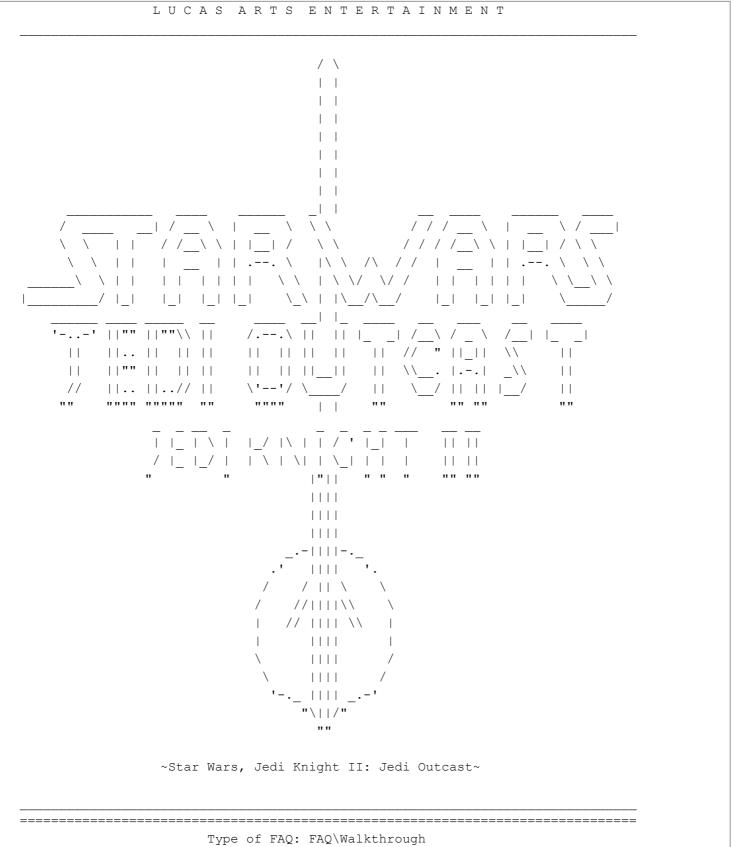
Star Wars Jedi Knight II: Jedi Outcast FAQ/Walkthrough

by namod65

Updated to v1.50 on Feb 23, 2005

This walkthrough was originally written for Star Wars Jedi Knight II: Jedi Outcast on the GC, but the walkthrough is still applicable to the PC version of the game.



Real Name: Nathaniel Modlich Email: Namod65[at]yahoo[dot]com Date: 4/14/04 Size: 224 KB Latest Update: 1.50 Platform: GameCube ASCII Artist: marth ue This file is Copyright 2004-2005 (c) Nathaniel Modlich All rights reserved. _____ _____ Always check back to GameFAQs.com for the latest version of this guide. This guide is for the GameCube version of this game and information may be different from the other platforms. _____ NEWS I am taking submissions for this FAQ. If you have any info or tips you can email them to me and I will post them on this guide and give you credit. .:':. .:':. ':*:' · • * • ! Table of Contents .:':. .:':. ':*:' ':*:' String Search - - - - - - -If you want to move quickly through this guide you can highlight the section coding ei. H03. Then press crtl c, then press crtl f, then crtl v. Now press enter and it will take you to that section of the guide. For mac users just use the apple key instead of crtl. Section A - Getting Started A01 - Legal Info and Hosting Log A02 - Version History A03 - Introduction and Contact Info A04 - Introducing the Game Section B - Story and Characters BO1 - Story BO2 - Characters

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Getting Started

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/-----\ | Hosting Log | \----/

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~ Version 1.50 ~ 4/14/04 - 224 KB

I did one thing this version. That was adding the maps made by Legomondo. I think this guide is nearing it's final version. I also spellchecked this guide.

 \sim Version 1.20 \sim 4/7/04 - 216 KB

I have completed all of the sections in this FAQ. So for now the guide is finished. But I may add some more things later.

~ Version 1.00 ~ 4/6/04 - 204 KB

I finished the walkthrough this version. Though I'm not sure if I will write for the bonus level or not. I am also almost done with the multiplayer section. This is also the first time I have passed 200 KB, so yay for me. ~ Version .95 ~ 4/4/04 - 188 KB

This version I did a lot of work. I finished the Doomgiver levels and have the walkthrough all the way up to Yavin Courtyard. You can expect this entire guide done by the end of this week because I want to start my new guide for Luigi's Mansion.

~ Version .87 ~ 4/3/04 - 176 KB

As I promised I got another level of the walkthrough done. I also finished the enemies section. But that is about all I did. IÕm not sure if I will work on the guide anymore this weekend.

Hello, I'm Nathaniel Modlich and I will be helping you out with Star Wars: Jedi Outcast. Great game but I'll talk about that later. This is my 6th guide in my growing list of FAQs. I don't think I will do anything different in this guide. This is my biggest FAQ yet so that is cool. I'll try to give the best info and help you can get with this game. If anybody is curious here is a list of the other guides I have written.

Boss FAQ for Lord of the Rings, The Two Towers

Weapons FAQ for 007: Nightfire

FAQ/Walkthrough for Lord of the Rings, The Two Towers

FAQ/Walkthrough for Lord of the Rings, Return of the King

FAQ/Walkthrough for 007: Nightfire

/-----\ | Contact Info | \-----/

If you have any questions or need any help with the game you can email me at Namod65(at)yahoo(dot)com. If you see any mistakes you can also email me. I'm also taking tips and info about the game(see NEWS at the beginning of this FAQ) Please include something to do with the game in your subject in your email.

This is one of the best games I've played in a long time. Easily the best Star Wars game. Jedi Outcast has the fun and action that other Star Wars games lacked. It is also a whole lot longer and harder. This game will take you a while to beat. This game was even harder for me because I went for a long time without playing a puzzling game where you get stuck often. But I hope I'm not intimidating you with the hardness of this game. This game should not be hard at all for you because....well...I'M HERE! It's also fun to be a character that not very many people know about instead of being Luke Skywalker or someone else like that. Overall a great game and I hope you enjoy this game as much as I did.

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Not much to say about the story here. This takes place after the Return of the Jedi movie. You are the former Jedi knight Kyle Katarn. During a mission Kyle's friend gets kidnaped by a dark Jedi and it is up to you to save your friend. You will meet up with characters that you know, like Luke Skywalker or Lando Calrissian. Though the Republic has won the war, there is still a slight Imperial threat so watch out for Stormtroopers and other imperial officers.

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These were taken from the Jedi Outcast game manual.

· * • '

Kyle Katarn

Kyle Katarn is a man that has seen all sides of the force. He has served in the Special Operations division of the Imperial Army, as a Rebel Alliance agent, and also as a Jedi Knight. Born on Sulon, the moon of Sullust, Kyle came from farmer stock. But while training at the Imperial Academy, he was delt a crushing blow: An Imperial notification led him to believe his father was killed in a Rebel Ambush. Vowing revenge against the Alliance, Kyle joined the Imperial Army. However, he soon learned the true face of the Empire and his hatred grew for it's underhanded ways. Katarn ended his Imperial service when he elected to help Jan Ors escape from their clutches.

Freed from his Imperial post. Katarn turned into a mercenary-for-hire. Along with Jan Ors, he vowed to help the Alliance fight against the Empire. His cause took on a greater importance when he learned of the true fate of his father, who was killed by a dark Jedi named Jerec. This revelation led Kyle on a journey to the hidden Valley of the Jedi, where he learned of his powerful Jedi destiny. Kyle grappled with the rigid duality of the force and nearly fell to it's dark side.

Suspicious of Force's true power, Kyle decides to give up the Force in order to protect himself and others from it's dark side. He turned over his lightsaber to Luke Skywalker and returned to his old post as a spy and saboteur for the New Republic. Now, Kyle ability to use the Force has weakened to the point of nonexistence. Along with Jan, Kyle now travels in the Raven's Claw, a powerful and fast light carrier that replaces his old ship, the Moldy Cow.

Jan Ors

While working as a mole in the Imperial Intelligence Corps, the headstrong Jan Ors' cover was blown and she was imprisoned. The Alliance hired Kyle Katarn to save her. He risked his life and helped her escape from the clutches of the Empire. Now they are inseparable allies; Ors recommended Katarn to Mon Mothma for the Dark Forces missions. Their bond is know throughout the galaxy. In fact, it is said that Jan is the only person that Kyle cares for more then himself.

Luke Skywalker

Raised on Tatooine by Owen Beru Lars, Luke Skywalker is the son of Anakin Skywalker. A hero in his own right, Skywalker established the Jedi Academy on Yavin 4 after the fall of the Empire. He created the Academy to serve as a learning center to help future Jedi grapple with the power of the Force.

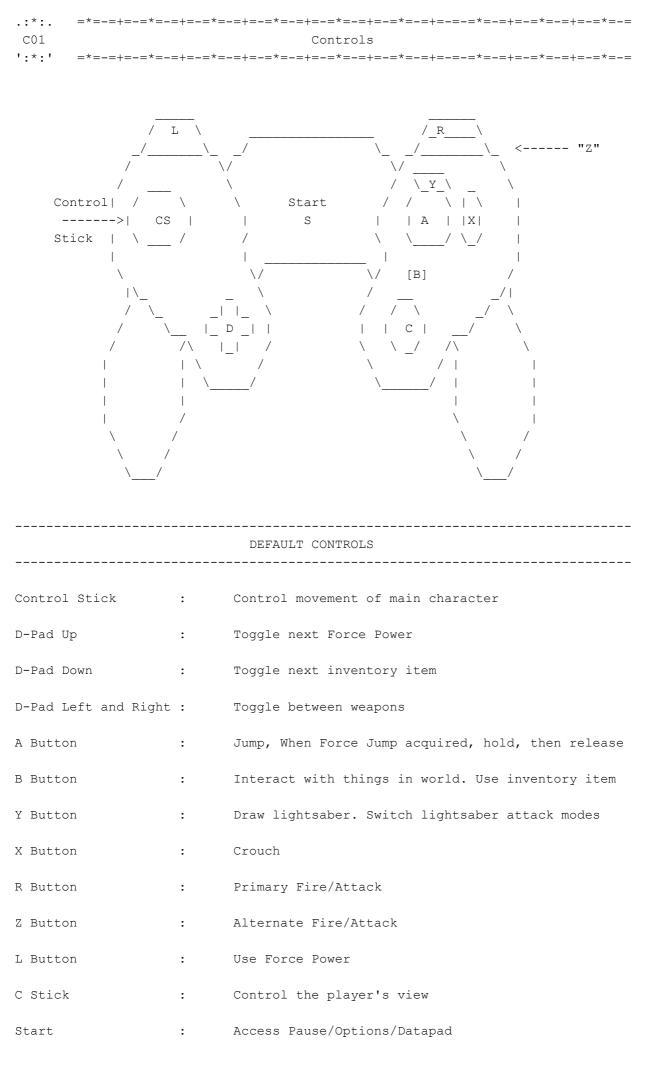
Lando Calrissian

A shrewd businessman and gambler, Lando Calrissian is a legend in many different cultural circles. He was a general in the Rebellion and befriended Luke Skywalker. Since the fall of the Empire, Lando has taken great care to be taken seriously as a respectable businessman.

Admiral Galak Fyyar

Once a trusted weapon scientist reporting directly to the Emperor, Chancellor Galek Fyyar was given his honorary title for his dedicated servitude to the Empire. Always mindful of not letting political turmoil interrupt his research, the collapse of the Empire did little to change his experiments. His first attempt at melding the Force and technology failed, but he is now at hard work on a new project to aid the Remnant's cause.

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 The descriptions for the items are from the game manual.

NEURO-SAVV MODEL TD2.3 ELECTROBINOCULARS

Electrobinoculars are always available to Kyle throughout the game. They can operate in low-light conditions and magnify distant objects. They are powered by normal battery cells and drain power at a minimal rate. Use the Fire and and Alternate attack buttons to zoom in and out. Note that you can not fire weapons when the binoculars are in use. The binoculars power down once they run out of battery power.

BIOTECH BACTA CANISTER

Portable and disposable packs of bacta ointments are designed for use in the field. When used, each bacta canister restores a portion of Kyle's health lost due to wounds. Select this item in your inventory and then use it to instantly boost your health.

ARAKYD MARK VII INQUISITOR

Similar to the training drones used by Jedi to practice lightsaber skills, this seeker hovers over Kyle until an enemy is within range, then it will move in close to the enemy. The seeker operates for a limited amount of time and then self-destructs.

LIGHT AMPLIFICATION GOGGLES

When used, they enhance the overall brightness of the environment but cast everything in a orange hue. The goggles require batteries to function and will drain power at about the same rate as the electobinoculars. The player can still fire weapons when the goggles are activated. The goggles will power down when the battery power is depleted.

ASSAULT SENTRY

Roughly the size of a large backpack, this weapon unfurls to become a sentry set to a auto-target any enemy threat. Once deployed, the sentry can not be restored to it's original portable condition.

AMMO POWER CONVERTER

Located throughout levels, the ammo converter feeds power directly into energybased weapons. To use it, approach it and then press and hold the Use button. Power converters have a fixed amount of energy and can be easily depleted. When all the power has been covered, the station will burn out.

SHIELD POWER CONVERTER

The shield power converter feeds power directly to Kyle's shield belt. To use

the shield power converter, approach it and then press and hold the Use button. It has a fixed amount of energy and can be easily depleted. When all the power has been converted, the station will burn out.

PERSONAL SHIELD GENERATORS

This belt mounted device projects a protective field around the wearer. As the shield takes damage, it's protective rating is reduced. Once depleted, it deactivates until it is recharged by a power converter or shield pickup. This shield does not protect against falling or crushing damage.

STATIONARY SHIELD

Tis stationary energy field can be dropped at any location, at which time it deploys a large, flat shield that can block enemy fire and movement. The deflector shield will disappear after expending its power or after enduring a certain amount of damage.

BATTERY PACK

Pick up battery packs throughout levels to power the electrobinoculars and light amplification goggles.

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C03	Force Powers
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FORCE JUMP

Using this power allows you to make a tremendous vertical leap. Tap the Jump button to do a normal jump, but hold down the Jump button and you will use the Force to soar to new heights.

LEVEL 1: You can Jump twice as high as a regular jump. LEVEL 2: You can jump four times as high as a regular jump. LEVEL 3: The highest possible vertical leap, eight times as high as a reg. jump

FORCE PUSH

You can shove enemies and world objects away from yourself with this Force Power. If enemies are pushed into solid surfaces or off ledges, they will take damage. Force Push can also be used to operate selected buttons, grates and sliders that may be out of your reach.

LEVEL 1: Knock down enemies. LEVEL 2: Push multiple targets back. LEVEL 3: Pushes several targets a a great distance. You can also try to use Force Push to get out of lightsaber locks at this level.

FORCE PULL

This power lets you pull weapons and specific world objects toward you.

LEVEL 1: Pull certain levers and objects in you targeting reticle. Also, you can pull one enemy. LEVEL 2: In addition to level 1 features, you can now pull the weapon out of the hands of a enemy, providing that he is facing you. LEVEL 3: The strongest pull, now you can pull multiple enemies and their guns. FORCE SPEED _____ When activated, this Force Power slows down the world around you, you gain a speed advantage over enemies. LEVEL 1: World is slowed to 75 percent normal speed for five seconds. LEVEL 2: World is slowed to 50 percent normal speed for five seconds. LEVEL 3: World is slowed to 25 percent normal speed for five seconds. FORCE HEAL _____ This power heals your health by converting the essence of the Force into a maximum of 25 health points. LEVEL 1: You must stop and meditate to heal. Healing stops when you move or fire. LEVEL 2: You can now move but not attack while healing. Healing stops if you are hit or launch an attack. LEVEL 3: Same as level 2, only you heal faster. FORCE GRIP _____ When used, this Force Power allows you to choke a living being. LEVEL 1: Use the targeting reticle to select an enemy, then use this Force Power to choke the enemy for a few seconds. The enemy is immobilized but not hurt. You may walk away while the enemy chokes. LEVEL 2: Once an enemy is targeted, this level's power will choke the enemy and also raise him off the ground. Hold down the Force Power button to keep the enemy in the air and inflict damage. Looking away causes the enemy to drop to the ground. LEVEL 3: The strongest grip, you can now move and look around while carrying an enemy- the perfect way to move him over an edge and drop him to an untimely demise. JEDI MIND TRICK _____ To use this force power, target the character you wish to influence and press

the Force activate button once. Once activated, the character will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. Note that the Jedi Mind Trick will not work on all enemies. A confirmation sound will be heard and a visual effect will appear around the enemy if he is successfully tricked.

LEVEL 1: Only one targeted enemy will be tricked for five seconds. LEVEL 2: Ten seconds of confusion. You can cause a distraction that effects all enemies in this area.

LEVEL 3: Create a distraction OR target an enemy to become your ally. Direct your reticle to where you want the distraction to occur or to target an enemy.

FORCE LIGHTNING

This power hurls a devastating electrical attack against enemies. Once an enemy is targeted, press and hold the L button begin the Force Lightning attack.

