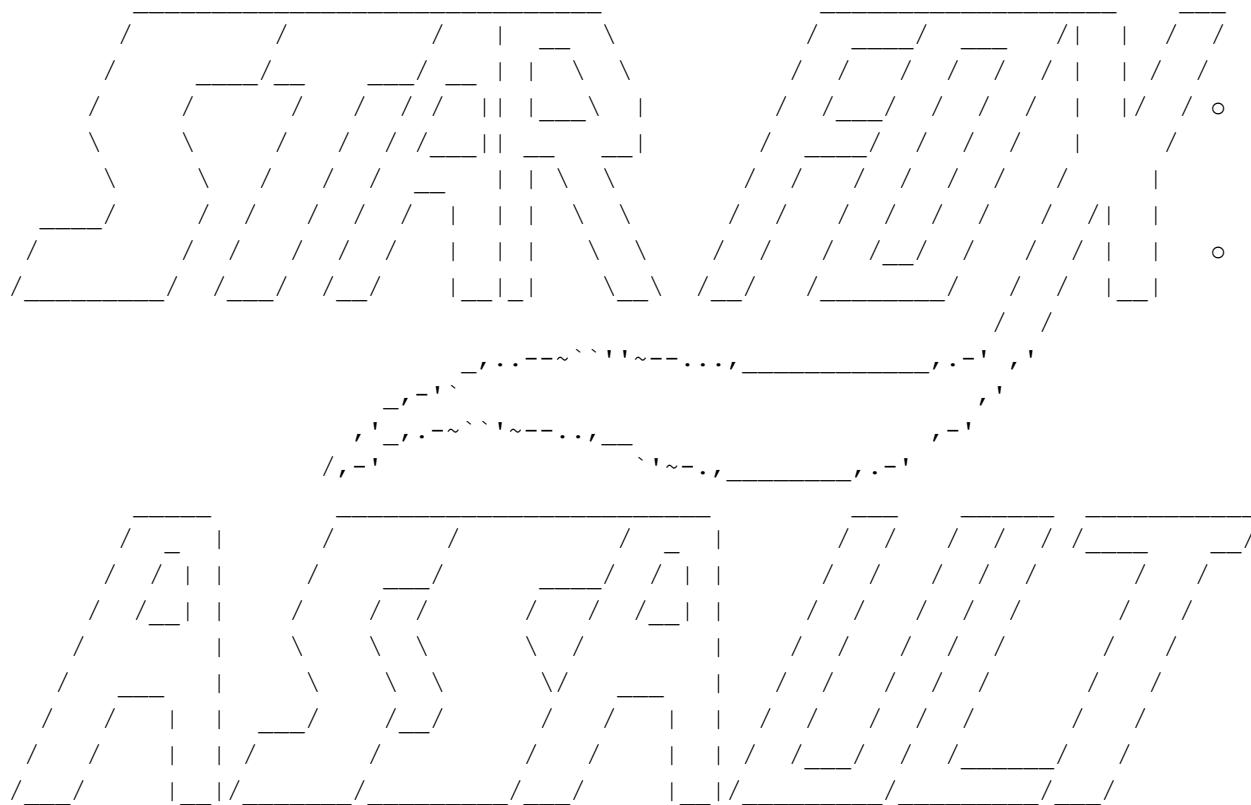


# Star Fox: Assault Pilot Guide

by HAXage

Updated to v2.0 on May 14, 2007



Searching for target...

Target acquired. Reading database.

You are browsing HAXage's Multiplayer FAQ for Star Fox Assault, beginning here.

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A Guide by HAXage to the Multiplayer Aspect of the Game, with Emphasis on the On-Foot Aspect

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This guide, like many before it, uses a CTRL-F system (or Command-F, if you're on a Mac, which I strongly encourage). The Table of Contents gives the key words for the different parts of the guide.

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----- Updates -----
----- updts -----
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Version 1.1: Started the FAQ. Did you know I'm obsessed with Falco? And Homing Launchers.

Version 1.2: Updated things in Weapons, made small edits and changed the overall structure. I'm bored. Go somewhere else.

Version 1.3: Updated ASCII to a (slightly) better version. Gave more credits. I sure didn't know that SFA was not an acceptable topic in Science. Also, my friend hid01 kept (accidentally) giving me away... "Wow, that's good, Nick!" Meh. -\_-

Version 1.4: Updated ASCII to t3h pwn1n6 d3s16n. Oh yeah. Made small edits. Added more stuff on Wolf.

Version 1.5: Updated random stuff. I like pancakes.

Version 1.6: A little too early to say yet, but I think this FAQ is done except for the small random fixes - I updated the ASCII to what I think is the best design yet, and done little other things.

Version 1.7: Updated... How to Ride a Landmaster! Updated false info on Wolfens. Interesting that it was the same friend that told me a) you can't ride LMs and b) that Wolfens will "make riders fall off" if the person boosts.

Version 1.8: Small stuff that was either incorrect or sounded stupid.

Version 1.9: Oh lord. Huge typos. Neeearly there...

Version 2.0: Yes! 'Tis finished! And my other one begun. Oh yes, if you want to mail me about something, then you can still do it. I just won't change the version, but I'll add your suggestion.

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      /-----\
----- Legal Stuffs/Contacting -----
----- lg1cntct -----
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This guide is copyright Nick Miskey (2007). Well, no, it's not copyright, but I'll say it is just for the purpose of saying "Do whatever you want with this guide, just don't post it on another website and claim it as your own." Star Fox: Assault is copyright Namco. The Gatling Gun is copyright Richard Gatling (no, I'm serious) and the sky is copyright God, which is... never mind.

For contacting purposes, my email is canadalaizer@hotmail.com. No, I am NOT interested in spam or viruses, nor do I enjoy pornography. So don't send me any. You can send constructive criticism, but emailing me something like "OMG U

SUXX0R5 U R LIEK TEH NOOBLET" will get you ignored.

This FAQ assumes you've read the manual.

Questions:

Q: Why aren't the strategies for different maps here?

A: I don't think there are specific strategies for different maps, I think people adjust their style to whatever maps and characters, not to mention weapons, they like best.

Q: I want more stuff on vehicles. Why don't you have that kind of thing?

A: This is a guide centered on Pilot (on-foot) only. I do have little things for vehicles, but huge strategies aren't the things you should expect.

Q: Does this guide support AR (Action Replay) or any other cheat devices?

A: No, because ARs are only for fun, fake little things in the game. I don't support them also because I don't have one. T.T

Q: I think <insert character> is better than <insert other character>.

Why don't you have that put down?

A: It's my opinion I'm going on. You can email me with yours and I'll put it at the bottom of this FAQ, but it won't change mine.

Q: Do a barrel roll.

A: No. Shut up.

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----- Character Guide -----
----- chrtrgd -----
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The characters of Star Fox are deeply rooted in Nintendo history. Every Star Fox player will recognize Peppy Hare's infamous "Do a barrel roll!" and Slippy Toad's "Owowowowowch!". Falco's lines such as "Hey Einstein, I'm on your side!" and Fox's "Say your prayers, Andross!" are all famous. However, that's just the small side of them all.

Most new players choose their favorite character when playing SFAssault, and learn their strategies and their numbers. But if you started off like that, you may never have given some of the better characters a chance. Try them now...

All characters have a green square in their vision with four small dots inside. This is your auto-aim. The green dots show what you'll hit if you hit A. Whatever is inside the dots will be hit.

