

Star Wars Rogue Leader: Rogue Squadron II FAQ/Walkthrough

by DarthNightmaric

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STAR WARS: ROGE SQUADRON II: ROGUE LEADER

WALKTHROUGH BY DarthNightmaricus

INTRODUCTION

Hello, and welcome to my FAQ for Star Wars: Rogue Squadron II: Rogue Leader! I am going to give you a new walkthrough for the game. It's been many years since somebody wrote a walkthrough for this and put it on GameFAQs. This is my first walkthrough, people. Also, I am playing it on the Wii, so I will tell you how that differs. Also, there are several cheat codes that you wouldn't normally find on a walkthrough (such as the Jango Fett Slave I skin cheat code). I also give you separate strategies for getting the Bronze, Silver, Gold, and Ace Medals, instead of just having the regular strategy and the gold strategy. This walkthrough was written using the Infinite Lives, All 10 Original Missions, and Bonus Level cheats. By the way, my name may say DarthNightmaric, but it is actually supposed to be DarthNightmaricus. The "us" was cut off from the end.

VERSION HISTORY

- 0.1 (08/22/13) Started the Walkthrough.
- 0.2 (08/23/13) Yesterday I got a Gold Medal on Ison Corridor Ambush. My first Gold Medal! Whoop! Gold Medal strategy for Ison Corridor is up.
- 0.3 (08/24/13) Finally completed Prisons of the Maw and both versions of Imperial Academy Heist.
- 0.4 (08/25/13) Finished part of the FAQ. I am going to add detailed walkthroughs for each craft and strategies for some of the others really soon. I think you'll enjoy the final result. I'll be done with this within a week.
- 0.5 (08/27/13) I am being forced to deem this completed. The individual vehicle strategies will be their own in-depth guide.
- 0.6 (08/28/13) Formatting update. To be concluded.
- 0.7 (08/31/13) I've changed my mind. This WILL contain strategies for each level and each craft.
- 0.8 (08/31/13) Yes, two updates in one day. I got a Gold Medal on Vengeance on Kothlis! WHOOP! My second Gold Medal. I am now ranked Major. Gold Medal Strategy for Vengeance on Kothlis is up.
- 0.9 (08/31/13) Three updates in one day! I got a Bronze Medal on Prisons of the Maw. I am now ranked General (I got some Silver Medals). I now just need to get a medal on Endurance and a medal on Strike at the Core (those'll take a while) and I'll have medals on all of the missions. Then, I can get to work on the Gold Medals. I shall now be known as Rogue 14.
- 0.10 (09/01/13) Went to GameStop in an attempt to get Rebel Strike. Turns out they no longer carry GameCube games, and the only GameCube game I have ever gotten from them was a Godzilla battle game. Any of you know anything about Vintage Shop X-change? If so, contact me. Also, I want to know whether it's worth it to track down and buy a Nintendo 64 and a copy of Battle for Naboo and Rogue Squadron.
- 0.11 (09/02/13) Began work on Snowspeeder walkthrough. Began work on Hall of Fame. Added some new material. I'll be done in about a month.
- 1.0 (10/28/13) Lost the massive update for this thing when the flash drive was

lost, so I'm just adding a thing here and there. I haven't worked on this much since I got Rebel Strike, but since I'm really close to achieving Galactic Allied Commander there (3 Gold and 13 Best Evers to go! Yes!), I'll return to this game very soon.

FAQ

Q: Can I use cheat codes?

A: In my opinion, only the Naboo Starfighter, Mission Unlock, Bonus Mission Unlocks, Buick Convertible, Infinite Lives, Jango Fett Slave I Skin, and All Tech Upgrades cheats are OK. EARN THE TIE ADVANCED AND TIE FIGHTER AND OTHER SHIPS! They're fairly easy anyway.

Q: How do the Wii and GameCube methods of play differ?

A: I'll answer that later on.

Q: How do I get through Imperial Academy Heist? It's impossible!

A: I haven't beaten it either. If (and when) I beat one of the two versions (day or night), I'll post the respective walkthrough. UPDATE: I beat both versions, so the walkthroughs are up.

Q: How do I change the time of day?

A: That'll be explained later on.

Q: Help! How do I get rid of the Black & White Mode and return to Color Mode?

A: Turn off/reset the Wii or GameCube.

WII/GAMECUBE DIFFERENCES

1) Changing the Time of Day: For the Wii, on the Wii Menu, go over and click the Wii icon, and adjust the Internal Clock. Set it on 4:00 PM or AM or 9:00 AM or PM.

2) Startup: For the Wii, insert the GameCube disc into the slot (This entire walkthrough is useless if you have a Wii Family Edition or any version later than that, if so, you need a GameCube, so go further down if you have one. If you don't have a GameCube, and you're taunting yourself, just keep reading. I do it with the Battlefront walkthroughs myself. Man I wish I had an Xbox 360..... Next, go to the Wii Menu (after bypassing the Startup Menu) and tinker around with the internal clock, then select the Disc Channel (top left channel) and select Start. YOU CANNOT RETURN TO THE WII MENU AFTER THIS, SO DO EVERYTHING NOW YOU NEED TO! The Wii Remote cannot be used for this game, as the power signal shuts off to the Wii from the Remote, and the Home Menu button doesn't bring up the Home Menu, it's like there's no power. Continue with the GameCube Controller.

3) Startup: For the GameCube: I haven't played any GameCube games on the GameCube in ages, so I'll add this in later. Scratch that, I am switching to the GameCube.

SHIPS

Ratings note: The rating system is based off of my own system. The stars/asterisks denote quality. Also, I just noticed something. The asterisks look like tiny X-Wings if you're using the Courier New font.

MILLENNIUM FALCON

In-Game Description: An illegally modified Corellian engineered YT-1300 transport, the Millennium Falcon is one of the most formidable starships in the galaxy. Owned and piloted by Han Solo and his Wookiee partner Chewbacca, the Falcon supports a top of the line Imperial deflector shield system, two quad laser cannons, and two concussion missile launcher, along with a retractable light laser cannon. The star ship is also equipped with an incredible class 0.5 hyperdrive system.

My Review: People keep saying it's fast (RogueLeader2 even ranked it number 1 on his top 3 list of fastest craft in his Playable Craft FAQ), but it is really slow. Am I the only one of the people who have written a walkthrough for this game who has noticed that? It's about

as slow as the Slave I or the Y-Wing.

Rating (out of 5)

Speed: 1. I once read a walkthrough for Rogue Leader which gave ratings for each craft, and the T-16 Skyhopper did not have ratings, instead it was comments about how crappy it was. For speed, it said "Speed? What speed? I never noticed any speed." That describes the Millennium Falcon as well. If I knew who said that, I could give them credit... Oh well. Update: It's not this game. It's from Brother Reed's walkthrough for the Nintendo 64 version of Rogue Squadron. I wish he'd write a walkthrough for this game...

Firepower: 5

Agility: 2. The only ones less agile than this are the Imperial Shuttle and the snowspeeder.

Shields: 4

X-WING

The Incom T-65 X-Wing is the fighter that killed the Death Star. An almost perfect balance of speed, maneuverability, and defensive shields makes this the fighter of choice for Rogue Squadron, except when the mission profile disallows it. In addition to four blaster cannons, the X-Wing can carry a number of proton torpedoes. It is powered by four fusial thrust engines and requires an onboard astromech droid for peak performance.

Y-WING

The Y-Wing is the workhorse of the rebel fleet. It's not quick or flashy, but it gets the job done. The armor on this is extensive and the shields will protect you from just about anything, which is good because you won't be going anywhere fast. The Y-Wing is used mainly as a bomber because it can carry a heavy payload of missiles, torpedoes, and bombs. The other important weapon is the topside ion cannon which, rather than destroying a target, can disable it for later capture. Our cannons have a computer assisted auto-fire feature. So, don't forget that when you are in the heat of battle.

B-WING

One of the Rebellion's most well-armed starfighters, the B-Wing, has been personally designed by Admiral Ackbar. The B-Wing supports an array of weapons, including ion cannons, proton torpedo launchers, and laser cannons. Because the cockpit is surrounded by a unique gyro-stabilization system, the pilot always remains stationary, even as the rest of the ship rotates during flight.

A-WING

The A-Wing is the fastest fighter we have, capable of matching a TIE Interceptor in speed. Twin J-77 Event Horizon engines power the craft, and twin blaster cannons provide offensive weaponry. However, what we gain in speed, we lose in defense. The deflector shield capability is significantly less than the X-Wing, so make sure you use your speed to dodge lasers rather than relying on shields. The A-Wing also carries a limited number of missiles.

N-1 NABOO STARFIGHTER

The fast, agile starfighter used by the Naboo Space Fighter Core, the N-1, is armed with twin laser cannons and a full complement of proton torpedoes. However, the vehicle is reserved for routine patrols and escorting the Queen's starship to other worlds. Designed by Naboo engineers, the N-1 incorporates many Nubian components, including a Monarch C-4 hyperdrive. The starfighter also utilizes a standard astromech droid to assist with navigation and in flight repairs.

TIE FIGHTER

The first in a series of advanced twin ion engine starfighters, the original TIE fighter was developed by Sienar Fleet Systems. The agile, single-pilot craft has a titanium alloy hull and quadranium

steel armored solar panels but lacks a deflector shield and primary life support systems. The TIE fighter is intended to be used as a short-range attack craft, launching from nearby Imperial installations. TIE fighters usually attack in swarms to overwhelm their opponents.

