

Star Wars: The Clone Wars FAQ/Walkthrough

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This walkthrough was originally written for Star Wars: The Clone Wars on the GC, but the walkthrough is still applicable to the PS2 version of the game.

Table of contents:

0. Notes and other important things
 - A. Plagiarism
 - B. Datel
 - C. Ctrl F
 1. Walkthrough
 2. Allies and Co:
 3. Enemies and Co:
 4. Bosses
 5. Multiplayer
 6. Codes, secrets, and unlockables
 7. Action Replay Codes
 8. Credits
 9. Contact Me
 10. Version info
 11. Websites allowed to use this guide
-

0. Notes and other important things
 - A. Plagiarism

I think you probably know what this is,
but I'll go over this topic anyway.
Plagiarism is stealing someones work and calling it your own.
If your name is in the credits,
you can say you have permission.
If it isn't,
and you would want to post it on your website,
go to section 9 (Contact Me),and email me.
If you post it on your website and don't give us credit,
(there's more than one person who did this),

then I'll sue you! :p
So unless you want to be sued (ok, so maybe not),
contact me and ask for permission to put it on your website.
Remember, don't be afraid to email me.

B. Datel

Datel is a company who makes game products.
They invented the Action Replay™,
the best cheat code device available for the Gamecube™.
To visit their website, go to <http://www.codejunkies.com/>
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C. Ctrl F

On most internet browsers, this is the search method shortcut.
Use this to find what you want.

1. Walkthrough

The Rescue Begins-Level 1 Geonosis

Bonus You must be quick in this level to beat it under 9 minutes,
although it's not really hard.
Bonus Remember to kill all enemy you see.
You start of right by the first shield generator,
go thorough the passageway in front of you,
and at the end you should see the generator.
Once you start shooting at it GAT's will start attacking you.
Destroy them and continue on. The alien will tell you about supplies.
Destroy the guns through here,
and at the end of the passageway there will be two GAT's.
Follow the road until you reach three more GAT's.
Destroy them and continue on.
Destroy the GAT's and Hailfire droids then continue on.
Bonus When you're nearing the big entrance,
there should be two ramps on both sides.
Go on the right one to find your first droid.
Then to save time, jump off the ledge.
In here will be lots of lasers and enemies,
they can help rally up your kill count.
Go up the ramp at the end,
and follow it to the top where the second generator is found.
When you reach the canon the alien will jump down to assist you.
In the next area there will be lots of enemies.
Bonus The second droid is on the left wall.
You should see rocks up there forming a square without the bottom.
You will have to use your boost to get it.
After you destroy all the enemies quickly continue on your way.
You will have to go on foot to reach the third.
Fight your way to an open platform where you see the final generator.
Bonus If you look to your left you will see the final droid.
Bonus The open area supplies and infinite amount of enemies to kill.
After you destroy the generator you have beaten the first level!

Infiltration of the Arena-Level 2

Geonosis

Bonus Destroy every turret that you see.

When you start,

look to the left,

and go that way plus a little bit back.

You should eventually see a hidden turret.

Destroy the turrets, even though she has them, along with the STAP's.

Destroy all the enemies on the landing pad so transports can land.

Enemies will start attacking the convoys.

Bonus Make sure you destroy all the enemies,

before they destroy the convoy's.

After defending the platform go ahead down the ramp and destroy the enemies.

Keep ahead until the freaky alien woman yells at you,

then go back to destroy the enemies, but head back up afterwards.

Bonus At the second rock formation after the spiders,

is a passageway behind them leading to the secret storage.

Be careful of the enemies attacking.

You may want to keep close for this part.

At the end of the passageway there should be a base.

Destroy the rocks coming out of the wall to eliminate reinforcements.

After you destroy that base you beat the level!

The Battle of Geonosis-Level 3

Geonosis

Bonus You must hurry through this level because of certain areas.

The first thing you got to do is run through open fire to a gun-ship.

Once you are in destroy all the Techno Union Ships, which are weak.

After you destroy them go through the valley to more.

Bonus Destroy all the turrets in the valley.

When you reach the end you get to destroy more Techno ships.