When your square turns red and there is a small rotating circle inside it, even if you are not perfectly aligned with the object your auto-aim will hit it no matter what. However, the object has to STAY in your auto-aim for it to be hit. It will not "home in" in the air.

There is no difference between a 3 stat and a 4 stat in the vehicle auto-aim ratings.

The formula for health is  $28 + (\text{the number of health stars} * 4)$ .

Fox McCloud

Health:  $3/5 = 40 (28 + [3 * 4])$

Speed: 3/5

Jump: 3/5  
Auto-Aim Size for Pilot: 4/5  
Auto-Aim Size for Landmaster: 4/5  
Auto-Aim Size for Arwing: 4/5  
Auto-Aim Size for Wolfen: 2/5 (not shown)  
Special: None  
Total Stars: 25

Fox's got good ratings in vehicle stats, but nothing maxed out and no speciality. Well-rounded character.

Falco Lombardi  
Health: 1/5 = 32 (28+[1\*4])  
Speed: 4/5  
Jump: 3/5  
Auto-Aim Size for Pilot: 3/5  
Auto-Aim Size for Landmaster: 2/5  
Auto-Aim Size for Arwing: 5/5 (MAX)  
Auto-Aim Size for Wolfen: 2/5 (not shown)  
Special: None  
Total Stars: 20

I like Falco. Good Arwinger, fairly good Pilot with high speed if you don't like the cheapness of Wolf.

Krystal  
Health: 2/5 = 36 (28+[2\*4])  
Speed: 3/5  
Jump: 3/5  
Auto-Aim Size for Pilot: 3/5  
Auto-Aim Size for Landmaster: 2/5  
Auto-Aim Size for Arwing: 2/5  
Auto-Aim Size for Wolfen: 1/5 or 2/5 (not sure)  
Special: 2X Barriers when she dies  
Total Stars: 16/17/18 (added 1 for special)

Krystal is incredibly underrated. Auto-aim doesn't matter if you're a good player, and neither does health. Just like Falco. :D

Slippy Toad  
Health: 4/5 = 44 (28+[4\*4])  
Speed: 2/5  
Jump: 4/5  
Auto-Aim Size for Pilot: 2/5  
Auto-Aim Size for Landmaster: 5/5 (MAX)  
Auto-Aim Size for Arwing: 2/5  
Auto-Aim Size for Wolfen: 2/5 (not shown)  
Special: 2X Charge w/ Blaster  
Total Stars: 21 (added 1 for spec.)

Slippy, on the other hand, is overrated. Health doesn't quite matter if you're staying in a Landmaster, and low speed + low pilot ratings = not quite good. Still useful for some people.

Peppy Hare  
Health: 2/5 = 36 (28+[2\*4])  
Speed: 1/5  
Jump: 5/5 (MAX)  
Auto-Aim Size for Pilot: 4/5  
Auto-Aim Size for Landmaster: 3/5

Auto-Aim Size for Arwing: 3/5  
Auto-Aim Size for Wolfen: 3/5 (not shown)  
Special: 4X Charge w/ Blaster  
Total Stars: 22 (added 1 for spec.)

Peppy's a good character. You don't have to have lots of health to survive if you're a good jumper, and he has good stats for vehicles. His 4X Blaster can take out a tank before it even can touch him, and he can jump over them.

Wolf O'Donnell  
Health: 5/5 (MAX) = 48 (28+[5\*4])  
Speed: 5/5 (MAX)  
Jump: 3/5  
Auto-Aim Size for Pilot: 3/5  
Auto-Aim Size for Landmaster: 2/5  
Auto-Aim Size for Arwing: 2/5 (not shown)  
Auto-Aim Size for Wolfen: 5/5 (MAX)  
Special: None  
Total Stars: 25

Wolf is broken. Broken is a gaming term meaning so powerful nothing can stop him or it. Maxed speed and health allows him to get to items and vehicles quickly, and huge auto-aim in a Wolfen means lots of power. Lots.

Now for strategies for characters, and my opinion.

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----- Character Strategies -----  
----- chrtrstrt -----  
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In this section you'll learn my opinions on characters, what their strengths are and what their weaknesses are. I list their strategies in the order of goodness (how good the character is, in my opinion and how useful they are).

-----#1: Wolf O'Donnell

Yeah, I know. He's a wolf. He's cool. He runs fast and has good stats. But honestly, people, is it a good game if you 5-0 or 10-0 someone because a) you survived their Sniper shot or b) you got to the Gatling Gun before they did? No way. It's not fun for either person (er, if you're a ego-winner maybe).

Wolf's broken because, in my opinion, he has a maximum in the best stat, Speed. He really doesn't have any weakness. He can't be killed by a Sniper if he's at full health, and he can get to things faster than anyone else and deal HUGE damage from the security of his Wolfen. More stats higher than 3 than any other player. How does that sound?

On the other hand, he does have some failings. On Zoness, for example, a wrong tap of the control stick will send you plummeting to your doom. And if you're on Aparoid City and someone's attacking you near the edge, his roll is so huge that he could go right over.

But how many people play near edges? How many veterans tap the control stick in the wrong direction, knowing their life is at stake?

Exactly. Wolf vs. Wolf is fun, sure, but do anything else and you're mocked for life. Between me and my dad (who does play games and kicks the heck outta me) Wolf is off-limits. If someone chooses him, so does the other.

Wolf is perhaps a good chance to give someone new an even footing. The handicap, let's face it, doesn't really help, so Wolf might be a good choice for the newbies who don't know how to play as well.

Although it does show you why Demon Snipers were created. :D

-----#2: Peppy Hare

Oo. It's the Fuzzmeister. I know TONS of people who mock Peppy, saying "Oh, he's slow. He doesn't have health. He doesn't have good vehicle stats and he wastes his special on his best auto-aim stat."

Now part of this is true. He is very slow, he does not have much health, and he does waste his special when his best auto-aim is Pilot. This is why I like him.

Health. The one stat that is INCREDIBLY overrated. Health is not important when the weapon that takes the most skill to use can kill in one hit. (Sniper.) Sure, if your opponent has a Machine Gun it's important, but in situations when your opponent is chasing you, strafing all the way, you can just jump over them, whip out your Gatling and a barrier, and turn the tables. You can waste your opponent's entire bar of ammo just by avoiding them, and then they're at your mercy. I swear that massive jump is as good as a roll.

Speed. I'll admit that speed is important. When someone's got a lock on you and you need to escape, what do you use? You run. When someone's trying to get to a Demon Sniper/Missile Launcher before you, what do you need to do? The usages of speed are endless.

However, in places like Zoness and Inner Sargasso, or places where Landmasters are aplenty, you don't need so much speed. Tanks outrun everyone and you'll just fall off in Zoness if you have high speed, and it really is irritating when you're getting things in the top level of Inner Sargasso and you run off the edge.

Also, did I mention Peppy's jumping ability? He's the only character that can jump OVER a tank. 4X charge hurts a lot more when your opponent's in a Landmaster and can't touch you with shots or running-over, and doesn't get invincibility.

You might not have given Peppy a chance. Ever. Just don't get caught in open spaces with him (Sauria's a bad choice for Peppy IMO) and only use the charge shot when you're sure it'll kill. Try him out! You may find that his ratings are better than they look.

-----#3: Falco Lombardi

Yes! The coolest member of Star Fox (IMHO) also is the second best (usable) character! Many people consider him the worst, which brings tears to my eyes. Read this to find different.

