by the ramp on the East side, and you will know it's the right building if it has signs on it that say "Ward Offices." Head up the ramp and around to the othe side and slay the enemies here. Now there will be some orange rectangles on the ground. The one to the east has the invisible target over it. Shoot the target to make the final flag, S-Flag #5, appear and grab it.

Now, shoot down the final radar jammer and head over to the Arwing.

Now, in this section of the level you are riding on Wolf's wing, weilding the wonderfulness taht is the Plasma Cannon. Watch the Radar in this section and shoot down anything that approaches. Just like in the level at Fichina, some weird glowy orange round enemies will lock onto you and you will have to shoot them, and you will also have to shoot down many enemies that will hover up to you. The idea is to destroy them quickly as they will wait for about three seconds to be slaughtered, and if you don't slaughter them by this time, they will get angry about being alive because they are very angsty. Then they will

decide to take out their anger on you! So kill them before this happens! In addition to the enemies that you have to shoot down, there are also many plain aparoids on the ground. These are no threat to you, but are free hits to boost your points and your combo meter. As with the Fichina level, there is no reason why, even on easy, your combo meter should ever run out, from start to finish.

Once you have completed your rounds with Wolf, and saved Falco once or twice, General Pepper's Flagship will fly in, only it will have been infected by the Aparoids. Pepper will tell you that he is no longer in control of his body, and that you must shoot him down before he becomes one of them.

BOSS BATTLE!

Aparoid General Pepper

Difficulty: 4/10

This boss is your generic "shoot 'em till they die" type boss. No tricks or hints for me really to give, other than you must always give first priority to shooting down the missiles he launches and shooting down the laser pods he deploys. Other than that, just keep the "A" button depressed and your sights on his face. Soon he will die and go crashing to the surface. Peppy will then come swooping in at the last minute and save him.

Mission Complete!

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Orbital Gate:

Incoming

[W0.8]

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Okay, from the start, our objective is to collect the S-Flags so we can finish the mission unmolested by time constraints. Okay, when you first start the level you will be pointed at the Orbital Gate. Point downwards and find the invisible target that is at the bottom point of the station, as you are facing it. Shoot it repeatedly to make the flag appear, and grab S-Flag #1. Now, curve under the station and blast the helpless enemy that is in the center to make it drop the S-flag #2.

Now, fly into the middle of the Station, and there will be a platform right in the middle. The invisible target is right above that. shoot it repeatedly to make the flag appear and take S-Flag #3. Now, head back out to give you some flying room and then turn and head back into the center. There will be a large, dark grey, bridge area at the top on the West section of the Station. The invisible target is at it's top. Shoot the invisible target repeatedly to make the S-Flag #4 appear.

Now, head to South of the station and head towards the station. Near the bottom of the station, at the beginning of a tunnel, is the invisible target covering the fifth S-Flag. Shoot it repeatedly until the flag pops out and claim S-Flag #5.

By the time you are done, some missiles should show up. Abandon whatever you are doing and take them out. They move slowly and don't attack, so they are not a challenge. Once you take them out, more missiles will come! JOY! Soon after you take those out, more will come! This just gets better and better! And you know what's even better? The game seems to be very fond of resetting your bomb count and combo meter in cutscenes. Now isn't that wonderful! After you destroy all of the missiles a few bigger ones will come. You have to shoot them in the pink glowy part in front. Beware of the enemies that guard them. The enemies will form a triangle and make an energy barrier. You don't wanna hit that. Once

you have shot down all the big missil, a HUGE missile will come.

BOSS BATTLE...Kind of!
Gigantic Aparoid Missile
Difficulty: 2/10

Basically you have to kill off all it's parts. Nova bombs work wonders here, but only if you can hit the vulnerable parts. Hyper Lasers are probably your best bet here. First fly directly behind it, apply the brakes and hammer away at it. When you damage it a set amount, depending on your difficulty level, it will suddenly rocket ahead. Peppy, being the master of logic and observation will remark "What? It's accelerating!" No kidding! Sho fly up with the boost. Now you will have to hit is from the side to hit the pink spot. Do so until it rockets forwards again. Now you will have to target it from the side again. It will blow up and you will have won the mission!

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Aparoid Homeworld:
Breaching the Defenses
[W0.9]
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Okay, from the start, slay the enemies in front of you, and don't get near the floating orb unless you like pain and death. Grab the Arwing and take to the skies. Head to the center of the level and shoot the invisible target on top of the center building. Fly through S-Flag #1 to claim it. Now, head to the South East area and land as close to that corner as you can. Head upwards and into the SouthEast area. Now Work your way down to the bottom, killing everything in your path, particularly the shield generators (Large green orbs). Once you reach the bottom, slay the enemies here, kill the last shield generators, and take out the hatcher. After that's done you will find the invisible target under the bottom ramp. Shoot it to make the S-Flag #2 appear, and swipe the flag!

