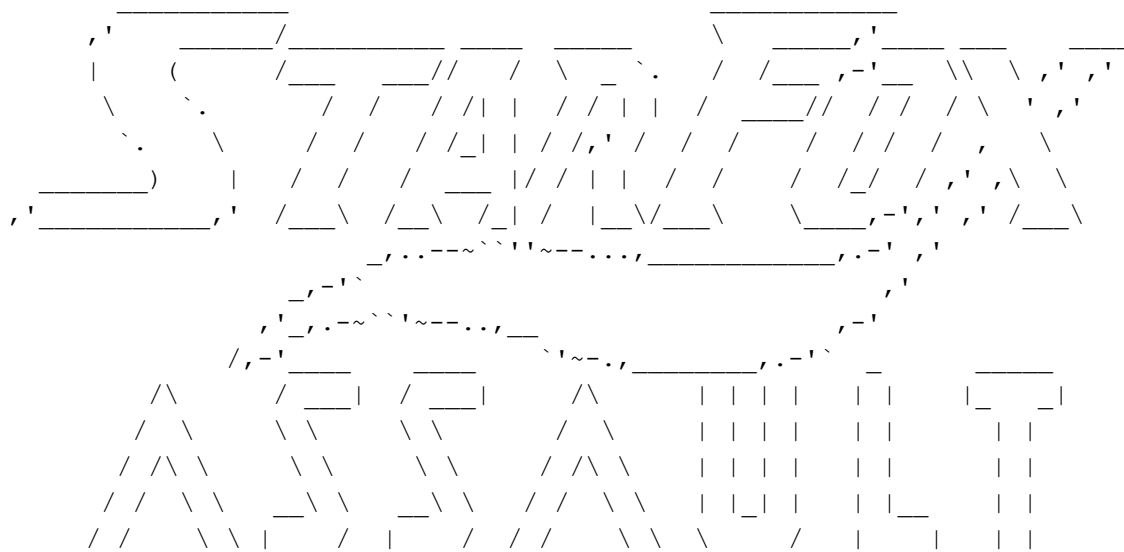


Star Fox: Assault FAQ/Walkthrough

by DarkTyranitar18

Updated to v1.1 on Feb 14, 2006



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Star Fox: Assault

FAQ/Walkthrough

By: DarkTyranitar18

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Version 1.01 - 02.12.06

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  /--/ _____ \ o\
 \ \           01. Introduction \ \
  _____ \ (0100) / /

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Greetings and welcome to my Star Fox Assault FAQ/Walkthrough for the Nintendo GameCube. It looks like those stinkin' apes are up to no good once again, and it is up to you and the rest of the Star Fox Assault crew to do something about it! After collapsing several key locations throughout the Lylat system, the bad guys seem to be outnumbering the good guys these days. The last straw has been pulled once the Star Fox fleet is called into action, cementing this war's place in history! The main question we have to ask you is this: will you be prepared when you're called into battle? If you are, here's the FAQ!

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 \ \           02. Version History \ \
  _____ \ (0200) / /

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Version 1.00 ✕ Feburary 12th, 2006 ✕ 108 KB

After a couple of days of working on this FAQ it is finally complete, and submitted as complete. Finished the walkthrough and after that, I completed all the list of weapons, items, etc. Added a review which I think will help people who are still planning to buy the game. Multiplayer section completed as well. There will be some updates if I could think of something useful and new to add.

Version 1.01 ✕ Feburary 14th, 2006 ✕ 108 KB

Changed the ASCII art on top, created by osrevad. Thanks a lot.

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  /--/ _____ \ o\
 \ \           03. Basic Controls \ \
  _____ \ (0300) / /

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These are the default controls for the game.

Arwing

[] L Button.....Tilt Arwing/Barrel Roll
[] R Button.....Brakes
[] Control Stick.....Steer around
[] A Button.....Fire laser. Hold to charge a homing shot
[] B Button.....Fire a nova bomb
[] Y Button.....Boost
[] X Button.....Land
[] Z Button.....Enter/Exit Arwing
[] Directional Pad.....Not used
[] Control Stick Up.....Loop
[] Control Stick Down.....U-Turn

Landmaster

[] L Button.....Tilt Landmaster/Barrel Roll
[] R Button.....Free Aim
[] Control Stick.....Steer around/Move cannon up/down
[] A Button.....Fire laser. Hold to charge a homing shot
[] B Button.....Fire a nova bomb
[] Y Button.....Boost
[] X Button.....Nothing
[] Z Button.....Enter/Exit vehicle
[] Directional Pad.....Not Used
[] Control Stick.....Not Used

On Land

[] L Button.....Strafe mode/Roll
[] R Button.....Free Aim
[] Control Stick.....Walk around/Aim
[] A Button.....Fire
[] B Button.....Deploy Barrier Shield
[] Y Button.....Jump
[] X Button.....Zoom (Sniper rifle)
[] Z Button.....Enter/Exit vehicle
[] Directional Pad.....Change Weapon
[] Control Stick.....Change Weapon

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 \ \ 04. Characters \ \
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Fox McCloud

Team: Star Fox

The main character of the game and the whole Star Fox series. You are able to be him throughout the game. He is the leader of Team Star Fox and is very worthy of this position.

Falco Lombardi

Team: Star Fox

Falco is the veteran of the team and the ace pilot of the crew. He is very confident about himself and can talk some trash, sarcasm, and cocky talk. You have the ability to play as him, second in command next to Fox.

Slippy Toad

Team: Star Fox

He is the brains of the team, mechanically wise. A great Landmaster as a playable character. Usually saved by your character in some missions, but overall, he's very dedicated.

Krystal

Team: Star Fox

Krystal is the newbie of the team or the newest. She is from the planet, Sauria. She joined the team back in the game "Star Fox Adventures". She now has her own Arwing, and she has telekinesis. Another playable character.

Peppy Hare

Team: Star Fox

Peppy is the oldest member of this team and is now retired. He used to have his own Arwing, but now away from battle in the Great Fox. He directs the team through tough times, addressing what to do.

Wolf O'Donnel

Team: Star Wolf

Wolf has his own team, meaning he is the leader of it. He is a longtime rival of Fox. They have Wolfen which is like a Arwing. He is sometimes a trouble for Fox and his crew, but he also helps them in right times.

Leon Powalski

Team: Star Wolf

A member of the Star Wolf team, Leon is Falco's rival. He is a sly character and very mysterious.

Panther Caroso

Team: Star Wolf

The newest member of the Star Wolf team, he is an ace pilot that tries to catch Krystal's eye whenever the two teams meet.

Pigma Dengar

Team: None

He has been a member of Team Star Wolf for a long time. After he left the team he has been solo and has been giving Star Fox and his team troubles. You can't play with him.

General Pepper

Team: None

General Pepper used to be the commanding officer of Peppy and James McCloud [Fox's Father] many years back, when they were members of the Star Fox Team. he appears not often but when he does, he'll give you rundown on things like on missions. He is not playable.

Andrew Oikonny

Team: None

He used to be a part of Team Star Wolf. He takes control of the Andross after the death or destruction of his uncle.

ROB

Team: None

ROB is assigned to the Great Fox. He helps the team out at times and sends down vehicles to the crew when they are needed. he also assists Peppy with his assignments. Sadly, he is not playable.

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 \ \ 05. Basic Tips \ \
----- \ (0500) / /

Customizing Is Neutralizing

The first thing that you should do upon starting a new game is go to the Option menu. Select the User Settings option and go to New User to select gameplay

preferences that will reflect the control scheme of the game. The standard settings revolve around inverted controls on the Arwing, Land Master, piloting controls and the rumble feature turned on. There are three main control setups that use combinations of the triggers buttons and both analog sticks.

The Variety Of Ammunition

As you progress through the game, you will notice several different types of ammunition in different stages. Every type of ammunition will explode in a different manner, causing different amounts of damage and various distances.

Obtaining Medals

Throughout the Story mode, you can choose which difficulty you would prefer to try the stage on. The Walkthrough is written through the basic difficulty (Bronze). Upon completing the row of a certain set, you will receive a port of an older Namco game as a reward, including the cult hit Xevious.

Barrel Roll

Remember that, even when in the stickiest of situations, you can always rely on the barrel roll maneuver. Just remember to use your L trigger to begin spinning in circles. This will deflect enemy fire and allow you to cross through dangerous territory with little to no problems escaping resistance from the enemy. Remember to use this whenever you're in a pickle of a jam, or a jam of a pickle, for that matter.

Saving Your Friends

During the course of the game, you will encounter several tricky situations where you must save your friends from the dangers of enemy fire. You will find several enemies that will be shooting your allies throughout the game, and you must hurry to their rescue! Those of you that played Star Fox 64 will be very familiar with this gameplay feature.

S-Flag Haven

You will find several targets throughout the game that, when shot, will reveal S-Flags. These collectibles will unlock some goodies after you have managed to snag them all. Some S-Flags are enemies themselves, while certain S-Flags are completely invisible to the naked eye.

