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1. INTRODUCTION

Hi, and welcome to my FAQ/Walkthrough for Star Wars: Bounty Hunter for the Nintendo GameCube! As a Star Wars nut, I feel it's my duty, nay, my privilege to write FAQs for Star Wars games!

In this installment from Lucasarts, we step into the shiny armor of Jango Fett, master bounty hunter, as he takes on one of his most daunting bounties yet. Darth Sidious has tasked his new apprentice, Count Dooku, with the destruction of a dangerous cult of the Dark Side called the Bando Gora, and with finding a suitable template for the forthcoming Clone Army. Dooku decides to blast two mynocks with one bolt...

By the way, if anyone has any info on Bounties I'm missing, I'd be more than happy to accept it. ^_^

2. FAQ

Q: What is Bounty Hunter?

A: The newest action game from Lucasarts, in which you control the bounty hunter Jango Fett as he hunts across the galaxy.

Q: How many memory blocks does this game use?

A: Two for each game save file.

(When I think of more, or people ask more, I'll put them here... ^_^)

3. BASICS

Most of this stuff is available from your manual, but we all know how much some people hang onto those, much less read them, these days...

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3A. Controls =

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Control Stick: Moves Jango Fett in a direction related to the screen.

A Button: Uses your current weapon.

B Button: Jump. If locked on to a target, this button will cause you to flip.

Y Button: Action Button, which, depending on where you are, can activate consoles, use Jango's cutting laser to burn through grates, claim bounties, or man stationary laser turrets.

X Button: Crouch. If locked on to a target, this button will cause you to roll in the direction you're currently moving.

L Button: Jetpack. Hold down to thrust with your Jetpack.

R Button: Lock On. Hold down to target the nearest enemy. If there are no targets, then you can use this to face a certain direction and strafe.

Z Button: Look Mode. Hold down and you can use the Control Stick to look around. You can still fire in Look Mode. If you have the ID Scanner equipped, you need to use Look Mode to use it. If you have the Sniper Rifle equipped, you can use Look Mode to look through the scope.

C Stick: Moves the camera around Jango. If you have the ID Scanner or Sniper Rifle equipped, you can zoom in and out with the C Stick.

Control Pad Left/Right: Switch between your various weapons.

Control Pad Up: Automatically switch to ID Scanner.

Control Pad Down: Pause the game and bring up a weapon select menu.

START Button: Brings up the Pause Menu, where you can resume the game, restart the level, or go back to the main menu. You can also review your objectives here.

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3B. Displays/Menus =

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When you fire up the game, you'll first be asked to access a Save File. Every new one you create will take two blocks on your Memory Card. Just a heads-up. You can name your save file whatever you want.

Main Menu:

There are four selections on the Main Menu:

Play Game: Select a level to begin the game or any major cutscenes you've seen.

Options: Play with the game setup, to be discussed below.

Game Stats: On this screen you can view game time, the number of levels you've completed, the number of secrets you've found, your enemies killed, your non-enemies killed, your secondary bounties, your total earnings, and your notoriety ranking (which is based directly off your earnings).

Bonus Items: Allows you to view cute stuff for progressing in the game.

Complete levels to earn comic book pages. Grab Feather Icons to see Star Wars Trading Cards. Earn credits to see Concept Art. Complete Chapters to

see some Outtakes.

Options Menu:

There are five selections in the Options Menu:

Controller Setup: Access this to flip the Y-axis for looking, or turn the Rumble feature on or off.

Audio Options: Adjust the various volume levels, switch stereo mode, or turn on or off the caption text that appears during the game (not cutscenes).

Code Setup: Use this to enter codes.

Restore Defaults: Puts everything back to normal.

Credits: View game credits

Main Game Display:

In the lower-right corner of the screen is your current weapon. If the number has limited ammunition, a number will be displayed next to it.

In the lower-left corner of the screen is your health meter. It starts out green, and slowly decreases and turns red as you take damage. To the left and right sides of the Health Bar is your Jetpack Fuel, which hides itself when you're full. Using the Jetpack will decrease this amount, and it will slowly refill once you stop flying.

When you lock onto an enemy, a red reticle will appear around it, so you know what you're shooting at. Below that reticle will be a health bar, much like your own, showing the enemy's health.

Finally, if you tag a bounty using the ID Scanner, there will be a green reticle surrounding the bounty when you're in view of him/her/it. If the bounty leaves your view, a red arrow will appear on the edge of the screen indicating the bounty's general direction from you.

4. JANGO FETT: BOUNTY HUNTER

The Mandalorians are a well-renowed mercenary army for hire. During a fight on the planet Concord Dawn with their rivals, the Death Watch, young Jango Fett was orphaned. Commander Jaster Mereel of the Mandalorians took in the young man and trained him in the arts of the warrior. He took surprising adaptability to the outfit. He was soon regarded as one of the best in the unit, along with Jaster himself and the powerful Montross. On what was supposed to be a routine mission to Korda Six, Montross betrayed Jaster and killed him. None knew of the betrayal, but Jango was given command of the Mandalorians, and Montross disappeared afterwards.

Under Jango's command, the Mandalorians were better than ever, until an attempt to supress a revolt on Galidraan ran them afoul of the Jedi. The Mandalorians were nearly wiped out, and the survivors were sent to slavery. Jango survived against all odds, reclaimed his armor, and set out alone to carry on the legacy of the Mandalorians as a bounty hunter.

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4A. Movement and Actions =
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General Movement

Depending on how far you press the Control Stick, Jango can sneak, walk or

run. Hold the X Button to crouch, and press B to jump.

Advanced Movement

Tapping X while running will cause Jango to roll. This can also be done by doing the same while the R Button's held down. Also, Jango can flip in the air if you press B while holding down the R Button. You cannot attack while performing these moves, but they're effective for deflecting enemy fire.

Jango can also grab and hang onto certain ledges. If standing near a ledge, press Y to drop down onto it. If jumping towards a ledge, you'll usually automatically grab it. While holding the ledge, pull Left or Right on the stick to move him along it, or Up to have him climb up it. Pressing B while moving will have Jango push himself into the air along the ledge, and B will have him kick off the ledge. You can also fire one of your Blasters while hanging.

Finally, ladders can be climbed by walking up to them or jumping onto them. Use Up or Down on the Control Stick to climb or descend, respectively.

Jetpack Movement

Once you reclaim your Jetpack, use L to apply thrust. If you're not moving the Control Stick, you'll fly straight up, but you can only go a certain height before stopping (even if you have some fuel left). Use the Control Stick to move yourself around in midair, although while you are moving, you cannot gain altitude.

Combat

In most any circumstance, pressing A will use your currently equipped weapon. To switch weapons, press Left or Right on the Control Pad. To switch without having to worry about enemies killing you, press Down on the Control Pad to pause the game and bring up a mini-menu of weapons. Once you settle on a weapon, press Down again to return to the fight.

To effectively bag the bad guys, it's best to lock on. Do this by holding the R Button. If an enemy is near you, you'll lock onto him/her/it. You can then fire until it's dead, at which point you'll lock onto the next bad guy. Another effective method for enemies not so close is to use the Z button to enable the manual Look Mode. You can still fire weapons in this mode, and with more precision. You can still move in Look Mode if you hold down the R button, but you will do so very slowly.

Bounties

In addition to the main targets you track in each of the chapters, there are several secondary bounties to be found in all but the last chapter. These bounties could be just about anyone in the level, enemy or no, alone or in a group. Generally, though, bounties aren't in places where enemies charge you from other rooms. In the case of most bounties, you'll enter a new area, and the bounty will be standing in the area somewhere.

The first thing you have to do for bounties is mark them. To do this, switch weapons to your ID Scanner (or just press Up on the Control Pad). Enter Look Mode with Z and focus the targeting reticle on any humanoid creature (and sometimes droids). If they're bounties, you'll get a little picture, as well as a bit of info. The info that should concern you is what's right under the picture: Dead or Alive, and which is worth more. To mark that bounty, press A, and you'll be able to track it to the ends of the galaxy. You CANNOT

make any kind of bounty capture until you MARK them. If you kill them before marking, they're worthless.

NOTE: When scanning a large group of beings, don't forget that you can zoom in and out with the C Stick to get a closer look. Also, when you get a positive bounty, the bounty's picture will immediately pop up, so if you're scanning a lot of people and don't get a picture on one in the first femtosecond, move on to the next one to save time (or health).

Now, if a bounty is worth more dead, it's pretty easy. Just shoot the poor slob. If a bounty is worth more alive, switch to your Whipcord and tie up the scum. In either case, once a bounty is sufficiently dealt with, walk up to it and press Y to claim the bounty and immediately receive the reward. Cha-ching!

Complications

If things don't go well and you end up taking the fall, you'll have the opportunity to continue (actually five opportunities). You'll be placed at the last Checkpoint you touched, in the same situation (all enemies you killed stay dead).

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4B. Weapons and Equipment =
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Jango's Mandalorian armor is packed with all sorts of nifty gadgets and gizmos that can help him get around, in addition to the armor itself, which is light enough so that Jango can perform complex maneuvers, but hard enough so that Jango can withstand more hits than the average Joe.

Primary Weapons: These are weapons integrated into Jango's suit in some way.

Fists - All Mandalorians undergo intense unarmed training as well as armed. Naturally, Fists should only be used for short-range, and even then there are usually better options (which we'll get to later), but it's sometimes fun to bash people around...

Blasters - Jango's Westar-34 Twin Dual Dallorian Alloy Blasters are his signature weapons. Light and easy to use (and twirl), they have special long-life energy packs installed (for the purposes of this game, infinite shots). Rapidly pressing the A Button makes this the fastest-firing weapons in the game. They're not overly powerful, but if you target an enemy, and there's another nearby, you'll fire at that second one as well.

ID Scanner - This helmet-mounted scanner contains info on bounties downloaded from the Holonet. Use it on enemies to find out if they prices on their heads. It's sometimes a pain to use, especially if you're being fired at. You're better off using it from a distance, and you can zoom in and out with the C Stick.

Whipcord - Jango's gauntlet-mounted snare is a thin, yet strong rope. Using it on an enemy will incapacitate it for about twenty seconds. Less time for bosses. Use it to get free hits in, or to claim living bounties.

Dartcaster - No, these aren't the Kaminoan darts, they're a different variety. You start most every mission with five of these, with the opportunity to pick up more along the way, up to a max of ten. Shooting one of these darts at any normal enemy will poison and drop them immediately.

Flamethrower - Another "instant kill" weapon. You will only be able to use this weapon after getting the Jetpack in the second level of Chapter 1. While using this weapon, you cannot move, but you can use the Control Stick to aim the flame at any point around you. Any normal enemy caught in the flame will thrash around for a bit, then die. The reason you can't use it until you have the Jetpack is because you use its fuel, but at a slower rate than you use it when you use the Jetpack. If you have a bunch of melee fighters on you, use this to make a nice big mess, or if you can force enemies to chase you into a bottleneck.

Thermal Grenade - You'll start carrying these weapons in the third level of Chapter 2. You could start missions with a few, or with none and pick them up later in the level. Anyway, these are used much like any other grenade. Press A to wind up your throw, hold longer to build up throwing distance, and let go of A to throw the grenade. Much of the time, a Grenade won't be enough to kill, but it will seriously injure. Just be careful you don't bounce it back at yourself. You can carry a max of 10.

Missile - These warheads are mounted on your Jetpack. You won't be using these until the first level of Chapter 3. If you lock onto an enemy and fire, the Missile will seek out the enemy. If in Look Mode when you fire the Missile, you can use the Control Stick to guide it. It will attempt to align itself with your reticle. It's a powerful explosive, a bit moreso than a Grenade. Sometimes you can get outright kills with this, and you'll definitely toss your enemies for a loop. You can carry a max of 10.

Sniper Rifle - You'll start using this weapon on the first level of Chapter 4. Like sniper rifles in many other games, you'll use this as a long-range weapon. Use Z and the C Stick to use the scope. Any missions you have the Sniper Rifle, you'll start with five shots, and you can have a max of fifteen.

Cluster Missile - You can find these in the second level of Chapter 5. Fire this missile and it will split into three, which will home in on nearby enemies. Boom... I'm pretty sure you can carry a max of 10, but there's not even ten in the entire game, so it's just a guess...

Secondary Weapons: These weapons can sometimes be found lying around in missions. They have limited ammo, and will disappear after being depleted.

Blaster Rifle - This workhorse rifle has a lower rate of fire than your Blasters (comparing furious tapping of A with Blasters, versus holding down A with the Rifle), but it's a bit more powerful. You'll have 99 shots when you grab it.

Heavy Gun - This large rifle has a high rate of fire and is very powerful, but is a bit inaccurate. It fires at about six-shot bursts. Kind of a "spray and pray" weapon. You'll have 99 shots when you find it.

Grenade Launcher - This explosive delivery system hurts about as much as your average grenade, but with the added kick of propulsion. It will have twenty grenades when you take one.

Stationary Turret - When you find a Turret, press Y to use it. You have unlimited ammo, but you only have about a half-sphere turning radius, maybe a little less.

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4C. Pickups and Powerups =
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These thingies are lying for you to replenish certain aspects of yourself. If you don't need them, you won't be able to pick them up. Sometimes enemies drop these, and they'll disappear after about 30 seconds. You can easily spot most of these items because they glow blue (health and checkpoints) or orange (weapon refills and Feather Icons). Only the Extra Jetpack doesn't glow.

Bacta Fluid Vial (Small Health): This is a glass canister with green stuff inside. It restores 20 percent of your lost health. Most enemies have about a 33% chance of dropping these.

Bacta Fluid Crate (Large Health): This is three bacta canisters grouped together. It restores your health completely. This isn't dropped very often, but it's not too hard to find one at regular intervals.

Sniper Rounds: This looks like an oddly-shaped clip of rounds. It replenishes five rounds for your Sniper Rifle.

Toxic Darts: This is represented by a three-pronged dart. You'll get five darts from this pickup.

Thermal Grenades: There are two different grenade pickups. One that gives you one grenade, and the other gives you three.

Missile: Grab this thin pointy missile-shaped pickup to add one Missile to your stock.

Cluster Missile: Looks kinda like a missile, but it has a thicker top. Adds one Cluster to your stock.

Checkpoint: Not mentioned in the manual, this is a floating blue circle with a knife in it. Take it, and you'll return to that spot if you kick the bucket.

Feather Icon: Also known as "Secrets". There's one in every mission. Find it to get pictures of Trading Cards in the Bonus Items menu.

Extra Jetpack: Grab this and you'll seriously extend your flight time for a bit. Your fuel will look the same, but as you fly, it'll go down slower, but it won't go back up. Once it's depleted, you'll go back to your normal Jetpack. With the extra kick, you can go a lot farther, but you can't go any higher than normal.

Mandalorian Rage: This orange skull emblem is ten seconds of invincibility and a higher rate of fire on all your weapons.

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4D. Supporting Characters =
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(in order of appearance)

Count Dooku (Darth Tyranus) - One of the twenty Jedi Knights in recorded history to leave the Order in pursuit of a life as a politician. Unfortunately, he also joined the ranks of the Sith in the process, serving as apprentice to Darth Sidious. It's this man that gives Jango his mission of tracking down the Bando Gora.

Darth Sidious - Count Dooku's master tasks his apprentice with both wiping out the Bando Gora and finding a suitable template for the upcoming clone army.

Rozatta - A female Toydarian, and the being Jango trusts the most, Roz is the owner of Outland Station. She serves as an informant, and sometimes mother figure to Jango.

Meeko Ghintee - This unscrupulous Muttanni is known for his underhanded tactics in pit fighting arenas. To Jango, he's just another bounty...

Montross - One of Jango's fiercest rivals, this former Mandalorian is also a bounty hunter, but hunts more for the kill than the money. In the option of "dead or alive", he usually goes for "dead". He's also in the running for the bounty on Komari Vosa...