Now, head back up and out of this area. Once you get out and are crossing the laser bridge, keep going strait through the next door and past the blue glowy pillar. Wipe out all the enemies in this next area, and head down to the next floor and there will be an exit. Remember this exit, you will be using it shortly. Work your way to the bottom, slaying enemies as you go. Use the Charge Shot on your Blaster to take out the turrets on the walls, as they can be a major hassle otherwise. The Sniper Rifle, if you have it, is a better method than the blaster as it takes out most major enemies in one hit, and it can be used to target the bomb on the second floor, taking out all enemies on that section of stairs!

Now, find that exit above and take it and there will be a pink door blocking the way. Use your fully charged blaster to get it out of the way and head out. Hang a right as soon as you get out the door and kill the turret. Continue on down that path and hang another right. Directly after this right there will be an invisible target. Shoot it to make S-Flag #3 pop out. Snag it! Head back

No go back and get your Arwing. Head to the Northeast part of the base. In the very center of the large green platform there is an invisible target. Blast it with your laser and fly through it to claim S-Flag #4! Now, fly to the South-West corner and kill all the enemies on the platform before landing. Once you have landed, blow open the door and head inside. When given the choice, go left. When you reach the oval room with some weapons and junk in it, head left again, and then hang another left. Once you get to the end of this long area, take another left into a large room, and take a left as soon as you enter until you get near the end, then hang one final left to the alcove, and slay the

invisible target for the fifth and final S-Flag!

Now, Go out and grab your Arwing and head North to the NorthWest Corner. Land on the place where the three paths meet, just SouthEast of the NorthWest Corner and head NorthWest. Slay all the enemies in the tunnel with the gattline gun if you have it, or level three charged blaster shots. Head inside and take out the shield generator amd the two turrets. Make your way to the top, using the walls and staircases as cover to get level three charge shots and use them on the turrets and shield generators. You should easily be able to take out all enemies without a scratch to show for it it you use your cover properly! Take out the Hatcher.

Grab the nearby barrier and head back down to the bottom and out. Head South East and into the area just SouthEast of the place that the three paths meet. Take out the shield generators and last hatcher here, and you will get a nice little mission update! Now you will have to take to the skies and hunt down some more Hatchers! Wonderful! Head back out and grab your Arwing. Head under the base and take out all the hatchers with Charge shots. Not hard at all.

Mission Complete!

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  Homeworld Core
  The Final Battle
    [W1.0]
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Okay, From the start, immediatly charge up a homing shot and take out the groups of enemies that are in front of you with that and a few more. Once they are gone you will see a laser upgrade in front of you. Steer up and right of it because a partial shield will come up. Hitting a shield will cause major damage to your ship. Scoot around the shield and grab the lasers. You will quickly come to a segment where it will be blocked off and you will curve up and left into a new tunnel. There are moving walls in here so avoid them. They can only move away and towards you, so they shouldn't be too hard to dodge.

Grab the bomb at the end of the tunnel and have a charge shot ready to take out the enemies up here. You will come to an area with a drill like object. Fire your charge shot at the tip of it to destroy all the enemies that come out of it and shoot at it some more to get the S-Flag. Dodge around the drill thing and continue. Directly ahead you will notice some turrets on the walls. They will be on the right, top and bottom, but not on the left. Shoot on the left where the other one might have been to uncover the second S-Flag.

Remember that toy that was mandatory at dentists offices and such where you slide the blocks across the wires? This segment seems based off of that toy and is very simmilar. You must dodge the wires and you can shoot the blocks that make the wires. As you come around the bend there will be another segment like the last. There will be another segment of moving walls and then what appears to be a large empty tube. It's large all right, but it's far from empty. Walls will start to shoot out to block you. You will want to try to stay in the top right as much as possible, as few walls come there.

In the next segment some enemies will be on Krystal's tail. Destroy them to save her and she will give you a ring after you head down, under the shield. There will be two tunnels of pink force fields that move, so dodge them. It's not at all hard to do so. After this you will be put into a fight with a tough enemy that will sit there for a while then shoot a whole bunch of missiles at you. Kill him with Charge shots before he does. After he's dead, many groups of weak enemies will come from behind you. The will give you hit+10 for destroying

the whole group of 6, and will give you hit+10 AND Hit+12 for destroying them all in one charge shot. Kill as many as you can while barrel rolling a lot. Soon a shield will go up, blocking the way, but it has some holes in it. Take the top, right, hole and shoot the hole before flying through it to cause in S-Flag to appear. Grab the Laser Upgrade and continue.

Now, in the next segment, Falco and Leon will exchange some words and you will have to fight a few enemies and turrets. That isn't a big deal, but at the end of this segment, the shield that covers it, doesn't have ANY holes in it! You will have to boost through the shield before it closes all the way. Kill the turrets here and you will be in a segment where there are walls with three holes in them and a blade spinning around to close one door at a time. Behind the first one there is a turret to the bottom left with the fourth S-Flag in it. Grab it and use your brakes and boost to get through this and the segment of closing doors past it.

Once you get past there you will be in a large area with many tough spinning enemies. The last one of these on the right has the S-Flag #5, but you should pretty much just evade the rest. Once you get past them it's time to fight the Queen Aparoid!

