

Star Wars Rogue Leader FAQ/Walkthrough

by Dallas

Updated to v1.4 on Dec 9, 2003

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-----===== R O G U E S Q U A D R O N I I

STAR WARS: ROGUE LEADER for the Nintendo GameCube

A FAQ/Walkthrough: Version 1.4 - February 11, 2002
Written by Dallas Scott (sdallas19@yahoo.com)

The latest version of this guide can always be found at:
<http://www.dallasmac.com> - <http://www.gamefaqs.com>

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----- GUIDE INTRODUCTION -----

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Introduction:

My first GameCube title and what a treat it is... to be honest, the only other Star Wars game I've really gotten into was Starfighter, but I did play the prequel to this title on the N64 way back in the day (on a rental). I wrote this FAQ for the same reason I write all FAQs: I like the game and just feel like writing a guide for it. Whether or not this guide is necessary, I do hope you get some use from it.

Version History:

v1.4 - February 11, 2002 - I've added a few more reader-submitted gold strategies along with three new passcodes. If you sent a gold strategy and I did not post it, I apologize, but I don't want to fill the guide with them. Also, to the many of you who sent in the "Infinite Lives" passcode - I am not giving credit to each and every one of you for the code. It has been released for quite some time now and I just hadn't gotten around to adding it to the guide. From this point forward, I will not be posting any more gold strategies and this is likely to be the last update for a while (at least until new passcodes are released).

v1.3 - December 23, 2001 - A new strategy to getting the gold medal on Strike at the Core is included in this update thanks to Dreylem@aol.com!

v1.2 - December 20, 2001 - Didn't expect another update so soon, did ya? Not much has changed in this update. I just spellchecked the guide, fixed something in section 7 and added a simple ASCII diagram for finding the upgrade in Razor Rendezvous since people have been e-mailing me about not being able to find it. Hope this helps.

v1.1 - December 18, 2001 - The final bonus mission now has a strategy thanks

to HourOfTen@aol.com and that completes everything in this guide. Future updates are unlikely unless it's correcting mistakes or adding worthy gold medal strategies. Enjoy the guide!

v1.0 - December 17, 2001 - This update includes strategies for the 3rd and 4th bonus missions, courtesy of HourOfTen@aol.com as well as a couple more tips and revisions.

v0.99 - December 1, 2001 - Finally added the strategy to getting the TIE Fighter during the day (thanks to Hades693@aol.com) and also added the 2 bonus items I missed in the training level. Tips for getting gold medals have been added to most levels and a couple of new passcodes have been added. This will likely be the last update for a while.

v0.95 - November 25, 2001 - All upgrade locations now added. I also revised a few strategies and added some ASCII drawings of some crafts/enemies.

v0.94 - November 24, 2001 - Almost done with the upgrade locations (just need two more) and since a lot of people have been asking, I also added a strategy for locating and stealing the TIE fighter, but only in the night mission so far (I'll have the day's soon). Also in this update is a strategy for the second bonus mission.

v0.935 - November 24, 2001 - Another upgrade location plus a revised Razor Rendezvous strategy. More to come...

v0.93 - November 23, 2001 - Three more upgrade locations added as well as a new passcode and Empire Forces section. I will also begin adding gold strategies to each mission (Razor Rendezvous already finished) so if you have any, I'm willing to post them in the FAQ. (See below for more information).

v0.92 - November 22, 2001 - Happy Thanksgiving! This initial release contains a full walkthrough. Of course, I still need to unlock a few more bonus missions, but the main story-based walkthrough is done.

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----- GAME INTRODUCTION -----
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...as told by the instruction manual.

Rebel pilots, report to duty! It's time to suit up, strap in, and fly off as a pilot in Rogue Squadron, the Alliance's most elite group of fighter pilots. When the mission is tough and the outlook is grim, Rogue Squadron is the team responsible for making sure the balance of power doesn't forever sway in favor of the Empire.

With epic space battles that span the universe, Star Wars Rogue Squadron II: Rogue Leader takes you into the heart of Imperial territory, including into the trenches of the Death Star, near an Imperial Star Destroyer, and across Bespin's Cloud City. You'll also be asked to defend important Rebel convoys and outposts on planets such as Hoth.

Flying alongside the other Rogue Squadron members, it's up to you to act as their Rogue Leader and show the path to victory, one laser blast at a time. Good luck. May the force be with you.

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DEFAULT CONTROLS

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Up (D-pad) - Command wingmates to form
Down (D-pad) - Command wingmates to flee
Left/Right - Attack commands

Control Stick - Use to steer your ship
C-Stick - Used to look around in default view and cockpit

L Button - Slow down, hold while turning for sharper turn
R Button - Speed up your ship (boost)
Z Button - Press and hold then use control stick to roll ship
R + L - Allows you to turn more sharply.

Start/Pause - Pause the game and bring up menu

A Button - Fire primary weapon; hold for continuous fire
B Button - Fire secondary weapon
X Button - Change camera view (default / cockpit)
Y Button - Bring up Targeting Computer, hold down to keep up

GAME OVERVIEW

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Saving and Loading:

Provided you have a memory card, you will be able to save your game progress as you go. After each completed mission, your game is automatically saved on the memory card. To load a saved game, have the memory card in its slot and load up the game. When you come to the file section screen, choose the slot your game is saved in.

Targeting Computer:

Your ship comes installed with a Targeting Computer - a screen that shows up and points out all targets in sight. Lavender colored targets are enemies, but the yellow ones are your top priority targets. To use the Targeting Computer, press and hold down the Y button to keep it up on screen. Keep in mind, however, that the more you use the Targeting Computer, the more your Targeting Computer Efficiency statistic decreases, which in turn could lead to not getting bonus medals.

Display Screen:

- * In the upper-left hand corner of your screen, you will see the communications display. This only shows up when you press on the d-pad and will show you what commands each d-pad button gives for the current mission you are playing.
- * Over to the upper-right corner is your radar. When you see the orange sliver, turn your ship so the sliver is pointed north on the radar - this will lead you in the right direction toward your next target. As you approach, the sliver widens and expands outward over the entire radar. This lets you know that you're in the correct area.

- * Down in the lower-right corner is your Weapon Information. You can see which secondary weapon you currently have as well as the charge of your lasers (primary weapon). If you wait for your lasers to be fully charged, they'll be more powerful. Also in this corner of the screen is a meter that shows the boost charge on some ships - when it's filled, you can use your boost (R button).
- * Finally, in the lower-left corner of the screen you will find the damage indicator. If the circle in this corner is green, you're in good health; yellow is medium and red is hazardous health.

Medal Basis:

There are three types of bonus medals that you can acquire for each mission of the game: BRONZE (3 Points), SILVER (6 Points), GOLD (10 Points). Getting each depends on a number of factors.

TIME - This determines how long you spent playing the mission. Time requirements get lower for each medal, so don't take too long if you plan on getting the gold.

KILLS - Count of how many enemies/obstacles you destroyed. Number of kill requirements increase with each medal. The more kills you get, the better.

ACCURACY - This determines how accurate your shots were. Percentage requirements increase with each medal. If you shoot and miss, your accuracy drops, so don't shoot until you have your target in sight.

FRIENDLIES LOST - Amount of people (on the Alliance's side) who've been killed during the mission. This number decreases for each medal, so try and avoid unnecessary casualties.

LIVES LOST - This shows how many of your three lives you lost during the mission. The more careful you are, the lower chance of death.

TARGETING COMPUTER EFFICIENCY - This percentage shows how much you used your Targeting Computer throughout the mission. The more you use it, the lower this percentage will be (since it helps you locate enemies). If you want the gold, it'd be best to keep minimal use of your Targeting Computer.