Once again when your done go through the valley.

Bonus Destroy all the turrets in the valley.

Destroy all the Techno ships in the next area then you will go on land.

The mobile assault canons are in front of you.

Stick by them and destroy any enemy that comes near them.

Bonus Make sure none of the mobile assault canons are destroyed.

After you destroy the enemies from the areas away from the wall, they will stop coming.

(Except for the reinforcement cave,

which you can easily target and destroy the Hailfire's before it's a threat.

After the Core ship falls you must go to another to defend it.

Destroy all the spiders and turrets before concentrating on the Hailfire's.

On this one you will have to keep moving around to destroy the enemies.

The final one is just over the ledge.

Destroy the spiders and turrets again.

There's super lasers between the mobile assault canons to help you beat them.

Keep all enemies away from the final mobile assault canons, to go to the first boss, Dark Acolyte.

To defeat him, use your missiles on the first, while you strafe around them.

Then use your lasers to defeat him (continue to strafe).

Then use the rest of your missiles on the second one,
still strafing.
Then use your lasers to defeat that one.
Now that two are down,
pick up the super-lasers and blast the final one to win the battle.
After that, you have beaten your first boss and the level!

The Excavation of Rhen Var-Level 4 Rhen Var

Bonus You must quickly get to the platform and back before 90
seconds.
Bonus Look for Black ships to destroy, you need to kill 10 of them.
You start off on a platform. You must go to another to retrieve troops.
When you get there you must destroy all the enemies.
Use the map to see where they are.
Pick up the troops then fly them back to the original platform.
Drop them off then you are told to go to a convoy to protect it.
Head there and try to destroy any enemies you see on the way.
Once you get there,
destroy the black ships before they drop off more enemies.
Then destroy all the enemies around the convoy.
Bonus Make sure that you don't let any convoy get destroyed.
The black ships will keep coming so watch out for them.
A little bit after you get there,
Obi Wan will say that there is a squadron of fighters coming.
They aren't real tough, so it should be easy to take them out.
Keep on circling the convoy to see if new enemies are coming,
if they are destroy them.
Once they convoys get to the platform,
you must get another group of troops from another platform.
When you get there,
destroy the enemies,
then take them back to the original platform.
Now you must defend the original platform from invaders.
A bunch of the black ships come at this time so watch out for them.
Also lots of HAG's and AAT's will be coming along with GAT's.
Destroy them all before they destroy the base.
Make sure you cover every side.
If you leave one open,
a bunch of enemies will be there taking out that side very badly.
After all three transports are gone, you beat the level!

Scrap Yard Pursuit-Level 5 Raxus Prime

This is one of the shortest levels in the game.

Bonus Try not to crash and stay at 100 percent health.
Bonus This is easy.
Just catch them before two minutes and twenty seconds is over.
You start out right behind one of them so just boost and blast him.
Bonus When you reach the big building thing,
stay left and go through both passages for the first shortcut.
If you are going for this one,
make sure before the second one that all but one is dead,

and that one can die in a couple of shots.
If you are not going for the bonus then just boost and destroy them.
Bonus When you reach the ramp with the invincibility on it,
there should be brown structure ahead.
Enter the brown structure and stay left.
You should see a bridge, cross it then destroy the final one.
Once you destroy them all you beat the level!

Ambush Among the Wreckage-Level 6 Raxus Prime

Bonus Make sure you don't push your men too hard or else they will die.
Bonus The first radar is right behind you.
When you come to the crossroads, look to your left to see another.
Then take the passageway by the radar.
Go past the first turn but turn at the second one.
If you see an electric door,
you have gone too far.
Down that road there will be another.
Now that you have all three go back to the crossroads.
At the cross roads, go straight from the start,
(left from the second radar) into a little circle with one opening.
When you get there it will show the convoy.
Wait until Anikin tells you to attack then blow up the three convoys.
You may want to destroy the AAT's first to receive less damage.
The other two convoys will break off so you will have to go get them.
Bonus Destroy all the convoys before six minutes to get this bonus.
Go the way that the first convoy came from. Look for "convoy",
if you need help of where to go.
Then turn left to find the second convoy.
Go right then left then right again.
Go right again into a narrow passage,
then take a right and there will be the third convoy.
Destroy it and you will beat the level!