Jervis Gloom - The bottom rung of the criminal ladder, Jango will need to find this human deathstick dealer to get a lead on the Bando Gora.

Senator Trell - This Twi'lek is involved with some shady deals, and is another link to the Bando Gora.

Bendix Fust - In order to get close to a Dug named Sebolto, Jango will need to bring in this fellow, who's serving time on the prison on Oovo IV.

Zam Wesell - She appears to be a human female, but is in actuality one of the galaxy's few Clawdites, a shape-shifting race. It's unknown if she is really, in fact, female. Jango runs into her on Oovo 4, and finds out she's also hunting Bendix Fust.

Sebolto - This Dug Lord is a druglord (heh heh...) He runs a deathstick factory on Malastare, hidden deep beneath what appear to be natural Dug dwellings. He's another piece of the puzzle leading to the Bando Gora.

Longo Two-Guns - This nasty fella runs a nasty gang of bandits. Jabba has put a price on his head, but no one's come to collect, yet...

Jabba the Hutt - A younger Hutt trying to muscle in on what used to be chiefly Gardulla's racket. He's doing surprisingly well considering his relative lack of experience.

Gardulla the Hutt - Currently the most powerful Hutt on Tatooine, but she's getting old and seems to be losing influence in recent months.

Komari Vosa - Once a very talented Padawan under the tutelage of Dooku, Vosa was an impressive specimen of combat, but prone to fits of rage and aggression, as was evident in a battle on Galidraan, where she slew twenty Mandalorians. While the Council debated what to do with her, she followed a team of Jedi on a mission to defeat the cult known as the Bando Gora. She was captured in the fight, but used her growing influence over the Dark Side to take control of the cult.

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4E. Species =
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Even though humans tend to be the most prominent figures in the galactic limelight, the Star Wars galaxy plays host to hundreds of non-human species, several of which are featured in this game...

So, why bring it up? Well, your bounties can be one of many different beings and different species, and when I point them out to you, I'll be using the names of their species. Star Wars fans should pick up quick, but newcomers

might be confused, so here are their names and what they look like, in alphabetical order...

Aqualish: These gruff people look like they have walrus heads. Obi-Wan Kenobi chopped the arm off one in the Mos Eisley Cantina.

Bith: Large bulbous head and big black eyes. There were a group of these guys playing at the Mos Eisley Cantina (Figrin D'an and the Modal Nodes).

Clantaani: These guys have elongated faces and flappy ears. They're somewhat reminiscent of Gungans, only the ears are shorter.

Draag: These guys have large protruding lower jaws with pointy teeth.

Dug: These fellas are short, and they walk around on upper appendages, while their lower ones are generally used for fine manipulation, as opposed to most humans.

Gamorrean: These guys are pudgy and pig-like. There were some guarding Jabba's palace.

Gran: The trademark feature of these guys are their three eyes on stalks.

Guineo: These guys have have extended heads that come to a point.

Ishi Tib: These guys are recognizable by their eyestalks that kind of stick out horizontally from their heads.

Ithorian: Nicknamed "Hammerheads", these guys have some of the oddest-shaped heads in the Star Wars universe.

Jawa: Short and always wearing hooded, brown robes, with their eyes glowing from inside.

Klatooinian: It's sometimes tough to tell these guys from humans, but they have large skin folds on their faces which can differentiate them.

Nikto: These look very human from far off, but they have scaly faces. There are several different types of Niktos in the galaxy, and you'll meet the Kajain'sa'Nikto, and the Kadas'sa'Nikto in this game. They really don't look all that different for the purpose of the game, so I'm just going to call them all Nikto.

Rodian: Green skin, with big round black eyes. They also have small antennae and snooty mouths. Greedo is one of them.

Sullustan: These are shorter, mousy people. Lando's copilot in the Battle of Endor, Nien Nunb, is a Sullustan.

Trandoshan: These are a large lizard-like humanoid species. Bossk the bounty hunter is one of them.

Twi'lek: For some reason, you can only find females wandering around. They're mostly human, except for slightly green-hued skin, and two tail-like appendages that grow from their head (called "lekku"). The dancer, Oola, that got fed to Jabba's rancor is a Twi'lek.

Tusken Raider: Swarthed in cloth, with special breathing masks. They're also known as Sandpeople, and are recognized by their familiar grunt.

Ugnaught: Really short guys in robes with beards. They were in Bespin, carting around the busted C-3P0...

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4F. Enemies =
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Most enemies in this game fall under species as listed above, so I won't go into how each enemy differs in species, since they all basically fight the same. However, I will touch on how different enemies are armed in this section, as well as some special species cases.

Melee Fighters: There are a few basic types. There are some generic types that punch. There are Gamorreans that use big vibro-axes. There are prison guards that use stun batons. There are Tusken that use Gaffi Sticks. Easiest way to take them all out is with the Flamethrower. Use platforms so they can't reach you, if you have the option.

Red Blasters: These are pretty basic rank-and-file troops which you'll be seeing a ton of.

Green Blasters: Often, you can't tell the difference between Red and Green bad guys until they start shooting. Enemies with green shots are far more accurate, thus causing more damage quickly.

Blue Blasters: These guys are carrying Heavy Guns, and they're real nasty. Just like when you use a Heavy Gun, the shots aren't accurate, but they'll hurt like heck.

Security Drones: These prison bots fire blue bolts at you, not as rapidly as Blue Blaster guys, but they're more accurate.

Missile Troops: These bad guys stay stationary for the most part. They fire their missiles much as you do, and they will try to home in on you, but they're not the best of shots.

Sniper Troops: Nasty, nasty, especially if you don't know where the shot's coming from. They don't move much, but they don't really need to. You'll start getting these thrown at you on Malastare.

Grenade Troops: Not very common. You'll know they're around when you hear the grenade's distinct "clank". Run and gun.

Turret Troops: Probably the most deadly of all gunning troops. They'll be manning Turrets, naturally, and they fire green blaster bolts very swiftly. Take them out immediately, preferably with heavy long-range weapons.

Auto Gun: A ceiling-mounted laser cannon. It can track you pretty well. I suggest firing while charging at it, so the shots go over your head.

Nexu: A fierce predatory creature found in the jungle of Malastare. It's very swift and can be on top of you in a matter of seconds, at which point it will swat you around until you're dead. Use a Dart to take them out before they take you out.

Massiff: Another predator, but a little slower than the Nexu, found on Tatooine. Still dangerous if it gets close, but you should be able to put it down in most cases before problems arise.

Bando Gora: These guys belong in a separate entry, because they're so dang

nasty. There are three types. One is a basic melee grunt type. He'll charge you like an ape and hit you hard with his flailing arms. Another, more powerful type wears a skull mask and carries a spear trailing green stuff. Both can be dispatched easily with the Flamethrower. The third type is much more insidious. A sniper with a blowgun, firing at a high rate for a sniper, and with chilling accuracy. Take this enemy out in any manner possible.

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4G. Hints/Tips =
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Keep moving in a firefight or you're bantha poodoo... This not only means run around while you shoot, but also use your evasive maneuvers and Jetpack.

Use your Flamethrower for melee or close quarters encounters, Sniper Rifle for distant foes, Grenades for groups nearby, and Missiles for far off groups. Use Darts for particularly dangerous foes.

You won't always have all your weapons available to you. Make sure you take stock of what you have before heading into a fight.

If you can't find the way out of a room, make sure you look above and below you. If you have the Jetpack, fly to all corners of the area. If you see a platform rather far away and there's a complicated way to get there, go there.

If you're tracking bounties, and trying not to kill them in a fight with others, don't use the Blasters, since you may automatically target them accidentally.

Even if you don't have a Sniper Rifle, you can still psuedo-snipe. Use your ID Scanner to get centered on an enemy, then pull out your Blasters, don't move the crosshair, and start shooting.

5. WALKTHROUGH

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Chapter 1 - Outland Station: Dead or Alive, Meeko
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Intro: The classic Star Wars opening music and intro crawl. Darth Tyranus is contacted by his master, Darth Sidious, to destroy Komari Vosa, leader of the Bando Gora, and to find a suitable person to base their clone army off of. Meanwhile, Jango Fett is at Outland Station, tracking the bounty named Meeko Ghintee. He finds him above the Pit Fight Arena, catching him in the act of cheating at the fight by controlling his monster remotely. He blasts his bodyguards, causing Meeko to drop the remote, and fall after it. He lands relatively unhurt. Jango drops down to make the catch, but Meeko uses his remote to send his beast after Jango. Jango's Jetpack is knocked off in the fight.

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5A. Pit Fight Arena =
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Overview: This is a bit of a training level. Yes, you'll be in danger through much of the level, but it's relatively light on the action.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts

Secondary Bounties: Five

Walkthrough: Lock on to the Borhek with your R Button and start blasting it. Don't get too close. If it charges you, use your B Button to evade. After many shots, it will go down, and a part of the fence will deactivate. Hop over and use your cutting torch on the grate. Ride up the elevator on the other side. Large Health up here. Use Y to hit the console here to open the floor in the middle of the arena. Head back out and use Y to hang on the ledge. Push Down on the stick to drop to a halfway ledge, then drop to the floor.

Head through the open door to one of the beast holding cells. Turn right and drop down into the feeding trough where the Small Health is. Cut through the grate here, then crawl through the pipe and cut through the next grate. Follow the game prompts in this next room to climb up a ladder, cross a ledge, and hop up to a hole in the floor. You'll drop down to a hallway and Roz will mention that a few of Meeko's thugs have prices on their heads. Take your first CHECKPOINT here.

BOUNTY #1 is the Gran right down the hall from you. Take him alive. In a nearby corridor, four weaponless thugs will come out of a locker room to challenge you. Blast them. Step into the nearby elevator. Once you ride up, head to the right to find a CHECKPOINT.

Head back down the hallway the other way. As the game will suggest, use your Look Mode (Z) to blast the barrel and take out the Gran in the room. Blast the other one blocking the force field and you'll find three Gamorreans and two thugs. One of the Gamorreans is BOUNTY #2.

If you continue on the ground level, you'll soon reach a room with two Rodians with blasters. There are two other ways out of here. Each hallway leads to a locker room with a Rodian and some other guys. The Rodian in each of these locker rooms is BOUNTY #3 and BOUNTY #4, respectively. Now, head back to the training area and climb up to the platform above the door you just went through. In the next room are six Gran with blasters. After this room is a CHECKPOINT.

In the next area, you'll see two Massiffs in a cage, and you should probably take them out. Blow the barrel to the next room, where you can grab a Large Health and a CHECKPOINT.

Crawl through the shaft on the right side of this room. You'll drop into a shaft, and find yourself being shot at, or so you think. Turns out you ended up at the station's shooting gallery. Scan the guys and you'll find that one of the Gran is BOUNTY #5. So, there are about seven or eight Aqualish, Rodians, and Gran here blasting you. At the front of the gallery is a Blaster Rifle in case you want to use it. Turn the place into your own shooting gallery, then enter the next room, and look up and behind you. You'll see a barrel on a ledge. Shoot it to blow open the force field, then head back out to the gallery and on top of the firing bunker. Grab the Darts and hop over to the grate. Cut it down, then hop into the low area in the next room. Crawl to your next CHECKPOINT.

In this next area are several shooting bad guys. Waste them all. You'll need the beast handler's help to get out of here. Take a pot shot at the beast behind the bars. The handler will come running out to check on his baby. You can watch him if you wish, or go through the now unlocked door. Take the door on the left as you pass by to find your first FEATHER ICON in the

handler's quarters. You can now leave the arena by the far door.

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5B. Merchant Row =
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Overview: Now it's time to find where Meeko ran off to. This area marks the return of your Jetpack to the fray about halfway through, so there's some flying to be done.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts

Secondary Bounties: Ten

Walkthrough: You'll start by sticking up a Gran, and threatening him to show you where Meeko is. Follow the Gran for a bit. When you turn a corner, scan the droid to your right to find BOUNTY #1. Follow the Gran some more and he'll take you to the hideout (which, honestly, you could have easily found yourself). Meeko will be on the other side, and he'll take off while he sends some bad guys after you; about five on the ground and two above you on the catwalk. Once they're gone, enter the hideout and grab the Large Health. The elevator's broken, but you can still get up to the upper level by climbing. There are three Rodians up here to play laser tag with. Burn the nearby grate down to grab a CHECKPOINT.

Continue on across the catwalk to the next area. Drop down and to the nearby corridor. There's an Aqualish here to kill. Use the control panel near him to open the door to more action. Meeko's far ahead of you, and you can scan and mark him if you're quick enough (even though you can't officially catch him, it makes it easier to track him later). Also, BOUNTY #2 is the little Ugnaught to your left. There are several guys ahead of you to fry, so do so. Careful, because there are infinite enemies in this area, coming from nowhere, so be sure to move on. The bridge across the gully here is broken, so you'll have to drop down. The Gran shooting at you down here is BOUNTY #3. Climb into the nearby point, burn the grate and climb up the ladder. Shoot the two thugs up here and grab the CHECKPOINT.

Head into the other pipe and slide down. You'll land in another street area with more bad guys. Chase Meeko through another door and peg the three Aqualish here. Meeko busted the elevator, so you'll have to climb on the nearby box, then jump to the white hanging ledge near the elevator platform. Shimmy over, hop onto the platform, and continue on.

BOUNTY #4 and BOUNTY #5 are above you, shooting from a tower. You may get lucky and one could drop down to your level, but more than likely, you'll have to loop back around to nab him. Anyway, shoot all the bad guys down here, and head out the only other door, and you'll reach a CHECKPOINT.

In the next area are more bad guys and a busted door. Meeko really seems to be into property damage, eh? Burn the grate near the door (never minding my observation about property damage) and crawl through the tunnel.

You'll happen upon a little cutscene between a peddler and an Ishi Tib, who're haggling over the purchase of a delivery speeder. Just as soon as they settles on a price, Meeko grabs it and takes off. The peddler offers a Jetpack as a means of chasing him. Jango steps in and negotiates an agreement to get his wings back.

All right! Now you can jet around with the best of them. Oh, and you also have access to your Flamethrower now. Burn, baby. First thing to do is look

straight up and note the FEATHER ICON. There's only one ledge high enough from which you can reach it, and it's marked by a Large Health. Fly over and grab it. Incidentally, that is also the way to get ahead in the level.

BOUNTY #6 and BOUNTY #7 are right across from the ledge with the Large Health, shooting at you from a nearby ledge. Bag them and head across the ledge to the area where Bounties 4 and 5 were. Take them from here. Cross from the towers to a higher ledge and climb up to find Meeko's speeder as it jets away from you. Follow him across platforms. When you get to a place with pipes, look for BOUNTY #8, a Gran, running around below you. Chase the speeder on this bed of pipes and jet to the one running along the far wall. Make your way along the pipe, jetting around the supports, and reach the CHECKPOINT in the pipe near the top of the room.

Drop down and give chase to the speeder, gunning down anyone in your way (in case you haven't noticed, we're backtracking to the beginning of the level). Once back at the beginning, follow the speeder to a rather gunky-looking place. Burn the grate near the floor of the muck and fly up the pipe. You'll enter the wettest, wildest water slides that Outland has to offer. Before you go sliding down, though, take the time to nab BOUNTY #9, a Klatooinian.

Slide down and eventually, you'll see a hole across from you. Jet through and you'll land on a second slide. You'll soon see another hole near the end of that. Jet through and you'll slide down one more slide, and at the bottom, you better be ready to fly across a large gap. NOTE: If you slide all the way down to the bottom, just find an elevator, and it will automatically take you to the next slide.

Once at the bottom, Meeko will crash the speeder and run off. BOUNTY #10 is one of the Aqualish in this plaza. Once he's taken care of, head through the flaming door to enter the next level.

