## Star Fox: Assault FAQ/Walkthrough

by Koolkirby

Updated to v0.85 on Jan 18, 2006

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Game: Starfox: Assualt
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Game Rated: T (Teen) by the ESRB for Fantasy Violence
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FAQ/Walkthrough
Section 1: Update History
Section 2: Controls
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Section 1: Update History
03/11/05
Added some more FAQ's, sorry for the lazy updates, spread far apart lately.
03/05/05
Today I added a few FAQs, and stage 8, S Flags included. Go wild.
02/28/05
The Real Competition begins, another guide comes out, maps and everything.
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Fourtunately, I'm willing to deliver, I've added Flag locations to the first

two levels within the walkthrough, I've added stage 8, and some general tweaks here and there, they aren't that noticeable.			
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02/27/05			
This guide is ever growing, another FAQ, Stage 6 is up, Controls Section added, Characters section moved up higher on the page, added Descriptions to each characters, and most importantly, I added the Multiplayer Strategies section, which are sent in by you guys, we already have a lot, but I hope it doesn't			
stop there.			
02/25/05			
Wow, the guide was accepted. I added a single FAQ that someone asked me, and Stage 5. Look for more updates soon to come.			
02/23/05			
Finished up everything except the 8 of the 10 levels, submitting what I have so far to GameFAQs, but I'm not going to be surprised if It's not accepted right now, as I still need to add a lot more to the Walkthrough part.			
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02/23/05			
Well, the guide got rejected due to lack of content. =/ But now, I decided to make this a full guide, to all aspects of the game. Woohoo! =D			
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02/21/05			
I think this guide should go fairly smoothly, I'm sure it will prove useful, and it won't take me long at all to make it.			
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Section 2: Controls			
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Please remember, that all of these controls are set to Dual Stick, as that is the way most players choose to play.			
Pilot:			
Control Stick: Used to move C-Stick: Used to AIM			
A Button: Use to rotate between weapons			
B Button: Used to activate a barrier			
L Button: Side Roll while pressing left or right			
R Button: How to fire current weapon Y Button: Jump			
X Button: Sniper Mode on some weapons			

Z Button: Enter Vehicles

## Arwing/Wolfen: Control Stick: Used to move C-Stick: Press up for a loot, press down for a U Turn A Button: Shoot B Button: Bombs L Button: Barrel Roll R Button: Brakes Y Button: Speed Up X Button: Land Arwing Z Button: Exit Vehicle Landmaster: Control Stick: Used to move C-Stick: Aim A Button: Shoot B Button: Boost L Button: Barrel Roll R Button: Shoot Y Button: Hover X Button: Boost (same as B) Z Button: Exit Vehicle Section 3: Characters Characters in Multiplayer mode have stats, which benefit each character, and most characters stats are evenly proportioned. \_\_\_\_\_ Name: Fox McCloud Description: Fox is the leader of the Starfox team. He can handle any situation given to him, whether it's on foot, in an Arwing, in a Landmaster. Fox never gives up without a fight. How to Unlock: Start of the Game Health: \*\*\* Speed: \*\*\* Jump: \*\*\* Arwing: \*\*\*\* Landmaster: \*\*\*\* Pilot: \*\*\*\* Special: None Strategy: Fox can hold his own on foot battles, however, get him in a vehicle,

and he's golden. He's a master at all three vehicles, and it would be hard to get him out of one once he gets in one. Since he isn't the fastest character however, he may need to use some cunning tactics to get to the vehicles before other characters, since he's definitely not your man to use on foot vs. vehicle.

on foot vs. venicle.

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Name: Falco Lombardi

Description: Falco is the somewhat cocky bird, and the lead Pilot on in the

Starfox team. Flying is his thing, seeing as he's a bird.

How to Unlock: Start

Health: \*
Speed: \*\*\*\*
Jump: \*\*\*
Arwing: \*\*\*\*\*
Landmaster: \*\*

Pilot: \*\*\*
Special: None

Strategy: Falco should really rush to an Arwing as soon as possible, even just two hits could do him in, and since he is a master in speed, getting to an arwing shouldn't be much of a contest. Avoid Landmasters, Falco

won't do you much good in one.

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Name: Slippy Toad

Description: Slippy is the Mechanic of the Starfox team, helping out Fox many a time on Dinosaur planet with his useful gadgets. Some may think him annoying however, he needs constant watch on the battlefield, as he can't shake enemies off to well.

How to Unlock: Start

Health: \*\*\*\*
Speed: \*\*
Jump: \*\*\*\*
Arwing: \*\*

Landmaster: \*\*\*\*

Pilot: \*\*\*

Special: 2x Charge Speed

Strategy: Slippy can hold his own on foot, but if the time comes for vehicular combat, stick him in a Land Master, he'll work wonders in a landmaster.

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Name: Krystal

Description: Krystal is the newest character introduced in the Starfox team, she uses her telepathic powers to help you in boss fights. She is a valued member of the team.

How to Unlock: Start

Health: \*\*
Speed: \*\*\*
Jump: \*\*\*
Arwing: \*\*
Landmaster: \*\*
Pilot: \*\*\*

Special: 2 Barriers

Strategy: You probably don't want to play as Krystal, sure she has extra barriers, but, she still is a fairly weak character, in all situations. If need be however, Krystal is probably most useful with Machine Guns, or any other weapon that you can use while running and jumping (giving Krystal a Booster Pack could give her a fighting chance) to avoid enemy shots.

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Name: Peppy Hare

Description: Peppy has retired from his duties in battle, and now sits back and advises the team throughout their battles. Don't let that fool you however, in vs. mode his is quite the competitor.

How to Unlock: 15 Vs. Matches

Health: \*\*
Speed: \*
Jump: \*\*\*\*
Arwing: \*\*\*
Landmaster: \*\*\*
Pilot: \*\*\*\*

Special: 4x Charge Speed

Strategy: Peppy is an odd character, who should most likely stick with weapons such as Rocket Launchers, Sniper Rifles, Mines, and other such weapons, that are less reckless, such as Machine Guns, the Gatling Gun, and other such things. Of course, the Charged Blaster is another great weapon to use, seeing as how Peppy can do it 4x as fast as anyone else. Peppy can hold his own in any vehicle, and should not feel threatened by other players using them.