The Conquest of Raxus Prime-Level 7 Raxus Prime

Bonus Make sure you do this in less than twelve minutes to get the bonus.
Bonus Make sure none of the AT-TE's are destroyed.
Right from the start go down the hill and destroy the GAT's.
Listen to Anikin to hear where the tanks are coming from.
When you break down the wall behind those big pieces of wreckage are turrets.
Destroy them quickly.
When the second wall is destroyed there will be a bunch of enemies.
Destroy them, soon HAG's will come in to play.
Destroy them before they tear apart the AT-TE's.
Soon Hailfire droids will be coming.
Listen to Anikin to hear where they are coming from.
You will have to go ahead after you destroy the wall.
When you are going through the passage,
watch out because there are spiders everywhere.
Bonus Destroy the two fuel bays right in front of you.
Destroy the two fuel bays and generator to get to the boss.

In this battle you CAN NOT STOP STRAFING OR MOVING,
otherwise you will be hit by a bunch of cluster missiles.
In this battle,
hold down the both main and secondary buttons,
while watching your health.
Once your low on health,
go pick a medkit up from one of the sides.
Also there is ammo there too if you need it.
Continue this until you win.
After that, you will have beaten the level!

Anakin's Escape-Level 8
Kashyyyk moon

Bonus Hurry through this level if you want to get this bonus.
You start out in a cage, so use your force to get out.
Kill the command droid with your lightsaber to get it back.
Bonus Destroy the other prison doors with the force,
or lightsaber to get this bonus.
Go on to the STAP's to leave the holding grounds.
Follow her all the way to the end.
Bonus After the second bridge the ship will automatically target the
alarm,
shoot it to get the bonus.
After this, you will have beaten the level!

New Alliances-Level 9
Kashyyyk moon

Bonus Hurry through the level to get it done before 8:30.
Follow Bera for the entire time.
There should be Gnasp hives around but they are easy to destroy.
Eventually you will com across GAT's.
You must destroy them before they get away.
Then you will come across STAP's which you must destroy.
You will go through a canyon filled with Gnasp's.
At the end there will be a small base.
You must destroy everything.
Bonus Behind the base will be the first R5 droid.
You will go in the AAT and head into a big base.
Don't destroy anything yet!
If you do the army inside will attack you.
Bonus Go straight when you enter the camp,
then turn left when you reach the wall to find the second R5 droid.
Follow the arrow to the area that's glowing white.
You will then go on foot.
Bonus Kill everything on the ground, even the big gun tower.
Bonus By the gun tower will be the final R5 droid.
Go through the camp until you reach the glowing white thing on your
map.
When you enter the tower, enemies will appear outside.
Bonus Continue to kill them. Go back to the AAT and get inside.
Now all the enemies of the base will start attacking you.
Bonus Destroy all the tanks too.
Go back to the entrance then destroy the generators by it,
allowing you to get out.

Outside the base will be a couple more enemies.
Destroy them then move on (if you are going for the bonus).
Once you get back to the outpost you stole the AAT from you beat the level!

The Liberation of Kashyyyk-Level 10
Kashyyyk moon

Bonus Hurry through the level to beat it under 10 minutes.
Bonus Don't let any of your squadmates die.
The first thing you must do is to trigger the first trap.
Follow the canyon until you reach the green button.
Shoot it then finish off the forces on your side.
Now you must go to the second canyon.
Go there and destroy the green switch.
Then destroy the remaining of enemies.
You will now be back at the village.
Bonus Don't let any of the huts get destroyed.
Now a bunch of enemies will keep on coming.
You must watch out for HAG's and the black ships dropping off enemies.
You must defend the village until the reinforcements get there,
and even a little after.
After you get into the tank,
you must go through the canyon destroying the remaining forces.
At the end of the canyon will be the boss, Harbinger.
In this fight, dodge the guns,
and wait until the laser opens before you fire.
When it opens go crazy on it with missiles and lasers.
Repeat this process until it dies.
After that, you will have beaten the level!

