

two levels within the walkthrough, I've added stage 8, and some general tweaks here and there, they aren't that noticeable.

02/27/05

This guide is ever growing, another FAQ, Stage 6 is up, Controls Section added, Characters section moved up higher on the page, added Descriptions to each characters, and most importantly, I added the Multiplayer Strategies section, which are sent in by you guys, we already have a lot, but I hope it doesn't stop there.

02/25/05

Wow, the guide was accepted. I added a single FAQ that someone asked me, and Stage 5. Look for more updates soon to come.

02/23/05

Finished up everything except the 8 of the 10 levels, submitting what I have so far to GameFAQs, but I'm not going to be surprised if it's not accepted right now, as I still need to add a lot more to the Walkthrough part.

02/23/05

Well, the guide got rejected due to lack of content. =/ But now, I decided to make this a full guide, to all aspects of the game. Woohoo! =D

02/21/05

I think this guide should go fairly smoothly, I'm sure it will prove useful, and it won't take me long at all to make it.

Section 2: Controls

Please remember, that all of these controls are set to Dual Stick, as that is the way most players choose to play.

Pilot:

Control Stick: Used to move

C-Stick: Used to AIM

A Button: Use to rotate between weapons

B Button: Used to activate a barrier

L Button: Side Roll while pressing left or right

R Button: How to fire current weapon

Y Button: Jump

X Button: Sniper Mode on some weapons

Z Button: Enter Vehicles

Arwing/Wolfen:

Control Stick: Used to move
C-Stick: Press up for a loot, press down for a U Turn
A Button: Shoot
B Button: Bombs
L Button: Barrel Roll
R Button: Brakes
Y Button: Speed Up
X Button: Land Arwing
Z Button: Exit Vehicle

Landmaster:

Control Stick: Used to move
C-Stick: Aim
A Button: Shoot
B Button: Boost
L Button: Barrel Roll
R Button: Shoot
Y Button: Hover
X Button: Boost (same as B)
Z Button: Exit Vehicle

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Section 3: Characters

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Characters in Multiplayer mode have stats, which benefit each character, and most characters stats are evenly proportioned.

Name: Fox McCloud

Description: Fox is the leader of the Starfox team. He can handle any situation given to him, whether it's on foot, in an Arwing, in a Landmaster. Fox never gives up without a fight.

How to Unlock: Start of the Game

Health: ***

Speed: ***

Jump: ***

Arwing: ****

Landmaster: ****

Pilot: ****

Special: None

Strategy: Fox can hold his own on foot battles, however, get him in a vehicle, and he's golden. He's a master at all three vehicles, and it would be hard to get him out of one once he gets in one. Since he isn't the fastest character however, he may need to use some cunning tactics to get to the vehicles before other characters, since he's definitely not your man to use on foot vs. vehicle.

Name: Falco Lombardi

Description: Falco is the somewhat cocky bird, and the lead Pilot on in the Starfox team. Flying is his thing, seeing as he's a bird.

How to Unlock: Start

Health: *

Speed: ****

Jump: ***

Arwing: *****

Landmaster: **

Pilot: ***

Special: None

Strategy: Falco should really rush to an Arwing as soon as possible, even just two hits could do him in, and since he is a master in speed, getting to an arwing shouldn't be much of a contest. Avoid Landmasters, Falco won't do you much good in one.

Name: Slippy Toad

Description: Slippy is the Mechanic of the Starfox team, helping out Fox many a time on Dinosaur planet with his useful gadgets. Some may think him annoying however, he needs constant watch on the battlefield, as he can't shake enemies off to well.

How to Unlock: Start

Health: ****

Speed: **

Jump: ****

Arwing: **

Landmaster: *****

Pilot: ***

Special: 2x Charge Speed

Strategy: Slippy can hold his own on foot, but if the time comes for vehicular combat, stick him in a Land Master, he'll work wonders in a landmaster.

Name: Krystal

Description: Krystal is the newest character introduced in the Starfox team, she uses her telepathic powers to help you in boss fights. She is a valued member of the team.