LEVEL 1: A quick burst of lightning that emanates from your hand and shoots straight forward.

LEVEL 2: Shoots a continuous beam of lightning.

LEVEL 3: Lightning shoots out in a arc, allowing it to hit multiple targets at once.

LIGHTSABER THROW

The secondary attack for the lightsaber, when activated this Force Power lets you throw your lightsaber forward against enemies. It will eventually boomerang and return to you.

LEVEL 1: Saber flies out straight over a short range. LEVEL 2: Saber flies out over a longer range and spins faster. Aim is by changing the direction of your face.

LEVEL 3: The Saber spins faster then other levels and intelligently finds enemies to hit.

LIGHTSABER DEFENSE

This power controls your speed and effectiveness when blocking incoming shots and lightsaber attacks.

LIGHTSABER OFFENSE

This power provides more lightsaber Combat Styles choices and allows you to push harder in lightsaber locks.

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I think the lightaber is the most important weapon in the game and it has much more info and features. So I think it deserves it's own section in this guide.

PRIMARY ATTACK

Different slashing and swinging attacks depend on player movement. The lightsaber is also influenced by your current Lightsaber Combat Style.

ALTERNATE ATTACK

If force energy is available, the player can perform a lightsaber throw. The lightsaber will eventually return to the player's hand. Remember that this maneuver will drain Force power.

COMBAT	STYLES

MEDIUM LIGHTSABER COMBAT STYLE

This is the classic lightsaber combat style. The attacks are of a medium speed and range and do a decent amount of damage. Some of the moves incorporate spins. A Jedi can chain about three to five attacks in a row. This style is the best for fighting multiple enemies.

I rarely use Medium Style. I would recommend that you use it on reborns and that is about it. The other two I think are a bit more useful.

FAST LIGHTSABER COMBAT STYLE

This style is very fast and efficient, though somewhat limited in range. The short, quick motions allow for many repeated attacks and quick follow-ups, but the damage inflicted is low due to the glancing nature of the strikes. These attacks incorporate fancy moves such as spins and can be chained indefinitely. This style is best used when fighting a lot of enemies who are not using lightsabers.

This is the style I use the most. I would recommend using it on lots of Stormtroopers and other enemies. It is not very effective on more powerful enemies with lightsabers though.

STRONG LIGHTSABER STYLE

This style uses powerful swings to break through defenses. The attacks have great range and a large windup and follow through. If they hit, the enemy is rarely able to block the attack and may be knocked down. If a enemy has a lightsaber, it may be knocked aside. It is wise to use these attacks when fighting a lone lightsaber-wielding enemy.

I will sometimes use this mode. It is good for when you are fighting shadowtroopers. Otherwise, it is too slow for other fighting.

BLOCKS, DEFLECTIONS, PARRIES AND LOCKING

BLOCKS, DEFLECTIONS, PARRIES

Lightsaber attacks may not always be successful. Depending on the strength of the attack and the skill of the defender, attacks may be blocked, deflected or even parried. You may only defend against and attack when your lightsaber is either in the ready pose or already in a defensive pose.

If an enemy blocks or deflects your attack, you will be able to transition to another attack quickly. Beware that if your attack is weak and the enemy's defense skill is high, a parry is possible. In this case, the defender can knock your lightsaber away.

LIGHTSABER LOCKING

When two lightsabers lock, the combatants are stuck pushing against one another. You must push against the other combatant (repeatedly tap your Primary Attack button) in order to win the lock. The higher the combatant's offensive lightsaber skill, the harder he can push. If you lose the lightsaber lock and are knocked down, hold the jump button to get up quickly. If you have Rank 3 of Force Push to get out of a lock, but it does not always work.

E	Basic Lightsaber	Attacks	

FORWARD TOP-DOWN HACK

COMMANDS: Forward + Primary Attack OR Backward + Primary Attack

A fast, deadly attack, If it hits, it can inflict a lot of damage. This attack is best for hitting targets above or below you.

HORIZONTAL SWIPE ATTACK

COMMANDS: Strafe Left + Primary Attack OR Strafe Right + Primary Attack

A slower attack, this move gives you the best chance of hitting a upright enemy, even if the enemy is moving horizontally. In this move, you will swing from the right while side stepping to the left or vice versa. This is useful for hitting a enemy in passing, but not for hitting enemies that are jumping or ducking.

DIAGONAL SLASH DOWN

COMMANDS: Forward + Strafe Left + Primary Attack OR Forward + Strafe Right + Primary Attack

This attack is best for enemies that are somewhat close to Kyle who are not moving. It does not have as much range as the horizontal swipes, but it is faster and has a good chance of hitting enemies in close quarters.

DIAGONAL SLASH UP

COMMANDS: Backward + Strafe Left + Primary Attack OR Backward + Strafe Right + Primary Attack

This attack is excellent when surprising and enemy, especially one charging at you. Execute this while running backwards and being chased. It is also good for enemies who are crouching or jumping.

Special Lightsaber Attacks

STAB BACKWARDS

COMMAND: Backward + Attack CONDITION: Player standing or crouching, and enemy located right behind the player.

LIGHTSABER COMBAT STYLE: All

When an enemy is directly behind you, you can execute this attack. It is a difficult move to time, but it is a fairly fast and devastating stab that can't be blocked. This attack can only be used when standing or crouching. With the fast lightsaber style, it's a quick back stab. In medium and strong saber styles, you spin 180 degrees and slash.

FORWARD LUNGE

COMMAND: Forward + Attack from crouching CONDITIONS: Must be crouching and in ready position

LIGHTSABER COMBAT STYLE: Fast Only

A relatively weak attack with little chance of hitting, this attack may, nonetheless, take your opponent by surprise. You will suddenly lunge forward with a upward, jabbing motion.

FLIP FORWARD AND ATTACK DOWNWARD

COMMAND: Forward + Attack + Jump CONDITIONS: Enemy must be directly in front of you

LIGHTSABER COMBAT STYLE: Medium Only

A good evasive maneuver combined with a devastating attack from above. Execute this move when your enemy is directly in front of you and you are using medium Lightsaber Combat Style. You will flip up over your enemy's head and attack downward as you pass over him. It's a good move to use if you're surrounded by enemies and want to get out of the middle.

FORWARD JUMP, DOWNWARD HACK

COMMAND: Forward + Attack + Jump from standing position CONDITIONS: Must be standing and in ready position

LIGHTSABER COMBAT STYLE: Strong Only

A very strong, unblockable attack; almost always a finishing move but it has only a small chance of hitting and is very slow. Press the Attack button before you jump forward.

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Walkthrough



Note: For this walkthrough we will be playing on Jedi difficulty, Ok. Well now that is settled, lets get started. I will try not to get into the "go left, then right, then left" kind of stuff but sometimes it can't be helped.

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Starting Objectives	New Force powers	
- Investigate the abandoned Imperial Outpo	ost - None	
- Engage Remnant forces in the area		
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Allrighty then.. lets get started. You start out behind a Imperial transport ship. You will soon here two guys talking. Use this time to get used to the controls. You may have to switch them to a way you like as I did. After you do that sneak around the ship and you will see two guys in white called Stormtroopers...not very smart...not very strong, but can still kill you if you let them. Anyway, blow the bergeezers out of them with you gun. If you want you can go into the door to the left and jump as far as you can get to get your first secret area!

After that follow the path to your right and soon you will here someone asking if someone is there. Around the corner comes your first Imperial Officer! Shoot him and turn the corner to find a whole lot of stromtroopers. Keep your E-11 blaster out and shoot them all! There are also some on the upper level waiting to be shot so they can fall off.

Jan will inspect the door and discover it can not be opened. Soon some more of those pesky stromtroopers will come from the left of the big door. Kill them and go to where they came from. They weren't smart enough to lock the door on the way out, were they? Go in and fill up your shields if you need to. Go in the other door and pick kill the officer and pick up his supply key.

Keep going and you will come to a lift. Go up it and you will be one the level that those stromtroopers had fun jumping off when you shot them. Go right and go up that lift. Press the button on the control console and it will power up the big gun outside.

Go back the way you came and go out to the big gun. Use it by pressing the Use Item button. Turn around and blast that door out of your way. Go in and wait for the left to take you down. Go through the door and shoot that stupid Stormtrooper who didn't hear the door open. Now more troops come out from the right. Try to stay behind something and let them come to you. Go in the door that they came from and shoot that box on the vent.

Go down and up the stairs. Turn the little console thing on the right wall off Go down the hallway. Go around the big machine type thing and go up the lift. Shoot the vent and drop down and kill the surprised officer. Push all of the buttons on the control panels to unlock doors. Go out the door to your left and kill the guys that come looking for you. Go in the right door and use the corner or boxes for cover while you kill the Stormtroopers in here. Then use your key to unlock the box on the ground to get nightvision goggles. Go down the lift to your right.

It is dark down here so get out your goggles and use them. Go left first, then go right to get a secret area. Then go left again and around the boxes. Then go into the little passageway. Crouch through the door and there will be a few guys in here to kill in here. Go over onto the other side of the room after you are done killing Stormtroopers. You will see a blue symbol on the wall. It is a Imperial code, go up to it and it will be put in your datapad.

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I	Datapad Updated
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I	- Input the blue clearance code at the main array
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Press all the buttons on the control panel and exit through the big door. Turn off the force field and go up the stairs. Kill the troopers up here and go left. Shoot the Stormtrooper by the window and go up to it and shoot another trooper out on the walkway through the window. Now keep going left and go through the door and you will come out on the walkway that dead trooper was on.

Go through the green door first. There will be two gun turrets on the ceiling. After you kill them go through the door. Go down the steps to your left and kill all of the dudes in here. Keep going and you will come to a control console. You will contact Jan and she will try to come down but gets pinned down. Go all the way back to the storage area with the lift was and help here.

Lead her back to the console you were at. She will open a door. Go out the way you came from and go up the steps. Now go in the door that used to be locked. If your health is low then use the strategy of going in and shooting, then retreating back out. Then go in and shoot again. There will be health to your left in here. After you kill the people here go left and on the wall you will see a green code. Get it.

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I	Datapad Updated
I	- Input the green clearance code at the main array
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Go out the door directly across from the code and go right down the hallway and up the stairs. Go all the way to that little door at the end of the hallway and go up in the little room and press the button to deactivate a ceiling turret. Now go in that room that you were looking at through the glass and go right and through the little doors to get health out of a box.

Now you have to head all of the way back down the hallway and back to the main array. Now go on the path under the red. Be ready for gun turrets. Go in the door and up into the little room and press the button. Go out and up the stairs. Kill those guys in white and go left and up the lift. Wow, more troops to kill. Press the button and go out the right door and head over to the button to activate the main array.

Go back and more guys will come. Kill them as usual and go back down the lift and down the stairs. Turn left and go through the door. Turn right to kill the Stormtrooper, then go down that way, turn the corner and kill the other one. There are more guys in the door to the right. Go there and then through another door. A guy explodes in front of you. Go through the tunnel on your left.

As soon as you get to the end of it the tunnel will explode. Keep going and you will come to a room with three probe droids. Blow them up and go up the lift IN THE MIDDLE OF THE ROOM. Go out and there will be another probe droid to kill. Go to the right and out on the roof. Cross the remaining tunnel. Ignore the droid. Drop down in the hole and kill the two troopers. Go left and kill the guys in here. Then go through the door at the right. There will be a basket of Stormtroopers in here too. In here you will get the red code!

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- Input the red clearance code at the main array	
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Go through the door and you will be back where you were before. Follow the hallways back to the main array. Here is how you will imput the codes:

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Now press all the buttons on the other side of the panel.

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All ob	jectives complete			
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Now cross the newly formed bridge and go through the door and you beat the level.

END MISSION

/	\ /-	\	
Starting Objectives	1	New Force powers	
	1		
- Investigate hidden section of the outpost	1	None	
- Engage Remnant forces in the area			
- Rendezvous with Jan and the Raven's Claw			
\	/ _	/	1

You pick up where you left off from the last level. Go forward just a little and shoot the little can to the left to kill some Stormtroopers. Go around the corner and there will be a few more troopers and a officer. They all need to be killed. Pick up the key that the officer drops and use it to go through the door. Be ready, because there is a gun turret mounted on the wall on the other side of this room. Kill it first then move those Stormtroopers out of your way with your gun (shoot them).

Go through the door that is open and take care of any enemies in this hallway. Now press the button of the console and it will raise the blast shield on the window behind you. Now break the glass and go through. Turn left right away to blow away the officer. Press the buttons on the console. You can also turn off the force field if you want.

Now, see that big freezer? It is really cold in there, so cold that not even Kyle Katarn can go through with out losing health. Break one of the windows in there. After that you will have to go really fast. Jump down in it and go out the door in front of you. Turn to your right to press the button on the wall which opens a door to the control panel for the freezer. Go in and turn off the freezer.

Next, you now have to go up the steps. Use the button at the top of the stairs to unlock the door. Two of those circular droids pop out. Shoot them to death. Now look up. You will see two Stormtroopers standing on the walkway above. You know what to do with them :). Go right and you should end up where you were before. Right by the freezer.

If you are standing at the control console, looking at the freezer, shoot the right glass window. Now go in slowly and turn right and walk carefully around the edge to the right side. Now use the beam and whatever that thing is to get up and into the door. Go across the little walkway and you will come into a room that I will refer to as the pool room.

There are two more of those circular droids in here. Shoot them and then walk along the edge to the right. When you come to the window, shoot the dudes in there. And then shoot the box which will activate the ramp leading to a door. Now go back around, making sure not to fall in the water. Now that you are back to where you came into this room, go across the new bridge you made. Go left and press the button on the console. Go down the lift in here and go through the door and activate the button to raise up blocks in that big room. Go back up the lift and back across the bridge. Now go left along the edge and down the lift. Go down the ramp to your left and kill the troopers. Now you are about to enter a big room that I will call the gun room. It is a dangerous room. Go in and there will be three gun turrets to your left. Use the blocks for cover as you kill the turrets.

See those blocks up on the wall? There is a bunch of goodies up there. You can only get to the middle one right now so use the blocks to get up there. Now leave this room the way you came in and go all the way around the water and across the ramp here. Jump down in the hole behind the door. Go through the tunnel. You will come out in some kind of laboratory. You can press the button to the right if you want to.

Now go to the left and up the stairs by the red hallway. Go through and press the button to change the blocks in the gun room. Now go back and go down to the door to the far left of the lab. You will come into the gun room. There will now be more turrets to take care of. Once again, use the blocks for cover.

Now go back up into the lab and go through the door on the other side of this room. Shoot the officer from here and wait for some more troopers to come. Now get ready to shoot a gun turret on the ceiling to your left. After it is killed go where the officer was standing and pick up his key and push the button.

Now go right into the detention area. Go straight by the cells all the way to the other side and go up the lift. Go out the door and go straight across the hallway into the other little door. Go up and push the buttons. Go back down and to the right. Go all the way across and shoot the officer and press the button.

Now drop down into one of those holes and you will end up in a cell. Go out and be ready for two torture droids that will try to poke you with needles. If you get poked then you will continue to lose health for a short time. Make sure you kill both the droids. Now make your way back to the stairs into the hallway where the gun turret was.

Now go all the way down the hallway and shoot the officer to your left and pick up his key. Use it to open the door at the end of this hallway. Go to the left and push the right button on the panel first. Then push the left button a few times to make the chamber in the other room explode. Now turn around and go in the door at the other side of this room.

There will be two gun turrets in this room mounted on opposite walls. Kill them both. Go forward a bit and shoot the box on top of the other boxes to your left. Go up in the vent and when you get out go left and press the two buttons.

Go out and to the right. Look in the window, you will see a few officers. Soon the door to your right will become unlocked. Go in and some Stormtroopers are waiting to greet you. Kill them all. Take the key from the officer. Go up the stairs to your left that are red. Press the button in there to change the blocks in the gun room again.

Now use the the key to open the little doors next to the stairs you just went up. Kill the trooper in here and get rid of the laser trip mines. Go down the lift. You will be in the gun room. There will be four new turrets. Use the blocks for cover as before. Then use the blocks to get up to the last bit of goodies. Now go back up the lift.

Now go all the way across the room and go through the door that is kind of

pinkish. A door will open and you will be attacked by a whole lot of troopers. There is also a trooper manning a big gun. Kill him soon. After they are all dead go behind the big gun the trooper was operating and push the button.

The force field in this room is now gone. Lots of guys will come from this area so be ready. After you kill those guys go in and to the left. Go behind the window and press the button to the left. Now this part is a little hard. Press the button on the right and run out to the right and find a gap where the lasers don't hit you. Now make you way around to the right and duck and jump to dodge the lasers.

When you get to the far door, you will see that the lasers have blown a hole in it. Go through. Go down the stairs and you will come to a door with a little small door next to it. You better have a good amount of health for this part so if you don't just go back and find some. There is toxic gas in this room so run in and grab the key by the officer's body and run out as fast as you can.