First of all, Falco has speed. If you don't wanna use Wolf Falco's an excellent choice, since some people discourage brokenness. Low health is also what makes people say "Ew." Remember what I said? Health is overrated. And if you're in an Arwing, which is Falco's best stat, it's even less important.

This bird can make use of his speed. Like heck. Just because he has low health doesn't mean he's vulnerable to Homing Launchers, Missile Launchers and such; he can just run out of the way. The number one basic strategy of SFAssault is to KEEP MOVING, and high speed helps you out. Getting to an Arwing fast as

possible is a HUGE advantage.

Pilot-Only, on the other hand, is a different matter. The largest auto-aim for Pilot is 4 (shared by Fox and Peppy) and a 3 stat is not that bad, even though it sounds like it. High speed doesn't hinder him either, and his signature weapon, the Homing Launcher, is dangerous with him. Pop up to fire and hide in the shadows! Gatling/Machine guns are useful too.

His only flaw is that in a Landmaster, he's awful. With a myriad of weapons due to his speed in Pilot (and maybe invisibility) it fades slightly due to his low auto-aim. He can't be as effective with 1 weapon and less auto-aim.

You probably haven't even tried Falco if you've been playing for a while. Try him now, after you're familiar with all the stages and weapons, and you'll shine.

-----#4: Krystal

>\_< Oh please, do I HAVE to go into the detail that encompasses the non-gaming side of Krystal? Sadly, she's most likely Nintendo's biggest sex icon. Freak out all you want.

Let's just ignore that little blurb and go right into strategizing. Krystal is incredibly underrated, as I said before. Low stats, nothing higher than 3, and a special that people say doesn't really help. I consider all those players n00blets.

So the vixen has low stats. Health - duh. Speed isn't too bad, jump is standard (you can't have lower than 3, it's mandatory) and vehicles suck. This, however, is not as important for veterans, since they can aim better after years of practice. Also, the most important weapon in Pilot does not require auto-aim. She's also a useful sniper due to 2X Barriers.

Also, Krystal's a good Pilot against someone with the same speed or lower. Doubting me? I know a Krystal vet who beats me 10-1 in Zoness and Inner Sargasso. My dad uses her pretty well in Sargasso too.

On Handicaps, her powerful nature melts away. 2 barriers will be used when she's at 1 health, and in vehicle-only matches her special isn't useful and her auto-aim stats are bad. Invisibility is also bad for her, as barriers will let you see her when she's invisible.

However, if you've played for a while and think you're pretty much t3h pwnz0r463, try her out. You might be surprised what you can do with... I'm not going to finish that sentence, as it might be taken out of context. >.< to the max.

-----#5: Fox McCloud

The leader of Star Fox, killer of Andross (he killed him three times, XD) and Krystal's boyfriend. The ol' fox has some skills, but not quite enough to make him a worthwhile player.

Fox has no special, mediocre speed and jump, and decent stats in vehicles. However, his weakness is that he has no speciality and no weakness, he's so well-rounded. Ok speed means not too great chance of getting to weapons, or vehicles.

He does, however, do pretty well in vehicle-only. He doesn't have to use jumping power, or health, and he doesn't need speed either. He's not so great

in Wolfens, but that doesn't really matter because only Peppy or Wolf should be using them to do something either than get away. Arwings are the best vehicle IMO.

But if you can't have a character that suits your needs in one area, how well do you do with one that moderately suits your needs? It doesn't work. If you like having high speed and like vehicles, go Falco. If you like high jumping and someone good with Pilot, go Peppy. If you like sniping, go Krystal. If you like being all-rounded, go Fox.

But who likes being all-rounded?

Fine, you can try him, but just don't expect to get very far.

-----#6: Slippy Toad

The basket case of the Star Fox team. People have questioned his gender (which is stupid, it refers to him as a HE in the manuals) because of his high voice. (Don't fall in Zoness with him. Just don't. It hurts my ears.)

The first thing I noticed while testing Slippy is that he didn't have much of a difference between Peppy's slow stat and his 2 in speed. It kind of wastes a stat, and sacrifices 1 jump for 1 more speed, which hinders him.

Yeah, he's got the largest health apart from Wolf. Pfft. I still say that Snipers are the weapons that really matter in Pilot matches, and Slippy has \*just\* enough health to be... killed. Killed. By a Sniper.

His 2x special charge rate is wasted as well, he's got a 2 rating in Pilot and can't jump over tanks like Peppy can. (He can when he's running straight at them, but it's a desperate gamble and hardly helps anyway.) It's kind of useful when you're going AFTER someone in a Landmaster, but I say that Peppy's charge makes up for his speed. Since Slippy's speed is not much higher, it doesn't help him.

That being said, the frog can, to some extent, counter players with low health. I know it's overrated, but not so overrated that it doesn't matter (since 8 gatling bullets kills Falco). If you can use his skill in a Landmaster to your advantage (you'd have to be REALLY pro to do that with such low speed) combining it with high health, you're on your way to being able to use him.

I dunno, I'm not much for Slippy, but if you really like you can use him. I just wouldn't use him 24/7. Although his taunts (see section genstrt) are the most annoying of everyone and he can REALLY rub it in with his win screen.

Now, onto the list of weapons!

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-----      Weapon Guide      -----
-----      wpngd              -----
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There are a TON of weapons in this game. They're all awesome in their own way, and you can use each of them to your advantage if you know their correct information.

This guide only covers the Pilot weapons, 'cause this is a Pilot Guide. For those of you who watch OLN, get it? Pilot Guide? It's funny...



There are a few firing rates: Slow, Decent, and Fast. The speed of the weapon is split up into Slow, Medium, Fast, and Near-Instant. The auto-aim is None, Lock-on, Normal, Large, and Huge. Range is Close, Normal, Far, and Infinite.

The assumptions made are that the machine gun bullet does 1 damage, and that allows you to calculate the damage for all the other weapons. So, we'll start with...

#### Blaster

Max Ammo: Infinite

Pickup Ammo: N/A

Firing Rate: Decent

Laser Speed: Medium

Auto-Aim: Normal

Range: Normal

Damage:

Uncharged = 4 damage

Charge level 1 = 8 damage

Charge level 2 = 12 damage

Charge level 3 = 16 damage

Overall Rating: 4/10 (7/10 for Peppy and 6/10 for Slippy)

The blaster is the weapon you're going to use the most, most likely. It's the weapon that everyone starts out with, it has infinite ammo, and can shoot charge shots if you hold down A. The color of the shot will turn green, then blue, then red. Red is the highest level of charge.

To give you an idea of how fast Peppy charges, you can just barely see his green level of charge when you hold A. It practically goes straight to blue, lingers there for a half-second, and goes to Red. Slippy's is a bit slower, but still pretty good.

#### Machine Gun

Max Ammo: 999

Pickup Ammo: 200

Firing Rate: Fast

Laser Speed: Medium

Auto-Aim: Normal

Range: Close

Damage:

1 bullet = 1 damage

Overall rating: 6/10

This is a cool weapon. Just hold "Fire" to unleash a hail of lasers. Fairly close range makes it a bit limited, so try to chase someone and strafe after them with max ammo.

#### Homing Launcher

Max Ammo: 99

Pickup Ammo: 10

Firing Rate: Slow

Shell Speed: Slow

Auto-Aim: Lock-on

Range: Far

Damage:

1 bullet = 12 damage

Overall rating: 6/10

I like the Homing Launcher. Hit someone with it and they get invincibility, but it's worth it when you can kill Falco with 3 shots and Krystal + Peppy with 4.

