

# Star Wars Rogue Leader: Rogue Squadron II FAQ/Walkthrough

by barkera

Updated to vFinal on May 9, 2008

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Rogue Squadron 2

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| Rogue Squadron 2 Rogue Leader: FAQ/Walkthrough (Gamecube) |
| Produced By: Lucas Arts, Factor 5 and Nintendo           |
| This Walkthrough Guide by: Barkera Version Final         |
| Contact Me: AJC_Barker@bigpond.com.au                   |
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#### Bonus Missions

.Death Star Escape  
.The Asteroid Field  
.Triumph of the Empire  
.Revenge on Yavin  
.Endurance

#### 4. Gold Medal Walkthrough

##### Standard Missions

.Tatooine Training  
.Death Star Attack  
.Ison Corridor Ambush  
.Battle of Hoth  
.Prisons of Maw  
.Razor Rendezvous  
.Vengeance on Kothlis  
.Imperial Academy Heist  
.Raid on Bespin  
.Battle of Endor  
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##### Bonus Missions

.Death Star Escape  
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#### 1. VERSION HISTORY

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April 11th 2003: Guide started. Most things finished.

April 12th 2003: Section 4 finished and Legal.

April 13th 2003: Credits and guide finished. As well as a few touch ups. Submitted.

April 15th 2003: Some added sections and formatting adjusted as well as a FAQ section added.

April 21st 2003: I added my E-Mail address but i will not reply to questions that are already answered in this walkthrough. FAQ section complete. Resubmitted with adjustments.

April 29th 2003: More FAQs in the FAQs section. New section added; Rebel Ships.

July 14th 2003: Well it has been a long time since I have updated but I have decided to put a Gold Medal walkthrough in. That is well underway now and i'm about half-way through it.

## 2. B A S I C S

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DISPLAY ICONS  
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### RADAR SCREEN

In the upper right corner of your screen is a large circle with dots in it, this is your Radar. You are the green square in the middle and your allies or friends are green dots. Any enemy craft is a red dot and any blue dot is where you can change ship. Each level is very large and the orange wedge on your radar will point you to your next objective. When the wedge widens and disappears you are above your objectives.

### DAMAGE INDICATOR

In the lower left corner of your screen is your damage indicator. That is the picture of the ship you are in. If your vehicle is in perfect condition it will be green, if you get hit it will turn yellow then orange, red and when your about to be killed flashing red. Once you get the shield upgrade your indicator will start blue then green etc.

### LIVES

At the beginning of each mission you have 3 lives. If you are killed you lose 1. When you are killed you are returned to the place 'near' where you were destroyed. Once you lose all 3 lives you get a game over and go back to the mission select screen.

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CONTROLS  
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#### A BUTTON

The A button is the big green button on your controller. This is used for firing your lasers. This is also used to confirm choices.

#### B BUTTON

This button releases your secondary weapon. Or in a snowspeeder your Tow Cable. In a Y-Wing it will also power up Ion Cannon.

#### D PAD

This will appear in the top left hand corner of your screen occasionally so you can give orders to other Rebels. Those commands are Flee: Tell your wingmates to run from the mission. Ties: Attack the Ties. AT-ST: Attack the AT-ST's. Form: Form on your Wing. Guns: Destroy guns in the area.

#### R BUTTON

Push this button down gently to speed up and press it all the way down for a boost on some ships.

#### L BUTTON

Press this button to put your brakes on. This also folds up the wings on the Imperial shuttle.

#### CONTROLS STICK

This is the grey control stick on your controller. Use this to move your ship.

#### C STICK

This is the yellow stick on your controller. Use this to move the camera angles.

#### Z BUTTON

The purple button above the R. Use this to spin your ship.

#### Y BUTTON

Use this to pull up your targeting computer.

#### X BUTTON

Use this to change camera views.

#### START BUTTON

Press this to pause the game.

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FLYING TIPS  
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1. Use the L and R buttons to get in front of behind your enemies. For example if an enemy is right behind you hit the brakes and you might find the enemy in front of you. If an enemy is too far away to hit it boost to get to get to it quickly.
2. The most important upgrades to get are advanced shields, advanced lasers and advanced proton torpedoes. Everything else helps but these three will help you to power through the harder levels.
3. Rather than hold A to fire press it constantly. For some reason this increases your accuracy.
4. Try different missions at different times of the day.
5. You can only knock down AT-AT's with the snowspeeder's tow cable.
6. Some ships are suited to different missions. Experiment with them. Also the ship that the game recommends for a certain mission is not necessarily the best ship for that mission.

### 3. W A L K T H R O U G H

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### S T A N D A R D M I S S I O N S

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#### TATOOINE TRAINING

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Default Craft: T-16 Skyhopper

Checklist of things to do:

1. Complete all the training in the red Rebellion symbols. You must complete all of them. Even the really easy ones! One of them you have to race Wedge and Biggs to Toche Station. The first it's easy the second time it's slightly harder. You also have to beat Biggs in a race in Beaggers Canyon. One time take path 1 the other time path 2. For both of these accelerate whenever you can to get ahead of your opponents!
2. Kill 60 Womp Rats in 30 seconds. This kind of like number 1. This is in a Rebellion Symbol and just hold down the A Button and fire wildly! Don't use bombs they don't seem to kill them. Even if they do they don't kill many at one time.
3. Find all the discovery items. The wedge on your radar will point you towards your next item. There are items like Dewbacks, Sandcrawlers, a Crashed Tie Fighter, bantha's and Jabba's palace.

4. In each timezone you must find 2 bonus items. One are dragon bones you have to find them every time. They are near a Bantha herd. The other ones are: 1. & 2. You have to find C-3PO in two timezones. He is under Jabba's palace. Use bombs to blow it up.
3. At night R2-D2 is under one of the sandcrawlers. Blow it up with your lasers.
4. The last bonus is an escape pod near Toche Station. When you finished your race break left and it's a dark structure in the sand.

