

Star Fox: Assault Character FAQ

by Blue Donkey Kong

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Star Fox Assault

Multiplayer Character FAQ

by Ben Brahm

Version 3.2

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Introduction: This is a Character FAQ for Star Fox Assault. It provides information on each character, as well as stats and an analysis of each character's strengths and weaknesses in multiplayer.

Characters are presented in the order of the characters' usefulness, in my opinion. Of course, I give you an in-depth explanation of why the character is in that spot.

The original SNES Star Fox is ignored in this FAQ's character profiles for two reasons: it's not canon, and I haven't played it.

THE CHARACTER PROFILES CONTAIN MAJOR SPOILERS FOR EVERY CANON STAR FOX GAME.

If you wish to contribute your opinion on the characters or strategies on good ways to use them, I'd be happy to put them in my FAQ. My e-mail is [bluedonkeykong \(at\) sbcglobal \(dot\) net](mailto:bluedonkeykong@sbcglobal.net).

Update History:

Version 3.2:

- Added a new response by TheUnruly1 to Nidtendofreak's comment (it's the dodge rankings for each character).
- Added TheUnruly1's character ratings to the Reader Comments section.
- Changed a few words (like changing all occurrences of "newbie" to "beginner" to be less condescending), fixed some punctuation.

Contents:

1. Wolf O'Donnel
2. Falco Lombardi
3. Krystal
4. Fox McCloud
5. Slippy Toad
6. Peppy Hare

Reader Comments

Contact

1. Wolf O'Donnel

Character Profile:

Past:

Wolf first appeared as Fox's rival in Star Fox 64. He and the rest of the Star Wolf gang at the time (the greedy swine Pigma Dengar, reptilian assassin Leon Powalski, and Andross's cocky nephew, Andrew Oikonney) apparently knew the original Star Fox team (James McCloud, Pigma, and Peppy Hare). Pigma turned traitor and attacked James and Peppy on Venom. Peppy barely escaped.

Star Fox 64:

"Can't let you do that, Star Fox!"

Your first chance to battle with Wolf takes place in Fortuna, where Star Wolf attempts to prevent Star Fox from disarming a bomb in a military base. Your second chance to battle Wolf is on Venom, if you approached it through Area 6. In the Venom battle, Wolf and his team have the improved Wolfen II, which is impervious to your precious charge blasts. Wolf and his team will be beaten-up when you fight them on Venom, regardless of whether or not you beat them or even met them in Fortuna.

If you never met Wolf in Fortuna and go to Bolse, you will fight Star Wolf there.

It is possible to not meet Wolf at all by taking a certain path through the game.

Star Fox Assault:

"Don't hesitate. When the time comes, just act."

After being absent in Adventures, Wolf makes a return in Star Fox Assault. Star Wolf now consists of him, Leon, and the perverted Panther Caroso. Wolf has a base called Sargasso now, floating in space. Fox attacks it, hoping to find Pigma, but Pigma had already left the team.

Wolf comes to Fox's aid in Corneria just as Fox is surrounded by Aparoids. Fox rides on his Wolfen's wing, blasting Aparoids with the Plasma Cannon, and then is forced to take on an old friend while riding on Wolf's wing.

At the end of Assault, Wolf helps Team Star Fox on their trip through the Aparoid Core, but didn't seem to make it out before it exploded. But, for the good of the series, they obviously did.

Star Fox Command:

Wolf is still heading Star Wolf, which now includes Krystal as well. He's become more buddy-buddy with Fox, and he likes to howl in this game.

He's a playable character in the single-player mode, in which he pilots the Wolfen II, and his character theme is the classic Star Wolf theme. He has an immense disrespect for Falco, and helps Fox destroy the Solar satellite.

In one ending, Star Wolf takes the credit for Star Fox's victory and becomes famous around the galaxy.

By the way, just like every single character in SFC, Wolf has his own Great Fox and ROB the robot.

Stats:

Health: 5

Speed: 5

Jump: 3

Arwing Skill: 2

Wolfen Skill: 5

Landmaster Skill: 2

On-Foot Skill: 3

Total: 25 stars.

Analysis:

All in all, I wouldn't blame anyone who said that Wolf is a cheap character. He has the same amount of stars as Fox, but it's the distribution that makes him leagues above Fox.