Devastating against Arwings/Wolfens, takes off both wings with a hit.

#### Sniper Rifle

Max Ammo: 99

Pickup Ammo: 10

Firing Rate: Slow

Laser Speed: Near-Instant

Auto-Aim: None

Range: Infinite

Damage:

1 bullet = 44 damage

Overall rating: 7/10

The Sniper is slightly broken IMO, as it kills everyone but Wolf in one hit and fires almost instantly. Sure, you need to be dead-on accurate to score a hit, but some pros use it so well that they don't even need to THINK about aiming. (I'm not one of those. >\_<)

#### Grenade

Max Ammo: 99

Pickup Ammo: 5

Firing Rate: Slow

Grenade Speed: As long as it would take you to ready and throw (accurately) baseballs in real life. (Generally. If you've got fast-twitch muscles, it's another matter entirely.)

Auto-Aim: None

Range: Normal (blast radius something like 30 meters)

Damage:

1 grenade = 30 damage

Overall rating: 5/10

Grenades are quite fun. You can cut the delay for the blast time by holding them (hold down A). It doesn't increase its power, but it makes it explode sooner. Very powerful, very large blast radius.

#### Sensor Bomb

Max Ammo: 10

Pickup Ammo: 5

Firing Rate: N/A

Bomb Speed: N/A

Auto-Aim: N/A

Range: Close (blast radius 20 meters)

Damage:

1 bomb = 20

Overall rating: 5/10

Hide these around corners. They do quite a bit of damage, and explode quickly when someone comes close. Bright red glow of set bombs means they're not very invisible, except on Simple Maps where there are red floors. That would be the area I would advise using them on, especially #3.

#### Missile Launcher

Max Ammo: 5

Pickup Ammo: 3

Firing Rate: As long as it takes for the first missile to explode.

Missile Speed: Slow

Auto-Aim: N/A

Range: 18 seconds in flight

Damage:

1 missile = 16 damage

Overall rating: 7/10

Missiles are VERY cool. You can hide in some random ditch or crack and guide the missile (it's a GUIDED missile, control w/ control stick). Remote-detonation is possible by pressing A while it's in flight. Good against Landmasters, and other pilots if you've got a safe spot to fire.

Gatling Gun

Max Ammo: 999

Pickup Ammo: 100

Firing Rate: Fast

Laser Speed: Medium

Auto-Aim: Large

Range: Close

Damage:

1 bullet = 4 damage

Overall rating: 9/10

The Gatling Gun. Widely known as the best weapon in the game. Kills Falco with 8 bullets (assuming you hit with all of them) and Peppy with 9. Strafe with this thing and you can take out... Landmasters, Arwings, Wolfens, Wolf, other Pilots... actually, there isn't really anything that should be staying stationary against a GGun, is there? ^\_^ Obviously its drawback is its low ammo and seldom appearance.

(Fireburst) POD

Max Ammo: 1

Pickup Ammo: 1

Firing Rate: N/A

Grenade Speed: N/A

Auto-Aim: N/A

Range: Far

Damage:

1 grenade = 160 damage

Overall rating: 6/10

PODs are quite fun, my favorite weapon. Once you pick one up, you run around carrying it, then press A to set it. Once you have... well, you run like a bat out of a very hot place where bad people go. It shoots 75 grenades straight up and scatters them all over the place. Each is a 1-hit kill, and it'll do 800 damage to a tank. No, I'm serious. However, it doesn't discern friend from enemy, and if it's shot while on the ground, scatters its grenades, giving it less range. Still very fun.

Predator Rocket

Max Ammo: 3

Pickup Ammo: 3

Firing Rate: N/A

Rocket Speed: A little faster than a non-boosting Arwing.

Auto-Aim: Lock-On

Range: Infinite

Damage:

Not calculated as it's damage to Arwings, not Pilots.

Overall rating: 6.5/10

Surface to air missile. Once set, it shoots a laser straight up. Anything flying through this laser (Arwings, Wolfens) will be targeted. The missile will then chase after them, and man, are these things PERSISTENT. Hardly anything will shake them, and they do quite a bit of damage. Only 3 can be set per person, and if another one is set, one on the map will randomly detonate.

Demon Sniper  
Max Ammo: 99  
Pickup Ammo: 5  
Firing Rate: Slow  
Laser Speed: Near-Instant  
Auto-Aim: None  
Range: Infinite  
Damage:  
210 damage to anything  
Overall rating: 9/10

A REALLY souped-up Sniper Rifle. Will kill anything in one hit; Landmasters, Arwings, Wolfens, Pilots, Barriers. If someone's in a vehicle, they'll survive with 1 health left, and the vehicle will be destroyed. Less accuracy is needed due to "Ripples" around the initial laser.

Demon Launcher  
Max Ammo: 3  
Pickup Ammo: 3  
Firing Rate: Slow  
Shell Speed: Slow  
Auto-Aim: Lock-on  
Range: Far  
Damage:  
1 bullet = 210 damage (to Pilots)  
Overall rating: 10/10

This is a balance weapon. For an example, Player 1 is having a match with Players 2 and 3. It's a 3-point match, and Player 1 immediately gets up to 2 points. The player with the lowest amount of points gets the Demon Launcher. It's a bit more than a balance weapon really, as each shell kills with 1 hit.

Now, you know these weapons... but do you know how to use them?

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-----      Weapon Strategies      -----
-----      wpnstrt                -----
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There are tons of weapons, but if you don't know how to use them you're pathetically lost. Pitifully. Enough synonyms.

So I'm going to list the weapons (Demon Launcher not included) and how to use each of them effectively, with my opinion on each one. Let's begin with...

-----#1: Gatling Gun

Holy lasers. That just about sums up the GGun - with a tap of the Fire button this gun from heaven unleashes a hail of bullets that do 4 damage per hit. That's 400 damage in a single pickup. Can you say "Ouch"?

This is also quite cool against vehicles, seeing as it does so much damage. Destroys a tank in about 10 bullets, kills pilots in something like a maximum of 12 bullets (if they're playing Wolf) and kills barriers very quickly.

To use a GGun, though, you have to get the proper lock on your opponent. And once you have it, hang on like a starving pit bull. You do NOT want to lose that lock, it means losing your opportunity of a kill. You want to rush whoever you're going for, and tank right through 'em with your Gatling. This strategy

will probably get you three kills or so, if you have enough ammo, maybe 4 on Corneria.

Gatling support on an Arwing is also deadly. If your friend gets you on your wing, and you have a GGun, you can do a fly-by ground-strafe that will leave Landmasters destroyed, other Arwingers looking on in shock, and Pilots massacred.

It's a bit of a risky guarantee, if you don't have a fairly fast player it can be hard to keep that lock. On the other hand, if it's a face-to-face confrontation Peppy's jump and Krystal's barriers can be useful to keep that power on the foe without yourself getting owned.

Gatling Guns are a guarantee. GGG, you'll have fun with them even if they're not effective.

-----#2: Sniper Rifle/Demon Sniper

Whooh! Are these ever awesome. 1-hit kills to everyone but Wolf, and kill for anything with DSniper. They can be VERY annoying - you've got a POD, 25 grenades, tons of GGun, hundreds of Machine Gun ammo, 40 Homing Launcher, and suddenly someone snipes you and it all falls to nothing. Imagine that, and weep.

But I haven't told you the fun part - once you get PRACTICE with them, use them all you like to your advantage, and you'll get really good in non-Sniper Showdowns when you know where the Snipers are in each level and how to use them.