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5C. Docking Bays =
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Overview: Meeko's trying to escape through the cargo areas of the station. You need to follow. This mission requires more intense jetpacking than the last, so let's hope you picked up some skills in the last mission.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower

Secondary Bounties: Ten

Walkthrough: That conveyor belt waaaay off to your right that was pointed out in the opening cutscene is your first destination. Before you do that, waste the bad guys in the area. Below your starting point is a pipe. Drop down onto it (or, preferably, drop to the belt below and to the left, then to the pipe), and then drop once more to get inside it. In here is BOUNTY #1 and the FEATHER ICON. To get out, jet to the top of the pipe, then to the belt.

Anyway, to get to the conveyor belt really far out, you'll need to hop on top of those bunkers that you're being shot at from. Jet up to them, and make your way across them and a sky bridge to reach the far belt. Once you reach the belt, follow it to find a CHECKPOINT.

Follow the belt inside and you'll soon be upon another CHECKPOINT. There are a few bad guys and BOUNTY #2 (an Ugnaught) down here. To leave this area, follow Roz's advice and blast a fuel barrel when it gets close to the force

field. Ride the conveyor belt and you'll find another CHECKPOINT.

This large room with tons of conveyor belts has lots of bad guys, and BOUNTY #3 (an Ugnaught) and BOUNTY #4 (a human female). There is also a pack of Darts at the far end of the room. To leave this place, look in the lower far left corner of the area for some green lights, then bust down the force field with a fuel barrel. Head through.

This next wide open room has a long drop, so be careful. In here, you'll find magnetic sealers, which prevent you from blowing up the fuel barrels. At the very bottom, you'll find a solitary Aqualish, BOUNTY #5. You'll also find another solitary Aqualish for BOUNTY #6 a bit higher up, on a sealer platform next to the wall opposite from where you come in. Cross and climb the conveyor belts to the other side and you'll find a sealer that isn't working. Take advantage of this and blow the force field to the next area, where you'll find a CHECKPOINT.

This next room has a bunch of guys on your left gunning for you. Scan their ranks to find BOUNTY #6 and BOUNTY #7 (both Aqualish). Kill the rest. Jump up to the top tiers of the belts (there's a Large Health on one near where you came in). The highest belt has no barrels, or a force field. Ride it up to the next area.

You'll reach a wide open area, and it seems Meeko found the ship he was looking for...

THE LONGSHOT: I dunno where this was found, but apparently, that's the name of this ship. There are six guns and a missile launcher on the ship for you to take out, as well as a few thugs running around for support. BOUNTY #9 is on top of the bunker structure on the floor of the room. BOUNTY #10 is at the very top of the room. Climb to the highest catwalk to find him. Concentrate your fire on the ship, and it will go down once you take out all the guns.

Meeko will stagger out of the ship, and you'll finally make your capture.

Cutscene: Now we get a look at our rival, Montross, as he completes one of his hunts in trademark fashion. Meanwhile, Roz pays Jango for Meeko's capture, and gives him a communication from a man named Tyranus, about a mark worth five million credits. The mark is Komari Vosa, the leader of the Bando Gora. Roz is apprehensive, but mentions death sticks, and a bounty on a dealer. Jango feels it's a start. Meanwhile-meanwhile, Montross receives the same transmission from Tyranus...

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Chapter 2 - Coruscant: Lowlifes in High Places
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Cutscene: Jango approaches Coruscant, and Roz gives him the skinny on Jervis Gloom, who's also wanted by the Coruscant police force. He flies down to the planet in his old Mandalorian ship, which once belonged to Jaster Mereel.

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5D. Entertainment District =
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Overview: Ahh... Y'know, Coruscant's a 24-hour town... er... planet. This place has a lot of innocents as well as thugs working for Gloom that he hired for protection.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower

Secondary Bounties: Fifteen

Walkthrough: Take the obvious path of doors down the ramps. At the bottom of the ramps, find a Blaster Rifle. Head out to the main plaza area, where you'll find a CHECKPOINT just sitting there. BOUNTY #1 will be to your left as you enter the area (the dancing Twi'lek). Continue straight ahead and hang a left into a small bar. BOUNTY #2 is the young lady at the bar. Head back outside and all the way around the plaza to the end, where you'll find a Bith (aka BOUNTY #3) spacing out.

Now, head back to where you first entered the plaza and enter a nearby door next to an orange sign to go ahead in the level. Climb the ramps and cross the bridge up here. BOUNTY #4 is the Ishi Tib hanging out here. Grab the CHECKPOINT, as well. BOUNTY #5 is the human down the street a bit. There's a door next to Bounty #4 which leads up to a bar and BOUNTY #6. Anyway, head back to where Bounty #5 was and you'll find a bridge leading on around a circle tower (with some bad guys on it). There's a CHECKPOINT on the other side of the tower.

Now, to get ahead in the level, you'll have to go down one of two ways, and both have a bounty. To your left is a green door. Take the ramps down and you'll find BOUNTY #7 at the bottom. That's one way out, but instead go back up and head to the structure in the middle. You'll find a big spiral staircase leading down. BOUNTY #8 is at the bottom of this one. Be careful, because this bounty has a feeling you're looking for him and he sprints away. Chicken. He doesn't disappear, so you may want to leave him after you marked him so you can get him later. BOUNTY #9 is down on the lower level of this area, near a dead end. He's a Sullustan. At any rate, there are also several bad guys in the area, so watch out. There's a CHECKPOINT on this lower level, too (near where you exit from Bounty #7).

This next area has several bad guys, as well as BOUNTY #10. You'll see Jervis here, and Roz will point him out. Tag him if you get the chance, but it will be to no avail, as he'll run off. Follow him into the warehouse.

Take out the two guys in the warehouse and trail Jervis. Cut down the grate and start running up the ramps. You'll reach an area with buildings and close alleys. Jervis first stops near a building with an open balcony. You can fly up to that balcony for the FEATHER ICON. Follow Jervis into another building.

Run down some ramps and you'll find another CHECKPOINT, and chase Jervis through some more of his thugs. Take the time to look for BOUNTY #11 (a Nikto that shoots at you). Once you turn the corner to the right, look for BOUNTY #12 (a human), and BOUNTY #13 (a Klatooinian who shoots back). Roz will comment on how bad the situation looks. If you take the time to go around the building Jervis ran into, you'll find a grate, and a Mandalorian Rage behind it. Use it to clean up the place. Follow where Jervis went into the bar. You'll rough up the bartender a bit to have him call down the lift. BOUNTY #14 is one of humans in here, behind the bartender. BOUNTY #15 is above you. He's a Nikto on a platform ringing the bar, and you'll need to jet up to reach him. It's worth noting that this is the first bounty wanted solely dead. Ride up the lift, take out the welcoming committee, and capture Jervis ALIVE. He'll tell you about a guy he works for who runs a nerf-packing plant, Groff Haugg, and that his speeder will get you there.

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5E. Industrial District =
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Overview:

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower

Secondary Bounties: Five

Walkthrough: Step out a bit and scan the far end to find BOUNTY #1, one of the Guineos in the area. Tag him, then start shooting everyone else in the room. Climb up the ladder and clean out the first catwalk, then climb up to the second catwalk. There are a few more guys up here, as well as BOUNTY #2 on the far side. There's also a switch next to the CHECKPOINT, which opens up the door on the ground floor, leading to another CHECKPOINT.

In this next room are some more guys, and you'll be facing one of the first guys in the game with a green blaster, which is more accurate and powerful. Actually, that particular guy is BOUNTY #3. Climb or fly up to the catwalk and clean the area out. Press the button to lower the cargo containers in the middle of the room and drop down. Blast everyone in the room and hit the button down here (grab the CHECKPOINT, too). Pushing the button will start some cargo containers moving. Look outside. My, but that looks daunting, doesn't it?

Your destination in this wide open cargo jumping course is the very bottom on the other side. Use your jetpack and jumping to get there as safely as possible. You can pick any of the three pipes to go in, because they all connect. In the center pipe area is a CHECKPOINT and BOUNTY #4. To leave, go between the center and right pipes, where you'll find a ladder and a CHECKPOINT.

Climb the ladder and get ready to face a ton of enemies. There's good news, though, because you'll find a Heavy Gun and a Mandalorian Rage down here. Have fun. Climb/Fly up to the top area and you'll find a door in a small room that will move you on. BOUNTY #5 is right in front of you in this corridor.

Proceed through the corridor and you'll reach a room that has an orange glow to it. This is the carbon freezing chamber. Run around the bottom of the area and you'll find the FEATHER ICON easily enough. Now, fly up the platforms ringing the area. It's pretty easy. At the top, you'll find that someone beat you to Groff Haugg...

MONTROSS: Montross isn't any more complicated than your average enemy. He shoots a red blaster and runs around. Just lock onto him and keep firing and he'll run off soon enough.

After your rival beats cheeks, you'll find a communication coming through from a Senator Trell. Looks like you have a lead, after all...

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5F. Upper City =
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Overview: Morning on Coruscant... The hawk-bats are a little more cheerful... The granite slugs are a little less diseased... This mission requires more fancy flying than before, but nothing like the cargo jump you did last mission. There are also several police to gun down on your way.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades

Secondary Bounties: Five

Walkthrough: Note you have grenades now. They're pretty good for clearing out crowds. Anyway, you need to get to that building off to your left. There's a guard on the building you're on (on the other side), but on the left side is a ramp. That's half your mode of transportation over there. The other half is the Jetpack. Anyway, before you take the plunge, scan out at the other building. There are guards patrolling. The one on the lowest balcony is BOUNTY #1. So slide down the ramp, jet over, and kill your bounty, as this one is wanted only dead...

Take a right on the balcony and head up the spiral staircase in here, taking out any bad guys in your way. You'll soon reach the second balcony. Cross to the other side. Climb up the next spiral staircase. Take either way around the top to get to a hallway with a CHECKPOINT, then continue to another hallway and go to the end to a small room. Note how your camera pans up. Jet up to the balcony up here, and follow it to the end. Drop off the other side. Heading out into the next hallway, you'll notice a little blockade's been set up. Perfect testing for your grenades, mmm? Beyond that is a room that seems like a dead end, but it has a CHECKPOINT.

No doors opening up. Hop down into the little blue trench and grab the three grenades. Burn down the grate at one end and enter a new area. Jet up to the top of this shaft, using the red support beams lining the area as your resting points. Once you reach the opening, you'll find a couple more guards. The one shooting green stuff at you is BOUNTY #2. Head out the black door and you'll be outside. Take a right around the tower and you'll find a CHECKPOINT.

There's a ramp right in front of that Checkpoint, and it's your way forward in the level. Take a moment to scan at the other building. The cop on the lowest platform is BOUNTY #3. Slide down the ramp, jet over, frag and bag. To get to the next platform above you, you'll have to jet up from the nearby speeder, latch onto the brown ledge halfway up, wait for the recharge, then go up the rest of the way. Leap from the next ship to the ledge across from you the same way, then jet up to the upper ledge in the middle. Enter the door and you'll find a Large Health and a CHECKPOINT.

Okay! Time for some major butt-whoopin'. You'll find that there are unlimited enemies in this area, so trying to kill them all is futile. Some of these cops have Grenade Launchers (and may periodically drop them), and you may also find Blaster Rifles. There is also a Mandalorian Rage on the first floor behind the pool. At any rate, the only way for you to move forwards is to start jetting up onto the pools floating in the middle of the room. Jump and grab onto ledges of the floors of the tower, then to pools, until you reach the top. CAREFUL! BOUNTY #4 is up here. He's one of the cops (he kinda just stands around). He's wanted dead, but make sure you mark him so you can collect. One of the doors out of the top floor leads to a CHECKPOINT.

That Checkpoint marks where you have to go to the next area from. If you move to a certain point, the camera will pan up and you'll see a sky tunnel above you, with a railing. Jet up to the railing and shimmy over to the other side. Once at the other side, jet up to the platform. There's a ladder leading up, but let's ignore that for now. Head out onto the ledge of the building and walk around the outside. Turns out some bounties like fresh air, because BOUNTY #5 is standing outside all by himself on the other side of the building. Continue further around and you'll find the FEATHER ICON. Now,

climb up the ladder near the sky tunnel (there's one on both sides) and *carefully* run across the narrow apex of the tunnel. Jump off to the right once you reach the end towards the ledge, then jet up to the flagpoles on the side of the building. Climb up the series of poles and you'll reach the Senator's suite.

The two of you will have a friendly chat as you dangle him over the side of his building. He'll tell you about Sebolto, his supplier of death sticks. The police will show up and tell you to release Trell. You'll do so. Now, it's time to fight off the law.

CORUSCANT POLICE HEAVY CRUISER: Not only do you have trouble from that vehicle outside gunning at you, but you'll also find some more cops inside. Climb up the staircase, gunning down (or flaming) the heat as they show up. On the upper floor, you'll find a Grenade Launcher just sitting there. To take out the Cruiser, first use your Blasters or a Blaster Rifle to take out the guns on either side, and the missile launcher under the prow. After that, pull out your Grenade Launcher and lob grenades into the opening in the transport. A few of those should cause the bad boy to plummet to the duracrete streets below, allowing you to make your getaway.

Cutscene: Jango leaves Coruscant and asks Roz about Sebolto, who runs the Death Stick factory that's producing tainted sticks for the Bando Gora. Roz tells him about the Dug King on Malastare, and that a gift might be a good idea. She mentions Bendix Fust, serving life on Oovo IV's maximum security prison, worth 50,000, posted by Sebolto himself. Jango thinks it's a decent idea. Roz, in the meantime, is worried about Jango, thinking he should settle down. Meanwhile, in the hideout of the Bando Gora, one of Vosa's subordinates tells her of the deaths of the Coruscant contacts. She dismisses the news, but remains wary, and tells her subordinate that any bounty hunters will be dealt with if they get too close.

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Chapter 3 - Oovo 4: The Asteroid Prison
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Cutscene: Jango sneaks into Oovo IV in the shadow of a supply ship.

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5G. The Break In =
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Overview: You're going to slip in the prison through a cargo supply route. It's gonna be a mess in here. Lots of guards to play with.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles

Secondary Bounties: Five

Walkthrough: Note the snazzy Missiles sticking out of your Jetpack now. Patience. We'll use them, soon. Head out of the canyon you're parked in. You'll come upon the first outpost to get in. There are two guards on turrets out here, so it may behoove you to take them out first, either by flying up behind them on the ledge, or by using Missiles on one or both. Take out all enemies in the area and enter the outpost by the front door. Clean out the inside of the outpost and grab the Grenades inside. Fly up to one of the ledges in here and hit the button to open the other main door.

Outside, in this crowd of guards, is BOUNTY #1. Destroy this entire crowd

using Grenades, Missiles, or the Flamethrower for quickest results. To leave the area, hop up the stone ledges around the canyon. Grab the CHECKPOINT.

This area here is a landing platform, and it's full of guards. Before you get into the mess, scan off to the left side and see if you can find BOUNTY #2. Note that there are a lot of extra weapons scattered around. Take advantage of that and grab the Darts and two Missiles. There are an infinite number of guards spilling out of the doors here, so head to your destination, which is on the first ledge up from the bottom. Enter the door directly under that blue tunnel that's connected to the main lift in the center. Inside, you'll find a Missile under a ramp.

Climb up the ramp and enter the door to be inside the aforementioned tunnel. There are Darts in here, as well as a ladder, leading up to the top of the landing platform, and a CHECKPOINT.

Once up here, clean out the combat crew, then head across the bridge towards that observation point. Jet up to the platform near the windowed area and burn down the grate on the right side. Activate the door in the passage and take out the guards advancing towards you. On the bottom of this next room is a Heavy Gun if you're up for it. Walk up the ramps and hit the button in the control room. Security breach? That's not good...