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Name: Wolf O'Donnell

Description: Wolf is the leader of the Starwolf team, which rivals the starfox team in everyway. Wolf and Fox are constantly butting

heads, most often in dogfights.

How to Unlock: Complete all 10 missions without losing a single member.

Health: \*\*\*\*
Speed: \*\*\*\*
Jump: \*\*\*
Arwing: \*\*\*\*
Landmaster: \*\*
Pilot: \*\*\*
Special: None

Strategy: I know what your thinking, and it may look like Wolf is an incredibley cheap character to use. Well, to tell you the truth, on foot matches, he really is, but not all that much. But when it comes to vehicle levels, Wolf is a bit lackluster. Sure he can get to the vehicles, but he's best in an Arwing, which is the fastest, but weakest ship to use. Other players should have no problem shooting Wolf clear out of the skies, and his skills in other vehicles are dissapointing. Wolf may want to stay in safe areas, waiting to sniper people in Landmasters, and shoot down Arwings and Woflens in his own Arwing. Of course, Machine/Gattling guns also work well, as they petrify vehicles, and with a non-stop barrage, vehicles don't stand a chance against them. Wolf is a great character to use, but maybe not the character you'd want to use in stages with Ships, other then Arwing/Wolfen stages, where Wolfen will shine in.

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Section 4: Frequently Asked Questions

Q: Is there any secret weapon that you can get besides the Death Sniper?

A: Yes, a lot really, it depends on what you mean by secret. You unlock a lot

of items that were playable in the campaign mode, if those are considered secret. And then there are a few weapons that aren't in campaign mode that you can unlock. Look under the weapons section for more information.
Q: Why is your FAQ so cool?
A: I dunno, not really a question I can awnser very well. =P
Q: Are there any other Bonus games besides Xevious?
A: In the American version, no, but in the Japanese version, I beleive so.
Q: What are the Special flags for?
A: Collect all 50 to unlock Demon Snipers.
Q:Do Fox and Krystal really get married?
A: No, but on Sauria, Tricky Makes a joke about them being on a honey moon. But again, it's just a joke.
Q:can you play 2 player coop in this game?
A: No, though it was discussed amongst the developers, Co-op was not added to the finished product.
Q: Is there a cockpit view in star fox?
A: Unfoutunately, no, there is no cockpit view for Starfox Assault.
Q: What are the Special flags for?
A:Collect all of them to Unlock Demon Snipers in Vs. Mode
Keep sending them in to koolkirby@gmail.com, and I will be more then happy to answer your questions.
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Section 5: Walkthrough
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Stage One: Fortuna
A New Enemy

Bronze: 450 Silver: 1,100 Gold: 2,300

If you are new to the Starfox World, then this level is perfect for you. It teaches you all of the basics of flying an Arwing, which you will use in most of the levels throughout this game.

Use charged shots to shoot the small groups of enemies at the start. After defeating a few, Falco will inform slippy about the enemies chasing Slippy, as usual. It's really only one, which you can pick off with no problem. Keep on firing charged shots at these small enemy groups. They should pose no threat to you.

New enemies up ahead will stop and shoot at you, take them out quickly. Else they will bolt into you, causing you a bit of damage. Proceed to the Silver Ring, which will cure you 25%.

These large ships up ahead may look intimidating, but just fire a charged shot or two at the purple spheres, and they will break. Don't worry about crashing into it once you've destroyed it, it won't hurt. Don't miss the bomb, followed by another big ship ahead. Yet another Silver Ring is up ahead, be sure to nab it.

A large horde of enemies is up ahead, keep on firing charged shots, which will take out a small group of them with each shot. You may get hit, but don't worry, it's nothing serious.

The Prototype Robot you encounter should take four or five charged shots to take down, make sure to roll away from it's attacks (don't worry, Peppy was wrong when he called them Devastating, they are hardly more then a regular enemy attack).

If you saved Slippy, he gives you a Silver Ring, which is useful if you got hit fighting the Prototype.

Take out these large ships using the same strategy, and afterward Falco will give you a bomb. Never miss getting a bomb, these guys do a whole lot of damage.

To get the first flag in this stage, when approaching the final large ship, attack it's rear weak point, behind it's purple weakpoint, first. Doing so will reveal the flag. Now you may destory it by attacking its purple point.

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The Stealth Squadron ships you meet are easy to defeat, a charge shot or two will take them down. DO NOT listen to Slippy when he suggests using your bombs, this is fairly pointless, save it later in the level, though saving it for the boss isn't the best thing to do, as it doesn't do much extra damage to them then a regular shot.

A whole slew of enemies is up ahead, dodge often, and never stop unless to shoot.

damage if you hit them. You drive much faster then you did in Space, so get used to the speed, and don't miss the Silver Ring up ahead.
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Take a sharp left first thing on Fortuna, and destory the gold enemy target, with charged shots for quicker results, and grab the flag it drops.
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Falco will ask for help, use a charge shot to remove of the enemies on his back, don't hesitate to use a bomb if need be.
This forest area is hard to manuever in, watch out for enemy fire on all sides and grab the Power Upgrade Green.
**************************************
Shoot the left branch of the first tree you see in the forest that is in the middle row. A few shots will brake it, leaving behind Fortuna's third flag.
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The area up ahead has a lot of gunners in these little alcoves, use charged shots to clear them out, racking up your points, and as something to do, plus they do try to attack you. Falco will give you a bomb, which you can use soon ahead. Apparently, that "makes them even". Fire at the slow moving tanks on the train track, as they shoot projectiles at you as well.
Fire a bomb when the door opens, to avoid unneccesary damage. A single Charged shot could take them out, but if you lock on hits one on the edge, it would leave some behind, so a Bomb is the safest approach, you should have a lot by now anyways (unless you've died at any point in this level).
Watch out for the airbourne enemies here, they shoot speedily, while the tanks probably won't even attempt to attack you before you've already soared past them. And don't forget to Save Slippy once more.
Fly above the train tracks, and shoot rapid fire at it. It'll give you a bomb when it explodes.
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The Fourth Flag is found immediately after the train tracks. Head left, and destroy the container their, inside of it was the fourth flag.
***********************
Grab the 1-Up. Don't worry about the enemies Krystal is chasing, she'll get them for you (unless you want to rack up you hit counter and listen to her

complain about the ships that where hers not yours).