TIE ADVANCED x1

The prototype starfighter used by Darth Vader at the Battle of Yavin and the basis for the frighteningly efficient TIE Interceptor, the TIE Advanced x1 is easily recognizable due to its distinctive bent wings. Unlike all other TIE fighters, the prototype is equipped with a deflector shield generator and a modest hyperdrive system. The TIE Advanced is armed with fixed twin heavy blaster cannons but has no life support systems.

IMPERIAL SHUTTLE

The Lambda-class shuttle was designed to swiftly transport Imperial personnel and cargo between starships and various installations across the galaxy. Sienar Fleet Systems built the shuttles to carry up to 20 passengers in relative safety protected by standard reinforced hull plating and multiple shield generators. The Lambda-class is also armed with several laser cannons and equipped with a hyperdrive for travel between fleets and systems. The starship was designed for a 4 person crew with two additional positions for communications and power regulation.

SLAVE 1

The personal starship of bounty hunter Boba Fett, Slave I, is a drastically altered Firespray-class patrol craft. The starfighter has been rebuilt with holding cells, a dedicated tracking system, improved deflector shields, a massive hyperdrive engine, and numerous concealed weapons. The craft is unusual because it flies upright with the pilot standing at the vehicle's controls as Slave I cruises through space at speeds comparable to those of an Alliance Y-Wing fighter.

SNOWSPEEDER

The Snowspeeder, modified with armor plating, stronger outboard laser cannons, and a harpoon tow cable for the rear gunner, is not a true flight craft, so the flight ceiling is quite low. It hugs the ground well and is also quite maneuverable, but the addition of deflector shields was deemed costly and time consuming, so watch yourself. The controls are quite similar to the X-Wing, so don't worry about additional training.

OTHER CRAFT

There are other playable craft as well, which do not have in-game descriptions, which I will give my own description for.

T-16 SKYHOPPER

This is used only in the Tatooine Training level. It has proton bombs, an ion cannon, lasers, and proton torpedoes. It has practically no shields whatsoever.

BUICK

It's a flying 1968 Buick Electra with an astromech droid, cluster missiles, lasers, and shields. What more can you want? It's like a MUCH FASTER Slave I.

CLOUD CAR

This can only be found in the level "Raid on Bespin." There's like 5 different platforms where you can switch to one.

RUMORED CRAFT

These are craft that everybody thought would be in the game, but they weren't in the game.

TIE BOMBER

There's a rack with one of them in the Imperial Hangar. You can see it if you take off in the Imperial Shuttle or if you use the walk through walls trick and go outside into the void, or if you get far enough

back, switch to pilot view, and look up. The good news is you can pilot one in Rebel Strike!

JEDI STARFIGHTER

Again, it's in Rebel Strike.

TIE INTERCEPTOR

This was in the original Rogue Squadron, and is in Rebel Strike. Why'd they leave it out of this game?

WALKTHROUGH

MISSION 0: TATOOINE TRAINING

I've never completed this level before (I've only bulls-eyed 60 womp rats twice). You have to complete this in all four times of day and complete all 10 original missions to unlock the Naboo Starfighter the normal way. UPDATE: I've completed it, so I'll add the walkthroughs now.

OBJECTIVES

- * Complete the Tosche Station and Beggar's Canyon races.
- * Bulls-eye 20 womp rats in 30 seconds.
- * Bulls-eye 40 womp rats in 30 seconds.
- * Bulls-eyes 60 womp rats in 30 seconds.
- * Find all discovery items

DAWN WALKTHROUGH

Good morning. You have a lot to do today, so wake up! Firstly, discover Jabba's Palace by flying past it. Then fire all of your proton torpedoes at it, then fly up and turn and look down at Jabba's Palace. Destroy it with linked lasers, and swoop down to discover C-3P0, your first bonus item. Fly over and discover that bantha herd. Next, do Tosche Station Racing once. Use speed boosts if necessary. Next, find the discovery items on the way to Beggar's canyon, but do the Womp Rat Valley Bulls-eyeing. Circle around the OUTSIDE of the valley. The womp rats should get in a big circle at the center. Fly through the rebel insignia and start bulls-eyeing. Kill 60 of them and one of your objectives is complete. My personal best is like 82 I think or maybe 72 or 62. I know I've gotten 60 at least five times now. Now do the Tosche Station Racing again. Use speed boosts whenever possible, but make sure you hit all the rebel insignias. Now do Beggar's Canyon Racing for both tracks. Here's a secret: Go down track 1 until it tells you you've chosen Track One. Now brake and turn around and take Track Two! It'll think you're still on Track One. Now do Track Two for real. You've complete 2 of the 3 main objectives. Complete all of the lessons, then use your radar's objective cone to find the discovery items (I typically do the lessons on the way). If you did it right, you should find a sandcrawler you can destroy with linked lasers. Sometimes this is a discovery item, other times it's not. Discover it, then destroy it with linked lasers. Also, the crashed TIE Fighter (a discovery item) is in Mos Eisley. No, it does not get up and fly away! I don't know who said that happened, but I've never seen it happen. Also, don't forget the Proton Bombs training at your house (Luke's home, I mean). Here's an overview of the items in all 4 time zones:

- 2 or 3 Sandcrawlers (varies for time of day)
- 2 or 3 Dewbacks (varies)
- Crashed TIE Fighter (Mos Eisley)
- Krayt Dragon Bones (always a bonus item, must be found)
- Escape Pod (second bonus item, found during the day, not during dusk or dawn or night, near Tosche Station)
- C-3P0 (in Jabba's Palace, bonus item, dawn and dusk)
- R2-D2 (in Sandcrawler you destroy with Linked Lasers, bonus item, Nighttime)
- 5 Bantha Herds

DAYTIME WALKTHROUGH

This is more of the same. However, instead of destroying Jabba's Palace, just discover it, and the Escape Pod is to the west of Tosche Station. You'll find it, I promise.

DUSK WALKTHROUGH

Just use the Dawn Walkthrough. There's no difference between the two, but you have to complete them both.

NIGHTTIME WALKTHROUGH

This is slightly different. The sandcrawler that you need to destroy with linked lasers IS a discovery item in this time of day (I think). Once you blow it up, swoop down and you'll find R2-D2, your second bonus item. Other than that, use the Dawn walkthrough.

REWARDS

If you complete all 4 times of day, you'll unlock the Naboo Starfighter in the hangar. However, to be able to fly it, you must complete all 10 of the original missions. Or you can use the cheat code. I did both. Also, if you get a Gold Medal on all the missions and beat all 4 times of day in the training, you unlock Ace Mode, where the AI of your enemies is amped up and things are more difficult in general. Again, there's a cheat code for Ace Mode, too. Basically, you have to avoid falling asleep while doing so, since you've only got 20 minutes. Strangely, I used to suck at the training, and I would always fail to complete it in 20 minutes (I ran out of time). That's kind of sad, but true.

MISSION 1: DEATH STAR ATTACK

AVAILABLE SHIPS: X-wing

Y-wing (after completing Prisons of

the Maw)

Objectives:

- 1) Destroy all Deflection Towers
- 2) Destroy all TIE Fighters on the surface.
- 3) Fire Proton Torpedoes into the thermal exhaust port.

FIRST PLAYTHROUGH

First time around, don't attempt to get any medals. Just follow this walkthrough. This level stopped me from getting any further in any saved game until I used the All 10 Original Missions Unlocked cheat code. I'm assuming you are using the Infinite Lives cheat code, so you'll have to adjust accordingly. I'll give commentary on the game as you read this walkthrough. Firstly, there are 4 squadrons attacking the Death Star. Red Squadron is X-wings, and is the group that makes the trench run. Blue Squadron has already taken out an Ion Cannon for ya, and Green Squadron is attacking the superlaser. Meanwhile, Gold Squadron, which is all Y-wings, is also attacking the thermal exhaust port. X2 from Battlefront: Elite Squadron has also done some damage, along with 2 R-22 Spearheads (predecessor to the A-wing), and 7 other pilots. Good luck.

Now for the walkthrough. If you want a medal, take out some turrets throughout the level. 20 per section will do the trick. Try not to die. In the first section, Dodonna (the guy coordinating the attack from the base on Yavin IV) tells you to take out 10 Deflection Towers. Destroy 20 or so guns as you go, taking out the towers at the same time. Tell your wingmen to stay in Formation (press the up arrow on the D-Pad). I'm assuming you played this before, so you should know the controls if you've done the training. After the deflection towers are destroyed, Dodonna tells you to destroy the TIE Fighters in the next area. There's supposed to be a tech upgrade about 15-20 degrees to your left, on the radar it'll be two grey squares surrounding by black with one red dot on it, but I can't seem to find it. I'll add it in later (when I find it).

TECH UPGRADE ALERT: I found it. It's Advanced Shields, and it's not really to your left per se.... it's more like it's near where you start.

It takes a while to find it. It adds another layer to your shields: blue. However, blue is not another layer of green, 4-5 hits and you're back to green, and even an R2 unit can't repair it back to blue, it just repairs it to green.