Eye of the Storm-Level 11
Rhen Var

Bonus You must hurry to the ship in under ninety seconds.
Don't stop for anything You will probably have to boost a lot.
Bonus Don't let any allies die.
You must quickly go to the assaultship before it is destroyed.
At one point you can turn right up a ramp.
It doesn't do anything, but it's fun.
When you reach the transport take out all the enemies.
Bonus On a hill by the downed transport sits the first radar.
Up by the radar are some super lasers to help you out.
You will have to keep moving around to defend the ship.
When all the enemies are gone you will go into an AT-XT.
Follow the others into the canyon.
Destroy the enemies that shoot at you.
Bonus Look to the left when you are in the canyon to see it.
Shoot it with mortars to destroy it.
Bonus When you reach the supply depot go to the left ramp.
A radar will be on it.
Then go towards the middle ramp,
and use Z to zoom in on the opposite side of the third one.
Use mortars to destroy it.
Destroy the base completely then back off.
After the base is destroyed you beat the level!

Lost Legacy-Level 12

Rhen Var

Bonus Complete the mission in less than twelve minutes.
Destroy at least ten of those black ships.
You star out in a canyon.
Shoot the enemies at the outpost then move on.
Destroy both of the black ships you see lifting off.
Continue through the canyon, destroying enemies that you see.
You will eventually come across a command center.
Destroy all the turrets there then move on.
Destroy the ice then when you see the convoy blow it up.
When you get to the temple you must defend the AT-TE's.
Destroy all the enemies you see.
Soon those black ships will start coming.
Destroy them before they drop off enemies.
If you need health or ammo destroy the Techno union ships.
Soon you will have to defend mobile assault tanks.
Bonus Keep both of them alive to get this bonus.
Keep defending the canons until the core ship falls.
Then you will go inside the temple to fight the boss,
Spectral Guardian. In this area,
destroy every ice block with lasers,
being careful not to shoot a tomb,
or one with a guardian inside.
Once all the ice is gone,
go up to a tomb and destroy it quickly before you are attacked.
Then strafe around the second and waste all your missiles on it.
(By it I mean the tomb, if you shoot the guardians nothing will
happen.)
After one is left strafe around it and destroy it with your lasers
After that, you will have beaten the level!

Desprit Gambit-Level 13

Thule moon

You must defend the landing ship before you can move out.
Bonus You must keep the ship at least 50% or higher to get this
bonus.
Inside the ship is health and ammo if you need it.
Keep circling the craft until you can leave.
Eventually HAG's will start coming.
You will have to destroy them.
Once they are gone you switch into a AT-XT.
Bonus You must keep at least two alive.
Move out ahead of them to block any enemies from the front.
Up ahead will be GAT's and spiders.
Destroy them before they destroy the convoy.
Then one convoy will be destroyed by a direct hit with a mortar.
Use your zoom to shoot them.
Go up the hill to meet a bunch of enemies.
Bonus Shoot the blue pillars to get this bonus.
On the platform with the blue things there will also be spiders.
Destroy them. Shoot the AAT's ahead along with all the other enemies.
When you get to the gate destroy all the enemies coming and already

there.

When the engineers are done with the gate enter and go down the long ramp.

At the bottom will be little reactors.

Destroy all of them to complete the level!

Assault on Thule-Level 14

Thule

Bonus You must be quick so you can beat the nine minute time limit.

Bonus You should pass all the Techno union ships on this level.

Go to the landing bay and destroy every enemy so that the ships can land.

After they land, go pick up the men.

Go to where the arrow points to.

Destroy the enemies then drop them off and destroy every enemy around them.

Bonus Make sure none of the engineers die.

Keep circling them until they say you can destroy the building.

Destroy it then go back to the landing pad that you picked them up at.

Head towards the drop off point then destroy all the enemies there.

Drop them off then defend them like the last one.

After they disable it destroy it then go to the command installatino.

There you will have to enter the ditch and destroy all the horizontal pillars.

After you destroy them all you have beaten the level!