Upon arrival into Fortuna, watch out for the Pillars, you'll take some

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* *	Flag 5	**

For the final flag, upwards and to the right, you should see some garage type things, keep going, and finally, there should be another container, like the one that held Flag 4. Break it, and take it's contents, Flag 5.

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Take out these two part robots, once you've destoryed their upper body, you can fire at their legs, thought it's not necessary. Head through the opening door, and it's time for a two simple Boss Fights

Name: Oikonney

Difficulty: 1/10 (Yes, he is that easy)

Strategy: Oikonney should not give you any trouble at all, even on gold difficulty, his attacks are easy to dodge. Shoot the palms of his hands when they are open to damage him. If his hand his curled up in a fist, go to the opposite side of the fist, otherwise his attack is likely to hit you. If his hand is open, and he's stretching it backwards, he is about to slap you. To dodge that, simply fly upward, and he will miss you. He should be down for the count in no time at all.

Name: Aparoid Moth Difficulty: 2/10

Strategy: To beat this Aparoid Moth (looks more like a moth then anything else to me really) you simply shoot all eight of his wings off. To dodge the sonar waves, simply keep on your toes, and it might be best to not stop moving, unless for just a little while. When his health starts to get low, he'll start to scorch the ground, where boulders then follow, trying to fall on you and crush you. Just dodge them by moving left to right, you shouldn't find it to hard. You could probably pull off not getting hit once even.

MISSION COMPLETE!

You have unlocked:

Nothing

Stage Two:

Katina

Frontier Base Battle

Bronze: 400 Silver: 1,100 Gold: 2,300

You start this stage unfoot with only a blaster, but that's ok, because these enemies only take one blaster shot. Proceed with destorying all the aparoids in your path, until you come by a machine gun. This baby will blast through enemies in record time. The first target on your radar however, is impervius

One shot will do the trick, and now you have a Rocket Launcher to take out next one without any charging. Do this, and Peppy sends you a landmaster, and the enemy drops you more Rocket Launcher ammo.	
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** Flag 1 **	
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The first flag is found in the southmost garage just north of your first target. It's invisible, so wait for your blaster aimer to turn red, and fire for it to come into reality	
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** Flag 2 **	
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The second flag is found in the storage room. To open the East storage room, charge your blaster, and fire it at the door. It'll open up, unveiling a blue room. In this room is another invisible flag, it is ontop of one of the blue boxes, wait for your blaster or machine gun aimer to turn red, fire, and collect it. This is very close to Flag 1's location if you are having trouble finding the storage room.	
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**********************	
** Flag 3 **	
*************************	
Same deal as Flag 2, but in the Storage room on the West side. Same blue room, similar box set up, similar spot. And remember, only a fully charged blaster shot will open it.	
*********************	
You'll need the landmaster to blast through walls in this section, and it also destorys the targets in one hit, a major boon to you. If you get overwhelmed by enemies, hop out, stand on top, and blast the enemies with your machine gun, or you could try doing a barrel roll too. Once they are all down, you'll witness a cinema scene with Hatchers falling from the sky. You guessed it, you are in charge of taking them all out, aren't you just so lucky?	
*******************	
** Flag 4 **	
***********************	
Above the Eastern Storage Room (Flag 2) take your landmaster, and hover up on top of the doorway area. You should see this thing that looks kinda like a fire place, hop out, take out your blaster, look for your blaster aimer to turn red, shoot, and collect.	
***********************	
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** Flag 5 **	

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to the machine gun, so switch to your trusty blaster, Charge up, and fire.

I'm sure your tired of this levels flags by now, go to the center of the map, notice where there are platform like things on the spire, hop on the north one with your landmaster, hop out of the landmaster, and as always, look for the red aimer, shoot, and collect.

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They aren't that hard to get to, find, or destroy, but it is a bit time consuming. And be sure to note that one of them is inside the base (how did it fall from the sky and land in there I wonder) so take the elevator in the center of the stage, down into a large group of enemies. A nice grenade will take them out if need be, charge it up on your way down. Else, use a machine gun.

Use the landmaster to save any friends that are in trouble (it seems as if your partners require more help then they're worth), so no one retires.

Once all the hatchers are taken care of, Rob informs you of a new one, take it out, and then prepare yourself for a boss.

Name: Aparoid Walker Difficulty: 6/10

Strategy: This boss may be a pushover on Bronze difficulty, but you need to watch out on Silver and Gold. You need to shoot the half sphere on it's underside with charged attacks in the landmaster (other weapons are useless against this boss). While doing this however, dodge any missile objects it blasts at you, they can do a good bit of damage if you are not careful. Once the beast is on the ground, hover on top of it and charge your attack for it once the eye thing opens up. If the ground below you turns green, hover above it and move away, otherwise you will be thrown off the boss, and have to repeat the first process. Hopefully, he shouldn't give you to much trouble, it doesn't take long to whittle away at his Health once your on top of him.

MISSION COMPLETE! You have unlocked: Katina Outpost

Stage Three:

Sargasso Space Zone

Hostilities Revealed

Bronze: 400 Silver: 900 Gold: 1,500

When the level starts up, go Northeast, toward the machine gun in the yellow aura. This will be an immensive help. Then, head towards the Targets, save one on the first floor, I'll tell you why later. When destorying the targets, use the blaster at full charge, it's quicker, more efficient, and saves Ammo.

When walking up stairs, either jump over or shoot barrels falling down from above. I'd say shoot them, as jumping over them can be a little bit tricky.

On the second floor, the first Target you come across should be in a narrow corridor. Look for a small little object in the middle of the corridor, the enemies are probaly surrounding it. A charge shot will make it explode, wiping out all the enemies in the area. Just don't hurt yourself in the process.

Make your way to the elevator, using another one of those unique explosive devices to wipe out the area. If you have taken damage, walk past the elevator. You should be on the other side of where you find the first target, and a Medpack is on the middle ledge. Nab it if need be, and then continue up the elevator.

Up stairs, whip out your machine gun, and pummel your foes. You'll see a Medpack on a box, take it if need be, but you might want to save it on your way down. Take the enemies out with either a grenade, or a machine gun if your not good with grenades. Enemies impervius to a machine gun should be attacked with a charged Blaster. There should be a target in a small little alcove to the right if you keep walking forward, as well as a medpack. Destroy it.