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\ \           06. Walkthrough \ \
_____ \ (0600) / /

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O----- THIS WALKTHROUGH 100% SPOILER FREE! Lucky you. =) -----O

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|           ~~~ 6.01) Mission 1 - Fortuna ~~~           (0601) |
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Starting out, you will find that the first stage in the perfect transition from not playing the game to playing it. What a revelation! Regardless, the stage starts out with basic fighting techniques inside of the Arwing. You will find a row of enemies with red flames coming out of their boosters. Slippy will fly overhead in the background soon after. With the enemies destroyed, take the enemy off of Slippy's tail and destroy as many of the enemies as you possibly can in the large row. Several fighter ships will float into view fairly slowly, so you will be able to eliminate all of them before they disappear. You will encounter two lines of enemies as your comrades pass one another, and a long string of random enemies in the lower right-hand corner soon after. Destroy as many as possible.

The camera shifts as you destroy the fighter units, and you must tear through the big machinery in space before you. Shoot the center latchet in the piece of machinery to get it to break up, and get a combo along the way, as well. The camera begins shifting towards the northwest as the next wave of fighter pilots get their backsides in gear as they head out to destroy you. Blow the majority of them up as a prototype approaches. Watch out for the charged wave beams by rolling left or right from the corners. It will soon disappear, and a wave of enemy ships will come at you from the left side. Up ahead will be another set of large machinery cargo ships that you can destroy via the center latchet. Shoot them all until they're grounded--permanently.

There will be a few loose enemy ships throughout the stage as you progress, including this small strip with the machinery ships. Use a bomb on the upcoming unique enemy, as instructed, and take out the line of enemy ships in the southeast corner. You will have to fight off several random lines of troops, as well as a few of those tougher "bomber" ships. After this, you must face off against the dastardly villain himself... until he runs away. Watch the cut-scene and you will arrive down low in the Congo! Or somewhere resembling the Congo, anyway.

Shoot the enemy ship on the right and blast the two in the northwest corner. A few enemies will attack from the sky and the lake, so be aware. Take the tanks out to the left and blast the three troops that are on Falco's tail. Shoot as many tanks to the far left as you possibly can, and collect the power-ups along the way. As you come out, you will be instructed that you're near the enemy base. Shoot the missile launchers on the left side, and clear the tanks from the several rows that you find before the camera shifts. Shoot the line of enemies in the center of the stage as the doorway opens.

Before anything else, shoot the several tanks along the sides of the stage, and shake a villain off of Slippy's tail. Take care of the few and far between enemies that will pop up every now and then throughout this stretch of land. Help Krystal out further in, and shoot the several tanks along the sides once more. Shoot the two tank robots on the platform to the left, and shoot the row of dancing robots on ground level. Shoot as many as you can, and watch the cut-scene as you head out to fight Oikonny.

Starting out in the boss battle against this Andross clone you will need to charge your firepower and wait for Oikonny to reveal the little ball of energy in the palm of his hands while posing. After shooting the energy ball in the palm of his hands, you will want to zoom up north to avoid the pimp slap of doom. After repeating this process several times, you will come across a cut-scene. The Aparoid will appear to cause havoc on the Star Fox

crew. First things first: take out the wings of the butterfly creature, one by one, by shooting the center of them. After a while, he will present a large plasma whip that rips across the screen. Use the barrel roll to get out of the way, and get prepared for the next form. Charge your shot and release it on the purple orb inside of its head. Watch out for the meteor attack, and watch the cut-scene upon defeating it.

<-- M I S S I O N C O M P L E T E -->

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| ~~~ 6.02) Mission 2 - Katina ~~~ (0602) |
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> ø Katina: Frontier Base Battle ø <

This is our first mission on foot in Star Fox Assault. Start out by shooting the two spiderbots that are coming at you, and move forward. Begin shooting all of the enemies in the immediate area to clear the road, and pay attention to the dialogue. Looks like you need to switch weapons, so use the C stick to equip the Machine Gun. This will tear through the lot of them. Go to the right and blast through the next wave of enemies, but switch back to the Blaster once you encounter the big blue aparoid. Charge your shot and blast him with it! There are one more of these guys near the back of the stage, and watch the cut-scene afterwards.

Shoot and destroy the several enemies lined up around your sweet ride, the Landmaster, and press Z to enter the machine. Once inside, destroy the big blue aparoid by shooting it and roll over the smaller aparoids. You can blast the yellow crates to destroy them, and use the R button to allow free-looking, where you can locate Krystal and blast those baddies off of her butt. Blast through the barricade and use B to get up the slope. Ram all of the enemies to destroy them, and go down the slope on the other side. Feel free to destroy the towers, but head right and back around to find another barricade with enemies inside. Blast through it and kill whatever you see here.

Go through the area to find more enemies, and a fast lesson on how to hover. Collect the silver ring, and you will soon find another barricade on a slope. Shoot it and destroy the enemies here to activate a cut-scene. Afterwards, you must quickly clear out the area! Use the free-range look with the R trigger to find the aparoid producers lined up around the wall. If the Landmaster explodes, kill the aparoids on foot until a new one appears. Help Slippy out, as three bogies are on his tail. Go up the slope and take care of the loose enemies, as well as the reproduction robots.

After coming out of the other side, you will want to quickly blast the big ball robot, as it will definitely roll and crush you without much warning. Use a couple of charged shots to take care of it, and keep pressing on those reproduction aparoids, as you want to destroy those as quickly as possible. After you have manhandled all of the machines on the outside, you will need to take the elevators to the interior of the complex. Destroy the vast number of enemy robots at the bottom of the elevator, and shoot the reproducing aparoid. Kill the big blue aparoid on the elevator and take it back towards

the top.

Once you've reached the surface, hop into the Landmaster and head for the blimp on the radar. Destroy the final reproducing aparoid, and the stage's boss will appear. You will need to fire and shoot at the center of the beast, underneath near the legs. Once you have done this, zoom over to it and hover to get atop it. Once atop, shoot the core of the memory to deplete the health of the thing. After it knocks you off, repeat the process to defeat the thing.

<-- M I S S I O N C O M P L E T E -->

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| ~~~ 6.03) Mission 3 - Sargasso Space Zone ~~~ (0603) |
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> ∅ Sargasso Space Zone: Hostilities Revisited ∅ <
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Starting out, you will be on foot and ready to blast away. You must hurry up and destroy all of the transfer devices. Shoot all of the enemies in the entire area with your Blaster. For those that normal shots will not work on, you should use a charged Blaster shot to eliminate them. After the floor is cleared, go up the ramps and jump over the explosive barrels. Destroy the machinery that spits the barrels, and shoot all of the enemies up here. Go up one more floor and blast all of the enemies on the center platform. Go around destroying the majority of them, and dropping down to the floor.

Go up the smaller ramp and destroy the two explosive barrel dispensers before collecting the power-up to allow Slippy to come down and help. Grab the sniper rifle and go up the ramp. Turn to the left and shoot the explosive barrel dispenser with the sniper rifle. Go up to the very top and shoot the three turrets to the right. Go into the hall and shoot the silver barrel and destroy the remaining enemies. Go through the hall and get prepared to deal with a ton of resistance from afar, as the Ruffians are on the loose. Use your Blaster to take everybody out here, and charged Blaster shots to clear the area. Hop onto the elevator platform to ride the elevator to the top of the structure.

Use a grenade on the group of enemies when you reach the top, and step off of the elevator platform. Go through to the next area to find a bunch of heavy machinery. Destroy it all with charged Blaster shots, and carry on to the next area. Hurry up and destroy the target in the large room filled with enemies. Watch the cut-scene, and jump all the way down to the ground to find an Arwing. Hop into the Arwing, and get prepared to battle Panther, Wolf, and Leon. This battle is hard if you're going for everyone safe. This is a free roaming area, so it's tough to give thorough strategies against the leader bosses. It's best to make hard left and right turns to get behind the enemies and chase them. To escape getting shot at from behind, use the R trigger to brake.

Once all of the boss enemies have been destroyed, the mission will be completed.

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| ~~~ 6.04) Mission 4 - Fichina ~~~ (0604) |
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> ø Fichina: Into The Storm ø <
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You're placed in frozen tundra upon the start of the stage, so head out to the Landmaster and hop inside of it. Begin rolling towards the right, and you will be instructed that you must destroy the shield generators before you can touch anything else. You can find the three of them on your map as the red blimps amongst all of the enemies. Just follow the path in a circle to find them all, and deal with them accordingly by shooting the bulbs on the back on the devices. Once all three of the shield generators have been destroyed, you must head towards the center of the stage to the climate control center.