His maxed-out speed makes it incredibly easy to get to health, barriers, stealth, vehicles, weapons, and booster packs before anyone else. Because of his incredible speed, it won't be hard to pick up enough items to keep your health bar at least half full, which is still a lot, considering he has the most health in the game.

On the topic of health, he can survive a shot from the Sniper Rifle if he has full health. He is the only character who can do that. However, the Demon Sniper is still an instant kill, as always. This makes him undeniably broken in Sniper Showdowns.

If you eliminate on-foot in the battle, then his over-powered nature melts away, because the only stats that matter are his 2 for Arwing, 5 for Wolfen, and 2 for Landmaster.

Overall, I think Wolf makes a good addition to the game, because he makes the battle slightly less hopeless for newcomers to the game, considering the high handicap is usually nowhere near enough to give them a chance against someone who's used to the game.

(I say that because of the complicated nature of the game, with three completely different control schemes for the methods of fighting (foot, tank, air) and the amount of different strategies and the amount of skill and familiarity needed for this game.)

2. Falco Lombardi

Character Profile:

Star Fox 64:

"Hey Einstein, I'm on your side!"

Falco is the sarcastic, hot-headed hawk of the team. He apparently had a past relationship with Katt Monroe, whom he may meet on Zoness during the game. Falco hated being saved by Fox, with lines like "Gee, I've been saved by Fox! How swell!" Falco didn't have much of a special function compared to Slippy and Peppy. He needs to be alive for you to accomplish (rather than just complete) the mission on Corneria, and he needs to be alive for you to get medals. He also helped find you an alternate route through Sector X. These routes led to different levels than usual. Falco is Leon's rival in this game.

Star Fox Adventures:

Following the events of Star Fox 64, Falco became bored and restless with the Lylat System's long-lasting peace. He up and left the team, and flew off to God-knows-where. He's absent most of the game, showing up only in the final showdown scene with Andross. He aids Fox by giving him Smart Bombs, necessary to defeat the mad scientist this time around. At the end of the game, he rejoins the team.

Star Fox Assault:

"You can't touch me!"

Falco's advertised as the "ace pilot" of the Star Fox team, but still doesn't have enough sense to do a loop when being followed. Falco and Fox are good friends in this game, which wasn't so apparent in Star Fox 64. Falco saves Fox on the planet Fichina, a giant ball of ice. Falco and Leon

are still rivals in this game, although it's not as bitter as it was in Star Fox 64.

Star Fox Command:

Falco is again on his own at the beginning of this game, and depending on your path through the game, he'll probably show up to help Fox, at least temporarily. In one ending, Falco is consumed with rage and sorrow because he doesn't get any credit for the victory of Star Fox. Katt then contacts him and advises him to create his own team. His hunt for a third pilot leads them to Andross's grandson, Dash Bowman, and the three form Team Falco.

In another ending, Fox and Falco join a mirror of the F-ZERO GP: the G-ZERO Grand Prix, chalking up another mark for Star Fox/F-ZERO references.

His machine is the Sky Claw, which can lock-on to multiple targets.

Stats:

Health: 1

Speed: 4

Jump: 3

Arwing: 5

Wolfen: 2

Landmaster: 2

On-Foot: 3

Total: 20

Analysis:

If you're anything like I used to be, you never pick Falco because of his low health. You may have never even given him a fair chance after you became skilled at the game. Go ahead and try him now.

His speed allows him to get to all the items more quickly and easily than everyone else but Wolf, and most importantly, just like Wolf, he can go from vehicle to vehicle pretty easily. I don't know about you, but Wolf is off-limits at my house between my brother and me. Whoever uses him would win. Falco's not completely off-limits, but if one of us chooses him, so does the other. I don't just play with my brother, by the way; we're just the only two who are forbidden to use Wolf.

But I haven't even told you the real beauty of Falco: choose him after you know the levels well, you know where everything is, and then you can get to those things so easily. It's usually not hard at all to keep him alive if you know where the health, barriers, stealth, and vehicles are (unless, that is, you can't get away in time when outgunned).

And Falco's great with Arwings, which, in my opinion, are the best vehicle. They can boost around very quickly and freely getting health, unlike Landmasters, and they can brake completely, unlike Wolfens.

3. Krystal

Character Profile:

Star Fox Adventures:

Krystal is the beautiful fox that oh-so-many fans adore. She's probably Nintendo's biggest sex icon, despite being a fox.