The door you used to come in is now locked. You'll have to leave through the bottom door, now populated by bad guys. Head to the elevator and press the button to ride down. This lower area has a CHECKPOINT, Darts, Grenades, 3 Missiles, and a Heavy Gun, and you'll need them to fend off the large number of guards swarming you. To leave this room, go to the upper catwalk and find one of two green doors that lead to the same room. Push the button in this room to get another group of guards on you. How irritating... Deal with them, and head through the blast door on the lower level that's now open. Take the Large Health if you need it. Push the button to open the next door. In this room is a Security Drone for you to bust open.

The next room is a warehouse. BOUNTY #3 is off to your right as you enter the room. There are Darts, a Grenade, 3 Missiles, an Extra Jetpack, and a Mandalorian Rage in the rafters here. Have fun. To leave this room, walk up to the catwalks and enter the green lit door to find a control room with a CHECKPOINT and a Large Health. Hit the button to open the other door. This next warehouse room has Grenades and the FEATHER ICON, which is hidden in a stack of boxes on the far end of the room. To leave this room, push a button near a door next to those stacks of boxes.

The next hallway has two Security Drones to remove. Once you're past all that, you'll reach the main lift to the mines and have a friendly (no, really!) chat with the old operator, Smootie. Smootie tells Jango that Fust is on Sublevel One, and that he'll take him down there. Jango asks about the Bando Gora, and Smootie tells him a bit of a disturbing tale about them and Komari Vosa, although he doesn't know where they are.

Once you reach the sublevel, grab the Darts and the CHECKPOINT. Burn through the grate and crawl through the tunnel to the hallway. BOUNTY #4 and BOUNTY #5 are talking to each other at the far end of this hallway. Bag them both, and continue to the end of the hallway, through the door. Burn the grate and enter the control room. Shoot up the inhabitants and push the button. This will activate the door right through the window, and release a ton of guards. Blast them all and head through the now-unlocked door. There's another CHECKPOINT in here. Burn through the grate and you'll reach the cell block.

Or rather, you'll be in the ventilation area outside the cell block. Don't

worry about any of the holes on the side of the wall. Where you want to go is across this room and to the lowest point. Crawl in the hole and you'll be in a drainage area under the cell block. Cross to the other side, then hop onto the first level of grating. Walk to the other side and into the hole in the wall there. That leads to Fust's cell.

Unfortunatly, just as Jango arrives, Fust's door busts open and a woman walks in, levelling her blaster at Fust. Looks like someone beat you to the punch.

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5H. The Break Out =
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Overview: Well, that mysterious lady who nabbed Fust also started a riot to cover her tracks, and Jango's in the thick of it. Expect some heavy combat from both guards and convicts in this mission. For some reason, they ALL go after you!!

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles

Secondary Bounties: Ten

Walkthrough: BOUNTY #1 is the Gran charging for you right from the get-go. Scan, waste, and mop him up off the duracrete. Also take out any other guys coming at you right away. Now, careful before you go out, because there's a Turret firing down on you from above here. Quickly run to the doors to your right that lead up there, or fire something powerful at the Turret. There are several guards and cons down here, so blast them all. Fly up to the second level and head through one of the doors to get to the room with the Turret, and a button, as well as a Large Health. Hit the button, then move over to the Turret. The door below will open, and a bunch of guards will swarm through. Blast everyone you can see, then head back down and through that door. Oh, and there are Darts up on the second level if you need them.

Careful walking through this passage, because there's an Auto Gun waiting to blast you. Hit from afar with Blasters or a Missile, then press on. In the next room, you'll find a Large Health and some Grenades. Go through the left room to reach a monitoring station of sorts. BOUNTY #2 is the guard on the lower floor to your right. Many more guards in this room to remove. Exit by a green lit door on the upper floor.

There's a CHECKPOINT in the next hallway, as well as some guards. Proceed to the next hallway, with a couple more guards, as well as health and Darts. Go through the next door, and you'll find the mess hall, which, ironically, is a big mess. BOUNTY #3 is the Weequay in the group of prisoners charging at you as you enter the room. Kill all the inmates in here after nabbing the bounty, and you'll get a call about guards moving in. Perfect timing; just as you've finished up. Bust up all the guards (some have blue blasters, so be careful) and you'll be able to move on through a large metal door on the lower floor.

There's a CHECKPOINT right in this hallway. In the next hallway is a well-placed Auto Gun. I feel the best way to take it out is to charge it so that its shots fire over you, and lock on as soon as you get close enough so you can blast it. Turn a corner and you'll find more bad guys, as well as another Auto Gun. Take care of it the same way. Take the right door into the next room.

This is one big cell block. BOUNTY #4 is the Trandoshan all the way across

the hall. Try to either take out all the guys on the ground before you go in, or duck into a cell and flame them as they walk in, because there's a Turret raining death on you from above. One of the cells down here has three Missiles to grab. Run to the far end of the room and climb up the ladder to get to the second floor area. Shoot up the Turret guy from here, then you'll get a call about more guards coming in. Lovely. Climb up to the third level and you'll find the FEATHER ICON in one of the cells, and BOUNTY #5 is an unarmed Gran running around. Fight off the guards and leave by the door up here. Proceed through the hallway.

This next room is a big gap with guys firing missiles from the other side. Return fire in kind, then fly over, trying to avoid fire from the guys above you (try to shoot them down if it makes you feel better). Float over to the other side, and out into the next hallway. Frag everyone there, then grab the checkpoint.

The next room appears to be an annex of some sorts. BOUNTY #6 is at the far end, on the opposite door from where you are. Shoot up the contents of this room, and leave by the door in the far right corner of the lower level. There's another Auto Gun in the next hallway, so stay sharp. The next hallway has a CHECKPOINT, along with a Large Health. Take it and enter the next room.

This room is a large hallway, with lots of inmates and few guards. BOUNTY #7 is far off to your left. Straight ahead from you at the far end is a Mandalorian Rage. Run to it and use it to take out the two Turret guys in the upper level, then clean up the rest. Watch out for BOUNTY #8, an unarmed Trandoshan, who'll appear out of a door on the upper level. There's a Large Health in one of the cells on the upper level.

Proceed to the next room and remove the vermin. Head to the green-lit door. This will lead you to a room with three bridges and a pit. This area has missile launcher guys, as well as blue blaster guys, etc. You're on one bridge, and you have to make it to the furthest one across. BOUNTY #9 is one of the guards on the middle bridge. Shoot your way to the end of the bridge you're on and grab the Extra Jetpack. Fly over to the other bridge and clean it out, then fly to the last one. Take a left to leave this area. You don't need the Extra Jetpack, but it's a good safety precaution.

You've finally made it outside. Grab the Grenades and Health and start climbing. When you reach an open area, you'll find a few inmates trying to break out with a mining machine. One of them is BOUNTY #10. It's your old pal, Meeko! Put a new stain on his jumpsuit and collect your 10 G's. Head out the hole created by the machine and drop down to the big elevator.

Look up and take out the first Auto Gun that's trying to shoot you, then hit the button. On your ride up, keep looking up, and aim and shoot up the other Auto Guns before you get in range. There are three total. At the top, head through the doors, and collect the Large Health and the CHECKPOINT just outside. Outside? Yes! You're finally out of this mess!

Oh, wait. Spoke too soon. Seems the lady was trying to hijack your ship, but came under fire. Lots of guards down there. Pick off what you can with your remaining Missiles, then jet down and cut in on her action. Once all the guards are down, you'll be safe.

For the moment, of course. A Firespray Patrol Ship flies in and blasts your old craft. Looks like you'll have to find a new ride out of here.

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5I. The Escape = =====

Overview: You and the lady hunter are setting aside differences for now, until you can find a way out of here. This level has plenty more guards to satisfy your lust for killing, possibly TOO many...

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles

Secondary Bounties: Five

Walkthrough: You'll start right off facing three Security Drones. Blast them, then the guards that come rushing out after them. Take the Grenade inside the passage and turn left. BOUNTY #1 is one of the guards down there. At the far end of the passage is a Heavy Gun. Activate the button for the elevator and ride up.

This next corridor has a CHECKPOINT, more guards, and an Auto Gun. At the end of the corridor are some Darts and a Large Health. Head to the next room.

Now, you're in the Main Generator Room. This room can be confusing at times, so I'll try to explain it as best I can. There are platforms, ledges, and elevators all over the place, so getting around shouldn't be too big of a problem. There are also several Extra Jetpacks lying around, making travel even easier. There is a problem that every time you visit this room, there'll be more bad guys, so that's a bummer. There are also five exits from this room, including the one you just came through. You can only go through the exits one at a time. The first three will lead you to power reactors for the shield, and the last will lead to your ticket out of here. All the doors you have to go through are in sequence according to height, so you start at the lowest door, then go to the next highest and so on. Everybody got that? All right. Let's get to work...

Your first door is across the area and slightly to the left from your entry point. Take out the guards outside and inside. Grab the Grenades and the CHECKPOINT and move on. In the reactor room, scan ahead to find BOUNTY #2 standing around near the reactor. Fire a few shots to get him to come towards you, then grab him before the bunch of bad guys really show up, and they will. Keep firing right down the causeway so you can take them all out. Also, snipe some slackers with your pistols, particularly the missile launching troops. Before you head to the reactor, shoot the three Auto Guns below the platform you're on from up here, so they can't peg you. Drop (or climb) down to the reactor area. To blow the coolant system, you need to burn all three grates, and shoot the circuitry behind them down here. Do that, and the reactor will shut down. Also in this room is an Extra Jetpack and a Large Health. Exit the same way you came in and head back to the Main Generator Room, shooting down all in your way.

The next door is above and to the left, and you'll probably have to go a roundabout way to get there, what with all the guys shooting stuff at you. Keep moving and don't stop to shoot for too long, because you'll get nailed. Enter the second door, pick up the Darts, and clean house. Grab the CHECKPOINT and head to the second reactor room. Clean it out the same way as the first. Shoot all the guards from afar, especially missile guys. Blast the three Auto Guns, then drop down. BOUNTY #3 is one of the Ugnights. Shut down the reactor the same way as the first one, then leave. Watch out for Security Drones and more guards as you make your way out.

The third door is across and slightly above your current position. Clean out

the first hallway and grab the CHECKPOINT, then enter the reactor room. BOUNTY #4 is a guard, and he's on the far left corner, near the door. The FEATHER ICON is also this area, too, on the pipes right below you. Empty the place, shut down the reactor, grab what you wanna take, and leave. Cut down the guards and Security Drones that are waiting for you as you leave.

Now, to head for the hangar where your new ride awaits. The door is above and to your right, and you should be able to reach it by hopping across easily enough. Try to ignore most of the incoming fire and head inside the door. The next room will have lots of guards charging. Best way is to wait outside at the door and turn on your flamethrower to roast them as they come in. Inside that room is an Auto Gun. There's also Grenades on the other end.

In the next series of corridors, you'll eventually find a hallway that overlooks the hangar with the Firespray ships. BOUNTY #5 is one of the guards in this hallway. Once he's taken, don't stop to chat, just run through and gun down any guard that gets in your way. What you're looking for is a red sign that has a picture of a Firespray ship. There are infinite guards, so stopping to shoot will just get you killed. Push the button to activate the elevator that will bring you down to the hangar. Head out the to the main hangar and you'll face off against your latest nasty.

HANGAR SECURITY DRONE: This bad boy has two rapid firing lasers on its bottom, as well as two missile launchers, one on its bottom, and one on an arm at the top. Shoot everything, dodge and stay alive. Avoid the extra guards that show up. There's Health and ammo scattered around, as well as a Mandalorian Rage inside the Firespray sitting nearby. Bust up the drone and the mission's over.

Cutscene: You and your associate blast out of Oovo IV, making a gruesome example of the prison. The woman introduces herself as Zam Wesell, and the two of you talk about the ship and exchange other pleasantries, such as how Zam's lucky Jango doesn't kill her right off for screwing up the run.

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Chapter 4 - Malastare: A Tense Partnership
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Cutscene: Jango approaches Malastare. He says that Zam will drop him off in the jungle, then bring Fust to Sebolto. Jango will make his way to the compound and cover her as she tries to let him in.

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5J. Jungle Trek =
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Overview: There's plenty of nasty combat in the jungle. Keep your eyes open for the cat-like Nexu, because it will rip you to shreds if you let it. I'll say right now that a Dart is the absolute best way to take out one. On the other hand, this is your first time using a Sniper Rifle. Spiffy, eh?

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles, Sniper Rifle (5 shots)

Secondary Bounties: Fifteen

Walkthrough: Ready for the nastiness? Okay. Proceed to the far side of this clearing, killing the three Gran on the way. Past the CHECKPOINT is your first Nexu. Dart it. BOUNTY #1 is standing near where it drops down. In the Nexu's burrow above you'll find Sniper Rounds, Grenades, a Missile, and Health.

Proceed along the ravine to find more Gran. Blast them. BOUNTY #2 is one of the Gran standing on a rock structure. Right near that bounty is another Nexu burrow. Dart the Nexu, then duck inside its burrow for cover. Take the Darts, Missile, Grenades, and Large Health, because you'll have Gran resistance on you, too.

There's a CHECKPOINT outside the burrow in the middle of the ravine, and you'll get a glimpse of a watchtower from here. There's a Dug sniping at you from it, so snipe him back. The Gran on top, however, is BOUNTY #3, so mark him. Once on top of the watchtower, take a look ahead for another Gran, BOUNTY #4. Hop down and snag him, then clean out the area, including another Nexu off to your right (inside its burrow are Sniper Rounds and Health). There is also a Large Health and Grenades in a little hole to the left. Once this area's clean, move on to a swamp, where you'll find another CHECKPOINT.

Look ahead and you'll see another Nexu. Shoot it to tease it into range, then dart it. That Nexu burrow has Darts and a Large Health, plus another exit that gets you close enough to the wall so that the Turret above you won't fire. Of course, there's a second Turret guy further ahead that could cause problems, so run up there and rub him out, along with grabbing the Grenades and Sniper Rounds and Health. Take out the remaining bad guys in the area, then head to the door with the ugly Dug face above it. Enter and liquidate the three Gran on the other side, grab the CHECKPOINT, and move on.

This treetop area has plenty of Gran stationed in the trees, so snipe what you can. Also, there's a Turret on a watchtower to the right, and a Nexu burrow to the left (which has Sniper Rounds and Health, as well as a Nexu). Climb up the watchtower, then jet over to the nearest treetop platform. There's a rock hollow right next to it that has BOUNTY #5 in it. Grab him.

Cross the treetop platforms so you can move up onto the higher ledge. BOUNTY #6 is on the treetop platform in this higher area. Deal with all the rest of the Gran on the ground and in the building to your right. Climb up on top of the building, then leap to the treetop platform and take care of the bounty, then jet over to the ledge with the FEATHER ICON on it. To open the Dug face door, go back into the building and find the button in the second room. Press it and move on.

The next room has a CHECKPOINT and enemies, including a Nexu. Hop up onto the rocks next to you, then on top of the Dug head statue. Jet over to the treetop platform and see who you can kill from over here on the far side of this canyon. Hop over to the rock ledge on the right side, then drop off and hang. Shimmy around the ledge and you'll land in an enclosed area. Take out all the Gran here except for BOUNTY #7 on the very top of the building. Climb the ladder and shoot the Gran at the Turret, then man it and clean up the structure on the far side. Cross the bridge to there, then enter the building and find a hole to drop down into. This will trigger a secondary part of the stage, and all your equipment, health, and continues will be reset.