Dark Side Rising-Level 15

Thule

Bonus Make sure that none of the walkers die.

Go forward and use zoom to see a HAG.

Destroy it then move on.

Also watch out for the spider on the hill.

Around the hill will be a HAG and some GAT's.

Destroy them then move on.

In the next valley will be some more enemies, destroy them then move on.

Across the bridge there are three HAG's and two spiders.

After you cross the bridge and head towards the big black structure.

Two of those black ships will land and drop off spiders.

Destroy them and the big black wall then move on.

Inside will be some STAP's, two turrets and a door.

Destroy the turrets then the door.

On the other side of the door will be two GAT's.

Continue on and to your right will be the first hangar.

Destroy it and the enemies inside then continue on.

In the next valley there will be a spider, STAP's, GAT's and HAG's.

Continue on to find the final hangar.

Destroy it then you will be able to go to tanks.

Bonus Make sure none of the tanks die.

Now you will have to guard two groups of AT-TE's at once.

Bonus Make sure at least four AT-TE's survive.

There is a super blaster in the middle of the area.

Soon the black ships will be coming to drop off spiders.

You will have allies helping you out, plus gunships dropping off

supplies.

When they get close enough watch for mortars and keep near the factories, destroy anything that comes out. Eventually the AT-TE's will be close enough to shoot the factories. When both factories are destroyed you go on to the boss.

To beat Protodeka The second, see the boss section.

After the boss continue on.

In the cinema scene your ship will be blown up by Dreadnought, but your still alive.

Follow the arrow into the sewer place.

Go through it, (it doesn't matter which way you turn) until you reach the control panel.

Destroy it to go on to the final level.

Fate of the Republic-Level 16 (Final level)

Thule

Bonus You must kill nearly every enemy in the city to get this bonus.

Bonus You must hurry through the city to beat five minutes thirty seconds.

Bonus Make sure that all of your squad mates survive through the city.

You must navigate your way through the city to the first large area.

In this area there will be a bunch of enemies that you have to destroy.

There is invincibility pick-up by a piece of wreckage to help you out.

Destroy every enemy than move on.

In the second large area,

there will be super lasers on the left and some more enemies.

Continue on to see a large bridge.

Pairs of Hailfire droids will start coming at you so watch out.

In the third large area,

there is yet even more enemies,

plus supplies all around along with an invincibility.

Destroy the enemies then go right.

Continue navigating through the city until you reach the first boss,

Dreadnaught. Tell you men to attack it.

Then strafe around it and shoot it.

If it starts to charge up get away from it.

Continue this until you win.

After you beat him go down the ramp to the final boss, Dark Reaper.

If you listen during the fight,

a voice will tell you how to bear Dark Reaper.

All you have to do is listen to him,

and strafe until it uses its laser then boost around the arena.

That is what he tells you to do,

and remember to keep strafing until the laser appears then run.

The first thing you must do is destroy the core shields,

by shooting those purple glowing pillars that hang down from it.

After you destroy all four the Dark Reaper will raise up and use its laser.

Next the voice tells you to destroy the canons on the ship.

Once again,

after you defeat all four turrets,

it will raise up and shoot its laser.

Then he says to destroy the harvester bays,
which are the things that launch heat-seeking mines at you.
After you destroy both of them,
he tells you to destroy the harvester,
which is now shooting about 5 lasers at you instead of one.

Once you beat Dark Reaper, you have just beaten the game!!
Contrats! Now go outside or something! ;)

2. Allies & Co.:

Anikan Skywalker- One of the main characters.

Obi-Wan Kenobi- Another main character.

Mace Windu- You use him in the first mission and the last level.

Luminara Unduli- She helps you out on the first mission.

Yoda- The cute little elf guy we all love :P

Clone Trooper- You only see them on the ground.

Wookiees- One helps you out when the federation is attacking their
village.

Bera Kazan- Helps you escape from Force Vacuum.

Padme Amidala- She's pretty useless really.

R5 Droid- You must find these as a bonus.

Allie land ships:

Republic Speeder Bike-

Use on Raxux Prime and Kashyyyk moon.

Main weapon-Laser canons.