Krystal is from the planet Cerinia. Her parents were killed some time ago. At the beginning of the game, you actually play as Krystal. It starts off with her riding on the back of a Cloudrunner (pterodactyl), battling General Scales's airship. After defeating the monstrous side of the apparently live

airship, she boards it and encounters the dinosaur-licious (why the hell did I say this word? I'm rereading the FAQ and fixing typos) General Scales. Just as he's about to kill her, she escapes on her Cloudrunner. She flies to Krazoa palace, where she's still under the player's control. She acquires a Krazoa spirit, frees it at the top of the palace, and is promptly encased in a crystal thereafter. It's up to the quite-infatuated Fox to free all of the Krazoa spirits to save her. Once Fox does this, however, the Krazoa spirits turn out to be Andross, whom Fox battles in space with the eventual aid of Falco. Afterward, Krystal boards the Great Fox and joins the Star Fox team.

Star Fox Assault:

"You're not ready yet!"

Krystal is now the team telepath, occasionally foreseeing an event. She and Fox may have a thing together, although it's not too explored in the game. Tricky does hint at a honeymoon on Dinosaur Planet, and Fox has a very childish reaction. Krystal seems to like the idea though.

Star Fox Command:

In between Assault and Command, Fox asks Krystal to leave the team. He can't bear to have her in constant danger, and in her wild grief, Krystal joins up with Star Wolf and falls for the ever-so-charming Panther Caruso, who now is just so damn sexy that he talks in the third person. I won't spoil Krystal's roles in the endings, but I'll just say that the ending isn't always what Fox would like.

Krystal pilots the terrible Cornerian Fighter while in Star Wolf, and takes the helm of the much-better Cloud Runner while in Star Fox.

Stats:

Health: 2

Speed: 3

Jump: 3

Arwing: 2

Wolfen: 2

Landmaster: 2

On-Foot: 3

Total: 17 stars.

Analysis:

Yes, she has the lowest stats in the game. It's mainly her auto-aim stats for the vehicles. But she gets 2 barriers from each death, instead of one, which makes her low health and moderate speed more manageable. Barriers are 15 seconds of invincibility if they're not shot at all, but usually it'll be about 7 seconds or so. That's just an estimate.

So, for an advanced player who doesn't need much help from auto-aim, Krystal is a good choice, but not as good as Falco or Wolf. She's also an excellent choice for players with handicaps, seeing as how their auto-aim boxes are increased and they use their barriers automatically. Although, that can be bad, because as soon as you get down to a sliver of health, both your barriers will be used consecutively, even if there's no one nearby. But, to some beginners, it's better than pressing B.

Krystal's extra barrier makes her a great choice for on-foot battles. She's without a doubt the worst choice in vehicle-only battles because she has a two in every vehicle stat.

Great strategy for anyone using a barrier: put up your barrier, then take out grenades and start charging one in your hand, then stay close to your opponent. Charge the grenade until it explodes in your hand. Your barrier

protects you, and your opponent takes great damage if they have no barrier and can't escape in time.

If you're going up against a Krystal, her barriers can be instantly destroyed by Demon Sniping, and very quickly destroyed by Landmaster beatings.

Here's a reader comment that's exceptionally true about Krystal and makes some points that I'd noticed but forgotten to put in the FAQ:

I have an opinion on Krystal, here is what I have to say. Yes, I would like you to comment on this and... my username is girls_can_game =) :

I think Krystal is a great choice for snipers (And she is widely considered so) because of her barriers and decent speed for when she needs to pack away her gun and run.

I also think that for on-foot only she is one of the best choices because of her decent speed. If your family is like mine where Wolf is off-limits, then she is a great choice. Some people may put her down because of her health, but with a decent supply of barriers she is very strong.

Also, to an experienced player who can dodge well and navigate a map well, health doesn't put much of a weight on her. Assuming Wolf is off-limits, I find her second only to Falco (I mean, same goes with him for health--to a good player health doesn't have to be a burden).

Thats all I have ta say!

My response:

I agree with all your points; I can see you are experienced if you see Falco as the best after Wolf. Many beginners wouldn't even consider it with his health.

4. Fox McCloud

Character Profile:

Star Fox 64:

"Say your prayers, Andross."

Fox is the son of James McCloud, who was the leader of the original Team Star Fox, which consisted of James, Peppy, and Pigma. Since his father's death, Fox has taken over command of Star Fox. In Star Fox 64, Fox saves the Lylat System from Andross...possibly. You will either destroy a robotic version of the mad scientist, or the real deal himself. If you destroy the true Andross, Fox will see his father again, and James will lead Fox out of Venom.