You'll come across another section filled with enemies, but since they are so wide apart, you should simply stick with the machine gun instead of a grenade. I would say take your time, but remember, you need to do this relatively quickly, or else the bar at the top will fill up, and you'll be out of luck.

Once they are all down, a cramped room filled with enemies opens up. Definitely use a grenade on them, once you throw the grenade, pull out the machine gun on top of that. It may be overkill, but it's necessary. Take out the next, and look in the southeaster corner for a laser upgrade, these will come in real handy.

Now, there still is one target downstairs, and I bet your wondering why I told you to leave it there. Well, if you haden't, then it would take a long time to make it to the outside Arwing battle with Wolf and his team, leaving Falco and Krystal in peril if enemies start to chase them. That's to risky, so instead, you shall take out the final one on the first floor, giving you ample time to hop in your arwing afterward and take the skies, without risking your teammates.

Wolf and company are not hard at all, just shoot charged shots, and they should be down in no time. Do not ignore your teammates cry for help however, else they will have to bail.

MISSION COMPLETE!
You have unlocked:
Outer Sargasso Hideout

Inner Sargasso Hideout

Stage Four: Fichina

Into the Storm

Bronze: 600 Silver: 2,000 Gold: 3,900

This stage is fairly large, and crowded, to stick to the radar, and use the Landmaster. Ride out to the Northmost Target first, as it's closer. Once there, shoot the green crystal, and don't worry about enemies, they do little damage to the Landmaster. When you've taken that out, head northeast towards the next one.

It might be a bit of a challenge to get there, across the bridges, but if you fall, just hover right back on up. Take this one out now too. Your health might be low, but dont' fret, if the landmaster explodes, Peppy will just send you a new one.

Head South East to the last target, crossing the bridge. If your vehicle has not yet exploded, don't be shocked if it does now. These Hermit Crab like Aparoids are a nuisance, focus your attention on them, else you can expect to take a lot of damage. With the Third Target down, you can now enter the middle of the control center. Take your landmaster Northwest.

Once inside, you discover that it's another trap. Security robots come after you. They aren't really hard, but have an odd attack pattern. Stay close to them, wait for them to jump up in the air, and shoot them. It's the only way to harm them. Upon taking down a good number of them, you get a machine gun, as well as a lot more robots to deal with. Luckily, you only have to defeat about 1/3 of them really.

Falco now makes his big entrance, crashing down into the center, and taking Fox out of there. Fox takes out his plasma rapid fire gun, while Falco works on getting them out of there. Never let your eyes go off Radar unless dealing with an actual enemey. And never let an enemy keep a lock on you, it will do massive damage if their attack connects. If you survive that, then it's time for another boss fight.

Name: Aparoid Stabalizer

Mission: Fichina Difficulty: 4/10

Strategy: When the battle starts up, just pound away on the little baddies, collecting whatever items they may drop, especially bombs, you'll need them. Once you've defeated enough of the little guys, the hatch in the front will open to release more baddies. Now is your chance to bomb the hatch, and take down a huge chunk of it's HP. Get out of the way, it may use a laser attack afterword. Repeat this until it's down, it doesn't have any real tricks to pull off on you.

MISSION COMPLETE!
You have unlocked:

Fichina

Stage Five:
Asteroid Belt

The Aparoid Menace

Bronze: 400 Silver: 1,000 When you enter the asteroid belt, you find pieces of the Wolfen, leading you to beleive Wolfen was here. Watch our for the asteroids here, don't crash into them, you'll sustain some damage. You can shoot the asteroids if you would like, doesn't really matter. You'll find some supplies eventually through all the asteroids.

After the supplies, you'll meet enemies who pop out behind these asteroids. They can certainly take a few hits, and are hard to hit while they are dodging behind all the asteroids. After you destroy them, Falco calls for help. Don't let him retire, never let a character retire, for there is a secret unlockable at the end if you never let one person retire.

Clusters of enemies up ahead can be taken out with a single charge shot, making life considerabley easier for you. After them though, these butterfly like creatuers approach you, and they can take two to three charged shots. Take them out quickly, as you may be low on health at this point.

There should be some more clusters here, one shot will take them as usual. Proceed on. Do not miss the Silver Ring Slippy gives you, it's very useful. Enemies start coming up faster, so be on your toes.

These meteors up ahead come straight for you, a combination of destroying and dodging, and you can get out of this area without taking a hit.

These lasers up ahead are not hard to dodge, just remember what direction the asteroid they are standing on goes, and you'll do just fine.

Now you need to help Krystal. She's got a few guys on her tail. Don't worry about seeing them, just lock on to them with your charge shots, and they should go down before Krystal can take incoming fire. And do not miss the laser up, those are very useful.

When Peppy tells you to use your breaks, do it! You'll take a good chunk of damage otherwise, trust me. Afterward, Krystal thanks you for helping her, and gives you a Silver Ring. It's your lucky day.

Take out these small groups of enemies on your way to the base entrance. One charged shot like always will be enough for them. Falco gets chased on your way up, act quickly, as you don't have much time before Falco gets taken down.

It's another prototype, but this one has been infected by the aparoids, apparently making it much stronger then usual. A couple of charge shots will take that beast down, Roll out of they way of it's projectiles.

And now you have to help Slippy, as he too has got enemies on him. He'll go down fast, like Falco, so act quickly once more, don't worry, it's not always this hard to save your teammates. Don't miss the Silver Ring infront of the entrance door in the bottom right and corner.

In this next area, Fox makes a sudden swerve into a small passage way. Be careful for the collumns, they aren't fun to ram into.

For the first robotic arm, keep to the top left corner. Then, buttom left corner. Next, upper right hand corner, followed by bottom left corner yet again, top right yet again, and finally top left. That was close.

When fox leads the group down, shoot the blue objects on each side of the wall. Nab the silver ring in the center, and keep on firing at objects shooting at you, even though it's hard to see them. It's time for another Boss Battle.

Name: Pigma Aparoid Mission: Asteroid Belt

Difficulty: 4/10

Strategy: You must destory all of it's arms before you can proceed with the real fight. Dodge the projectiles it sends at you, and when a claw turns red, and is looking straight at you, fly away, it's about to lunge out at you, and could do a good bit of damage. Once you've destroyed all the arms, his face will reveal itself, in which you just shoot a lot. He'll send a horde of projectiles, that can be dodged as easily as moving from side to side, while you continue to shoot Pigma. This shouldn't go on for too long, and you'll of defeated Pigma. As simple as it sounds, the arms can do some good damage, so this fight \*can\* be tricky.