Anyway, start destroying guns and TIEs. Eventually Dodonna will tell you to ignore the guns. That's your cue to stop and just attack the TIEs for the rest of the section. After they're all destroyed, Dodonna tells you to begin your trench run, and you do so. As you make your way through the trench, destroy about 20 turrets. After a while, you'll get a break from the crossbars. When that happens, close your S-foils until somebody starts firing on you. Hit the brakes and destroy the TIE Fighters to raise your enemies killed statistic. Repeat this process until Darth Vader shows up. Turns out X2 didn't last long providing cover, and the other members of Red Squadron and Gold Squadron are dead or have retreated. Everybody from Blue Squadron is OK, though. When Vader arrives, hit the brakes again and fire on him. It'll boost your accuracy. Repeat this process several times, then the Millennium Falcon will come along and destroy the two wingmen of Vader's with Han's trademark "Yahoo!". Turn on your targeting computer if you need to (I have always done so) and hold down the B button until the port shows up and it targets it. Release it and tap the B button like mad if you miss. The Death Star blows up, and the survivors fly away to Yavin IV as the Proton Torpedo of Destiny enters the thermal exhaust port and Admiral Conan Antonio Motti screams, "The rebel has fired his proton torpedoes!" Yes, he's named after Conan O'Brian, just like Stewjon (Obi-Wan's home planet) is named after John Stewart. Seriously. Yes, that's a nod to CyricZ. His walkthrough was awesome and I always read HIS walkthroughs. No, I'm not CyricZ. He's just my favorite FAQ writer. Also, if you got at least a bronze, you can unlock Death Star Escape with 20 points.

SECOND PLAYTHROUGH (Y-Wing)

The Y-wing is rather sluggish. However, instead of proton bombs, you have proton torpedoes. Don't use them yet. Destroy the Deflection towers with linked lasers, brakes on full, and destroy guns as you go. If you hear Dodonna say "We're running out of time!" and you're going for a Gold Medal, abort the mission and play it again. Once all the guns are destroyed, you will move on to the next section. Destroy some guns, and when Dodonna says, "Ignore the guns" stop attacking the guns and destroy all the TIE Fighters. You will then begin your trench run. Destroy some turrets until your wingmen pull out and stop providing cover, and start focusing solely on making it through the trench in one piece. Don't die, or you can't get the gold. When the crossbars start becoming few and far between, speed up (laugh). When TIE Fighters attack you, brake and blast them to smithereens. Repeat this with the other TIEs and Vader. Shooting Darth Vader's TIE Advanced x1 will boost your accuracy. When Han rescues you, get ready to fire that proton torpedo. When you see the wall at the end, tap the B button twice. If you miss, hard brake, turn on your targeting computer, and fire again, praying your torpedo makes it in the thermal exhaust port (yes that sounds messed up, but I'm serious). I've only tried it with the Y-wing once, and I missed the thermal exhaust port because I flew too low and the torpedoes hit the ground instead of the port, and I crashed into the trench's bottom. I'm trying it again soon, and I'll update this accordingly. UPDATE: I tried it again and I beat it, but I've still only got a Gold Medal here.

MISSION 2: ISON CORRIDOR AMBUSH

FIRST PLAYTHROUGH

This can be easy, or it can be hard. By default, you're flying an X-wing, but if you've used codes to unlock other craft, see the second playthrough. You're escorting a convoy through the Ison Corridor,

traveling from Yavin to Hoth (I've looked in the Essential Atlas and the Corridor runs from Mataou along the Corellian Spine, through Ison, Hoth, Anoat, Bespin, Varonat, and rejoins the Corellian Trade Spine near Indellian). Rogue Squadron, led by Luke Skywalker, is the escort. An earlier convoy was ambushed by Imperial forces, and they pretty much destroyed each other. There's about to be a big fight. By the way, the frigate Redemption is the same frigate that the main characters were in at the end of Episode V. Well, anyway, they ask for you to escort them through the nebula.

TECH UPGRADE ALERT: Fly through the big two-way chunk (you can go all the way through the hole and come out the other side) near the start, by the Frigate. You can see it easily. Grab it to get the Advanced Proton Torpedoes upgrade. It makes your Proton Torpedoes cause more damage.

A group of TIE Fighters arrives. If you want any medals, then take care of the ones attacking the ships FIRST to meet your Friendlies Lost requirement, then destroy the other TIEs. A second wave of TIEs arrives, and Wedge suggests switching to the newest addition to the Rebel fleet: the A-wing, because it seems the TIE Fighters are too fast for the X-wings. Luke gives the OK, and Wedge switches to an A-Wing (the A-wing switching cutscene is only if you're piloting an X-wing at the start as far as I know). You can either follow along or keep flying the X-wing. I docked with the frigate and switched to an A-Wing. The A-Wing is FAST. However, I've been told it has really weak shields. I really haven't noticed a difference. It's supposed to have weaker shields, but my style of playing levels makes it seem like there isn't a difference. There is another neat thing about the A-Wing: it has Concussion Missiles. They're kinda like Cluster Missiles, and are basically weaker Proton Torpedoes. They send off shockwaves when they hit their targets. It also has 2 laser cannons. It also has a speed boost like the T-16 Skyhopper in Tatooine Training. (On a related note, only the T-16 Skyhopper, Snowspeeder, and A-Wing have speed boosts. I don't even know why they put that lesson in the training. They could've put in lessons about all the weapons. Oh well.) Anyway, fire off some concussion missiles at the TIEs. Also, whenever your wingmen ask for orders, tell them to attack the TIEs. I used to always have them flee because it was so annoying, but I'm more successful in the levels now because I don't have them flee unless necessary. Anyway, you'll enter the Nebula after this wave is destroyed. Luke tells the squad to turn on their Targeting Computers. This is easier if you have the Advanced Targeting Computer Upgrade, whether via the Tech Upgrades cheat code or via the normal way. (For that particular upgrade, I think it'll be okay to use the cheat code because Strike at the Core is IMPOSSIBLE!) With the upgrade, you don't have to hold down the Y button to keep it up (just tapping it once brings it up, and tapping it again turns it off), and you can use the C-Stick and the D-Pad to give targets to your wingmen. Take out this wave of TIE Fighters and TIE Interceptors (I think they were both in all 3 waves), and whoever is the commanding officer aboard the Redemption (I'm thinking it's Mon Mothma, but I'm not sure) will say, "We're clear! We're leaving the Nebula." That's the end of the mission.

SECOND PLAYTHROUGH (Medals)

Medal

Bronze

Silver

Gold

Time

7:18

5:16

4:11

Enemies

26

32

40

Accuracy

3%

7%

19%

Friendlies Lost

4

3

2

Lives Lost

2

1

0

Targeting

Computer

Efficiency

10%

27%

72%

I took the Slave I for my try at the Gold. I got the Gold on my second try in the Slave I. This was the first Gold Medal I got. Just get the Advanced Cluster Missiles and Homing Cluster Missiles tech upgrades the normal way or via cheat codes before you start. Then, being careful with your cluster missiles, destroy all the TIE Fighters for each wave. DO NOT RUN OUT OF MISSILES BEFORE ALL THE FIGHTERS IN ALL THE WAVES ARE DESTROYED OR YOU CANNOT GET THE GOLD! Also, don't die. The Slave I has VERY weak shields. One hit may cost you the Gold Medal (maybe).

MISSION 3: BATTLE OF HOTH

This level was difficult for me until I mastered the tow cable. From there, everything was easy.

FIRST PLAYTHROUGH

Tell your wingmen to flee. Brake and shoot the probe droids, then proceed to the "plains". Whatever the ground forces ask, they are to defend. Go slow, destroying the AT-STs with linked lasers. General Rieekan informs you that Imperial walkers (AT-ATs) are attacking Outpost Beta. Just like in the movie, Dak (Luke's gunner) is hit, and Luke asks Wedge to be his "tow cable". Luke is then shot down, and you switch over to Wedge after he downs a walker. Strangely enough, you resume RIGHT WHERE LUKE WAS! Somehow, Wedge must've teleported. Also, that walker that Wedge brought down is nowhere to be found.

Next, you'll have to use your tow cable to wrap around 3 AT-ATs, bringing them down. Target the one closest to Outpost Beta, fly over to it, and brake, activating your tow cable and SLOWLY wrapping it around the walker's legs. It will either fall over on its side or trip. Also, why would it fall over on its side? It should trip, that's the laws of physics, dumbasses. Repeat this process with the next closest one, and then the last one.

General Veers' AT-AT destroys the shield generator. It is now your job to get to the X-Wings and protect the transports from TIE Bombers.

TECH UPGRADE ALERT: Go over to where the shield generator used to be.

You will find the Advanced Lasers tech upgrade.

Now then, head back over to that fork where you began the level at, but CONTINUE to the landing area. Fly into the blue Rebel Insignia and switch to an X-Wing. Unleash some proton torpedoes on the TIE Bombers, then finish the rest off with lasers. When they've all been destroyed, the mission is complete, and the transports ask for cover while they head into space. Wedge and Rogue Squadron go off to provide an escort for the transports, while Luke heads off to Dagobah and Leia, Han, Chewbacca, and C-3P0 head into THAT BIG ASTEROID FIELD THAT'S IN A BONUS MISSION! You can now purchase "The Asteroid Field" level if you got a bronze medal. It requires 30 points to unlock.

MISSION 4: PRISONS OF THE MAW

I really hate this level. It has little to do with the main storyline, except for the fact that Carrie Neth is a member of Rogue Squadron for the rest of the game but she's a member of Gray Squadron at the Battle of Endor. Once you complete this level, you unlock the Y-Wing for use in all levels except SatC, BoH, TT, Death Star Escape, The Asteroid Field, TotE, and RoY.

FIRST PLAYTHROUGH

If you want, you can fire on the asteroids. They do not increase your accuracy, so don't bother with them unless you have to. When you reach the freighters, slow down and destroy as many as you can. They boost your accuracy. Also, keep your wingmen attacking the TIEs throughout the first section.