Use the key to open the door behind you and go in. Use the controls to guide the little droid through the small door that leads into the room with the gas. Go left and follow the path into a larger room. Go down the ramp and push the little button on the wall. Now go all the way back to where the little droid started and exit this droid.

Now you can go into the gas room. Go left through the door once you get in the gas room. Kill the storm troopers in here and don't worry about destroying the crystals. Just make sure you leave a few :). Now go to the other side of this room and go through the door.

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-	Investigate hidden section of the	outpost
-	Engage Remnant forces in the area	
	Status: COMPLETE	
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Fill up your shields and go through the tunnel. This is the end of the level. All objectives COMPLETE

END MISSION

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DO3	Artus Mine A
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/	\ /\
Starting Objectives	New Force powers
1	
- Infiltrate the mining facility	None
- Cripple the mining operations	
\	/ \/

Follow the path forward. When you see the main complex go right along the wall and drop down to the right. Keep going right and you will see a body. Climb over it and pick up the bowcaster. Turn around and go to the right of the small tower in front of you to avoid being seen. Keep going forward. If you are seen by the search lights then two probe droids will come and two gun turrets will pop out on top of the building to your right.

Keep going and jump up on the little platform and go in the door to the right. Press the button in here to turn off the search lights. Go back out and go towards the main cargo pad. You will soon see or hear a explosion. It comes from the pipes to the left. Jump up on the first pipe. Use the pipes to get up. Be very careful because some pipes will fall. Just go slow and you should be fine.

Once you get on the building go up the stairs to either side. There will be quite a few of those annoying Stormtroopers in the door here. Just open it and let them come to you. Sometimes they will be in such a hurry to get out that they will fall off the edge. After you kill them go inside the door. Go up the lift to either side of the big door. Pick up the key from the officer that should be dead by now(if he is not, make sure it happens soon). Now go back down the lift and use the key to open the door and go in.

END MISSION

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DO4	Artus Mine B
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Starting Objectives	New Force powers
- Infiltrate the mining facility	None
Status: COMPLETE	
- Cripple the mining operations	
\	/ \/

For starters, you can fill up your shields and ammo to your right. Then go in the door ahead of you. There is a pretty healthy supply of officers and Stormtroopers in here so be ready. Make sure you pick up any keys that officers drop. After you have killed everyone and pick up all the keys, go out the other door in this room

Go down the lift and get ready to open the door. There will be many troopers behind the door. Try to stay in the building and open the door for only brief

periods of time to shoot guys. This way you won't be exposed a long. Watch out for the trooper up above. After you kill everybody go in the door with the red lights all around it that is unlocked. The elevator will go up and come back down with Stormtroopers on it. They need to be killed. Go up the ladder now.

Go right and follow the path to the room with controls in it. Go left towards the big door. Soon Stormtroopers will burst in. You will need to do a lot of dodging and shooting to kill them. Go in the big door and kill the two gun turrets on the ceiling. You will have to remember where this place is. Now go back and go through the little door to the left to get out on the catwalks.

Follow the catwalk into the hallway. Be careful because there always seems to be a Stormtrooper when you come into this hallway. Follow the hallway to the left and shoot everybody in this room. Now go to the far left door and drop down in the pit. You will have to do things pretty fast here. Wait for the pipe to flash red. After it is done flashing run through it and shoot the red things on the wall. Now the big heater thing will come down. Use it as a lift to get up. Now you have to get up on one of the mine cars that come in this room. To do this, get onto the light supports and just jump on when a car comes. Make sure to duck when you exit through the door. Now ride the car to the first turn. Jump off to the left to get onto that ledge right after the first turn.

You will have to go through the small mine now. It is really easy if you do what I say. Watch out for those little bugs on the ground. You can only shoot them when they are charging you. Always stay to the left. Just keep moving and always go left. You should soon come to a lighted area with a machine. Activate the machine and follow it's tunnel. Do not go down the hole it falls through!

Go to the second hole and wait for a car to come underneath. When it comes break through and get on the car. Then quickly jump onto the nearby catwalk. Now you can take the time to shoot any enemies in here. Now follow the catwalk all the way to the left and go down the lift. Go around the lava pit and go through the small door. Shoot the dudes in here.

Use the "lava smasher" as a elevator to get up on the catwalk. Now Go through the door up here. It is easier to shoot the guys from up here so that is what you will do. After that you should take the lift down. Press the button on the big generator.

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Ι	- Cripple mining facility	
Ι	Status: COMPLETE	
Ι	- Proceed to the detention facility	
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Run out the door with the red lights. Go out the next door and you will be in the same mining section you were before. Kill the troopers here. Now go in the red door with the elevator. Go up and follow the hallway to the control room. There will be more troopers in here. Now go to the left where the tram car station is. Get on the car and press the button to get out of there and beat the level.

END MISSION

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D05	Artus D	etention	
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Start	ing Objectives	New Force powers	
1			
- Res	scue the miners from the prison	None	
1			
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You start out on the tram car that you took to escape last level. Jump off to the left onto the ramp. Go around and kill the troopers that are here. Now go back around and climb up the rubble into the little room with a few screens. Now push the button in front of one of the screens and it will unlock the door down below. Now back down and go through the door. There will be a trooper in here and a few more behind the wall shooting through the little crack. Kill them here and turn left down the hall. Once you get to the end turn around and the door behind you will open and some more of those Stormtroopers will come out. Go in and shoot them here. Don't forget to shoot the guy that is on the ledge up to your right. Now fill up your shields and ammo here, then go down the hallway behind the wall and push the button at the end.

Now the other door is open at the end of the hallway. Go back around to it and go through. You are now in a big area with a cylinder in the middle. The cylinder is the structure that is containing the miners. Kill the Stormtrooper here and go around to the door. Oh yeah, more troopers will come after you shoot the first dude.

Go in the door and kill the troopers on the stairs. From now on a good tip would be to shoot the guys in the head to kill them quickly to prevent yourself from losing too much health. Now go up the stairs and through the door up here. Many more guys will run around the path to you. Fire as fast as you can at them to kill them all. Now go around and through the next door. You will now have to go up some more stairs. I see a pattern here, don't you? Just keep running up the stairs and around the path and kill the guys as you go.

At the top level there will be a few of those floating attack droids that you need to kill. Go around and through the door. Go up these stairs and you will come to a control room. Kill the officers in here. There are two buttons in here that you need to press. One turns on the fan and the other releases the miners. Now go back the way you came from and go down the stairs. Now go through the door that was locked before.

Now follow the hallway and soon a miner will talk to you. Now follow the guy out the door.

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		-
I	- Capture the base commander and force him to open the main hanger doors.	
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Kill the guys out here and go up the lift. Go all the way around the ledge and go in the door at the end. Kill the troopers in here and go through the door. You have to jump to the vent to the right when you go out on the catwalk. Follow the vent and go up the lift. Follow the vent. Jump down the shaft. The fan will slow you down. Make sure not hit the fan when you get to bottom.

Keep following the vent. When you come out go around the path and go in the next vent. There will be a few bugs. Now go out and you will be in the green mine again. Use your light goggles to get through the mine. At the end of the green mine there will be a little tunnel. When you come out you will be in a storage area. There are a few guys in here. After you take care of them go through the big door.

Now go left through another big door. Go through the smaller door to your left once you get through the big door. Kill the few troopers in here. Press the button on the control console in here. Now go back out of this room. Now take a right back through the big door. Now go around this area and through the other big door in here.

There will probably be a few guys in here. After you kill them go down the steps to the left in this room and go through the little door. The base commander is in here. Get behind him and point your gun at him. He will start

to walk. Just keep your gun pointed at him and he will keep walking. Follow him. At the top of the stairs he will say that you won't get away with this. He then opens the door. A Stormtrooper and a bunch of those little bugs come out. Quickly kill all of the bugs before they kill the base commander.

The base commander will now walk over and push a button on the wall. More troopers will come. You are now ok to shoot the base commander. Also kill the troopers I might add. Now go through the other door here and go down the lift in the next room.

/	/\
I	Datapad Updated
	- Capture the base commander and force him to open the main hanger doors.
I	Status: COMPLETE
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Kill the two troopers at the bottom of the lift, then go through the door here. There are 4 troopers in this next room. Kill them. Now chose one of the two hallways here. Shoot the vent at the end of the hallway and go in. Once you get in the vent turn right. At the end of the vent you can drop down. That is the end of the level.

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I	Datapad Updated	
- All objectives COMPLETE		
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END MISSION

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D06	Artus Topside
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/	\ /\
Starting Objectives	New Force powers
	1
- Disable the external defenses to allow	None
evacuation of the prisoners.	1
- Rendezvous with Jan and the Raven's Claw	1
	1
\	/ \/

You start out in the heat of battle. There are many Stormtroopers up on the ledge shooting at the prisoners. Turn around and get on the big gun behind you. Use it to knock some of those guys off. Pretty soon the big doors will open and a AT-ST Walker walks out. This can be anything but good. Blow the hell out of it with the big gun. Now finish off any remaining troopers that were lucky enough to have survived this far. Get off this gun and go through the door directly to the right.

There will be a few guys in here. Destroy them and go out the door and down the lift. Now go left and follow the canyon while shooting any Stormtrooper that gets in your way. At the end of the canyon there will be some more big doors. Another AT-ST comes out. Run by it and go into the hanger and through the little door to your left.

Go up the lift and out the door. Out here there will be a few more Stormtroopers. Kill them all. Now take this time to fill up your shields with the device next to the door. Next follow the path to the first big gun. When I say "big gun," I do not mean the ion cannon. I mean the big turret you can sit on. Don't use this one.

Next you will have to make your way past the ion cannons to lower the shields that protects them. Every time they shoot there will be a electrical charge all over the platform they are on. DO NOT be on the platform when this happens. Wait for the gun to shoot, then run behind it and jump on the pipes and wait for the ion cannon to shoot again. Then run off the platform on the other side. Do the same thing with the next ion cannon.

Run in the door here. There will be three troopers in here. Now go through the next door here and be ready for a turret on the ceiling. Go through the door in here after you have killed both the Stormtrooper and the turret.

You will now be in the hanger for the AT-STs. There are a few guys up here. Shoot them. Now look over the edge and shoot the rest of the troopers in here. Go through the door here and watch out for a laser trip bomb behind the door. Go through the next door the go on a little more and down the lift/

Now go down one of the big lifts to either side of you. You will now be on the main floor. Go through the little door here. There will be a few troopers and officers in here. After you kill them make sure that you pick up the key that one of the officers had. Use it to open the next door in here. Go in and there will be three officers in here to greet you. Kill them. Now go around to the other side of the room and press the button on the control console to lower the shields on the ion cannons. Now go back out to the main hanger.

Go back up the lifts and back through the doors that you came in. Now go back outside to the ion cannons. Get on one of the big guns and blow up the two ion cannons. Also watch out for the AT-ST that is still on the ground. You will have to be very quick when you shoot it because it's missiles are deadly.

/ 	Datapad Updated	\
	- Disable the external defenses to allow evacuation of the prisoners	
	Status: COMPLETE	 /

Now go back into the hanger with the AT-STs. Go all the way around the upper level and through the door that wasn't unlocked before. There will be a turret in here. If you stand under it, it won't kill you. After you kill it go through the last two doors and there will be a cutscene and you beat the level.

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	Datapad Updated	
	- All objectives COMPLETE	
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END MISSION

/`	\ /\
Starting Objectives	New Force powers
1	1
- Meet with Luke Skywalker	None
1	1
	/ \/

This is the easiest level. No enemies at all. You just have to make your way up to the top to meet with Luke Skywalker. Ok, you start out right next to a X-Wing. C-3PO comes up and talks to you. Now you have to make for the top of the temple. There is a lift in this big hanger room. That is what you need to do. You are faced with the extremely challenging task of finding it (wink wink). It is straight ahead and a little to your left. Go to it and go up.

Now that you are up I'll tell you some things. To your left is the next lift which you need to take up. To your right is a big locked door that you need to remember where it is. Up ahead is a smaller door that you can just ignore. Now that those things are said, go up the lift to your left.

You need to take the next lift from here on up. If you go through the door here you can watch some Jedi training which is pretty cool. After you go up the next lift follow the hallway which will take you to Luke. There is a cutscene were you and Luke talk about getting your lightsaber and Desann.

Remember that big door I told you to remember? Go down the lifts and go through it. You will now be out in a big courtyard. Go straight and to the left to go through another door that will take you out of the courtyard. Follow the path and it will lead you out to another courtyard. Go straight ahead and up the steps. Jump through the hole to your left and get ready to face the trials!

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	Datapad Updated
- Meet with Luke Skywalker	
Status: COMPLETE	
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END MISSION

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D08	Yavin Trial
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/	\ /\
Starting Objectives	New Force powers
1	
- Complete each trial to regain you force	None
abilities	
1	
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You start out in the main room. Go left through the door. Step onto the little platform and touch the floating blue box to get Force Push. Yay! your first force power! Now go right and go through the door to face your first challenge.

This challenge I found hard at first, but I finally figured it out. First, see

those panels on the wall? You need to turn them over to see the figure. One padawan difficulty they are already turned over, but we are playing on Jedi so turn them over with Force Push. Now see those tiles on the floor. Each set is lined up with a panel on the wall. You have to use the Force Push to move the tile into the middle that has the matching shape of the panel on the wall. The middle is marked with arrows. After you have them all matched up you can exit through the next door.

Move along the hallway and you can pick up your next force power. It is Force Push. Move through the hallway and through the next door and you will come to your next puzzle.

There is water on the floor in this room. The door you have to get through is up high on the other side. To your left on the wall many of the bricks are off color. Those are bricks that you can pull out of the wall. After you pull them all out they form stairs that you are going to use to get up to the door. Now that wasn't so hard, was it? Anyway, off to the next challenge!

Go through the door up here. You are now in the main room again. Go forward to pick up your next force power. It is Force Speed. Go straight across to the other side of this ledge and go down through the crack in the floor to go to your next challenge.

You are now in a room with two doors on either side of you and both are locked. The door to your right has a little switch on the floor next to it. Go step on it to open that door. Go through the door. Get out Force Speed, but use it yet. Step on the big switch and turn around and activate Force Speed. Now run through the door and keep running. All of the doors will open. Run through them all and you will be in a new room.

Go up the ramps and out the door here. Go up the stairs and you will get your next force power. You now have Force Jump. It will increase your jumping capability. Go through the door to your left now. You will be back out in the main room. There is some rubble to the right. Jump up on it to get up on the ledge with the doors. Go through the middle door and down the stairs through the next door.

You are now in a room with bars guarding the door on the other side. Get down on the wood board and look up to the left. You will see some heads on the wall. Use Force Push on all of them to make water come out and fill up the room. Get back on the side of the room you started on. Now wait for the board to float up and the bars to rise. Then activate Force Speed and run across the board and then go through the door.

Go down and then use Force Push to blow a hole in the wall with a crack. Go through the newly opened path.

When you get to the end of the hallway. You will be in a room that has a very high roof. Use Force Push on the little blocks under the big blocks to lower them. Then just jump on the lowest block and then jump from block to block up to the door. Go through the door.

You now have another speed test. Go to the left and activate Force Speed as soon as you step on the switch. Then turn around and run for the door straight ahead. If you time this right a bridge will swing through just in time to let you cross and get through the next door. This may take a few tries though.

You are now on the final test. You have to get your lightsaber from the top of the pillar in the middle of this court yard. To do this first go up to the pillar and use Force Push to push in all of the little knobs to bring the pillar down. The next part is hard and will take some practice. Turn around and go up into the little doorway with the lift. Go down the lift. As you go down the cage around the lightsaber will rise. Use speed and start running towards your lightsaber. While you are running switch to Force Pull and use it to yank your lightsaber to you before the cage closes. Yay!! You now have your lightsaber. To get out of here all you have to do is through your lightsaber at the ropes holding those weights by the door. Once both are cut you can pass through.

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	Datapad Updated
	- Complete each trial to regain you force abilities
	Status: COMPLETE
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To go through the next door you have to throw your lightsaber at the thing on it. This will allow you to go through.

END MISSION

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D09	Nar Shaddaa Streets
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/	\ /\
Starting Objectives	New Force powers
[
- Track down the gangster, Reelo Baruk	None
\	/ \/

Ah, now the game really picks up. You now have your lightsaber to use. It is very useful in killing and defense. Except on this level there are many disrupter rifles that you can't block with the lightsaber so be ready.

Walk straight ahead until you can no longer walk forward, then turn left and through the door. You will be asked to give up your weapons at the door by these weird looking green guys called Reelos. They will be a common enemy for the next couple of levels. The other common enemies are the brown guys with three eyes that usually through grenades, called Grans. And the others have crossbows, but I don't know their name so I will call them Reelos too.

Anyway, after you give your gun to the guys at the door, walk over to the bar and there will be a cutscene with you talking to the bar tender. After the bar tender shuts the window on the bar the cutscene will end.