Star Fox Adventures:

After Fox saved the Lylat System from Andross, a long period of relative peace began. The team rarely got any jobs, until General Pepper contacts Fox telling him that Dinosaur Planet has broken apart, and if Dinosaur Planet is destroyed, the effects on the Lylat System could be catastrophic.

Fox sets out on this mission on foot, by himself. He finds Krystal's staff, and is joined by the Earthwalker prince Tricky. At one point, Fox finds Krystal's crystalized body in Krazoa Palace and considers saving her.

Concentrating on the original mission first, Tricky and Fox return the spellstones to their proper places. This should put the planet together again, but it doesn't. Fox is told that he needs to free all of the Krazoa

spirits as well. When he does so, Andross is resurrected and defeated again by Fox and Falco.

Star Fox Assault:

Featuring a much-cooler outfit than ever before, Fox returns to save the Lylat System again, this time from a bio-mechanoid menace, the Aparoids. They assimilate themselves and can take over anything organic or mechanical.

In Assault, Fox establishes a bit of a better relationship with Wolf. Wolf helps Fox out on numerous occasions. A relationship with Krystal is hinted at, but never truly stated.

Fox is forced to take on General Pepper in Star Fox Assault, after the general is assimilated by the Aparoids. He fights General Pepper's transformed flagship with his Plasma Cannon while aboard the wing of a Wolfen.

In the end, Fox penetrates the Aparoid Core with the help of Peppy, and defeats the Aparoid Queen, saving the Lylat System once again.

Star Fox Command:

Fox's team has disbanded, and he has coldly forced Krystal to leave. He avoids the subject of her, but he still loves her, and he's sorry that he did what he did. In one ending, the credit for his victory on Venom is mercilessly stolen by Star Wolf, sending Fox into a wild depression, which he is only able to escape by joining the G-Zero GP. He pilots the "Arwing II", AKA the SF64 Arwing. Peppy controls the "Arwing", which is the later model, the Assault Arwing. The Arwing is even better than the Arwing II with its twin lasers.

Stats:

Health: 3

Speed: 3

Jump: 3

Arwing: 4

Wolfen: 4

Landmaster: 4

On-Foot: 4

Total: 25.

Analysis:

He's well-balanced, and the best choice for a vehicle-only battle, seeing as how he's proficient in each one. He doesn't really excel in any one area, though.

The best part of Fox is the combination of his good speed and the fact that he can survive two fully charged blaster shots. The third will kill him. He, Slippy, and Wolf are the only characters that can survive two hits from the fully charged blaster, and Fox is faster than Slippy.

Now, Fox is a great character to counteract Peppy's mega-fast charge blaster, but Wolf is even better. Fox's speed allows him to outrun Peppy, and he can survive two hits from Peppy's blaster.

As you know, blaster ammo is infinite, and charge blaster is very powerful, meaning good players will use it often, making Fox good in the sense that he can survive two full-power blasts.

But, he still lacks a specialty. Good players should choose a character that matches their playing style, and Fox doesn't really have a style, making him not such a good choice for an advanced player. That statement, though, is probably debatable.

Newbies should enjoy his high auto-aim stats.

5. Slippy Toad

Star Fox 64:

"Yippee! You did it!"

Slippy is the girly-voiced, somewhat incompetent pilot of the Star Fox team. He can analyze bosses' health if he's around when you fight a boss. At one point in the game, in Sector X, Slippy may try to be the hero and take on the boss himself if you're very, very slow in eliminating the boss. He will get promptly bashed by the robot's arm, sending him flying to the deserts of Titania, where Fox must rescue him with the Landmaster.

Star Fox Adventures:

"Watch out for mines!"

Slippy has taken a back seat in the team, now acting as a simple mechanic. He almost omnisciently gives Fox words of advice to help him on his Dinosaur Planet mission. Slippy also breaks the Great Fox's jukebox in this game. NOOOOOO!!!!!!!

Star Fox Assault:

"Give it a rest, Falco. Seriously, shut your beak for once."

Slippy is back as an active member of the team, helping Fox out once again (not really). Slippy isn't of much importance in Assault, but his dad Beltino prepares the Orbital Gate to warp the Great Fox to the Aparoid Homeworld.