MISSION COMPLETE!
You have unlocked:

Nothing

Stage Six: Sauria

Daaria

Reunion

Bronze: 350 Silver: 1,000 Gold: 2,300

Sauria is a fairly short level, a fairly easy level, and the medals and flags are not to hard to get. Notice the might gage in the top left hand corner, which increases when those sky units get backup. If it ever gets to high, just hitch a ride in an Arwing or Landmaster, Arwing probably being the better plan, and take out some enemies. The big ones produce more tiny enemies, so taking them out is priority number one.

Your difficulty level manages how many hatchers are in this level, and their location. So what you'll need to do is follow your radar. If you are near the red dot, but it's small and you don't see the hatcher nearby, that means it is on a different elevation. It it's below you, it is likely in a tunnel. To get to the tunnels, jam packed with enemies and items, go to the bottom of the hill you are ontop, and circle around it for an entrance, it should not be too hard to find. There are usually two targets in the cave.

If you come across the Gattling gun, which is usually inside the caves, sometimes outside of it, use it, it's a great weapon to use in this level (well, in all levels really). Great damage, and a machine gun style bullet pace. Perfect for all situations.

On the Gold difficulty, there is one hatcher in the south western corner of the map (press start to view the map, up is north, south is down) that can only be taken down from an Arwing, it's not tricky to get or

anything, but you can't get it any other way to my knowledge.

If your teammates are in trouble, hop in a land master (they're better for saving your partners I think, the explosion are bigger, and it's harder to lose them, since you aren't going as fast and uncontrollable).

With all of them down, you've completed the level, as there is no boss this time around.

MISSION COMPLETE!

You have unlocked:

Sauria

Stage Seven:

Corneria

War Comes Home

Bronze: 350 Silver: 800 Gold: 1,600

Corneria is probably the most hated stage in the whole game, but oddly, it is my favorite level in the whole game. The point of the level is to destroy all of the Radar Jammers, so Radar functions can be used again in Corneria. Radar Jammers are only in areas of the Map that are in yellow, which means Radar isn't working in that area. Once you notice the red target on your map is missing, the Radar Jammer is nearby, whip out your sniper rifle, and shoot it.

To shoot these things however, you must snipe into their eyes. Take Aim, and wait for it's big eye to open up, it's about to fire a shot at you, so make your shot count.

When Krystal is in need early on in the level, whip out your sniper rifle, and shoot the enemies on her Tail. Other weapons don't seem to work on Airbourne enemies. Clear the area of minor enemies before hand though, otherwise they will strike at you in mid snipe. If you are surprise attacked, deal with the enemy, don't get ticked off and start sniping again, this wastes time, and throws you into a really bad mood. Trust me, first few times I went through this level, that's what I did. =/

Once you've gotten all the Radar Jammers, locate the Arwing on the Map, and witness the cinema scene.

Wolf's here to help, with another mission in which you need the plasma gun, like when you were riding Falco's ship. The same types of enemies are here, make sure to take out the ones that have a lock on you first. Your combo level should skyrocket to about 130 or so by the end of this, helping out in the winning of metals.

When Falco is in need, don't worry about the guys around the Wolfen, they won't hurt you that badly. Don't even worry about shooting Falco even, do whatever it takes to destroy them, otherwise you've lost Falco.

At the end, the members of Star Wolf comment on your preformance, depending on how well you did. So far I've seen three different sets of comments, and I'm quessing that's as many as there are. Get

Name: General Pepper (controlled by Aparoids) Mission: Corneria Difficulty: 6/10 Strategy: This boss can be hard on later difficultys, Bronze players can could probably skip reading this entirely and still win easily. All of his attacks can be prevented, you can shoot his face when he's charging an attack, you can destroy the satellites before they start lasering Fox and Wolf, and you can explode the missiles before they come in your radius. When not destroying his attacks, just keep on firing at him, it may take a while, and a few trys maybe, but it's definitely possible. MISSION COMPLETE! You have unlocked: Corneria Stage Eight: Orbital Gate Incomina Bronze: 400 Silver: 1,200 Gold: 2,100 To start the stage off, all your doing is shooting down enemy ships, good for racking up points. Now is the time however to get all the flags, for there are no pressures to this stage as of yet. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Flag 1 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* For Flag 1, shoot the buttom tip of the ring that you spot when the stage first starts. You should see a red cirle when you have correct aim, shoot it, and grab it. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Flag 2 \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* The second flag is at the bottom of the area. Go under the space station, and look for the aparoid that looks like the moth aparoid you fought in the beginning of the game, but much smaller of course. A charged shot will take it out, leaving behind a flag. \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Flag 3

ready, as it's time for another boss fight.

*****************			
The third flag is above the second one, just head upward until your at the top of the device flag 2 was on (it's not connected to the space station, it's just close to it underneath). Flag 3 is on the top sphere, fire away at the spot that turns red on your screen, and collect flag 3.			
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**************************************			
Flag 4 is on the top most western part of the space station, opposite to the side with no wall. It's on the big black pillarish thing, once close enough, use your brakes, fire away at it, and claim your prize, the fourth flag.			
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**************************************			
On the southern side of the station, about at medium height, there is a little entrance way inside the space station, and right in the entrance is Flag 5, find the red spot and fire away.			
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Now, missiles should start pouring in, chase them down on radar. A few shots should be all it takes to destroy them. Act quicly though, there are a lot of them hanging around.			
Panther, Leon, and Wolf come around to help you fend off enemies, while fox goes and deals with the missiles. They start coming in faster, so be on your toes and if you haven't already gotten the flags, wait until the final, three stage missile comes. It's fairly slow to start with.			
The Three Stage Missile is a bit comples, first, you attack it's rear end weak point. Upon destruction, the missile start moving faster. Now, destory it's middle section weak point, which is the pinkish part. Again, it will accelerate, so make sure not to slack off now. Attack the nose weakpoint, do not waste a single shot, as this part is crucial. Once you've taken out down, the stage is complete.			
MISSION COMPLETE! You have unlocked: Space Station +-+			
Section 6: Weapons			
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Starfox Assault has a great deal of weapons, and unlike a lot of other games with weapons, all of these weapons are unique, other then Demon versions of weapons, and Machine Guns and Gattling Guns, which are vary only in power and start off Ammo.			