Secondary weapon-None.

Special-Speed up.

Maru-

Used on Kashyyyk moon.

Main weapon-Laser canons.

Secondary weapon- Thermal detonator.

Special- A destruction wave.

TX-130 S Fighter Tank-

Main ship.

Main weapon- Laser canons.

Secondary weapon- Concession missiles. Special- Shield.

RTT (Republic Troop Transport)-

Must protect in certain missions.

No weapons.

AT-XT Assault Walker-

Use on Rhen Var and Thule moon.

Main weapon- Laser canons.

Secondary weapon- Mortars.

AT-TE (All Terrain Tactical Enforcer)-

Must protect on certain missions.

Has many laser canons.

SPHA-T (Self Propelled Heavy Artillery-Turbolaser) Walker-

Must protect on certain missions.

A Turbolaser is it's only weapon.

3. Enemies and Co.:

Count Dooku- You don't get to battle him,
but he does act stupid when you do see him. :P

Cydon Prax- He shoots you after Raxus and he drives Dreadnaught.
(See boss section for details.)

Geonosian- Easy enemies to destroy.
Their attack is to jump at you a hit you with their claws.
Found on Geonosis.

Gnasp- Evil bugs that live in hives on Kasyyyk moon.

Battle Droid- Easily killed and found anywhere on land.

Super Battle Droid- Easily killed and found anywhere on land.

Dwarf Spider Droid- These blow up when you attack them,
so attack them from a distance.
Found on land.

Enemy land ships

STAP (Single Trooper Aerial Platform)-Easily destroyed.
Found mainly on the earlier levels.
It causes minimal damage.

GAT (Ground Armored Tank)-Easily destroyed.
Found throughout the game.
It causes little damage.
Choice in conquest if you want more speed then power.

AAT (Armored Assault Tank)- The best tactic to destroy them,
is to strafe around them to their back then to kill them.
Found throughout the game.
It causes major damage if a direct hit with the charged gun.
Use in conquest if you want more power than speed.

HAG (Heavy Artillery Gun)- See AAT(Armored Assault Tank),
for strategy.
Found near the end of the game.
It causes major damage if hit by their motors.

CAD (Corporate Alliance Droid)-
See AAT (Armored Assault Tank),
for strategy.
It causes anywhere from little to major damage.
(It depends on how long you get hit for)

Inter Galactic Banking Clan Hailfire Droid- See AAT (Armored Assault Tank),
for strategy.
Found throughout the game. It causes major damage with its cluster missiles.

MUT- Destroy the AAT's around them then destroy them.
Found on mission 6 Ambush among the wreckage.
It causes no damage.

Homing Spider Droid- There is no way to avoid it's attack.
Found throughout the game.
It causes major damage if the laser stays on you for too long.

Trade Federation Core Ship- Destroy all enemies attacking the SPHA-T's.
Found from the beginning to the middle.

Enemy Star Ships

Droid Starfighter- Easily killed. You just have to use your Ultra laser.

VAC(Vehicle Armored Carrier)- It drops off enemy troops.
It takes four cluster missiles to destroy it.

Techno Union Ship- Does nothing.
Takes two cluster missiles to destroy it.

Trade Federation Ship- Drops off enemy troops.
There is no way to destroy it.

4. Bosses

Dark Acolyte- To defeat him, use your missiles on the first,
while you strafe around them.
Then use your lasers to defeat him (continue to strafe).
Then use the rest of your missiles on the second one,
still strafing.
Then use your lasers to defeat that one.
Now that two are down,
pick up the super-lasers and blast the final one to win the battle.

Protodeka- In this battle you CAN NOT STOP STRAFING OR MOVING,
otherwise you will be hit by a bunch of cluster missiles.
In this battle,
hold down the both main and secondary buttons,
while watching your health.
Once your low on health,
go pick a medkit up from one of the sides.

Also there is ammo there too if you need it.
Continue this until you win.

Harbinger- In this fight,
dodge the guns,
and wait until the laser opens before you fire.
When it opens go crazy on it with missiles and lasers.
Repeat this process until it dies.