BOSS BATTLE!

Aparoid Queen

Difficulty: 8/10

This boss's first form is insanely easy! As soon as the level starts, mash the A-Button repeatedly, cutting through the Armor and hitting the weak "flesh" under it. Hit the weak part with a Nova Bomb to do massive damage. You should take off a huge chunk of health. Boost past, turn and repeat, minus the bomb part to finish the first form off. Really simple.

Second form time!

Okay, from when you start out on rails, this boss will approach you. Hit the four orbs you will see on the other side until they close and the boss's head will come out. Shoot off its helmet and blast its eye. I hope you're good at pressing the button fast, because you will need it. If you beat the Musclefoot test in Starfox Adventures, you shouldn't have a problem with mashing speed. So hammer its eye as fast as possible and its health will drain. Soon it will retreat back into its shell so shoot the orbs and continue. Rinse. Lather. Repeat.

Now, for its attacks.

Constantly it will be hurling blobs of goop at you. In addition to that, when its head is out it can breath acid on you that will hurt you. Just fly around to dodge that by being wherever the acid is not.

It can also lunge its head out at you causing massive damage and that alone can do you in at less than half health, minimum. You will know it is going to do this when it tucks its neck up and gets in front of you. Continue to hammer it and you will beat it! It's dead right?

WRONG! It has a third form!

This form is basically a giant fly head. Just shoot it to damage it, It will shoot forcefield tunnels that will act as a transparent tube. Just fly through it and resist the urge to try and swerve to shoot her, as you will just hit the wall of the forcefield. When she has low health she will start to use a deadly

beam of death at you. Dodge it and shoot here more to kill her and make her let loose a ghostly scream before dying, causing the planet you are inside to explode. Enjoy the remix of the Starfox 64 ending music!

ALL MISSIONS COMPLETE!

Congratulations! You just beat Starfox Assault! Now go for all the medals and S-Flags! There's a crapload of stuff to unlock!

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8: Weapons/Items list
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[080]

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== Weapons list ==
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Blaster Pistol: A generic blaster. Can be charged up for a more powerful blast.

This weapons is the weapon you will use the most, for two reasons. One, it has infinite ammo, and two, you always starts with it, save in special weapons mode or vehicle only tracks. This blaster can fire normal blaster shots repeatedly at a rate of about three shots per second, but can also be charged up, if you hold down the "A" button. The charge shot has three tiers of charge. Blue, then green, then red. Red is the most powerful and can even to signifigant damage to a tank. In the single player foot missions, a red charged shot pretty much means instant death to any enemy.

Initial ammo: Infinite

Max Ammo: N/A

Damage rating: 2/10

Anti-vehicle rating: 2/10

Anti-Personel rating: 3/10

Machine gun: Rapid fires lasers at a target. Great vs. Infantry.

This snazy gun is a step above the blaster, even though it cannot charge up shots. It has an incredibly high rate of fire, matched only by the gattling gun, and has a much higher damage/time ratio than the generic blaster. It will be your staple special weapon, and is one of the most common found. This weapon can be found in a yello aura.

Initial ammo: 200

Max Ammo: 999

Damage rating: 5/10

Anti-vehicle rating: 3/10

Anti-Personel rating: 6/10

Gattling Gun: Fires many powerful shells at an extremely fast rate of fire.

This gun ROCKS! It is insanely powerful in terms of the damage/time ratio and is fully capable of shooting down an Arwing in seconds, or bringing a tank to it's knees. This is one of the best supprise attack weapons, as the enemy won't

have time to return fire much of the time. It's shots take a full 8th off of the targets health, depending on the target's stats, and fires roughly 10 rounds per second.

Initial ammo: 100
Max Ammo: 999
Damage rating: 8/10
Anti-vehicle rating: 8/10
Anti-Personel rating: 8/10

Rocket Launcher: Fires a powerful rocket that homes in on it's target.

This is one of your more useful guns, as it is a pretty multi-purpose weapon. This will lock onto targets and home in on them, but it is by no means "Fire & forget" and most characters can dodge the shot, even on foot, if they are quick enough. It is a good anti-vehicle weapon, as it carries the power to hurt the vehicles, and is an average anti-personell weapon also, as it deals very heavy damage to unshielded characters. This damage is offset by a very low rate of fire; About one shell per second, which is plenty of time for a foe with a gattling cannon or machine gun to mow you down.

Initial ammo: 10
Max Ammo: 99
Damage rating: 5/10
Anti-vehicle rating: 6/10
Anti-Personel rating: 4/10

Missile Launcher: Fires a user-guided rocket used to target distant foes.

Now, before you ask, yes, the missile launcher and the Rocket launcher are very different weapons. The missile launcher is a sweet weapon that launches a very powerful, user-guided, missile that is capable of extreme damage to air or land units. It doesn't have terribly high ammo, and the proximity of your target, as well as your accuracy with the weapon determines this weapon's rate of fire. The user is totally defenseless while guiding the rocket, so if you come under attack, press fire again to self-destruct the rocket and go back to normal mode and, hopefully, defend yourself.