To earn the Naboo N-1 Starfighter-a must have ship!- defeat this level in 20 minutes in all four time zones. These timezones are:

7:00:00-----7 AM

12:00:00----12 Noon

5:00:00-----17 PM-----5 PM

11:00:00----22 PM-----11 PM

You can defeat the level between these times as well. For example you can win the morning one between 11 PM and 7 AM. As you turn the gamecube on hold down A and you will go to the options screen. Go to calander and you can change the clock to the time you want to do this level in.

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### DEATH STAR ATTACK

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Default Craft: X-Wing

- Primary Objectives:
1. Destroy all deflection towers
  2. Destroy all Tie Fighters
  3. Shoot a Proton Torpedo at the Exhaust Port

If this is the first real level you are doing i would suggest that you go through the Tatooine Training about 4 Times. Not to get the N-1 though that would't hurt. No matter how good you think you are. It really comes in handy. Anyway..... When the mission starts tell your wingman to go after the guns while you take down the deflection towers. The deflection towers are the large grey things sticking out of the ground right in front of you. If you can't see them you must be blind! If you want to get them down quickly use your Proton Torpedo's. But make sure you save at least one for the Exhaust port.

After the deflection towers are down a heap of Tie Fighters come onto the scene. They fly around in circles so it's easy to shoot them down.

After all the Ties are down you fly into the Death Star Trench. This can be difficult with the turrets and all. Make sure you only close your S-Foils near the end where there arn't too many obstacles. Otherwise you may find you are a big black dent on the Death Star.

After you get about halfway down the trench some Ties will get on your back. When you can see them, break hard and they will end up

in front of you. Shoot them down. If you shoot the middle one first he smashes against the other two and you knock down three Ties for the price of one! After another round of Ties Vader will come in his invincible Tie Advance! When he gets behind you break and once he's in front of you shoot at him until he takes off out of the Trench. Do this two more times and Han Solo will save the day by getting rid of Vader. Now pull up your targeting computer (If you have no idea what you are doing!) and press your B Button like mad to release Torpedo's. In my experience you should wait till you can see the end of the Trench before firing. Then the Death Star will blow up and you, Wedge and someone in a Y-Wing who must be the best pilot in the universe to not get shot down, fly away with the Millennium Falcon.

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### ISON CORRIDOR AMBUSH

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Default Craft: X-Wing  
Also Featuring: A-Wing

Primary Objectives: 1. Defend the transport against Imperial forces.  
2. The Frigate Redemption MUST survive

The concept of this mission is probably the easiest in the game: Shoot down all Ties. Though this mission can be hard depending on how you look at it. It can be hard because of the amount of Ties you have to defeat, it's easy because it's not complicated and it's very simple. At the beginning just shoot down the Ties closest to the transport then pick off the others. After they are all defeated there is a short cut scene before you arrive in a nebula. Dock on the Frigate and change to A-Wing. You will have to use your targeting computer to see the interceptors. Shoot them all down to finish the mission.

Note: To get a gold Medal on this level you will have to do most of the part in the Nebula without your targeting computer. So practise!

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### BATTLE OF HOTH

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Default Craft: Snowspeeder  
Also Featuring: X-Wing

Primary Objectives: 1. Defend outpost BETA and the Ion Cannon  
2. Slow the advancing Imperial Walkers  
3. Defend the fleeing Rebel Transports

When the mission starts order your Wingmates to attack the AT-ST's. As you come down the canyon you will see a lot of small grey things. Attack those by shooting their head. When the Rebel team on the

ground at the Ion Cannon ask you what to do say attack the Guns. After a while they will ask you what to do again. This time say defend. Once the AT-ST's are reduced to scrap metal it's time to take out the much feared AT-AT's!

You only have to destroy 3 of them and any ones you want. It doesn't make a difference, front or back. Personally i would go for the front ones because as you approach them you can get your kill count up by killing the AT-ST's. You have to break before firing your Tow Cable at the machine. You have to lap around 4 or 5 times to take it down. Watch their legs! If you hit one of these you become a black stain on their leg. Once you take three down there is a scene with the generator blowing up. You are then called for help with the Rebel Transports.

Follow the wedge on your radar and fly into the Rebel sign to change to X-Wing to shoot some Ties down. Very quickly Tie bombers come in with normal Ties. Tell your Wingmates to attack them. Go for the bombers first because they seem to be able to blow your transports until their nothing more than dust! After this everyone leaves.

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#### PRISONS OF THE MAW

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Default Craft: Y-Wing

Primary Objectives:1.Disable 3 shield Projectors  
2.Destroy all objectives marked by prisoners  
3.Escort the Train to the platform  
4.Escort the Imperial Loader out

You start your mission in an asteroid field and for what feels like ages you drift through space. After a while about 30 Interceptors fly in and this is where the trouble is. Tell your wingmates to shoot down Ties and head towards where the orange wedge is pointing. To get those Ties off your tail just do sharp turns every now and then or just slam the breaks. When you come to a large blue thing charge up your Ion Cannon and fly in close. The Ion Cannon has very poor range so you need to get close before firing at the flashing thingies. Once you have disabled 3 someone starts talking to you. Even though there is no forcefield anymore don't fly into it or you'll blow up anyway.

Once you get to the Prisons get ready for destroying turrets, turrets, turrets and.....the occasional building.