How to Unlock: Start

Health: **

Speed: ***

Jump: ***

Arwing: **

Landmaster: **

Pilot: ***

Special: 2 Barriers

Strategy: You probably don't want to play as Krystal, sure she has extra barriers, but, she still is a fairly weak character, in all situations. If need be however, Krystal is probably most useful with Machine Guns, or any other weapon that you can use while running and jumping (giving Krystal a Booster Pack could give her a fighting chance) to avoid enemy shots.

Name: Peppy Hare

Description: Peppy has retired from his duties in battle, and now sits back and advises the team throughout their battles. Don't let that fool you however, in vs. mode his is quite the competitor.

How to Unlock: 15 Vs. Matches

of items that were playable in the campaign mode, if those are considered secret. And then there are a few weapons that aren't in campaign mode that you can unlock. Look under the weapons section for more information.

Q: Why is your FAQ so cool?

A: I dunno, not really a question I can answer very well. =P

Q: Are there any other Bonus games besides Xevious?

A: In the American version, no, but in the Japanese version, I believe so.

Q: What are the Special flags for?

A: Collect all 50 to unlock Demon Snipers.

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: Can you play 2 player coop in this game?

A: No, though it was discussed amongst the developers, Co-op was not added to the finished product.

Q: Is there a cockpit view in Star Fox?

A: Unfortunately, no, there is no cockpit view for Starfox Assault.

Q: What are the Special flags for?

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

Keep sending them in to koolkirby@gmail.com, and I will be more than happy to answer your questions.

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Section 5: Walkthrough

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Stage One:

Fortuna

A New Enemy

Upon arrival into Fortuna, watch out for the Pillars, you'll take some damage if you hit them. You drive much faster then you did in Space, so get used to the speed, and don't miss the Silver Ring up ahead.

```
*****
**                               Flag 2                               **
*****
```

Take a sharp left first thing on Fortuna, and destory the gold enemy target, with charged shots for quicker results, and grab the flag it drops.

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*****

Falco will ask for help, use a charge shot to remove of the enemies on his back, don't hesitate to use a bomb if need be.
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This forest area is hard to manuever in, watch out for enemy fire on all sides and grab the Power Upgrade Green.

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*****
**                               Flag 3                               **
*****
```

Shoot the left branch of the first tree you see in the forest that is in the middle row. A few shots will brake it, leaving behind Fortuna's third flag.

```
*****

The area up ahead has a lot of gunners in these little alcoves, use charged shots to clear them out, racking up your points, and as something to do, plus they do try to attack you. Falco will give you a bomb, which you can use soon ahead. Apparently, that "makes them even". Fire at the slow moving tanks on the train track, as they shoot projectiles at you as well.
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Fire a bomb when the door opens, to avoid unnecessary damage. A single Charged shot could take them out, but if you lock on hits one on the edge, it would leave some behind, so a Bomb is the safest approach, you should have a lot by now anyways (unless you've died at any point in this level).

Watch out for the airbourne enemies here, they shoot speedily, while the tanks probably won't even attempt to attack you before you've already soared past them. And don't forget to Save Slippy... once more.

Fly above the train tracks, and shoot rapid fire at it. It'll give you a bomb when it explodes.

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*****
**                               Flag 4                               **
*****
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The Fourth Flag is found immediately after the train tracks. Head left, and destroy the container their, inside of it was the fourth flag.

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*****

Grab the 1-Up. Don't worry about the enemies Krystal is chasing, she'll get them for you (unless you want to rack up you hit counter and listen to her complain about the ships that where hers not yours).
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** Flag 5 **

For the final flag, upwards and to the right, you should see some garage type things, keep going, and finally, there should be another container, like the one that held Flag 4. Break it, and take it's contents, Flag 5.