You need to take out 3 shield projectors to proceed. They look like spiky triangles or something. To take them out, you must disable them with your ion cannon. Once you've done this, you can proceed to the next part of the level.

Now, tell your men to focus on the guns. You will arrive at the prison, and Carrie Neth is the "leader" of the prisoners, who have escaped. You must complete all objectives marked by the prisoners. Firstly, you must destroy several guard towers. They're the ones that shoot at you. Use proton bombs to destroy them. Most people would advise you to use your targeting computer to find them, but on this level and Vengeance on Kothlis the targeting computer gets messed up sometimes, and the communications array, etc. somehow appears on your targeting computer, making it worthless for these missions. Also, I've noticed something. If you die while taking out the first group of guard towers, they seem to respawn, because twice on one playthrough, during this part, I've heard somebody say "one more to go" before I died, and after I came back and destroyed some more.

Next, the prisoners need weapons. Head to the weaponry, bombing AT-PTs as you go. Next, you'll have to destroy some more guard towers.

Carrie Neth tells you to bomb the communications relay. Head over to where several towers with upward-facing dishes are located.

TECH UPGRADE ALERT: On the way to the comms relay, you'll reach a dish and a dome. Bomb the dome and grab the Advance Cluster Missiles tech upgrade.

Now, bomb the seven guard towers. Finally, you have to destroy the six guard towers at the landing platform. Once this is done, the prisoners will board an Imperial Landing Craft and you must escort them away from the installation. Destroy any TIE Interceptors that get in your way, then you're done. Finally. It took me a long time to master this level and actually make it to the end (last time I made it to the comms relay and took too long.)

MISSION 5: RAZOR RENDEZVOUS

No, this is not a port of the Razor level from X-Wing Alliance. There are two Corellian Corvettes called the Razor. The events of the other Razor level are sort of taking place either simultaneously or this is after the other level. You must rendezvous with the Razor, which has

an Imperial computer with crucial data contained within. During this mission, your wingmen should only receive one command: Destroy the TIEs.

FIRST PLAYTHROUGH

Hahahahaha! Did you really think it would be so easy? When you hyper in, the Razor has been caught in a tractor beam by a Star Destroyer. You must free the Razor and retrieve the data before it's too late! Also, you must protect the frigate Redemption. By default, you're piloting a B-Wing.

TECH UPGRADE ALERT: You will see an Imperial Shuttle trying to escape the Star Destroyer. Destroy it. It will spiral out of control and explode. The upgrade will appear where it began to spiral. Grab it to get the Advanced Proton Torpedoes tech upgrade.

As long as you move quick enough, your wingmen can protect the frigate. Destroy the two top shield generators by boosting behind the command tower, braking, and turning around. Fire upon the shield generators with proton torpedoes and linked lasers. Head to the bottom and unleash your remaining torpedoes on the main reactor. Next, fly back up to the command tower and kamikaze into the command deck. You will complete the mission and the game will not count it as a life lost.

Also, there's an interesting goof. If you move quick enough, the Star Destroyer will fall to the surface and you can see the Razor floating in space, thereby negating the need for the next level, yet you still need to play the next level. Lastly, a tip: destroy as many guns as possible on the Star Destroyer.

MISSION 6: VENGEANCE ON KOTHLIS

The Star Destroyer, along with the Razor, crashes onto the surface of Kothlis. Crix Madine and a group of commandos have arrived to retrieve the data. You must provide cover for the transport and then the commandos as they retrieve the data. Also, all weapons on the Star Destroyer that you did not destroy in the last level are still operational.

FIRST PLAYTHROUGH

By default, you pilot an X-Wing. Destroy the TIEs with your lasers and Proton Torpedoes. I would say Homing Proton Torpedoes, but that's the tech upgrade for this mission. :P

TECH UPGRADE ALERT: Break off from the escort, ordering your wingmen to attack the TIEs. Try to squeeze through the hole in the command tower. You will grab the Homing Proton Torpedoes tech upgrade. Return to the transports. Attack the TIEs, and eliminate the ships. Eventually, the transport will set down, and several AT-ATs will blast through the wreckage. Switch to a snowspeeder, and use the tow cable to bring down the AT-ATs, going at minimum speed.

Next, switch to the Y-Wings. If you haven't gotten the tech upgrade yet, do so now. Don't bother with your targeting computer. Everything is messed up with it. Use the Proton Bombs to destroy all the AT-PTs. Before you can finish, though, Crix Madine asks you to drop bombs into the hull and penetrate it. Do so, until Madine says, "Hull penetrated!" Go back to destroying the AT-PTs. You'll know they're all gone when Madine says, "That's the last of them, Rogues!" Next, take out the E-Web turrets on the ship. You'll know you're done when Madine says, "Nice work clearing those defenses, Rogues!" From there, not much else happens. Some TIE Fighters arrive, but it's not necessary to destroy them.

Eventually, the commandos will retrieve the data, and the mission will end.

SECOND WALKTHROUGH (Gold Medal Strategy)

Most people say to take the Slave I. I say, take the Buick. The Slave I only got me a Silver. With the Buick, I got the Gold Medal on my

first try. UPDATE: Wow, I beat one of the Gold Medal walkthrough writer's stats. Take that, bruplex. Hehehe. Anybody gonna pat me on the back? I should write a Gold Medal FAQ... I'm gonna go work on Endurance.

Medal

Bronze

Silver

Gold

Best Stats

that I

know of

My Stats

Time

13:00

11:30

9:55

8:26

Enemies

45

75

100

Enough (I

can't

remember)

Accuracy

7%

14%

27%

62% or so

Friendlies

Lost

4

3

2

2

Lives Lost

2

1

0

0

Targeting

Computer

Efficiency

12%

42%

85%

100%

MISSION 7: IMPERIAL ACADEMY HEIST

God, I hate this level. This is one of the few levels where I may use expletives a LOT in the walkthrough. For your convenience, I have split up the walkthrough into 4 parts: Daytime without TIE Fighter, Daytime with TIE Fighter, Nighttime without TIE Fighter, and Nighttime with TIE Fighter. Meaning, at first, only the walkthroughs that omit

the TIE Fighter being taken are complete. In the daytime, you pilot a Y-wing. At night, you pilot a snowspeeder.

DAYTIME WALKTHROUGH - TIE FIGHTER NOT STOLEN

This is ****ing hard. I failed this about 20 times until I finally beat it... and didn't get a medal. That was not as disappointing as not getting a medal for Endurance because I died 21 times (I used the Infinite Lives code). This will take you a lot of tries. So far, I've only beaten this once, and took the left fork, thinking it was the TIE Fighter fork (I mixed up the two times of day walkthroughs. Thanks, CyricZ, for NOT EMPHASIZING THAT! But I digress). The first time around, go really slow. Hugging the ground and not getting bumped and being spotted is very difficult no matter what the time of day is. Regardless, keep the L button held down and slowly fly over every bump, not going too high. Also, DO NOT BLOW UP THE SENSORS! Ionize them instead. Blowing them up alerts the Imperials to your presence. That's what tripped me up. The second sensor is slightly tucked behind a corner. Be sure you ionize it. Here's my strategy: Charge your ion cannon as you approach each sensor, then fire it once you get within range. You'll have to get slightly higher, but be careful while doing so. Take the left fork this time around, and go a little faster if you want the medal. You'll soon reach the Academy, and it's time for Grand Theft Shuttle. Um... that was funnier in my head than on a computer. TECH UPGRADE ALERT: The academy looks like a giant + sign. The shuttle is on the north platform. In the right hangar (the east hangar) is the Advance Concussion Missiles upgrade, which apparently most people think is worthless. Nab the upgrade and continue to the shuttle. To steal the shuttle, you need to take out at least 1 turret platform. I say, take out all four. It'll make things much easier. Once you destroy a turret platform, the academy starts a countdown. You have to steal the shuttle and make it out of there within four minutes. GET TO THE RENDEZVOUS POINT AT FAST AS POSSIBLE! No need to avoid the sensors, there aren't any on your way to the rendezvous point. Once you've made it there, an escort of Y-Wings arrives to take the shuttle Tyderium (and you) to the rebel fleet. Also, apparently the Tyderium has already been stolen once, along with the security codes. In X-wing: Alliance, you steal it. Seems the Imperials retook the shuttle and brought it to Prefsbelt IV.

DAYTIME WALKTHROUGH - TIE FIGHTER STOLEN/RIGHT FORK MINUS TIE FIGHTER

Just use the same strategy as before until you reach the fork. Disable the last sensor, and take the RIGHT fork. Here is the branching point. You can...

- A) Fly over the mountains on your right when you come across an outpost, and ionize the TIE Fighter that attempts to take off near the comms tower, or
- B) You can bomb this comms tower and just keep following the path.

DAYTIME WALKTHROUGH - TIE FIGHTER STOLEN

Let's head over the mountains on the right. You'll eventually reach a communications tower with a parked TIE. Wait patiently for it to take off, then QUICKLY ionize it. It will land and a blue Rebel insignia will appear over it. Switch to the TIE Fighter, and head to the academy. Destroy as many parked TIEs as you can, and then take out the four turrets guarding the shuttle. You now have 4 minutes to GET THE HELL OUTTA THERE! Go as fast as you can (hehehehe) and use the back lasers on the Shuttle as well as the front. You still have a limited amount of time to get to the rendezvous point, but all you need to do is follow your radar.