You must first locate the entrance of the climate control center before you can enter it, which should be obvious. Using the Landmaster, go to the control center and hop out of the Landmaster once you reach the small opening with the well-lit hallway. Walk through the hallway, and watch the cut-scene. Afterwards, you must run and gun against the nastiness of the sentry bots. The key to defeating them is to get close and wait for their "wings" to show. From here, back up and wait for them to strike the ground. Shoot them while they're stuck to defeat them. After you do, another wave of sentries will appear. Dispose of them and keep defeating them until Falco arrives.

Once you're on the wing of the Arwing, begin shooting all of the enemies that you can below. You will soon find big piles of those nasty aparoids on the ground, so take them out with your Plasma Cannon. Soon enough, you will get warning when an enemy gets too close. Your main priority is killing the enemies to the left as you can under the archways, and all of the enemies floating in front of you. When you're in warning mode, you must take out the enemy that the warning HUB is surrounding. Watch out directly below you and to the right around 20 seconds later, and watch Slippy's back. It's best to watch the radar and clear every enemy on it. After a while, a cut-scene will ensue.

The Aparoid Engine is fairly overwhelming as a boss due to the many aparoids that are surrounding the big piece of equipment. Hop into the Arwing and fly towards it, shooting the babies out of the way along the way. The Aparoid Engine may shoot you with a gigantic laser as you approach it, but use barrel roll to quickly get out of the way of the thing's wrath. You must destroy the tiny guys in order to collect useful bombs to use on the Aparoid Engine itself. It will take a few bombs to kill it, so destroy the little guys to grab some bombs, and wait for the hatch to open. Shoot the bomb into the hatch, and repeat a few times to defeat it before the time limit expires.

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| ~~~ 6.05) Mission 5 - Asteroid Belt ~~~ (0605) |
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> ø Asteroid Belt: The Aparoid Menace ø <
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As you start out, you will notice several crushed space ships amongst the asteroids. Possibly the Wolfen...? Ignore that for now and begin shooting as frequently as possible to clear the asteroids from your path, but please keep in mind that the asteroids separate upon being shot. Grab the power-up in the upper left-hand corner, and begin shooting the ships that are chasing Falco once you're in the clear. Take out the rest of the loose ships, and use a bomb on the big blue enemy immediately in front of you. Clear the ring of smaller enemies off of the battleground afterwards.

When the ship begins traveling upward, get ready for an onslaught of attacks from mine meteorites and purple "digger" enemy ships that will slam down onto the Arwing. Use the barrel roll to escape the clutches of death, and destroy the pink laser light bots. Save Krystal from the set of enemies that are chasing her in circles, and use the R trigger to brake as the asteroids close in on your Arwing. Afterwards, get ready for some trigger pulling with blasting the enemy ships away as you approach the large floating hardware. This is typical space-shooting formation that you'd find in Galaga or other classics. Falco will encounter major trouble soon enough, and if you do not help him immediately, he'll pull out.

Quickly use the barrel roll to get out of the way of that nasty prototype as it charges after you. Two ships attack you, so quickly defeat them before Slippy calls for help. Save Slippy and go inside of the structure. Navigate through the corridors and avoid hitting the walls. In the brown corridor, avoid getting hit by the moving arms, and you will travel south through a small tunnel. Avoid getting bashed by the blue bulbs, and watch the cut-scene upon coming out of the large structure. Pigma seems to have become one with the aparoids.

Aparoid Pigma will prove to be a worthy opponent, as you must shoot him in the glowing red arms after you blow off the covers. The best thing to do here is to charge up your blasters and target the covers to the arms. Blow them off, and charge up the lasers. Carefully aim them at the arms that are glowing red, and blast away! The covers contain a variety of laser guns, machine guns, plasma cannon, and other deadly rays, so the faster you get those off, the less painful this will be. The last form of the boss is the easiest; just zig-zag from left to right and shoot the face of Pigma until he explodes.

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| ~~~ 6.06) Mission 6 - Sauria ~~~ (0606) |
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> ø Sauria: Reunion ø <
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Starting the mission, you will be on the ground level. You will have some air reinforcement, and Krystal will head down with you. Run straight and through

the tunnel near the Arwing to grab a variety of weaponry. Step outside and begin shooting every single aparoid in the area, as you must clear these things out. Walk through the water to find several enemies in dire need of a buttocks bruising. Shoot all of the enemies that you can find on your map until you begin running low of health. Hop into the Landmaster and hover up to one of the temples to find some health, and retreat to ground level once again after destroying some odd enemies here and there with the machinery.

When Slippery needs help, hop into the Arwing and chase down the perpetrators to destroy them. Use the Arwing to point downward and aim at the peasant aparoids on the ground level. You will want to take out as many of the in-air scumbags as you possibly can before being blown out of mid-air. We suggest using the Landmaster to clear the rest of the visible enemies off of the map at ground level, and hopping out of the machine to raid temples and such on foot. Using the Landmaster, hover to the top of one of the temples and use the R trigger for free look. Search for enemy ships in the sky and blow them down. Begin actively seeking out the remaining aparoids at this point.

We highly suggest using the Arwing to pick off all of the little enemies and turrets attached to walls once the area is slightly cleared out. After nearly all enemies are out of your way, it will be time to destroy the hachers (reproductive devices) inside of all five temples. Do this on foot, and take note that a few of them are not inside of temples at all. You must hurry, however, as the gauge in the upper left-hand corner cannot be full. This gauge represents how full the skies are of enemies. The last two hachers can be found underground in the tunnel with the weaponry from the start.

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|              ~~~ 6.07) Mission 7 - Corneria ~~~             (0607) |
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>                ø   Corneria: War Comes Home   ø                <
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Follow Peppy's advice and try to focus on the radar jammers for the majority of the stage. Only take out the enemies when they're causing you serious trouble, or if they're directly in your path. Grab the Sniper Rifle to the immediate left, and begin walking towards one of the red blimps on the radar, presumably the one straight ahead. Look for the red "target" that is floating in the air. This is what the radar jammers look like, as depicted below. Shoot the device directly in the eye by zooming in with the Sniper Rifle to destroy it.

After taking out the first of the radar jammers, it will be time to go around the stage by locating the red blimps on the radar screen. Find the radar jammers and equip the Sniper Rifle to zoom in and take them out. It's best to go from left to right when dealing with the radar jammers, that way you can collect another Sniper Rifle on the way to towards the right. You will need to help Krystal after taking out three of the radar jammers, so use the Sniper Rifle to pick the enemies off to save her hide before she explodes.

Hurry up and head over to the remaining three radar jammers. You will need to blow them out of the sky using the Sniper Rifle, as per usual, and watch your back as certain areas contain many enemies on the ground level. Once all of

the enemies have been defeated, you will need to make your way to the rooftops to reach the Arwing that Peppy has just sent down to you. Watch the cut-scene, and once it is over you will be atop of the wing of Wolf's jet. Get ready to knock out quite a few aparoids on this pretty little wing, babies!

Start out by blasting away at two ships that get up in your grill after the dialogue ends, and get ready for two more followed by a warning target attached to a building. Take care of three more ships and two warnings along the tracks, and kill five more ships that get too close for comfort. There's a tiny warning enemy down below in the distance, so blast it away. Shoot the warning target as you go through the rings, and save Falco's buns from four flying ships. Kill the few enemies in front of you during this time, to boot.

As you continue along your journey, blast the line of five spaceships in the back of Wolf's ship. They're in the distance, but you can shoot them before they even reach you. Take out the few warning targets along the building structures, and kill the few enemies that fly close to you. The next two warning targets are right next to one another to the left on the ground. There are four warning targets lined up under the bridge to the left. Four more ships creep up from behind, so blast them out of the sky. Shoot all of the missiles out of the air behind Wolf's ship. You will encounter a long string of enemies that slowly wrap their way around from the back, to the left, and to the front.

Watch out for the large row of warning targets as you wrap your way around the pillars below the bridge, and you will slowly pop back out along the tracks. Kill the six to seven ships that confront you, and shoot the warning target far below. Destroy a few enemy ships that come close to you, and destroy the final warning target to the left. Watch the cut-scene to notice that General Pepper has been infected by the aparoids, and he will order you to destroy his ship along with him in it.

Aparoid General Pepper is quite a tough opponent for those of you that are somewhat new to the series, although he has a few key movements that are similar to bosses of Christmas past. Aparoid General Pepper will fly around the ship, so you must have decent aim since you will still be on the wing of Wolf's ship. After a while, he will stop in the distance and begin to be on the offensive. He will launch a set of six laser releasers, so destroy all six very quickly with precise shooting. His secondary attack will lie in releasing several homing missile. Once again, just target all of the missiles before they hit you and shoot them to blow them up. Upon defeating General Pepper, you will complete the mission.