Interestingly enough, they're useful if you suddenly find yourself face-to-face with your opponent. No one likes a quick-draw Sniper Rifle - you can instant-fire by hitting X and A simultaneously.

While riding Arwings/Wolfens it's useful too, if you're a very good aimer you can pluck someone right out of the air. Just get to a place where a) you have invisibility and/or b) you have a barrier, plus c) you're out of the range of most weapons. You'll be able to see just about everything.

Oh yeah, did I mention that on Katina there are these huge mushrooms outside of the outpost, to the north? You can get on them with an Arwing or Booster Pack/Landmaster, and it's out of range. You can see just about everything on Katina except the south side. These are on Titania too, or sort of. Large rock formations on the outside of the base, though I don't know what direction they're in and they're less spread out and lower areas than the mushrooms.

If you're being mushroom sniped, stay on the south side, pick up a GGun or w/e, get an aircraft, and go get 'em. Ultra-cannons don't hurt either. He'll be vulnerable, assuming his vehicle's gone.

You need a LOT of practice to use Snipers, but it pays off. Yeah, you can't move while you're zoomed in, blah blah blah. So what? If you can get on the offensive side, just keep your opponent dodging, all that practice will pay off. Big time.

-----#3: POD (Fireburst)

Hehehehe... you didn't actually think THIS weapon could go unnoticed? Oh man...

I just love these things. Heaven help me, but I do, and I LOVE them no matter what other people say. I wish the max wasn't just 1. :(

So, the basis is to run fast, and if you're Peppy just get a Landmaster to run. But there's a lot more to it than just running.

First of all, I've seen people hide Pods around corners and shoot them. This is not exactly the correct procedure, because Pods are NOT sensor-bombs. They have a different kind of timing; you can't just shove them in a little tunnel (Fichina or Corneria) and wait.

So, what do you do? You wait. You look at what your opponent does and where they go, and you set the Pod according to where they go. If it's Corneria, plant one on the blue building so they can't get the GGun. If it's Fichina, plant one near the Sniper spawn so they can't barrier and shoot ya. You can only use them effectively if you know your opponent's movement pattern.

Oh yeah, and about little tips and tricks with the things, you can put them on Arwings. This way you don't have to know where your opponent's going, just fly near them and they'll blow.

I suppose that SFA needed a nuke. Nukes seem weaker, however. ^\_^

-----#4: Missile Launcher

The same fly-by-wire missile that the US used to go after bin Laden. No, I'm kidding. These are a lot better, more accurate, but... less powerful.

They kill Falco in 2 hits. That's the first thing I noticed about them. And if someone's on the ground, they are incredibly easy to hit. That was the second. Unfortunately, I didn't notice the third because my dad killed me with it. >\_<

Before you fire each missile, make sure you check your radar. Your opponent could be waiting with a Sniper just around the corner, and you're vulnerable while you're firing it. But who cares, when you can demolish anyone with just a few well-aimed shots?

Oh yeah, and a direct hit is not necessary due to "splash" explosion damage. So even if someone's jammed in a crack where you can't POSSIBLY get one in, you can blow it up outside.

Think you're wasting your missile? Press A to remote detonate it. You can detonate if you slightly miss your opponent while in flight, instead of flying past it'll blow them.

So if you can use 'em, great. You don't need as much practice, and you can fire them from a ship wing or nose or whatever. They're a little cheap, but not quite enough to make them unusable. Get them whenever you can, after you know where, and your game'll be made a lot better for it.

-----#5: Homing Launcher

A homing missile! Lock on and fire. They go far and do quite a bit of damage, and can take off both Arwing wings if they hit in the middle of the ship.

This is Falco's signature weapon, and I must say, he is very good with it. If you can deliver shots on the run, retreat and beat at the same time, you can use the launchers well.

My dad is an absolute MENACE with the things. For some reason, once he has a lock on me he never gets it off, even if I duck behind a wall. He has 207 kills with a launcher to his credit, about 50% of his kills.

On places like Aparoid City, where there's a lot of ground but all the items are in the middle, they're devastating. You can get on one of the outer platforms

and return fire.

Homing Launchers have an extra perk - they deal splash damage like missiles. This means that if someone's hiding around a corner, you don't have to wait for them to come around, you can fire and the splash damage will hurt them even if you're not locked on.

These are devastating when you're fighting other Arwings and riding your own. Like I said, they deal lots of damage and threaten to take off wings as well. Landmasters, while hovering, are damaged heavily by them as well. Although they give temporary invincibility, they're not too limited against other Pilots, since they have moderately slow fire.

They're quite underused, but I like them because they don't require much skill to use. Don't we all enjoy that?

-----#6: Grenades

That's right folks, press the fire button and throw. Hard.

I really think grenades are better than people make them out to be, since they do lots of damage, have a huge blast radius, and can be chucked just about anywhere.

However, there is a technique to using grenades that you probably have to know about. They will go as far as a Machine Gun, so test the range out first before you throw (if you can).

Also, did I mention that it's nearly useless to throw just one at a time? You have to throw about five at once for them to have any effect, since one grenade is going to be seen easily. Five grenades, however, is more like a massive cluster-bomb.

The arrows in your sight marking your aim for the grenade don't have much effect, since you can throw one at the floor and it'll bounce off the level you're on.

Yes, you can put them into the elevator, which in some ways is even more effective than Sensor-Bombs. Larger explosion radius means more power for hitting.

Learn how to use them, and it'll pay off, just like so many other weapons. Grenades really do take skillZ to use, but you'll get a big payoff out of them.

By the way that's a capital Z in SkillZ, NotePad kinda messes it up.

-----#7: Machine Gun/Blaster

I cannot decide which is better, so I'll cover them both.

The Machine Gun is like a downgraded GGun (or is the GGun an upgraded MGun?) Per 1 bullet is 1 damage, which means that 200 damage is in each pickup. Quite cool when you're strafing all over the place, and although it can't kill as fast it can be devastating versus some slow runner who doesn't know how to dodge.

The Blaster, on the other hand, is another matter entirely. Uncharged shots are 4 damage, and although it can't fire as fast as the GGun it's still useful when you're owning all the Homing Launcher n00bers with it.

Charge shots are cool, especially when you're Peppy and dismantling a tank with

Red level charge. Peppy can fire a green shot once about every 1 second, meaning... uhh... 8 damage per second? Yikes.

Charge shots are useful for Pilots with low health only, unless you actually can duck behind a wall after you fire to get rid of the invincibility.

Use 'em! They're cool! Blasters are better than you think.

-----#8: Sensor Bombs/Predator Rockets

Sensors first.

Generic land mine. You set it, then you run, and anyone who comes within 6 meters gets blasted with a 20-meter explosion.

You can hide these around corners to great effect. Since 2 of them kills Falco, Peppy, Krystal, or Fox, you can put them up stairs where no one will see. (The camera zooms up when you're on stairs, so no one will see.)

However, you can only get 10 of them at a time, and they don't discern friend from foe. It makes it a bit limited when you've scattered them all over the place, waiting for your opponent to come around, and you step on one yourself. And if your opponent does see them, they can shoot them with their blaster to blow them up prematurely.

But I don't discourage them, 'cause they're cool spy weapons. Land mines... come on, it's cool.

Now for Predators...