Defeating AT-ATs:

AT-ATs have such strong armor, none of your weapons will be able to penetrate it. The only possible way to defeat an AT-AT is by using the Speeder and wrapping the AT-ATs legs with the Tow Cable. To do so, approach the AT-AT and press the B button to harpoon one of its legs. Then move your ship around its legs three times to make it fall over.

Options:

ROGUE LEADERS - This lets you view how you stand in the default high scores list. It shows the mission you've gotten up to, what place you're in and the title assigned to you. Ranks are based on number and type of medals.

PASSCODES - What would a game be without codes? Each passcode can only be 8 characters long. See the Secrets/Codes section for all known (current) passcodes.

GAME SETTINGS - This lets you change certain options about the game, such as the rumble feature in your controller, turning the crosshairs on/off, etc. Try different things if you want... you can always return to the default settings with one push of a button.

VIDEO SETTINGS - No real use unless you have a certain type of TV. This will always be set to Interlace for most.

SOUND SETTINGS - Your basic sound options: music, sound FX, speech volume, switching between Stereo or Mono. Nothing new.

SPECIAL FEATURES - While this menu may look rather bare when you start, new options will be unlocked in this menu as you do certain things in the game. See the Secrets/Codes section for more information.

Rebel Alliance Icon:

Whenever you see the Rebel Alliance icon, it means you can stop on it and swap for a different ship. Blue icons (the most commonly found) are for ship swapping, red-colored icons mark out a stopping point (I've only found a red icon in the Asteroid Field bonus mission).

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----- ALLIANCE CRAFT -----
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A-Wing:

Primary Weapon - Double laser cannons
Secondary Weapon - Concussion missiles

Without a doubt the fastest ship the Alliance has, the A-Wing comes equipped with unlimited nitro boosts (R) but you must wait for recharging in between each use. Though the craft is speedy and comes nicely armed, its main fault sticks out like a sore thumb: defense. The shields on the A-Wing are very weak and cannot withstand heavy fire.

B-Wing:

Primary Weapon - Triple laser cannons
Secondary Weapon - Proton Torpedoes
Special Weapon - Ion Cannons

This heavily armed Alliance ship comes equipped with your standard lasers along with a limited amount of Proton Torpedoes and an unlimited number of Ion Cannon shots (however, you must wait for each to charge before firing). Due to its unique design, the pilot will always remain stationary in the cockpit during flight. The S-foils on the craft can be closed to speed up as well as avoid enemy fire; its shields are also very durable.

X-Wing:

Primary Weapon - Four laser cannons
Secondary Weapon - Proton Torpedoes

Known as the ship that "killed the Death Star" - the X-Wing gets its name from the shape its S-foils forms. Along with its four laser canons, it also has an on-board repair system which you can use after taking heavy damage from enemy fighters. When speeding up, the S-foils on the X-Wing will close, disabling fire. You will not be able to fire again until the foils have been re-opened.

Y-Wing:

Primary Weapon - Double laser cannons
Secondary Weapon - Proton Bombs
Special Weapon - Ion Cannons

One of the few ships with very strong armor, the shields on the Y-Wing can protect you from a lot of damage. It's not a very fast ship, but is capable of using both Ion Cannons and Proton Bombs. Its default is the Ion Cannon, which you must charge before using, but it also has the capacity to hold tons of bombs. Tap the B button to switch between Ion Cannons and Proton Bombs.

Speeder:

Primary Weapon - Double laser cannons
Secondary Weapon - Tow Cable

The Speeder is a fast, yet defenseless Alliance craft. It's ideal for taking down AT-ATs with its Tow Cable. Though its shields may be weak, most enemies will have a hard time hitting a Speeder anyway due to its compact size and fast movement. As with each craft, the Speeder does have its downfalls. As previously mentioned, it's shields are weak but it's also incapable of pulling off moves such as rolls like other craft can.

T-16 Skyhopper:

Primary Weapon - Double laser cannons
Secondary Weapon - Proton Bombs
Special Weapon - Ion Cannons

Perhaps the first characteristic you'll notice about the T-16 Skyhopper when you use it is that its speed is incredibly slow when compared to other Alliance aircraft. This ship can only be used in the Tatooine Training level of the game and comes equipped with Proton Bombs and an extra Ion Cannon (which must be charged before use).

Cloud Car:

Primary Weapon - Double laser cannons

These small aircraft do not have a secondary weapon, just the standard dual laser cannons. You'll find them in Cloud City (specifically during the Raid on Bespin mission) and even get a chance to fly one once you make it into the city. One of their best features is their well-functioning brakes which enable you to slow down much faster than other aircraft.

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The following walkthrough covers all 10 normal (story-based) missions, the Tatooine training level and the five bonus missions in the game. Unlike in my other FAQs, I've really tried my hardest to leave out all plot spoilers (describing cinemas or stories which you can view on your own I've found really just spoils the game for most). If you find any mistakes or confusing parts, please let me know so I can fix them.

-----===== TATOOINE TRAINING =====-----

Starting Ship: T-16 Skyhopper - Exchange Ships: None

Objectives:

- Win the Beggar's Canyon and Tosche Station races.
- Bullseye 20-60 Womp Rats in 30 seconds.
- Find all discovery items.

On top of a hill is a Rebel Alliance icon that will activate the Tosche Station race against Biggs and Wedge. The first race is considered as "easy" (and yes, your ship is supposed to go that slow). After that, you can race again, only this time it's a bit harder (just boost whenever possible and you'll easily beat them). The second race can be activated via the symbol just above the start of the canyon. This time, you will only be racing against Biggs and you can choose from two tracks (left/right). You must beat Biggs on both tracks as well as complete the easy and hard Tosche Station races in order to complete this objective.

Near the RA icon that activates the Tosche Station race is another RA icon lower to the ground. This symbol will activate the Womp Rat Bullseye game in which you must shoot the specified number of womp rats in the field within thirty seconds. At first, you only have to kill 20, but it then increases to 40 and 60 afterwards. All three must be accomplished in order to finish off this second main objective.

The discovery items are strewn all about the playing field and can sometimes be difficult to find. The discovery items includes: 5 Bantha Herds, 2 Sandcrawlers, 1 Crashed TIE Fighter, 3 Dewbacks, Dragon Bones (Bonus), C-3PO (Bonus), R2-D2 (Bonus) and an Escape Pod (Bonus). For the normal items, your radar will point them out. As for the C-3PO, you can get it by destroying Jabba's Palace in the beginning of the level. The Dragon Bones are found next to a Bantha Herd (in between a herd and a sandcrawler). R2-D2 can be found by blowing up a sandcrawler (use fully charged lasers) and the Escape Pod is near Tosche Station (which you reach after the race with Biggs and Wedge).

-----===== DEATH STAR ATTACK =====-----

Starting Ship: X-Wing - Exchange Ships: None

Objectives:

- Destroy all detection towers.
- Destroy all TIE fighters.
- Shoot proton torpedoes into the exhaust port.

The first mission of the game and a rather easy one at that. Your main goal

is to destroy the Death Star by firing torpedoes into the exhaust port, but there are a few other things you must do first. After viewing the opening cinema/story, you'll begin the mission. Your first order of business is destroying the 10 detection towers scattered about the Death Star. Immediately start firing your lasers at the first until it's destroyed; brake if necessary. Make a sharp left to find the next batch of towers (they're all pretty much in this area and not spaced out all over the place). Destroy each one in the same manner and ignore the turrets around them. After each has been destroyed, you'll view a cinema leading into the second part of the mission.

UPGRADE - You can find the Advanced Shields upgrade at this point in the game; refer to the upgrade locations section to find it.

Now you must take out the oncoming TIE Fighters; they're really weak and won't even attack you (which is the only time they won't throughout the game). If one dips down near the surface and you're having trouble finding it, try using the Targeting Computer to locate it (don't use it too much if you're going for a medal). Have your wingmen help take them down. When you get down to the last two, a wingmen will notify you of it. Time for the trench...