Star Fox Command:

Slippy is called Fox's best friend in this game. I always thought it was Falco. Either way, the little amphibian is now engaged to the gorgeous pink frog Amanda. Everyone has a hard time believing Slippy landed a babe, and they find it hysterical that he's engaged. In one ending, Slippy leaves Star Fox in the past and settles down on Aquas with Amanda. They have a "veritable army" of children together, and Slippy grows into a bearded old croak, telling stories of his exploits with Star Fox to visiting children.

Stats:

Health: 4

Speed: 2

Jump: 4

Arwing: 2

Wolfen: 2

Landmaster: 5

On-Foot: 2

Total: 21 stars.

Special: Charge Speed x2.

Analysis:

Slippy's got the second-most health in the game. It doesn't really matter sometimes though, considering it oftentimes will be completely depleted before he can mosey on over to the health. He's so slow.

He's the best choice for a Landmaster-only battle, obviously, or a very good choice in a pilot and Landmaster-only battle.

He's also a decent choice for a pilot-only battle, but not as good as Wolf, Falco, or Krystal. The reason he's good is because he has the rank 4 health mentioned earlier, along with his Charge Blaster charging speed being twice as fast. Remember what I said earlier? Falco, Krystal, and Peppy all die in two fully charged shots from the Blaster.

If you like your Blaster, Slippy's a good choice, although Peppy's Blaster is even better.

6. Peppy Hare

Star Fox 64:

"Do a barrel roll!"

Peppy was a member of the original Star Fox team (James McCloud, Pigma, and Peppy). When Pigma betrayed the team and James was killed by Andross, Peppy scarcely escaped and came back to Corneria to tell James's son Fox the news of his father's death. Afterwards, Fox formed the new Star Fox team, headed by himself.

Peppy gives Fox simple instructions during their journey through space, such as "Try a somersault!" and the infamous "Do a barrel roll!" Peppy analyzes bosses for their weakpoints whenever he's around.

Star Fox Adventures:

Peppy is now old, retired, and very fuzzy (but isn't every mammal in Adventures?). He spends his days sending taking care of maps and telling Fox where to go next.

Star Fox Assault:

I'd say Peppy seems much more like the leader of the team than Fox, although he doesn't fly anymore. Peppy is still giving the team advice, and he basically manages the Great Fox, sending Landmasters down and the such.

He ends up taking the helm of an Arwing one more time when he tries to break General Pepper's plunge to the ground in Corneria.

He also brings about the most memorable and dramatic scene in the entire Star Fox series. When the Great Fox is being assimilated by the Aparoids, and the team needs to break through a force field to get to the Aparoid Core, Peppy heroically plunges the purple, Aparoid-infested Great Fox into the barrier, and it explodes soon after. Peppy and ROB are of course, in the end, fine. They ejected an escape pod before the explosion.

Star Fox Command:

Peppy is now the general of the Cornerian army, taking over for General Pepper due to his sickness. His daughter Lucy followed in his footsteps and became a pilot. Interestingly, in another F-ZERO reference, she pilots the Sky Bunny, which, with its white and pink dome-like design, greatly resembles Lily Flier's similarly-named Bunny Flash from F-ZERO GX and AX.

Anyway, this is supposed to be about Peppy. He actually joins back in the action at one point in the game. His character theme is the same as James's, not surprisingly considering they're two of the original members of Star Fox. He pilots the Assault-style Arwing, while Fox pilots the inferior "Arwing II".

Stats:

Health: 2

Speed: 1

Jump: 5

Arwing: 3

Wolfen: 3

Landmaster: 3

On-Foot: 4

Total: 21.

Special: Charge Speed x4.

Analysis:

Peppy is incredibly slow, and he's got low health. With such low ratings in the two most important stats, it shouldn't be a mystery why I consider him

the worst character.

He's got Charge Speed x4, which makes his blaster one of the best weapons in the whole game, especially considering he has a four rating in his on-foot auto-aim.

Use the charge blaster as much as possible. Remember what I said? Peppy, Krystal, and Falco all die in two hits from the fully charged blaster.

This charge blaster makes Peppy a good choice in on-foot battles, as long as there are no Wolf or Falco players, because they're just too fast. However, Falco's got something to fear in Peppy's charge blaster with his low health.

If you don't like Fox, Peppy's the next best choice for vehicle-only battles.