Initial ammo: 3
Max Ammo: 9
Damage rating: 8/10
Anti-vehicle rating: 7/10
Anti-Personel rating: 9/10

Sniper Rifle: Allows it's user to snipe distant targets with a powerful shot.

This is an obcenely overpowered sniper rifle, like in just about every other game, that is capable of one shot kills to all enemies that are not in a vehicle. The odds that a character will survive one shot is low, but vehicles can take a couple shots, esspecially the Landmaster. The advantages are it's very high range, the ability to zoom and target an enemy from far away. It's biggest disadvantages are that you must be zoomed in to fire it, which renders it useless in close quarters, and it has a low rate of fire; Aboute one shot every 1.5 - 2 seconds. That means if you miss your target the first time, and

there is cover nearby, they will likely get behind the cover and just wait there. Or worse, they can maneuver near you, and slay you with other weapons.

Initial ammo: 10
Max Ammo: 99
Damage rating: 7/10
Anti-vehicle rating: 3/10
Anti-Personel rating: 7/10

Grenade: Can be thrown at close or far targets or bounced off surfaces.

These grenades are obcenely powerful. If an enemy is cought in the blast, he or she will receive massive damage, even if in a vehicle. The downside? It's impossibly difficult to hit anything with it. They only time they are of any use is in tiny cramps areas, or when the target is hiding in a tunnel or hole at which point you throw a grenade in and then whip out your gattling gun and hammer away at the exit. the only other really consistant uses for the grenade are for camping Landmasters, or suicide bombing. Thats right, if you hold down the "A" button and don't let it up to throw, it will glow and glow some more and eventually glow white, at which point it is about to explode. Then if you charge into a group of enemies, or even one, you can go out with a big bang that is guarenteed to kill anybody near you.

Initial ammo: 5
Max Ammo: 99
Damage rating: 10/10
Anti-vehicle rating: 6/10
Anti-Personel rating: 6/10

Plasma Cannon: Rapidly fires very powerful plasma shots, with unlimited ammo.

This weapon is only found while riding on an ally's wing. It has an obcenely high rate of fire and decent damage, making it one of the best all around weapons. too bad you can't wield it normally.

Initial ammo: Infinite
Max Ammo: N/A
Damage rating: 9/10
Anti-vehicle rating: 10/10
Anti-Personel rating: 10/10

Ghost launcher: This is a "balance" weapon.

This means that if you are playing a three stock match with your three friends and they immediatly slay you twice, you start out with this weapon. This is an obcenely powerful weapon that instantly kills any enemy it hits unless they are in a vehicle, in which case it destroys the vehicle and and lowers them down to 1 HP. It also homes in, making it one of the most deadly weapons in the game!

Initial ammo: 3
Max Ammo: 9
Damage rating: 10/10
Anti-vehicle rating: 10/10

Anti-Personel rating: 10/10

Fireburst pod: This is basically a gigantic bomb.

If your character starts running around carrying a huge barrel, you have a fireburst pod. Basically, you press your fire key to set it, then you run like the dickens away before the entire area is nuked. It's good for shaking off enemies who are chasing you around the corner. The second you lay the bomb, they scramble in the opposite direction!

Initial ammo: 1

Max Ammo: 1

Damage rating: 10/10

Anti-vehicle rating: 8/10

Anti-Personel rating: 8/10

Demon sniper rifle: This is the sniper rifle....zilla.

Okay, this is basically the sniper rifle. It has the same pros and cons, only it's much more powerful and has a lower rate of fire. It can easily take down an Arwing or Landmaster if they don't know where you are.

Initial ammo: 5

Max Ammo: 99

Damage rating: 9/10

Anti-vehicle rating: 10/10

Anti-Personel rating: 8/10

Proximity mines: These are very powerful bombs with a wide blast area.

These mines can be hard to spot when laid properly, and have the same power as the grenades. These are terrific against the Landmaster, and even better against people! Lay these in flashy corridors, or in a regular line pattern on a wall and your foes won't know what hit them!

Initial ammo: 5

Max Ammo: 99

Damage rating: 10/10

Anti-vehicle rating: 6/10

Anti-Personel rating: 9/10

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== Items list ==
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Cloaking device: This little capsule grants you invisibility! Sniper's heaven!

Get this little item and you will be granted invisibility for a full 60 seconds in the game! That is more than enough time to cause havoc with a sniper rifle or such. Be warned though, if you charge up shots, or activate a barrier, you will still be invisible, but the enemies will see the charge energy or the barrier shield.

Barrier: Deploys a shield around the user protecting him from all damage.

When this is deployed, the user becomes immune from all damage, period, for a period of 15 seconds. The shields *can* get damaged enough to break, but it would require three other players with demon launchers, or the game to be in one hit kill mode.

Laser Upgrade: Upgrades the Arwings Lasers.

Driving through this item will grant you more powerful lasers in the Arwing or Landmaster. Your laser color will change from green to blue, and will become very much more potent. These are somewhat rare.

Silver ring: Heals 25% of a vehicles health bar.

