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You should always make sure you have a clear route up and a clear six, because you don't want people ripping you apart as you scramble for the plane. First and foremost, you need the designated rider (no one's drunk here, don't fear) on the wing of choice. Now how much health do your wings have? 59. This makes riding on the fuselage of the plane viable too... on a Wolfen, it's advised, and for an Arwing it's silly (considering you have those two massive wings). Getting up on the wing is tough for Falco, Krystal and sometimes Fox, which makes many people name the higher jumpers in the game the best riders. If you have problems, take a run at it, and try, try, again.  
(until you are finally silenced after the 10 seconds it takes for the enemy to seek and destroy you.)  
After that, just get the designated bearer into the plane, and-HEY, COME BACK, YOU DROPPED ME!

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THE TAKEOFF  
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The takeoff, as we all agree, is the time where most riders fall off, because the bearer rushes the ascent (but this is about HOW TO RIDE, HOW TO BEAR will be covered later). Anyways, now is when you begin your R-button-holding spree - there's no point in moving much, unless your wing's about to die and you need to hop over to the fuselage. Just hang on, cover the plane's six, and save the real combat for after you have gained a lot of altitude.

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STAYING ON  
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During a fight, DON'T PANIC and do not jump off. You act as much needed support for your friend's aircraft. KEEP R HELD DOWN if you're about to fall.

If your wing is about to go, you can do one of two things. The first, the simpler but riskier one, is to hug the hull of the Arwing and move to the very edge of the wing (not on the tip, you dorfus, but on the edge where it connects to the plane). When a wing blows, everything but this little tip is removed. You will then be staying on rather dangerously, and could easily be shot off as the unbalanced aircraft teeters and totters. The upside of this is you still get the same features - less chance of hitting yourself - as you would on a full wing (kinda).

A reader, whose GameFAQs name is nivlac91, sent me this about the Arwing's wing break area:

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I found out where the arwings wings break at, if you look at them closely enough you'll see a wavy line (I have 2 pictures as an attached file one is the line and one is the broken wing) near the fuselage it's about peppy's width away from the fuselage, as long as you're stopped it should be easy to see. When your wing is almost gone it will spark there and when it's gone that's where it breaks.

=====  
I saw this line, but I didn't quite click it that this is where the Arwing wing breaks off, so thank you, nivlac91.

The other way, the safer but harder one, is to get your bearer to stop and jump from the wing to the fuselage/hull. This will then allow you to ride the fuselage just like solo riding, but with a movable aircraft.





Ammo Per Item: 5

Max: 99

Blow Off a Wing? 2 Grenades, if you are actually dumb enough to let that happen  
Explodes after 5 1/2 seconds

Yeah, there are oodles of grenade pros out there, saying "they're excellent and do tons of damage!" They are right, but for the average FAQ reader and myself, Grenades are a tool that is difficult to use. Sure, it's very hard to hit an Arwing with 'em effectively, so why in the hell am I recommending them? They can be used in bulk, and drop the hammer on Landmasters. That's about it though.

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|   WHAT NOT TO USE   |
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Wear whatever you like, fellas, but consider ignoring these weapons when choosing your main kicks before taking off.

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|   MACHINE GUN   |
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Ammo Per Item: 200

Max: 999

Blow Off a Wing? 12 bullets

"But it's a lot more accurate!" That's very true. However, when we consider the purpose of using it or the GGun while riding (gunning down vehicles or anything at close range) we can easily see that the Gatling Gun does its job 3 times better (4 times if we're talking Pilots) because it does much more damage per bullet.

Do, however, get a Machine Gun ready if you get shot down, so you can last longer on foot.

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|   BLASTER     |
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Ammo Per Item: Start with weapon

Max: N/A (infinite ammo)

Blow Off a Wing? 2 full Charge Shots

The Blaster violates the very first rule. Y'know, the one we said was obvious?

\*\*The weapon won't harm you. This is rather obvious, but we don't want to use Sensor Bombs when riding, do we?

The Blaster will hit yourself with the large chargeup often enough (less so when firing from the wings, however) to cause damage. This is most particularly noticed when you are firing down at something. However, the fully Charged Blaster does quite a significant amount of damage, and it's definitely possible to have a great riding run using your Blaster to own Landmasters - I just don't recommend it because of the charge time that wastes your valuable airtime - yet another reason why high jumpers make the best riders.

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|   SENSOR BOMB  |
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The first method involves your ARWING (not Wolfen, it won't work) braking to a stop and letting the rider jump on, just like landing (but not actually landing). This is hard except for Peppy/Slippy, really, and will usually end up making you take some damage. This is handy if you don't have the time to land, but daredevils have another option.