Weapon Name: Blaster

Rating: 6/10

Vs. Mode Unlock: Start

Start Ammo: N/A Max Ammo: N/A

Strategy: The Blaster is an interesting weapon, for many reasons. First, it has infinite ammo, second you automatically start with it (except in some vs. mode matches), and third off, you can charge it for more damage. An ordinary shot does about the same amount as a single round of machine gun ammo, but a charge shot does a bit more then a rocket launcher, and is great for taking out vehicles.

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Weapon Name: Rocket Launcher

Rating: 6/10

Vs. Mode Unlock: 5 Vs Matches

Start Ammo: 10
Max Ammo: 99

Strategy: Rocket Launchers are fairly powerful weapons, but, unline most in most games, you can survive a number of hits with them (depends on what character you are using). They are useful because they semi-lock onto targets making them easy to just run around shooting people with. If you also have a booster pack however, you can jump above people and blast them easily, and they can't easily attack you back. Sure this tactic isn't flawless, but it's proven quite useful for me in many cases.

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Weapon Name: Sniper Rifle

Rating: 7/10

Vs. Mode Unlock: Start

Start Ammo: 10 Max Ammo: 99

Strategy: Sniper Rifles are really powerful, causing instant death to all characters except Wolf. Foutunately, they can only be used once you zoom in, making them useless in close quarters. A character with a sniper rifle is no laughing matter however, and shouldn't be left alone for very long, as they'll settle down, finding a great spot to hit you, which is dangerous. They are best used in stages with something to hide behind, keeping out of sight, especially if Radar is turned off. They may seem hard to use at first, you can get really good at them with practice.

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Weapon Name: Machine Gun

Rating: 5/10

Vs. Mode Unlock: Start

Start Ammo: 200 Max Ammo: 999

Strategy: Machine Guns are fairly weak, but useful if your enemy is very fast, or if it is a vehicle, since machine guns stun vehicles. If you have the choice between a machine gun and a gattling gun however, it's best to use the gattling gun, unless your saving it for something. A gattling gun is mostly just an upgraded machine gun, in all aspects other then starting ammo.

\_\_\_\_\_

Weapon Name: Missile Launcher

Rating: 8/10

Vs. Mode Unlock: Start

Start Ammo: 3
Max Ammo: 9

Strategy: The Missile Launcher is another interesting weapon, as it has low ammo, and when you shoot it, you guide it on it's path. It does devastating damage, and it's fun to use. But, it backfires on me a lot, sometimes I forget to let go of pressing forward because I am still running, I shoot the missile, and it explodes right in front of me. Be careful of that. And also if the enemy knows you have a Missile after them, they can shoot it out of the sky easily too.

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Weapon Name: Grenades

Rating: 4/10

Vs. Mode Unlock: Start

Start Ammo: 5
Max Ammo: 99

Strategy: Grenades are fun to use. You should probably charge them with the shoot button (depends on your control setting), otherwise they won't explode for a while. Don't hold onto it too long however, they can explode in your hand, which wouldn't be pretty. If you only need one kill to win, and you have more then one life left however, you could go suicidal and hold the grenade until it explodes in your hand near an enemy. Otherwise though, you'll need to practice your timing, otherwise grenades won't do you much good at all.

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Weapon Name: Gattling Gun

Rating: 9/10

Vs. Mode Unlock: 20 Start Ammo: 100 Max Ammo: 999

Strategy: Gattling Guns are powerful versions of machine guns. This gun can handle most situations, if the enemy is on the run, if the enemy is fighting you face to face, if the enemy is in a Landmaster/Arwing/Wolfen, you name it. Althought it's factually the best weapon, it's the one I would suggest putting forth effort to find.

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Weapon Name: Fireburst Pod

Rating: 4/10

Vs. Mode Unlock: 75

Start Ammo: 1
Max Ammo: 1

Strategy: The Fireburst Pod requires no skill to use at all, other then having the knowledge of where enemies might be near by when it goes off. You plant it on the ground, run away, and hope that other people don't notice the fireworks display and take heavy damage. But that's the problem, I can't imagine someone not noticing the noise it makes shooting up, and all the chaos it creates on screen. Though of course, people may think they are far enough away from the explosion area, and get hurt, so there is a possibilty for heavy damage, but then again, you, the person who planted the pod, may be the one who thinks they are far enough away, and get hurt yourself (if it were me, I'd just keep running). It's not the best weapon out there.

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Weapon Name: Demon Launcher

Rating: 10/10

Vs. Mode Unlock: Start

Start Ammo: 3
Max Ammo: 9

Strategy: The Demon Launcher is the weapon you get if your behind by two kills in multiplayer mode, and kills characters in one hit, or if your in a vehicle, destroys the vehcile and leaves you with little health left. Most players prefer to play without them however. There really is not strategy to it, just fire at somebody for a cheap instant kill.

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Weapon Name: Demon Sniper Rifle

Rating: 6/10

Vs. Mode Unlock: Collect 50 Flags in Single Player Mode

Start Ammo: 5
Max Ammo: 99

Strategy: It's basically the same thing as a Sniper Rifle, but it's less speedy, and stronger (but that doesn't really matter, since Sniper Rifles are

almost 1 shot kills anyway). Strong, but slow.

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Weapon Name: Proximity Mines

Rating: 8/10

Vs. Mode Unlock: Start

Start Ammo: 5
Max Ammo: 99

Strategy: These mines explode upon contact, and have been a major boon to me in many matches. If you use them in spots such as stairs, or places others might go to escape from you or anyone else, place them there, and they will be in to much of a hurry to notice them (they are a bit hard to notice at first). However, they can hurt you as well, and you are vulnerable to attack when laying them down on the ground.

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Section 7: Power-Ups

What's a game with a multi-player option if they don't have power ups? Though Assault might not be famous or anything for it's Power-Ups, it certainly has enough to satisfy.

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Name: Cloaking Device Vs. Mode Unlock: Start

Effect: Make's user invisible for a limited amound of time

Name: Barrier

Vs. Mode Unlock: Start

Effect: Invulnerability for a limited time when used.