Hear that growl? That's a Nexu in the lower area, waiting to pounce on you should you fall. Just thought I'd let you know. This first ledge area has several Gran. BOUNTY #8 is just on the other side of the bridge. In the nearby building are a Missile, Health, and Sniper Rounds. BOUNTY #9 is on the ledge on the opposite area, near the temple thingy. Once you go to the opposite area, you'll find several Gran and Dugs. There's also a Turret guy and a sniper in the temple. Run around the side with the sniper to avoid turret fire, then run up into the building and take them both out. In their rooms are Missiles, Sniper Rounds and Health. In the Turret room, hit the switch to open the door. Take out the Gran on the other side and grab the CHECKPOINT.

You've reached an underground city. There'll be a Turret Gran firing on you from ahead. Take him out as soon as possible, then hop up to the top of the building to find BOUNTY #10. Enter the building from the ground floor door and take out all opposition inside. Push the button on the second floor to lower a lift outside. Ride up the lift and grab the CHECKPOINT.

The next area is the main part of the city. Tons of Gran all over the place. BOUNTY #11 is on top of a building opposite from you, BOUNTY #12 is at the end of this area, on the very top of a large building, and BOUNTY #13 is on the large building next to you. Everyone else is fair game, and there are infinite bad guys, too. Your ultimate destination is the end of the area, where you can climb up a ladder and burn through a couple of grates to find a sniper next to a door with a switch. Punch it and go on through. Grab the CHECKPOINT.

This is another city area. Clean out the first few guys, then hug the right side of the wall to avoid the Turret, then slip inside the building and start shooting things. On the top of this building is BOUNTY #14. Inside the building is a switch to get a skiff over here so you can reach the next area. Before you do that, though, take out the sniper over there, and look at the ledges in between the two areas. That's BOUNTY #15, sitting out there in the middle of nowhere... Sheesh... Jet over there and grab him, then jet back, hit the switch to get the skiff moving.

Hop on the skiff and ride over to the other compound. Shoot up the Gran all over the place and Zam will let you know she's going to move. Quickly run around and fill up your Sniper Rifle ammo, then take aim at her location. First, take out the two snipers on the watchtower over there. Watch her as she moves. As she passes some buildings, Dugs will wander out. Waste them before they waste her. Keep killing Dugs and she'll eventually hit the switch on the skiff to send for you. Really long mission: Complete!

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5K. Sebolto's Compound =
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Overview: Now it's time to sneak up to Sebolto's palace, which is where he has his Death Stick factory hidden. Zam will take the Sniper Rifle to cover your butt, now. This mission involves quite a bit of opening up the path for Zam so she can move and cover you.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles

Secondary Bounties: Fifteen

Walkthrough: Start shooting Dugs. Cross the cliff and climb up the ladder to the first CHECKPOINT. Zam will tail you during this. After the Checkpoint, you'll reach an area with huts. Kill more of the Dugs, then climb up the right cliff face. Work your way up the path, across the bridge, then past more huts and to another bridge. Across this one, next to a hut, are BOUNTY #1 and BOUNTY #2.

From the bridge, take a look out past the drawbridge. You should be able to spot BOUNTY #3 on the watchtower, and BOUNTY #4 on a sniper post above the bridge. Jump across the drawbridge and slide down it. Zam will get huffy about being left behind, but first, clean the place out of bad guys and bounties. Climb up the watchtower and activate the panel and Zam will cross.

Next, there's a lift to worry about. Climb on top of the sniper posts, then up to some higher ledges above them. Scoot across a thin ledge, then jet to another sniper post, climb up to the next spacious ledge, and you'll be next to the lift for Zam. Walk past the lift and scan across the gap to the hut and you'll find BOUNTY #5. Jet over and grab him, then head back to the hut with the lift and operate it. Zam will ride up and you can move on up the cliff (watch out for sniper posts on the way). You two will enter a hut door and move on.

Inside this cave, you'll find BOUNTY #6 on a ledge above you to the right. After you claim him, clean the rest of the place out, and you and Zam will be able to proceed.

Outside, you'll find a CHECKPOINT and several Dugs to waste. Try to take out any snipers you can see, too. BOUNTY #7 is on a ledge near the top of the nearby watchtower. Watch out, though, because there's also a grenade-throwing Dug up there, as well...

So, cross what little there is of the bridge either by walking or hanging. Climb up to the top of the watchtower on that side and look out towards the waterfall. See that sniper post next to the falls? Jet over there. Now, crouch and enter the door up here. You'll find BOUNTY #8, the FEATHER ICON, a Missile, three Grenades, and a Large Health, as well as some nice holos of Sebulba.

Head back out and punch the button on the console to get Zam over. Climb up the ladder and head across to the next hut area, blasting all the Dugs there. Climb up to the next hut and crawl through the door. Before you drop down, scan to find BOUNTY #9. Kill all the Dugs and proceed to the next set of huts with more Dugs and a CHECKPOINT.

Cross the land bridge to the next area. BOUNTY #10 is in a nearby hut with a white conical roof and BOUNTY #11's outside. Pan your scanner across the bridge to a rock on the right side. Mark him, then go medieval on everything else in the room, particular the Turret-er in the watchtower across the bridge. After they're all gone, jet up to an upper balcony on the big building and head inside.

Up here on this level are BOUNTY #12 and BOUNTY #13. Snag them both. Take out everyone else in the building and open the door for Zam. You'll take the Sniper Rifle back from her and go it alone. Head up to the top floor and head towards the palace area. Open the door and you'll find a CHECKPOINT.

This next area is a bunch of bridges and bad guys. Take your time here and snipe out anyone who can return fire and isn't a bounty. Of particular danger are the Gran in this area with missile launchers. You'll find BOUNTY #14 sitting on the third circular platform. Keep moving forward, avoiding too much nastiness. You'll find BOUNTY #15 sitting on a platform just outside the palace, but watch out for Turret Boy on your left. Once everything's cleaned out, and you grabbed the CHECKPOINT outside, enter the palace. Sebolto and his boys will be discussing killing you and Zam, and you'll crash their party.

First thing's first. Take out those two Gran on the other side that have missile launchers. Missiles are the last thing you need here. Once they're gone, go postal on the Dugs in the room. Use your remaining equipment if necessary. Sebolto will se-"bolt"-o into the secret passage behind his throne. Give chase. When you reach the lower room, he'll go into a pipe. Head towards the door behind the pipe...

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5L. The Death Stick Factory =
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Overview: The first half of this mission is a lot of freaky sliding. The latter half is spelunking, with some nasty new enemies thrown in for good measure.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Thermal Grenades, 3 Missiles, Sniper Rifle (5 shots)

Secondary Bounties: Fifteen

Walkthrough: Sebolto just took a nasty dive, but you still need to find out what's going on here, or at least get another lead. BOUNTY #1 is down the pipe from you, on the other side of the shaft. Scan him from here. Slide down the pipe, jet over and waste both Dugs. Now, to continue on, you'll have to drop down to a pipe that's directly below you, so do that. The FEATHER ICON is in this next area, and can only be reached from up here. Once you jump off the pipe, jet to the left, and look for a piece of metal that kinda sticks out. Land on it, then wait for your pack to charge up and head over to the balcony with the Dugs shooting at you. You'll find the icon behind the door up here. Once done here, try to jet slowly down to some hanging bars. "Bar"ring that (hah!), you should try to aim for the shaft off to your right, which has a floor that's safe, because the entire grated floor at the bottom will hurt you if you step on it. Head for the shaft and drop down.

In the next area, slide down the pipe, and try to grab the bars in midair. Drop down to the next shaft, which should be off to your right, avoiding the Dugs (or killing them, whichever works for you). Slide down the next pipe and grab the bars again. This time, try to climb the bars up to the pipe hatch near the top of the room. Before you press the button, ready your Whipcord, because BOUNTY #2 will come charging right out after you press it. Jump down the pipe.

BOUNTY #3 is on the ledge, so make sure you get there. If you were watching as you fell, you should have seen three pipes at the bottom. The left one is the only safe one, so drop down into that pipe (move the camera if it helps). Slide down the pipe and hang on to the bars in the next area. Slowly let yourself down and to safety. One of the Dugs down here is BOUNTY #4. Hit the button down here and open the hatch to enter the next room. Grab the bars and coast to safe ground. Take out the Dugs here, then push the button, which will open both doors. Kill the two Dugs that come out, then push the button on the other side, which will open the hatch. Drop down to find a CHECKPOINT! 'Bout bloody time...

Ride the conveyor belt and try to avoid the exhaust. It's tough to do, but give it your best. Once you reach the end, jump off to the right side and hit the button. Climb the ladder and keep your eyes open for BOUNTY #5, who should be wandering around the catwalk. BOUNTY #6 is one of the Dugs in the next room. Head out the other door and start climbing ladders and crossing catwalks. On the top level of catwalks is an Ugnought, BOUNTY #7. Enter the control room on the other side and dust the Dugs. BOUNTY #8 is one of the Ugnoughts in here, so be careful not to kill him. Head to the next room, grab the ammo and CHECKPOINT, and drop down the open hatch in the floor.

Crawl through the pipes and get ready to become a sitting duck. You need to cross the pipes in this open chamber, while being plugged at by Dugs from both sides. You can return fire, but more will come, so you're best off just running and flying. BOUNTY #9 is the Ugnought at the very end. Take the

CHECKPOINT and hop onto the belt.

Welcome to Conveyor Belt Land. Hop across each conveyor belt, avoiding the blasts of flame. Near the end, one of the Dugs is BOUNTY #10. He has a nasty habit of walking to his death, so be sure to get him quick. Take care of the rest of the troops in this area, and grab the items. Hit the button and move to the next area.

BOUNTY #11 is one of the Dugs here. Grab the CHECKPOINT, too. Drop down to the ground floor and net a Gran, who's BOUNTY #12. Proceed along the wooden path here. Notice you're suddenly dying. Take aim and try to blast the Bando Gora sniping at you from the left with whatever you have. To cross this area, you'll have to hop across the rocks sticking out of the water. On the first rock pillar, turn around and give the second Bando Gora what for. Proceed along the rocks, and watch off to your right. Keep looking for a third Bando Gora and take him out before he becomes a problem. Look for BOUNTY #13, a Dug, walking around on the planks on the right side of the cavern. Keep moving along the cave, crossing rocks. When you see the end, scan for BOUNTY #14 and BOUNTY #15 on and under the platforms. Watch for more Bando Gora when you try to nab them, of course. Grab the CHECKPOINT and leave the area.

Pull out your Flamethrower, because things are about to get ugly, Bando Gora style. Proceed slowly through the dark cave. Whenever they jump out, turn on the heat and they'll walk right into it. After the entire cavern's cleaned out, hit the switch to drop the lift, then hit it again and jump on it to go up to the next room, where you'll find normal Bando Gora as well as the blowpipe snipers. Kill them as efficiently as possible, then pull out your Sniper Rifle and pick off as many of the Bando Gora on the other platform on the far end as you can. Next, hit the button and hop into the skiff to ride to the other side. Clean up any remaining Bando Gora, grab the CHECKPOINT and head towards the ship.

While Jango checks out the ship, Montross decides to pay a visit. He and Jango have a bit of a back and forth, and decide on another duel.

MONTROSS (with Skiff): Montross still isn't all that bad. You can either just repeatedly pound him with blaster fire, or you could get fancy, target him, and launch Missiles at him. Either way works fine. Just dodge the Missiles he's sending back your way.

Cutscene: Zam and Jango escape from Malastare. Zam goads Jango into telling him about the Vosa bounty. Jango mentions he found Huttese markings on the Bando Gora ship, so it's time to head to Tatooine for tea with a Hutt...

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Chapter 5 - Tatooine: A Favor for a Hutt
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Cutscene: Contacting Roz, Jango learns that Gardulla and Jabba are feuding for control over the system. She doesn't know which one would have a connection to the Bando Gora, but she does know that no one sees a Hutt without something to offer. She suggests the bounty Jabba posted on a crook named Longo Two-Guns. Jango sends Zam to find something out about Gardulla while he goes looking for Longo. Oh, and the ship has finally been named: Slave I...

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5M. Longo Two-Guns =
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Overview: You won't have your Jetpack for this mission, so no Flamethrower or Missiles. You'll have to make do without. Even though you won't start with Grenades, you'll be able to pick some up, so use those for explosive. You'll have some seriously nasty combat here, so stay sharp. With snipers, guys with Blue Blasters, and Grenade guys regularly thrown into the mix, it's going to be a mess.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Sniper Rifle (5 shots)

Secondary Bounties: Fifteen

Walkthrough: One big tip for this mission is to always watch your back. When you enter new areas, there's almost always a crew of bad guys that will ambush you from behind.

Okay, first of all, head to the next hangar room. BOUNTY #1 is one of the Clantaani here (floppy-eared guys). Shoot up the remainder and head to the brown door. This third room has BOUNTY #2 on the ledge at the far end. Clean out the room, then move up the stairs to the first CHECKPOINT.

Move cautiously through the next room, using the Sniper Rifle when you can. BOUNTY #3 is found in here, towards the rear. This is the first room that has a bunch of guys that come from behind, which happens when you walk about halfway through the area. Another group comes from ahead, too. There are also a couple of not-very-well-placed snipers in here. Grab what you need after the fight and move on.

The next room gets a bit hairy. There's a Turret to your right, so move closer under cover of the pillars and blast them, then blast the sniper in the window above him. Now, man the Turret and take out all the guys who showed up from behind you. Move on through the passage, mowing down Mr. Blue Blaster, then, in the next clearing, look for BOUNTY #4 standing out in the front. Also, watch for two snipers ahead and just to your right in the same building. After this, you have a bit of a choice. To your left around a building is a third sniper, and too your right is a Turret guy. Going for either one will put you in range of the other. I suggest the sniper first, since you can more easily take cover from the Turret. The greater bad news is that once you go out and start killing, your chasing party will show up from the way you came, and there are a LOT of them. Do your best and don't get knocked off. Oh, and once you head for the other door, another party of bad guys will show up. Man, what I wouldn't do for my Flamethrower right now... The next room has the second CHECKPOINT.

Another nasty room. There's a Turret in the middle, one on the right side, and snipers all over the place. Quickly duck to the right and leap up into the first building you can do so in. Take out all the guys in this room, as well as the Turret operators and any other snipers you can see. BOUNTY #5 is the Jawa running around on the floor. I suggest hanging out here and retreating to the Turret when bad guys show up. After all is said and done, leave by the tunnel-like passage. This next room has BOUNTY #6 pretty early, not to mention several evil grenade guys. There's a sniper above and behind you, and none of this is counting the big group of bad guys chasing you when you get all the way into the room. One of the lousy things is that BOUNTY #7 is one of the guys charging you. There's a Heavy Gun and a Large Health, though, so use those to stay alive. Go to back right of the room to find a door leading to another Large Health and a CHECKPOINT.

In the next small passage, you'll soon happen upon BOUNTY #8, another Clantaani. There's a cantina in this area. You're not required to go into it,

but you'll find BOUNTY #9 and the FEATHER ICON in here. Be careful, because there is resistance inside, and as soon as you go all the way in, another bunch of bad guys will show up from behind. Take your stuff and leave by going around the cantina to the left. In the next clearing, there's only one bad guy around the building to the right, but as soon as you get close to the clearing after that, you'll get another chasing party, so find a good place for cover and bust them all up.

BOUNTY #10 is a Jawa in the next clearing (with one lousy price). Take out the Blue Blaster guy here and you'll soon have more company coming from up ahead. Clean them up, and move on through the tunnel, where you'll soon find more guys. Near the end of the tunnel, another bunch of guys show up from behind, so kill them before moving on to the next clearing, where more guys will run in from ahead. After you're done here, find a door that slides open and you can grab another CHECKPOINT.

BOUNTY #11 is a lovely-looking Twi'lek in this area. Snag her. Proceed down the street. This small street branches, and you can take either direction. You can either go up the stairs and into the dwelling, or over the wall to the next room. I suggest the dwelling, as not only does it not put you in the thick of things immediately, but it also gives you an escape route from grenades which will be thrown, and it also has BOUNTY #12, a Nikto. Take out all bad guys in the area and proceed to the next, and thankfully, final outside area.