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Datapad Updated	
- escape the bar alive	
\	/

Now you have to eliminate all of the Reelos and Grans in this bar. Use your lightsaber and use this time to get better with it. There are a few different ways to get to the balcony up on the next level. Just look for a ramp on one of the walls. After you get up on the balcony go into the room with the glass windows and go up the stairs to push the button on the wall. Now go back down to the bar and go behind the bar and push the button. There will be another cutscene and then you should go back up on the balcony. This time go through the door that leads outside. There should be a Reelo by it. After you get outside on the ledge get out a gun and start picking off the Grans and Reelos around you on the ledges.

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Datapad Updated	
- escape the bar alive	I
Status: COMPLETE	1
- Find the entrance to Reelo's hideout.	1
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After you have killed the enemies turn right on the ledge and follow it around the corner and across to the next building. Two more guys will come. Handle them with your lightsaber. Now follow the path through the door. There will be a lift in here. When you lower it two more Reelos come down on it. Kill them and go up. There will be a few Grans and Reelos up here. After you take care of them go through the big hole in the wall next to the elevator.

Go through the only door in this room and then through another to be back out on the catwalk outside. To your left there is a balcony with a railing on it. Jump over there and then go up the ramps. As you go up the ramps there will be some Reelos shooting at you from a distance. You can fire back at them. When you get to the top go through the door and down the lift.

Now go down the hallway and get close to the bridge you need to cross. There will be a guy somewhere on the other side. There is a explosive on the bridge and it will blow up if you get close. Get close and let it blow up. Then jump across and kill the guy on this little "island". Now go to the front doors of the little building here. Jump up on the little walls next to the doors to get up on the glass roof. Now break the glass and jump down. Press the button in here to extend a bridge on the other side of this "island". Now you can just go out the main door and cross the new bridge that you made.

Kill the guy here and then go through the door straight ahead. Use the Force Pull on the red box to pull it over a switch that lowers a lift. Now go back out of this room and go on the lift. Turn around so you are facing the red box. Now use Force Push to push the box off the switch. You will now be heading up the lift.

Now follow the path and press the switch near the edge. Look behind you and you will see that some new ramps have formed. Go up them. Go around the corner and go up the ramp. You will now see some windows on the roof. Don't go down in them. Instead, go to the other side of this roof top and there will be a small lift that will take you down. Go down it and get off to the right.

Go around the corner and you will see a floating air car with three guys on it. Shoot all the guys and it will begin to drift up and down. Wait for it to get as close as possible, then jump onto it. When you are on it wait for it to get as high as possible, then jump off onto the nearby ledge and then go up the lift here.

You will now see a tunnel with glass walls and floors. Shoot the guy in here. Now carefully stay all the way to the right so you are on the solid support beam and make your way through the tunnel. There are a few mines planted on the tunnel so be ready. Once you are in the next room destroy the barrel to your left and it will blow a hole in the wall. Go in and use your lightsaber to destroy the pipes that have the electric current. Now go back out and to the water which is now safe to touch. Get in the water and look up at the door on the other side. Use the Force Pull to pull a bridge out from under the door. Now get on the bridge and use it to jump up onto the roof top.

Jump onto the R2 droid and then jump up onto the vent ledge. This will take some practice. Now break the vent and go through. When you come to the fork in the vent take the right way and blow up the box. Then jump down onto the trash truck thing. It will start to move. As it moves use the force push on the switches to your right. When you get to the end and the doors open, duck down.

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	Datapad Updated
	- Find the entrance to Reelo's hideout
	Status: COMPLETE
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END MISSION

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D10	Nar Shaddaa Hideout
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Starting Objectives	New Force powers	I
1		I
- Track down Reelo Baruk	- Force Jump Rank 2	I
1		I
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You begin this level on the trash car. You will soon be dumped off onto a conveyer belt leading to a big garbage crusher. Walk down the belt and jump onto the ledge above the big crusher. Now go left through the door.

You will be in a big room with many garbage smashers. Notice how all of the garbage chutes have a bin at the bottom except one. You have to look for this kind of stuff in these games. Go to the chute with no bin and jump up in it. Wait for the big smasher to come down. Then as it starts going up, activate Force Speed and run under and through the door on the other side.

You will now be in a huge room with boxes stacked up so high that you can not see the bottom. You will have to jump from box to box to get to the door on the other side. Just always jump to the closest box and you will eventually make it to the other side. To get to the door on the other side you will need to jump up on the box, then use Force Pull to pull the box off up on the ledge. Now jump up and go through the door.

Follow this little hallway all the way up and across the little catwalk that goes above the boxes. Now kill the Gran that is up here. Be careful that his grenades don't knock you off the catwalk. Go through the door on the other side of the catwalk and follow the hallway until you come to a point where you can turn and see a garbage cart. Pull the cart out and head back for the catwalk.

When you get to the other side of the catwalk where you came in from all you have to do is look down to the left and you will see the door you entered this

room with. Just jump down onto that ledge and go back through the door. Now use the Force Speed to get back through the garbage smasher. When you get out of the chute look straight ahead. You should see another big smasher. On the other side of it is the door you need to go through. Go in.

Go all the way to the left and pull the red box out and go in the passage behind it. At the end of the path there will be another cart. Push it in and follow it and you will see another passage. Go through there. There is another conveyer belt in here. Jump onto the window ledge to the right and break the glass and shoot the guy. Now use the Force Push on the button that will open the door to your right. Go through that door.

Now follow the next path. Quickly go through the next room because there are Grans up above throwing grenades. Don't bother with them, just head on to the next room. In this path there will be slits in the walls that open up with Reelos behind them so be ready.

At the end of the path go up the ramp and make the turn. Then go up the next ramp. On the next ramp you will see a vent to your right. Go up in it. Look through the bars straight ahead and shoot the barrel down on the floor. Next go out of the vent and make a left. Jump down on the boxes to the floor. Use your lightsaber to open the door here and go through. Now go left through the other wall that you blasted.

After you go through the next door go left down the ramp and through the little door. Then go through the big door that is unlocked. Go straight and there will be a cutscene with you talking to Lando. Now you have to set him free.

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I	Datapad Updated	
I	- Release Lando	
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Now head all the way back the way you came from. Go back through the holes in the walls that you blew up. When you go back through the second blown hole take a right back through the door you came from. Now jump back up on the boxes and go up the ramps and out the door at the top.

You are now on the catwalks above the garbage smashers. Follow the path straight ahead and go down the elevator and through the little door. Now you can go straight ahead and kill those Grans that you saw before. After that go back and stand on the tile in front of the other door. A machine will ask for the password. If you visited Lando and talked to him then you will say the right password. If you get it wrong then you will die because you didn't read my guide carefully enough.

Go through the door and up the lift. Then go through the next door and down the lift. Use your lightsaber to break the bars and get through. Now kill the guys here. When you go through this next hallway there will be many turrets on the roof. Your lightsaber is your best defense. It will deflect the bullets and you can through it at them to blow them up.

At the end of the hallway use Force Push to press the switch through the glass. Now go through the big door. Go through this next door and there will be a cutscene. After that there will be four turrets on the ceiling that will start firing at you. Keep your lightsaber out to protect yourself. Use a gun to destroy the turrets. After you kill all of the turrets some guys will come out of the doors. They should be killed too. Go through one of the two doors that are next to the big window the Reelo was in. Go up the ramps and you will be in the room that Reelo was in.

Now go to the chair Reelo was sitting in and press the button. It will free Lando and open up the center of the floor in the big room. Now go back into the main room and go down the lift in the middle of the floor. Then go through the door in this room. You will meet up with Lando again.

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	Datapad Updated	I
	- Release Lando	I
	Status: COMPLETE	I
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Now just follow Lando and you beat the level when you go up the lift.

END MISSION

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Starting Objectives	New Force powers
1	
- Find Lando's ship, the Lady Luck	- Force Speed Rank 2
I	- Mind Trick
I	
\	/ \/

You start out this level on the lift that you went up at the end of the last level. When you get to the top go straight and up the ramp. There will be a few Grans up here so be ready to kill them. Kill the Grans and then follow Lando to the elevator and go up. Lando will then lead you through another door and you will see his ship

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1	Datapad Updated	
-	Find Lando's ship, the Lady Luck	
	Status: COMPLETE	
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Lando will stay up in this room. You now have to open the main doors so you can fly out. Take the lift to your right down. Now go and take the path straight ahead. Use your lightsaber to open the door. You will be in the room that you fist took the lift up. Go through the door to your left. Go down this hallway and you will be in a large room with a big hole in the middle. There are a few guys in here. Try pushing them in the hole just for fun. Next go through the other door in here. This room is very dark. Put on your night vision goggles. Turn to the right and go forward. Then jump over the box here. Now follow the path left and crawl through the little hole. Then go right when you come to the end of this path.

When you come out you will outside on a platform with many big boxes. There are guys crawling all over this place. Check behind and on top of every box. After you have eliminated all the Reelos and Grans take the path to the right but do not go past the door to your left. There are two turrets mounted on the building ahead of you. They are kind of to the left so get out one of your guns and shoot them. Now you can go up closer.

Go up to the building and go in the door to the right. There are two Reelos and two Grans in here and I think you know what to do with them. After you take care of them keep following the hallway and you will come to the next door. But before you go through the next door look to the other side and you will see two Reelos up on a ledge through the window. You can use Force Pull to pull them off. Now you can go through the door.

Run straight ahead onto the little platform that extends out. Now jump up onto the mount that the turrets were on and go inside the room. There are some Grans in here. Kill them. Go left and follow the hallway. You will come to a three door junction. Take the door in the middle because it is the only one that is unlocked.

Run up the ramp and press the button. This will open the door to the starpad. Go back down the ramp and go out this door. Then take the door to the left and follow the path. The path will lead you by the fuel pump. Remember where this place is. Now go and take the right path from the fuel pump. You will have to go all the way around the building.

You will soon see that the main doors to the starpad are open. Go in and you will see Lando. He will tell you that the ship needs to be refueled. Soon more guys will come in. You need to kill them all before they kill Lando. Soon Lando will go up in the ship. Follow him. More guys will come. After a while Lando will tell you to go open the fuel pump and to open the roof. Go back out of the ship and look at the hoses by the ship. There is a symbol on each hose. Remember them.

/- 	Datapad Updated	\
	- Open the roof sections - Pump the fuel into the ship	

Now go back to the fuel pump. Jump up on one of the little triangles that come out of the base. Then jump up on the pipes. Walk across the pipes and and switch the symbols on the pump to match the two on the hoses.

Now go back to the starpad. On either side of the ship there are some boxes. Under each box is a vent you need to go through. One box needs to be pulled off with the Force Pull. Go through that vent first. When you get out go up the ramp and push the 4 buttons on the object in the middle first. Then push the other button on the console. Next, go back through the vent and back to the starpad.

Now go to the other side of the ship and destroy the boxes here. Go through the vent and do the same thing with the buttons that you did before. This should open up the other half of the roof.

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<pre> - Open the roof sections Status: COMPLETE \</pre>	 /			
Now go back to the starpad through the vent. Go up into the ship and Lando will try to start the ship and fail. There is a cutscene and the big doors open up will Reelo Buruk and some more Reelos behind it.				
Datapad Updated				
 - Use the ship's gun to defend the ship \	 /			
Press the button to your left to man the ships	gun. Blow the enemies to bits.			
END MISSION				
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You start out this level on the bottom of Bespin city. There are three vents around center of this area here. You need to get to one and go through. When you get to one stay to the side of it. Wait for the elevator to come down. Stay away from the opening because air will be blown out when the elevator comes down. This air will blow you off. So just stay to the side when the elevator comes. After it is down, go in and ride it to the top.

There are a few enemies up here that you can take down with your lightsaber. After you kill all the guys you will have to wait for the elevator to come back up before you can go through the only door up here. Go through it when the elevator comes up. You can go either way, both will lead to the same room. When you get to the room kill all of the enemies in here and go to the control panel behind the glass. There is a guy standing here. You have to use Mind Trick on him. When you do he will open the other door in here. You have to get your timing right because there is fire that goes on and off behind that door. You might want to use Force Speed to help. On the other side of the doors with the fire is a lift. Go up it.

When you go through the door up here you will be in a huge circular shaft. Do not touch the glowing beams that circle around the room. There is a Reelo with a disrupter on the other side shooting at you. Take care of him with a gun. Now you will have to wait. Soon a little lift thingy will come down on your level and a force field will be generated over the huge gap. Activate Force Speed and run all the way across and jump up on the little lift thingy. It will take you up to the next level. You will have to do the same thing as you did before for the next few levels. When you get to the top and go through the door up here there will be a few guys. After you kill the guys go up the elevator. That is the end of this level.

END MISSION

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D13	Bespin Under city B
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Starting Objectives		New Force powers	Ι
			Ι
- Infiltrate Bespin City through the lower		None	Ι
levels			Ι
- Find Lando's R5 unit near Carbonate			Ι
Chamber 17			Ι
			Ι
\	-/ \	\	/

You start out this level right where you left off from the last one. Go through the doors here and kill the Reelos in this room. Go through the big vent to the left. You will be blown up through the vent and you will land in a big shaft. Turn to your right and wait for a current of air to come. When it does, jump into it and you will then be blown up to another ledge.

From this ledge you will have to wait for another current of air. Keep doing this until you get to the top. On the last current of air you will have to jump straight across. When you get to the top ledge there will be a small cutscene which shows a person that looks like a Jedi power up his lightsaber. After that cutscene the person will run over here to attack you. These enemies are called reborns. You will have to use your lightsaber to kill him. Just keep hacking away and try to avoid his blows and you will defeat him. When that is down go to one of the side paths and use the little air vents to push you across to the other side.

There will be some guys on the other side of the platform. Kill them. Go in the door here and go down the hallway. Some more Reelos will come and will need to be destroyed. When you get past the two Grans fill up your shields and go through the door. You will now be in a carbonate chamber like in the movie. There is another reborn in here. Kill him the same way you did to the last one.

Now some Reelos will open a door and start shooting at you. Kill them and go in that door. In here is the R5 unit. Open the little door to let it out.

/-----\ Datapad Updated |-----| | - Find Lando's R5 unit near Carbonate Chamber 17 Status: COMPLETE | - Infiltrate Bespin City through the lower levels 1 Status: COMPLETE _____ The R5 will now lead you to the lift. It will press the button. This is the end of the level. END MISSION D14 Bespin Streets /-----\ | Starting Objectives | New Force powers | - Search for Desann | - Force Grip Rank 1 | - Engage hostile forces in the area \-----/ \-----/

You start out this level on the elevator that you were on the last level. The R5 droid is still with you. When you get to the top of the lift get off. The droid will start to move on. Follow it. Make sure it is not destroyed. It will soon not be able to go any farther because of the next elevator. Jump up on the ledge to the left side of this hallway. Open the door and watch out for the laser trip bombs. Now kill the guy in here. Then you can press the button on the console to lower the elevator. Go back out and jump over the elevator to catch up with the droid. Follow it through the door.

When you get through the door just ignore the enemies that are shooting at you. Focus on destroying all of the laser trip bombs here so that the droid will not be destroyed. If it is destroyed then you fail. After you have quickly destroyed the bombs you can shoot the guys.

The droid will now open the next door. Inside are a few Tie-Fighters and a couple of guys. Kill the guys to protect the droid. The droid will now open a last door and go in and "park" itself. You do not need to worry about the droid anymore. Go through the other door in this room.

This next room is a storage room. If you want to kill some more guys then you can go into the door by the glass window. After you do that go through the other door in this room. It needs to be opened by your lightsaber. You will now be outside. Kill the guys out here. Follow the road past the orange cloud cars. Once you get past the cloud cars another reborn pops out. I think you know what to do with him by now.

Go through the next door. You will see a officer from the cloud city. He talks to you and says that his men will help you get rid of Reelo's thugs. After you are done talking to him take the next door back out onto the streets. The officer will follow you.

There are many guys out here. Some are up on the ledges above and some are

running around on the streets. I would recommend keeping you lightsaber out to avoid losing a lot of health. But you will need your gun to take out the guys on the ledges. Take the road to the left. And then turn left again at the next fork. You will see a battle up ahead.

Run up with your lighsaber and kill the guys on and by the big gun. Then turn around and start shooting at the guys on the ledges with the other officers. Make sure to kill all of the guys. Now keep following the road and go through the next door. You will be in a big open room. Go straight and to the lift. The officer says that he will stay here and keep the enemies off your back(what a nice guy). Now go up the elevator.

When you get up to the top some more Reelos will come. Run around the edge to get to them. After they are dead go through the way that they came from. You are now on those ledges that the Grans and Reelos were on when you were running down the street. Just follow the ledge and you will come to a small door. Go in it.

There are some more Reelos in here. If you take the left door there is a shield recharge. After you do that go through the other door that is in here. Go through the next door and you will see yet again more Reelos that need to be killed(do you see a patter here?). Open up the one door with you lightsaber and there will be two cloud city officers. They will now follow you. Now take the other door back out onto the ledges. Even more Reelos and Grans out here.

Follow the ledges around and you will see a big pit to your left. Take the ledge to the left and go down the elevator. Now go around the pit and up the other elevator. Follow the ledge and go through the door and terminate all of the enemies in here. Now push the button on the wall in this room. This will open up a big door next to the pit. Go back down and around the pit and go through this door.