Surface-to-air missiles are always cool. No one likes a missile that's as fast and faster than an Arwing, and they do quite a bit of damage. You can put them on your own ship and ride around, trying to catch the opponent off-guard. Wolfens are best for this, 'cause they're faster while boosting.

However, one of the drawbacks is that the laser beam which detects enemy presence is very easy to see. You have to put them in a surprise location for them to have any effect. To maximize Predator usage, put them right in front of a parked Arwing/Wolfen. No one short of a very impressive pro will be able to get out of that.

Like Sensors, they can be destroyed by shooting them. Any Predator that's shot explodes with the blast area and power of a Homing Launcher. This means if someone steps near, you can whizz by and blast them for 10 points of damage!

Just be really, really tricky with these and they'll work well. And for a reason that Namco must have overlooked, you can get them in Zoness in the Random Weapon spawn. >\_>

Now, onto the strategies of SFAssault!

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----- General Strategies -----
-----          genstrt          -----
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So you think you're a pretty good player? You think you got the power to survive 1-on-1 with the best gamers in the country? You might have to think again.



There are so many things that come out of Assault that have to do with strategies. Are you going to hang around the place where you know your opponent is, if they have a Machine Gun and all you have are Sensor-Bombs and a blaster? Of course not. Do you want to play around the area that your opponent's in a Landmaster if you don't have a GGun? Duh no.

But there's a lot more to it than that...

#### -----#1: Effective Ammo-Using

You probably know this basic principle, but still it's important. People tend to forget that weapons have ammo, and if you run out you might not necessarily be able to get to the health or the same weapon spawn in time. So how do you conserve it?

The answer is quite simple; you wait until you're absolutely sure that you're going to hit your opponent. If you think they'll come around the southeast temple on Sauria, wait until you actually see them doing so, checking your radar all the time. It's not a 100% guarantee, but it works most of the time.

Also, most plans that say "Hang around the \_\_\_\_\_ spawn" (insert favorite weapon) do not work. In theory, if you stay near the good weapons (Gatling, Sniper, etc.) you'll get lots of them and when your opponent comes along, you can kill them. But it's not quite like that.

On maps, there is a set amount of weapons that can be there at any time, and a set amount that there is at the start of the level. Taking less weapons than the maximum will make new weapons spawn somewhere else. So, if you just hang around the \_\_\_\_\_ spawn somewhere, it won't work unless your opponent goes whizzing around the level collecting items. And if they see you doing that, they'll catch on and just come to wherever you are - and all your chances are gone.

Back to the subject.

If you lose ammo, you don't have to waste the rest of it. 12 Gatling bullets does more than you think, and yet I've seen some just waste their last bit of ammo because they think it won't serve them. (I confess that I have done this.) It amazes me how many shots are wasted; when you think that the Machine Gun has the power to kill Fox 5 times with just a single pickup. And what do people do? They waste their ammo needlessly. The Gatling Gun can kill Fox 10 times with one pickup! The Homing Launcher kills Falco three times and damages him one half of his health again! The list goes on and on.

So when your opponent's running from your GGun wrath in a LM, don't go haring after them if you've got a slow character that won't catch up and won't hit with every... single... bullet. Conserve! Pick up! Use wisely! As Peppy says in Mission 8, "Don't waste a single shot...".

#### -----#2: The Radar

It's obvious. It's a radar. The dot in the center is you, the markings are Arwings/Landmasters/Wolfens, and the other colored arrow is your opponent.

But... if you press the D-pad (four arrows, up, down, left, right) left or right you get a small in-game map that shows the (basic) layout of the area. You would be amazed how many people do not know about it, even people who've played a fair amount.

This radar is unused by many people and ignored by far more. Imagine, for a

second, that you have a perfect idea of where everyone is in the world. You know where everyone, absolutely everyone is, what they're doing, where they're going, and how close they are to you. (Kinda like the Marauder's Map in Harry Potter. >\_>)

That's something that is somewhat like the radar. A single glance will tell you where your opponent is, how to get there, and where they're going (with the minimap, not basic radar).

If you see advantages to this, good. You're a human being. If you see MORE advantages to this, you're quite bright for a human. If you know now how to use your strategy so that it molds around your opponent's, great. Counter them all you can.

I don't really advocate telling people specific strategies for each place and how to use things... for example "When your opponent is hiding in the elevator shaft in Zoness, stay out of vision and chuck a few grenades in it..." That sounds like a cooking show, the chef tells you what to do.

My way is: You tell everyone what something is and to use it often, and then you give them a basic idea of what to do. The player's own strategy will take shape, and I say there is no "best" strategy but your own.

#### -----#3: Weapon Stashing

So, you picked Falco. You've got high speed and lots of power in an Arwing to back it up. You go whizzing around the place looking for items, and find tons. Then your opponent kills you.

Does this sound like anything you've experienced? WE HAVE AN ANSWER!

\*cue advertisement-like music\* Now, with HAXage's guide, you can experience for yourself the satisfaction of saving up those weapons AND USING THEM EFFECTIVELY!

Ok. Now when you're playing somewhere like Titania, where the weapons are many but spread out, it's a whole different mindset than something Aparoid City or Katina, where they're concentrated in the center. In Titania, there are places you can hide. You can dodge, duck and run into tunnels. You can avoid shots. But your opponent is going after you too.

Remember that. You're not the only player; and your opponent is going to follow you if they get on the offensive side. The offensive is a big importance in SFAssault. If you can keep attacking your opponent with Snipers so that they can't do anything but dodge, it screws up their strategy completely. You can't attack back if you're under attack; just like chess. If you're in check, you have to move your king. You can't attack back.

So what you do is don't overdo on the pickups. Just pick enough up to keep you alive. And USE IT WELL. USE IT WELL, and just for laughs, use it well.

#### -----#4: Usage of Taunts

Taunts: just about every game in 3d has them. In SSBM, press the D-pad to taunt. In Double Dash it's available too (can't remember what button). It may not seem any good, but it can be very useful indeed.

To taunt, press Z while you're not near a vehicle. Your character will say something unique to the situation (to be precise, what character it is, and after you've killed someone). Each character has a normal taunt, and a taunt

for right after they've got a point.

Here are the characters' normal taunts:

Fox: Now it gets serious!

Falco: You wanna piece of me?

Krystal: Here I go.

Slippy: TOADS AWAY!

Peppy: Whoo! Guess I'll give it a shot. (longest taunt)

Wolf: I'll take care of everything.

After you kill, while the "You Defeated" sign is still being displayed, you can press Z to wield a different taunt from normal.

Fox: Bring it!

Falco: This... is too easy!

Krystal: Try me.

Slippy: Hey! Over here! (says while mooning the screen o\_O;;; most effective)

Peppy: Something wrong?

Wolf: Hah! Is that all you got?

Taunting does not help you in-game, but it infuriates your opponent. This is the ONLY use for it. No, it does not influence the amount of ammo on the map, or upgrade your radar, or fill your ammo bar, and it does not have a secret use, despite what people say. I've heard some pretty funny rumours about taunts.

But the only actual use for it, is to do it in the most annoying situations for your opponent. When that happens, they get annoyed, and make mistakes. And if you make mistakes when you're angry, you get more angry. >\_<

So, if your opponent's running for a Landmaster and it disappears three seconds before they get there, use your taunt to rub it in.

I think this'll say enough.

Player 1: Grr... LANDMASTER GONE!

Player 2 (as Slippy): TOADS AWAY!

Player 1: \*killed\* ARGH!

Player 2 (as Wolf): Ha! Is that all you got?