Remember to stay inside the trench throughout the whole run. There will be several protruding barricades throughout the trench to slow you don't, so don't speed on through unless you're familiar with it. Avoid the turrets (or destroy them for kills if you want) and once you get past the barricades, a batch of 3 TIE Fighters will appear behind you. Brake to get them in front and destroy each; another batch will ensue, do the same. Shortly after, Darth Vader will appear in his TIE Advanced (which is invincible for the most part) - brake to avoid him and he'll make a second pass along with some TIEs.

The Millennium Falcon comes to save the day and you'll be clear to finish off the mission by firing torpedoes into the exhaust port. Where exactly is the exhaust port? Continue flying until you see a wall in the distance (the end of the trench). Down on the floor in front of this wall is the exhaust port (no, I can't see it, but it must be there) - use your Targeting Computer to find it and get it in your sights then fire away. If you hit it, the mission successfully ends. If not, you'll get an alternate loser's cinema.

Tips for Gold:

The kill requirement for gold is insane, but not impossible to achieve. When you're taking down the detection towers, make sure you take it slow and destroy every single turret you can find while destroying the 10 towers. You'll have to get a lot of them if you expect to come even close to the kill count. The time you lose in doing so can be made up later on in the trench so don't worry too much about it (just move quickly). Take out every oncoming TIE for the second part of the mission and some turrets if you can. If you've gotten close to the kill count by now, just boost through the entire trench, ignoring the turrets to save time (just stop for the TIEs and vader near the end) and finish off the mission. This one isn't easy and will likely take you a long time to get.

-----===== ISON CORRIDOR AMBUSH =====-----

Starting Ship: X-Wing - Exchange Ships: A-Wing

Objectives:

- Defend the transports against any remaining Imperial forces.
- The frigate Redemption must survive.

UPGRADE - The upgrade for this mission can be found right in the beginning. See the upgrade locations section to find it.

The transports are being attacked by TIEs - have your wingmen attack them (right on d-pad) and take some out from a distance when you see them. As you approach the transports, seek out and destroy any TIE fighters you can find. A cinema will take over showing another batch of TIEs coming in. For this batch (and for the remainder of the mission) you have the option of swapping your X-Wing for an A-Wing (which goes a lot faster) by stopping at the Alliance icon under the frigate.

Once the second batch has been taken care off, you'll enter the nebula where you must fend off even more TIE fighters. Since the inside of the nebula is very foggy, you will need to use your Targeting Computer to locate and destroy the remaining TIEs (have your wingmen help). After they're all gone, the mission will be completed.

Tips for Gold:

Right when the mission starts, have your wingmen flee so that they don't take down any TIEs that you could be using for kills. Or, if you want an easier way to get the gold, just use the Slave I and its Homing Cluster Missiles (if you got the upgrade) to get rid of the TIEs. If you're going at it without the Slave I, my best advice is to not shoot unless you have your target in your sights and have your wingmen flee from the start.

-----===== BATTLE OF HOTH =====-----

Starting Ship: Speeder - Exchange Ships: X-Wing

Objectives:

- Defend Outpost Beta's ion cannon from the approaching AT-STs.
- Slow the advancing Imperial walkers.
- Defend the fleeing rebel transports.

For the start of this mission, fly straight toward the opening in the mountain pass (where a group of droids is passing by, destroy them for kills if you wish). As you enter the main area, you'll find a mass of AT-ATs accompanied by 3-4 AT-STs each. Have your wingmen do something (I prefer having them go after the guns) then focus on the group of 4 AT-STs straight ahead from the mountain pass. Aim for their heads and begin firing your lasers to destroy each, then turn slightly left to find another group of 3 behind the ones you just destroyed.

I recommend shooting at these from an angle rather than straight ahead because they will fire back and cause a lot of damage. Once those are gone, turn back around and head toward the Ion Cannon - there is a group of three AT-STs just to the left of the Ion Cannon. Kill them all and that should finish off your first objective. The AT-ATs are now approaching the power generator, so it's time to focus your attention on them.

While there may be a bunch of AT-ATs in the level, you only need to take down the three nearest the power generator. Since the armor of an AT-AT is impenetrable by any of your weapons, the only alternative to taking them down is roping and tripping them so they fall; you'll be doing this with the Snowspeeder's tow cable. Boost up toward the three AT-ATs and brake as you approach one of their legs. Press B to harpoon your cable into one of their legs (you must be very close or the tow cable won't fire) then hold the R button as you fly around their legs, thus wrapping them with the cable. You'll want to fly as closely to their legs as possible while going around to conserve time, but if you fly too close, you'll smash right into them. Three times around should do the trick. A cinema will take over showing the AT-AT trip and fall to the ground. Repeat for the other two.

UPGRADE - The Advanced Laser Tech upgrade can be found at this point in the mission. See the upgrade locations section to find it.

Watch the cinema after the AT-ATs are down and you'll be left in front of a mountain passage to play again. Throughout this passage there are three more groups of probe droids that you can destroy for kills, the first is right near the beginning, the second is just after the first turn (behind a large mountain) and the last is right in front of the open area ahead. Take them out if you wish then move into the open area. Ahead is a Rebel icon which you can use to switch from the Speeder to an X-Wing.

With the X-Wing, fly into the area with the transports and turn around to wait for oncoming fighters. A wave of three TIEs will approach (pick them off) followed by about 6 Bombers. More fighters will come in, but I suggest going after the Bombers first. Once you pick off a few, 2 more Bombers come in. Take down everything, Bombers first to protect the transports and finish off the mission.

Tips for Gold:

In the beginning, take out the set of probe droids, but don't slow down if you miss any. Once in the open area, send your wingmen after guns and go after all AT-STs. You may notice that a box that deploys AT-STs will land near the back of the area - destroy it. You must destroy all AT-STs in this area before leaving, so even when the cinema takes over for the AT-ATs, fly toward them but make sure you destroy all AT-STs walking along with the AT-ATs. Rope the AT-ATs then when you're flying through the mountain pass, take out more probe droids (3 sets of 'em) and switch for an X-Wing. Homing Torpedoes work really well for this next part. Take out TIE Fighters with your lasers as normal but use your homing torpedoes on the Bombers (you may not have enough to take them all down, but you can get most of 'em).

If you're having trouble with shot accuracy, remember to pump the AT-ATs with laser fire before roping them. This will significantly increase your shot accuracy if you get enough shots in on them.

----- PRISONERS OF THE MAW -----

Starting Ship: Y-Wing - Exchange Ships: None

Objectives:

- Disable 3 Shield Projectors before Imperial reinforcements arrive.
- Destroy all objectives marked by the prisoners.
- Escort the train to the platform.

- Escort the Imperial loader out.

You'll start off in an asteroid field (make sure you're not hit by one, blast them instead) with TIEs approaching. Try to take out as many TIEs as you can before they get past you, because you're going to have one heck of a time trying to shake them once they target you from behind. Continue going straight until you reach a force field - you must take out three of the shield projectors on this force field using your Ion Cannon. Charge up your Ion Cannon and when you approach one of the projectors, fire at it to disable it. If you fire from a distance, it won't work, so make sure you're close before firing. Repeat for two more and you'll swoop down onto the planet's surface for the next part of the mission.

When you first enter, switch to Proton Bombs (tab B) then follow your radar into the area with the guard towers. Destroy each one by dropping at least 3 bombs onto it - make sure the tower is in your blue sight before dropping bombs because accuracy is the key to destroying the towers. Once all are gone in this area, follow your radar into the next where you'll find more towers - take them all out with bombs then it's off to the communication relays (satellite dishes).