You will need your bombs so tap b once to get the reticle for bombs up. Follow the orange wedge towards your first area. Once you are there you need to bomb the turrets that are shooting green laser at you. After this area you go to the weapons facility and do the same thing. Then the prisoners will tell you to destroy the communication relay. Fly towards it and you will see tall towers. Take out the guard towers first and then bomb the communications relay. Ignore the Ties. This area helps if you have advanced proton spread bombs because you can knock each relay out in one hit! Always tell your wingmates to chase Ties.



By now there's a good chance their both dead.

As you get up to the final area you need to destroy the turrets and then protect the prisoners. Once the prisoners take off start shooting down Ties. After about a minute the mission is over. Don't worry if the man screams "we need help over here!" you have probably won the mission anyway.

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### RAZOR RENDEZVOUS

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Default Craft: B-Wing

Primary objectives:

1. Protect the blockade runner
2. Protect the Frigate Redemption
3. Destroy the Imperial shield generators
4. Destroy the Imperial command deck

From this level on i suggest having advanced lasers, advanced shields and advanced Proton Torpedo's. Look in the Tech section for more detail on how to get them. These items will make your life much easier. This is a kind of funny mission seen you have to take down an Imperial Star Destroyer by yourself! Which is basically impossible!

As soon as the mission starts tell your wingmates to attack the Ties. This keeps the Redemption alive. Close your S-Foils and fly towards the large balls on the top of the destroyer. When you are close to the destroyer open your foils and fire like mad at the first ball. These balls are the shield generators. Fire with lasers then torpedo, lasers, torpedo's, lasers, torpedo's etc. until you have used 6 torpedo's. Once it's destroyed go round the back of the Star Destroyer and do the laser, torpedo thing on the other generator. Now fly under the destroyer and you will see a circular shape. This is the last generator. If you don't have any torpedo's left you can either die once to regenerate your torpedo's or you can keep using your lasers on it until you die or it's destroyed.

Once the last generator is destroyed fly back to the top and the large hexagonal structure under the first 2 generators is what you are aiming for. Use your targeting computer if you want to find the command deck in the middle of the hexagonal shape.

The easiest way to do this is to commit suicide into the command deck. If you hit it in the right spot the star destroyer blows up and you don't even lose a life! Cool, hu!

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### VENGANCE ON KOTHLIS

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Default Craft: X-Wing

Also Featuring: Snowspeeder

-Y-Wing

Primary Objectives: 1. Protect the transport from the Ties  
2. Defend the Commando's as they recapture the data  
3. Destroy ALL AT-AT's  
4. Bomb a hole in the destroyer for the Commando's

This mission isn't too hard. Why? Because it's full of stuff you've already done! Things like dogfighting = (Engaging Ties), Defence, attacking, pulling down AT-AT's, bombing, dodging heaps of lasers and a use of ground forces.

The first bit of the mission is defending a transport over Kothlis until it gets to the star destroyer. The Ties will mostly be just normal but there are a few Interceptors around and they tend to be suicidal and try and crash into you. As the Ties come in just shoot at them. But use proton Torpedo's for the Interceptors. You don't need to keep any of the torpedo's because you won't need them. Send your Wingmates after the Ties as well. If an Interceptor get on your brake use the evasive maneuvers to get away. Things like Brake, boost away or sharp turns. Another tip is don't go on dogfights along way from the transport. Just go for the Ties near the transport. Also it's luckily a bright background so you can see the Ties easily unlike the Death Star.

As the star destroyer comes into view the lasers start firing at you. You can fire back or keep on those Ties. I would keep on the Ties. Now if you send your Wingman after the guns they will not come back A.K.A they'll be dead! So tell them to form up. After the transport lands some AT-AT's appear. I'm not even going to ask how they fit in that wreckage, let alone got out of it! Anyway..... go to the Symbol and change to the snowspeeder. Then go take down the 3 AT-AT's. Watch out though because occasionally they lower their heads and because you are at the top of their legs you can fly into their head. So Watch out! Also ignore the laser fire as you rope them. There's little chance of it getting you. Defeat them in the order from the one closest to the beach and then the middle one and finally the back one.

Once these are defeated you have the chance to change to Y-Wing. Do that. The Symbol is the one at the back of the transport. Then heaps and heaps of AT-PT's come out of the water slowly. It can be hard to see them so be careful. Use bombs to destroy them. Aim for the ones coming close to the commando team first and then the ones going for the transport. Go for the ones on the beach before you go for the ones in the water.

Now comes a problem. By now the Commando's have reached some stormtroopers. Use your lasers to shoot them because they are a huge threat. Once they are destroyed use your targeting computer on the destroyer to find the weak spot in the hull. Bomb like mad and once the hull is penetrated the commando's will run up the star Destroyer, get their data and the mission is over. Good Job! It may not be too hard but it takes a lot of effort!

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## IMPERIAL ACADEMY HEIST

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Default Craft: Day--Y-Wing  
                  Night--Snowspeeder  
Also Featuring: Imperial Shuttle

Primary Objectives:1.Disable/Evade the Imperial sensors in the canyons  
                  2.Steal an Imperial Shuttle  
                  3.Meet at Rendevous point

I'm doing two walkthroughs for this level. Part A: Daytime and Part B: Nighttime. It'll be Daytime or nighttime depending on what the gamecube clock thinks it is. When you turn on the Cube hold down A and you will get the options screen. Go to Calander and adjust the clock.

### PART A: DAYTIME

Keep your Y-Wing close to the ground as you fly through here. Power up you Ion Cannon and wait till you are quite close to hit the sensors. The Ion Cannon has very poor range. So even if the Riticule is dead on target you may still miss from a long way away. Just do this all the way through. If you miss one don't worry just turn around and try again or just stay away from it and fly very low. Until you finally reach the academy.