BOUNTY #13 is a Trandoshan firing blue stuff at you, and BOUNTY #14 is a Jawa, both of which are in this area. Once you take care of most of the bad guys here, your final chasing party will show up. Eliminate them all, then head into Longo's podracing hangar. You two will exchange a smattering of dialouge, then the real fight begins.

LONGO TWO-GUNS: Well, even though this Clantaani is a formidable opponent alone, his boys make the whole trip that much harder. BOUNTY #15 a lone Jawa in here, so take care not to take him out. If you have any extra Heavy Guns, Darts, or Grenades, use them all now to help clean the place up. Keep moving. Don't stop for anything, or else, you'll be annihilated. Always stay locked-on to a target. Eventually, you'll bring down Longo. Oh, by the by, you can't capture him alive...

You'll now meet with Jabba to ask about the Bando Gora. He'll tell you that it's Gardulla who's working with them.

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5N. Tusken Canyon =
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Overview: In the opening cutscene, Zam will get captured, so it's up to Jango to sneak into Gardulla's palace through the back by way of the Jundland Wastes. This place will have combat with normal thugs, as well as Tusken Raiders, and some wildlife...

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Missiles, Sniper Rifle (5 shots)

Secondary Bounties: Ten

Walkthrough: Inside your ship is your first Cluster Missile, along with some other stuff. Very sweet... There are Massiffs in this early part of the canyon. They're not as dangerous as Nexus, but they're no cake walk, either. Blast them quickly. You'll find four in the first area, then another four

in the next clearing. Watch out, also, because there are Tusken sniping at you from above. One of them is BOUNTY #1. I suggest rushing into the clearing, jumping up and wasting the Tusken, then shooting down on the Massiffs below. Search the Massiff burrows for Health. Climb on top of the cliff with the Tusken and enter the left of the two caves in the wall.

You'll find BOUNTY #2 pacing around inside the cave. Don't be so quick to grab him, though, because as soon as you get close, three Tusken and a Massiff will drop down. Take them out quickly, and grab your bounty. Proceed to the next passage. Take a left (a right will put you back outside) and grab the Large Health if you need it, then go back to the other room. Jet up the hole that the other Tusken fell through. Take out all the Tusken up here, head up the passage, then turn left to get outside and grab the Cluster Missile. Go back in the cave and grab the CHECKPOINT. Take BOUNTY #3 on your left. Note that he's wanted more dead than alive.

Take the other passage down. It splits, and you can take either route. Both ways lead to a wide open area with Tusken fighting thugs. One of the thugs on the lowest skiff is BOUNTY #4. First, deal with all the Tusken sniping in the area, then start picking off the thugs, then take the bounty. To continue on this area, leave by the cave near the skiffs. You'll find three thugs down here and hear some nasty stuff coming from outside. Slide down the ramp and you'll find yourself dumped on top of a sail barge. That's the Great Pit of Carkoon down there, complete with Sarlacc. Shoot up all bad guys in this area, particularly ones with heavy weapons. Don't worry about the buildings off past the tail end of the sail barge. We'll get to them, eventually. For now, just hop along the skiffs to the cliffs on the far side.

Slowly make your way along these cliffs, picking off Tusken when you can. The next CHECKPOINT is on the rock pillars in the middle. Once the canyon takes a left turn, you can find BOUNTY #5 patrolling next to a hut on the far side. Proceed along the canyon, eliminating snipers and the occasional Massiff. When you reach the end, you'll find a bunch of thugs. Try to tie them all up, because one is BOUNTY #6. Go down the path and you'll find an enclosed shaft-like area. Shoot down all the enemies on the skiffs and on the cliffs below you. Jet up to the top building and enter the door.

Pick up the CHECKPOINT, and climb up the ladder, shooting the bad guy up there. Leave by the door, and fly up to the building above you. Enter through the door, and you'll find BOUNTY #7 pacing below. Head out the door.

Welcome to, for lack of a better term, Missile Launcher Hell. Everyone and his dewback has a launcher in this area. What makes matters worse, BOUNTY #8 is one of them. He's not in the first bunch, but as you proceed along the canyon, keep scanning single guys and you'll find him. Jump along the ledges while avoiding missile fire. Eventually, you'll find a CHECKPOINT, along with an Extra Jetpack. Use it to jet ahead in the canyon, to a huge and evil ambush. Delete every piece of thug trash here and grab all the pickups.

Behind and above you is a little niche with the FEATHER ICON in it. Continue along the canyon and you'll see BOUNTY #9 at a low point, shooting blue stuff at you.

Move further along the canyon, and eventually, you'll see a skiff with BOUNTY #10 on it. To get him without dying or have him falling, first shoot his associate, then jet straight to the skiff, land, tie him up, claim, and jump off quick, because the skiff is the middle of a death zone.

Get to a safe point and try to clean out the death zone as well as you can. Once it's all quiet on the western front, burn through the grate on the main

ledge area and you'll enter the palace. Congratulations! You beat, hands down, the most difficult mission in the game!

You'll find Zam in a cell. She'll tell you about Gardulla keeping all her records in a safe and the medallion needed to open it. Jango decides to leave her in the cell to keep her safe. She gets huffy, thinking he'll go after Vosa on his own, and calls the guards to stop him. He gets knocked out...

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50. Gardulla's Palace =
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Overview: Well, now. You're in a bit of a fix. Gardulla gloats over capturing you and decides to toss you to her Krayt Dragon. This mission is actually kinda short compared to the last one. There's still plenty of nasty combat, with a few Bando Gora thrown in for extra spice. Oh, and there's the fact you don't have any stuff right now...

Starting Gear: Fists

Secondary Bounties: Ten

Walkthrough: Your escape route is on the left side of the arena. Burn through the grate and make your way through the tunnel. If you lost health, there's some in this next area. Drop down the hole to the lower floor and run into the tunnel. Hang a right at the end and you'll find your gear, a Large Health, and a Cluster Missile. Your gear itself consists of your helmet, ID scanner, Jetpack, Blasters, Flamethrower, Whipcord, five Darts, and three Missiles. No Sniper Rifle, and no Grenades yet.

Take out all the bad guys that come after you and enter the door next to where your gear was. BOUNTY #1, a Gamorrean, is right in front of you in the next room. Kill him, then everyone else that comes in. There are a LOT of bad guys here, so use all your weapons, don't be afraid to hide, and keep moving if you're not hiding. The other door out of here is down by where the skiff is parked. Head through and blast any Gamorreans that get in your way.

The next big room has BOUNTY #2, BOUNTY #3, and BOUNTY #4 right across from you, if you didn't scare the entire room. They are a Jawa, a Twi'lek, and a human. If you did scare them up, of course, you'll have to trace them down. BOUNTY #5 is also in this room, but further in the bar room, and you'll probably be fighting before you can find him, so make sure you're careful when you take out the bad guys (use Darts if you can). Once you get all the bounties, school is out, so go nuts on the bad guys, and there are a lot to take down. You may actually find it easier to sacrifice a life so that you can get behind them. Once the place is clean, go through the market and out the other side.

In the next passage, grab the CHECKPOINT, scan the Gamorrean for BOUNTY #6, and scan the Weequay after him for BOUNTY #7. Now, it's time for some more Bando Gora lovin'. This next room has a whole bunch of the buggers. Use your Flamethrower to sterilize those dirty guys. Also, keep an eye open for the FEATHER ICON, which is behind some boxes here. Once you take out most of them, you'll get another welcoming committee from Hutts-R-Us. Take out all the gunmen and Gammoreans, then proceed back to the last corridor, and enter the door that was lit red before.

This next room is a big bunch of bad guys. There's one Nikto here who's BOUNTY #8. I don't think he shoots, so use that as a way to tell him apart

There's a ramp in front of you, leading down, and there are four snipers waiting on the sides for you to foolishly walk by. You're nobody's fool, so move slowly along the side until you see a sniper, then blast them. Once all four are down, proceed.

Creepy, eh? This lower path has several (but not a ton of) Bando Gora. There are a few melee fighters, but mostly you'll find snipers waiting in the wings. If you come upon one, quickly back up out of his range, then sneak forward so you can just see him and blast him. Once you reach the end of the path, you'll find a blessed CHECKPOINT. Turn around and look to your left. You can jet up to the wall. Now, make your way back along the main path from up here. Besides the odd sniper and melee Bando Gora, there's not much to it. Make your way to the CHECKPOINT at the end. At this point, you're pretty close to a ledge that sticks out (it has Health on it) that can get you to the other side. Before you do that, however, continue on further back towards the entrance of this area, drop down into a small area, and you'll find the FEATHER ICON hidden in a corner.

Cross the street to the other side of buildings, then make your way along the buildings towards the big monument on the far side. Always stay on the highest building you can, as it will minimize encounters with bad guys, and you'll be able to reach the big tower at the end. There's an opening to get into the tower. Jet up to the top, then use a ladder to climb up to the very peak of the tower. From here, head across a thin bridge to a large lit passage to a new area.

Follow the passage, then grab the CHECKPOINT. This next area is covered in a sludge that harms you (maybe it's Bando Gora toxin). Anyway, hop from safe spot to safe spot. You'll see Montross' ship here, but you can't reach it without croaking. Your destination is a tall building next to a large ribcage. Fall down into the hole in that building to find a Large Health and a Mandalorian Rage. Proceed down the hole to enter a crypt. Take out all Bando Gora here. then proceed to the next crypt and empty it out, as well. Your exit from here is a hole in the ceiling. Jet up.

Now, you're closer to Montross' ship. You can enter if you wish, and find three Missiles and a Large Health, but it's not necessary. Your destination is to the left of where you exit the crypts from. It's hard to see without zooming in. Hop across the gunk and you'll find a bridge with a CHECKPOINT on it. Jet across the gap in the bridge, and it'll be time to face your past.

MONTROSS (Deathmatch): You and Montross are now both on even footing. He has his jetpack, including missile launcher, blasters, etc. He can toss you around, too, I believe by using a whipcord, but I'm not sure. He can also deflect shots by rolling and flipping, just like you. Riddle him with blaster shots at close range. If he gets far from you, use Missiles. It may take more than one continue, but the damage stays even if you go down, so just keep shooting and you'll win eventually.

Jango will leave Montross, not to die honorably in combat, but to be torn apart by the waiting Bando Gora.

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5Q. Vosa's Lair =
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Overview: Your trek to the citadel of Komari Vosa is littered with tons of Bando Gora (as expected), and there's a fair amount of jumping and jetting involved. As before, have your Flamethrower always at the ready to burn the Gora.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, 5 Darts, Jetpack, Flamethrower, 3 Missiles, Sniper Rifle (5 shots)

Walkthrough: Proceed along the path, burning Gora. After you turn the corridor, you can jump up to your left and find a Mandalorian Rage. Once you reach the main gate, there are Grenades to your left in a hole, a Small Health to your right, and the way forward all the way up to the left. Head in that hole, and burn any Gora you come across. Grab the CHECKPOINT.

The next area is wide open. Hop down to your right for health and ammo, then proceed across the small platforms and causeways, killing all the Gora that attack you. About halfway there, you'll find a place where you slide down a ramp, then you jet around a rock in order to find a safe spot, next to a torch. Once you get there, turn around and grab the FEATHER ICON.

Fly the rest of the way and grab the CHECKPOINT in front the door, then back up and let the outcoming Gora have it with the flame. Once all are disposed of, enter the rock face and kill more Gora. Turn your flame on the far door to get all of them as they rush in. Once they stop coming, move along to the next room, killing more Gora. Move around the left side of the large rock to find a passage to the next room.

This room has a lot of Gora dropping from above. Stand your ground and flame them all. When you get an opening, clean out the ledge on the far end, then hop up there. Turn around and take out the Gora that drop behind you. Burn open the grate that's next to you, then drop a Grenade down the hole to take out the Gora below you, or just drop down and do it yourself. Grab the Large Health and the CHECKPOINT, and slide down the ramp to the next outside area, with a twisted bridge. Make your way slowly across the bridge. If you have to jump to a place full of Gora, try to use Grenades or Missiles to clear the place out first. Once you can see the citadel, jet over to the platform below. Jet up to the ledge above it, hang on, then jet all the way up to the gate. Enter the citadel and you'll soon be set upon, and knocked out, by a whole bunch of Gora. Don't worry. It's supposed to happen like that.

Cutscene: Jango undergoes severe torture at the hands of the Gora. Vosa enters and taunts him, demanding to know who hired him. He doesn't say anything. While they talk, Zam shows up. She blasts the two Gora near Vosa. Vosa ignites her two lightsabers and advances on Zam, deflecting her shots. She knocks Zam down, who fires instead on Jango's shackles. Jango grabs his blasters and starts firing on Vosa, who retreats down the passage. Zam tells Jango that the bounty's all his, and that they're even. Jango suits up and says he'll be back in a minute...

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5R. Final Confrontation =
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Overview: It's time to hunt down the deranged madwoman herself. This mission is largely more of the same. Your Flamethrower should still be your primary weapon here.

Starting Gear: Fists, Blasters, ID Scanner, Whipcord, Jetpack, Flamethrower

Walkthrough: You don't have any of the expendable items to start with, but you don't really need them, what with that nasty Gora extermination unit you have (also known as a Flamethrower). Take the Heavy Gun behind you, anyway. Oh, and try to ignore Vosa's taunting. She's just trying to psyche you out.

Run through this first passage, killing all the Gora. Take the Mandalorian Rage in the little alcove, too. Pass through the gate and shoot all the snipers on the other end with either your Blasters or the Heavy Gun. Jet over to the statue on the left, then to the far side of the chasm. Burn the grate on this end, and bust through. Flame all the Gora in here and pick up the Heavy Gun. Keep going through these crypt-like areas, flaming Gora. Eventually, you'll reach a room that seems like a dead end, with a rock blocking a passage. Look to the ceiling and jet up through the hole in it.

Once up here, continue your extermination of the Gora population. When the path splits, turn right to pick up some health. Eventually, you'll see a CHECKPOINT. Don't get it yet. Instead, go the other path, eliminate some more Gora, and go to the end of the passage to find the FEATHER ICON. Now, head back to the Checkpoint, and prepare yourself.

KOMARI VOSA: There's a simple trick to beating her. Well, two. The first trick is to freaking STAY BACK, because she'll turn you into stromboli with her lightsabers. The second trick is to never fire when she swings her sabers around, because your blasts will be deflected. Only shoot when she has her sabers down at her sides. Keep pounding her and she'll move to the next room. Grab the health if you need it, then follow her to her throne room. Waste her with blasterfire and she'll go down eventually.

End Cutscene: Vosa asks what it will be; dead or alive? An unseen hand answers her question by strangling her through the Force. Tyranus appears behind Jango, and explains how he succeeded in the contest as the host for the Clone Army. Jango agrees to the terms, on one condition, that he gets the first clone for himself, unmodified... Jango takes Zam off Kohlma...

Well, that's it. Anyone who's seen Attack of the Clones knows the rest of the story. Jango spends the next ten years on Kamino, raising his son, Boba. All goes spiffy until Jango's fated rematch with the Jedi...

6. EXTRAS

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6A. Feather Icons =

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There's one of these in every mission.

Chapter 1, Mission 1: Just after you get through the beast handler's door, enter his quarters on your left.

Chapter 1, Mission 2: Right after you get the Jetpack, very high in the air. It's best to try to get it from the ledge with the Large Health on it.

Chapter 1, Mission 3: In the beginning, there's a pipe under your platform. Enter it to find the icon.

Chapter 2, Mission 1: Once you start tailing Jervis, he'll end up stopping in a system of bulidings and alleys. One of these buildings will have a balcony that you can fly up to. Walk around it to find the icon.