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                <-- M I S S I O N   C O M P L E T E   -->  
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|                ~~~ 6.08) Mission 8 - Orbital Gate ~~~                (0608) |  
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>	Ø Orbital Gate: Incoming	Ø	<
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During the course of this mission, you must protect the gate from falling. Start off by blasting EVERYTHING IN SIGHT! If there is an enemy, and it's

moving, we see absolutely no reason whatsoever why it should not explode into thousands of pieces. If someone gets on your tail, use the C stick to do a quick turn around, or even try braking with the R trigger. Either way, you must turn around fairly soon due to save Slippy's backside from destruction. Krystal will follow suit soon after you save Slippy (or even while saving Slippy). She seems to get in trouble more than Slippy, which really says something.

Soon after you've saved Krystal, you will be forced to watch a nasty cut-scene which introduces you to the giant aparoid missile that's headed for the gate. Needless to say, now is the time to panic. You will be greeted by a line of missiles that appear as red blimps on the map, so head over to them as quickly as possible. Falco will take care of one of them. As for you, just use Blaster shots to destroy them. Dash towards the next row of missiles and blow away any regular enemies you see along the way. Take out this line of missiles with a bit more help from Wolf and his team of misfits.

Do not head for the next target, as it's a suicide mission. You will likely head towards it only for the large ship to appear and defeat you because you're ramming into it. Trust us, we know from experience. It's best to head away from it and use the C stick to turn around whilst charging a blast. Lay into the enemy ship from here to destroy it. Another will pop up on the radar soon enough, so get prepared and zoom towards it. Take it out with a nice charged blast with a few extra shots pumped into it for good measure. After destroying this second undercover missile, you will watch a cut-scene, and a mission update will occur.

You will need to step on the gas and head for the missile as fast as you possibly can. You must get in behind the missile and blast away at the rocket pack that's fueling it. After blowing it away, the missile will begin ascending space faster than before. You must now shoot it from the sides, where you can faintly spot the small opening to the purple insides of the machine. Finally, you must shoot the tip of the missile to destroy it before it hits the gate. Good job, team!

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                <-- M I S S I O N   C O M P L E T E   -->  
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O=====O  
|                ~~~ 6.09) Mission 9 - Aparoid Homeworld ~~~                (0609) |  
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>                ø Aparoid Homeworld: Breaching the Defenses                ø                <  
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Kill the four minor aparoids with your Blaster and take out that ball of energy up ahead of here. Afterwards, go up the ramp and through the doorways until you reach a large platform containing three balls of energy and one hatcher. Destroy everything up here, including the pesky enemies, and go through the doorway to the right. Go around the blue pillar and destroy all of the aparoids inside of this hallway. After blowing everyone up, carry on to the next room and destroy the three things in the corners of the room before you walk up the ramp to the second floor. Collect some health, if needed.

On this floor, you must destroy the few turrets that are attached to the ceiling and the floor. There's more health here, if you need it. Cross the

room and go up to the third floor. From here, you will find three turrets attached to the ceiling and floor. The best thing to do is hold down the L trigger and strafe to shoot the turrets before taking out the hatcher on the left-center side of the ceiling. Make sure you've destroyed the ball of energy to unlock the defenses on the hatcher prior to attempting to destroy it. Backtrack to the bottom and into the main room.

Once you're in the main room, equip the Rocket Launcher to take out the enemy on the left side and switch back to the Blaster to destroy the two turrets attached to each side of the wall, and go down the ramp to reach Krystal. Help her take care of the enemies down here. Equip something better than the Blaster to take care of the bigger enemies down here. Take care of the ball of energy, and go up the ramp to the right. You will encounter about seven floaters up here, so use the Machine Gun to destroy them and walk up the platforms to the right to reach a fork in the road. Go right and destroy everything inside of the room, collecting health power-ups along the way.

Now you're in a main room where you will reach another hatcher pod. Begin descending all of the ramps in the room, killing a loose aparoid here and there, until you reach two turrets attached to a wall. Destroy them and begin picking off turrets and regular enemies down below until it's practically cleared out. There are three energy ball devices down here protecting the hatcher, so you must charge up your Blaster to destroy all of them before directing your attention to the hatcher itself. Destroy it and backtrack up the ramps.

Blast through the doorway to defeat the large aparoid and the two turrets. Upon doing so, you will notice a flock of enemies behind you on the map. Go back up to the top and through the blue hall. Defeat the two energy balls and the four turrets on the ground, with turrets first. Stick your head out of the higher ramp to attract the attention of some floaters. Go back down to lure them to you, and kill every one of them. Destroy the energy ball to the left, and get ready for a few aparoids with an energy ball on the second floor. On the final floor, clear the raid and hide behind the barrier. This room is crawling with big aparoids, so be careful. Defeat the final hatcher!

Backtrack to the surface and hop into your Arwing. Go along the side and help Falco out, as he will be vital in getting enemies off of your back later on. Now, dip underneath the large ship and you will spot several fairly large hatchers. You must charge up your beam and blow them to smithereens. You can do this fairly fast, so don't even try to shake your offenders.

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      <-- M I S S I O N   C O M P L E T E   -->  
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O=====O  
|           ~~~ 6.10) Mission 10 - Homeworld Core ~~~           (0610) |  
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>	∅ Homeworld Core: The Final Battle ∅	<
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As you start the last stage of the game, get ready to encounter heavy duty resistance from enemy troops. Blast your way through the lines of machinery as you approach a dead-end. Get in the middle of the screen to avoid getting hit by the bottom part of the flooring. Dodge the rotating walls by heading

north and blast through the enemy ships on the way out of the tunnel. In here, go southeast to nail some ships that are on Slippy's tail, and tear through the devices that are attached to the circular tunnel up ahead to avoid getting hit by lasers and such. If you saved Slippy, collect the power-up that he drops off.

After a couple of tunnels that share dialogue between Wolf, Fox, Krystal, and Panther, along with a few nasty blue orbs that can be destroyed in a single hit, get ready for another small tunnel that has some rotating walls. After a brief intermission featuring four turrets, you will be greeted by popping walls that appear in circular fashion around the tunnel here. Save Krystal as you pass through an otherwise empty hall, and then go south through the beehive. Krystal will pass you another power-up to restore your health, so saving her is definitely worth it, and it's not too hard, to boot.

Grab the bomb as you pass through an odd looking pink room, and another soon after. Falco will have near five ships on his butt, so knock them off to grab yet another power-up in a few seconds, but first you must shoot down a powerful aparoid, followed by six mini-aparoids. Go through the beehive and blast the right side of the screen to kill the three ships, followed by the left side of the screen. In the near future, you will cross through a tunnel that has several rotating "fan blade" obstacles. It's best to go through the upper right-hand corner, and go through this once more. Switch to the left and back to the right to hit it correctly. Closing blades are up next, but just use your brake and booster to get by them.

After all of this, you will be greeted by tons of tiny electrical force field enemies. Just bob and weave to escape their clutches and shoot sparingly, as Leon will help out quite a bit. Grab the supplies as Wolf leads them away from you, and watch the cut-scene soon after. The Queen is up to bat, so strike her out. There's a gold ring near the bottom of the circular chamber, so obtain it if your health is low. Bust up the gold blobs to watch them scatter. Destroy them and blast away at the gold sections of the Queen. This will reveal her insides, so shoot the pink orb that is on the front of her. If you run low on health, search for another ring of supplies. Watch the cut-scene after you've defeated her.

Time for the final battle! You will be in a large tunnel, so prepare accordingly. Four pink orbs will appear in front of you, so take them out and they will close if done correctly. Once all four orbs have closed, you will be greeted by the head of the Queen. It has a protective shield blocking access to the head of the beast, so quickly blow it off. This reveals the eyeball of doom! Begin tapping the fire button as quickly as possible to blast into the eyeball and drain the health of the Queen. Repeat this a few more times to defeat it, depending on the difficulty setting. Watch out for the green blobs of goo along the way, as well as a very nasty "bite" attack when the Queen's head is revealed. Just use the barrel roll to escape death by inches! The final form of the boss is a single ball that spins in space, but is very simple to defeat: just charge your Blaster several times and let loose! It's best to follow the enemy around to avoid being hit.

<-- M I S S I O N C O M P L E T E -->

Ending Script

SPOILERS *SPOILERS* *SPOILERS* *SPOILERS* *SPOILERS* *SPOILERS*

Fox: "That's the end of the queen."

Fox: "Hey!"

Slippy: "The program's working!"

Fox: "Hey team!"

Krystal: "Destruction is spreading across the entire planet."

Falco: "So... I guess that's the end of the aparoids!"

Fox: "So, the whole thing was just one big entity."

Fox: "She tried to bypass evolution by stealing souls.. but you have to be born with one."

Fox: "All ships! Evacuate at maximum velocity! Let's go!"

SPOILERS OFF *SPOILERS OFF* *SPOILERS OFF* *SPOILERS OFF* *SPOILERS OFF*

Congratulations! You've completed Star Fox Assault! Now go drink some caffeine and attempt to speak like Slippy Toad for self-amusement.