NIGHTTIME WALKTHROUGH - TIE FIGHTER NOT STOLEN

Yet again, seems the Imps got their shuttle back. You would think the Imperials would know about the Tyderium and would have stopped the

strike team in Episode VI, but that's the Emperor for ya. Smart yet stupid at the same time. Geez, they can't stop having this game contradict the X-wing computer games. First, apparently there were TWO Blockade Runners called the Razor, and now the Tyderium has been stolen twice. Also, apparently the Star Destroyer that captured the X-wing Alliance Razor is the Avenger, which Han and the Falcon hid on the back of in Episode V. Not sure about the other Star Destroyer, though.

Anyway, this time, instead of disabling the sensors, you have to avoid them and stay beneath the fog. Seems easy enough, right? It's not. Like during the day, go slow to avoid hitting a bump and going up and over the fog right by a sensor. It took me about 3 tries for the nighttime to get it right. So, here's the keys to victory:

-On the first try, don't steal the TIE Fighter. It seems to go faster in the getaway and during the approach if you take the right fork.

-Ignore the TIEs and AT-ATs at the outposts. Just worry about the TIEs at the Academy.

-Don't forget that instead of a secondary weapon, the Imperial Shuttle just has lasers at the back as well as at the front, just like the Millennium Falcon. Press the B button to fire them.

-Don't worry about getting a medal the first time you play. It's just too damn hard.

TECH UPGRADE ALERT: When you reach the Academy, you might remember during the day that in the east hangar, there was a tech upgrade. There's one here as well, but it's in the west hangar. Grab it to receive the Spread Proton Bombs upgrade, which makes PotM and VoK much easier. After the primary proton bomb is dropped, several weaker bombs are also dropped, causing more damage.

Well, anyway, just keep at it. If you're spotted by the sensors, replay the level and try again, being more careful this time. If you don't get the medal you want, keep at it. This may be a hard level, but I struggled with it too, and I succeeded, so you can too. I know that seems rather touchy-feely, but you need encouragement to persevere and make it through this nearly impossible mission. The next mission is easier, trust me. I promise, it gets better. Also, if you steal the TIE Fighter in both times of day and beat the two times of day with the TIE Fighter, you unlock the TIE Fighter for use in the hangar.

NIGHTTIME WALKTHROUGH - TIE FIGHTER STOLEN

Like before, keep below the fog. This time, however, take the LEFT fork. You'll soon come across a lone outpost. Your gunner will point out a TIE Fighter. Kill the black dot that is the fighter's pilot, and fly through the new blue Rebel Insignia to switch to the TIE Fighter. If you crash before stealing the TIE, you respawn at the beginning of the level, and you'll have to do the first part all over again. Once you steal the TIE Fighter, fly to the Academy and destroy some parked TIE Fighters. Next, destroy the four turrets guarding the Shuttle, and steal the shuttle. You have 4 minutes to steal the shuttle, and a limited amount of time to get out of there. Instead of going straight to the rendezvous point, the cutscene shows you picking up your gunner before you head to the rendezvous point. If you've already done the daytime version and stolen the TIE Fighter, you have unlocked the TIE Fighter for use in the Calamari Hangar.

MISSION 8: RAID ON BESPIN

DEFAULT CRAFT: A-WING

OTHER AVAILABLE CRAFT: All of the craft except the Skyhopper and the Snowspeeder

FIRST PLAYTHROUGH

Man, this is easy! If you're not going for a medal, that is. I have not gotten a medal on this thing, ever.

At the start, take out the first 2 TIE Interceptors. I've been told it makes the wait after you destroy the last balloon in section 1 until the next cutscene MUCH SHORTER. After that, have your wingmen attack the TIEs. That's their orders. Keep telling them that command. Now then. There is an easy way to destroy the assault balloons. Fly straight down, then come up near the balloon and fire on the flaming tanks. They'll blow up.

TECH UPGRADE ALERT: You see that gas platform with the freighter by it? Fly into the gap and up into the ring of gas containers. Fly in a circle around them, and you'll get the Homing Concussion Missiles tech upgrade. Or, if you don't want to get any medals, just shoot the Imperial Tanker/Freighter. It'll mess up your Friendlies Lost requirement, but you can get it easier. Don't try it during a medal run, though.

After all the assault balloons are destroyed, wait a few seconds. A cutscene will play of you (and Rogue Squadron) heading into Cloud City. First, destroy ALL the assault balloons here (you'll have to do it anyway). Next, using your radar, locate the power generators. You must destroy all 3 to proceed to the next part of the level. If you're going for a medal, don't use your targeting computer. Instead, rely solely on your radar. Also, if you're shooting for a Gold Medal, you cannot lose any lives. To avoid this, switch to a Cloud Car when you reach the city. If this Cloud Car reaches the end of its life, switch to another one PRONTO. That's the key to victory in this part.

After all 3 power generators are destroyed, you must take care of some TIE Bombers. If your A-Wing still has some concussion missiles, switch back to it if you're in a Cloud Car, being careful to not die. Unleash the Concussion Missiles on the Bombers. Once all the TIE Bombers are destroyed, the mission is complete. Next stop: Sullust!

MISSION 9: BATTLE OF ENDOR

FIRST PLAYTHROUGH

Well, sorta. The first cutscene starts at Sullust, then ends in orbit over Endor. You know it's a trap. You can either keep flying towards the Death Star, or turn around and attack the Interceptors and Fighters. There are 48 TIE Interceptors and 32 TIE Fighters in the first wave, followed by a backup wave of 32 Interceptors and 16 Fighters. After all of those are destroyed, 16 TIE Bombers arrive. Hunt them down and destroy them. Afterward, the Death Star superlaser destroys the ship called the Liberty. "That thing's operational!" Now you have to take out the two Star Destroyers. First, head to the bottom. Destroy the main reactor on the one on the right, then the one on the left. Throughout, keep your wingmen assigned to attacking the TIEs. The Home One cannot be destroyed in the second part, while the Redemption cannot be destroyed in the first part. If either one of those things happens, you fail the mission. Now then, speed past the right Star Destroyer so that you are behind the two top shield generators, but a safe distance from the guns. Destroy the generators with linked lasers and missiles/torpedoes, then get in front of the Star Destroyer and kamikaze into the command deck. If you do it right, the Star Destroyer will begin to sink and head nose-down to the Endor surface. Now then, you have another Star Destroyer to deal with. Repeat the process, minus the kamikaze part. Instead, just hammer the command deck with everything you've got.

TECH UPGRADE ALERT: You have to get this RIGHT after you destroy the second command deck. Near where the hangar is, there's a tech upgrade. You might not see it, but if you fly through it, you'll get the Homing Cluster Missiles, which makes the Slave I, TIE Advanced x1, and Buick MUCH more useful.

About 30 seconds or so after the second Star Destroyer command deck is destroyed, Ackbar informs you that the shield is down. "The shield is

down! Commence attack on the Death Star's main reactor!"

Good luck with the next level. I can't help you that much.

Also, for some weird reason the glitch where you can ram the right Star Destroyer's command deck without taking out the shields has stopped working for me.

MISSION 10: STRIKE AT THE CORE

Objective: The shield is down! Attack the Death Star's main reactor!

Sorry, the Ackbar in me came out. This is the hardest level in the game, by far. Scratch that, Endurance is WAY harder. The first time around, unless you used the unlock the Millennium Falcon cheat code, you can only fly as the X-Wing, so the first playthrough is as the X-Wing. I can't seem to do much good, though.

FIRST PLAYTHROUGH (X-WING)

This is ****ing impossible. You have to keep really close to the Falcon and cannot get too far away from it. If you do, or it takes too much damage, you fail the mission. I would suggest for this mission, and only one other mission, that you use the Infinite Lives cheat code. It's JPVI?IJC, then RSBFNRL. R2-D2 won't confirm the first one, so afterward you need to enter the second one. R2-D2 will confirm it that time. Basically, keep at a safe distance from the Falcon, but not too far away. If you do, or too many TIEs get to it, they'll blow it up. YOU MUST GET TO THE OPENING! Once you do, it gets MUCH harder. It's a narrow space. VERY NARROW. You will need to keep close to the Falcon, but brake and go slowly on turns. You need to balance these out, though. It's a pain in the butt, and if some TIEs get to it and you don't destroy them, the mission is over. I didn't get to the main reactor, because I failed the mission because the TIEs blew up the Falcon, so this is all speculation. Once you reach the main reactor (there's a nasty drop on the way there) you MUST fire a Proton Torpedo at the power regulator. Next, you have to get out of there before the explosion gets to ya. That's the part where I failed with the Falcon. The explosion got to me. UPDATE: I DID IT! I BLEW UP THE SECOND DEATH STAR AND MADE IT OUT ALIVE!

Ahem.

TECH UPGRADE ALERT: When you near the main reactor, go under those bracketing pipes on the right. Under the last one is the Advance Targeting Computer tech upgrade, which is EXTREMELY helpful.

Go around the right, until you face that handle-shaped thingy (the power regulator). Dumb-fire a proton torpedo at it. Use the targeting computer if necessary. Once you hit it, it's time to GET THE **** OUT OF THERE!

Just go as fast as you can. Slow down slightly when you go back up the drop, which is now two rises, and at turns. Soon, you'll reach an unfamiliar area: a bunch of black-and-grew crossbars above and below you (they do not block your path, though, unless you're going too high). When you reach this area, you'll see starlight. BOOST AND GO AS FAST AS POSSIBLE! Oh, and try to stay in front of Lando. He has a tendency to bump you out of his way and send you crashing into the wall. Once you make it out, you will see what I think is the footage of the victory celebration from the original version of Return of the Jedi, minus the Endor part and the very end. Also, you have to sit through the credits. There's an error here. Instead of Luke Skywalker in the credits, it says "Luke Skwalker." Who the hell is Luke Skwalker? Seriously....