UPGRADE - On your way to the communications tower, you can pick up the upgrade for this mission. See the upgrade locations section to find it.

Once you get there, drop about 3 bombs onto each satellite dish until they all have been destroyed then follow your radar over to the hangar where there will be... yep, you guessed it, more guard towers! Destroy them all with your bombs and have your wingmen take care of the TIEs while you do so. Once the towers are gone, your final objective is to protect the Imperial loader as it escapes with the prisoners - just pick off any and all TIEs attacking the loader until it gets out safely and the mission is over.

Tips for Gold:

In the first part of the mission (in the asteroid field before reaching the planet) you will notice several shuttles off to the right. Destroy each one when you get close (don't fire from afar or your accuracy will go down) for extra kills. Do NOT shoot at asteroids! They don't count for kills. Once you reach the planet, spot out the set of AT-PTs on the way to the first set of guard towers and drop 1 bomb to destroy them. For the rest of the mission (mainly when you're going to the communications relays and hangar) bomb every set of AT-PTs you find and finish the mission as you normally would. In order to get the required number of kills, taking out those AT-PTs is crucial.

----- RAZOR RENDEZVOUS -----

Starting Ship: B-Wing - Exchange Ships: None

Objectives:

- Protect the Blockade Runner
- Destroy the Imperial shield generators. (3)
- Destroy the Imperial command deck.

UPGRADE - The upgrade for this mission can be found during the start; see the upgrade locations section to find it.

Many people have a hard time with this mission their first time around, and that's because they have weak weapons and shields. I highly recommend picking up at least the first three upgrades (Advanced Shields, Advanced Proton Torpedoes, Advanced Laser Tech) before attempting this mission. All upgrade locations can be found in the upgrade locations section. Now, for the mission, you'll be destroying your first Imperial Star Destroyer!

When you first start, some TIEs will begin attacking the frigate. Have your wingmen go after them while you concentrate on the Star Destroyer. In order to destroy it, you must first take down its shield. How do you do that? By blowing up the three shield generators, of course. Two of these generators can be found on the top of the ISD; they are two white orbs. The third generator is located on the bottom (underside) of the ISD and takes more firepower to destroy.

You first want to take care of the two weaker generators on top. To do this, boost ahead to the ISD, but make sure you boost to the back of it rather than the front. There are less turrets near the back, meaning less shots being fired at your B-Wing. From the back now, get one of the orbs in your sight then release your torpedoes + laser fire. If you have the Advanced Torpedoes, it'll only take 4 to take down the generator. If you have Advanced Homing Torpedoes, it'll take 6. If you have just normal torpedoes, it'll take a whole bunch + a lot of laser fire. Once one is destroyed, aim for the other (you may or may not lose your first life here depending on how well you avoid the turrets)

Take it out the same way you did the first and you'll be commanded to take out the one underneath. However, before you do that, fly back over to the frigate and see how your wingmates are doing with those TIEs. Help fend off the remaining TIEs that are attacking the frigate (you'll get a notice when enough have been killed) to ensure that it isn't destroyed while you're finishing off the ISD. Head back to the Star Destroyer and fly toward the underside of it - see that dome-shaped object? No? Use your Targeting Computer. That's the third and final generator powering the ISD's shield.

Fire torpedoes plus laser fire at it until it's destroyed (you may need to brake or else you'll have to make a second pass). Once it's gone, the shield is down, making the command deck vulnerable. Fly back up to the top part of the Destroyer (in the front this time, not back) and look straight ahead. In between the two orbs you destroyed earlier and a bit lower is a small, protruding rectangle (if you don't see it, use your Targeting Computer until you do) - this is the command deck. You can use lasers, torpedoes or go kamikaze style to take it out (don't worry about losing a life; ramming into the command deck won't count as a lost life), and that will end the mission.

Gold Strategy:

You may have remembered my old strategy with the X-Wing, well, marshmallow told me a much better one, so I've replaced it. With the B-Wing, boost toward the Star Destroyer and have your wingmen take out TIEs. When you get close enough to see the turrets above the cannons in the distance, carefully take out 3-4 of them (make sure you don't miss) then aim toward the first shield generator. Fire your torpedoes (with laser fire if you have the Advanced Homing Torpedoes) until both generators are destroyed then crash into the ISD to lose your first life.

When you regenerate, head toward the bottom of the Star Destroyer and target 2-3 more turrets near the last generator (you may need to brake in order to

hit them accurately). Follow that with torpedoes + laser fire on the last generator to destroy it then fly up to the top side of the Destroyer. Locate the command deck and ram straight into it (kamikaze style) to destroy the ISD, thus ending the mission. When you ram into the command deck, it does not count as a lost life, so you'll still get the gold.

-----===== VENGEANCE ON KOTHLIS =====-----

Starting Ship: X-Wing - Exchange Ships: Speeder, Y-Wing

Objectives:

- Protect the transport from the TIEs.
- Defend the commandos as they recapture the data.
- Destroy all AT-ATs.
- Destroy all AT-PTs.
- Bomb a hole in the Star Destroyer for the commandos.

Stick close to the transport in the beginning and once the TIEs approach, have your wingmen help attack. Pick off as many TIEs as possible and keep them away from the transport. If it takes too much damage, it'll be destroyed and you'll fail the mission. Since the transport can't get too close to the crashed Star Destroyer, it'll have to land on a nearby beach. Once it does so, the first objective is done and an Alliance icon appears so you can swap for a Speeder (which you must do for the next objective).

UPGRADE - An upgrade can be found on the ISD at this point. See the upgrade locations section to find it.

Right after the transport lands, three AT-ATs will break loose from the destroyed ISD and you'll have to take them down before anything else. As you did in Hoth, approach one of the three AT-ATs and harpoon one of its legs with your tow cable. Wrap it around the legs three times to trip it and repeat for the other two. I recommend taking out the ones closest to the beach first because the third AT-AT is submerged in water, making it more difficult to trip him. While attacking the other two, the third will have time to emerge some more from the water, thus making him more vulnerable to attack.

After the AT-ATs are gone, the commandos will leave the transport and head to the ISD on foot - you must now protect them. You will now have the ability to swap for a Y-Wing but I strongly recommend getting back into your X-Wing first to take care of the oncoming AT-PTs. Trying to destroy an AT-PT which is still partially submerged in water is a near impossible feat so just wait for them to get onto the sand before taking them down. Have your wingmen help and don't let them get too close to the commandos.

Once a number of them have been killed and the commandos make it to the Destroyer, they'll need a way to get it. Your job is to blast a hole in the ISD for them, so switch for a Y-Wing then fly over the Destroyer. Make sure you tap the B button to switch to Proton Bombs then use your Targeting Computer to find the yellow patch. Once you're right over it, drop about 5 bombs to penetrate the hull, completing your final objective. You're not done yet, though. You must continue to protect the commandos from any remaining AT-PTs, then the mission will be complete.

Gold Strategy (sent by KAK287):

"Why sacrifice accuracy for speed when it'll take just as long? First you need the seeker cluster missile upgrade and it would help to have advanced shields. Choose the "Slave I" as your starting ship. When the game starts tell your fighters to flee to get as many kills as possible and avoid casualties. Don't bother with laser fire. Whenever ties come within range just launch a missile. Move ahead of the transport ship and kill any ties in the area. Then use your missiles to kill turrets and foot soldiers. Avoid firing at the big laser cannons.

The second the transport lands change craft and react as normal killing the AT AT's. Change craft as soon as possible and use bombs to kill any remaining foot soldiers and turrets (including the big ones). From their follow the game as normal. When all AT-Pt's are destroyed stick with the Y-wing and fight off any ties. When all is said and done... TADA!!! you've got a gold."