Driving through this will restore 25% of your vehicles health gauge. These are fairly common and can be picked up by infantry, though it does nothing unless picked up by a vehicle.

Gold ring: Heals half of a vehicles health bar.

Driving through this will restore 50% of your vehicles health gauge. These are not very common and can be picked up by infantry, though it does nothing unless picked up by a vehicle.

Platinum Ring: Heals 100% of a vehicles health bar.

Driving through this will restore 100% of your vehicle health gauge. These are quite rare and can be picked up by infantry, though it does nothing unless picked up by a vehicle.

Normal Health Pack: Heals 25% of a characters health bar.

This nifty green box will instantly restore a quarter of infantry's health when grabbed. These are quite common and the fastest way to restore ones health.

Large Health Pack: Heals 50% of a characters health bar.

This nifty white box will instantly restore half of infantry's health when it is grabbed. These are uncommon and a good way to restore ones health.

Restoration Kit:

This nifty yellow box will instantly restore all of an infantryman's health when grabbed. These are quite rare and the best way to restore ones health.

Nova Bomb: Adds one nova bomb to the bomb count of an Arwing.

Only the Arwings can use Nova bombs, and they are very powerful. There is only one in existence at any point in time on a multiplayer map, and have a HUGE blast area. They are killer versus infantry and can take out a vehicle instantly if a direct hit is scored!

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9: Cheats/Secrets
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[090]

I will tell you any cheats there are or glitches here.
OKAY PEOPLE! I get the hint! You're too lazy to look on the internet for AR codes of your own! Fine, I get the hint already! Stop e-mailing me about it! I'll put them at the bottom of this section. *Mutters* Bloody whiny cheaters...

Secrets:

Inner Sargasso Hideout stage in Multiplayer: Beat the Sargasso Mission in Single Player

Fichina stage in Multiplayer: Defeat the Fichina Mission in Single Player.

Planet Sauria stage in Multiplayer: Beat the Planet Sauria Mission in Single Player.

Aparoid City stage in Multiplayer: Beat the Aparoid City Mission in Single Player.

Space Station stage in Multiplayer: Beat the Space Gate Mission in Single Player.

Corneria City stage in Multiplayer: Beat the Corneria City Mission in Single Player.

Unlock Xevious game: Get all medals on Silver Difficulty.

Table with 2 columns: Secret, Method to unlock. Rows include: Secret, Unlock Missile Launcher in MP mode., Inlock Special Items toggle option., Unlock Missile Suancher Mode, Unlock Peppy Hare in Multiplayer mode.

Unlock gattling gun in Multiplayer Mode.	Play twenty Versus matches
Unlock crown capture mode in Multiplayer.	Play thirty Versus matches
Unlock Titania stage in Multiplayer.	Play Fourty Versus Matches
Unlock Sure-Shot Scuffle Multiplayer Mode	Play Fifty Versus Matches
Unlock Simple Map Four in Multiplayer Mode	Play Sixty Versus Matches
Unlock fireburst pode in Multiplayer Mode	Play 75 Versus Matches
Unlock Booster Packs in Multiplayer Mode	Play Ninty Versus Matches
Inlock Booster Brawl Multiplayer Mode	Play 110 Versus Matches
Unlock Zoness Sea Base level in Multiplayer Mode	Play 130 Versus Matches
Unlock the Wolfen Fighter in Multiplayer Mode	Play 150 Versus Matches
Unlock Preadator Rockets in Multiplayer Mode	Play 170 Versus Matches
Unlock Cluster Bombs in Multiplayer Mode	Play 200 Versus Matches
Unlock Demon Sniper in Multiplayer Mode	Find all 50 S-Flags in Single Player mode.

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Action Replay Codes

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Thanks goes to Codejunkies.come for these codes. Now will you people shut up about it? I swear, this game is easy enough as it is. Frankly I don't see why you'd even need this walkthrough except for the S-Flags and some tougher parts of some levels if you aren't good at this sort of game...but I swear, I've never heard that many people whine about me not including something in my guide before.

(M)
YXHA-6FMN-ZVV2P
W6YB-U23J-H9KJK

Infinite Health
2NY6-5U60-YAE74
UMG6-5XAQ-A401C

4FGD-DRX1-KN7Z8
4385-3ZJH-9F5V2
20V2-7URY-6UKB8
P65D-WAET-DKH XU
BPKR-GB71-7VTP3
C7W0-V1PR-VBACU
CJQ9-F0UD-A6V3C
0BX2-A8JB-Z5WQH

Invincible (On Foot)

VH1Q-37TZ-25RG6
CH01-QNC1-05DY6
VYMM-EZ2V-Z45Y2

Infinite Lives

0AA6-Z679-Y8256
3GPB-K0D3-DY62N

Infinite Boost

FTE8-K1QY-1N4AF
9HA5-636R-5D4HA
FJFZ-A1VE-B0B79
CUAQ-4EZ2-7B9JG
R42W-NKF6-UHAUG
163M-52Q5-V3A2K
8QUY-HVBR-WHW2J
T26F-85PA-0BP99
247T-J464-0HCXY