[Credits]

Voice Actor: Peppy Hare - Henry Dardenne

Voice Actress: Krystal - Alesia Glidewell

Voice Actor: Wolf O'Donnell - Grant Goodeve

Voice Actor: Pigma Dengar - Lev Liberman

Voice Actor: Falco Lombardi - Mike Madeoy

Voice Actor: ROB 64 - Dex Manley

Voice Actor: Leon Powalski - David Scully

Producer/All-Range Mode Director - Tsuyoshi Kobayashi

Shooting Mode Director - Hideki Okazaki

Battle Mode Director - Yutaka Yoshida

Planner - Mariko Yumoto

Planner - Kouji Inokuchi

Planner - Manabu Itabashi

Process Management - Mika Sato

Lead CG Design - Yoshinobu Shimada

Art & Storyboard Director - Yoshihiko Arawi

Lead Background Design - Manabu Okano

Background Design - Shinya Sorimachi

Background Design - Mika Tominaga

Background Design - Kou Akimoto

Background Design - Makiko Gotou

Background Design - Yukiko Bansho

Background Design - Tomoko Tomita

Background Design - Mariko Yoshino

Background Design - Tetsuo Takahashi

Background Design - Jun Yoshikawa

Background Design - Aiko Shimosako

Background Design - Ayako Noguchi

3D Animations - Noriko Kouno
 3D Animations - Eriko Yamada
 3D Animations - Kaori Satou
 3D Animations - Hiroki Minami
 3D Animations - Hidekazu Shirai
 Motion Capturing - Sumio Ito
 Motion Capturing - Kumiko Naemura
 Motion Capturing - Mio Satou
 Motion Capturing - Yasunobu Samata
 Motion Capturing - Tetsuya Kono
 Motion Capturing - Kaoru Suzuki
 Motion Capturing - Naoaki Ishida
 Motion Capturing - Naoko Yoshiyama
 Character Design - Hidetomo Komaki
 Character Modeling - Taiyo Tazawa
 Character Modeling - Keiko Nishi
 Character Modeling - Ayaka Nakayama
 Corneria Ships & Vehicles Design - Masaki Imawi
 Enemy Characters, Ships & Vehicles Design - Hideki Tanaami
 Enemy Characters, Ships & Vehicles Design (Aparoids) - Hidetomo Komaki
 Character Design - Hidetomo Komaki
 Enemy Characters, Ships & Vehicles Design (Andross)- Osamu Fukumitu
 Special Effects - Shigeto Murata
 Enemy Characters, Ships & Vehicles Design (Boss Characters) Naoki Fujii
 Special Effects - Mitsuhiro Isozaki
 Producer - Tsuyoshi Kobayashi
 Producer - Shigeru Miyamoto
 Executive Producer - Satoru Iwata

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 \ \           07. Boss Listing \ \
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 Mission 1 - Fortuna Boss
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Starting out in the boss battle against this Andross clone you will need to charge your firepower and wait for Oikonny to reveal the little ball of energy in the palm of his hands while posing. After shooting the enrgy ball in the palm of his hands, you will want to zoom up north to avoid the pimp slap of doom. After repeating this process several times, you will come across a cut-scene. The Aparoid will appear to cause havoc on the Star Fox crew. First things first: take out the wings of the butterfly creature, one by one, by shooting the center of them. After a while, he will present a large plasma whip that rips across the screen. Use the barrel roll to get out of the way, and get prepared for the next form. Charge your shot and release it on the purple orb inside of its head. Watch out for the meteor attack, and watch the cut-scene upon defeating it.

=====
 Mission 2 - Katina Boss
 =====

Once you've reached the surface, hop into the Landmaster and head for the blimp on the radar. Destroy the final reproducing aparoid, and the stage's boss will appear. You will need to fire and shoot at the center of the beast, underneath near the legs. Once you have done this, zoom over to it and hover to get atop it. Once atop, shoot the core of the memory to deplete the health of the thing. After it knocks you off, repeat the process to defeat the

thing.

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Mission 4 - Fichina Boss
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The Aparoid Engine is fairly overwhelming as a boss due to the many aparoids that are surrounding the big piece of equipment. Hop into the Arwing and fly towards it, shooting the babies out of the way along the way. The Aparoid Engine may shoot you with a gigantic laser as you approach it, but use barrel roll to quickly get out of the way of the thing's wrath. You must destroy the tiny guys in order to collect useful bombs to use on the Aparoid Engine itself.

It will take a few bombs to kill it, so destroy the little guys to grab some bombs, and wait for the hatch to open. Shoot the bomb into the hatch, and repeat a few times to defeat it before the time limit expires.

=====
Mission 5 - Asteroid Belt Boss
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Aparoid Pigma will prove to be a worthy opponent, as you must shoot him in the glowing red arms after you blow off the covers. The best thing to do here is to charge up your blasters and target the covers to the arms. Blow them off, and charge up the lasers. Carefully aim them at the arms that are glowing red, and blast away! The covers contain a variety of laser guns, machine guns, plasma cannon, and other deadly rays, so the faster you get those off, the less painful this will be. The last form of the boss is the easiest; just zig-zag from left to right and shoot the face of Pigma until he explodes.

=====
Mission 7 - Corneria Boss
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Aparoid General Pepper is quite a tough opponent for those of you that are somewhat new to the series, although he has a few key movements that are similar to bosses of Christmas past. Aparoid General Pepper will fly around the ship, so you must have decent aim since you will still be on the wing of Wolf's ship. After a while, he will stop in the distance and begin to be on the offensive. He will launch a set of six laser releasers, so destroy all six very quickly with precise shooting. His secondary attack will lie in releasing several homing missile. Once again, just target all of the missiles before they hit you and shoot them to blow them up. Upon defeating General Pepper, you will complete the mission.

=====
Mission 10 - Homeworld Core Boss
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Time for the final battle! You will be in a large tunnel, so prepare accordingly. Four pink orbs will appear in front of you, so take them out and they will close if done correctly. Once all four orbs have closed, you will be greeted by the head of the Queen. It has a protective shield blocking access to the head of the beast, so quickly blow it off. This reveals the eyeball of doom! Begin tapping the fire button as quickly as possible to blast into the eyeball and drain the health of the Queen. Repeat this a few more times to defeat it, depending on the difficulty setting. Watch out for the green blobs of goo along the way, as well as a very nasty "bite" attack when the Queen's head is revealed. Just use the barrel roll to escape death by inches! The final form of the boss is a single ball that spins in space, but is very simple to defeat: just charge your Blaster several times and let loose! It's best to follow the enemy around to avoid being hit.

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08. Items

These are the various useful items found in this game. They are listed in alphabetical order.

Name: 1-Up
 Description: When acquire this item, you will receive 1 extra life.

Name: Barrier
 Description: very rare item that once you get it, press B and a temporary shield will cover you from shots.

Name: Smart Bomb
 Description: This is a Arwing only item, which are uncommon, but pack a punch. When you use it, you can kill enemies with one of these blows or really damage opponennts in multiplayer.

Name: Stealth Suit
 Description: This is a item that only appears randomly in multiplayer stages. With this item, you automatically become invisible for 1 minute. Perfect for sneak attacks and sniping. This item will go out of effect if you hop on a vehicle.

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09. Power-Ups

These are the power-ups you will come across while plaing this game. This list will be alpabetical order as well.

Name: Golden Ring
 Description: Using this item, your Landmaster/Arwing will recover half of it's health bar.

Name: Green Health Box
 Description: Your characters health bar will get restored by 25%.

Name: Green Power Upgrade
 Description: Your Landmaster/Arwing attack power will be increased by one level. This doubles your attack power that you would normally have. The effect wears off when you exit the vehicle, though.

Name: Platinum Ring

Description: When you acquire this very rare and hepful item, it will restore your LandMaster's/Arwing's health completly. Sweet.

Name: Red Power Upgrade

Description: Your Landmaster/Arwing attack power will be increased by two levels, when you get this rare item. The effect wears off when you exit the vehicle.

Name: Silver Ring

Description: When you get this common item, your Landmaster/Arwing health will be recovered by 1/4 of your original health.

Name: White Health Box

Description: Your main characters health will be recovered by 50%.

Name: Yellow Health Box

Description: Your character will have 100% of their health bar back, which will bring you to perfect health. =)

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\ \          10. Weapons & Vehicles \ \
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W E A P O N S

There is a wide variety of weapons available at your disposal in Star Fox Assault, see below...

Blaster

Your standard fighting utensil. It fires small green blasts that deal minimal damage, thought a charged shot canpack a punch!

Machine Gun

A very good gun when Fox is ambushed. Whip it out, hold down the "fire" button, and let the bullets fly.

Gatling Gun

If you thought the machine gun was good, then check out this weapon. It fires faster and stronger bullets to pummel those Aparoid pests.

Homing Launcher

What can I say, it's a rocket launcher. The only con is that it has low ammo. If you conserve and save ammo for this baby, you can take out almost

everything in sight.