Reader Comments:

Milkyway64:

Peppy is better than Slippy. Slippy is only slightly faster, but Peppy's blaster almost instantly prepares a full charge. Peppy can take down a tank before it can even touch him. He is only a bad choice against wolf. (Falco's okay, he'll die before he gets too far.)

My response:

I agree that in some cases Peppy is better than Slippy. You do need to take into account, however, that Slippy has much more health. So, more health, and the ability to get to items more quickly than Peppy, make Slippy a better choice for survival, in my opinion. Peppy's Blaster does make him more lethal though, so Peppy may be a better choice for a point battle.

Nidtendofreak:

I like Fox best because he has no weakness. If you use Wolf, and end up in a tank to save yourself from dying, you're screwed, because he can't use it well. Fox can do well in all situations, so there is no way the opponent can use something against you as a major disadvantage. They may have a slight edge in something, but that's it.

My response:

Having less auto-aim in a Landmaster won't doom a good player, I think. I believe Fox has a weakness in that he has no specialty.

Nidtendofreak:

Oh ya, about Slippy, I think he rolls farther than anybody else, not sure though. He's slow, but jumps high. When I use him, I jump around like an idiot, and roll up ramps. Makes you harder to hit. Jump Jump Jump ROLL! Jump Jump Jump HEADSHOT! Jump Jump Jump RAMP! Roll Roll Roll MACHINE GUN! Jump Jump Jump LANDMASTER! Then I win. XD

My response:

I'll have to find out if Slippy's dodge is farther. I do agree with the jumping like an idiot bit. That is a great strategy. If you're close to your opponent, just jump over them, in front of them, to the side of them, over and over, and get in a Charge Blaster hit when you can. If you use single-stick controls, be sure to hold L when you're jumping all around your opponent to make side-jumping possible.

TheUnruly1's response:

You made a comment in response to Nidtendofreak's comment about Slippy's roll saying you would check out the distances of characters' rolls, which got me interested.

I calculated the distance of each character's roll by matching them up against each other (putting them side by side and doing a roll), and found these results:

Wolf #1, has the longest roll, another reason why he is cheap. x_x

Falco #2,

Fox and Krystal #3, both have the same distance (I retested many times and I think they have the exact same)

Slippy #4, ranked quite low as opposed to Nidtendofreak's comment;

Peppy #5, has the shortest roll

My response:

Thank you, TheUnruly1! I was too lazy.

the_difinitive:

wolf = instaownage

krystal = instawin

slippy = instaquestioning-ur-gender

My response:

I wouldn't call Krystal an instant win. It takes skill to use her.

DantheMexican:

I think Fox and Wolf are the top two best choices.

girls_can_game =):

I have an opinion on Krystal, here is what I have to say.

I think Krystal is a great choice for snipers (And she is widely considered so) because of her barriers and decent speed for if she needs to pack away her gun and run.

I also think that for on-foot only she is one of the best choices because of her decent speed. If your family is like mine where Wolf is off-limits, then she is a great choice. Some people may put her down because of her health, but with a decent supply of barriers she is very strong.

Also, to an experienced player who can dodge well and navigate a map well, health doesn't put much of a weight on her. Assuming Wolf is off-limits, I find her second only to Falco (I mean, same goes with him for health-- to a good player health doesn't have to be a burden).

Thats all I have ta say!

My response:

I agree with all your points; I can see you are experienced if you see Falco as the best after Wolf. Many beginning players wouldn't even consider it with his health.

Queen_of_Albion
My opinion on this...

Best Character: Wolf

Why? There's no reason why. It's common sense. His incredible speed and tons of HP simply make him the best character. However, his extreme speed might prove to be disadvantageous in lethal areas such as Zoness Sea Base. He would be better off in...everything.

2nd: Peppy

His blaster is cheap. Very cheap. 4X the regular speed. One second, and you will be running around with fully-charged blaster all day. And as everyone knows, a fully charged shot from blaster is powerful enough to wipe out your opponent in 3 hits or so. Seriously, this guy simply rocks. Only negative is that he's not very fast. He would be better off as a defensive type.

My response: I must point out that half of the characters (Krystal, Peppy, Falco) die in just two hits from a fully charged blaster.

3rd: Fox

Best character out of the original 4. His overall stats are pretty mediocre, but well-balanced. He has no special ability, but he's pretty much the most 'average' character in the multiplayer mode. He would be better off as just regular on-foot attacker type.