Gold Strategy #2 (sent by Prod342):

"Start the level off with the Slave I and before any ties can come close to you, kill them with the homing missles since the shield on the Slave I sucks. You will probably have about 4 or 5 more clusters left after the majority of the ties are wiped out. Use the transport as a shield and let it screen you almost to the shore when it will be landing (to avoid further attack from the guns or any possible ties missed).

There will be two sets of two ties flying around the ISD. Your wingmen should have taken them out, but if not, use the missles and use the missles on the ISD to take out some guns on the ISD, ect. The rest should is cake. Finish off the mission as expected. I found this technique to be a ton easier than using any other craft. Plus your accuracy goes through the roof with the missles hitting all of its targets, just about. It may take a try or two before you fully understand the technique and find out how to do it right with getting all the ties."

-----===== IMPERIAL ACADEMY HEIST (DAY) =====

Starting Ship: Y-Wing - Exchange Ships: Shuttle

Objectives:

- Disable the Imperial sensors in the canyons.
- Steal an Imperial shuttle.
- Take shuttle to rendezvous point.

This is another mission which uses the GameCube's internal clock to judge what time of day you'll be playing the mission in. If you're playing during the day, you'll get to use the Y-wing. When you first start, you'll be going through the mountains and there are several Imperial sensors along the way. Follow the orange sliver through the canyon and make sure you FLY LOW in order to avoid detection by the sensors. When you approach a sensor, ready your Ion Cannon and blast it to disable it. Repeat for all sensors throughout the mountain passage until you reach the end.

UPGRADE - When you reach the Imperial base, you can find an upgrade. See the upgrade locations section to find it.

In this open area, a bunch of TIEs will begin attacking. Take out grounded TIEs first before they have a chance to get into the air then proceed into

the next area with the tall tower while still picking off TIEs. The sirens will go off, turrets will fire and TIEs will chase. Fly over to the Alliance icon to steal the shuttle. Now, you must avoid tons of TIEs and firing turrets in a super slow shuttle. If you have three lives, consider yourself lucky and dodge the TIEs by moving left/right rapidly. Fly over the mountains (following your radar) to the rendezvous point where the mission will end.

**STEALING THE TIE FIGHTER: Major thanks go out to Hades693 for sending me this strategy on getting the TIE Fighter during the day.

"After disabling all the sensors, keep to your right. You will pass two landing platforms with only a few ties on each, and a communications array on the right of the canyon. Take out as many grounded TIEs as possible, then quickly disable the array(using the Ion cannon) to keep the TIEs from calling for reinforcements. Stay to the right side of the canyon and follow the branching path on the right(use the radar to see where to go). You will get to a small open area with another array and a single TIE landed beside it. Disable that array, and fire at the grounded TIE with your Ion cannon. The TIE will topple over and right itself, however, it will just sit there. After 4 or 5 Ion blasts the TIE will take off. If you left any TIEs from the earlier section they will be chasing you.

The TIE you pulverized with the Ion cannon will be lazily flying around the canyon. You can tell him apart because it will be the only TIE not firing at you(as you whooped him while he was grounded). Shoot down as many TIEs as you can, but use caution not to destroy the wounded one. Follow him around and pummel him with the Ion cannon until you force him to land again. This will take another 5-7 hits to knock him down. Once he lands a Rebel icon will appear above him. Switch ships and complete the mission as normal. When you get back to the hangar the door behind the Millennium Falcon will be open and the TIE will be yours." (of course, it will only be yours if you've stolen the TIE at night as well).**

Tips for Gold:

Destroying grounded TIEs is the most important task you need to complete in order to get the gold for this mission. There are 2-3 platforms filled with grounded TIEs in the first two areas of the academy. Drop bombs in the center of each side of the platform to take out the TIEs before they have a chance to get in the air. In the main area (where the shuttle and tower are) you'll find rows upon rows of grounded TIEs on each side of the tower. Fly by and bomb as many as you can before getting the shuttle then complete the mission as normal. Of course, this just covers kills. You'll have to get through the canyon rather quickly and be accurate in your shots if you expect the gold.

-----===== IMPERIAL ACADEMY HEIST (NIGHT) =====

Starting Ship: Speeder - Exchange Ships: Shuttle

Objectives:

- Evade the Imperial sensors in the canyons.
- Steal an Imperial shuttle.
- Take shuttle to rendezvous point.

Playing at night, you will be using the Speeder rather than the Y-wing and

since the Speeder has no Ion Cannons, you can't disable the sensors but rather must avoid them. For added effect, you will also be dealing with a dense fog. Remember to fly as low to the ground as possible and make your way through the mountain pass (it may take you a few tries, but once you make it to the fork, go right and you're home free).

UPGRADE - When you reach the Imperial base, you can find an upgrade. See the upgrade locations section to find it.

Now in the next open area, you'll engage some TIEs - if you see some that are not yet active just lying on the platform, shoot them down before they have a chance to get into the air. Continue following the orange sliver on your radar and picking off TIEs until you come to the area with the tall tower. Sirens will go off, turrets will begin firing and TIEs will bombard you (what was the point of avoiding the sensors!?) Quickly fly over to the Alliance icon to steal the shuttle.

This next part is tough, you must take the shuttle to the rendezvous point while avoiding turret fire as well as about 20 TIEs on your tail. The only real strategy I have is to dodge the TIEs by moving left and right rapidly and pray that you have your 3 lives left. Once you reach the rendezvous point, you'll escape with the shuttle and the mission is over.

**STEALING THE TIE FIGHTER: The TIE fighter is in the same spot as it is in the daytime mission, but the strategy to getting it is a bit different. When you start the mission, avoid the sensors as usual until you get to the last one at the fork. Instead of going right, take the left path (use your radar) and follow it into an open area. A cinema will take over showing the TIE and a recommendation to steal it.

When you regain control, look straight ahead. See that black dot through the fog? That's actually the pilot of the Fighter. Kill him. Now that the pilot's gone, an Alliance icon will appear above the TIE Fighter, enabling you to steal it. With it, you must now fly over to the base to steal the shuttle (don't worry about enemies attacking you, since you're in a TIE, they'll ignore you unless you start firing). Get in the shuttle then fly it back to where you picked up the TIE Fighter.**

Tips for Gold:

None! You should really go for the gold on this mission during the day because it's a lot harder during night (since you can't disable the sensors). See the "Tips for Gold" in the section just above this one, and remember that you can always change the time on your GC's internal clock if you don't want to wait until morning. :)

-----===== RAID ON BESPIN =====-----

Starting Ship: A-Wing - Exchange Ships: Cloud Car

Objectives:

- Secure the Tibanna gas platforms.
- Destroy the city's power generators.
- Defend the Tibanna gas platforms from the TIE Bombers.

Your first order of business is protecting the platforms with the Tibanna gas canisters on them. If too many are destroyed, the mission is over.

Since the A-Wing has very weak shields, 2-3 TIEs can easily take you down. Start off by approaching the balloon platform with the turrets on it. Of course, you can destroy the turrets the hard way (individually) or you can destroy 'em all in one shot by firing at the barrel inside the balloon that keeps it in the air. I prefer the latter.

Once the balloon is gone, go after the TIEs - make sure you never stay behind a TIE for too long, boost away if you notice one firing at you from behind. After getting the message to move on to the next platform, follow your radar through a thick patch of gas (you can avoid it by flying around) over to the next platform. There are a couple more balloons here that you need to take down as well as a greater number of TIEs. Repeat what you did at the previous platform and move on to the next.

UPGRADE - As you approach the second platform, you can find an upgrade. See the upgrade locations section to find it.

You should not lose any lives until at least the third (final) set of platforms. There are four balloons that need to be destroyed here as well as a mass of TIEs. Once everything's gone, you'll enter the city. From here, you can continue with the A-Wing or swap for a Cloud Car at the Alliance icon (the Cloud Car doesn't have a secondary weapon, but it brakes better than the A-Wing). Your goal is to seek out and destroy the three generators within the trenches of the city.