You spend all that time trying to come in secretly only to come in and wake up the whole academy! As you fly towards your targets you will be followed by 100 Ties! Luckily these guys are still in training or you'd be dead straight away. As you come to the radio tower. Disable it with your Ion Cannon. This slows the Ties from taking off and gives you time to bomb them in the next area first. Once you are in to the main academy head staight for the Symbol and change to shuttle. This is hard because the shuttle is big, fat and slow. Follow the orange wedge on the radar to finish the level. To avoid lasers just move your craft left and right the whole time until you reach the area you are heading.

### PART B: NIGHTTIME

When you start the mission you don't have Ion Cannon so you have to stay ;low the whole time. Luckily the sensors are in the same place. If you get really desprate use your targeting computer to identify the sensors.

As you get in to the first part you still have the same amont of Ties but there are also AT-AT's. Ignore the AT-AT's and shoot down the occasional Tie. When you get to the radio tower ignore and keep flying on. Then you come to another section of Ties and AT-AT's. Fly past this and you will get to the academy. Fly staight for the shuttle and then switch to it. Watch out for the turbolasers they seem to be stronger at night! Anyway, fly the shuttl over the rocks this time not down the Canyon because this helps avoid the Ties. Meet at the Rendevous point and the mission is over.

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## RAID ON BESPIN

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Default Craft: A-Wing

Also Featuring: Cloud Car

Primary Objectives:1.Secure the Tibanna gas platforms  
2.Destroy the cities power Generators  
3.Defend the Tibanna gas platforms from Ties

DO NOT USE THE A-WING! It has weak shields, pethetic secondary weapon and O.K lasers. Go with the Naboo Starfighter if you have it otherwise use X-Wing. In the first part of the mission you need to destroy the balloons. To do this you need to fire at the flaming torches until the balloon explodes. Don't worry about the Ties. Ignore them but tell your wingmates to go afetr them. In the first area there is 1 balloon, then next area 2 and the last area

4. You will only have to destroy a few Ties at each platform to get the wedge to move on.

When you finally get to the city tell your wingmates to go after the Ties. Then fly up high and follow the wedge. When the wedge widens look down and in the trench below you is a small generator destroy this with your lasers. Do this with the other 2 generators. Your last mission is to defend the last platforms. Follow the orange wedge until you are at the platforms. If you want back in the city find the Rebel Symbol and change to the awesome cloud Car. Fly to the platforms and take out the balloons. Then go for the Bombers. Watch out for the Interceptors. You don't have to defeat the Interceptors for the end of the mission but shhot them if you want. Once all the bombers are destroyed the mission is over. That was pretty tricky wasn't it? Also you can't chose the cloud car from the hanger. Unfortunaetly this is the only level you can use it on.

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## BATTLE OF ENDOR

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Default Craft:X-Wing

Primary Objectives:1.The Frigate Redemption must survive  
2.Destroy all Tie Bombers  
3.The Home One must survive  
4.Destroy both Imperial Star Destroyers

This is the hardest of the 10 main missions and there is a crazy amount of enemies. As the mission starts about 50 Ties and 20 Interceptors pour into the battle. There's absoloute chaos because your chances of slamming into a Tie and blowing up are very high. The most important thing to protect is the redemption (the large ship with a thin bridge joining the to parts together) because if it gets destroyed the mission is over. Send your wingmates after the Ties as well. After about 3 minutes another wave of 40+ Ties come in and join the battle. After another 2 or 3 minutes another

50+ Ties join in. It is now very important you destroy about and at least 20 Ties and by now you need to have destroyed about 40. Then about a minute later 40 Bombers come. You need to destroy all of these to beat the first part of the mission. Aim for the bombers that are flying towards the redemption or the Home 1. If your wingmates are alive get them to form up for about 2 minutes and then send them off to chase their Ties again. After all the bombers are defeated you go to the second part of the mission which is just suicide!

You need to take down 2 Star Destroyers by your self! The only advantage that you have is that the generators are not as strong as the ones on the Razor. This can be very scary particullly if you only have one life left. Even if you havn't lost a life yet don't get to confident because those lives can dissapear very quickly. You only need 2 torpedo's and a few lasers shots to takre out the generators. Send your wingmates after the Ties once again. Once the generators are gone fire at the command deck. But if you are about to die suicide yourself into it and it should die. Then do the same on the other destroyer. When you go for the generator underneath try to take out a few Turrets with you. Once both destroyers are dead you have to dodge Ties for another 30-40 seconds. Don't try and engage them in dogfights just run away and hide behind some ship. Then the mission is over. If you managed to do this you should be very proud of yourself!

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### STRIKE AT THE CORE

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Default Craft: X-Wing

Primary Objectives:1.Protect the Millennium Falcon  
2.Reach the power core entry  
3.Destroy the power core  
4.Escape with the Millennium Falcon.

On the surface the lasers are a lot more accurate than the first Death Star. Every now an then Ties will come past you and try to destroy the Falcon. Anytime this happens shoot them down very quickly. Even if you can't see them still shoot and your lasers should get them. If you are about to pass the falcon slow down and then wait for the Ties to approach. After a lot of nerve racking defending you and the Falcon will head into the the superstructure.

This is a very scary process. You now need to protect the Falcon while dodging Ties and Pipes! Then close your S-Foils and stay really close to the Falcon. Shoot down the Ties anytime they appear. This goes on for along time. If you are going round a corner and a Tie get to the Falcon and you can't shoot it don't worry because the Falcons turning the corner to and it's just as hard for the Tie to shoot him as it is for you to shoot the Tie. Also watch out for bit where you go down and come up again.

After a while you will come to the reactor. Use your targeting computer to find what to destroy. Destroy it with torpedo's. This

area is a lot easier seen there is no Ties. Then you will need to escape. This is much easier. It is a lot shorter, there are no Ties and you can overtake the Falcon. But don't go and slam in to a pipe right at the end. Then you will blast out and you have finished all the normal missions. Then you have to watch the credits. You will get told if you get a medal after the credits.