Plasma Cannon

This mission-only weapon is very powerful. It has unlimited ammo, and is a suped-up version of the blaster. Unfortunately, you only use this weapon in Single player Mode. :(

Sniper Rifle

This is a very lethal weapon used for picking off baddies and your friends in Multiplier Mode. Press X to zoom in, and then press L to zoom in even more. If at a high enough elevation, you can see nearly a whole level with this bad boy.

Grenade

Your usual bombs. Throw them all over the place to take a chunk out of robots and Aparoids alike. Grenades can bounce off walls, so you can strategize with these to take out groups of enemies from a distance.

Sensor Bomb

This is a timed bomb found in various levels. Once planted on the ground or a wall, it will deactivate and take out any nearby enemies with its lethal explosion.

Smart Bomb

This is an Arwing-only bomb. If used wisely enough, one can take out a whole fleet of enemies. Lock on to an enemy in the center of a group, then let the bomb fly and detonate right in the middle of the lot.

V E H I C L E S

There are three vehicles that are playable in Star Fox Assault, with the Wolfen only being available in Multiplayer.

Name: Arwing

Weapons: Lasers are its default, they can be powered up. It can also use bombs, smart bombs and cluster bombs.

Type: Air

Name: Landmaster

Weapons: Lasers are its only mode of fighting

Type: Land

Name: Wolfen

Weapons: Lasers are it's default, they can be powered up. It can also use bombs, smart bombs and cluster bombs.

Type: Air

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\ \ 11. Secrets \ \
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Multiplayer Goodies

You must play a certain amount of multiplayer matches to unlock these random extras...

[o]-----..-----[o]
Match No Required Effect
[o]----- -----[o]
5 Matches Missile Launcher
5 Matches Toggle Special Items
10 Matches Missile Launcher Only Match
15 Matches Peppy Hare
20 Matches Gattling Gun
30 Matches Crown Capture Mode
40 Matches Titania Stage
50 Matches 1 Hit Kill Mode
60 Matches Simple Map 4 Stage
75 Matches Fireburst Pods
90 Matches Booster Packs
110 Matches Booster Packs Brawl Mode
130 Matches Zoness Sea Base Stage
150 Matches Wolfen
170 Matches Predator Rockets
200 Matches Cluster Bombs
230 Matches Booster Pack & Launcher Tilt Mode
260 Matches Simple Map 5 Stage
[o]-----'-----[o]

Wolf in VS. Mode

Collect all of the Ally Medals to unlock Wolf in the VS. Mode.

Unlock Xevious

To unlock the Xevious mini-game, you must collect all of the Silver Badges.

Demon Snipers in VS. Mode

To unlock the Demon Snipers in VS. Mode, you must collect all of the S-Flags.

Unlockable Multiplayer Maps

To unlock a multiplayer map, you must complete that single player stage.

Action Replay Codes

CREDITS TO CODEJUNKIES.COM

(M)

YXHA-6FMN-ZVV2P
W6YB-U23J-H9KJK

Infinite Health
2NY6-5U60-YAE74
UMG6-5XAQ-A401C
4FGD-DRX1-KN7Z8
4385-3ZJH-9F5V2
20V2-7URY-6UKB8
P65D-WAET-DKH XU
BPKR-GB71-7VTP3
C7W0-V1PR-VBACU
CJQ9-F0UD-A6V3C
0BX2-A8JB-Z5WQH

Invincible (On Foot)

VH1Q-37TZ-25RG6
CH01-QNC1-05DY6
VYMM-EZ2V-Z45Y2

Infinite Lives

0AA6-Z679-Y8256
3GPB-K0D3-DY62N

Infinite Boost

FTE8-K1QY-1N4AF
9HA5-636R-5D4HA
FJFZ-A1VE-B0B79
CUAQ-4EZ2-7B9JG
R42W-NKF6-UHAUG
163M-52Q5-V3A2K
8QUY-HVBR-WHW2J
T26F-85PA-0BP99
247T-J464-0HCXY

Max Laser Upgrade: Arwing

0WUW-8T9W-HMV8T
J4P6-7NFW-7DWYM
0PRF-1X94-3ABWW
A7KT-B13E-76KMX

Inifnite Bombs (On Pick-Up)

7A1J-0AKX-FGXKN
WJPD-DHYW-B99YJ

Infinite Ammo

VQ3U-98M4-KDTKE
0J32-E06T-XJ8KE
976U-NWTM-076BU
8BB5-VJ0H-4TKEK

Super Jump

J384-DE56-BENVZ
6K4F-RUAE-PAN65

7HKR-3YYW-3AQMW
QXZU-DJT6-Q6XX5
835X-99QA-P5MG7

All Missions Unlocked

XHEC-5BGF-JHXNF
Q4WT-CD6X-G9HFT

All Missions Perfectly Completed

HA1U-WGH0-8TBWF
D7GR-RGH2-X2Q3F
DVZU-ZFG6-YVKEP
DWC1-MG2C-PVGMD
G9Y5-9J47-JN3JM
9WM1-PH98-6J01T
23RN-6UFA-QVY3K

Unlock Xevious

ND3H-9320-W1U7T
KMPW-2UV0-K340P

MULTIPLAYER UNLOCKABLES:

Unlock Wolf

5EMU-PHEC-BZJ7P
T325-WZD5-YH4M0

Unlock Peppy

HUUW-AEJU-D963M
XGTN-8AUB-8RNH3

Unlock All Maps

6C9B-RKDZ-M1A6E
R30Q-ACMJ-Y1A6E
6PV3-E0E0-PKJNQ

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 \ \ 12. Star Fox Assault In-Depth Review \ \
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The original Star Fox introduced a new breed of space shooter to consoles. On the SNES, Star Fox ushered a new level of graphics and action through the Super FX Chip, which helped create shaded polygons and texture mapping. The added boost in visual technology, along with excellent overall design, made Star Fox an instant classic. Years later, the sequel appeared on the N64. It delivered the same brand of intergalactic action, only with several notable additions, namely free-roaming stages and ground battles using a tank.

And now, the latest chapter in the Star Fox saga has left dock and shot off into the cosmos. Only this time, it departed without much improvement over its predecessors. The lack of originality begins in the story department, where the Cornerian government has once again called upon the Star Fox team to save the Lylat System from menacing aliens. The usual lot characters join the fight, including Fox McCloud, Slippy Toad, Falco Lombardi, Peppy Hare and General Pepper. This time around, Peppy Hare stays on the sidelines as an advisor while Krystal (from Star Fox Adventures) takes his place in the

cockpit. Rob, an analysis droid, updates you on your mission status during the game. All the characters act as they've always acted, and don't really do anything other than say humorous quips before, during and after missions.

Star Fox: Assault splits between three modes, including: Mission, Survival and Versus. Players wanting a linear, story-based experience will need to head toward Mission mode. Here, players will tear through the unfriendly skies (and space stations and planets) on objective-based skirmishes, where destroying targets is the name of the game. After completing Mission mode, which sadly takes less than six hours on the average difficulty setting, players will unlock Survival mode. Survival mode has you plow through all of the stages in mission mode without saving your game. While survival modes can be equally entertaining and challenging in some games, it's just plain annoying here. This is due to the high incidence of accidental death, which can occur if you're not careful. It's way too easy to get close to beating a mission only to fall to your death in an instant, forcing you to start over.

Overall, Star Fox: Assault equips the same brand of action as before, yet it carries over the same limitations as well. In an age where complete freedom of movement is the norm, players will still find themselves confined to rails. Not to say these sections aren't fun, far from it, in fact, only to say that it's about time Star Fox and crew stepped into the present. Plus, the ground missions and multiplayer modes, which debuted in Star Fox 64, don't offer anything new in terms of design. Plus, they lack the overall polish and grace of the air/space battles.

About the only thing new in Star Fox: Assault are the additions to the free-roam stages. Unlike Star Fox 64, players can hop in and out of the LandMaster tank and Arwing at will. This option is only available in certain stages, but winds up being a welcome addition, if only because it presents something new. Here's how it works: at the beginning of each stage, the game presents a screen detailing what vehicles you'll use in the following mission. When you see icons for the Landmaster, Arwing and Pilot, you know you'll need to switch between the three during the mission. The game starts you off on foot, with the Arwing and Landmaster nearby.

You can jump into whichever vehicle you like depending on the situation. The Might Gauge, located on the upper right corner of the screen, tells you the strength of airborne enemy forces. Once the meter starts to fill up, you need to drop what you're doing and take to the skies to help your comrades. Generally, this new system works well. Players will receive audible clues, in addition to the Might gauge, to help assess the level of danger above and below. Unfortunately, the Star Fox Team winds up feeling relatively useless. Falco Lombardi, the supposed ace of the group, cries for help just as much as Slippy Toad, who supposedly sucks at flying. What's worse, this spills into every other area as well. You never really feel like your wing mates are doing much of anything, apart from begging you to help them.