4th: Slippy

2X the regular speed when charging a blaster? Not much help. Compared to Peppy's charging time, it feels as if Slippy's blaster's charging time is, like...extremely slow. I'm not saying he's bad, but his stats are very low, and being very good at Landmasters won't help him much.

5th: Krystal

Seriously. One of the worst characters you can possibly play as. Krystal sucks. Period. She gets two barriers after being killed, but that really doesn't help. Barriers wear off quite quickly, and unless the character is in an extremely dangerous situation (such as being targeted by a Demon Launcher), they're not much help. She's better off being a sniper due to her abysmal stats.

Note: I actually had to improvise part of a sentence here. The "unless" statement was just a sentence fragment. I guess what was meant to be said was that they're not much help. If Queen_of_Albion gets back to me, I can take this notice out of the FAQ and put what was really meant to be said.

Loser: Falco

Falco... The worst character in the game. He's quick, but that won't save him from Homing Launchers or snipers. Seriously, this guy will die QUICK. His HP is next to nothing, and a few blaster shots will rape this guy. HARD. This guy is better off using an Arwing. Otherwise, he sucks at on-foot battles.

That's what I think.
KRYSTAL IS OVERRATED.

My response to the list overall: I used to hold many of the same opinions about things you mention, like Peppy being second-best and Falco being the worst. I suggest reading my analyses of Krystal and Falco, and you can see what I think of them.

Tereth3's response to Queen_of_Albion's list:

Even though Falco might be the worst, that doesn't mean a completely awesome player like me can't destroy with him. I mean, he's my best character (only because my file with everyone was deleted) and the only person who's ever beaten me is my older brother and he can own with Krystal. Nonetheless, Falco, overall, sucks.

My response:

I disagree that Falco's the worst, because Falco's so incredibly fast that you'll be able to get all the barriers, health, stealth, and vehicles you need to survive. The other players won't get those items, and you'll be at a great advantage, IF you really are a completely awesome player and know the level layouts and where to get those items.

Dif_Alt_3:

Yeah, you should add that Krystal is NOT there to be oogled at, although you may have done that, I haven't read the FAQ yet.

My response: There you go. I did it for you.

TheUnruly1:

This is how I see the rankings of characters.

Note that my group of friends and I always play with vehicles turned off, only pilots, for fairness in matches, so this may affect the rankings one way or another:

#1 = Wolf, I think this is the only thing everyone can/will agree on. Wolf has too much of a good thing. He just outstrips everything else, and can survive a snipe to boot.

#2 = Falco, a good number of people have realized that Falco can reach all the weapons, run circles around his opponents/dodge very well, etc. I back your position on Falco, but would like to add that in one on one fights that move into a center brawl, Falco can nearly always dodge and fight his opponent well enough to cover his health weakness. He can also reach the weapons faster than anyone else if controlled by a good player.

#3 = Krystal, essentially a lesser Falco but with two barriers. Krystal can't do anything as well as Falco, but has a killer situational advantage as well as a little more health. She's flexible enough in a fight to keep her going on average speed and low health.

#4 = Fox, the jack of all trades. Fox, although arguably a superior Krystal, lacks her situational advantage, and lacks any kind of real strength. Instead, he can do most things other characters can, and can survive two Charge Blasters. He just can't perform as well as Falco or Krystal, though.

#5 = Slippy, although he is very slow and usually beaten by the faster characters, Slippy has his blaster, one of the better weapons in the game since it kills everyone except Fox and himself (assuming no Wolf) in two hits. Slippy is "weaker" than Peppy offensive-wise, but is more durable, and that just works better for a slow character in a fast character's game. He also has another bad point in a low auto-aim size.

#6 = Peppy, he just got the short end of the stick compared to Slippy stat-wise, and his low health doesn't compliment the lowest speed in the game at all. Peppy can't stand for himself very well against Krystal's barrier influence, Slippy's wall of health and equal blaster that rips him up,

Falco's speed to dodge him, or even in a match against Fox. Not only that, but he can't do much dodging himself, either, he's an easier target than most.

Thank you for listening to what I had to say,
TheUnruly1

Contact:

If you wish to contribute your opinion on the characters, or strategies on good ways to use them, I'd be happy to put them in my FAQ. My email is

bluedonkeykong (at) sbcglobal (dot) net.

I'll respond to it in the FAQ if I feel like I need to.

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