\_\_\_\_\_ Name: Silver Ring Vs. Mode Unlock: Start Effect: Recovers 25% of vehicle health Name: Gold Ring Vs. Mode Unlock: Start Effect: Recovers 50% of vehcile health \_\_\_\_\_ -----Name: Platinum Ring Vs. Mode Unlock: Start Effect: Full vehicle health recovery -----Name: Small Medpack Vs. Mode Unlock: Start Effect: Recovers 25% of Pilot Health \_\_\_\_\_ Name: Medium Medpack Vs. Mode Unlock: Start Effect: Recovers 50% of Pilot Health \_\_\_\_\_ Name: Gold Medpack Vs. Mode Unlock: Start Effect: Recovers all of Pilot Health Name: Booster Pack Vs. Mode Unlock: 90 Effect: Allows for higher yet slower jumps, permenant until killed -----Name: Bombs Vs. Mode Unlock: 200 Effect: Massive Weapons usable in Arwings only, creates a grand explosion Section 8: Multiplayer Modes 

The numerous multiplayer modes make this game fresh even longer then normal, if only there was a Capture the Flag mode though. \_\_\_\_\_ Name: Missile Launcher Match Vs. Mode Unlock: 10 Rules: Missile Launchers only \_\_\_\_\_ Name: Sure-Shot Scuffle Mode Vs. Mode Unlock: 50 Vs. Matches Rules: Automatic 1 shot kills \_\_\_\_\_\_ \_\_\_\_\_ Name: Sniper Rifle Match Vs. Mode Unlock: Start Rules: Sniper Rifles only \_\_\_\_\_ Name: Booster Packs Brawl Mode Vs. Mode Unlock: 110 Vs. Matches Rules: Characters start with Booster Packs \_\_\_\_\_ \_\_\_\_\_ Name: Demon Snipers Vs. Mode Unlock: Collect 50 Flags in Single Player Mode Rules: Demon Snipers only Section 9: Multiplayer Stages Starfox is ripping at its seems with all the awesome levels this game has. Here's a list of stages, what vehicles are used in them, and the official ingame description. \_\_\_\_\_ Name: Great Fox Vs. Mode Unlock: Start Vehicles: Arwing/Wolfen Description: A sea of clourds where the Great Fox soars and aerial battles are the rule. \_\_\_\_\_

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Name: Simple Map 1
Vs. Mode Unlock: Start

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: A center building surrounded by four outlyning buildings make up

this simple battlefield.

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Name: Simple Map 2 Vs. Mode Unlock: Start

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: A center building surrounded by four outlyning buildings make up

this simple battlefield.

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Name: Simple Map 3 Vs. Mode Unlock: Start

Vehicles: Pilot

Description: A battlefield centered around a three-story building. For Pilots

only.

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Name: Simple Map 4

Vs. Mode Unlock: 60 Matches

Vehicles: Lanmaster, Arwing/Wolfen

Description: A machines-only stage with a center building and four towers.

Name: Simple Map 5

Vs. Mode Unlock: 260 Matches

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: \_\_\_\_\_

\_\_\_\_\_\_

Name: Katina Outpost

Vs. Mode Unlock: Complete Katina: Frontier Base Battle Stage

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: A cornerian outpost on the planet of Katina. The fighting is

centered around the middle tower.

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Name: Inner Sargasso Hideout

Vs. Mode Unlock: Complete Sargasso Space Zone: Hostilities Revisited Stage

Vehicles: Pilot

Description: The narrow confines of the asteroid belt makes this a pilots-only

stage.

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Name: Outer Sargasso Hideout

Vs. Mode Unlock: Complete Sargasso Space Zone: Hostilities Revisited Stage

Vehicles: Arwing/Wolfen

Description: The space around the Sargasso hideout where dogfights are the

only game to be found. \_\_\_\_\_

Name: Fichina

Vs. Mode Unlock: Complete Fichina: Into the Storm Stage

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: Fichina's expansive ice fields lend themselves to wide-open

firefights. ----- Name: Planet Sauria

Vs. Mode Unlock: Complete Sauria: Reunion Stage

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: Ruins in the wilds of Planet Sauria provide places to duck and cover on this battleground.

Name: Corneria City

Vs. Mode Unlock: Complete Corneria: War Comes Home Stage

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: The floating city of Corneria and its skyscrapers are the backdrop for this skirmish.

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Name: Space Station

Vs. Mode Unlock: Complete Orbital Gate: Incoming Stage

Vehicles: Arwing/Wolfen

Description: The vast vista of space around the space station awaits

combatants here.

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Name: Aparoid City

Vs. Mode Unlock: Complete Aparoid Homeworld: Breaching the Defenses Stage

Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: The aparoid homeworld is home to this extensive base with moving

floors.

Name: Zoness Sea Base

Vs. Mode Unlock: 130 Matches

Vehicles: Pilot

Description: Pilots soar above the polluted waters around a floating base on

the planet of Zoness.

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Name: Titania Desert

Vs. Mode Unlock: 40 Matches Vehicles: Pilot, Landmaster, Arwing/Wolfen

Description: High-Tech towers stand tall in the desert of Titania and provide

strategic vantage points.

Section 10: Multiplayer Strategies

Submit your multiplayer strategies via email, koolkirby@gmail.com or the official multiplayer strategies topic.

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False Arwing Missles

Requires:

2-4 people (Preferably people who love to fly around)

Predator Rockets

Arwing/Wolfen

Strategy: When your opponents have aircraft, get in one and try to get behind them. Press Z to get out, and put a Predator Rocket on the nose of the ship. When you do, get back in the ship and try to get under them. Not only do you look like your shooting missles from your arwing, they work like they are.

>>Courtesy of: VeryAngryKirby<<

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Name: Unmanned Predator dodge

Requires: 2-4 people.

Strategy: While your are in an Arwing/Wolfen and a Predator rocket is chasing you, quickly get out of the Arwing/Wolfen and get back in. The split second you leave the cockpit the Predator Rocket explodes. Helpful for obviouse reasons.

>>Courtesy of: whiteyoshi86<<

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Flying sniper

3-4 players

Weapons: You will need a arwing and a guy with a sniper gun Strategy: Get on the arwing and hit X so your on top get your teamate to in the arwing and take off. now pull out your sniper gun and get your friend

to fly low so you can snipe enemy players.