Take out these two part robots, once you've destroyed their upper body, you can fire at their legs, though it's not necessary. Head through the opening door, and it's time for a two simple Boss Fights

Name: Oikonney
Difficulty: 1/10 (Yes, he is that easy)
Strategy: Oikonney should not give you any trouble at all, even on gold difficulty, his attacks are easy to dodge. Shoot the palms of his hands when they are open to damage him. If his hand is curled up in a fist, go to the opposite side of the fist, otherwise his attack is likely to hit you. If his hand is open, and he's stretching it backwards, he is about to slap you. To dodge that, simply fly upward, and he will miss you. He should be down for the count in no time at all.

Name: Aparoid Moth
Difficulty: 2/10
Strategy: To beat this Aparoid Moth (looks more like a moth than anything else to me really) you simply shoot all eight of his wings off. To dodge the sonar waves, simply keep on your toes, and it might be best to not stop moving, unless for just a little while. When his health starts to get low, he'll start to scorch the ground, where boulders then follow, trying to fall on you and crush you. Just dodge them by moving left to right, you shouldn't find it too hard. You could probably pull off not getting hit once even.

MISSION COMPLETE!
You have unlocked:
Nothing

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Stage Two:
Katina
Frontier Base Battle

Bronze: 400
Silver: 1,100
Gold: 2,300

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You start this stage unfoot with only a blaster, but that's ok, because these enemies only take one blaster shot. Proceed with destroying all the aparoids in your path, until you come by a machine gun. This baby will blast through enemies in record time. The first target on your radar however, is impervius

to the machine gun, so switch to your trusty blaster, Charge up, and fire. One shot will do the trick, and now you have a Rocket Launcher to take out next one without any charging. Do this, and Peppy sends you a landmaster, and the enemy drops you more Rocket Launcher ammo.

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*****
**                               Flag 1                               **
*****
```

The first flag is found in the southmost garage just north of your first target. It's invisible, so wait for your blaster aimer to turn red, and fire for it to come into reality

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*****
**                               Flag 2                               **
*****
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The second flag is found in the storage room. To open the East storage room, charge your blaster, and fire it at the door. It'll open up, unveiling a blue room. In this room is another invisible flag, it is on top of one of the blue boxes, wait for your blaster or machine gun aimer to turn red, fire, and collect it. This is very close to Flag 1's location if you are having trouble finding the storage room.

```
*****
**                               Flag 3                               **
*****
```

Same deal as Flag 2, but in the Storage room on the West side. Same blue room, similar box set up, similar spot. And remember, only a fully charged blaster shot will open it.

```
*****
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You'll need the landmaster to blast through walls in this section, and it also destorys the targets in one hit, a major boon to you. If you get overwhelmed by enemies, hop out, stand on top, and blast the enemies with your machine gun, or you could try doing a barrel roll too. Once they are all down, you'll witness a cinema scene with Hatchers falling from the sky. You guessed it, you are in charge of taking them all out, aren't you just so lucky?

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*****
**                               Flag 4                               **
*****
```

Above the Eastern Storage Room (Flag 2) take your landmaster, and hover up on top of the doorway area. You should see this thing that looks kinda like a fire place, hop out, take out your blaster, look for your blaster aimer to turn red, shoot, and collect.

```
*****
**                               Flag 5                               **
*****
```


When fox leads the group down, shoot the blue objects on each side of the wall. Nab the silver ring in the center, and keep on firing at objects shooting at you, even though it's hard to see them. It's time for another Boss Battle.

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Name: Pigma Aparoid  
Mission: Asteroid Belt  
Difficulty: 4/10

Strategy: You must destroy all of it's arms before you can proceed with the real fight. Dodge the projectiles it sends at you, and when a claw turns red, and is looking straight at you, fly away, it's about to lunge out at you, and could do a good bit of damage. Once you've destroyed all the arms, his face will reveal itself, in which you just shoot a lot. He'll send a horde of projectiles, that can be dodged as easily as moving from side to side, while you continue to shoot Pigma. This shouldn't go on for too long, and you'll be defeated Pigma. As simple as it sounds, the arms can do some good damage, so this fight \*can\* be tricky.