Max Laser Upgrade: Arwing

0WUW-8T9W-HMV8T
J4P6-7NFW-7DWYM
0PRF-1X94-3ABWW
A7KT-B13E-76KMX

Inifnite Bombs (On Pick-Up)

7A1J-0AKX-FGXKN
WJPD-DHYW-B99YJ

Infinite Ammo

VQ3U-98M4-KDTKE
0J32-E06T-XJ8KE
976U-NWTM-076BU
8BB5-VJ0H-4TKEK

Super Jump

J384-DE56-BENVZ
6K4F-RUAE-PAN65
7HKR-3YYW-3AQMW
QXZU-DJT6-Q6XX5
835X-99QA-P5MG7

All Missions Unlocked

XHEC-5BGF-JHXNF
Q4WT-CD6X-G9HFT

All Missions Perfectly Completed

HA1U-WGH0-8TBWF
D7GR-RGH2-X2Q3F
DVZU-ZFG6-YVKEP

DWC1-MG2C-PVGMD
G9Y5-9J47-JN3JM
9WM1-PH98-6J01T
23RN-6UFA-QVY3K

Unlock Xevious
ND3H-9320-W1U7T
KMPW-2UV0-K340P

MULTIPLAYER UNLOCKABLES:

Unlock Wolf
5EMU-PHEC-BZJ7P
T325-WZD5-YH4M0

Unlock Peppy
HUUW-AEJU-D963M
XGTN-8AUB-8RNH3

Unlock All Maps
6C9B-RKDZ-M1A6E
R30Q-ACMJ-Y1A6E
6PV3-E0E0-PKJNQ

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10: Sub-Game Walkthroughs
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[100]

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Xevious
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[S1.0]

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X1: Units
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Here I will list the enemy units in the game, their name, a description of them to help you recognize them, whether they are vulnerable to Air attack (Lasers) or ground attack (bombs), their threat level, and the amount of points you get for killing the unit.

Unit Name	Unit description, Threat level.	Unit Elevation	Unit Points
Diskin	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	30 Points
Diskin II	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	50 Points
Diskin III	This is the generic, flying saucer type enemy. TH lvl: Med	Elevation: Air	50 Points
Ro-bit	This is the first, enemy ship type enemy. TH lvl: Low	Elevation: Air	50 Points

Tent	This is the square, weaponless building enemy. TH lvl: Low	Elevation: Ground	100 Points
Bunker	This is the round, armed building enemy. TH lvl: Low	Elevation: Ground	200 Points
Generator	This is the square, weaponless lit building enemy. TH lvl: Low	Elevation: Ground	400 Points
Robo-Bunker	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points
Robo-Bunker II	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points
Large Bunker	This is the big, square, armed building enemy. TH lvl: Med	Elevation: Ground	1500 Points
Plate	This is the square, moving tile enemy. TH lvl: Med	Elevation: Air	--- Points
Huge Tent	This is the square, very large tent enemy. TH lvl: Low	Elevation: Ground	300 Points
Main Base	This is the Massive, square fort building. TH lvl: High	Elevation: Ground	500 Points
Blackin	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	20 Points
Blackin II	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	70 Points
Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	500 Points
Ferry	This is the small, boat like, unarmed unit. TH lvl: Low	Elevation: Ground	100 Points
Mega-Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	2000 Points
Interceptor	This is the small, fighter, flying enemy. TH lvl: High	Elevation: Air	100 Points
Bomber	This is the small, bomber flying enemy. TH lvl: High	Elevation: Air	150 Points
Mini-turret	This is the small, Bunker-type turret enemy. TH lvl: High	Elevation: Air	100 Points
Rez-bit	This is the small, multi-color flying enemy. TH lvl: Med	Elevation: Air	10 Points
Sawblade	This is the round, slow, saw flying enemy. TH lvl: Med	Elevation: Air	30 Points
Main Base II	This is the Massive, square fort building. TH lvl: Uber	Elevation: Ground	600 Points

Missile	This is the small, silver flying enemy.	TH lvl: High	Elevation: Air
			10 Points

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X2: Playing the game

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The object of the game is to kill as much stuff as you can before you lose all your lives. It starts out easy, but it gets VERY VERY VEEEEEERY hard! The control scheme is simple and easy to remember.

D-Pad Up.....Move Up
D-Pad Down.....Move Down
D-Pad Left.....Move Left
D-Pad Right.....Move Right
"A" Button.....Fire Bomb
"B" Button:.....Fire Lasers
Select Button:....Nothing
Start Button:.....Pause the Game

If you get hit by anything in this game, you die. No shields, no armor, no HP. One hit = You die. The same goes for the enemies but there are thousands of them and only one of you. So get what you can while the getting is good because only the best players will last more than five minutes on the higher levels.

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X3: Walkthrough

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Here you will find the walkthrough for the Single Player mode of the game.