Chapter 2, Mission 2: When you reach the last room (after the room full of bad guys, and past the corridor after that), run around the bottom of the room and you'll find it on the far side.

Chapter 2, Mission 3: After crossing a yellow railing spanning two buildings,

you can run around the outside of the building. You'll find the icon on the ledge.

Chapter 3, Mission 1: Once you reach the second warehouse area (this is after you push a button which turns a red-lit door green), you'll find the icon hidden inside a stack of boxes on the far side.

Chapter 3, Mission 2: In a large cell block area with three levels, you'll find the icon in a cell on the top level.

Chapter 3, Mission 3: In the third reactor room, the icon is on the pipes just below you as you enter.

Chapter 4, Mission 1: After you pass the second watchtower, you'll hop across treetop platforms and come to a higher ledge with a stone building on it. Jump on top of the building, then to the treetop platform, then to the higher ledge further on.

Chapter 4, Mission 2: In the waterfall area, cross the broken bridge, climb to the top of the watchtower, then jet to the sniper post next to the falls. Crouch and enter the hidden room.

Chapter 4, Mission 3: After sliding down the very first pipe, jump off and veer left. Try to jet over to a square of metal that kinda sticks out. From there, jet over to the far balcony with two Dugs. They're nobodies, but the door behind them has the icon.

Chapter 5, Mission 1: Found in the back of the cantina.

Chapter 5, Mission 2: After passing a bunch of guys with missile launchers, you'll get a Jetpack, turn a corner, and run into a huge ambush. After cleaning out the ambush, you'll find the icon above and behind you.

Chapter 5, Mission 3: When you enter the hangar room with Bando Gora, you'll find the icon hidden behind some crates.

Chapter 6, Mission 1: On the main street, you'll find yourself hopping up to the structures on the right side. Before you use the platforms to cross over to the left side, get as close to the entrance to the area as you can (without dropping down to the main street). There's a low alcove down here, and the icon's tucked away in a corner.

Chapter 6, Mission 2: At the first wide-open area with rocks in the middle of nothing, proceed about halfway. After you slide down a ramp, you'll jet around a rock in order to find a safe spot, next to a torch. Once there, turn around and grab the icon.

Chapter 6, Mission 3: Instead of taking the last Checkpoint to fight Vosa, go the other direction and you'll find the icon easily enough.

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6B. Bounties =
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There are five, ten, or fifteen of these in every mission except those in the last chapter.

Chapter 1, Mission 1: Pit Fight Arena

Name: Burbakker Teep

Species: Gran

Price: 1000 Alive, 500 Dead

Location: Right after your first Checkpoint, you'll find him right in this hallway facing away from you.

Name: Jabrogg Thung

Species: Gamorrean

Price: 2000 Alive, 1000 Dead

Location: Pit Fighter's Training Area, after blowing your way to it with an explosive barrel.

Name: Sobel Zeelessi

Species: Rodian

Price: 1000 Alive, 500 Dead

Location: Don't climb up the Training Area. Instead stay on the ground floor and head to the next room. Take the left corridor and you'll find your Rodian target in a locker room.

Name: Brakko Gaz

Species: Rodian

Price: 1000 Alive, 500 Dead

Location: Don't climb up the Training Area. Instead stay on the ground floor and head to the next room. Take the right corridor and you'll find your Rodian target in a locker room.

Name: Obees Ramee

Species: Gran

Price: 1000 Alive, 500 Dead

Location: He's one of the guys shooting up the station Shooting Gallery.

Chapter 1, Mission 2: Merchant Row

Name: TC-9D0

Species: Protocol Droid

Price: 2500 Functioning, 1250 Deactivated

Location: Right by the beginning of the area. When the Gran turns left, turn right to find him.

Name: Onicrop K'Cin

Species: Ugnaught

Price: 1500 Alive, 750 Dead

Location: After activating the first console to open a door, you'll find this guy in a street area off to your left.

Name: And-Yees

Species: Gran

Price: 1500 Alive, 750 Dead

Location: In a small gully that you have to drop in after chasing Meeko for a bit.

Name: Bobot Beka

Species: Klatooinian

Price: 2000 Alive, 1000 Dead

Location: After doing some ledge climbing on your second broken elevator, you'll find this guy shooting from atop a tower. You'll have to come back with the Jetpack to get to him, though...

Name: Gabo Tychee

Species: Rodian

Price: 5000 Alive, 2500 Dead

Location: After doing some ledge climbing on your second broken elevator, you'll find this guy shooting from atop a tower. You'll have to come back with the Jetpack to get to him, though...

Name: "Lips" Meyer

Species: Gran

Price: 2000 Alive, 1000 Dead

Location: After finding the Jetpack, head up to the ledge with a Large Health. You'll find "Lips" firing at you from a ledge across the street.

Name: Odnaldor Chull

Species: Klatooinian

Price: 2000 Alive, 1000 Dead

Location: After finding the Jetpack, head up to the ledge with a Large Health. You'll find Chull firing at you from a ledge across the street.

Name: Ninopas Orocc

Species: Gran

Price: 2000 Alive, 1000 Dead

Location: While tailing Meeko after he grabs the speeder, you'll come upon a place with large pipes. This guy's among the crowd trying to off you.

Name: Magro Slim

Species: Klatooinian

Price: 1500 Alive, 750 Dead

Location: Once you enter the water slide area, Slim will be one of the first enemies that starts shooting at you from an opposite ledge.

Name: Eno Arba

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: After Meeko crashes his speeder, you'll find him in the plaza.

Chapter 1, Mission 3: Docking Bays

Name: Gabo the Wicked

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: In the pipe right beneath your starting point.

Name: Artzam Hathan

Species: Ugnaught

Price: 3000 Alive, 1500 Dead

Location: After following the conveyor belt to the first inside area, you'll find him on the lower floor.

Name: Alby Ermad

Species: Ugnaught

Price: 2000 Alive, 1000 Dead

Location: In the first really large room inside, you'll find this guy running around on the floor.

Name: Hatras Nikk

Species: Human

Price: 2000 Alive, 1000 Dead

Location: In the first really large room inside, you'll find this girl running

around on the floor.

Name: Sobo Leeda

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: In the first room with magnetic sealers, you'll find him at the very bottom of the belt system.

Name: "Bogey" Boga

Species: Aqualish

Price: 4000 Alive, 2000 Dead

Location: In the first room with magnetic sealers, you'll find him standing alone on a platform next to a magnetic sealer, near the bottom. The sealer itself is adjacent to the opposite wall from where you come in.

Name: Grillo Zaman

Species: Aqualish

Price: 4000 Alive, 2000 Dead

Location: In the room after the first bunch of magnetic sealers, you'll find this guy among the hoods gunning at you.

Name: Quallung Tula

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: In the room after the first bunch of magnetic sealers, you'll find this guy among the hoods gunning at you.

Name: Bado Karpa

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: While fighting the Longshot, you'll find this guy shooting from on top of a bunker. Grab him after most of the guns have been blown off the Attack Ship.

Name: Tuba Ancho

Species: Aqualish

Price: 3000 Alive, 1500 Dead

Location: While fighting the Longshot, use your Jetpack to fly to the highest catwalk you can get to before the ceiling. He's up here, on a small platform. Grab him after most of the guns have been blown off the Attack Ship.

Chapter 2, Mission 1: Entertainment District

Name: B'inka Fibuna

Species: Twi'lek

Price: 3500 Alive

Location: After Roz gives you the skinny on the area with "peddlers", look to your left to see her practicing her moves.

Name: Jah-kil Vaargaz

Species: Human

Price: 3000 Alive

Location: In the main plaza, there's a door leading to a ground level bar. She's inside.

Name: U'han Swinol

Species: Bith

Price: 2000 Alive, 1000 Dead

Location: Walk all the way around the first plaza and you'll find him staring out into space.

Name: Mart Ringatz

Species: Ishi Tib

Price: 3000 Alive, 1500 Dead

Location: One door in the first plaza will have a set of ramps leading up to a bridge. Your bounty's across this bridge.

Name: Stu Hemphawar

Species: Human

Price: 3000 Alive

Location: Down the street from the previous bounty is this fellow.

Name: Oejoe Hitiwa

Species: Human

Price: 3500 Alive

Location: There's a door next to Mart Ringatz (Bounty #4) leading up some ramps and to a bar with some fussy patrons. This guy's in there.

Name: Karsunn Nepto

Species: Nikto

Price: 3000 Alive, 1500 Dead

Location: After passing through the third Checkpoint, head to the left and through a green door down a series of ramps. You'll find him at the bottom.

Name: Ruceba Ahid

Species: Human

Price: 2000 Alive

Location: After passing through the third Checkpoint, take the door in the central building down the long spiral staircase. I think you "auto-mark" this guy once you pull out your scanner, because he takes right off and you have to give chase.

Name: Mien Rumba

Species: Sullustan

Price: 4000 Alive, 2000 Dead

Location: After descending past the third Checkpoint by either the ramps or the spiral staircase, hang a right and run to the end to find this Sullustan.

Name: Reez Andor

Species: Human

Price: 2500 Alive, 1250 Dead

Location: After descending to the lower level, you'll find this guy standing near the spot where you first see Jarvis.

Name: Haangok

Species: Nikto

Price: 4000 Alive, 2000 Dead

Location: There's a place once you start tailing Jarvis where you can see a floating red sign of a droid lady off in the distance. Your guy is standing near that vantage point.

Name: Dairn Maggli

Species: Human

Price: 3000 Alive, 1500 Dead

Location: There's a place once you start tailing Jarvis where you can see a floating red sign of a droid lady off in the distance. Your guy is standing near that vantage point.

Name: Bardack
Species: Klatooinian
Price: 3000 Alive, 1500 Dead
Location: After the previous two bounties, you'll find this one further down the street.

Name: Kip Bunyea
Species: Human
Price: 2000 Alive, 1000 Dead
Location: When Jarvis ducks into a bar, you'll find this human near the counter.

Name: Kahleeko Sik
Species: Nikto
Price: 4000 Dead
Location: When Jarvis ducks into a bar, you'll find this guy in the rafters above.

Chapter 2, Mission 2: Industrial District

Name: Panza Hondi
Species: Guineo
Price: 2000 Alive, 1000 Dead
Location: In the first room of the level, in the far corner.

Name: J'Meeb Gumb
Species: Guineo
Price: 2500 Alive, 1250 Dead
Location: In the first room of the level, two floors up on the far end of the catwalk.

Name: Regg Kuuga
Species: Draag
Price: 2500 Alive, 1250 Dead
Location: In the second room of the level, he's on the ground floor and has a green blaster.

Name: Slaag Lado
Species: Draag
Price: 3000 Alive, 1500 Dead
Location: After the huge and expansive cargo container jumping area, you'll find this guy standing in the middle pipe.

Name: Yoi Areebi
Species: Guineo
Price: 2000 Alive, 1000 Dead
Location: After the complex room full of bad guys, this guy's in the next corridor.

Chapter 2, Mission 3: Upper City

Name: Loowil Gait
Species: Human
Price: 2000 Dead
Location: This guy is right after you slide down the first ramp leading to the

next building.

Name: Max Ryko

Species: Human

Price: 3000 Alive, 1500 Dead

Location: After climbing up the shaft full of red support beams, you'll find this green-shooting guard.

Name: Mill Timmer

Species: Human

Price: 2500 Dead

Location: After sliding down your second ramp, you'll find this cop at the platform you end up on.

Name: Raim Tibekk

Species: Human

Price: 2000 Dead

Location: When in the middle of the big firefight in the large tower with floating pools, you'll find this guy kind of standing around on the top floor.

Name: Lye Rooker

Species: Human

Price: 3000 Alive, 1500 Dead

Location: When you cross the long railing to the other building, go around the ledge on the outside, and you'll find this cop on the other side.

Chapter 3, Mission 1: The Break In

Name: Led Pinot

Species: Human

Price: 4000 Alive, 4000 Dead

Location: After heading through the first two big doors, you'll find this guard in the crowd of people outside.

Name: Wip Sheff

Species: Human

Price: 4000 Alive, 4000 Dead

Location: After climbing up the set of stone ledges and reaching the landing platform, scan the left side of this big area to find him.

Name: Natt Bordo

Species: Human

Price: 4000 Alive, 4000 Dead

Location: You'll find this guy in the room after you blow up your first Security Drone. He's a bit to your right as you enter.

Name: "Shank" Ballax

Species: Human

Price: 5000 Alive, 5000 Dead

Location: After reaching Sublevel One, you'll find him chatting with the bounty below.

Name: Frissk

Species: Trandoshan

Price: 5000 Alive

Location: After reaching Sublevel One, you'll find him chatting with the bounty above.

Chapter 3, Mission 2: The Break Out

Name: Peez Bonko
Species: Gran
Price: 2000 Dead
Location: Charging you right at the beginning of the level.

Name: Sann Dekker
Species: Human
Price: 2000 Dead
Location: The first big room after the cell block, on the lower floor.

Name: Keezo Stoolie
Species: Weequay
Price: 3500 Alive, 1200 Dead
Location: The mess hall of the prison (has lots of inmates in the beginning, and they charge you with stun batons).

Name: Greelosk
Species: Trandoshan
Price: 1500 Dead
Location: After the mess hall, in a big cell block room on the ground level.

Name: Onja Ronbat
Species: Gran
Price: 3000 Alive, 1500 Dead
Location: After the mess hall, in a big cell block room on the top catwalk.

Name: Mavikk Jumka
Species: Nikto
Price: 2000 Dead
Location: The first room after crossing the big pit, near the door on the far side of the room.

Name: Brawn Dunkee
Species: Weequay
Price: 2000 Dead
Location: In the large hallway with two Turrets, you'll find this guy on the left side of the hall as you enter.

Name: Tossk
Species: Trandoshan
Price: 2000 Dead
Location: In the large hallway with two Turrets, you'll find this guy on the far side, on the upper level. He's unarmed.

Name: Zeb Mandaeen
Species: Human
Price: 2000 Dead
Location: In the area with three long bridges, this guy's one of the guards running around the middle bridge.

Name: Meeko Ghintee
Species: Muttanni
Price: 10000 Dead
Location: Your old pal, Meeko, is found outside, with a bunch of other guys trying to work a mining machine to break out.

Chapter 3, Mission 3: The Escape

Name: Jord Stokk

Species: Human

Price: 3000 Dead

Location: After the left turn when you first enter the building.

Name: Ala Kimbo

Species: Human

Price: 4500 Alive, 2200 Dead

Location: One of the guards in the first reactor room.

Name: Seer Lonnell

Species: Uгнаught

Price: 1000 Dead

Location: The second reactor room.

Name: Lan Starburn

Species: Human

Price: 3000 Alive, 1500 Dead

Location: The third reactor room, at the far left door.

Name: Joth Katrane

Species: Human

Price: 6000 Alive, 3000 Dead

Location: The first hallway that overlooks the Firespray hangar. He's one of the guards sitting there, not one that comes in later.

Chapter 4, Mission 1: Jungle Trek

Name: Ukon Eyste

Species: Gran

Price: 3000 Alive, 1500 Dead

Location: Right after your first Nexu (cat beast)

Name: Byhdee Kees

Species: Gran

Price: 3000 Alive, 1500 Dead

Location: Further along the first ravine, standing on a rock in the middle of the area.

Name: Meen Burtak

Species: Gran

Price: 4000 Alive, 2000 Dead

Location: On top of the first Dug watchtower.

Name: Kram Ayuk

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: Patrolling just past the first watchtower.

Name: Seed Machees

Species: Gran

Price: 4000 Alive, 2000 Dead

Location: After the second watchtower, you'll find this guy in a rock hollow next to a treetop platform.

Name: Brine Eyes-Li

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: After the second watchtower, climb the treetop platforms and look ahead. On a distant treetop platform, you'll find him.