## B O N U S   M I S S I O N S

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### DEATH STAR ESCAPE

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Required to unlock:20 Points (Above Death Star Attack)

Default Craft: Millennium Falcon Gun Turret

Primary Objectives:1.Destroy all the Ties

This is such an easy level. All you have to do is destroy the Ties. Plus you are invincible. If you are having trouble shooting down the Ties they come in the same patten everytime so just learn their patten.

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### THE ASTEROID FIELD

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Required to unlock:30 Points (Above the Battle of Hoth)

Default Craft: Millenium Falcon

Priamry Objectives:1.Escape the Tie Fighters  
2.Secretly land on the Star Destroyer

This level is really easy as well. Make sure enemy camera is turned on under options. Then you will fire behind you and you can shoot the Ties. Follow the radar to the Star Destroyer and then fly into the rebel Symbol to land. How easy was that.

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### TRIUMPH OF THE EMPIRE

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Required to unlock:30 Points (above Stike at the Core)

Default Craft: Darth Vaders Tie Advance

Primary Objectives:1.Destroy all Rebels over the surface  
2.Destroy all Rebels before they fire their  
Proton Torpedo's

Get the advance and seeker cluster missiles. It makes this level

soooo much easier. With these upgrades you can kill like 6 X-Wings with like 3 shots! In the first area tell your wingmen to attack. All you have to do is shoot down the rebel ships!

In the second area you need to stop the Rebels from destroying the Death Star. Three ships are already in the trench so kill them. Then you have about 2 minutes to kill ships above the trench before you need to kill another 3 X-Wings in the trench. Then you have another 2 minutes to finish of the ships above the trench. The the last set of X-Wings come in. Destroy them and the mission is over! Also feel free to suicide to refill your missiles.

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### REVENGE ON YAVIN

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Required to unlock:40 Points (Next to Triumph of the Empire)  
Default Craft: Darth Vders Tie Advance

Primary Objectives:1.Do NOT allow more than TWO transports to escape  
2.Destroy as many rebels as possible  
3.Destroy as many Convoy Crafts as possible

Once again this level is very easy if you have the advance seeker cluster missiles. Immediatly destroy the transport to your right thats flying away. Then go round to the open areas with small temples. Destroy all the transports and any other Rebel ships. After all the transports outside are destroyed the Great Temple will open and then close. Wait for it to open again and then fly inside. You will be locked in with your prey. Destroy all the crafts inside and any other X-Wings and the mission is over. If you want more enemy kills outside is another open patch full of docked Rebel ships. Let of 3 Cluster Missiles to destroy all of them. Also if and Rebel ships behind you are annoying you break and kill them when they fly in front of you by letting fly some seeker Cluster Missiles.

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### ENDURANCE

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Required to Unlock: Every Gold in the Game (Next to Revenge on Yavin)  
Default Craft: X-Wing

Primary Objectives:1.Destroy as many Ties as Possible

This level gets very, very tiring. For the first few waves of Ties they will just be Tie Fighters. After the first few you will have a few rounds of Interceptors after that you will get a few rounds of Shuttles. After a while they will be back to waves of fighters. Then you will have mixed groups. Then a while later you will verse Darth Vader. Kepp destroying all the Ties until you have won the mission.

#### 4. G O L D M E D A L S T R A T E G Y

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The best way to get gold medals is look at your score at the end of a mission. For Example if you finish the mission with a lot of time left but you don't have enough enemies then spend more time destroying enemies. Also most levels have objects that you can't kill with your lasers or take ages to. Use these objects to boost your accuracy by firing at them. For Example you can't bring down an AT-AT with your lasers but if you shoot at it it increases your accuracy. Also get all the upgrades you can. They make a huge difference. Read below for some more tips:

1. Try not to use your targeting computer. Everytime you press Y, a little bit of percentage drops from your score. So if you never tap Y your percentage will be 100%. Some levels won't let you use your targeting computer at all if you want to get gold. Though some levels like Raid on Bespin and the Battle of Endor. Will still let you use your targeting computer occasionally.

2. Whatever your Wingmates kill DO NOT count as kills for you. So that means in some levels there are only just enough enemies. Which means you may need to tell your wingmates to flee from the level in order for you to kill enough enemies.

3. Another time you might want your wingmates to flee is if they are probably going to get shot down. Because if they get shot down it can mess up your freindlies lost score. So if you know your wingmates have a good chance of dying send them packing.

4. Stormtroopers DO NOT count as kills any more. The only thing they are good for is messing up your accuracy.

Don't forget to keep at it and try, try again. Don't expect to get all your Gold Medals on the first try. Even if you have played Rogue Squadron and are a master at that, don't expect these golds to be nearly as easy. Factor 5 have made them extremely challenging. Some of these medals may take minutes, some might take hours, others might take days and some may even take longer! In this next section I will give you gold medal requirements, tips, a strategy guide and the best ship to use on each level. Good Luck and may the Force be with you!

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#### DEATH STAR ATTACK: GOLD MEDAL

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Best Ship: X-Wing

Requirements:

Completion Time.....6:05  
Enemies Destroyed.....91  
Shot Accuracy.....39%  
Freindlies Lost.....0  
Lives Lost.....0  
Targeting Computer.....100%



For being the first level to get a gold Medal on it is really hard because you have to balance 91 enemies in 6 minutes, you have to keep your accuracy up while trying to destroy 91 enemies and going to fast and not getting enough enemies! Despite all these problems you can get a gold! You are probably going to cut this level very close.