~~~~~  
MISSION COMPLETE!
You have unlocked:
Nothing

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Stage Six:
Sauria
 Reunion

Bronze: 350
Silver: 1,000
Gold: 2,300

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Sauria is a fairly short level, a fairly easy level, and the medals and flags are not too hard to get. Notice the might gauge in the top left hand corner, which increases when those sky units get backup. If it ever gets too high, just hitch a ride in an Arwing or Landmaster, Arwing probably being the better plan, and take out some enemies. The big ones produce more tiny enemies, so taking them out is priority number one.

Your difficulty level manages how many hatcher are in this level, and their location. So what you'll need to do is follow your radar. If you are near the red dot, but it's small and you don't see the hatcher nearby, that means it is on a different elevation. If it's below you, it is likely in a tunnel. To get to the tunnels, jam packed with enemies and items, go to the bottom of the hill you are on top of, and circle around it for an entrance, it should not be too hard to find. There are usually two targets in the cave.

If you come across the Gattling gun, which is usually inside the caves, sometimes outside of it, use it, it's a great weapon to use in this level (well, in all levels really). Great damage, and a machine gun style bullet pace. Perfect for all situations.

On the Gold difficulty, there is one hatcher in the south western corner of the map (press start to view the map, up is north, south is down) that can only be taken down from an Arwing, it's not tricky to get or

Weapon Name: Blaster

Rating: 6/10

Vs. Mode Unlock: Start

Start Ammo: N/A

Max Ammo: N/A

Strategy: The Blaster is an interesting weapon, for many reasons. First, it has infinite ammo, second you automatically start with it (except in some vs. mode matches), and third off, you can charge it for more damage. An ordinary shot does about the same amount as a single round of machine gun ammo, but a charge shot does a bit more then a rocket launcher, and is great for taking out vehicles.

Weapon Name: Rocket Launcher

Rating: 6/10

Vs. Mode Unlock: 5 Vs Matches

Start Ammo: 10

Max Ammo: 99

Strategy: Rocket Launchers are fairly powerful weapons, but, unline most in most games, you can survive a number of hits with them (depends on what character you are using). They are useful because they semi-lock onto targets making them easy to just run around shooting people with. If you also have a booster pack however, you can jump above people and blast them easily, and they can't easily attack you back. Sure this tactic isn't flawless, but it's proven quite useful for me in many cases.

Weapon Name: Sniper Rifle

Rating: 7/10

Vs. Mode Unlock: Start

Start Ammo: 10

Max Ammo: 99

Strategy: Sniper Rifles are really powerful, causing instant death to all characters except Wolf. Foutunately, they can only be used once you zoom in, making them useless in close quarters. A character with a sniper rifle is no laughing matter however, and shouldn't be left alone for very long, as they'll settle down, finding a great spot to hit you, which is dangerous. They are best used in stages with something to hide behind, keeping out of sight, especially if Radar is turned off. They may seem hard to use at first, you can get really good at them with practice.

Weapon Name: Machine Gun

Rating: 5/10

Vs. Mode Unlock: Start

Start Ammo: 200

Max Ammo: 999

Strategy: Machine Guns are fairly weak, but useful if your enemy is very fast, or if it is a vehicle, since machine guns stun vehicles. If you have the choice between a machine gun and a gattling gun however, it's best to use the gattling gun, unless your saving it for something. A gattling gun is mostly just an upgraded machine gun, in all aspects other then starting ammo.

Weapon Name: Missile Launcher

Rating: 8/10

Vs. Mode Unlock: Start

Start Ammo: 3

Max Ammo: 9

Strategy: The Missile Launcher is another interesting weapon, as it has low ammo, and when you shoot it, you guide it on it's path. It does devastating damage, and it's fun to use. But, it backfires on me a lot, sometimes I forget to let go of pressing forward because I am still running, I shoot the missile, and it explodes right in front of me. Be careful of that. And also if the enemy knows you have a Missile after them, they can shoot it out of the sky easily too.