FIRST PLAYTHROUGH (MILLENNIUM FALCON)

Yes, there's another first playthrough, for those of ya who used cheat codes or the other cheat to use the Falcon before you beat the level. I got further along in the level with the Falcon than with the X-Wing. Boost in front of Wedge, then brake and blast the TIEs trailing him to smithereens. Speed up, and repeat. Also, the first objective even if

you're flying the Falcon is "Protect the Millennium Falcon". Shouldn't you be protecting Wedge though? YES! When you reach the tunnel, speed up, but brake and go slowly on turns and the drop. The tech upgrade is in the same spot, and you only need to grab it once, since it's not there if you got it last time, since there's not a second upgrade if you're in the Falcon. When you reach the power core entry, fire a concussion missile at the power regulator and boost like mad. If the explosion gets too close, I've noticed the sound starts messing up, no matter whether the settings are on Stereo or Mono. I think it might be a glitch. Basically, when the explosion starts to appear (a lot of orange starts showing up on the screen in a ring that will slowly envelop the Falcon unless you hurry) the sound starts cutting out. Brake (if you have to and you know you can make it) at the drop, which is now a rise, and at turns, but that's what caused me to fail the mission. If the explosion envelops you, you fail the mission, no matter how close you are to the end. When you see black with white dots at the end of the tunnel, boost out into space and enjoy your victory movie. Good luck.

SECRETS AND MORE

Congratulations! You've beaten Rogue Leader! Umm... I may have spoken too soon. You're far from done. You have 5 secret missions to unlock and complete, Ace Mode to unlock, Audio Commentary to unlock, 4 secret ships to unlock, 1 ship skin change cheat code to use on one of those secret ships, plus 15 missions to get medals on (wait, that's the same thing... never mind.) Anyway, once you get a bronze medal on all 10 of the original missions plus the first 2 bonus missions, you unlock the Slave I. There's a cheat you can use to change the color scheme to the one from Episode II. Personally, I like the Jango Fett color scheme a lot better. Also, if you can beat Tatooine Training on all 4 times of day, and complete all 10 of the regular missions, you unlock the Naboo Starfighter. Or you can just use the cheat code.

SECRET SHIPS

- * Millennium Falcon: Get a Bronze Medal in all 10 original missions.
- * Slave I: Get a Silver Medal on the 10 standard missions and Death Star Escape and The Asteroid Field.
- * TIE Advanced: Get a Gold Medal on all 15 Missions.
- * Naboo Starfighter: Fully complete Tatooine Training and beat all 10 standard missions.
- * TIE Fighter: Steal the TIE Fighter in both daytime and nighttime versions of Imperial Academy Heist.
- * Imperial Shuttle: This can only be used in the two Vader missions. You must get a Gold Medal on Triumph of the Empire and Revenge on Yavin.
- * Buick: Yes, it's in this game too. You need to enter a code to unlock this, and you have to re-enter it every time you play the game. It replaces one of the A-Wings in the hangar.

SECRET MISSIONS

SECRET MISSION 1: DEATH STAR ESCAPE

I have only ever gotten a Silver on this level. They say to memorize the attack patterns, but that doesn't help me. Just keep at it.

FIRST PLAYTHROUGH

I love the music for this level. It's taken straight from the actual scene in Episode IV. Also, if anyone knows what the name of this particular piece of music is called, please contact me and tell me. DUN DUN DUN DUN-DUN-DUN-DUN! It's so awesome, for crying out loud. But I digress. Let's get to the walkthrough.

UPDATE: I found out what the music is called. The version in the movie is called "Here they Come!" and the version in this level is called "TIE Fighter Attack."

If you've ever played Rebel Strike, the sequel to this game, this is like the immediate follow-up to the Death Star Rescue bonus level. Also, Rebel Strike has this entire game, minus the Training and Vader levels, with co-op availability. Man, would that make Strike at the Core so much easier...

Anyway, you're in one of the gunner's seats of the Millennium Falcon. You're Luke. But anyway, just know one thing: SHOOT ALL DA TIE FIGHTERS! Also, I've been told you can use the C-stick to expand your area of targeting in order to follow that pesky TIE Fighter, but it makes a weird noise when you do so, and it's either you just changed the Neutral Mode on your controller, or it's the Falcon itself that's make the alarm because you moved the chair you're sitting in in the game. Anyway, shoot like mad. When Leia says, "We've lost lateral control!" you've got a minute or so to complete the level. Scratch that, it means you're AT the one minute mark.

SECRET MISSION 2: THE ASTEROID FIELD.

Here's something cool about the Falcon: Pressing the A button not only fires in front of you, it fires a laser at the BACK of the falcon, and it goes in a half-circle back and forth, blowing up TIEs as you go. Avoid the asteroids and follow the objective cone. Also, one time, it automatically turned me around, and I passed through an asteroid, yet the TIEs hit another asteroid and blew up. Another time, it automatically turned me around, and the cutscene was immediately followed by another cutscene of the Falcon hitting an Asteroid and blowing up. What the hell? Oh well. After a while of this auto-changing direction, you will see a compressed version of the scene where they hide in an asteroid field, but for some reason they're only in there for like 5 seconds instead of 30 minutes to an hour. Afterward, you fly closer to the Star Destroyer Avenger, and you've got more TIEs on your back. Go around to the back of the command tower and fly to the rebel insignia. You will land on the back of the command tower, and just like in the movie, you'll fly off with the garbage, yet there's no Boba Fett following you to Bespin. I've only ever gotten a Silver Medal, I think. Wait, maybe it was a Bronze Medal. Oh well. It was a Bronze Medal, actually, but I've since gotten a Silver Medal.

SECRET MISSION 3: TRIUMPH OF THE EMPIRE

This level is not in the co-op version that's in Rebel Strike. Guess it was too confusing. Anyway, you need 30 points to unlock this and have to get a Bronze Medal on Strike at the Core. I just used cheat codes to unlock the bonus missions. This level is AWESOME. You get to be Darth Vader and destroy all of the Rebels on the first Death Star. However, for some weird reason, no matter what ship you're flying in this level, the cutscenes have you flying a TIE Advanced.

FIRST PLAYTHROUGH

Take the TIE Advanced. Also, make sure you have both cluster missile upgrades. You'll need 'em, along with Advanced Shields and Advanced Lasers. However, don't use your lasers unless it's necessary. I've gotten a Silver Medal, and that's the best I am at this level. If you're going for a medal, tell your wingmen to flee. They'll mess up your Enemies and Friendlies Lost stats. Also, destroy groups of 3 rebel ships with clusters, and groups of 2 or less with lasers. After all of the Rebels on the surface are dead, you head into the trench. Speed up, and destroy the Y-wings with clusters. Brake and turn around, and destroy the X-wings with clusters, then the second wave of X-wings. If you succeed, you get a cool yet weak clip of Vader destroying Luke's X-wing, and being informed the Rebels have been completely routed. Vader will then say, "It is a great day for the Empire." I feel there should have been more to that, like the Death Star blowing up Yavin IV. If you fail to stop them, you see a clip of

the Death Star exploding and Vader spiraling into space like in the movie.

SECRET MISSION 4: REVENGE ON YAVIN

This level is also not in the co-op version found in Rebel Strike. You need to get a Bronze Medal in Triumph of the Empire to make it available for purchase, and it costs 40 points. I think they left it out of the co-op to avoid confusion with the Rebel level, which is the other side of the battle. Again, take the TIE Advanced.

FIRST PLAYTHROUGH

Destroy the transports with linked lasers. If more than 2 transports get away, you fail the mission, and kill one of the TIE Fighter pilots. Also, your wingmen should stay in formation. Use clusters on enemy fighters. After all the transports have either escaped or been destroyed, you will need to get into the hangar and destroy the remaining transports. Destroy any fighters that attack you with clusters, and get into the hangar when the door opens. Turn once you get passed the first obstruction, and all the fighters tailing you will crash into the wall. Destroy any remaining fighters with clusters, then destroy the transports with linked lasers.

SECRET MISSION 5: ENDURANCE

I would recommend you use the Infinite Lives cheat code, because otherwise you will probably fail. Regardless, if you die more than 12 times, you fail the mission (if you don't have the infinite lives cheat in use) or cannot get a medal (if you're using the infinite lives cheat code). You must withstand 100 waves of TIE Fighters. I would recommend taking the Naboo Starfighter, because it has an astromech droid that can do repairs. Also, there's a glitch. Sometimes, the astromech droid will get stuck, and the repair D-Pad won't go away, it'll sort of perpetually flash in the direction you've chosen, like

|Repair | and it just keeps looping the disappearing, but it's stuck on being visible, so you're always getting say, your shields repaired. Anyway, the last wave is Darth Vader in his TIE Advanced x1. Good luck. I'll see you in about, oh, 5 hours maybe. This requires a lot of patience. I beat the level, but died 21 times. You have 6 hours and 40 minutes to complete the level.