Spectral Guardian- In this area,
destroy every ice block with lasers,
being careful not to shoot a tomb,
or one with a guardian inside.
Once all the ice is gone,
go up to a tomb and destroy it quickly before you are attacked.
Then strafe around the second and waste all your missiles on it.
(By it I mean the tomb, if you shoot the guardians nothing will
happen.)
After one is left strafe around it and destroy it with your lasers.

Protodeka The second- Once you get in this fight,
send your men to attack it.
Then run up and get the super-lasers.
Then pick one,
then blast it with missiles and super lasers.
Then make everyone attack the final one.
Once you destroy it you win.

Dreadnaught- One of the easier bosses.
Tell you men to attack it.
Then strafe around it and shoot it.
If it starts to charge up get away from it.
Continue this until you win.

Dark Reaper- If you listen during the fight,
a voice will tell you what to do.
All you have to do is listen to him,
and strafe until it uses its laser then boost around the arena.
That is what he tells you to do,
and remember to keep strafing until the laser appears then run.
The first thing you must do is destroy the core shields,
by shooting those purple glowing pillars that hang down from it.
After you destroy all four the Dark Reaper will raise up and use its
laser.
Next the voice tells you to destroy the canons on the ship.
Once again,
after you defeat all four turrets,
it will raise up and shoot its laser.
Then he says to destroy the harvester bays,
which are the things that launch heat-seeking mines at you.
After you destroy both of them,
he tells you to destroy the harvester,
which is now shooting about 5 lasers at you instead of one.
When you destroy the harvester, you win!!!

Conquest

Geonosis- The preferred team is the Imperial.

The best way to win is to rush out,
and get the two in the middle then get the ones by your base.
Tell all your men to defend and wait for all of them to get there.
Then send them all to attack. Go into the right wall of the middle.
Close to their end is a ramp going up.
Go up it and you should see a bridge.
Wait until your troops are attacking
(you should hear lasers)
then go on the bridge.
From here you should be able to shoot their base,
and their canons will be distracted.

Kashyyyk- Either team is fine.

Take the ones on the ledges first before anything.
This will allow you to take the bridges with the turrets.
Then get the ones at your base.
The turrets should be able to take the ones in the middle,
but if they didn't,
take them now and tell everyone to defend.
Go heal your bases if they need it,
then have a full-scale attack on the other team.
You should over come them and win.

Thule Moon- Either team is fine.

This one is harder for a strategy,
because if you take on the lone rock and one in the middle,
the other person will too.
So it will be like a real fight and you would have to attack.
If you take the two on the lone rock and at your base,
your men will attack through there,
and your opponents will go through the middle.
You should defend.
The final one is to get the two in the middle,
so your men can charge through the middle,
but the opponents will go through the lone island.
Any of these three are good,
but they all have a down side.
Keep in mind that if you attack you can take other bases.

Rhen Var- Either team is fine.

Immediately take the one in the middle,
then the ones at your base.
Tell them to attack,
after you made them defend at your base till they all got there.
Then take the side route while your men take the middle .
(there are two side routes but it doesn't matter which one you take)
You should reach the area about the same time,
so you can overcome the other team.

6. Codes, secrets, and unlockables

Here is a list of all the good stuff I could find :).
Enter all the codes in the options menu.

Codes:

CHOSEN1 - Your craft gets infinite Secondary Weapon ammo, plus you can use the Special Ability as much as you want.

1WITHTHFORCE - Gives you Invincibility.

GASMASK - Unlock all the Campaign Missions.

FRAGFIESTA - Unlocks all multiplayer levels.

CINEMA - Unlocks all movies in the game.

SAYCHEESE - Allows you to view pictures of the people who made the game.

YUB_YUB - Gives you three Bonus Objectives for the mission you last played.

ROGERROGER - Allows you to use the Battle Droid in Academy: Geonosis level.

FUZZBALL - Allows you to use the Wookiee in Academy: Geonosis level.

CORDE- Unlocks Amidala in Academy: Geonosis level.