Once you go by those two tower things two reborns will come. Use force push on them to push them over and make them easy targets. After you kill them go straight ahead and up the elevator. Make your way to the small bridge here. Be careful when you cross the bridge because when you step on it a whole bunch of laser trip bombs appear. After you get past the bombs kill the guys on the other side of the bridge.

Follow the ledge around until you come to that big closed door. Turn around and jump off the ledge down onto the ground with the little pool of water. Kill the two Reelos down here and go through the door. More guys are around here. Follow the path around to the door and go in. In here you will meet up again with those pesky Stormtroopers. Kill them and go in the door to the left.

Go up the elevator here and you will see a few more enemies that are asking to be killed. Go through the door straight ahead in here and you will be back outside. Kill the reborn that comes. The kill the two officers and take the key. Now head back into the room you just came out from. Use the key to open the other door in here and go through. That is the end of the level.

END MISSION

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D15	Bespin Platform
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Starting Objectives	New Force powers	
- Search for Desann	- Force Lightning Rank 1	
- Engage hostile forces in the area	– Lightsaber defense Rank 2	
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Run forward a little and a reborn will jump down and attack. You will have to defeat him just as you have beaten the other reborns. After he is dead go through the door at the end of the hallway. Up ahead there will be some Stormtroopers. Jump over the laser trip bombs and run after the troopers. You will notice that there is a new kind of Stormtrooper here. He is a higher ranked Stormtrooper and carries a different gun, a Golan Arms FC1. These weapons are a bit more dangerous so watch out.

Now head through the left door. There will be a few more troopers and then further ahead will be some more of those big floating droids. After you are finished with them keep going. Get out your lightsaber when you come to the next intersection of hallways. To your left is a assault sentry on the floor run up and destroy it as fast as you can with your lightsaber. Then turn around quickly and run for the other sentry in this room. Now go through one of the big doors in this hallway on your left.

This is a big storage room with many guys. Use your lightsaber to kill all of the pesky Stormtroopers in here. There are two droids under the stairs but they have no importance to you. Now go up on the balcony in this room and go the only door up here. There is a officer in here that you will kill. Pick up his keycard and head out of this storage room. Now go down the hallway the you have not been down yet.

You will need to take out the laser trip bombs to get through. When you go through the door at the end of this hallway you will be back in the room that you first encountered the Stormtroopers with at the beginning of this level. Now go up the elevator. Be careful when you get to the top of the elevator because there are two laser trip bombs up at the top. Shoot them before the elevator gets to the top.

When you get out turn left and head down the hallway. Get out your lightsaber because you will need to deflect some bullets. There are about 5 Stormtroopers up here and then there is another destroyer droid. When you are finished with all of them use your keycard to get through the next door.

A reborn will be on the other side of the door. Focus on killing him before you take care of the other Stormtroopers in this area. Ok, is everybody dead in this room? Good, now press the button on the console in here. It will show you that you unlocked that door by the first assault sentry. So go back through the hallway and down the elevator and back through the other hallway and go through the door that was just unlocked. On your way to the door there will be many troopers that you will have to get through.

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Search for Desann
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When you go through the door you will be outside and there will be a cutscene.

You now have to fight Desann's apprentice. She is a good fighter. Your best chance is to use heal when you have time and there is also some health hidden under the platform in the tunnels. Force push will also work sometimes against her. When she is pushed over just run over and stab her. She will give up after a while and you will beat the level.

END MISSION

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Starting Objectives	New Force powers	
- Search for Galak's ship, Doomgiver.	– Lightsaber Throw Rank 2	
- Find a way out of the hanger bays.	- Fast lightsaber offense	
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You start out this level in a hanger bay next to the ship you came here with. Soon some stormstroopers will come so get out your lightsaber and switch it the speed attack mode. You just got this new feature so try it out on the Stormtroopers the come in. There will also be some troopers that walk in on the balcony above. You will need to shoot them. Ok, now face the balcony that the troopers were on. Go through the door down to your left.

Don't go up the little ramp. There are way too many Stormtroopers that way. Go through the other door in this area. Open it and you will see a Stormtrooper being killed by Luke Skywalker. There is then a cutscene with you and luke talking. Then some more Stormtroopers come. You will now get to fight with Luke. After you take care of the troopers some reborns come. After you finish them off Luke will leave.

Go through the only other door in this room that is unlocked. Go up the ramps and kill the stormstroopers as you go. When you get to the end of this path go through and kill all of the officers in this room and pick up the key that one of them drops. Now press the button by the window and watch all of the Stormtroopers fly away into space. Press the other buttons in this room to turn on some elevators.

Get the rest of the supplies in this room and then turn back and go back through the path the you came from. There will be more troopers when you get back to the hanger at the end of the path. After you kill the troopers in here go back through the other door. Go up the little ramp and through the door. You will be in the big room where all the Stormtroopers used to be before they took their little "trip" out to space. There will still be two troopers up on high ledges that you can shoot from here.

Now take the elevator closest to the door that you came in. Go through the door up here. Kill all of the enemies up here and then go to the control console closest to the door you came in. Press the button three times so that the far right door is open. Now press the button at the other console in this room. This will open the huge door. Go down there and through it quickly.

Now kill the guys in this room. Get up on the shuttle to get up on the balcony. Now jump into the little vent above the balcony

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Datapad Updated	1
- Find a way out of the hanger bays	1
Status: COMPLETE	1
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Go straight, then take a right and you will see a force field floor. Press the button on the wall to turn it off. Now jump down to the next level. There is a reborn down here. Kill him no different from the others. Go through the the tunnel that he came from and take a right and then go forward, then take a left and you will see another force field floor. Turn it off just as you did for the other one. Jump down.

Two of the tunnels down here will lead you in a circle. The other one will lead you to another force field floor. Go that way and turn off the force field and then jump down. You will be on another force field floor. Turn this one off and then jump through the vent and eliminate all of the enemies in this room with your lightsaber.

In order to open the big door in here you will need to press the buttons in both of the control rooms on either side of the door. After you do that go through the big door. There will be a few turrets in here on the roof. After them go in to the only open door here. Look up and go through the vent that you see.

Get on top of the elevator that is going up and down in the shaft. There is a open spot near the top of the shaft. Get off onto that spot. Now get on top of the next elevator. The next open spot is a gap you will have to jump. Go to the next elevator. This one will have a hole in the roof. Go down into it. Near the bottom of the shaft a door will open for you if you are close. Go through it and that is the end of the level.

END MISSION

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D17	Cairn Assembly
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Starting Objectives	New Force powers
I	1
- Search for Galak's ship, doomgiver	- Force Grip Rank 2
1	- Mind Trick Rank 2
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You start out this level in the shaft that you were in last level. Get out your lightsaber and walk out. There are a few enemies to your right and there are also two turrets mounted on the walls in this room. After you have destroyed everything walk up to the glass window and use Mind Trick on the guy on the other side to unlock the door. Now go through the door that has just been unlocked.

Go through the next door in here after you kill the officer that is probably still confused. There are a few enemies in this next room. Take the elevator to the right and take care of the officer and trooper up in this room. Press the button on the control console and then go back down the elevator. Go through the other door in this room and then go down the elevator and though the door here. You are now in a room where they are building star ships. There are a few guys in here that you can easily take care of with your lightsaber. Now jump on the boxes near the frame of the ship and then jump up on the frame. Jump onto the next level of the frame. Jump onto the ledge that is nearby. Go through the little door and use your lightsaber to destroy the pipes in here.

This will blow a hole in the wall down below. Now jump back down onto the frame and jump back onto the boxes. Then go through the hole that was just made. Go through the big door here and you will be in another big assembly room with a different part being made in here. There are many Stormtroopers in here waiting to become victims of your lightsaber.

After you kill the troopers go through the other door in here. You will have to go through another door and then you will be in a control room. Kill the officers in here. Down the hallway to your right are a huge basketful of Stormtroopers. Force Push and your lightsaber are your friends here. Destroy the two assault sentries here too.

Go through the door that is down the ramps. In here is another assembly room. There is electricity all over the floor. Don't touch it. Get out a gun and shoot all the enemies from here. Now just jump from box to box until you are on the other side of the ship. Now jump into the ship and go up the elevator in the middle. When you get to the top press the button. It will turn off the electricity on the floor below.

One of the windows up here is open. Find it and then go out. Jump up on top of the ship and then jump onto the catwalk and head over to the control console. Press the buttons here and then take the elevator down. Go through the big door down here and eliminate the Stormtroopers here. Go through the next big door and destroy the troopers and assault sentries in here with your lightsaber.

Go through the door up on the balcony and you will be in another control room. Be careful when you destroy the laser trip bombs in here. Now head down the elevator and through the door. There will be two reborns in here that will need to be killed. Then head through the big door here.

When you get through the next big door two big robots will jump out of the boxes. Either use your lightsaber or use the Golan Arms to kill them. Stay close to them because they have a deadly long ranged attack. When you go to the next door another reborn will come out first. After you are finished with him go through the door and up the elevator.

At the top of the elevator are a few Stormtroopers and officers. There are also two turrets on the walls. Your lightsaber is the best weapons to do this. After you are finished with everything here go up the ramp, down the hallway and through the door. There are quite a few officers in here. After you are done with them press the button and head back out.

When you go back out there will be a Stormtrooper and a reborn that are easy targets for your lightsaber. Head back down the elevator after they are dead. Go back out the door and jump down. There will be yet another reborn here. After he is dead go through the two big doors.

There are two more reborns here. After you kill them a AT-ST walker comes from ahead. Run as fast as you can through that door and around the ship so that it is between you and the walker. Now keep running around and go through the door that the walker came out of. There are two assault sentries in here and then some troopers will come. Go under the stairs that the troopers came from and destroy the laser trip bombs. Now crawl along and then drop through the hole. That is the end of the level.

END MISSION

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Starting Objectives	New Force powers	
- Search for Galak's ship, Doomgiver	- Force Heal Rank 2	
- Navigate the hazards of the installation's	- Force Speed Rank 3	
reactor assembly.		

This is a very dangerous level. There are many ways to die on this level so be very careful when you play this level. When you start out there will be two energy beams in front of you alternating on and off. Wait for the first run to turn off and then run past and into the little space between the two. Then wait for the other one to turn off before you go through. Remember that to use Force Speed when you need to on this level. When you get past the second beam there will be a reborn. Just use Force Push to push him back into the next beam.

The next beam is really long. Wait for it to turn off and then activate Force Speed and run as fast as you can down the hallway to the right. Make the left turn at the end of this hallway. There will then be a reborn in this hallway. Just push him back into the next beam as before.

You will have to use Force Speed again to get past the next beam. Go to the left down this hallway after you activate Force Speed. Then get off this hallway to the right. Yet another reborn will be waiting for you here. After you kill him approach the next set of beams. If you get close to the first beam and look to the left you will see a energy thing. Throw your lightsaber at it to destroy it. After you do that go do it to the next two beams. The second one will blow a hole in the wall when you destroy it.

Wait for the beam in that next hallway to turn off and then activate Force Speed and go through the hole. Run all the way to the end of the hallway. Do not get off at the first turn. Go all the way to the end and the make the right turn. Go to the end of this hallway and then wait for the beam to turn off and then activate Force Speed and go right. You will be in a room with a big generator. Press the button on the side of the generator to turn of the beams.

Now go through the hallway to the right of the button. Make the left turn, then make a right turn. You will see a body on the ground. Make a left turn here and you will be at the spot were you blew the hole in the wall. A reborn will drop down from the ceiling. Kill him. Now look up to where he came from. Jump up into that hole by jumping on the pipes up there. Use the other pipes to get to the top.

The next room is pretty big. You will have to jump form platform to platform to get to the door at the top. There are energy beams on each platform. If you can stay on the very edge of the platform, then the beam can't hurt you. There is

only one door at the top so you will have to jump to the right platform. When you get there, kill the guys inside the next room. After them, go through the next door.

You will now be in a huge reactor room. Don't touch the shinny spinning thing in the middle. Go to the right and walk a bit forward. Then look down for some pipes. Jump onto those pipes and then jump onto the next ledge a level down. Kill the Stormtrooper here and go through the little opening that he was probably near to get to the next section of this room.

Jump on the pipes to your left and use them to get across to the other side. Now walk forward and go through the next opening to get to the next section. Run forward and look down for the next pipes. Jump on them, and then jump over to the ground where the guys are. Use your lightsaber and kill them.

Jump up on the pipes to the right and then jump up and through the door. Go down the hallway and you will be back in the reactor room. Jump onto these pipes and go across to the other side and jump up into the next door. Go through the hallway and then drop down and kill the guys here. Then jump up and run across this room and go to either side and use the pipes to get up in the room with all of the stormtoopers. After you kill them go through the door here.

There is a big beam in the middle of this room with things spinning around on it. Jump onto it and make your way across it. You can not touch the things that are spinning. They are really hot. You will have to jump over them. At about the middle there will be a reborn that you can kill. Keep going. On the platform on the other side are a few assault sentries that you will be safe from if you keep your lightsaber out. There are also a few troopers here as well. After you are finished with all of them go through the door.

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I		I
	- Navigate the hazards of the installation's reactor assembly.	I
I	Status: COMPLETE	I
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Go through the door here. You will be in a huge room. There is a reborn out in the middle. You might want to shoot the guys shooting at you before you kill him. After you kill him go back to the door and to the side. Go down the elevator. Kill the guy and press the button. The transport platform that you are on will start to move. Let it follow the path. Soon a Stormtrooper with a rocket launcher will appear far away and shoot the transport. Quickly jump onto the tracks on the side of the wall. Snipe the trooper and then jump from track to track to get to the other platform.

When you get to the other side go up the elevator and kill the guys. Then go through the door and kill the two troopers out here. Now go forward and through the door and up the elevator on the other side of this room. Kill the officers on both sides here and then press the red button on the control console. Now go back down the elevator and down one of the other two here.

You can jump off onto the ledge were the stormtrooeprs are if you want. Then jump down to the bottom and go down the elevator that is bigger then the one you took down. There will be a few more officers and a pesky reborn that likes to use Force Push down here. Kill the officers and get the keycard from one of them. Kill the reborn too.

Take the elevators back up to the top and use the keycard to get through the

door up here. Kill the troopers and go through the next door. That is the end of the level.

END MISSION

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D19	Cairn Dock
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You start off this level at the spot you ended the last level. Go through the door up ahead. First go through the big blast door to your left. There are many smaller doors in here and behind each one of them are different supplies. After you have as many items and weapons as you can carry, go back out into the storage room.

Go through the other door in this room that isn't locked. You will be in a big arena room. Two new enemies will come out of the floor. These guys are similar to reborns but harder. They have tough armor that will resist your lightsaber for a time. They wield red lightsabers and often turn invisible. They are called shadowtroopers.

You fight these guys the same way you fight reborns. Use Force Push some, and use Force Grip a lot. Remember that you can now run around while you heal so do that also if you are damaged. Even though they have tough armor, use your lightsaber. It is your best chance. After you kill both of them a Stormtrooper will come out of the other door here. Kill him and go through that door.

Kill the officer up here and take his key. Now go back the way you came. Go back through the arena and back into the storage room. Now use the key to get through the other door in this room. Go forward and through the next door. Press the button on the control console

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- Avoid detection by Remnant troops.	I
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You now have to be stealthy and not be detected by troops. Go down the elevator in this room. Go through the next door here. You will see a red alarm control. Never let anybody come near one of these. If they press it, you fail the mission. There are about three guys in this room. Kill about two of them and then run back to the alarm control. Wait and guys will come running to it. Kill everyone that comes here.

Wait until nobody else comes, and then go left of the control and go through the vent. Go all the way to the end of the vent. Don't go through any of the openings that you pass. Get out of the vent at the end and go up the elevator straight ahead. Turn right and go around following the path. Now jump across the gap to the little edge on the building across the area. Get out a gun and crawl through the hole. Get up and shoot the guy on the other balcony before he gets to the alarm. No shoot the guys on the floor below.

Press the button on the control console up here and then head back to that elevator. The button you pressed turned the electricity off on the big generator things. You can now get past them. Go to the end and get behind them and follow the path. Be fast because they turn back on after a bit. Kill the guys on the other side here.

Pick up the key from the officer and go past the boxes and go behind the wall here. Keep going and you will be in a landing area with many troopers. Straight ahead on the right wall is a alarm control so get over to it and let the troopers come to you. Be careful, one trooper has a rocket launcher.

After you kill everyone take the keycard off one of the boxes and use it to open the door. Go in and up the elevator. Press the button in here and then go through the next door. Go up and press the button here and you can watch the Stormtroopers being put away. Now go through the next door and down the elevator.

Go through the only door that isn't unlocked and then go around the big electric pipes and through the next door. Shoot all of the guys across the room from here before they get to the alarm control. Now go to the right and jump up on the pipes and then go across to the other side. Go through the door here and go around the electric pipes here.

When you are in this next room do not go through the door. Instead, jump up on the pillar to your left and go through the hole. Get a gun. Do not jump down because there is a officer in a alarm room behind bullet proof glass. Turn to your left and press the button on the console to turn off the lights. Activate force speed and jump down and run through the door. Kill the two officers and the reborn in here.