FIRST PLAYTHROUGH (GOLD MEDAL)

Just go for the Gold Medal, ok? This level is too long to play it more than two times. Just use the chicken method. Fly past the onslaught of fighters so they're all at one end of the radar, brake, turn around, and attack them, boosting past them. Also, if there's like 5 ones dogging you but they're so close to you and so fast you can't see them at all, brake and rotate, firing at them. However, you have to be quick, or their fire will shred you to bits. Also, if you die in the middle of a wave, the number of fighters left in that wave comes in as a squadron, so you don't restart the wave. Every 10 waves, there's a group of Imperial shuttles instead of fighters. Brake when close to one, bombard them with linked lasers, speed up a bit when they get out of your range, brake again, fire your linked lasers, and repeat with all the shuttles. Around waves 31, 51, and 71, the AI of the fighters amp up. Wave 100 is Darth Vader. Don't dogfight him, instead fire two homing proton torpedoes at him. That'll destroy him. That's all the advice I can give you. Also, waves 1-5 are plain ol' TIE Fighters. Once you hit wave 6, TIE Interceptors come into the fray. Also, wave 1 doesn't even fire at you. It's like the pilots have special needs. They just fire at everything except TIE Fighters. They typically just fire into empty space. I'm on my second try. Take a break after destroying a batch of Imperial shuttles. As I write this one, I am on my first break, and have not lost a single life. I hope I don't jinx

myself.....Also, do NOT e-mail me asking for gold medal strategies for this level. This IS a Gold Medal strategy! If you e-mail me asking for a gold medal strategy, I will mark it as spam and/or delete it. But if you need HELP, I'd be happy to help you. Also, I gave up. I'll resume the walkthrough on this level at the point I left off. I'll be over here with CyricZ and the others who beat this level...

SECOND PLAYTHROUGH (ACE MEDAL)

Yes, we're doing it again. Now the AI is WAY amped up. I haven't tried it before, but it must be much harder. Good luck with it. Now it doesn't matter if you use the Infinite Lives passcode. In fact, use it for all Ace Medal attempts.

BONUS STUFF

There's still more stuff to get.

SPECIAL FEATURES

ACE MODE: Ups the AI and makes stuff more difficult. If you beat a level on Ace Mode, you get an Ace Medal, which is a blue Rebel insignia on a gold medal/ribbon. No, it's not a Gold Medal, it's like a gold medal with a handle of sorts on the end and the rebel insignia is blue instead of gold.

BLACK & WHITE MODE: This is not really a special feature in that you don't toggle it on/off. You activate it by entering the passcode LIONHEAD, and you deactivate it by turning off the Wii/GameCube.

AUDIO COMMENTARY: Pause the game to listen to this at the start of the level. Also, other dialogue is muted. When the commentary track ends, you just hear the sound effects, not the dialogue. Also, if you fail a mission, and retry it, you have to listen to the commentary AGAIN! I have the commentary for Triumph of the Empire stuck in my head (or at least the gist of it). OK, OK, we understand that QA doesn't just play video games all day! Geez.... Unlock this by getting Gold Medals on all the levels or entering the passcode BLAHBLAH. Yes, I'm serious, that is the passcode.

ART GALLERY: Unlock this by entering the passcode EXHIBIT!

SOUND TEST: Unlock this by entering the passcode COMPOSER

DOCUMENTARY: Unlock this by entering the passcode ?INSIDER or by beating the game... I think

CREDITS: Unlock this by beating the game or entering the passcode THATSME!

SETTINGS: I haven't really explored this much. You can toggle Auto-Roll, Auto-Level, and tinker with some of the game settings here.

PASSCODES

This is the part some of you have been waiting for! Drumroll please....

LIONHEAD: Activates Black and White Mode. Deactivates when you turn off the game system.

BLAHBLAH: Unlocks Audio Commentary.

COMPOSER: Unlocks Sound Test

THATSME!: Unlocks Credits

?INSIDER: Unlocks Documentary.

The following codes are in sets of two (or three). Enter the first code and you'll hear a "bad code". I think it's just to discourage people from using them, making them think it's not a good code.

JPVI?IJC, then RSBFNRL: Infinite Lives. Only helpful on Strike at the Core, some missions, and Ace Mode. Oh, and Endurance. Deactivates when you shut off the game.

AYZB!RCL, then WRKFORIT: Unlocks all tech upgrades. They're still there, though, to be found.

U!?!VWZC, then GIVEITUP: Unlocks Ace Mode.

!??QWTTJ, then CLASSIC: Unlock all 10 Standard Missions

PYST?OOO, then DUCKSHOT: Unlocks Death Star Escape.

AZTBOHII, then OUTCAST!: Unlocks Triumph of the Empire.

TVLYBBXL, then NOWAR!!!: Unlocks The Asteroid Field.

OGGRWPDG, then EEKEEK!: Unlocks Revenge on Yavin.
?WCYBRTC, then ?MBC???: Unlocks Endurance.
CDYXF!?Q, then ASEPONE!: Unlocks Naboo Starfighter for use.
AJHH!?JY, then BUSTOUR: Unlocks Imperial Shuttle for use in the two
Vader missions. You can't use it anywhere else except Imperial Academy
Heist when you're flying the shuttle, of course.
MVPQIU?A, then OH!BUDDY: Unlocks Millennium Falcon.
ZT?!RGBA, then DISPSBLE: Unlocks the TIE Fighter in both the Calamari
Hangar and the Imperial Hangar.
PZ?APBSY, then IRONSHIP: Unlocks Slave I.
VV?GXRYP, then CNOOQ!ZR, then JFETTSHP: Changes the Slave I's color
scheme to that seen in Episode II. To deactivate it, reenter the code.
You need to have the Slave I unlocked first. This is a passcode-only
code, and does not deactivate when you shut off the game.
NYM!UUOK, then BLKHLMT!: Unlocks Darth Vader's TIE Advanced x1 for use
in the standard missions and Endurance.

!ZUVIEL!, then !BENZIN!: Unlocks the Buick Convertible. This vehicle's
cockpit view is really cool. When it boosts, the top starts flapping
up and down. It also has cluster missiles. It replaces one of the A-
wings in the hangar. This code deactivates when you shut off the game.
FUN STUFF

This is a section for people to submit glitches, quirks, humorous
stuff, oddities, inconsistencies, strategies, stuff that is just plain
fun to do, and stuff that would've made this game better. Some of
these come from Pohsyb's FAQ for glitches. I may add to it. It's just
a collection of random stuff from the game.

GLITCHES SECTION

*When you close the foils on the X-Wing the reticule will
disappear, but it will not return when you are using the
targeting computer. (Mariofett)

My addition: The same thing happens with the Buick.

*Periodically (and especially on endurance) R2-D2's repair cross
will get stuck on (sometimes by crashing as soon as it appears). When
it gets stuck you will be able to call on R2 for a full repair any
time

but afterwards the cross will continue to annoyingly blink (even on
later lives) and R2 will no longer repair the ship until you die and
respawn. (??)

My thoughts: This actually is helpful, though. You get the selected
repairs for the rest of the level, which is very helpful on Endurance.

* In the hangers you can pass through walls by pressing up against
one and holding the control stick and the C-stick up and at the same
time tapping the X button. (The Asp1327)

* On Prisons of the Maw and Vengeance on Kothlis, sometimes the
targeting computer is messed up and stuff from earlier in the level is
in your way, and it just doesn't work properly. (me)

HUMOR

*The Star Destroyer in Razor Rendezvous and Vengeance on Kothlis is
the same one as the one in The Asteroid Field and Episode V. It's
called the Avenger. It's the SAME Star Destroyer (Wookieepedia)

*The Shield Generators on top of the bridge are also sensor globes,
and the bottom one isn't actually a shield generator at all. It's the
main reactor.

*The TIE Interceptors fire from the cockpit (this is actually
explained: it has laser cannons under the cockpit and on the wings)

*The credits say "Luke Skwalker" instead of "Luke Skywalker".

*When you switch to cockpit mode in the TIE Advanced, you can hear
Darth Vader breathing.

*In some levels, if you tell your wingmen to flee in the first part of
a level, if there's a second part, they come back. (Prisons of the

Maw, etc.) (me)

*People kept saying the Jedi Starfighter would replace the second A-Wing in the hangar, but it turned out to be a Buick. If it was in Rogue Squadron and Battle for Naboo, it stands to reason it should be in Rogue Leader! For crying out loud, people! (self)

*People, especially FAQ/Walkthrough writers, seem to not know about the Slave I color change cheat code, and so they do not have a full list of passcodes.

* I beat bruplex's stats for the level Vengeance on Kothlis. Bruplex wrote a Gold Medal FAQ. Basically, I got a Gold Medal AND beat an FAQ writer's stats.

FASTEST TIMES

E-mail or PM me your times for levels, and the fastest will go in the slot of the gold medal tables known as "fastest time I know of". You'll also be put in the hall of fame for each level if you beat my time. If you beat my time, I'll give you a pat on the back and an honorary medal I call "Best Time Medal".

STUFF THAT SEEMS POSSIBLE IN THE GAME BUT ISN'T

It seems that when you use the walk through walls trick in the Imperial Hangar, if you look up, you can see the TIE Bomber, and somehow you seem to be slightly lower than the floor if you go through the wall. It seems like there should be another glitch to allow you to get on the ceiling or under the floor to the reflection. I bet it's in there somewhere, and the developers tried to make us think the TIE Bomber wasn't playable. I'm thinking if you stand in a certain spot (perhaps under the TIE Bomber or on top of the spot where the Bomber's reflection is) and press A or another button (not B, though), you'll access the TIE Bomber. It seems possible. If somebody manages to pull this off and get under the floor and to the reflection, and then manages to reach the TIE Bomber, or ends up on the ceiling and gets the TIE Bomber and manages to fly it in one of the missions, contact EVERY ONE OF THE WALKTHROUGH WRITERS IMMEDIATELY! You will immediately be praised by all of us (probably) and will basically be treated like you're an FAQ or walkthrough writer yourself, unless you've already written one for this game, in which case you'll just be held to a higher standard by me. Oh, and I'll congratulate and put you in the Hall of Fame (see below).