Level 1:

Level one difficulty: Low
Level one enemies: Diskin
 Ro-bit
 Tent
 Bunker
 Generator

This level is fairly simple, and none of the enemies pose a real threat to you. Bombs will take out the Tents, the Bunkers, and the Generators. The Diskin and Ro-bits will fall to your twin lasers. The Diskin do not actively attack you, but instead enter the screen, travel a ways, and veer to one side. Make sure they don't veer into you! You will be nearing the end of the level when you see the three generators in a row in the middle of the screen. Take them out with bombs for a nice 1200 points and move on.

Level 2

Level two difficulty: Low
Level two enemies: Diskin

Ro-bit
Tent
Bunker
Robo-Bunker
Heavy-Bunker

This level is much like Level 1, only there are a lot more Bunker and ground type enemies, less Diskins, and you will find Robo-Bunkers and large Bunkers in the level. Keep your Lasers firing non-stop, watch out for crossfire from bunkers on opposing sides, and watch the groups of Robo-bunkers. They can be very deadly, if you get careless. You will note the very end of the level if you find the large Bunker. After you kill that and pass on, it's Level 3!

Level 3:

Level three difficulty: Med
Level three enemies: Plate.

Beware the Plates here. They are invincible and deadly. Not even your bombs can dent them, so don't even try. This level basically throws you against a mess of plates that you have to dodge. Just do so until the large tent. Blow the tent with a bomb and move on.

Level 4

Level four difficulty: Med
Level four enemies: Diskin

Ro-Bit
Tent
Bunker
Generator
Robo-Bunker
Diskin II
Plate
Blackin
Main Enemy Base

The Diskin 2s here are the same as the Diskin, but they are a teeny bit faster and give a few more points. All Diskin enemies can be a Diskin (Common) or a Diskin II. (Rare) It doesn't really matter. Shoot them all the same.

Here, you will face off against all the enemies that you have before, only in greater numbers. At the end you will find the Main Enemy Base! This base shoots many many lasers at you and is surrounded by many blackins that constantly respawn. Hit the base with a couple bombs in the center to take it out. Much easier said than done.

Level 5

Level five difficulty: Med
Level five enemies: Diskin

Ro-Bit
Tent
Bunker

Generator
Robo-Bunker
Diskin II
Plate
Turret
Ferry

Okay, the level will open with a one time rush of Plates (If you die, they won't be there anymore) and after that a surge of Diskins. After the diskin you will find a Turret which is very dangerous. Take it out with a bomb as it enters the screen. Continue on and you will come to an Ocean with boats, and Turrets, along with all the other enemies you have faced. When you come to the Air Base with the Robo-Bunkers, you will have reached the end of the level.

Level 6

Level Six difficulty: Hard
Level Six enemies: Diskin
Ro-Bit
Tent
Bunker
Robo-Bunker
Diskin II
Mega-Turret

This is a fairly short, but difficult level, ending just after a mega-turret. It is basically a turret, times five. Five times the firepower, and only one of you. Fortunately, you only have to hit the center once to kill it.

Level 7

Level Seven difficulty: UBERTASITCAL HARD
Level Seven enemies: Diskin
Diskin II
Ro-bit
Tent
Bunker
Generator
Robo-Bunker
Large Bunker
Plate
Blackin
Turret
Interceptor
Bomber
Mini-turret
Rez-bit
Sawblade
Main Base II

This level is a doozy. It has all your generic enemies, and lots more. And believe me, there are no shortages of enemies here. First, you will be charged by Rez-bits at an uber high speed, then you will be assaulted by about three dozen sawblades. As they are attacking you actively, a Turret will be firing at you. Make sure you blow up all the Sawblades before you get near the turret if

possible. Don't take the turret out, avoid it. Avoid the bombers that attack you after and kill them if possible. After this a targeting retical will come and lock onto you. shortly after a huge bomb that spews lasers everywhere will come. All you can do is pray that it explodes on the other side of the screen and doesn't hit you. After that you will be assaulted by HUNDREDS of Blackins, all firing, and a Main Base 2. After you take out the base and bass by, you will be in the next level. You will likely give up the game here, or not ever make it past without losing all your lives many times.

Level 8

Level Eight difficulty: Super Hard

Level Eight enemies: Diskin
Diskin II
Diskin III
Ro-bit
Tent
Bunker
Generator
Robo-Bunker
Large Bunker
Plate
Blackin
Turret
Interceptor
Bomber
Mini-turret
Rez-bit
Sawblade
Main Base II
Mega-Turret

First, you will be assaulted by a random type of enemy. It could be Rez-Bits or it could be Interceptors. Hope for a good one. After that you will find your shop over a desert filled with a square of Robo-Bunkers that are expanding and contracting rhythmically. Either try to avoid them, or bomb them when they are close together. After them you will be assaulted with three bombs in a row. IF, and I do stress "if," you survive, you will be greeted by a long empty stretch of desert and then an airfield type place with some bunkers and tents followed by some huge tents. After those you will find four, count 'em, four mini turrets.