Note: the pilot should not barrel roll or make real sharp turns!

>>Courtesy of: galaticsoldier<<

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Judgement Day

Weapons needed: Fireburst pod

Vehicles needed: Arwing

Players needed:1

While in mid-flight, exit the arwing and place the fireburst pod onto the cockpit, and re-enter the arwing. Fly over the area you want to nuke, and hover low over it. When the pod fires, hit the boost and watch as your oppenent is fried. This is helpful because it sucks being laughed at by being mauled by your own weapon.

Name:Rouge fireworks.

Weapons needed: Fireburst

Vehicles needed: Arwing or Wolfen

Players needed:1

Place a fireburst onto your wolfen or arwing (In this strategy, it hardly matters) and fly in fairly low to your opponent. Exit, set the pod, and re-enter. Wait until the pod is VERY close to firing, and do a loop-de-loop over your oppenent, which should drop the pod down on the ground. It probably has already fired, so your opponent probably won't escape.

Why is this useful: Great for smaller maps or enclosed sapces....

(THERE ISSSS NOWHERRREEE TO HIDEEEE!)

Name: Scare tatics. Players needed:2

vehicles needed: Arwing or Wolfen

(This strategy only useful for dogfights.)

Have friend grab a missle launcher, while you get your machine of choice, and predator missles. Park it, let your friend get on, and take off. Do the routine of get out, set missles on tip of nose, and re-enter. When approaching your oppenent, have your friend fire a missle. Your opponent should try to avoid the missle. While he/she is dodging it, run underneath the enemy and have the missles lock on, and fire.

Of course, this probably only work once before your opponent catches one.

>>Courtesy of: Decoy\_Squid<<

Name : £ala £1...

Name: fake fly

Requires: airwing, rocket louncher

Strategy: if some one is back of you in the airwing (means airwing vs. airwing)

let him shoot you so when he is so focused on atacking you jump of the airwing, and the airwing will continue to fly, and shot him with ur rocket louncher.

>>Courtesy of: Luisluix<<

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Name: Desert Sniper

Stage used in: Titania

Description: Pilot an arwing out into the desert (preferably near the rock formation). Get out and get off, then set yourself up near a rock or sandhill, and aim your sniper rifle towards the main area. If your opponent decides to bring an arwing out, take cover behiond a rock and shoot on sight. If they use a landmaster, shoot and dodge.

>>Courtesy of: Dark Mewtwo<<

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Name: I like to call it the BraveHeart Study.

Requires: Any number of players, any type of vehicle, requires grenades or mines. Strategy: I have spent many hours experimenting with the explosives in multiplayer, here are some fine methods of using the often overlooked weapons. I find them most useful when you're stuck without a vehicle against one or more vehicles. Charged throwing grenades, with practice, can easily damage a Landmaster. One common way to take out the tank is to creep up on it, jump onto it and plant a landmine. Due to the vehicle moving it will go off seconds later, so run away quickly. If mines are scarce, take out a grenade and use the R Button to tilt so you're bent over the ground. Throw it right into the ground, and you have a makeshift landmine that will go off in good time. This could be used against pilots as well as vehicles. Now, using explosives against a Wolfen or Arwing is possible, yet not very. By aiming a grenade upwards and throwing it, it can explode in the air. By timing or pure luck, this could be used against a dive-bombing Arwing. And if you ever find yourself on top of an enemy Arwing, don't just shoot right

into the cockpit with a machine gun. Plant a mine, then jump off and fire a gun forward as it flies off. But one thing to remember using any of these methods, stay out of the blast radius. Happy blasting!

>>Courtesy of: Moon Kitsune<<

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Name: Defense is the Best Offense

Requires: Any guns, Pilot (you) vs. Vehicle

Strategy: In most cases, a pilot will get ripped to pieces by someone in a vehicle. It is a good idea to hide behind (Landmaster) or under (Arwing, Wolfen) an object to use this technique. Take out the vehicle's shield little by little, until you can take it down. Remember to constantly move around, too. As soon as they're going down, go to an object near the crash site and kill them.

Name: Sensor Bomb Defense

Requires: Vehicle (you) vs. Pilot

Strategy: If an annoying pilot tries to plant a nasty sensor bomb on you, barrel roll before they have the chance. A Landmaster strike will allow you to do some serious damage, and a plane strike will allow you to send them flying.

Name: Take It Down Before It's Up

Requires: Any weapon

Strategy: Shoot at a vehicle enough with a weapon so that it takes plenty of damage, but does not blow up. When someone gets into it, destroy the vehicle, and kill your weakened opponent.

Name: Arwingjacking/Wolfenjacking

Requires: Two of either plane, and you must be standing on one of them.

Works best in Team Modes.

Strategy: If you are being chased, jump to the plane behind you. Shoot it with your blaster until it is either destroyed, or your enemy gets out to confront you. If the second happens, press Z to get in, and barrel roll him off. Congratulations, you have just GTA'D an Arwing or Wolfen!

>>Courtesy of: link02129<<

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Name: Missle Sniper

Stage: Any

Grab the missle launcher and find a well hidden area with a small opening. From there, direct your missles toward your enemy. You'll kill them before they can find you most of the time.

Name: Launcher Wingman

Stage: Any with an Arwing/Wolfen

Grab a homing launcher or a demon launcher and jump into an aircraft. Fly up high and get out. Look down and try to find your opponent(s). Wait for the auto lock and fire. It will be hard for people to hit you and it's easier to attack at them from above. Remember to get back in the aircraft before it crashes.

Name: Hilltop Sniper

Stage: any with a really high tower/platform to stand on

Grab a booster pack or a Landmaster and use the hover feature to get onto a

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sniper rifle or a homing launcher to get your opponent before they know where
>>Courtesy of: mario753<<
Section 11: Credits
-Nintendo and Namco for making such a great game.
-yoshi52889, RpgTobias, kirbyroks, supermanseatgrab, and TheMiracleMeatLives for
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multiplayer action.
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-Nintendo Power, for notifying me that Starfox Assault came out in Febuary
-And my AIM friend, Prime Shadows, for getting me into making guides.
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high hard to reach area (building in Corneria). From there, you can use a

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