THINGS THAT WOULD HAVE MADE THIS GAME BETTER.

*The TIE Bomber. It's in the third one, and it wouldn't take that much more effort to add it in, would it? Instead, we have to taunt ourselves by staring up at the ceiling of the Imperial Hangar, looking at it. If somebody manages to find a way to use the TIE Bomber in a mission (no cheating devices), contact me. Don't use cheating devices. Passcodes and glitches are okay, though.

*The TIE Avenger. If you don't know what that is, it's the production version of the TIE Advanced. It was quickly replaced with the TIE Interceptor in the Imperial fleet. Correction: The TIE Avenger came after the TIE Interceptor, but it is basically the production version of the TIE Advanced x2. Not the x1, the x2. The Interceptor was the production version of the x3. We don't know anything about the x5 or x6, and the TIE Defender was the production version of the TIE Advanced x7.

*The TIE Aggressor. It's like a TIE Interceptor with the TIE Bomber's weapons.

*The TIE Oppressor. It's a faster, quicker TIE Aggressor that is like the counterpart to the Y-Wing and B-Wing.

*The TIE Defender. It's in the TIE Fighter game.

*The Jedi Starfighter. It's in Rebel Strike, and has Sonic Mines, so why not put it in there as a passcode for somebody to crack? I read somewhere that the developers put in some passcodes that have never been made public, but will work. Maybe the TIE Bomber and the Jedi

Starfighter are among those codes. Everybody, try to crack those passcodes! If somebody finds a glitch or passcode that unlocks the Jedi Starfighter, contact me, and you will be put in the Hall of Fame.

- *Co-op mode. That would be awesome. Can't wait to get Rebel Strike...
- *A co-op mode containing the original Rogue Squadron. I've never owned a Nintendo 64... I wish it was one of the Wii Virtual Console games, but I doubt there's going to be any new ones because of the Wii U...
- *A passcode to give you all of the Gold Medals.
- *A passcode to give you all of the Ace Medals.
- *A passcode to promote you to a certain rank.
- *Online play. The GameCube has that ability, people...
- *Upgrades to the Ion Cannon and Tow Cable.
- *Speed Boosts for all craft. I can only use the T-16 in one mission, and I can only use the snowspeeder in 3 missions, and why on earth would I want to use the A-Wing if I didn't have to? Its only upside is the fact it's so fast.

HALL OF FAME

These are people who are well-known among the message boards or have written walkthroughs for this game, or have done something of merit. If you find a glitch, you get put in here. If you get a best time and/or beat my stats, you get put in here. If you achieve the rank of Galactic Allied Commander, you get put in here. If you beat this game (get all bonus craft, get all 15 Gold Medals, beat Tatooine Training in all 4 times of day, and get all 15 Ace Medals), beat Rebel Strike (get all bonus craft, beat the co-op mode, get all 32 Gold Medals, get all 32 Ace Medals, get all 32 Best Ever Medals, beat all 3 arcade games, beat single-player co-op, achieve the highest rank possible in the game, beat the single-player mode, complete the single-player co-op challenge, and do basically everything in the game), beat Rogue Squadron (do everything in the game and unlock all craft), beat Battle for Naboo (again, do EVERYTHING), beat X-Wing, beat X-Wing Alliance, beat TIE Fighter, beat Rebel Assault, and beat Rebel Assault II, you will immediately be put at the top of the list in the Hall of Fame, and be given the title of Jedi Grand Master by me, and will achieved what I have dubbed the Grand Slam. If you beat EVERY LAST Star Wars game ever made, you will replace the guy who achieves the Grand Slam as the guy at the top of the list. Oh, and you will achieved the Ultimate Grand Slam. You will also have proven that you have no life. :P That was a joke. I'm serious about this though. If you achieve the Ultimate Grand Slam, contact me. If you've achieved the Ultimate Grand Slam, and you've beat the video games on all the consoles they're available on, beat all of the video and computer games LEGO has made, beat the games of those franchises, read every Star Wars book ever written, read all of the scripts and screenplays for the movies and TV show episodes, and see all of the different versions of the movies, as well as see the Lost Cut of A New Hope, and see all of the deleted scenes from the movies, you will have achieved the Super Mega Ultimate Grand Slam. Oh, and you will have no life. :P Again, contact me if you have achieved the Super Mega Ultimate Grand Slam.

Bruplex
Wrote Gold
Medal FAQ

CyricZ
Wrote a
Walkthrough

Sweet Monkey Luv
Famous Rogue Leader
message board member

Weggy100
Wrote Gold
Medal FAQ

ImaLilPissed
Wrote
several
FAQs

Meowthnum1/TJackson
Wrote
series of
in-depth
FAQs

ReggemS
Wrote a
Walkthrough

NekkoFever
Wrote a
Walkthrough

Dallas Scott
Wrote a
Walkthrough

InsaneClownD00d
Wrote a
Walkthrough

Marshmallow
Wrote a
Walkthrough

Admodieus
Wrote a
Walkthrough

Rudolf Stember
Part of
development
team, the
Buick
in the
game is
based on
his car.

George Lucas
You should
know who
this guy
is.

Walt Disney
Founder of
Disney,
which
currently
owns Star
Wars.

DuoMaxwell
Wrote a
Medal Stat
FAQ

Olly Dean
Wrote a
Walkthrough

Winnie the poop
2
Wrote a
walkthrough

TheeMikester
Wrote a
walkthrough

ScrawlKnight
Wrote a
walkthrough

DarthNightmaricus (me)
Wrote this
walkthrough,
started
this hall
of Fame

This Slot
belongs to the
first person to
find a way to
use the TIE
Bomber in this
game
Reserved
for
somebody

This slot
belongs to the
first person to
find a way to
use the Jedi
Starfighter in
this game
Reserved
for
somebody

First person to
achieve the
Super Mega
Ultimate Grand
Slam gets this
slot

First person to
achieve the
Ultimate Grand
Slam gets this
slot

First person to
achieve the
Grand Slam gets
this slot

END NOTES

If you want more space combat sim, track down a copy of Rogue Squadron III: Rebel Strike. It has this game, minus the two Vader bonus missions, as a co-op mode, and you can get out of your starfighter and walk around on foot. If you still want more, track down a Nintendo 64 and a copy of the original Rogue Squadron. If that's not enough, pick up a copy of The Force Unleashed for Wii if you have one or the Xbox 360. However, whatever you do, do not get the mobile phone versions. It's a piece of crap, I've heard. If that's not enough, get the Ultimate Sith Edition. Still want more? My god. Get TFU II. If you're still wanting more, get a life. Sorry. Or get another Star Wars game. There's a ton of them out there. I now have Rebel Strike, and I'm trying to persuade my mom to buy the PC versions of Rogue Squadron and Battle for Naboo (Christmas gifts, perhaps?) and most likely one or both of the Battlefront games that are available on the PC (No Xbox-series console or PlayStation-series consoles for me. PS3 and Xbox 360 = tax returns?). Goodbye, and may the force be with you...

UPCOMING GUIDES BY ME

- *Star Wars: The Force Unleashed (Wii)
- *Star Wars: The Force Unleashed II (Wii)
- *The SpongeBob SquarePants Movie (GameCube)
- *Star Wars: The Clone Wars: Jedi Alliance (Nintendo DS)
- *Star Wars: The Clone Wars: Lightsaber Duels (Wii)
- *Mario Party 7 (GameCube)
- *LEGO Star Wars: The Video Game (GameCube)
- *LEGO Star Wars II: The Original Trilogy (GameCube)

OTHER GUIDES BY ME

- *SpongeBob SquarePants: Battle for Bikini Bottom (GameCube)

CONTACT INFO

I can be contacted at [darthnightmaricus \[at\] Gmail \[dot\] com](mailto:darthnightmaricus[at]Gmail[dot]com).

COPYRIGHT INFO

The following sites can use my walkthrough:

www.gamefaqs.com

www.neoseeker.com

www.supercheats.com

www.ign.com

www.mycheats.lup.com

Also, what's up with mycheats, i just submitted a file-less FAQ... did I get scammed or something?

UNDER NO CIRCUMSTANCES CAN THE FOLLOWING WEBSITES USE MY FAQ:

- | | |
|----------------------|---|
| 9 Lives | http://www.9lives.ru/eng/ |
| Bean's PSX Dimension | http://www.bean.dk/psx/index.htm |
| Cheat Code Central | http://www.cheatcc.com |
| Cheat Search | http://cheatsearch.com |

Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com
Game Express	http://www.gameexpress.com
Games Over	http://www.gamesover.com/
Mega Games	http://www.megagames.com
Square Haven	http://www.square-haven.net
Ultimate System	http://www.flatbedexpress.com
VideoGaming.net	http://www.videogaming.net/

Since I do not want to make my own list, I borrowed meowthnum1's list.

CREDITS

I would like to thank CyricZ for inspiring me to write an FAQ, SBAllen for publishing this FAQ , and George Lucas for creating such an awesome franchise. Also, I would like to thank LucasArts and Factor 5 for making such an excellent game, but both of them no longer exist. Rest in peace, Factor 5 and LucasArts. Let's all hope Disney doesn't ruin the Star Wars franchise. They already cancelled Star Wars 1313...

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