

Nintendo Gateway 64 - Executive Summary

Game Title (NTSC)	Star Wars®: Rogue Squadron™
Game Title (PAL)	Star Wars™: Rogue Squadron™
Manufacturer	Nintendo
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Category	Flying/Action

Game Description

After the destruction of the Death Star, you, as Luke Skywalker, and Wedge Antilles have assembled Rogue Squadron – a crew assigned to the most difficult and challenging missions. With Wedge and other Rogue Squadron wingmates you'll take on missions ranging from rescue and reconnaissance to search-and-destroy. You'll take on the Empire in dogfights and air-to-ground combat over far-flung worlds of the Star Wars universe. As you master your skills, you will pilot more advanced craft, fire more powerful weapons, and fly more challenging missions. In this struggle between the forces of freedom and the forces of darkness, your skill and daring will make all the difference!

Controller Functions

Control Stick:	Move fighter
Control Pad:	Change view
A Button:	Thrust
B Button:	Fire primary weapon
Z Button:	Brake
L Button:	Switch view
R Button:	Roll
Up C Button:	+ Control Stick - Look around
Down C Button:	Change fire mode
Right C Button:	Activate fighter's "Special"
Left C Button:	Fire secondary weapon
Start:	Pause

Tips and Tricks

In most missions, use the radar to find your way around. When you are using the Trailing View, the radar is in the upper-right corner.

1. The yellow line on the radar points in the direction you should go, either because that's where the enemies are, or that is the location that needs to be protected.
2. Turn the fighter so the yellow line is at the "12 o'clock" position. This means the fighter is pointed in the right direction.
3. The closer you are to the right place, the wider the yellow line becomes.
4. The yellow line will disappear when you are in the right area. If you can't see any enemies, you may need to change altitude.