Weapon Name: Grenades

Rating: 4/10

Vs. Mode Unlock: Start

Start Ammo: 5

Max Ammo: 99

Strategy: Grenades are fun to use. You should probably charge them with the shoot button (depends on your control setting), otherwise they won't explode for a while. Don't hold onto it too long however, they can explode in your hand, which wouldn't be pretty. If you only need one kill to win, and you have more then one life left however, you could go suicidal and hold the grenade until it explodes in your hand near an enemy. Otherwise though, you'll need to practice your timing, otherwise grenades won't do you much good at all.

Weapon Name: Gattling Gun

Rating: 9/10

Vs. Mode Unlock: 20

Start Ammo: 100

Max Ammo: 999

Strategy: Gattling Guns are powerful versions of machine guns. This gun can handle most situations, if the enemy is on the run, if the enemy is fighting you face to face, if the enemy is in a Landmaster/Arwing/Wolfen, you name it. Although it's factually the best weapon, it's the one I would suggest putting forth effort to find.

Weapon Name: Fireburst Pod

Rating: 4/10

Vs. Mode Unlock: 75

Start Ammo: 1

Max Ammo: 1

Strategy: The Fireburst Pod requires no skill to use at all, other then having the knowledge of where enemies might be near by when it goes off. You plant it on the ground, run away, and hope that other people don't notice the fireworks display and take heavy damage. But that's the problem, I can't imagine someone not noticing the noise it makes shooting up, and all the chaos it creates on screen. Though of course, people may think they are far enough away from the explosion area, and get hurt, so there is a possibility for heavy damage, but then again, you, the person who planted the pod, may be the one who thinks they are far enough away, and get hurt yourself (if it were me, I'd just keep running). It's not the best weapon out there.

Weapon Name: Demon Launcher

Name: Silver Ring
Vs. Mode Unlock: Start
Effect: Recovers 25% of vehicle health

Name: Gold Ring
Vs. Mode Unlock: Start
Effect: Recovers 50% of vehcile health

Name: Platinum Ring
Vs. Mode Unlock: Start
Effect: Full vehicle health recovery

Name: Small Medpack
Vs. Mode Unlock: Start
Effect: Recovers 25% of Pilot Health

Name: Medium Medpack
Vs. Mode Unlock: Start
Effect: Recovers 50% of Pilot Health

Name: Gold Medpack
Vs. Mode Unlock: Start
Effect: Recovers all of Pilot Health

Name: Booster Pack
Vs. Mode Unlock: 90
Effect: Allows for higher yet slower jumps, permenant until killed

Name: Bombs
Vs. Mode Unlock: 200
Effect: Massive Weapons usable in Arwings only, creates a grand explosion

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Section 8: Multiplayer Modes

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The numerous multiplayer modes make this game fresh even longer then normal, if only there was a Capture the Flag mode though.

Name: Missile Launcher Match
Vs. Mode Unlock: 10
Rules: Missile Launchers only

Name: Sure-Shot Scuffle Mode
Vs. Mode Unlock: 50 Vs. Matches
Rules: Automatic 1 shot kills

Name: Sniper Rifle Match
Vs. Mode Unlock: Start
Rules: Sniper Rifles only

Name: Booster Packs Brawl Mode
Vs. Mode Unlock: 110 Vs. Matches
Rules: Characters start with Booster Packs

Name: Demon Snipers
Vs. Mode Unlock: Collect 50 Flags in Single Player Mode
Rules: Demon Snipers only

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Section 9: Multiplayer Stages
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Starfox is ripping at its seems with all the awesome levels this game has. Here's a list of stages, what vehicles are used in them, and the official ingame description.

Name: Great Fox
Vs. Mode Unlock: Start
Vehicles: Arwing/Wolfen
Description: A sea of clourds where the Great Fox soars and aerial battles are the rule.

Name: Simple Map 1
Vs. Mode Unlock: Start
Vehicles: Pilot, Landmaster, Arwing/Wolfen
Description: A center building surrounded by four outlyning buildings make up this simple battlefield.

Name: Simple Map 2
Vs. Mode Unlock: Start
Vehicles: Pilot, Landmaster, Arwing/Wolfen
Description: A center building surrounded by four outlying buildings make up this simple battlefield.