Name: Jaw-Knee Rise

Species: Gran

Price: 3000 Alive, 1500 Dead

Location: Once you get to the waterfall area, and crawl along the ledge, you'll find this Gran on top of the building.

Name: Ayk Arko

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: When you pass the "loading" screen to the second area, you'll find this guy gunning at you from the bridge.

Name: Neeko Payvees

Species: Gran

Price: 6000 Alive, 3000 Dead

Location: When you pass the "loading" screen to the second area, you'll find this guy gunning at you from across the bridge in the next area.

Name: Iseeya Yado

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: Once you enter the underground city area, you'll find this Gran on top of the building with the Turret guy.

Name: Leekz Kleng

Species: Gran

Price: 4000 Alive, 2000 Dead

Location: Once you enter the main city area, you'll find him perched on a building on the far side.

Name: Aycee Lameers

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: Once you enter the main city area, you'll find him in the back of the area, on top of a large building.

Name: Meeks Fees

Species: Gran

Price: 5000 Dead

Location: Once you enter the main city area, you'll find him on top of a large building nearby.

Name: Reek Payvees

Species: Gran

Price: 5000 Dead

Location: There's a second city area after the main city area, right before the skiff switch. Reek's on top of a building there.

Name: Leek Onees

Species: Gran

Price: 3000 Alive, 1500 Dead

Location: In between the sniping point and the second city area, on a ledge in the middle of nowhere. WHY???

Chapter 4, Mission 2: Sebolto's Compound

Name: Pixolga
Species: Dug
Price: 6000 Alive, 3000 Dead
Location: Before the drawbridge, you'll find this Dug on the right cliff face, next to a hut, about three levels up.

Name: Zadalgo
Species: Dug
Price: 5000 Alive, 2500 Dead
Location: Before the drawbridge, you'll find this Dug on the right cliff face, next to a hut, about three levels up.

Name: Tahbotza
Species: Dug
Price: 3000 Alive, 1500 Dead
Location: On the watchtower right after the drawbridge.

Name: Ghazdik Jah
Species: Dug
Price: 4000 Alive, 2000 Dead
Location: Sniper post across the drawbridge.

Name: Jahrunba
Species: Dug
Price: 3500 Alive, 3000 Dead
Location: Past the lift that Zam needs to ascend, you'll find this Dug across a gap in the cliff.

Name: Nahrunba
Species: Dug
Price: 3000 Alive, 1500 Dead
Location: After Zam rides up the lift and you two go into a hut, you'll find this guy in the cave, up on a ledge.

Name: Jenathaza
Species: Dug
Price: 2000 Alive, 1000 Dead
Location: After passing through the first cave, you can climb a watchtower. This Dug is on the ledge near the watchtower.

Name: Dewanga
Species: Dug
Price: 3000 Alive, 1500 Dead
Location: In a secret room connected to a sniper post next to the waterfall.

Name: Hexum'Baz
Species: Dug
Price: 3000 Dead
Location: After passing the waterfall area and going through a door, you'll find this Dug down below near the next set of huts.

Name: Zap'Ulga
Species: Dug
Price: 4000 Alive, 2000 Dead
Location: In a hut with a white conical roof just across the land bridge.

Name: Sahrumba
Species: Dug
Price: 5000 Alive, 2500 Dead
Location: After the waterfall area, and crossing a small land bridge, you'll find this Dug standing next to a bridge.

Name: Mazanga
Species: Dug
Price: 3500 Alive, 3000 Dead
Location: Inside the big round building, you'll find this guy on the upper floor.

Name: Rogh'ma Ixsan
Species: Dug
Price: 3000 Alive, 1500 Dead
Location: Inside the big round building, you'll find this guy on the upper floor.

Name: Xucaabo
Species: Dug
Price: 3500 Alive, 3000 Dead
Location: After leaving Zam behind, proceed along the bridges. This bounty is on the third circular platform.

Name: Mashunba Zee
Species: Dug
Price: 6000 Alive, 3000 Dead
Location: On the outside of Sebolto's palace, above the Turret.

Chapter 4, Mission 3: The Death Stick Factory

Name: Bog'Ruhx
Species: Dug
Price: 2000 Dead
Location: Below and across the shaft from where you start.

Name: Mawz Dakko
Species: Gran
Price: 3000 Alive, 1500 Dead
Location: In the fourth room of the shafts, you'll need to press a button to open a pipe hatch. Whipcord this fellow right after you press the button.

Name: Maree Yad
Species: Dug
Price: 2400 Alive, 1200 Dead
Location: After dropping down the pipe that you had to push a button to open, glide over to the ledge with the Dugs. This guy's one of them.

Name: Nebulba
Species: Dug
Price: 3000 Alive, 1500 Dead
Location: After dropping down the left of three pipes, you'll find him on the ground floor near the buttons.

Name: Gazurga
Species: Dug
Price: 4000 Dead

Location: After riding the conveyor belt, you'll find him up the ladder.

Name: Ixnoltah

Species: Dug

Price: 3000 Alive, 1500 Dead

Location: After riding the conveyor belt, you'll find him up the ladder and in the next room.

Name: Lokk Gimble

Species: Ugnaught

Price: 4000 Alive, 2000 Dead

Location: On the catwalks after the conveyor belt.

Name: "Ratchet" Gramzee

Species: Ugnaught

Price: 5000 Alive, 2500 Dead

Location: After the aforementioned set of catwalks, you'll find him in the next control room with a bunch of Dugs.

Name: Edderon "Torque" Soth

Species: Ugnaught

Price: 1000 Alive, 500 Dead

Location: After crossing the thin pipes, you'll find him standing next to a furnace.

Name: Xijulba

Species: Dug

Price: 2000 Alive, 1000 Dead

Location: At the end of the area with lots of conveyor belts.

Name: Bazurkah

Species: Dug

Price: 2000 Dead

Location: Past the push-button door after the conveyor belts.

Name: Yan Vrees

Species: Gran

Price: 5000 Alive, 2500 Dead

Location: Past the push-button door after the conveyor belts, on the lower ground level.

Name: Garrolkah

Species: Dug

Price: 2000 Dead

Location: After your first two Bando Gora, you'll see this Dug wandering around the wooden platforms in the area.

Name: Guanolta

Species: Dug

Price: 3500 Alive, 3000 Dead

Location: On the big platforms at the end of the cave with Bando Gora.

Name: Shakrolta

Species: Dug

Price: 2500 Alive, 1250 Dead

Location: Under the big platforms at the end of the cave with Bando Gora.

Name: "Wrong-Way" Wint
Species: Clantaani
Price: 4000 Alive, 2000 Dead
Location: The second room of the area.

Name: Radd Hardwikk
Species: Clantaani
Price: 3000 Alive, 1500 Dead
Location: On a ledge in the back of the third room.

Name: "Dusty" Rengo
Species: Clantaani
Price: 4000 Alive, 3000 Dead
Location: In the fourth room, this guy seems to hang near the bag.

Name: Clem "Trigger"
Species: Clantaani
Price: 5000 Alive, 5000 Dead
Location: In the second half of the room with the first Turret.

Name: Niktha
Species: Jawa
Price: 200 Dead
Location: In the first room with two Turrets.

Name: "Black-Eye" Cahoon
Species: Clantaani
Price: 5000 Alive, 2500 Dead
Location: After passing through the room with the two Turrets, this will be one of the first guys you'll go up against.

Name: Ona Kragg
Species: Nikto
Price: 6000 Alive, 6000 Dead
Location: After passing through the room with the two Turrets, you'll find him in the reinforcements that come from behind you.

Name: "Dead-Eye" Klintee
Species: Clantaani
Price: 4000 Alive, 2000 Dead
Location: After passing the third Checkpoint.

Name: Eela Valotta
Species: Twi'lek
Price: *working on it*
Location: Inside the cantina after the third Checkpoint.

Name: Miktha
Species: Jawa
Price: 100 Alive, 50 Dead
Location: Found in the first clearing after the cantina.

Name: Tray'la Sheek
Species: Twi'lek
Price: 3500 Alive, 3000 Dead
Location: Right after the fourth Checkpoint (which is behind the second sliding black door).

Name: Naktu Jeera

Species: Nikto
Price: 3000 Alive, 1500 Dead
Location: After the previous bounty, go up the stairs, and you'll find him near the dwelling here.

Name: Frossk
Species: Trandoshan
Price: 4000 Alive, 2000 Dead
Location: The last outside area before Longo.

Name: Jiktha
Species: Jawa
Price: 1000 Alive, 500 Dead
Location: The last outside area before Longo.

Name: Biktha
Species: Jawa
Price: 100 Alive, 50 Dead
Location: This poor Jawa is in the midst of the battle with Longo.

Chapter 5, Mission 2: Tusken Canyon

Name: Orr Agg R'orr
Species: Tusken Raider
Price: 3000 Dead
Location: In your first Tusken meeting, he's the sniper on the right.

Name: Grk'Urr'Akk
Species: Tusken Raider
Price: 3000 Alive, 1500 Dead
Location: The first cave you enter.

Name: UrrOr' Shurk
Species: Tusken Raider
Price: 5000 Dead, 1000 Alive
Location: Right near the first Checkpoint.

Name: Yo-Hann Innk
Species: Nikto
Price: 2000 Alive, 1000 Dead
Location: At the battle between Tusken and thugs, he's on one of the skiffs.

Name: Orrh Or'Ur
Species: Tusken Raider
Price: 3000 Dead
Location: On the cliffs past the Great Pit of Carkoon, past the second Checkpoint.

Name: Ossk Kassa
Species: Trandoshan
Price: 6000 Alive, 3000 Dead
Location: At the end of the cliffs, you'll find this guy in the first group that attacks you.

Name: Drossk
Species: Trandoshan
Price: 4000 Dead, 4000 Alive
Location: After passing third Checkpoint

Name: Linjak Mossa
Species: Nikto
Price: 6000 Alive, 3000 Dead
Location: A missile launcher guy in a canyon full of them. He's just before you enter a thin passageway, about halfway through the canyon.

Name: Keejik Ganz
Species: Weequay
Price: 3000 Alive, 1500 Dead
Location: After the missile launcher ambush you jet into, proceed along the canyon to find this guy shooting blue stuff at you.

Name: Hakma Kinto
Species: Weequay
Price: *working on it*
Location: At the very end of the area, you'll find this guy standing precariously on a skiff. Try to knock off his buddy before you go after him, minimizing the chance of him falling.

Chapter 5, Mission 3: Gardulla's Palace (Found 9/10)

Name: Wartogg
Species: Gamorrean
Price: 1500 Dead
Location: The first room after you reclaim your gear.

Name: Klatha
Species: Jawa
Price: 1000 Alive, 500 Dead
Location: In the market after the first big fight in the hangar.

Name: Romi Moola
Species: Twi'lek
Price: 3000 Alive, 1500 Dead
Location: In the market after the first big fight in the hangar.

Name: Redge Dunlak
Species: Human
Price: 2400 Alive, 1200 Dead
Location: In the market after the first big fight in the hangar.

Name: Rixes Antab
Species: Human
Price: 3000 Alive, 1500 Dead
Location: In the market after the first big fight in the hangar.

Name: Grissuk
Species: Gamorrean
Price: 3000 Dead

Name: Baladdok
Species: Weequay
Price: 2500 Dead
Location: In the corridors after the market.

Name: Vorkeesk
Species: Nikto

Price: 3000 Alive, 1500 Dead

Location: After fighting Bando Gora, this guy's in the big firefight in the next room.

Name: Gahseelik

Species: Trandoshan

Price: 3000 Alive, 1500 Dead

Location: In the tall room after the second Checkpoint.

Name: Riknak

Species: Weequay

Price: 1500 Dead

Location: In the tall room after the second Checkpoint.

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6C. Unlockables =
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Dark Horse Comic Book: As you beat levels, you'll earn more pages of the first edition of Jango Fett: Open Season.

Wizards of the Coast TCG Cards: Collect Feather Icons to earn more pictures of these trading cards, related to Jango and the game.

Concept Art: Snag bounties and earn credits to unlock these concept art pictures.

Outtakes: For every chapter you beat, you'll earn another set of outtakes. Of course, they're all CGI, so they lose a bit of their spontaneity. Some of them were probably part of the recording process, then made into CGI. A lot of the better ones feature Montross, who seems to really enjoy his role...

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6D. Codes =
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These are taken from GameFAQs Codes & Secrets, most of which were, in turn, taken from IGN. Yup.

R ARTISTS ROCK - Unlocks all concept art.

GO FISH - Unlocks all trading cards.

The following codes unlock the full chapter that they indicate

SEEHOWTHEYRUN - Chapter 1

CITYPLANET - Chapter 2

LOCKDOWN - Chapter 3

DUGSOPLenty - Chapter 4

BANTHAPOODOO - Chapter 5

MANDALORIANWAY - Chapter 6

The following codes unlock the missions that they indicate.

BEAST PIT - Chapter 1, Mission 1

GIMMEMYJETPACK - Chapter 1, Mission 2

CONVEYORAMA - Chapter 1, Mission 3

BIGCITYNIGHTS - Chapter 2, Mission 1

IEATNERFMEAT - Chapter 2, Mission 2

VOTE4TRELL - Chapter 2, Mission 3

LOCKUP - Chapter 3, Mission 1

WHAT A RIOT - Chapter 3, Mission 2
SHAFTED - Chapter 3, Mission 3
BIGMOSQUITOS - Chapter 4, Mission 1
ONEDEADDUG - Chapter 4, Mission 2
WISHIHADMYSHIP - Chapter 4, Mission 3
MOSGAMOS - Chapter 5, Mission 1
TUSKENS R US - Chapter 5, Mission 2
BIG BAD DRAGON - Chapter 5, Mission 3
MONTROSSISBAD - Chapter 6, Mission 1
VOSAISBADDER - Chapter 6, Mission 2
JANGOISBADDEST - Chapter 6, Mission 3

7. STANDARD GUIDE STUFF

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7A. Legal =
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This FAQ was made 100% by me, and is Copyright © 2002 Scott "CyricZ"
Zdankiewicz. You may not take it in whole or in part and claim it as your own.
You may not alter it in any way, even if you ask me first, and that includes
putting it in HTML format. Please don't post this on your site unless you have
express consent by me. I've put a lot of time into this. Give me some
credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.cheatcc.com
www.ign.com

I'm not going to allow people with small personal sites to post this FAQ. They
may post the link on GameFAQs with all the Bounty Hunter guides, but, trying
to keep updates, well, updated, I'll only allow large committed sites that I
trust.

=====
7B. E-mail Guidelines =
=====

If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Bounty Hunter. I don't want spam,
chain letters, offers for friendship. Compliment me on the FAQ all you want,
though...
- Make sure you say Bounty Hunter at one point in your e-mail. I have more
than one Star Wars FAQ, and asking a generic question such as "How do I kill
the last boss?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand
your e-mail, it'll go to the junk pile...

=====
7C. Credits =
=====

CJayC and Al Amaloo for having this on their sites.

Lucasarts Entertainment Company, for this fine example of a Star Wars game.

Alex Reznik and Adam Hawes, for serious help with bounties.

Jupiter, for some help with missing Feather Icons.

=====
7D. Version Updates =
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Version 1.1 - 1/14/02 - Well, that's all the bounties and icons. I know a lot of you were sending them in, but the guys mentioned above got the first jump on it. Sorry it took so long, but holiday time isn't good for me for writing.

Version 1.0 - 12/17/02 - Walkthrough's complete. I just need to find the last few bounties and the last two Feather Icons...

Version 0.5 - 12/15/02 - I have the full first two chapters and the first two missions of the third chapter.

=====
7E. The Final Word =
=====

This is a great example of a Star Wars game that doesn't involve Jedi or starfighters. It's a chance to finally be able to play as a ruthless bounty hunter, tracking the scum of the galaxy...

Take care and may the Force be with you, or at least a good blaster...

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