When cruising through the depth of space, helping your comrades feels relatively painless because they invariably fly in front of you when in trouble. You simply blast the attacking enemies as they cross your field of view. On ground missions, things get a little more complicated due to the terrain. Enemies will swoop behind mountains and other obstructions, so getting a clear shot feels tougher than it should. True, you can always strap into your Arwing and solve the problem midair, but when you're in the middle of a heated battle, it's far too tempting to let your endangered teammates fend for themselves. Losing teammates will cost you a special "Ally Medal" awarded at the end of every stage, but it won't affect the mission or make level progression any harder. If your teammates were actually useful, then maybe you'd give a damn. As it stands, however, you probably won't.

Which, in reality, isn't much different from the original Star Fox. Still, certain aspects of the original have made somewhat of a welcome comeback. The epic space battles have returned, and they look and play better than ever. The opening sequence is by far the coolest. Mammoth capital ships loom in the distance, and tiny enemy fighters dart in and out of screen. Stylized explosions rock the screen, and players will undoubtedly recall memories of playing through the second level of the first Star Fox adventure. Still, as cool as the first 10 minutes of Star Fox: Assault may look, it doesn't match the visual splendor of Star Wars Rogue Squadron II: Rogue Leader, which debuted along with the GameCube system four years ago.

To be honest, though, they're still fun to play. Dodging asteroids and destroying swarms of enemy fighters feels just as viscerally satisfying as ever. Star Fox Assault pits you against the same kind of obstacles as before, so you'll need to weave in and out of space stations, asteroid fields and canyons, all of which look and play great. Again, it would have been nice to see some variety here. As fun as maneuvering through a sea of mechanical arms is, it's still the same mechanic we saw back in 1993 in the original Star Fox. Even flying through the guts of a massive space station feels the same as it did back during the SNES hayday. Everything looks cooler, yet controls and feels the same.

Ground missions, on the other hand, suffer from a myriad of issues, not the least of which is control. It controls better than earlier builds, with improved control over aim and movement, but it's nothing you could call precise. Fox moves speedily about the environment, yet his movements lack finesse. Due to poor level design, it's far too easy to fall off the map or plummet to the ground after spending five minutes climbing a huge structure. Annoying to the max. Plus, this kind of thing happens whether you're in a tank or running on foot. Driving the Landmaster across a bridge or through any kind of terrain that isn't completely flat is hit or miss. The tank will often slip on moderately tricky surfaces. Sure, it's a tank. And yeah, it shouldn't go everywhere, but most gamers will try. And they'll wind up frustrated.

Ground missions (and even space missions, for that matter) could also benefit from a little variety. Every mission sees Fox and Co. destroying a number of targets scattered about a map. And that's about it. Sure, some of the missions alternate between air and land, but the objectives never change: blow stuff up. It's always "destroy this," or "destroy that," and not "defend this outpost or retrieve this package." It would have been cool to have secondary and tertiary objectives, too, but it never deviates from the 'all or nothing' type mission structure. Also, the game doesn't penalize you enough for losing squad mates. If a teammate goes down, he (or she) returns in the following mission without so much as a chip on his/her shoulder.

Combat, both on the ground and in your Arwing, feels downright hectic. Clearing a mission requires you blast wave after wave of alien hostiles, many of which can easily overcome you if you're not careful. Luckily, Fox is pretty fast on the trigger and hardly runs out of ammunition and explosives. Of course, the aforementioned control woes will definitely hamper your ability to lay the galactic smackdown. But all it takes is practice. A lot of practice. You'll need to master the roll and jump techniques when on land, and the roll, u-turn and loop maneuvers when flying the arwing. Conquering each of these techniques often means the difference between life and death. Even with such physical prowess at your disposal, many of the ground missions wind up feeling like a chaotic mess. The screen burts with enemies at every turn. Sometimes, this can be a good thing, as you can show off your moves and impress onlookers. Mostly though, it's just irritating due to the funky

controls. It's a little too hard to center your targets, and enemies will constantly overpower you with sheer numbers and relentless attacks, not through brilliant A.I. They'll just smother you to death.

Boss encounters, a big part in any Star Fox outing, present a mixed bag of old school favorites and new additions. The very first boss you encounter, a wily ape named Oikanny, has been ripped right out of Star Fox 64. You need to target specific spots on the enemy's body, the hands in this case, and unleash a barrage of laser fire. Each boss goes through several incarnations, each one harder than the one before it. Luckily, each phase boasts something new and different in the context of the game. However, it serves to note that none of the bosses will "wow" you like the ones in Star Fox or Star Fox 64. They just lack originality, both from a visual standpoint and in the way you defeat them.

Multiplayer also suffers from a lack of inventiveness. The only multiplayer modes included are versus deathmatch and team deathmatch. You can change the rules to only use rocket launchers and sniper rifles, and also customize which vehicles will be available for a specific match, but there are no co-op modes available. Still, whether a Star Fox game should even include multiplayer is open to debate. But it's there, so efforts should have been made to make it somewhat comprehensive. Players can choose between a number of virtual arenas, or stages unlocked from the main story mode. The virtual arenas feature simplistic design and obstacles. There are very few places to hide or use to some lethal advantage. Depending on the stage, you can either use the Arwing, Landmaster tank or run on foot. Certain arenas let you use all three. Which seems cool enough, only the stages lack the size and design complexity for any of it to really matter. It's fun, don't get us wrong. But it wears thin rather fast. Also, characters are hard to see because they're so small.

Closing Comments

While somewhat fun, Star Fox: Assault fails to impress. It lacks the originality, mechanics and style of a next-generation sequel. Playing through the game's opening sequence will rekindle your love for the franchise, only to have it betrayed by the shoddy control and repetitive play of successive levels. And the multiplayer, while dishing out mild entertainment, wears thin excessively fast. It would have been nice to see a greater variety of modes, not to mention better maps and more of them. Still, Star Fox: Assault will definitely appeal to fans of the series.

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\ \	13. Multiplayer	\ \
		(1300) / /

In this section, I will cover all the basic info you need for the Multiplayer mode in this game. Key word: Basics. I will include the following:

- Characters and Character's Stats
- Weapons
- Ships
- Multiplayer Levels

Name: Fox McCloud

Health: 3/5 stars

Speed: 3/5 stars

Jump: 3/5 stars

Arwing Skill: 4/5 stars

Wolfen Skill: 4/5 stars

Landmaster Skill: 4/5 stars

Pilot Skill: 4/5 stars

Special: None

Name: Slippy Toad

Health: 4/5 stars

Speed: 2/5 stars

Jump: 4/5 stars

Arwing Skill: 2/5 stars

Wolfen Skill: 2/5 stars

Landmaster Skill: 5/5 stars

Pilot Skill: 3/5 stars

Special: Charge speed is twice as fast than the normal charge speed

Name: Falco Lombardi

Health: 1/5 stars

Speed: 4/5 stars

Jump: 3/5 stars

Arwing Skill: 5/5 stars

Wolfen Skill: 2/5 stars

Landmaster Skill: 2/5 stars

Pilot Skill: 3/5 stars

Special: None

Name: Krystal

Health: 2/5 stars

Speed: 3/5 stars

Jump: 3/5 stars

Arwing Skill: 2/5 stars

Wolfen Skill: 2/5 stars

Landmaster Skill: 2/5 stars

Pilot Skill: 3/5 stars

Special: Gets two barriers upon revival

Name: Peppy Hare

Health: 2/5 stars

Speed: 1/5 stars

Jump: 5/5 stars

Arwing Skill: 3/5 stars

Wolfen Skill: 3/5 stars

Landmaster Skill: 3/5 stars

Pilot Skill: 4/5 stars

Special: Charge speed is four times as fast as the normal charge speed

Name: Wolf O'Donnell

Health: 5/5 stars

Speed: 5/5 stars

Jump: 3/5 stars
Arwing Skill: 2/5 stars
Wolfen Skill: 5/5 stars
Landmaster Skill: 2/5 stars
Pilot Skill: 3/5 stars
Special: None

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o Weapons o
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Name: Blaster
How to Unlock: Default weapon
Strength: Weak-Strong
Speed: Average
Ammo per pick up: N/A

Name: Machine Gun
How to Unlock: Default
Strength: Weak
Speed: Fast
Ammo per pick up: 200

Name: Sniper Rifle
How to Unlock: Default
Strength: Very Strong
Speed: Slow
Ammo per pick up: 10

Name: Homing Launcher
How to Unlock: Default
Strength: Average
Speed: Slow
Ammo per pick up: 10

Name: Missile Launcher
How to Unlock: Play 5 versus mode matches
Strength: Average
Speed: Slow
Ammo per pick up: 3

Name: Gatling Gun
How to Unlock: Play 20 matches in versus mode
Strength: High
Speed: High
Ammo per pick up: 100