Use your Targeting Computer to find them, then dip down into the trenches and fire away to destroy each. Once all three are gone, you must fly back to the Tibanna gas platforms and fend off attacking TIE Bombers - have your wingmen help. After that, the mission will end.

Tips for Gold:

Using the X-Wing really helps for getting gold on this one because the A-Wing's shields suck big time. At each platform, take out the balloons (the ones attached to the platforms with turrets) by shooting out the barrel inside the balloon, which fuels it. Doing so will give you kills for each individual turret without having to take them out manually. After each, go ahead and go after TIEs, but focus mainly on the balloons because if you fire at the TIEs and miss too much, your accuracy will be shot.

Once in Cloud City, there will be several more balloons. You're going to have to take out as many as possible (try to get them all) while destroying the generators as well. Remember, you cannot lose any lives for getting gold on this mission, so if you're X-Wing (or whatever you chose to use instead) is getting weak, swap for a Cloud Car. At the end of the mission, using Homing Torpedoes to get the Bombers.

-----===== BATTLE OF ENDOR =====-----

Starting Ship: X-Wing - Exchange Ships: None

Objectives:

- Protect the Medical Frigate.
- Destroy all TIE Bombers.
- Protect the Fleet.
- Destroy both Star Destroyers.

As you first start, follow the rest of the crew until you're instructed to turn around - it's a trap. Tons of TIEs and interceptors will come your way and a batch will head straight for the Medical Frigate. Follow your radar to the Medical Frigate and fend off all fighters - have your wingmen help. After a few rounds of fighters, some TIE Bombers will appear - wait a bit after you get the announcement, then locate them with your Targeting Computer (Bombers will be in yellow, normal fighters in lavender).

It's crucial that you take out every last bomber you find, otherwise they'll destroy the frigate and they mission will be a failure. You'll get a notice when you get down to the last one. After those are gone, you'll realize that the Imperial Star Destroyer is active and there's not only one, but TWO of them that you must destroy. If you remember back to the ISD in Razor Rendezvous, you should know what to do.

UPGRADE - The Homing Cluster Missiles upgrade can be found after destroying the left ISD. See the upgrade location section to find it.

Fortunately, the turrets on these two SDs won't be targeting you as much as the ones in Razor Rendezvous did. Use about 3-4 torpedoes on each generator (top) followed by laser fire to destroy them, then head under the ISD to destroy the final generator with lasers/torpedoes (if you have any left) to disable the shield. Quickly fly back up and fire at the command deck (be careful, as the turrets will begin firing at you more once the shield is down) to destroy the ISD. Repeat for the other one and that will finish it off.

Gold Strategy (sent by Dan Lavender):

"This mission killed me. Took me forever mostly due to the 'friendlies lost' category. So I finally just told told my wingmen to flee and that seemed to drop my friendlies lost down to within 'gold' status. Plus I just got sick of them constantly nagging me for orders. You still see them flying around but they shut up and seem to die less.

Right at the start of the mission I just bang a U-turn and head the other way while all that dialogue is going on. U-turn by going up because a left or right seems to crash you into someone else mostly. As soon as you can (when the cinematic chatter ends) tell your wingmen to get lost and start picking off fighters. Off of the medical frigate are 2 more ships that the fighters seem to be after as they make their attack loops. They will eventually blow this up and be chalked up in your 'friendlies lost' column so I usually did that same sort of patrol and loop and just shot at whatever came in my sights.

When the bombers come.. they become priority but still, don't hesitate to chalk up another kill of a fighter in spite of the desperate cries for help. Also, feel free to use your torpedoes on ships you don't feel like chasing because you really won't need them in the second part. They come in handy for knocking out the bridge but chances are you will have lost a life before you get to that point so you will have 6 more. Might as well use the first 6 up. Here... I tell the wingmen to get lost as well but I don't think it does any good.

Head to the lower shield generators, left ship then to the right ship, come up and take out the top generators. may take a few passes (keep going back and forth across them) you will be pretty much left alone the entire time. I usually get all the generators out before messing with the bridges because it's pretty fast and simple and relatively safe. But prepare to die

attacking the bridge so hopefully you went in with 3 lives if you hope for the gold. Just don't brake to aim or travel in a constant path too long thinking you almost have it because that's when they get you. But now you have a shiny new ship with torpedoes and that helps.

Take out fighters along the way as you can because the kill count is pretty tight. Next to the 'friendlies lost' category it was my kills that was a couple short much of the time but I'd finish with well over a minute to spare, so if you know how you are on time maybe hang out and rack out some fighter kills before taking out the last bridge."

-----===== STRIKE AT THE CORE =====-----

Starting Ship: X-Wing - Exchange Ships: None

Objectives:

- Protect the Millennium Falcon.
- Reach the power core entry.
- Destroy the power core.
- Escape the Death Star.

For the first part of the final mission, you must follow close behind the Millennium Falcon and ensure that no fighters destroy it. Keep your S-foils closed as much as possible but don't speed ahead of the Falcon. If a TIE gets in front of you and starts attacking the Falcon, make sure you destroy it before it has a chance to do any real damage. When you reach the end of the first area, both you and the Falcon will enter what seems to be a ventilation system filled with pipes.

UPGRADE - The Targeting Computer Upgrade can be found near the end of this ventilation system. See the upgrade locations section to find it.

You must be very careful when going through this long, narrow corridor so take it slow but make sure you keep up with the Millennium Falcon. Once again, if a TIE gets in front of you, just slow down and pick it off. Continue following the Falcon through this narrow corridor until you finally reach an open room. In the center is the core, which you must destroy. To do so, fire everything you've got on the generator on the north tower. Use your Targeting Computer to see it. Once it's taken enough damage, the core will be destroyed but now you need to escape!

Don't worry too much about being burnt alive, just take things slow but boost when you see fit (i.e. - boosting in front of criss-crossing pipes would not be the best time). Slow down for corners and remember that if you lose a life, you'll have to start the whole escape over (not the mission, just the escape). Once you see the stars, boost the heck out of there and watch the ending FMV along with the credits.

Congratulations!

Gold Strategy (sent by Dreylem):

"Ignore the TIE's chasing the Falcon, just make sure the Falcon doesn't get very far ahead of you.

HERE'S THE MAIN KEY:

If you fly parallel and to the left of the Falcon, there will be a straight row of gun turrets leading all the way to the Death Star opening. Simply aim for the base of the turret, shoot one linked shot, then close the S-foils and swoop up and over it. Aim downwards again, open the wings again, then hit the base of the next turret with a single shot. Close the wings and fly upwards again and repeat this over and over until you reach the opening, bobbing up and down all the way. Use the radar to make sure the Falcon doesn't get too far ahead or behind. If you have time take a couple more turrets out around the sides of the opening before the cutscene of the Falcon entering the tunnel starts.

Using this method, I took out far more turrets than I ever did TIEs with the normal method--plus, with a single shot each, the accuracy goes through the roof!

THE REST OF THIS IS JUST COMMON SENSE:

In the tunnel, keep close with the Falcon, but allow enough distance to easily target TIEs with one or two shots each. The rest is piloting skill. Watch those beams! Ouch!

Inside the core, line up the north tower, and when you're midway there, fire a single proton torpedo at it. On the way back out, gun it all the way, passing the Falcon early and never looking back. The only time the S-foils should ever be open is on turns.

If you do this right (and don't die) you should have plenty of kills, great accuracy, and the time necessary for the gold."

-----===== BONUS 1: DEATH STAR ESCAPE =====-----

Starting Ship: Millennium Falcon (Turret)

Objectives:

- Destroy all TIE fighters.