The first bit is very important: destroy as many turrets around the deflection towers as you can. Destroy the first two towers with out stopping then break and destroy turrets around the next before destroying it! By the end of this part you need to have killed 10-15 Turrets. If command base says: "We're running out of time!" restart the level because you are taking too long. Watch out for your accuracy here. You can keep shooting at a turret after you have already killed it and not know it!

With the Ties tell your wingmates to flee so they don't take your kills! Just go in and shoot them all down. Make sure to shoot down at least 4 or 5 Turrets as well. Don't lose a life if you lose a life start the mission over. Because you can't get gold if you lose even 1 life! Make sure you keep at least 2 Torpedo's for the end of the trench run.

Once in the trench close your S-Foils to get to the end in time. But make sure you don't go slamming into a wall or something! Open your foils any time you see a turret and blow all the turrets up. You already know how to kill Ties so i won't go there. But to increase your accuracy: shoot Vaders fighter. You can't shoot it down but shoot at it anyway to increase your accuracy!

This will take you quite a few tries until your at the point where you know the pattens of the Ties and you know where all the turrets are! But remember as long as you havn't lost a life don't start the level again even if you don't think you did well enough. You could be surprised!

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ISON CORRIDOR AMBUSH: GOLD MEDAL

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Best Ship: Darth Vaders Tie Advance

Requirements:

Completion Time.....4:11  
Enemies Destroyed.....40  
Shot Accuracy.....19%  
Freindlies Lost.....2  
Lives Lost.....0  
Targeting Computer.....72%

If you don't have the Tie Advance the Slave 1 is fine. If you don't have either just get a silver and wait till you get either ship. These ships are the best choice only if you have seeker cluster missiles. When you enter the mission tell your wingmates to flee. Then shoot down those Ties! Once you are in the Nebula tell your wingmates to flee again and shoot all the interceptors down. You don't have to use your targeting computer just fire where ever you saw green laser fire come from. Try to keep about 7 cluster missiles left for the Nebula.

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BATTLE OF HOTH: GOLD MEDAL

---

Best Ship: Snowspeeder

Requirements:

Completion Time.....5:00  
Enemies Destroyed.....43  
Shot Accuracy.....53%  
Friedlies Lost.....22  
Lives lost.....0  
Targeting Computer.....100%

This is another one of those levels where everything is going to be cut close. You will also have to balance every thing just right.

The best way to do this is to immediately tell your wingmates to flee. Fly down and kill as many Probe Droids as you can. Try to kill all off them but letting a few live isn't a huge problem. In the next area just remember the following rules:

1. Shoot at AT-AT's whenever you can. This raises your accuracy. But just remember this: do not fly at them straight on, you'll be dead in the snow before you can say what an idiot you were.
2. Stormtroopers DO NOT count as KILLS! Just pretend they don't exist.
3. You have to kill all the AT-ST's in the area to have enough kills. You have NO CHOICE. They are also good accuracy boosters. But don't go killing the all the AT-AT's. Kill 4 at the most. They take too long to kill and you have to kill 3 anyway!
4. Every time the ground team asks what to do say defend. They will only die if they go up against the guns or AT-ST's. Don't tell them to retreat either because then the AT-ST's will destroy the Ion Cannon.

After all the AT-ST's are dead take down the AT-AT's but don't forget rule 2! Then after the cut scene look down right and destroy the probe droids. Then boost down the trench and destroy the probe droids. But don't take too long. Once you get to the transports switch to X-Wing.

You only have to destroy the bombers to finish the mission. Only destroy the normal Ties if you haven't killed more than 10 Probe Droids. Use your torpedo's on the bombers and there should only be 2 or 3 left shoot them down and the mission is over!

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PRISONS OF THE MAW: GOLD MEDAL

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Best Ship: Y-Wing

Requirements:

Completion Time.....9:19  
Enemies Destroyed.....63  
Shot Accuracy.....75%  
Friendlies lost.....2  
Lives Lost.....1  
Targeting Computer.....75%

Expect this to take you heaps of go's to get gold. Accuracy is hard here so in the asteroid field aim at those long booster looking ships. When you get to the Maw use your lasers and fire at the guard Towers. This increses your accuracy.

As well as fire at the metal domes. Use your bombs to kill the AT-PT's on the ground.

Try to get advanced bombs for this mission so you can bomb the satillites fast enough.

Also in both areas of the mission tell your wingmates to flee. Because if they stay

around they will get killed and mess up your freindlies lost score. Another good tip

is that in the last area ignore the Ties because you lose to much accuracy.

Bomb the

AT-PT's and if you are facing the shuttle fly left and there is about 15

Turrets there

fire at them with your lasers so your accuracy is boosted before you destroy them.

Also make sure when you are at the communications relay you destroy the turret near

where the hover train is parked. Otherwise the hovcer train will start being destroyed

and every carrage you lose is another loss in your freindlies lost statistics.

---

RAZOR RENDEVOUS: GOLD MEDAL

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Best Ship: B-Wing

Requirements:

Completion Time.....1:19  
Enemies Destroyed.....10  
Shot Accuracy.....60%  
Friendlies lost.....0  
Lives Lost.....1  
Targeting Computer.....85%

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Technology Upgrades  
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Advanced Shields

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Mission: Death Star Attack

Mission Section: Section 2

Location: Right after the cut scene where the TIEs come in, you'll be able to see the upgrade if you turn left about 5 degrees. It should be very easy to find, since it's silver color is much brighter than the Death Star's silver. It is down on the surface to the left.

Advanced Proton Torpedoes

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Mission: Ison Corridor Ambush

Mission Section: Section 1, Section 2

Location: Right when section 1 begins, pitch down and start flying towards the big piece of, well, I'm not sure what it is, but just fly towards that big thing under the Redemption. There should be a rectangular hole that you can fly in. Fly through it to acquire the tech upgrade.