Player 1: Gotta get to Ggun... ACK! \*killed by Sniper on roof\*

Player 2 (as Peppy): Something wrong? \*needling\*

Player 1 (as Wolf): YES! Gotta Wolfen... aw man... \*shot down and killed by Arwing-Riding Ggunning Falco\*

Player 2: This... is too easy!

Player 1: You can never beat me...

Player 2 (as Krystal): Here I go.

\*Player 1 dies to barriers and sniper shots\*

Player 2: You're not ready yet... \*winscreen\*

Fairly obvious. Use it in whatever situations you find best, and it'll pay off.

-----#5: Booster Packs

Yup. That's right, the little purple thing you pick up and can suddenly FLY! o\_O  
You can see a little yellow bar below your point count? That's your Boost Meter.

The Booster Pack can fly as long as the meter is full or has some stuff in it. It recharges automatically, so don't worry about wasting anything. But there are situations, like in everything else, that you have to know NOT to know when to use it. Hell, if that wasn't complicated.

But there are situations when you can use it and situations when it's best not to. It makes a very handy dodging machine if your opponent's got a Ggun trained on you - just fly up and start getting them with Homing Launchers.

However, when are you going to use it the most? If you're in a place with lots of levels, or somewhere with lots of buildings. Zoness, Inner Sargasso, Titania, Corneria, these are all useful places to have the Pack. Now, are you going to use it the same way in a wide-open space like Sauria, Fichina, Katina, Aparoid City? No wayz.

I'm not saying the Pack is not good in these areas. It's great fun and awesome for dodging stuff. But in Inner Sargasso you can use it not only to dodge and have fun, but to get out of firefights and travel. Just escape by flying up to the next level.

In Zoness it has the use of letting you travel. With Peppy you can go across the entire level faster than Wolf with no pack. It also lets you boost across gaps. In Titania you can use it to fly up the spires. Corneria has the same use (in theory).

But when you DON'T want to use it is when your opponent's expecting you to. Snipers counter Packs quite ouchily (if that's a word). If someone's falling, they can't do anything, and the Sniper can just set up and wait for the player to fall into their sight. If you're in a situation where you're being sniped, you want to stay low; you've got more mobility that way. That sounds weird, but it's true.

You can also coast while flying. Just press Y to jump off a ledge or whatever, and then press it again to cancel it. Once you're falling free, quickly press Y again to coast in. This can get you across just about any gap, if you know how to do it correctly.

Learn where the Booster Packs are in each level, and you'll be able to stall your opponent all the way. And do Booster Pack Brawl for TONS of fun.

-----#6: Complete Ownage

You ever played the card game Hearts? If you have, you'll know that there's a strategy known as "Shooting the Moon". It gives everyone else 25 points, and you get none. Complete ownage, if you can get it - it consists of getting every single card.

You play Pokemon (competitively)? If you do, you'll know that there's a move called Belly Drum. It cuts your HP in half, but maximizes its Attack. This sounds bad in theory, but if you can get a fast Pokemon that knows it, you can own everything on your opponent's team.

The game is not important; the idea is the important thing. It's complete ownage, if you can possibly make it work. There aren't many things like that in SFA, but some things can take the effect.

A strategy I developed is, in a 3-point match, pretend you're a newbie and let your opponent immediately kill you twice. Then, the second you get the Demon Launcher, murder 'em with everything you can get. This is risky, but it gets the win - an amazing comeback from the last point left. (See my Effective Ammo

section for guidelines on how to kill with every shot.)

You can do the same thing by setting yourself a little challenge, just to prove you're t3h pwnz0r5. Only use a Sniper, no matter what other weapons you pick up, and forget your blaster completely. Only use Sensor-Bombs. Only use the charge blaster... the list goes on and on.

If this all works and you win with 5-1 or 5-0, you get an awed n00blet running after you begging you to train them pl0x. If it doesn't work, you're laughed at (a lot) and everyone disowns you as a complete idiot.

So what's the catch? ^\_^

Personally, I don't care. It's sorta like a winning deal - even the loss doesn't count. It's not a record (well, it kinda is) on your losses, and no one cares. It's a VIDEO GAME, for stuff's sake.

First strat: Demon Loss, the trick I use (sometimes).

Second strat: Only use the uncharged blaster. Gatling gun wanna-be, no rapid-fire but same damage.

Third strat: Pick Krystal and only use Arwings/Wolfens.

Fourth strat: Don't use barriers.

Fifth strat: Put your opponent on High Handicap and try to 5-0 them.

The list could go on, but I'll just put it right there. You people have good imaginations (I hope, lolzza) so you can think up your own.

-----#7: The Battle Triangle

This triangle was patented by my friend TheUnruly1 (he's on GameFaqs too, he's the Krystal vet mentioned in the character strategies) and after testing it, I must say that most of the time (and that's a big most) it is true. This is it.

Pilots > Landmasters > Arwings > Pilots.

Pilots > Landmasters. What is the best weapon in the game IMHO? Ggun. Arwings and Wolfens are rather hard to hit with it, but it wreaks havoc on Landmasters. They take quite a bit of damage, and I conclude that they look sturdy (1 more hit point than Arwings) but are destroyed, in reality, rather quickly. Things do more damage to Landmasters, according to Strider4102's Multiplayer FAQ. The Pod alone does 800!

Landmasters > Arwings/Wolfens. Although Arwings are faster, they can't avoid lock-on shots as well as people think, it's rather like avoiding the Homing Launcher. The Arwing has 159 health in total. Guess what? 59 of that is for the wings, so 100 health is what really matters. An uncharged non-powered shot does 33 damage to it, so 3 shots would kill it going past the wing damage.

Arwings > Pilots. Ships are fast enough to avoid just about anything, and the Gatling Gun is rendered practically useless in the same scenario. The Homing Launcher is the one exception, it'll damage not only the hull but the wings as well if you get a decent hit.

I'm not saying this is true all the time. I'll admit that Landmasters do have the ability to run over (duh) which is quite damaging to Pilots, and Pilots, if they're very skilled, can get Arwings while hiding in things (Demon Sniper etc. can screw up stuff). But it's mostly true (in fact I do have a term for an Arwing killing a Landmaster with no damage).

So don't follow it always, but mold \*some\* of your strategy around it. You

shouldn't necessarily trash your Arwing if your opponent gets an LM (which I've seen someone who will remain unnamed do), and you shouldn't get right out of your LM and go for the Arwing if you're against a Pilot. But it works most of the time, that's true.

Now, onto one of the REALLY cool aspects of the game, Arwing/Wolfen riding!

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      /-----\
-----  Arwing/Wolfen Riding  -----
-----  arwolrd                -----
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That's right, riding. Mission 4, mission 7. Only this time, you don't have the Plasma Cannon, you fall off, and your friend doesn't go as slow as Wolf/Falco. And there's always that thought that they might flip you off accidentally, or your opponent might actually do some DAMAGE to you, unlike those dullard Aparoids that fly at you.

So! Who wants to try?

Seriously, though, this is one of the most important aspects of having vehicles. The lame Arwing/Wolfen lasers don't do much to Pilots with barriers, but a Demon Sniper on the wing will kill stuff. Lots of stuff.

When you're riding, the first thing you want to make sure of is that you're doing TEAM BATTLES. You can't trust your "friend" to keep you on there in a free-for-all battle, but being on a team means no one'll hurt you.

There's your first strategy. Get on a team. What next?