WAT TAMBOR Unlocks Super Battle Droid in Academy: Geonosis level

FAKE FETT- Unlocks Clone Trooper

Secrets:

Hear an Ewok song:

Using the D-Pad,
press Up, Up, Down, Down, Left, Right, Left Right, B, A, and Start.

Unlockables:

Raxus Duel map for Multiplayer- Earn five bonus points.

Thule Moon Control Zone map for Multiplayer- Earn ten bonus points.

Rhen Var Conquest map for Multiplayer- Earn fifteen bonus points.

Jedi Academy map for Multiplayer- Earn twenty bonus points.

Unit Viewer- Earn twenty five bonus points.

"Making Of" Video- Earn thirty bonus points.

CD Player- Earn thirty five bonus points.

Sketchbook- Earn forty bonus points.

Yoda for Multiplayer- Earn forty five bonus points

If you have an Action Replay™ (Sold separately),
you can use special codes that allow you to cheat big time :p.
I collected a list of different codes directly from the official
website.

(www.codejunkies.com)

You'll need the master code typed in to make the codes work.

As you can see, the master code is the first one listed.

To find out more about Datel, go to section 0, then look at b.

Master Code (m)

ZVVA-2MYP-JRV23

6243-X2DH-7A0V2

Infinite Health

93C2-NWQF-UEHCB

NEXJ-7WTA-EMGN0

Infinite Ammo

4PQ5-PWGB-HWFQD

QVM0-5APY-WJBMN

PROFILE 1 CODES:

All Missions Unlocked

XW2C-UJCK-2Q456

DAM1-V1RW-BAN2P

06TE-K6PX-5RGJ4

All Bonuses Complete

QUG2-GVVG-4R2WM

ME0J-2BFC-8R61E

PRDX-T3MV-DZFTJ

PROFILE 2 CODES:

All Missions Unlocked

0X05-HZVB-5V8Z5

WKRZ-2FC9-TE4BV

06TE-K6PX-5RGJ4

All Bonuses Complete

KEGU-KKDP-4W2KC

JRD0-J9VV-D3JZG

PRDX-T3MV-DZFTJ

PROFILE 3 CODES:

All Missions Unlocked

M6UN-HP09-KZ1V3

XVYV-YHHY-TKDVG

06TE-K6PX-5RGJ4

All Bonuses Complete

YEBH-QJ5C-0ZB82

ZY7G-UWNN-UHP2X

PRDX-T3MV-DZFTJ

PROFILE 4 CODES:

All Missions Unlocked

GGVQ-KVU5-4TWA4

R2X0-QKZH-7MTQK

06TE-K6PX-5RGJ4

All Bonuses Complete

CU3B-DH3G-2T7HP

RYKG-7101-F7VGE

PRDX-T3MV-DZFTJ

PROFILE 5 CODES:

All Missions Unlocked

UXG4-EUAM-2GE8T

KCXP-RZ6C-D6JBE

06TE-K6PX-5RGJ4

All Bonuses Complete

UDA6-REFN-Z21W5

BHCU-6H2F-8UW30

PRDX-T3MV-DZFTJ

8. Credits

Lukewarm (Luke Rice)-

For having the idea to write this guide
and helping me to write it.

Me- For helping to write and edit this guide for grammatical
and factual errors.

Gamefaqs, Gamespot, Neoseekers, and Super Cheats-
For posting this walkthrough.

9. Contact me:

If you see any big errors in this guide, email me at:

grantgraniteevans@gmail.com

10. Version info

V 1.0: Started editing this guide and correcting the spelling errors.

V 1.1: Added a lot of new sections such as contact me and this page.

V 1.2: Found even more errors!

V 1.3: Added neoseeker.com to the people allowed to use this guide.

V 1.4: Added supercheats.com to the people allowed to use this guide.

V 1.5: Added gamespot.com to the people allowed to use this guide.

Final: Hooray! Everything (should) be 100%!

11. People allowed to use this guide

So far the only websites that can use this guide are:

<http://www.gamefaqs.com>

(Where you'll ALWAYS find the most recent file.)

AND

<http://www.gamespot.com/>
(affiliated with gamefaqs)

AND

<https://www.neoseeker.com>

AND

<http://www.supercheats.com>

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