--> This is a deadly combination as you have nowhere to go. <-- Your best bet is to blow up two of them and slip through the gaps in the fire that that creates. After that you will be assaulted by Bombers and another enemy that is randomly selected. Soon you will come across a Mega-Turret. Zoom forwards before it opens fire and launch a bomb at it's center to take it out. Kill the few enemies and continue. After that you will have a stretch of being attacked by random enemies of three different types. After that you will come across a Turret and a Robo-Bunker. Ignore the Robo-Bunker and take out the deadly turret before it takes you out. You will soon come across another 4 Mini-turrets. This time, try to take out one, and circle around to the right as slowly as possible so their lasers go behind you but barely. You should sneak around them. After, bomb the tents. At the end here you will come across four more Mini-turrets, in a "stairs" type of formation. Take them out one at a time while strafing to the right. Directly after that will be a turret. Bomb it out. Now you will come to a pair of turrets. Take out the one on the left while circling left and back around right, dodging the fire to bomb the one on the right.

Level 9

Level Nine difficulty: Hard

Level Nine enemies: Diskin
 Diskin II
 Diskin III
 Ro-bit
 Tent
 Bunker
 Generator
 Robo-Bunker
 Large Bunker
 Plate
 Blackin
 Turret
 Interceptor
 Bomber
 Mini-turret
 Rez-bit
 Sawblade
 Mega-Turret

Okay, from the start you will be attacked by many Sawblades, then you will fall under attack by some Diskin IIIs. After that you will come up on a dock where there will be five Bunkers and some Diskin IIIs. As the Diskin IIIs are blown up or leave, Sawblade IIs will come in. Sawblade IIs can exit the side of the screen and enter at any other point, so stay way from the edges or YOU WILL DIE! After those are down you will fight your way through a mini-turret and a hoard of Interceptors, Diskin IIIs, and other assorted Enemies. After that happens you will be met by one second of break, immediately followed by 15 seconds of death. You will be swarmed by hundreds of missiles and Rez-Bits at high speed while 4 Robo-Bunker IIs fire on you. After you get past that you will be met by some Diskin IIIs and then some Blackin IIs. These are like your average everyday blacken except they behave like a mini-bomb, blowing shards everywhere. If you get past them, by some miracle or another, you will find the Main Base III. This bad boy is...well...not so bad. It doesn't fire much. Bomb it once you get past the Blacken IIs. After that you will be met with a few more Sawblade IIs and some normal Blackens. After that you will be met by a Turret, four Mini-turrets, A bazillion Missiles, and a lot of death. If you manage to squeak by, you will face a few Diskin IIs and continue on.

Level 10

Level Nine difficulty: It don't get no harder.

Level Nine enemies: All of them.

Okay, here you will immediately be assaulted by countless enemies of all shapes and sizes. Every type Turrets, Mini-turrets, bunkers, Robo-Bunkers, and hundred of them also. It is not possible to stay alive without killing at least some to clear a path in the literal wall of lasers you will be facing. I can't give you any advice save that you should dodge all you can and don't give up. Take out key enemies such as turrets, because they throw out a lot more flak than anything else. You will face many many MANY mini-turrets and at the end there will be some Mega-Turrets, right after a swarm of about 100 Rez-Bits and Missiles. After you breach all of that, if you can, the game loops you back to level seven, with the harder units and slightly more buildings, but the same level Build. Keep it up until you die of frustration or lose all your lives!

Congratulations! You just got a high score and "beat" the game, as much as you can "beat" it.

My high score?

415,320. No, I do not have a life, I go to college, work, home, and nothing else much. Yes, that did take me many many hours and days to get.

Other two coming soon!

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*           E N D   M I N I - G A M E   W A L K T H R O U G H S !
*
*
*****
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11: Credits
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[110]

Credits go here in the event that I deem anybody worthy of credit.

Jeff Veasey AKA CJayC For the wonderful site to put it on.

My best friends Josh and Emily for being the most awesome people on the planet. I love you guys!

=====
12: Contact information
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[120]

Before I give you my E-mail Address:

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*****
*           F O R   T H E   L O V E   O F   A L L   T H A T   I S   H O L Y   O N   T H I S   G O O D   E A R T H
*
*****
```

R E A D T H E F R E A K I N G W A L K T H R O U G H ! ! !

That is what it's here for! I have get several dozen E-mails a week that are promptly deleted because the answer was in the FAQ. I'm Not your private gaming nerd! Read!

Please don't abuse the E-mail and make sure I haven't answered your question in the guide. With that said:

If for some reason or other you wish to E-mail me, My E-mail is:

Kirbyroks @ gmail . com

Also, be sure to put "Walkthrough Question" in the title or it will get deleted by my spam filter, and be sure to mention which guide it is. I have many

guides out and asking me questions about how to do something in "Game X" aren't going to be answered.

=====

And that wraps up this literary masterpiece. Thanks for reading!
Josh and Emily, you own! I love you guys so much!

```

      \^^^/                                     \^^^/
\m/(-_-)\m/   Those who have seen my rose shall die!   \m/(-_-)\m/
  ( . )                [Hugs]----<(^_^)>----[Hugs]                ( . )
  _/ \_   (>^_^)> <(^_^<)                (>^_^)> <(^_^<)   _/ \_
*****END OF FILE*****
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