Name: Simple Map 3
Vs. Mode Unlock: Start
Vehicles: Pilot
Description: A battlefield centered around a three-story building. For Pilots only.

Name: Simple Map 4
Vs. Mode Unlock: 60 Matches
Vehicles: Lanmaster, Arwing/Wolfen
Description: A machines-only stage with a center building and four towers.

Name: Simple Map 5
Vs. Mode Unlock: 260 Matches
Vehicles: Pilot, Landmaster, Arwing/Wolfen
Description:

Name: Katina Outpost
Vs. Mode Unlock: Complete Katina: Frontier Base Battle Stage
Vehicles: Pilot, Landmaster, Arwing/Wolfen
Description: A cornerian outpost on the planet of Katina. The fighting is centered around the middle tower.

Name: Inner Sargasso Hideout
Vs. Mode Unlock: Complete Sargasso Space Zone: Hostilities Revisited Stage
Vehicles: Pilot
Description: The narrow confines of the asteroid belt makes this a pilots-only stage.

Name: Outer Sargasso Hideout
Vs. Mode Unlock: Complete Sargasso Space Zone: Hostilities Revisited Stage
Vehicles: Arwing/Wolfen
Description: The space around the Sargasso hideout where dogfights are the only game to be found.

Name: Fichina
Vs. Mode Unlock: Complete Fichina: Into the Storm Stage
Vehicles: Pilot, Landmaster, Arwing/Wolfen
Description: Fichina's expansive ice fields lend themselves to wide-open firefights.

2-4 people(Preferably people who love to fly around)

Predator Rockets

Arwing/Wolfen

Strategy: When your opponents have aircraft, get in one and try to get behind them. Press Z to get out, and put a Predator Rocket on the nose of the ship. When you do, get back in the ship and try to get under them. Not only do you look like your shooting missiles from your arwing, they work like they are.

>>Courtesy of: VeryAngryKirby<<

Name: Unmanned Predator dodge

Requires: 2-4 people.

Strategy: While your are in an Arwing/Wolfen and a Predator rocket is chasing you, quickly get out of the Arwing/Wolfen and get back in. The split second you leave the cockpit the Predator Rocket explodes. Helpful for obvious reasons.

>>Courtesy of: whiteyoshi86<<

Flying sniper

3-4 players

Weapons: You will need a arwing and a guy with a sniper gun

Strategy: Get on the arwing and hit X so your on top get your teammate to in the arwing and take off. now pull out your sniper gun and get your friend to fly low so you can snipe enemy players.

Note: the pilot should not barrel roll or make real sharp turns!

>>Courtesy of: galaticsoldier<<

Judgement Day

Weapons needed:Fireburst pod

Vehicles needed:Arwing

Players needed:1

While in mid-flight, exit the arwing and place the fireburst pod onto the cockpit, and re-enter the arwing. Fly over the area you want to nuke, and hover low over it. When the pod fires, hit the boost and watch as your opponent is fried. This is helpful because it sucks being laughed at by being mauled by your own weapon.

Name:Rouge fireworks.

Weapons needed:Fireburst

Vehicles needed: Arwing or Wolfen

Players needed:1

Place a fireburst onto your wolfen or arwing (In this strategy, it hardly matters) and fly in fairly low to your opponent. Exit, set the pod, and re-enter. Wait until the pod is VERY close to firing, and do a loop-de-loop over your opponent, which should drop the pod down on the ground. It probably has already fired, so your opponent probably won't escape.

Why is this useful:Great for smaller maps or enclosed sapces....

(THERE ISSSS NOWHERRREEE TO HIDEEEE!)

Name: Scare tactics.

Players needed:2

vehicles needed:Arwing or Wolfen

(This strategy only useful for dogfights.)

Have friend grab a missile launcher, while you get your machine of choice, and predator missiles. Park it, let your friend get on, and take off. Do the routine of get out, set missiles on tip of nose, and re-enter. When approaching your opponent, have your friend fire a missile. Your opponent should try to avoid the missile. While he/she is dodging it, run underneath the enemy and have the missiles lock on, and fire.

Of course, this probably only work once before your opponent catches one.