Weapon backup. I don't care what anyone says, you can't get on a wing with nothing but a blaster and grenades. It is IMPOSSIBLE to kill anything with cruddy weapons. The blaster is only good on-foot.

1. Get on a team.
2. Get good weapons.

Getting ON the wing is something that's quite hard for most people, surprisingly, but it's something that you have to master if you want to ride. Booster packs are good for getting up there, but you can do it without any attachments. I would consider Peppy to be the best rider, due to high jump and high aim. But really anyone can do it, Falco really well if your opponent wants to take a break and ride themselves. Of course I'm a Falco fan, but I think it's justified in this case.

1. Get on a team.
2. Get good weapons.
3. Practice getting on the wing.

Taking off is the time when everyone's under a lot of stress. If someone's coming after you the pilot of the Arwing is liable to panic and do a barrel roll right after takeoff, leaving their rider in the dust. If you are the pilot, do NOT panic. Treat the situation as normal, just make sure the rider's ready before you go tearing off.

1. Get on a team.
2. Get good weapons.
3. Practice getting on.
4. Get a reliable pilot.

There's still more. Arwings are easier to ride than Wolfens. The wing is easier to jump onto - that's the only thing. Make sure you have a player who can get onto the wing.

1. Get on a team.
2. Get good weapons.
3. Practice getting on.
4. Get a reliable pilot.
5. Pick the right character.

So, you're up there with the level under your viewscreen. You can see everything, you've got good vantage points, and your friend's a good flyer. Great. Now, what about the fight? :D

There are certain weapons that are more effective than others while riding. Grenades, Sensors (duh), Snipers if you're not a good aimer, Blasters if you're not very skilled, and Missile Launchers aren't too good.

dMachine Guns, Homing Launchers, Gatling Guns, these are all useful weapons, even Pods and Predators if you can fly underneath another plane. To be effective with Snipers, you have to practice. A lot. Homing Launchers are perhaps the most useful, and Gatling/Machine Guns are good too. Remember what I said? Rapid-fire weapons do amazing ground-strafes, especially high-damage ones like the GGun. Get your friend to fly close to the ground and go quickly by Landmasters or other Pilots so they can't get a lock on you.

Getting the right weapons is crucial, like I said before.

On aiming, you just want to hold down the R bar all the time. No point in trying to alter your position, if you want to then just tell your pilot what to do.

1. Get on a team.
2. Get good weapons.
3. Practice getting on.
4. Get a reliable pilot.
5. Pick the right character.
6. Hold down R and tell the pilot where to go.

The wing, when you are riding, is by far the most effective place to be. You can't damage anything if you're on the nose, if your opponent's below you and you want to aim downwards you can't. You can't look backwards effectively either without having to walk to the back of the ship, and believe me, that's hard without falling off and screwing everything up. Stay on the wing all the time, and hold R.

1. Get on a team.
2. Get good weapons.
3. Practice getting on.
4. Get a reliable pilot.
5. Pick the right character.
6. Hold down R and tell the pilot where to go.
7. Stay on the wing.

That just about sums up the specific strategies. Those are really the only things you need to know for riding, but I list the random strategies next.

Landmasters are very vulnerable to attacks from behind and the pilot getting a barrier and a GGun. Ground-strafes take out tanks (WWII strategies hurt, but they work >\_<) very effectively.

Use Homing Launchers and Missile Launchers to take out Arwings/Wolfens/other ships. Missile Launchers only are outsped by boosting ships, and if you can catch your opponent by surprise it helps a lot. If you can fly alongside someone else you can attack with Machine Guns/any rapid-fire close-range thing.

For Pilots, Homing Launchers as well as Pods are quite nice. Pods you can set on the wing and just fly near the opponent, so don't worry about getting hit.

If it's an emergency, the Pilot on your wing (or you) can be put in an ejection seat. Barrel roll for significant catapulting! Your rider will be sent flying. Helps if both of you want to avoid getting hit and your rider's had enough.

Go for the upgraded weapons and cluster bombs if you're flying. Dual-attacking Arwing is quite nasty, and a Podded Cluster Bomb has HUGE range.

No, you cannot ride a Landmaster. Dangit, I wish you could, it'd be almost as cool, but Namco decided to add the fact in that if anything is touching a moving Landmaster, it gets hurt. That includes the top of the Landmaster. Guideline: If the vehicle's wheels are moving, something'll be hurt. Team battles don't work for this 'cause team attacks still hurt your ally.

EDIT: Yes! Yes, you can ride a Landmaster! This info was brought to my by girls\_can\_game, and after testing it, I have to say that it works and is AMAZING!

First of all, have someone get in a tank. Then, have them get out. >> boring. Now, when they're standing on top of the tank, have someone ELSE get in the tank while that person's still on top. You will be able to boost and hover with them, but not roll - this is where the tank's "sidestep" comes in. Instead of rolling, just hold L (not too much) and press left or right.

Oh, and be sure to get in a spot where a) you can fire charged blaster shots without hurting the LM, and b) they can fire shots without hurting you. The safe area is on the LM's hull, on the very edge, which will be the blue part with a Star Fox logo on it.

Landmasters usually counter Arwings, like I said before. Be sure to mount SURPRISE attacks against them, you aren't going to kill nothin' if your opponent's got a charged shot ready for you and you're right in front of them.

Don't overuse wingriding. Your opponent will realize exactly what they have to do to kill you, and promptly do it. But if you can get it, that's great, and I encourage you to try it out. Read TheUnruly1's Riding FAQ, which I think is up-coming, for more info on riding.

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 |-----| Conclusion |-----|
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You've read it. Great. You now know what to do in this awesome game, you know the weapons, how to use them, and you know how to create the best strategy possible, using your VERY OWN BRAIN! gaspersX40! o\_o

I love this game. I really do. I like the graphics, the sound, the weapons, just about everything. The things I could even remotely complain about would be tiny, insignificant things. IGN gave this a 7.5/10? I would've given it 9.



I hope you all learn how to have fun as well as I have! That's the most important skill of any game. It's not how good you are, how excellent your pwning aiming skillZ are, how far you are in the game, but it's about having fun. Perfect the skill of having fun and you will love the games you play!

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----- Disclaimers -----
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Ok! Now for legal stuff. Imagine this is in very fine print. ^\_^

I do not own Star Fox, Nintendo, Namco, or any of the characters reserved. None of these weapons are my invention, and in short, the only thing that was mine was the FAQ.

The sections chrtrstrt, wpnstrt, genstrt, and arwolrd are my opinion only and not anyone else's. They aren't necessarily the correct ones, but they're mine.

Thanks to:

GameFaqs, for making this site and ALLOWING me to post this dumb thing!

My dad, for testing things out against me and completely PWINING me nearly every time I play. I couldn't play as much as I do without him.

Strider4102, for the damage calculations and damage for Arwings/Landmasters.

Blue\_Donkeykong, for influencing my opinion on Falco.

girls\_can\_game, for telling me about Landmaster riding.

TheUnruly1, for influencing my opinion on Krystal. Forcibly. >\_<

osrevad, for the fox-tail ASCII bit in the intro.

Nintendo, for making the games I buy.

The reader (it's YOU - har har) for getting owned by their friends, and then coming to GameFaqs to read this guide and learn how to play well, and owning THEIR friends next time they see them. You're the ones I'm writing this for.

The number 1337 (totally random) for being cool.

ENDAGE!!!

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Searching for target...
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Target acquired. Reading database.
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Closing down. Thank you for reading HAXage's Multiplayer Guide.
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