The rider jumps, you fly towards the rider, and pick them up. Sounds insane, right? It's wicked fast if you do it, and you won't be wasting a moment in getting the rider on your wing. Again, good for high jumpers.

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----- THE CATAPULT -----  
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WHEEEE! This is always fun to do and never gets old. It's a perfect way to either drop your little spy via airplane into enemy territory or to send him flying to new heights. Hell, you can even make it up Katina Tower or the Spire in Titania without booster packs.

Get your rider on a wing and simply barrel roll pointing the control stick to the wing opposite the one they're on. WHEEEE! You just sent your rider flying as the wing rolled upwards. Often done accidentally by reflex; TheUnruly1 is not responsible for injuries caused by mad riders after doing this by accident. When done right, though, it's pretty cool.

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----- MIXING IT UP -----  
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Be sure to switch positions once in a while, it surprises your opponent - especially if you have very different sets of weaponry. Get one person to pack heavy weapons and missiles, the other one packs Ggun and Grenades. The switch can be performed simply by the plane pilot pressing Z and then the rider pressing Z: AT LEVEL FLIGHT. (Although, sometimes it is fun having two riders on one plane at once. Can you say...battle on the planetop?)

For fun, you could even drop your rider onto an enemy plane for a little sabotage. You may think that packing Motion Sensors is a good idea, but they will only hurt yourself. (The Sensor Bombs often fly off the plane anyway.) For this kind of battle, the best weapon is the Ggun, because you're confined to the space of the plane. Just point down, hold A and watch the plane die.

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----- TRANSFERS -----  
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Here is, everyone, the ultimate in gosu-skill indulgence; the plane-to-plane transfer. This is, in fact, the way to pull off the above paragraph. A plane flies high above another, which is slightly behind it. Jump while holding the control stick forward, and you just jumped from plane to plane. Can be perfected for use in almost any environment.

You can also do something I call a catapult transfer by basic term, and a more real-sounding thing for specific term. When done with a Landmaster I call it a Defense Turret. In this, you are flying above a Master, braking to a halt and Catapulting your rider down to the vehicle who gets inside posthaste. I named it such because this is exactly what you're doing. You are quickly and efficiently deploying an Arwing counter to destroy someone who's following you. So, I call it a catapult transfer/Turret because I don't like the ring of "Quick Deployment of Rider to Arwing Countering Vehicle by Barrel Roll".

A catapult transfer can also be done with an Arwing, but this is basically just doing a fast P2P transfer.

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----- PLAN Bs -----  
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Sometimes, for the rider's sake, ya gotta know when to quit. If your plane is smokin' purple, it's good to not go down together. Get the rider off you and go suicidal. Although you probably already knew that, there are signs you can read as to WHEN to start thinking of a Plan B.

1. Your wings are gone. Not very rider-friendly, and your plane will teeter and totter a little. If it's just the wings, chances are you can keep going, but it's likely your body will be shot up too. Get a new plane for either of you. If it's just wings, then go find a laser upgrade...they heal your wings, strangely enough. Then you're good to go. Not one of the real problems that can stab you in the back, but it happens a lot.

2. Your rider has no Barriers and little health. Barriers are lifesavers when that Arwing flies at you shooting Rapid-fire lasers at your wing. If you get on without a Barrier to begin with, it's a little troublesome. But you can get over it. When the rider's health is low and with no barrier for backup, they're as good as gone from the enemy's next attack. The solution? Bail him out onto the ground by a vehicle. This way he can have another chance at life.

3. Your rider beigns to run out of weapons. DO NOT LET THIS SHUT YOU DOWN. The enemy will love you for that. Say your rider runs out of GGun. Does he still have ANYTHING to use against the enemy? Grenades, say? If not, then he always has the Blaster, right? Although if your only option is the Blaster, there's a far better solution; pack weapons yourself and let him fly the jalopy. If you wanna read about that, look above in "Mixing It Up".

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----- MACHINE GUN FIRE -----  
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The infamous MG (and GGun) pose problems for the Riding system possibly more than anything else, except maybe the Homing Launcher. You can't Barrel Roll, Loop or U-Turn to avoid it, so how do you safeguard your rider from MG or GG fire? Let's fly away. Well, that only works if the person you're fighting is on the ground. Your Arwing attacks have longer range than an MG, and even more so for a GG. Strafing runs beginning from far away work well, and Homers will save your butt by killing them from long range. Of course, you could always outgun them, but you'll be licking your wounds after that.

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----- THIS IS MY BOOMSTICK! -----  
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Haha...a category about Bombs. As you may already know, one of these badasses will wreck both you and your cargo in about a second. The way to go against this is switch your positions, since you have more health from being covered in the plane. This might be the time where you...

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----- GET ANOTHER PLANE -----  
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It happens! No one lives forever in SFA/life! Should the purple smoke arise,