Advanced Lasers

---

Mission: Battle of Hoth

Mission Section: Section 3

Location: After the cut scene where an AT-AT destroys Echo Base's shield generator, fly back to where the shield generator used to be. The tech upgrade will be right there. Grab it and continue on with the mission.

Advanced Cluster Missiles

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Mission: Prisons of the Maw

Mission Section: Section 2

Location: When you are asked to go destroy the communications towers, follow the orange cone on your radar. On the way, you will see a dome-shaped building to your right. Drop one or two bombs on it. After the dust has cleared, swoop down and grab the upgrade inside.

Advanced Proton Bombs

---

Mission: Razor Rendezvous

Mission Section: Section 1

Location: Right when the mission starts, speed over to the Imperial Star Destroyer and over it. You should see an Imperial Lambda Shuttle trying to escape. Some TIEs should be around protecting it. Destroy it before it gets away. If it gets shot down and spins out of control, the tech upgrade will appear where the the Lambda Shuttle started to spin.

Homing Proton Torpedoes

---

Mission: Vengeance On Kothlis

Mission Section: Section 1, Section 2, Section 3, Section 4

Location: Throughout the whole mission, you are able to grab this tech upgrade. There is a hole in the right side of the command tower on the Imperial Star Destroyer when looking at it from the back. I have found that it is easiest to fly through the hole from the front. Some people can't seem to make it through with the X-Wing because of its wing-span, so play it safe and fly through with the Y-Wing during your bombing run. You can't get the upgrade while you're in the Speeder, though, because of its low flight ceiling do to the fact that it is a repulsor craft.

Advanced Concussion Missiles

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Mission: Imperial Academy Heist (Day)

Mission Section: Section 1

Location: The Imperial Academy is set up like a "+" sign. The top of the "+" sign is where the Lambda Shuttle is. The right of the Imperial Academy will have a hangar. Fly through that to acquire the upgrade.

Spread Proton Bombs

---

Mission: Imperial Academy Heist (Night)

Mission Section: Section 1, (Section 2)

Location: You may or may not steal the TIE Fighter before approaching the Imperial Academy. The Imperial Academy is set up like a "+" sign. The top of the "+" sign is where the Lambda Shuttle is. The left of the Imperial Academy will have a hangar. Fly through that to acquire the upgrade.

Homing Concussion Missiles

---

Mission: Raid On Bespin

Mission Section: Section 1

Location: Right when the mission starts, take out the balloon and tell your wingmen to go after the TIEs. Speed to the next platform and destroy that long rod-shaped ship. It will take out a good amount of those gas containers on the platform, but not enough to ruin your chances of completing the mission. After the explosions, you will see the tech upgrade on the platform. Fly through or slightly above it to acquire the upgrade.

Homing Cluster Missiles

---

Mission: Battle of Endor

Mission Section: Section 2

Location: The upgrade will be located where the left Imperial Star Destroyer stops falling. You can get it before destroying the left Imperial Star Destroyer, but it is easier to destroy it first and then use it as a reference point. Once the Imperial Star Destroyer has stopped falling, it should be pitched down in an odd position. Fly towards the underside of it. You should see a rectangle of white stripes. That is the hangar. Almost fly into it, but get out of there once you hear the narrator tell you that you've got it. Note that you can't see it while the Imperial Star Destroyer is there, but you can before it starts falling.

Advanced Targeting Computer

---

Mission: Strike At the Core

Mission Section: Section 2

Location: When you finally get to the straightway and you see the reactor core, fly low and to the right. There will be four or five brackets of four pipes. Fly under the last bracket to get the tech upgrade. Be careful not to crash, though. You won't lose the upgrade, but you will have to start section 2 all over again. I don't recommend doing this in the Millennium Falcon.

-----  
Passcodes and Unlockables  
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Now for the fun stuff.

All Tech Upgrades

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First type in AYZB!RCL then type in WRKFORIT.

Art Gallery

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Type in EXHIBIT! at the passcode screen and you'll hear R2-D2 beeping.

Audio Commentary

---

Type in BLAHBLAH

Black and White Mode

---

Enter LIONHEAD as a password

Get the Naboo Starfighter

---

CDYXF!?Q, then ASEPONE!

Music Hall

---

Enter COMPOSER as a passcode.

Slave 1 Colour Change

---

Type in:

VV?GXRYP

then

CNOOQ!ZR

then

JFETTSHP

Unlimited lives

---

Enter JPVI?IJC and enter RSBFNRL as a second password.

Unlock ACE mode

---

Type in U!?!VWZC then type GIVEITUP To unlock ACE mode more easily than getting medals.

Unlock All Original 10 Missions

---

First enter !??QWTTJ (will get false beep), then type in CLASSIC.

Unlock Bonus Mission: Death Star Escape

---

Enter in PYST?OOO then enter in DUCKSHOT.

Unlock Credits

---

Type in THATSME! as a passcode

Unlock Documentary

---

Type in ?INSIDER as a passcode

Unlock Endurance Enter

---

?WCYBRTC Then enter ??MBC??? into the passcode section.

Unlock Imperial Shuttle

---

First enter AJHH!?JY as a passcode then enter BUSTOUR

Unlock Millenium Falcon

---

1st enter MVPQIU?A and then OH!BUDDY.

Unlock Revenge on Yavin Level

---

Enter 'OGGRWPDG' first then enter 'EEKEEK!'

Unlock Slave I

---

Enter PZ?APBSY then IRONSHIP

Unlock the Astroid Field Bonus Level

---

Type in TVLYBBXL then NOWAR!!!

Unlock the Buick

---

Enter the following code as a password  
!ZUVIEL! then enter !BENZIN!