Name: Demon Launcher
How to Unlock: Default, only in versus
Strength: Very strong
Speed: Slow
Ammo per pick up: 3

Name: Demon Sniper
How to Unlock: Get 50 flags in story mode
Strength: Very strong
Speed: Very slow
Ammo per pick up: 5

Name: Fireburst Pods
How to Unlock: Play 75 versus matches
Strength: Very high
Speed: Slow
Ammo per pick up: 1

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o Ships o

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Name: Arwing
Abilities: Barrel roll with L and left or right, Boost with Y, Brake with R,
Exit vehicle with Z, Land vehicle with X, Loop with C up, U-turn with C down
Weapons: Lasers are its default, they can be powered up. It can also use
bombs, smart bombs and cluster bombs.
Type: Air

Name: Landmaster
Abilities: Barrel roll with L and left or right, boost with B, Brake with R,
Hover with Y, get out of vehicle with Z
Weapons: Lasers are its only mode of fighting
Type: Land

Name: Wolfen
Abilities: Barrel roll with L and left or right, Boost with Y, Brake with R,
Exit vehicle with Z, Land vehicle with X, Loop with C up, U-turn with C down
Weapons: Lasers are its default, they can be powered up. It can also use
bombs, smart bombs and cluster bombs.
Type: Air

=====

o Multiplayer Levels o

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Name: Simple Map 1
How to Unlock: Default
Size: Small-Medium
Type: Pilot (must have), Landmaster, Arwing, Wolfen
Description: A center building that has four buildings surrounding it, as the
title says, it's rather simple. The outlying buildings are home to
many numerous weapons and vehicles.

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Name: Simple Map 2
How to Unlock: Default
Size: Small-Medium
Type: Pilot (must have), landmaster, arwing, Wolfen

Description: A center building that has four buildings surrounding it, just like #1 just differently shaped.

Name: Simple Map 3

How to Unlock: Default

Size: Medium

Type: Pilot(only)

Description: A three story building, prone for some intense close quarter gunfights, flat levels, not much variation.

Name: Simple Map 4

How to Unlock: 60 matches of versus mode played

Size: Medium

Type: Landmaster, Arwing, Wolfen

Description: An oddly assorted jumble of buildings, there's not too much description besides that, this map is weird. Especially with it's non traditional all vehicle start.

Name: Katina Outpost

How to Unlock: Complete Katina Frontier Base Battle in story mode

Size: Large

Type: Pilot, Landmaster, Arwing, Wolfen

Description: A large Cornerian outpost on Katina, the battle centers around a large middle tower. There are several "sections" around the center tower that connect to eachother by open gates.

Name: Inner Sargasso Hideout

How to Unlock: Complete Sargasso Space Zone Hostilities Revisited in story

Size: Large

Type: Pilot (only)

Description: A huge multileveled space station that is defineltly home for sniping and explosives. Some of the most powerful weapons are scattered on the top and bottom levels. There are several levels and there in one large empty middle spot in the stage that allows you to see acrossed to the other side.

Name: Outer Sargasso Hideout

How to Unlock: Complete Sargasso Space Zone Hostilities Revisited in story

Size: Large

Type: Arwing, Wolfen

Description: The space in the asteroid belt outside of the Sargasso hideout, all dogfights all the time. There's not much cover in this area, there are powerups close to the station.

Name: Fichina

How to Unlock: Complete Fichina Into the Storm in story mode

Size: Very large

Type: Pilot, Landmaster, Arwing, Wolfen

Description: A huge frozen wasteland with a central bunker in the middle and several natural defensive terrains around it. Many natural bridges and frozen waterways.

Name: Planet Sauria

How to Unlock: Complete Sauria Reunion in story mode

Size: Medium

Type: Pilot, Landmaster, Arwing, Wolfen

Description: Lush with vegetation many natural duck and cover places, also several ancient ruins and several passages. There are caves under the ruins that can be entered by somewhat secret entrances.

Name: Corneria City

How to Unlock: Complete Corneria War Comes Home in story mode

Size: Large

Type: Pilot, Landmaster, Arwing, Wolfen

Description: Huge skyscrapers in a concrete jungle, very easy to get lost on foot. Large highways that extend high above the city, can be traversed on foot and in landmaster.

Name: Space Station

How to Unlock: Complete Orbital Gate Incoming in story mode

Size: Large

Type: Arwing, Wolfen

Description: Very obvious, just the space around a space station to get into dogfights with your enemies. The station can be maneuvered into, going into the nooks and crannies will get you some rewards.

Name: Aparoid City

How to Unlock: Complete Aparoid Homeworld Breaching the Defenses in story mode

Size: Large

Type: Pilot, Landmaster, Arwing, Wolfen

Description: Home of the aparoids, very strange architecture, easy to get lost in the confusing eerie city. There are several "belts" on the paths that act like escalators and propel you forward to walk faster making it easy to cover land on.

Name: Titania Desert

How to Unlock: Play 40 versus matches

Size: Very Large

Type: Pilot, Landmaster, Arwing, Wolfen

Description: A huge place with high tech towers scattered towards the center, all of it surrounded by desert. The center is higher elevation than the rest of the land surrounding it.

Name: Great Fox

How to Unlock: Default

Size: Medium

Type: Arwing, Wolfen

Description: Battle around the great fox in an earthlike atmosphere, easy to spot out your enemies.

Name: Zoness Sea Base

How to Unlock: 130 versus matches played

Size: Large

Type: Pilot(only)

Description: A station just above the polluted waters of zoness, completely isolated. A few central buildings with narrow winding paths on the outside and connecting them. Drops from the edges are fatal.

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     \ \           14. FAQ \ \
     _____ \           / /
                               (1400)

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These are questions I assumed will be asked so don't ask them!

Q: How do you perform a barrel roll?

A: Take a look at the basics tips section, here's what I wrote:

Barrel Roll

Remember that, even when in the stickiest of situations, you can always rely on the barrel roll maneuver. Just remember to use your L trigger to begin spinning in circles. This will deflect enemy fire and allow you to cross through dangerous territory with little to no problems escaping resistance from the enemy. Remember to use this whenever you're in a pickle of a jam, or a jam of a pickle, for that matter.

Q: Do Fox and Krystal really get married?

A: No, but on Sauria, Tricky Makes a joke about them being on a honey moon. But again, it's just a joke.

Q: Whats the best weapon?

A: In my personal opinion, it's the gattling gun, as it is so versatile and is pretty much impossible to dodge, unlike the Demon Launcher.

-----+
Q: Is Krystal playable and in this game?

A: Yes, she is playable and in the game.

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Q: What are the Special flags for?

A: Collect all of them to Unlock Demon Snipers in Vs. Mode

-----+
Q: Are the bosses on gold difficulty much harder than on bronze?

A: Yes, they are. While many bosses retain the same attack pattern, the bosses on the higher difficulty levels have higher HP, more powerful attacks, and, in some cases, new attacks.

-----+
Q: Do you know if mission mode counts for unlocking Wolf?

A: Yes. You don't have to go through survival for Wolf. Just get a medal for protecting your friends on each level.

-----+
Q: What do you think about the voices?

A: Fox sounds a bit monotone, but he does sound older, and more experienced.

Krystal's accent is obviously fake, but it's still hot.

Slippy actually sounds like a frog, and not a five year-old.

Falco's New York-Italian voice is much more suitable than his SF64 voice, which was exactly like Fox's.

Peppy doesn't sound like an angry old man anymore, more like a wise old man.

ROB, well, never mind.

General Pepper may be the only mistake. Now he sounds old, where his SF64 voice made him sound like a true war hero.

Wolf has a more gritty bad guy voice. It makes him sound more evil than when he was British.

Leon was also a bit British, which is not right for a lizard. His new voice actually suggests that he's reptilian.

Pigma sounded like a tiny, squeely pig. And he cried. Now, he sounds like a fat pig, which is good, because he is a fat pig.

Oikonny has no gangster voice anymore. Now, he sounds like the cowardly, wannabe "bad guy" he is.

Tricky sounds the same, except older and a little drunk.

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This is the section where I conclude the document. If you have noticed some piece of information that you know about that I have not talked about within the guide, please email it to me and I'll add it in quickly. Once again, thank you for choosing my FAQ for help and see ya.

O=====O
| --- 15.1) Credits --- (1501) |
O=====O

This are the people that help me with this faq and I couldn't have done it with out some of them. Thanks guys!

Credits -

==> ALL of GameFAQs:

For the posting and helping me with my FAQ.

==> Namco / Nintendo:

For making this great game.

==> osrevad:

The ASCII at the top of the FAQ was created by osrevad. If you would like him to make a logo/controller for you, visit his website at <http://www.osrevad.com> and send him an email. Thanks a bunch man!

==> Me:

For writing this faq.

==> You:

For reading this faq.

O=====O
| --- 15.2) Copyright --- (1502) |
O=====O

Version: 1.00

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