This bonus mission (above Death Star Attack) can be unlocked with 20 points and contains lots of shooting goodness. Your sole objective is to take out all attacking TIE fighters using the Falcon's turret. The key to winning a good medal on this one is to be very accurate. In the beginning, you can easily take out a row of TIEs, but from then on they'll be moving in and out of your sight. Do not fire blindly or unnecessarily into space if you wish to salvage any shot accuracy, but instead pinpoint each TIE and take it out. Once every TIE is gone (you'll be notified after getting down to the last two) the mission is over.

-----===== BONUS 2: THE ASTEROID FIELD =====-----

Starting Ship: Millennium Falcon

Objectives:

- Escape the TIE Fighters.
- Secretly land on the Imperial Star Destroyer.

A rather simple bonus mission. The Falcon's hyperdrive has been damaged and you must seek refuge from a bunch of TIEs in an asteroid field. Keep

in mind that you can shoot from the back of the Falcon as well as the front, so if a TIE shows up behind you, pick it off by lining your ship up straight with the radar and firing. Also make sure you avoid being hit by the asteroids, because you're only permitted 1 lost life for a gold medal. About halfway through the mission, you'll dip down onto a huge asteroid, but it's already been inhibited!

Continuing the mission, fend off more TIEs while avoiding asteroids until you see the Star Destroyer in the distance. Near the top is a red-colored Alliance icon which you must go through in order to land the Falcon "secretly" on the ISD. After a short cinema, the mission will be over.

-----===== BONUS 3: TRIUMPH OF THE EMPIRE =====-----

This strategy was sent to me by HourOfTen@aol.com:

"The mission is to destroy the Rebel ships that are on the surface of the Death Star. Best way is to use the advanced homing cluster missiles on Darth's TIE fighter. Don't use the missiles immediately on the groups of rebel ships because they can take a lot of punishment. If you wait, then the other TIEs and turbo lasers will chip away at their shields enough so that you can take out a group of 3 with one missile.

The second part of the mission is to destroy a total of 9 ships that are going down the trench. Skip the intro and go straight into the second part of the mission. Use about 2 sets of missiles on the first wave in the trench (3 Y-Wings). Get out of the trench and circle back and destroy 3 X-Wings. Get out the trench again and destroy as many rebel ships as you can while you wait a little bit for the second group of X-Wings. Destroy them and your mission is over."

-----===== BONUS 4: REVENGE ON YAVIN =====-----

This strategy was also sent to me by HourOfTen@aol.com:

"Your mission is to destroy the rebel transports and you can only let 2 escape. Best thing to do is to destroy the two that are on the ground right as you start the mission (and keep your wingmen, you will need the extra firepower), go right and there should be another small temple-like structure. Head towards that and destroy the still grounded rebel ships in the 3 clearings while you are on your way. Destroy those 4 transports and destroy the other 3 that are near another temple. Best thing to do is to use 1 cluster missile on each transport.

Once this is done, Darth will mention that the other transports are in the main temple (the big one, you can't miss it). Hover near the entrance and avoid the X-Wings, Y-Wings, and Speeders that are still gunning for ya. Once the doors open, head in and try to destroy the first transport with your lasers and remaining missiles. Once inside, just circle around and keep on blasting the transports until they are toasted. But remember that there will be Rebel ships inside the main temple with you."

-----===== BONUS 5: ENDURANCE =====-----

Yet another strategy sent by HourOfTen@aol.com:

"In order to get the Gold in this mission, you must destroy 99 waves of TIE

fighters (destroying at least 1300 of the TIEs yourself) in less than 400 minutes and with a shot accuracy of at least 8%. The real Endurance part is actually doing this (It took me about 2 hours of gaming time alone). The easiest thing to do is to run scared with your X-Wing from one end of the level to the other and let the TIEs follow you. Turn around and turn on your targeting computer and start firing at the on coming TIEs. Once all the TIEs have broken formation, boost over to the other side and do the same thing (you don't get penalized for using your targeting computer).

Do this for the TIE waves. There will be shuttle waves (every 9th), so you can take them out easy just by tailing each one. After the 99th wave, you face Darth in the Advanced TIE fighter. An easy kill just by following him and shooting his back. Once you've destroyed Darth Vader, the mission is complete and you are done."

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----- UPGRADE LOCATIONS -----

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ADVANCED SHIELDS:

Located in Death Star Attack

To find the advanced shield upgrade, enter Death Star Attack (first mission) and destroy the towers as normal. When the cinema takes over (leading into the TIE fighters) go straight in the direction it leaves you off with only veer to the left a bit and you'll find the upgrade lying on the planet's surface - dip down to get it.

ADVANCED PROTON TORPEDOES:

Located in Ison Corridor Ambush

Right when you enter the mission, dip down so you can see the piece of debris in front of you. It's hollowed out in the shape of a rectangle with the upgrade in the center - go right through and pick up the Advanced Proton Torpedoes upgrade then finish off the mission as normal to keep it.

ADVANCED LASER TECH:

Located in Battle of Hoth

After taking out all the AT-STs and using the tow cable to take down the three AT-ATs, a cinema will ensue leading into the third part of the mission. At this time, instead of following your radar, turn around and go back to where the generator was; around this area the upgrade will be lying on the ground - pick it up and continue the mission as normal.

ADVANCED CLUSTER MISSILES:

Located in Prisoners of the Maw

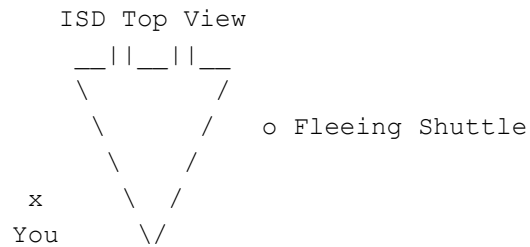
Once you make it onto the planet and after destroying the first two batches of guard towers, you'll be on your way to the communications tower. On your way there, you'll notice a dome structure next to a tower. Bomb the dome structure to find the upgrade inside. Collect it then finish off the mission

to keep it.

ADVANCED PROTON BOMBS:

Located in Razor Rendezvous

When you first start the mission if you look to the right side (the side opposite the one you're facing) you'll see a shuttle fleeing from the ISD. Shoot it with lasers until it's destroyed and it'll leave behind the Advanced Proton Bombs upgrade. Pick it up then finish the mission to keep it. Since many people have been e-mailing me about not being able to locate the fleeing shuttle, I've made this lackluster diagram which I hope helps:



HOMING PROTON TORPEDOES:

Located in Vengeance on Kothlis

After fending off TIEs from the transport (when the AT-ATs emerge) fly over to the destroyed ISD and look around where the command deck was - the the left is a small hole - go through to find the upgrade inside then carefully (and slowly) go through the other side. You may lose a life trying to get out, but finish up the mission so you can keep the upgrade.

ADVANCED CONCUSSION MISSILES:

Located in Imperial Academy Heist (Day)

As with the night mission, this upgrade is located in the same area only in a different spot. When you reach the Imperial base (where the tower and shuttle are located, just past the first two sets of TIE platforms) straight ahead will be where you steal the shuttle. Fly to the right instead of going straight and you'll find a hangar with the upgrade inside (so basically it's in the hangar on the opposite side of the base from the hangar where the night mission's upgrade is located). Steal the shuttle and finish off the mission to keep it.

SPREAD PROTON BOMBS:

Located in Imperial Academy Heist (Night)

Proceed through the first part of the mission as normal until you reach the base (where the tower and shuttle are). From where you enter, fly through the hangar to the left of where you pick up the shuttle (the shuttle would be straight ahead from where you enter, so the hangar with the upgrade is to the left side of the base). This gives you Spread Proton Bombs and you must steal the shuttle and finish off the mission to keep it.