Go through the door with the lift behind it. Now follow the path and you will see the windows of the monstrous ship, the Doomgiver. Go around to the other side of the windows and open the door and go in.

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- Search for Galak's ship, Doomgiver	
Status: COMPLETE	
- Avoid detection by Remnant troops	
Status: COMPLETE	
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There will be a cutscene with Luke and Desann fighting and then you will see the Doomgiver leave for it's target. That is the end of the level.

END MISSION

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	- Search for Jan	I	-	Lightsaber defense Rank 3	l
	- Find Doomgiver's communications array	I	-	Lightsaber offense Rank 3	l
	- Contact Rogue Squadron using the	I	-	Mind Trick Rank 3	l
	communications array	l	-	Force Jump Rank 3	l
	- Set Doomgiver's array to Rogue Squadron's	I	-	Strong Lightsaber Combat	l
	communicator frequency	I			l
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There are a lot of objectives on this level. Though this level is fairly short so you will be completing them pretty fast. There are many Stormtroopers on this level and not once will you need a gun so keep your lightsaber out at all times. It is also fun to use Force Push.

Ok, go straight and thought the door. There will be troopers down here. Go down the ramp and through the door. Go down this elevator and there will be some more Stormtroopers in here as well as a few turrets on the ceiling. Your lightsaber defense is improved so you can basically just stand there and let all of the bullets to be deflected back to the troopers which will kill them after a while. You can do the same thing with the turrets except you have to get a little closer to them for it to work. After you have killed everybody here press the button on the control panel to unlock the big door here. Go through that door.

Kill the guys here and then go straight and down the elevator that is behind the door. There will be a trooper on this elevator so watch out. Kill the officer standing by the controls. Go down the hallway and then go through the left door and look up. There will be a vent. Get up there and go right when you have the chance and follow the path. Watch out for the floating droids with the needles. Drop down through the vent here and then kill the guy.

Open the big door here but don't go through it yet. Press the button on the panel and you will now be controlling a droid. Go through the door and head up to the area with the control consoles and go through the little hole protected by the force field to your left. Follow the path and you will see some troopers. They will ignore you. Just go up to the big door here and press the little button next to it. This will open the door.

Now go through the door and then the next. You will be back by the droid control room. Go back there and then exit out of this droid and return to be Kyle. Now head out of this room and through the left door here. Go through the door that you opened with the droid. Kill the troopers in here. Then go around and down the elevator.

Go through the only door you can go through here and then just stand there and let the bullets fired form the turrets kill the other guys and enemies in here. Then get rid of the turrets. Jump to the middle platform here and get inside the bars. Break the glass and jump down. Watch out for the floating droids with needles. After them go all the way down this hallway and up the elevator.

Kill the imperials up here and then go into the next room and press all of the buttons on the console. After you do that go out one of the doors here and more troopers will come. After them go through one of the doors they came from and go through a open door to get on to the tram. Ride it to the other side.

Kill the guys and assault sentries here. Pick up the key from the officer that you will kill and use it to get through the door here. There are a bunch of guys in here. After every one is destroyed go through one of the side doors here. Follow the path and you will come out in a area with three control booths. There is a elevator in here go down it and you will have to set up the code.

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	Datapad Updated	l
I	- Find Doomgiver's communications array	l
I	Status: COMPLETE	l
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There are many little rooms here each with a different button in side. There are three levels. Some of the rooms are connected and some are not. You will have to use your good jumping power to get from room to room and level to level. Here are the locations of the rooms with the right buttons:

Red Level	Green Level	Blue Level
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[][][]	[][][]	[][][]
[X][][]	[][][X]	[][][]

After you have pushed the button in those rooms go back up the elevator and push the button in each on the booths. Now head back through one of the side doors and press the big button on the control console.

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	- Set Doomgiver's sensor array to Rogue Squadron's frequency.	
	Status: COMPLETE	
	- Contact Rogue Squadron using the communication array	
	Status: COMPLETE	
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After the cutscene a door will open up behind one of the booths. Go through that door and you will beat the level

END MISSION

/-----\ /------\ | Starting Objectives New Force powers - I | - Force Heal Rank 3 | - Search for Jan | - Locate Doomgiver's shield array | - Force Lightning Rank 2 _____ \-----/ \-----/

This level is not to difficult with the exception of a few shadowtroopers, but I think you can handle them pretty well now. Anyway, to start off, go forward and kill the two troopers to the right. Then go through the door and you will be in a big hanger type room. Kill the Stormtroopers and officers in here. One of the officers will drop a key, pick it up and use it to get through the door up a little higher in the middle of this room. Go down the elevator and switch your lightsaber to strong. When you go forward a bit a shadowtrooper will appear. Use your lightsaber and kill him. Now kill the officer in here and press the button on the console. You can now control a big gun outside of the ship. The controls and hard to use and it is extremely hard to hit anything so it is better not to waste your time. Go back up the lift and back out into the big room.

Go towards the other door in this room and use your lightsaber to kill the turret above the door. Now go through the door. There will be some Stormtroopers in here so have your lightsaber ready. It is easier to stand back and deflect the bullets back to large groups of enemies from now on so do that when you face a bunch of troopers like this. After you killed them all, go through the door at the end of this hallway.

You will be in a hanger room with a big cargo elevator in the center. There are a few troopers and officers in here. One of the Stormtroopers has a rocket launcher so go for him first before you kill anyone else. Now go through the next door here and take the right door. You will see two other little doors. Go through the left one first and then press the red button to activate the elevator.

Now go through the other little door and press the red button and the other button to open the hanger door. This will suck out all of the enemies in the next hanger. Make sure that you close the door before you leave. Go back into the first hanger and ride the elevator down.

Be careful when you go into the next hallway. There are two battle droids in here. They have a deadly long range attack so you will want to get out your rocket launcher and use the turn in the wall as cover. Try to aim for their legs. It will destroy them faster. You will want to do this as quickly as possible before they get a chance to shoot at you. After you kill them follow the hallway.

At the end of the hallway is a big room with a platform up in the middle. When you enter the room many turrets will start shooting at you from the platform. Use your lightsaber to deflect the bullets at the surrounding Stormtroopers. Then start deflecting the bullets at the turrets. Pretty soon, there won't be anymore turnets or guys. Rid the elevator up to the level the troopers were on.

Press the button in the glass booth up here and it will open a different door down below and close the door you came in from. Go down there and there will be one battle droid in this hallway. If you have any rockets left, use them. If not, then use your lightsaber to kill the droid. After that, follow the hallway and go up the elevator at the end of it.

There will be just a few troopers up here. Kill them and go through the door that is unlocked. Go through the right door, and then the left small door. Press the red elevator button and open the hanger doors to let the enemies out. Then close the doors again. Now go into that hanger and go through the door on the other side.

There are a lot of troopers in here. Kill them and then go through the door at the end of this hallway. Go to the right and jump up on the pipes and then go through the vent above to the door. Break one of the vents here and drop down. There are many troopers and officers in this room. Just use the tactic of deflecting all of the bullets. I think one stromtrooper may have a rocket launcher so watch out.

One of the officers will drop a key. After you have killed everyone in this room use it to get through the door that needs the key. Go down the elevator

and through the next door here. Kill the officer standing there and then go through the right door. There will be a shadow trooper here so kill him and then keep following the hallway. There will Stormtroopers in this next hallway so kill them.

At the end of this path you will come into a big hanger room with many Stormtroopers and a shadowtrooper. The troopers won't shoot at you when you are fighting the shadowtrooper. After you kill him kill the rest of the troopers in here. Then go through the only other door the is unlocked here and kill the officer.

Use mind trick on the officer behind the glass to open the next couple of doors. When you get to the end of the doors and open the cell door that is closed in this room you will see JAN!! There will be a cutscene with you and Jan talking and then you will have to play again.

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- Search for Jan		1
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Now you will have to use teamwork to get back through the next couple of doors. Jan will hold down the first button to open the doors. You should run to the next button and hold that down so Jan can run to the next one. Keep doing this until you are through all of the doors. Kill the officer that comes and then head back out into the hanger bay. Go near the other door in this room and you will beat the level.

END MISSION

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D22	Doomgiver Shields
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/	\ /\
Starting Objectives	New Force powers
- Locate and disable Doomgiver's shields	- Force Grip Rank 3
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This is the final level that you are on the Doomgiver. Get out your lightsaber and go through the door here. You are in the main shield area. Do not fall down below. There are many Stormtroopers in here but they are nothing now that you have many Force Powers. You have the full version of grip so test that out by using it to drag troopers over the edge.

After you have kill all of the Stormtroopers head back to the door you came in from. Go through the next door over from this one and you will be in a long hallway with many AT-PTs. Look in the Enemies section of this guide to learn how to defeat them quickly. Just keep going down this hallway and killing the AT-PTs as you go. Go up the big set of stairs all the way at the end.

Go through the door at the top of these stairs and you will be in a control room. Kill the troopers and officers in here and press the button by the window. Now head back down the stairs and then go back out into the main shields area. There is a door out on the center pillar. Use one of the pipes to get to it. Go in and then kill the guys up on the balcony. Get the key from the officer.

Now head back out of the door and across the pipes. Some more Stormtroopers will come out of the door directly in front of you. Kill them and go in that door. Now go in the door to the right and kill the enemies in here. Now use the keycard to get through the door here. Press the button in this room and you will see those floor panels in the center pillar open.

Go back inside the center pillar and go through the back left floor panel. Follow the pipes and you will come to the end of the tunnel. Use Force Push to open the panel here and then jump up and out of the tunnel. Go through the door here and then kill the reborn. Now go through the next door and kill all of the troopers in here.

Go up the elevator and kill the two officers and trooper up here. Then go through the door here. You will be out on a catwalk. Jump up onto the next ledge but watch out for the laser trip bombs. Now go through the unlocked door up here. Jump through the glass window her and then kill the two reborns down in this room. Go through the door in here.

Watch out for the two turrets. Get the shields at the end of the hallway, you will need it. Now go up the elevator here. Kill the two AT-PTs here and then go through the left door here and go into the shield generator room. The generator is in the middle. You need to get rid of the field around it. Around the edge of this room up a little bit are these beams that need to be destroyed. Destroy the little object next to them to bring down the shield around the beam. Then use your lightsaber to destroy it. After you destroy the last beam there is a cutscene

Admiral Galak Fyyar comes in and has on a really tough suit of armor. After you two talk you start to fight. He will have a big shield around him. Switch your lightsaber to strong and attack at that shield from as far away as possible. This will bring down the shield for a short time. Now hack at him, beware of his kicks and punches that will knock you over. If you run low on health, start running around the edge of this room and heal yourself while you do it. Keep repeating this process until he is defeated.

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	Datapad Updated		
	- Locate and disable Doomgiver's shields		
	Status: COMPLETE		
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After he is dead the ship will be close to destroyed. The artificial gravity will be lost and you will need to hover back to the escape pod tunnel that you started by. It will be hard to get used to controlling Kyle without gravity. You will need to hover over the fire and electricity. The elevators will be down so you will just have to hover down the shaft. When you get back to the tunnel that had all those AT-PTs in it head back out to the main shield area and head to the door next to the door you started from. Go in and the gravity will be back on. You will see Jan and there will be a cutscene. That is the end of the level.

END MISSION

 D23

Yavin Swamp A

/	\ /\
Starting Objectives	New Force powers
- Make your way to the Jedi Academy	- Force Lightning Rank 3
- Engage Remnant troops in the area	1
\	/ \/

On this level you will be facing a new enemy, the swamp trooper. They blend in very well so they are hard to spot. Since your lightsaber will short out in the water, use Force Grip to kill them.

Go straight and jump across the rocks to the other side of the water. Along the way you meet up with your first swamp troopers. After you kill them keep going in the general forward direction. There will be a bigger land patch, but then some more water. Jump across the water and onto the big rocks. Jump up the rocks and when you approach the gap between two big rocks two shadow troopers come. After you defeat them go through the gap.

Keep going in the general forward direction and you will come to a large rock. Jump up on it and you will see a few Stormtroopers. Go down there and kill them. Now turn around and take the path to the left of the large rock. Kill the enemies in this area. Go forward a bit more and you will see a assault ship that has crashed. Shoot the guy up on top of it and make your way to the left.

To your right there will be a swamp trooper standing by a little hole in the rocks. Kill him and go through that hole. There will be a few swamp troopers in here. Go left and jump through the little hole in the rocks. You will start to here the noise of probe droids. Keep following this narrow path.

When you get to the end of this path kill the trooper and run straight to the land and turn around. You will see the probe droid and some Stormtroopers. Kill the droid and the troopers and then take the left path. Keep going in this direction. You will come along some troopers as you go. Soon you will see some ruins of big buildings.

After you kill the swamp troopers in this area a shadow trooper will come out of the hole in the wall. After you kill him go through that hole. Follow the path up and then go out the hole at the top. That is the end of the level.

END MISSION

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D24	Yavin Swamp B
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/	-\ /\
Starting Objectives	New Force powers
- Make your way to the Jedi Academy	None
- Engage Remnant troops in the area	
\	_/ \/

You start off this level right where you left off last level. Go left and kill the swamp trooper. Keep going this way and jump across the water. Keep going and you will meet up with some more swamp troopers. Soon you will see some metal panels laying across the water.

Follow these panels and kill the troopers along the way. You will soon see some rebel soldiers standing on a big metal box. Help them take out them enemies. Soon you will notice that this is one big circular area. Go back to the path that you came in and take the path to the right.

Keep going straight and go through the little path between the big rocks. The path will open up soon, kill the trooper to the right when the path opens up. Keep going this way and a AT-ST will come. Use the rocket launcher to kill it. Now kill the rest of the troopers and go the way the AT-ST came from

	- \
Datapad Updated	 _
- Engage Remnant troops in the area	
Status: COMPLETE	
\	-/

Run up into the assault ship and that is the end of the level.

END MISSION

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D25	Yavin Canyon A
':*:'	=*=-=+=-=*=-=+===*===+===*===+===*===+====*====*====*===*===*===*===

/	-\ /\
Starting Objectives	New Force powers
I	
- Make your way to the Jedi Academy	None
- Engage Remnant troops in the area	
\	-/ \/

At the start of this level you will see AT-ST with a open hatch. Jump up on it and get in. Yay, this will be fun! This level is not hard. All you do is follow the canyon. So, go forward. Soon some troopers will run up and try to stop you. Just walk on them to kill them. Watch up on the walls for troopers with missiles. Keep going. Soon there will be a open area. Shoot all of the guys in there before you go in.

Switch to your missile launcher and blow up the other AT-ST her. Now keep following the canyon. There will be some guys on the ground and on the wall. Shoot them all. Keep going and blow up the next AT-ST. Shoot the guys that are on the big gun turrets. Now keep following the canyon. Soon you will come to a big wall were you will have to get out and jump over. That is the end of this level.

END MISSION

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D26	Yavin Canyon B
':*:'	=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=*

/	\ /\
Starting Objectives	New Force powers
	1
- Make your way to the Jedi Academy	None
- Engage Remnant troops in the area	1
	1
\	/ \/

Jump down and get in the AT-ST here. Now continue to follow the canyon. Kill the two guys on the big gun turrets and then kill the AT-ST here. Now keep going along the canyon.

Soon the path will split. Take the right path and shoot all of the guys and the AT-ST. Keep going. Soon you will come to an assault ship. Go in it. You will not be able to go any further with the AT-ST. Get out and go through the other door in this ship.

Keep following the canyon. When you get to the end jump up and go through the little tunnel. There will be a shadow trooper in here. Kill him and keep going through the tunnel.

/ Datapad Updated	\
 - Engage Remnant troops in the area	
Status: COMPLETE	 /

When you get to the end of the tunnel you will beat the level.

END MISSION

.:*:.	=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=*
D27	Yavin Courtyard
':*:'	=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=+=-=*=-=*

/	\ /	\
Starting Objectives	New Force powers	
	1	
- Clear the Jedi Academy grounds of	Remnant - Lightsaber Throw Rank 3	3
troops		
\	/ \	/

You start out right next to a couple of stromtroopers. Use your lightsaber and kill them. Then go through the hole in the wall. At the end of the path there will be some more troopers. You have been in this area before. It is the hanger bay from the Yavin Temple level. Kill the troopers here as you run across to the other side of the room. Try not to kill the rebel soldiers.

When you get to the other side of the room, go through the hole in the wall. Jump up on the rocks to get to the ledge were the Stormtroopers are. Kill them and go through the path. There will be another trooper in here. Also destroy the little seeker drone. Don't press the button on the wall, it will just make more of those drones come. Go through the next door and help the Jedi kill the reborns Now look up at the glass balcony. Some of the glass is broken. Jump up through there and watch out for the Stormtrooper with the rocket launcher. Take this hallway to the right and go through the door. You will be in another training room. Find the hole in this glass and jump down. Help the Jedi here kill the reborns. Now go through the next door.