>>Courtesy of: Decoy_Squid<<

Name: fake fly

Requires: airwing, rocket launcher

Strategy: if some one is back of you in the airwing(means airwing vs. airwing) let him shoot you so when he is so focused on attacking you jump of the airwing, and the airwing will continue to fly, and shot him with ur rocket launcher.

>>Courtesy of: Luisluix<<

Name: Desert Sniper

Stage used in: Titania

Description: Pilot an arwing out into the desert (preferably near the rock formation). Get out and get off, then set yourself up near a rock or sandhill, and aim your sniper rifle towards the main area. If your opponent decides to bring an arwing out, take cover behind a rock and shoot on sight. If they use a landmaster, shoot and dodge.

>>Courtesy of: Dark Mewtwo<<

Name: I like to call it the BraveHeart Study.

Requires: Any number of players, any type of vehicle, requires grenades or mines. Strategy: I have spent many hours experimenting with the explosives in multiplayer, here are some fine methods of using the often overlooked weapons. I find them most useful when you're stuck without a vehicle against one or more vehicles. Charged throwing grenades, with practice, can easily damage a Landmaster. One common way to take out the tank is to creep up on it, jump onto it and plant a landmine. Due to the vehicle moving it will go off seconds later, so run away quickly. If mines are scarce, take out a grenade and use the R Button to tilt so you're bent over the ground. Throw it right into the ground, and you have a makeshift landmine that will go off in good time. This could be used against pilots as well as vehicles. Now, using explosives against a Wolfen or Arwing is possible, yet not very. By aiming a grenade upwards and throwing it, it can explode in the air. By timing or pure luck, this could be used against a dive-bombing Arwing. And if you ever find yourself on top of an enemy Arwing, don't just shoot right

into the cockpit with a machine gun. Plant a mine, then jump off and fire a gun forward as it flies off. But one thing to remember using any of these methods, stay out of the blast radius. Happy blasting!

>>Courtesy of: Moon Kitsune<<

Name: Defense is the Best Offense
Requires: Any guns, Pilot (you) vs. Vehicle
Strategy: In most cases, a pilot will get ripped to pieces by someone in a vehicle. It is a good idea to hide behind (Landmaster) or under (Arwing, Wolfen) an object to use this technique. Take out the vehicle's shield little by little, until you can take it down. Remember to constantly move around, too. As soon as they're going down, go to an object near the crash site and kill them.

Name: Sensor Bomb Defense
Requires: Vehicle (you) vs. Pilot
Strategy: If an annoying pilot tries to plant a nasty sensor bomb on you, barrel roll before they have the chance. A Landmaster strike will allow you to do some serious damage, and a plane strike will allow you to send them flying.

Name: Take It Down Before It's Up
Requires: Any weapon
Strategy: Shoot at a vehicle enough with a weapon so that it takes plenty of damage, but does not blow up. When someone gets into it, destroy the vehicle, and kill your weakened opponent.

Name: Arwingjacking/Wolfenjacking
Requires: Two of either plane, and you must be standing on one of them.
Works best in Team Modes.
Strategy: If you are being chased, jump to the plane behind you. Shoot it with your blaster until it is either destroyed, or your enemy gets out to confront you. If the second happens, press Z to get in, and barrel roll him off. Congratulations, you have just GTA'D an Arwing or Wolfen!

>>Courtesy of: link02129<<

Name: Missile Sniper
Stage: Any
Grab the missile launcher and find a well hidden area with a small opening. From there, direct your missiles toward your enemy. You'll kill them before they can find you most of the time.

Name: Launcher Wingman
Stage: Any with an Arwing/Wolfen
Grab a homing launcher or a demon launcher and jump into an aircraft. Fly up high and get out. Look down and try to find your opponent(s). Wait for the auto lock and fire. It will be hard for people to hit you and it's easier to attack at them from above. Remember to get back in the aircraft before it crashes.

Name: Hilltop Sniper
Stage: any with a really high tower/platform to stand on
Grab a booster pack or a Landmaster and use the hover feature to get onto a