Unlock the TIE Fighter

---

First enter ZT?!RGBA then type in DISPSBLE

Unlock Tie X1

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Enter NYM!UUOK Then enter BLKHLMT!

Unlock Triumph of the Empire bonus level

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Type 'AZTBOHII' then enter 'OUTCAST!' without leaving.

## 5. R E B E L S H I P S

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In this section i will just give some more info on all the Rebel ships that you fly as in the game.



## X - W I N G

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The incom T-65 X-wing is the Fighter that killed the Death Star. With almost perfect balance and manouverability this makes it the fighter of choice for Rogue Squadron. The X-Wing has four wings (S-Foils) and is able to close or open them on command. The X-Wing also carries an Astromech droid.

## Y - W I N G

---

The Y-Wing also carries one astromech droid. The Y-Wing is not as fast as any other wing but has more powerful sheilds and weapons. Y-Wings also carry Proton Bombs. Y-Wings also have and Ion Cannon on the cockpit used for disabling things.

## A - W I N G

---

There were two types of A-Wings: Prototype A-Wing and the A-Wing. Once the prototype was tested the A-Wing became the only model. A-Wings are much faster and more manouverable than any other wing. This comes at a cost though as it has much weaker sheilds and average weaponry.

## B - W I N G

---

The B-Wing is the newest of the Wings. Created by Admiral Ackbar this ship turns on its side when it closes its S-Foils. The B-Wing is an average speed. It has average sheilds and very powerful weapons. Whilst the B-Wing is not as fast as most of the Wings it is much more powerful.

## M I L L E N I U M F A L C O N

---

The Millenium Falcon is an illegally modified Corellian YT-2400. This ship is flown by Han Solo and CO-Piloted by the Wookie Chewbacca. The Millenium Falcon is not only a fast ship is has also got good sheild and weapons making it a formidable battle opponent.

## S L A V E 1

---

While not a Rebel ship in this game is is flown by the Rebellion and not the Empire. The Slave 1 is a reasonably slow ship but it has quite weak sheilds and good weapons. Piloted by Jango and Boba Fett this ship is a good one when up against few opponents.

## F R I G A T E R E D E M P T I O N

---

You cannot fly as this ship but it is very important. The Frigate Redemption is a Rebellion mercenary ship. It does not have many weapons and its sheilds are not very strong. The Frigate is made up of two parts and those two parts are connected by a long

thin bridge.

## S N O W S P E E D E R

---

The Rebel Snowspeeder is generally a ground used ship. It is equipped with lasers and a tow cable to bring down the Imperial AT-ATs. While the Snowspeeder does not have great shields it is very fast and its weapons are good except for that its only secondary weapons is the Tow Cable.

## H O M E 1

---

While it is not a ship you can fly as either you must protect it in many missions. The Home 1 is Admiral Ackbars Capital Ship. It was made on his Home Planet Mon Calamari. It is a slow ship but has very strong shields and weapons.

## N-1 S T A R F I G H T E R

---

Last but not least is the N-1 Starfighter. The N-1 is the fastest ship you can fly as and in the fleet. It has medium shields but very powerful weaponry. The N-1 is good in most situations as well. It also carries an astromech droid for any repairs that the ship needs.

## 6. F R E Q U E N T L Y A S K E D Q U E S T I O N S

---

Here I will hope to answer some questions that are asked a lot. This will include some Rumour-debunking as well.

(1)Q: Can I fly as the Jedi Starfighter?

A: No you cannot. The only ships that you can fly as in this game are:

- |               |                              |
|---------------|------------------------------|
| ~ X-Wing      | ~ Millennium Falcon          |
| ~ TIE Fighter | ~ Slave 1                    |
| ~ TIE X-1     | ~ Buick (Transformed A-Wing) |
| ~ Y-Wing      | ~ Snowspeeder                |
| ~ A-Wing      | ~ Imperial Shuttle           |
| ~ B-Wing      | ~ N-1 Starfighter            |

(2)Q: Should I always have enemy Camera on?

A: Yes. It is very helpful. Especially when you are flying the Millennium Falcon as you can shoot behind you. All enemy Camera does is if an enemy comes up behind you you can see it.

(3)Q: What is the best ship to use in Endurance?

A: It is really whatever ship you fly best. X-Wing or Y-Wing's are good choices because they have R-2 units which can repair you. Though if you are very good you may want to use the N-1 Starfighter as it is faster but has much weaker shields but it does have a repair droid.

(4)Q: Sometimes when i enter a passcode it doesn't work. Why?

A: Sometimes a passcode will have to words to enter. After the first word is entered you will get a negative beep. After the second you will get an affirmative beep. If the second gives you a negative beep you have entered one incorrectly. One passcode has three words. See the passcodes section for more details.

(5)Q: In Strike at the Core the Millenium Falcon keeps getting shot down by nothing! What is happening?

A: The Millenium Falcon will also crash if you get to far behind it. So after you have knocked out a wave of Ties close your Wings and fly right behind it again.

(6)Q: Do asteroids count as accuracy if i shoot them?

A: NO. No they don't. The only things you can shoot and can't kill that counts as accuracy is an AT-AT or a lsaer Turret in the Prisons of the Maw.

(7)Q: This game is so hard to get gold medals in. Can someone give me some tips?

A: The only thing that will make you get gold medals is practice. As well as knowing what you need to do. But the key is really to keep going through the mission until you could almost do it with your eyes closed.

## 7. L E G A L

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## 8. C R E D I T S

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I would like to thank:

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Thanks guys.

9. T H E E N D

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Thanks to everyone that helped me write this guide. I hope it helps a lot of people. As well as thanks to the guys who ask so many questions as i used some of them in my FAQs. Thanks guys.

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