You will be in the elevator room. Kill the enemies in here and them go to the far end of this room and go out the door. There will be a lot of reborns and shadow troopers out here. After you are finished with them go through the door to the far left. After you go through this hallway there will be a cutscene were you see Desann escape under a set of stairs

/	\
Datapad	Updated
- Clear the Jedi Academy grounds of	Remnant troops
Status: COMPLETE	
\	/

Now all you have to do is kill the shadow troopers here and you will beat the level by going through the hole that opens up after you kill them.

END MISSION

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D28	Yavin Final Conflict
':*:'	=*=-=+=-=*=-=+===*===+===*===+===*===+====+======*====*===*===*====*====

/.	/	/-	\	
	Starting Objectives		New Force powers	
	- Defeat the dark Jedi Desann		None	
			I	
\.	/	\-	/	

Well, here it is, the last level. It is rather short so enjoy it while it lasts. Go forward and down the ramp. Use your lightsaber to destroy the rocks blocking the door. Go through the door. Go left, and then dodge the falling rocks. Jump up on the ledge and go through the hole.

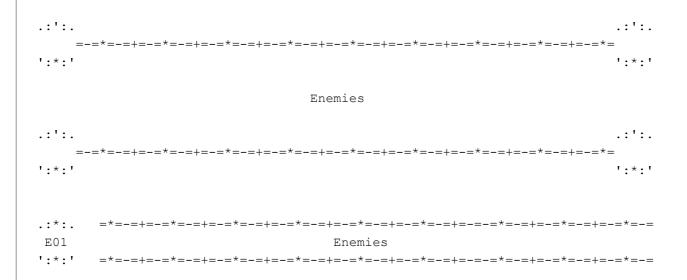
Make a left turn, yes I said left. The wall is fake and you can run right through it. Go up the ramp and you will have to get past the fire. Use Force Push to blow out the fire for a short time. This is when you run past. After you get past the fire there will be a cutscene showing three Desanns come up, then run down three different paths.

The right way to go is the left path. If you take the middle path you will come to a mirror and you will see Desann standing behind you in it. But when you turn around, he's not there. Anyway, take the left path. To get past the fire, break the pipe at the top of the ramp and let the water flow down and put out the fire. Keep going.

Drop down through the crack. You will now be at a part which many people find hard to do without a walkthrough. There are three different walls with symbols on them. When you use Force Push, they will get pushed back a bit. One leads to nothing. The other tow will connect with another path. On the wall in that path is another switch. Press that switch. This will open up the fourth side of this room. Go that way and use Force Speed to get past all of the moving walls. After you get past all of this, there will be a cutscene with Kyle and Desann talking, both asking each other to join them. After that it is time to fight.

Now Desann is much stronger then the other Jedi enemies. The best Force Power to use against him would be speed. This way you will get some free shots at him. You can also use both switches up on either side of this room to turn on that beam thing. If you step in it you will get extra energy I think, but it does not do much. There are many items and health all around this room so be on the lookout for those. You just turn your lightsaber to strong, use Force Speed and hack at him. It may take you a few tries, but it won't be that hard. After you defeat him there will be a cutscene. Then you will beat the level and the game! Yay! you just beat the game using a walkthrough, now go back and beat it on a hard difficulty.

END MISSION



SRORMTROOPERS

Stormtroopers are the most common enemy in the game. They have white suites of armor. Some higher ranked troopers will wear special markings on their arms. The most common weapon a stormstrooper will have is the E-11 Blast Rifle. Some will also carry the Golan Arms and the Imperial Repeater. These guys are not at all hard to defeat. They will pose some what of a challenge when they are in groups.

IMPERIAL OFFICER

These guys are dressed in the uniform of the Imperial Empire. The uniform can be either brown or a dark gray. They will still command what is left of the Empire and will follow Desann. They carry a standard blaster pistol and will fire it with great accuracy. You will find them on almost every level.

RODIAN

I refer to these guys as Reelos in the walkthrough but their real name is Rodian. These guys will mostly be found to be involved with gangsters. They are kind of tan and have very rough and bumpy skin. They will carry the Wookie Bow-Caster as their weapon. These guys do not come in groups and will not be very difficult to defeat.

REBORN

When exposed to the power of the Valley of the Jedi, these dark enemies have become very powerful in the ways of the Force. They are a more difficult enemy to defeat. They will wield lightsabers and use the powers of the Force. They look like men and wear red cloaks with hoods.

GRAN

These are very common enemies on Nar Shaddaa and on Bespin. They have brown skill and have three eyes sticking out of their head. They throw Thermal Detonators. These guys can be very annoying and are deadly when they are in a big group. Very, very annoying.

IMPERIAL WORKER

They are dressed in radiation suites to protect themselves from certain work. They will work with machinery and other skill labor. They carry a blaster pistol like the Imperial Officer and are very accurate with it. You will find these guys the most on the Cairn levels.

REELO BURUK

A very fat Reelo. He is a very powerful gangster, a big criminal. He is the head of a garbage hauling business that is considered to be quite respectable. This is his cover-up to his criminal acts. He is currently involved with the Remnant forces and his gang consists of Reelos, Grans, rodians and other low scum.

REELO

Greenish in color, these are a big part of the population on Nar Shaddaa. They will carry blasters or those deadly disrupters. They have a funny sounding talk. They will be a common enemy for you on Nar Shaddaa and Bespin.

TAVION

Desann's apprentice. She is well trained in the dark side of the Force. She will do Desann's bidding. A very dangerous enemy. Though a weakness of hers is the amount of courage that she lacks.

PROBE DROID

These are probably the most famous droids on the Imperial side. We all know that sound that they make and it is no different in this game. They are rather large and constantly hover around making them difficult to shoot. They fire a single, slow shot that can be easily dodged. You will not see them very often in this game.

SENTRIES

I refer to these guys as destroyer droids in the walkthrough. They are a round sphere-shaped droid with a single blaster in the center. They are very stealthy and can sneak up on you easily. They hover around and are fairly easy to shoot/

AT-PT

These guys are difficult because of their strong armor. It is even more tough when there are more then one of them at once. Your best bet is to get up close to them and let your lightsaber touch them. Soon they will bow up.

AT-ST

You know what these look like. They are also known as chicken walkers. You will have to run from them because the only way you can defeat them is using the DEMP gun. You will only face a few of them in this game. You also get the chance to pilot one which is pretty cool.

SHADOW TROOPER

These guys are similar to Reborn. They are trained in the ways of the Force and wield lightsabers and use Force Powers. They have a very tough armor that is extremely resistant to lightsabers. But your lightsaber is still your best chance of defeating them. They also will often become invisible.

TIE PILOTS

These are the guys with the black suites. They pilot the TIE Fighters. They also have a blaster pistol that they will use. There is not much else to say about these guys.

SWAMP TROOPERS

These guys are very similar to Stormtroopers. They have a greenish armor to help blend in with the swampy surroundings. They carry a Golan Arms. You will only see these guys on the Yavin Swamp level.

INTERROGATION DROIDS

These are droids used to get answers out of prisoners. They have a needle that they will try to poke you with. When you get poked the screen will go fuzzy and you will keep taking damage until the effects wear off.

DESANN

He is the leader of the Remnant forces. Once a Jedi student Desann struck down a fellow student in a training session. He then quit the Jedi Academy and turned to the dark side. He now uses his powers to do works of evil.

 STUN BATON

Used to subdue unruly prisoners, the stun baton is wielded in melee combat when permanently disabling your opponent is not the required outcome. Once Kyle acquires a lightsaber, it replaces the stun baton in his arsenal.

BRYAR BLASTER PISTOL

Kyle's weapon of choice. Slow to fire but incredibly accurate against foes.

PRIMARY ATTACK: A slow single shot.

ALTERNATE ATTACK: Hold down the alternate fire button to charge the blaster. Release the button to unleash a more powerful shot. Note that this uses up more ammo.

AMMO TYPE: Blaster Pack

E-11 BLASTER RIFLE

The primary weapon for Imperial forces, this is a sturdy rifle that packs a punch, although it is not the most accurate of weapons.

PRIMARY ATTACK: Slow, highly damaging shot

ALTERNATE ATTACK: Rapid-fire burst shots

AMMO TYPE: Blaster Pack

TENLOSS DISRUPTOR RIFLE

Affecting matter at the molecular level, this rifle rips apart living material with ease and speed. It is outlawed across the galaxy and used only by outlaws and gangsters.

PRIMARY ATTACK: Single, fast moving shot with a slow rate of fire

ALTERNATE ATTACK: Press the Alternate Attack button to activate the scope. The longer you hold down the button, the further the scope zooms in. Hold down the primary attack button to prepare a shot. The Charge Indicator on the bottom of the scope lets you know when the weapon is powered to it's disintegration level, which is usually lethal to a target. Release the Primary Attack button again to unleash the shot. Press the Alternate Attack button again to turn off the scope.

AMMO TYPE: Power Cell

WOOKIEE BOWCASTER

This powerful weapon fires a bolt of metal enveloped in energy pockets. A selfcocking attachment allows creatures weaker than Wookiees to fire them.

PRIMARY ATTACK: One press fires a single accurate shot. Hold down to power up the weapon to unleash five bolts at once.

ALTERNATE ATTACK: Unleash a reflective shot that bounces off surfaces.

AMMO TYPE: Power Cell

IMPERIAL HEAVY REPEATER WITH CONCUSSION LAUNCHER

A deadly and destructive projectile weapon that fires a rapid stream of metal bullets, this gun is capable of covering an entire area with deadly suppressive fire. It also features a unique Alternate Attack mode.

PRIMARY ATTACK: Hold down the trigger to fire a rapid succession of bolts.

ALTERNATE ATTACK: This weapon launches an energy based explosive from an undermounted barrel.

AMMOM TYPE: Metallic Bolts

DESTRUCTIVE ELECTROMAGNETIC PULSE 2 (DEMP 2) GUN

This gun fires high-powered ion bursts that wipe out electrical systems. It is very effective against droids and electrical devices, although the latest version can also cause damage to living tissue.

PRIMARY ATTACK: A single shot that stuns humans and damages droids.

ALTERNATE ATTACK: This charged energy attack creates an expanding shell of electromagnetic energy on impact that damages humanoids, droids and turrets.

AMMO TYPE: Power Cell

GOLAN ARMS FC-1 FLECHETTE WEAPON

Firing shards of metal in a shotgun like spread, this weapon is the favorite of the Corporate Sector Authority's police squads. It is capable of hitting multiple targets in close proximity. Make sure that the shards don't bounce off surfaces and hit you.

PRIMARY ATTACK: Fire a spread of single shots

ALTERNATE ATTACK: Launch a mine that bounces off surfaces. It will explode after a certain duration of time.

AMMO TYPE: Metallic Bolts

MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM

A dangerous weapon, this missile launcher fires Arakyd 3T3 missiles. The player can take damage from this weapon.

PRIMARY ATTACK: Fires single missiles that streak straight ahead and detonate.

ALTERNATE ATTACK: Target-seeking missile. Press and hold down this button when an enemy is in your targeting reticle. After a short period, the missile system will lock onto the target, indicated by a full red circle. Release to fire the missile.

AMMO TYPE: Rockets

THERMAL DETONATOR

Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it. Hold down the attack button in either mode to throw the detonator further.

PRIMARY ATTACK: Throws the time-delayed grenade over a short distance. It bounces and then explodes after four seconds.

ALTERNATE ATTACK: This throws the grenade, which explodes on impact.

TRIP MINES

Best placed on walls, these trip mines come in triangular shaped explosive casings. A laser beam is emitted from the casing and extends to the nearest surface. If the beam is broken or the explosive casing fired upon, the mine detonates and damages anything in close proximity.

PRIMARY ATTACK: Place the mine and activate the laser beam

ALTERNATE ATTACK: Fires a proximity device that auto detonates when a enemy gets close to it.

DETONATION PACKS

A small explosive pack with a remote activator. You can place multiple det packs and then explode them from a distance. They are typically used to ambush enemies or blow open doors that are otherwise sealed.

PRIMARY ATTACK: Look at surface where you want to place the det pack. If it can't be attached, the det pack drops to the ground.

ALTERNATE ATTACK: Detonate all dropped packs with remote trigger.

.:*:. =*===+===*===+===*==+===*===+===*===+===*===+===*===+===*=== F01 Force Powers and Items
':*:' =*===+===*===+===*===+===*===+===*===+===*===+===*===+===*===

Before you start the game, you can chose which Force Powers you want, and which levels you want them at. Obviously higher level Force Powers will cost you more points and you must buy the previous levels as well. Depending on the difficulty you chose, you will get a certain amount of points to distribute around the different Force Powers. There are also different Force Powers for different sides of the Force. Some Force Powers are also Neutral.

Force Powers: Neutral	Force Powers: Light
Force Jump: [0] [2] [6]	Force Absorb: [1] [3] [6]
Force Push: [1] [3] [6]	Force Heal: [2] [4] [6]
Force Pull: [1] [3] [6]	Force Protect: [2] [5] [8]
Force Speed: [2] [4] [6]	Jedi Mind Trick: [4] [6] [8]
Force Seeing: [2] [5] [8]	Force Team Heal: [1] [3] [6]
Lightsaber Powers: Neutral	Force Powers: Dark
Lightsaber Powers: Neutral Lightsaber Attack: [1] [5] [8]	Force Powers: Dark Force Grip: [1] [3] [6]
Lightsaber Attack: [1] [5] [8]	Force Grip: [1] [3] [6]
Lightsaber Attack: [1] [5] [8] Lightsaber Defense: [1] [5] [8]	Force Grip:[1][3][6]Force Drain:[2][4][6]
Lightsaber Attack: [1] [5] [8] Lightsaber Defense: [1] [5] [8]	Force Grip:[1][3][6]Force Drain:[2][4][6]Force Lightning:[2][5][8]

In Multiplayer, you can also get some more items that are only in Multiplayer, so use them to your advantage! Here are the new items:

YSALAMIRI

Ok, when you pick up this your player will hold up a yellow sphere above your head. A shield will be generated around you. This will protect you from other players that will try to use Force Powers. But you can't use Force powers either. So this is like a "anit-Force shield"

FORCE BOON

This instruction book says that this will give you unlimited Force Power for a short time, but this is wrong. Instead what happens is your Force Meter will refill very quickly giving you the illusion of having unlimited Force Power.

FORCE ENLIGHTENMENT

If you get this, it will give all force powers with full levels. There are two types of this, light and dark. If your player is on the light side, then you can only pick up the light side one. And it will only give you light side Force Powers. And this would be the same with dark side players.

 When playing Multiplayer, you have the option of playing against either the computer, other players, or both at the same time. Just to make things more interesting, each computer character has different characteristics. This gives them strengths and weaknesses. Here are all of the characters:

The Light Side

Luke Skywalker

- Very Fast Reaction Time
- Very High Accuracy
- Very High Agility
- Has Force Powers
- Favored Force Power: Force Heal
- Favored Weapon: Lightsaber
- Aligned With: Lando Calrissian, Jedi, Aligned With: Jan, Mon Mothma, Jedi Trainer

Jedi Trainer

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers

- Aligned With: Luke, Jedi

Jedi

- Fast Reaction Time
- Average Accuracy
- High Agility
- Favored Force Power: Force Heal
- Favored Weapon: Lightsaber
- Aligned With: Luke, Jedi Trainer Aligned With: Kyle, Mon Mothma

Mon Mothma

- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Absorb
- Favored Weapon: Disrupter
- Aligned With: Kyle, Jan

Bespin Officer

- Average Reaction Time
- Below Average Accuracy
- Below Average Agility
- Has Force Powers
- Favored Force Power: Force Absorb
- Favored Weapon: Flechette
- Aligned With: N/A

Ree-Yees

- Average Reaction Time
- Poor Accuracy
- Below Average Agility

Kyle Katarn

- Fast Reaction Time
- High Accuracy
- Very High Agility
- Has Force Powers
- Favored Force Power: Force Protect
- Favored Weapon: Lightsaber
 - Morgan

Morgan

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- Favored Force Power: Force Absorb
 Favored Weapon: Lightsaber
 Favored Weapon: Lightsaber

 - Aligned With: Kyle

Jan Ors

- Fast Reaction Time
 - Average Accuracy
 - High Agility
- Favored Force Power: Force Heal
 - Favored Weapon: Rocket Launcher

Prisoner

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Protect
- Favored Weapon: Repeater
- Aligned With: N/A

Rebel

- Average Reaction Time
- Below Average Accuracy
- Below Average Agility
- Has Force Powers
- Favored Force Power: Force Absorb
- Favored Weapon: Repeater
- Aligned With: N/A

Lando Calrissian

- Very Fast Reaction Time
- Incredible Accuracy
- Very High Agility

- Has Force Powers - No Force Powers - Favored Force Power: Force Heal - Favored Force Power: N/A - Favored Weapon: Thermal Detonator - Favored Weapon: Rocket Launcher - Aligned With: N/A - Aligned With: Luke Ugnaught - Slow Reaction Time - Abysmal Accuracy - Poor Agility - No Force Powers - Favored Force Power: N/A - Favored Weapon: Blaster Rifle - Aligned With: N/A The Dark Side Desann Tavion - Very Fast Reaction Time - Fast Reaction Time - Very High Accuracy - High Accuracy - Very High Agility - High Agility - Has Force Powers - Has Force Powers