HOMING CONCUSSION MISSILES:

Located in Raid on Bespin

When you first start the mission, deal with the first platform as usual (take out balloon followed by TIEs) then start toward the second platform. You'll notice an Imperial ship fleeing the sight - destroy it and some of the gas canisters on the nearby platform will explode. Where they used to be lies the upgrade for the Homing Concussion Missiles; pick it up and finish the mission as normal.

HOMING CLUSTER MISSILES:

Located in Battle of Endor

Start the mission as you normally would. When you get to the part where it's time to take out the two ISDs, go after the one on the left first. Destroy it as normal (take out generators followed by command deck) then when it starts to fall, go into the hangar underneath the ship to get the upgrade (you may need to wait for it to stop falling before getting the upgrade).

TARGETING COMPUTER UPGRADE:

Located in Strike at the Core

Go through the mission as normal. When you enter the ventilation system filled with pipes, follow it all the way through, past the two curved parts and just before you enter the open room with the Core, fly under the lower pipes to the right. Underneath one of them will be the Targeting Computer upgrade. Finish the mission as normal to keep the upgrade.

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TIE Fighter

The most common type of Imperial fighter you'll encounter in the game - the TIE, or Twin-Ion Engine, is capable of fast flight (the only Rebellion ship that can match their speed is the A-Wing) but is also very weak. Due to this, they are produced in large masses. You'll recognize a TIE by its small orb-shaped cockpit and two large, flat wings - they often travel in packs of three or four.

TIE Interceptor

Though very similar to the TIE Fighter in appearance, Interceptors are far superior to them in several categories. They are faster for one thing and also come equipped with four laser cannons as opposed to the fighter's two. You'll need a bit more laser power to destroy an Interceptor, but they are still rather weak fighters. You'll recognize them from their jagged, daggeresque wings and orb-shaped cockpit.

TIE Bomber

Due to the amount of bombs and torpedoes these Bombers can carry, they move quite slower than the Fighter and Interceptor. You can spot them by their rounded wings and wide build - just be careful when dealing with them because they can cause a lot more damage than their TIE counterparts.

TIE Advanced

Fortunately, only Darth Vader will fly a TIE Advanced, and you'll hardly be encountering them in the game. Perhaps the most recognizable trait these have are that they are indestructible and have large, rounded solar wings. You'll first encounter one in the first mission of the game (Death Star Attack) just before reaching the end of the trench.

AT-AT (Walker)

Abbreviation for All Terrain Armored Transport; these large walkers have armor impenetrable by any of the Rebellion's aircraft and, as their name suggests, are capable of operating on any terrain. The only way to take down one of these beasts is using the Speeder's tow cable and wrapping their legs until they fall. They have dual-laser cannons mounted just underneath their heads.

AT-ST (Walker)

These small walkers come equipped with dual-laser cannons underneath their heads - consider them a smaller version of the AT-AT if you will, only with two legs. They can also move faster than an AT-AT but are considerably weak. You will often find them mixed in with AT-ATs on land; aim for the head to destroy one. These are first introduced in the Battle of Hoth mission.

AT-PT (Walker)

Pretty much like the AT-ST, only these move slower. Once again, they have dual-laser cannons under their heads and can be destroyed by aiming at the head. You will first engage them in the Vengeance on Kothlis mission.

Imperial Star Destroyer (ISD)

A massive imperial craft which widens from front to back. These have several turrets and cannons on the exterior capable of dealing lots of damage should you be the main target. On the inside, the ISD can store and deploy many TIE fighters. Their weak spot is the command deck but you must first destroy three generators to take down the shield (two on top near back and one on the underside of the ship). You'll first encounter an ISD in the Razor Rendezvous mission followed by 2 more in the Battle of Endor mission.

Probe Droids

Small, harmless droids that roam the land. You'll find a bunch of these in the Hoth mission, and while none of them can do any damage to you, they make good targets to get your kill count up. If you get up close to them, you can hear the soft humming noise they make.

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Secrets:

- Ace Mode - Ace Mode will only be unlocked after you get gold medals on all 10 missions + the 5 bonus missions and once everything has been finished in the Tatooine training.
- Audio Commentary - Of course, you can use the passcode below to access this option in the special features menu, but you can also get it by winning at least 10 medals of any type on any of the missions.
- Documentary - After completing the game for the first time (finishing all 10 normal missions) this option will be unlocked in the special features menu.
- Credits - This really isn't a big secret, but once you beat the game, you'll have the option of viewing the credits again in the special features menu.

Secret Ships:

- TIE Fighter - To get the TIE fighter, you must steal one in the Imperial Academy Heist mission both during day and night then finish the mission afterwards.
- Slave I - To unlock the Slave I, you must earn at least a silver medal in the 10 normal missions as well as the first 2 bonus missions (Death Star Escape and Asteroid Field) making a total of 12 silver medals total.
- Falcon - The Millennium Falcon can be unlocked by getting a bronze medal in each of the 10 normal missions.
- Vader's TIE - To unlock Darth Vader's TIE Advanced ship, you must earn gold medals on all 10 normal missions (which is not an easy feat!)
- Starfighter - To unlock the Naboo Starfighter, you must complete the Tatooine training mission (finding all discovery items included) at all different times of day: morning, noon, evening, night.

Passcodes:

- ?INSIDER - Unlocks the Documentary (assuming the game hasn't been completed).
- BLAHBLAH - Unlocks the Audio Commentary option in the special features menu.
- CDYXF!?Q ASEPONE! - Unlocks the Naboo Starfighter ship.*
- COMPOSER - Unlocks "Music Hall" option in special features menu.
- EXHIBIT! - Unlocks an art gallery in the special features menu.
- JPVI?IJC RSBFNRL - This passcode will give you infinite lives.*
- LIONHEAD - Switches the game from color to black and white.

MVPQIU?A OH!BUDDY - Unlocks the Millennium Falcon ship.*

THATSME! - Unlocks the credits (assuming you haven't completed the game yet).

* Denotes a two-part code: enter the first part of the code as listed followed by the second part listed (after the space) for the code to work.

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----- INFORMATION -----
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Credits and Sources:

I'd like to first thank CJayC (<http://www.gamefaqs.com>) for hosting this guide and all of my others on his site.

Second, major thanks go out to AstroBlue for his wonderful GIF to ASCII skills that provided the logo at the top of this guide.

Next in line is the GameFAQs code page, where most of the passcodes and secrets were found. <http://www.gamefaqs.com/console/gamecube/code/32500.html>

The Rogue Leader instruction manual is where the game's introduction was taken from, so um, thanks instruction manual.

Thanks fo LLivingLarge on the GameFAQs Message Boards for posting the passcodes for getting the Naboo Starfighter and Millennium Falcon.

Hades693@aol.com sent me the strategy to stealing the TIE Fighter during the day, so major thanks for that.

HourOfTen@aol.com sent me strategies for the 3rd, 4th and 5th bonus missions which I am very grateful for.

Dreylem@aol.com sent in the strategy for getting gold on Strike at the Core.

KAK287@aol.com sent a gold strategy for the Vengeance on Kothlis mission.

Prod342@aol.com sent the second gold strategy for the Vengenace on Kothlis mission.

Dan Lavender sent me a gold strategy for the Battle of Endor mission.

Michael Pye sent me some additional information about the display screen and turning more sharply to avoid enemies.

Last but not least, I'd like to thank LucasArts for creating this wonderful sequel which was definitely worth the \$50 I paid for it. Great work, guys!

Contact Information:

Should you need to contact me with questions, comments, suggestions, praise, contributions, or even some constructive criticism, I'm always willing to hear it. Though I may not reply to 80% of the e-mail I receive, keep in mind that I do read it all. You may contact me via one of the following:

E-mail address: SDallas19@yahoo.com
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