- Favored Force Power: Force Lightning Favored Force Power: Force Grip
- Favored Weapon: Lightsaber
- Aligned With: Tavion

Shadowtrooper

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- Favored Force Power: Force Drain
 Favored Weapon: Lightsaber
 Favored Weapon: Lightsaber
- Aligned With: Reborn, Galak

Galak Fyyar

- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Rocket Launcher
- Aligned With: Shadowtrooper, Reborn Aligned With: N/A

Chiss

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Lightning Favored Force Power: Force Drain
- Favored Weapon: Disrupter
- Aligned With: N/A

Ak-Buz

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Weapon: Bowcaster
- Aligned With: N/A

- Favored Weapon: Lightsaber
- Aligned With: Desann

Reborn

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers

- Aligned With: Shadowtrooper, Galak

Reelo

- Fast Reaction Time
- High Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Grip
 - Favored Weapon: Repeater

Krussk

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Weapon: Repeater
- Aligned With: N/A

Beedo

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Drain Favored Force Power: Force Grip
 - Favored Weapon: Disrupter
 - Aligned With: N/A

Lieutenant Cabbel	IW-323
- Average Reaction Time	- Average Reaction Time
- Poor Accuracy	- Poor Average Accuracy
- Below Average Agility	- Below Average Agility
- Has Force Powers	- Has Force Powers
- Favored Force Power: Force Drain	- Favored Force Power: Force Grip
- Favored Weapon: Repeater	- Favored Weapon: Repeater
- Aligned With: N/A	- Aligned With: N/A
SP-597	SW-967
- Average Reaction Time	- Average Reaction Time
- Poor Accuracy	- Poor Average Accuracy
- Below Average Agility	- Below Average Agility
- Has Force Powers	- Has Force Powers
- Favored Force Power: Force Rage	- Favored Force Power: Force Grip
- Favored Weapon: Repeater	- Favored Weapon: Flechette
- Aligned With: N/A	- Aligned With: N/A
ТК-421	
- Slow Reaction Time	
- Abysmal Accuracy	
- Poor Agility	
- No Force Powers	
- Favored Force Power: N/A	
- Favored Weapon: Blaster Rifle	
- Aligned With: N/A	
niighea wich. N/h	
	Types -=*=-=+=-=*=-=+=-=*=-=*=-=*=-=*=-=*=-=
Here are the different types of games yo the name, a description of the type, and	
Free Fc	or All
This is a simple game with simple rules. The object is to kill everyone you see. of the game will win. You will start out pick up other weapons that are lying arc game a lot.	Whoever gets the most kills at the end with a lightsaber and are able to
Scoring	
Scoring Killing a enemy will give you one point	
	end of the game will win.
Scoring Killing a enemy will give you one point Killing yourself will lose you a point	
Scoring Killing a enemy will give you one point Killing yourself will lose you a point The person with the most points at the e	

This is the same as Free For All with the same rules except that you will not start out with any Force Powers. There are Force Powers lying around the level.

You can go around and pick them up. You can tell which side of the Force they are on by looking at their color. You will start out with a lightsaber and a blaster pistol like in Free For All. If a player is killed, the Force Powers will pop out of their body and other players can pick them up. Scoring

Killing a enemy will give you one point Killing yourself will lose you a point

The person with the most points at the end of the game will win.

Jedi Master

In this game nobody will start out with a lightsaber. Everyone starts out with standard weapons. A lightsaber is placed somewhere on the map. The first person that picks it up will become the Jedi Master. They will be able to use the lightsaber and will have all Force Powers at level 3. All the other players now have to team up to kill that player. When someone is the Jedi Master, everyone who is killed gives a point to the Jedi Master. Even if friendly fire is on and you kill one of your teammates it will count for the Jedi Master. Once the Jedi Master is killed, his lightsaber will be dropped and the person who killed him will be closest to it. When they pick it up they will be the Jedi Master. This is how the game is played.

Scoring

Killing a enemy when you're Jedi Master gives you one point Killing yourself when you're Jedi Master loses you one point Killing the Jedi Master gives you one point Killing anyone that isn't Jedi Master when there is a Jedi Master gives the Jedi Master the point Killing anyone who isn't Jedi Master when there is no Jedi Master gives you nothing

Player with highest score wins.

Tournament Mode	

In this game you can have more then 2 players, but only 2 play at once. The others will watch as the two fight. Once one is killed, the next player in line faces the winner. Both get full health and supplies. The winner will keep going on, and the loser will go to the end of the line.

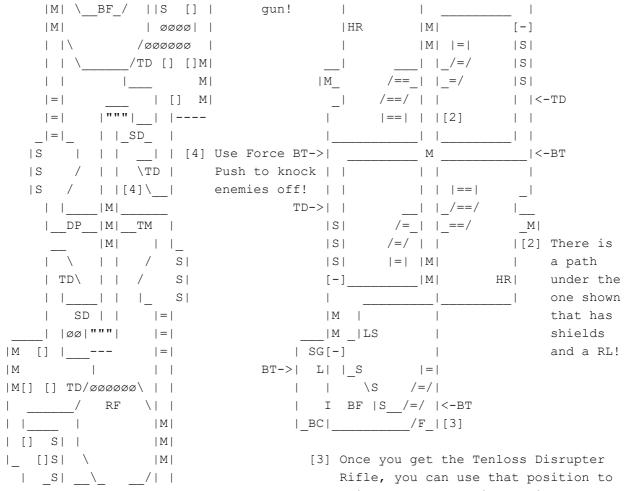
Scoring

Killing a enemy gives you one point Killing yourself gives your opponent one point

Player with the highest score wins.

This game is exactly the same as the Free For All game except that the players are divided up into teams. You will start out with a lightsaber and a blaster pistol. Killing someone on the other team will give a point to your team. Scoring _____ Killing a enemy on the other team gives your team a point Killing yourself or a teammate loses a point for your team The team with the most points wins. _____ Capture the Flag _____ This is another team game. You will start out with a lightsaber and a blaster pistol. Each team will have a flag on their side of the map. The object is to go grab the other team's flag and return it to your flag. You can only score if your flag is at it's spot when you return the other team's flag. This is my favorite game. Scoring _____ If you capture the enemy's flag you get one point for the team If you pick up the enemy's flag you get ten points If your team captures the enemy's flag you get 25 points If you recover your flag you get 10 points If you kill the person that has stolen your flag you get 20 points The scoring system is complicated for this one so I may have made a few mistakes or left something out. F04 Maps ':*:' =*===+===*===+===*===+===*===+===*===+===*===+===*===*===*===*=== These maps were made by Legomondo who is also a FAQ writer, and a good one I might add. BR=Blaster Rifle GA=Golan Arms PS=Portable Sentry S=Shield TD=Thermal Detonator HR=Heavy Repeater DP=Detonation Pack TM=Trip Mines BT=Bio Canister BC=Bowcaster F=Force field L=Lift LS=Large Shields TD=Disrupter Rifle RL=Rocket Launcher [-]/I=Doors [A]=Connects Places =/"=Steps [1]=Tells of Strategic Locations FE=Force Enlightenment BF=Blue Flag FB=Force Boon RF=Red Flag M=MedPack [Bespin Exhaust Shaft] [Garrison 27-D] |BT | [1] This area right | F/=__ [1] |BC |

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Rifle, you can use that position to snipe out any enemies coming down main path. You can also use the nearby Force field and Bio Canister to camp out all day long. Just look out for the Jedi Mind Trick.

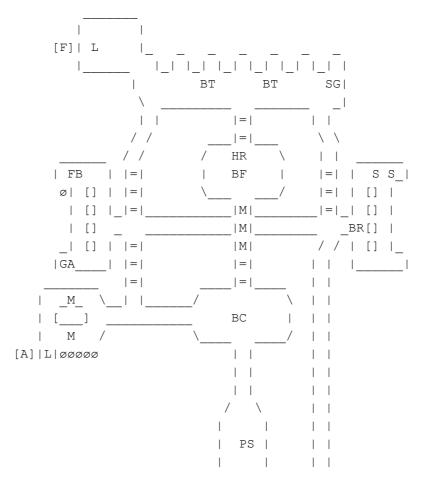
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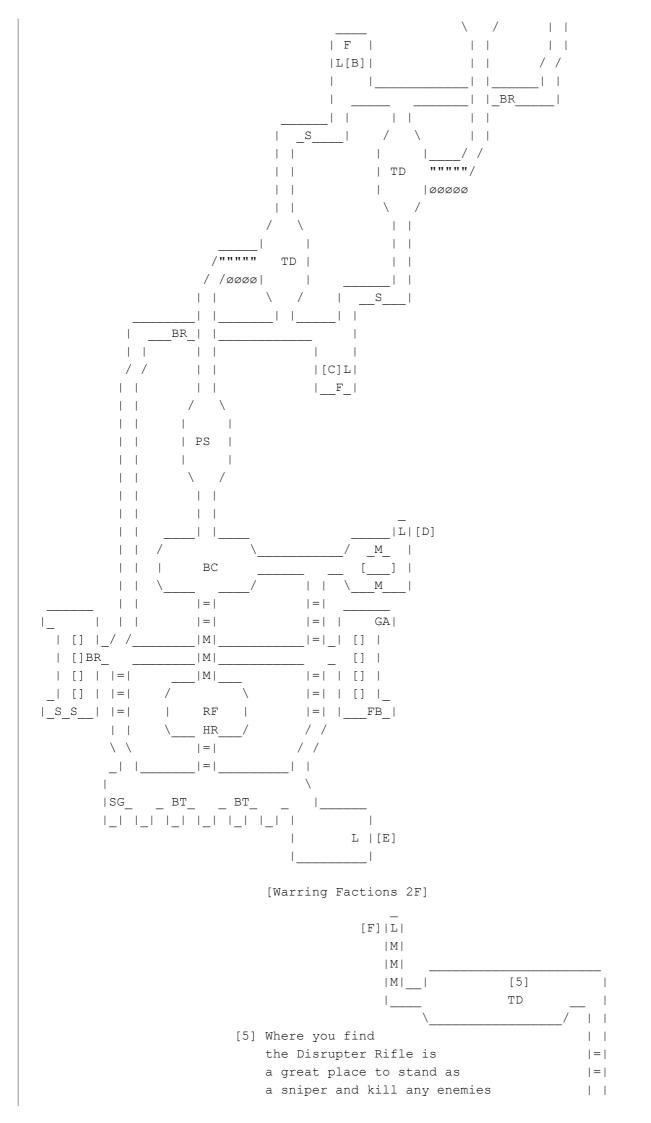
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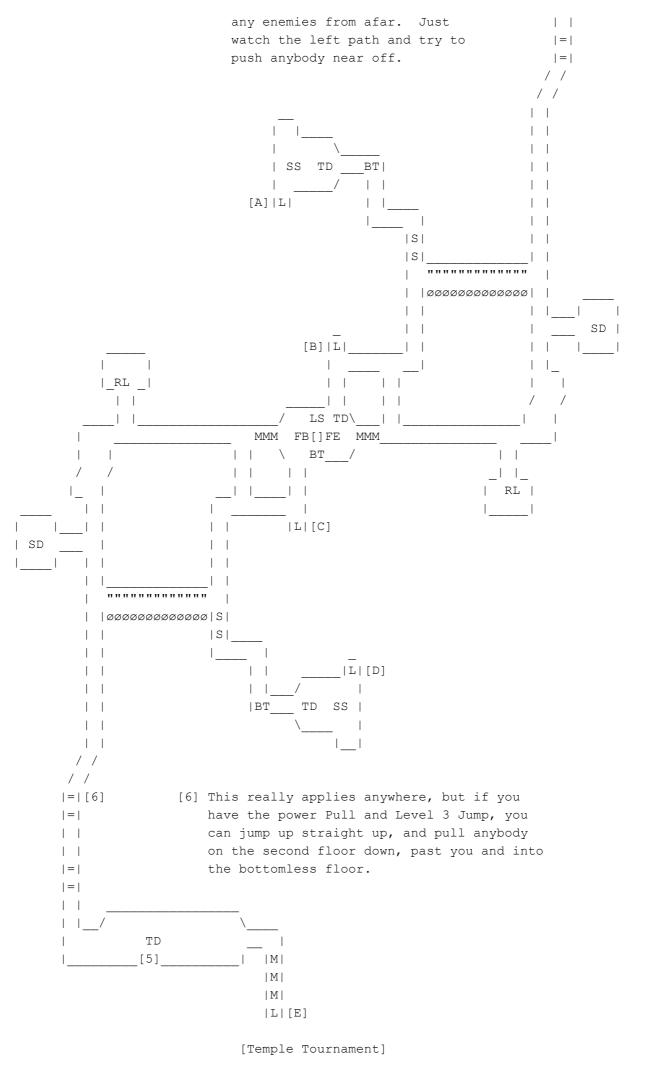
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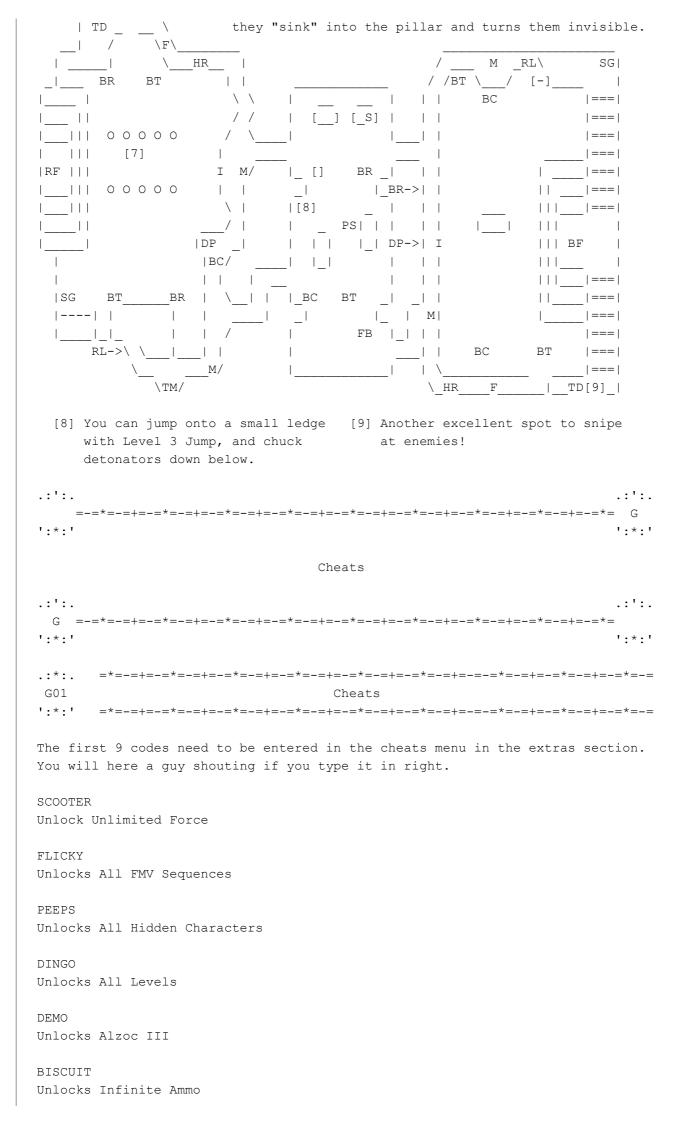
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BUBBLE Unlocks Invincibility in Jedi Arena CHERRY Unlocks The First 6 Levels FUDGE Unlocks the Lightsaber **The following items are unlocked by doing what is below the item.** Alzoc 3 and Duel Temple Map Beat Yavin Final Bespin Officer Beat Bespin Streets Chiss Beat NS Streets Concept Art Beat Carin Assembly Desann Beat Yavin Courtyard Duel Pit (Duel Mode) Beat Artus Detention Galak Fyarr Beat Doom Shields Imperial Labs:Raven Beat Carin Reactor Imperial Worker Beat Artus Mine Jedi Trainer and Nar Shaddaa and the Streets FFA Map Beat Yavin Temple Lando Beat NS Starpad Luke Beat Carin Bay Prisoner Beat Artus Topside Reelo Beat NS Hideout Shadow Trooper Beat Carin Dock Swamp Trooper Beat Yavin Swamp

Tavion Beat Bespin Platform	
Tie Pilot Beat Doom Detention	
Ugnaught Beat Bespin Under city	
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marth ue for the ASCII at the top.	
David "Legomondo" Tran for the maps in the multiplayer section <http: 18604.html="" features="" recognition="" www.gamefaqs.com=""></http:>	
Lucas Arts for a great game.	
George Lucas for the great movies.	
CJayC for a great gaming site.	
*****RATE THIS GUIDE******	
Go to http://www.misterpoll.com/2210502457.html. Please answer the questions truefully.	
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You can find all of my other works at	
http://www.gamefaqs.com/features/recognition/40441.html	
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