

Star Wars: Shadows of the Empire FAQ/Walkthrough Final

by Brother Reed

Updated on Nov 10, 2001

***** Brother Reed is proud to present *****

THE
STAR WARS

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===== FAQ and WALKTHROUGH =====

for the Nintendo 64 version
- FINAL VERSION -
November 10, 2001

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-|_|_*_| | |_____1._INTRODUCTION_TO_FAQ/WALKTHORUGH_____/
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Greetings and salutations! Welcome to my Star Wars: Shadows of the Empire FAQ/walkthrough. "Shadows of the Empire" was one of the most anticipated releases for the Nintendo 64. I know I bought mine with the intention of flying a snowspeeder through the legs of an AT-AT walker and shooting down stormtroopers in Echo Base. It is truly a classic, and though it has many imperfections I found it to be an enjoyable play, and a wonderful introduction to Star Wars in 3-D.

Shadows of the Empire takes place in the time between "The Empire Strikes Back" and "Return of the Jedi." You play as Dash Rendar, a mercenary for hire and long time friend of Han Solo. Dash and Leia are trying to track down and rescue the frozen Han Solo from Boba Fett before the bounty hunter delivers him to the ruthless gangster Jabba the Hutt.

The game has 4 difficulty levels and ten stages. Four of the stages are flight levels in which you pilot a hover craft or spaceship. The remaining six are the Doom-style, first person levels that make up the bulk of the game. This FAQ/walkthrough is primarily to guide you through those levels, and help you find (and collect) all of the power-ups and challenge points along the way.

I love to get correspondence from readers, and some of this FAQ's accuracy depends upon it. So if you find typos, incorrect information, or anything else of that nature, please e-mail to brother_reed@hotmail.com. For further details, please see the e-mail rules at the end of this document.

I strive for originality in my work. If you see anything in this FAQ/walkthrough that looks like a rip-off of anything you've done, tell me about it and I will make the necessary changes. Be assured that such an occurrence is purely coincidental.

** HEY! CHECK OUT MY ROGUE SQUADRON FAQ/WALKTHROUGH AT GAMEFAQS.COM! **

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-|_|_*_| | |_____2._VERSION_HISTORY_____/
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Version 1.8 January 1, 2001. 11th version. Received a few corrections from a reader, and cleaned up a few things. The page numbers are totally screwed up, so I'm getting rid of them altogether.

Version 1.7 December 25, 2000. Tenth version. Updating legal rules. READ IT, LEECHERS! Oh wait, I forgot, the people who steal this FAQ don't understand English! ... grr.... Also, I made some new title art for someone else, but it looks better than my current art, so I've decided to use it. Today being Christmas, I just got Battle for Naboo, and you can expect a FAQ for that once I beat it.

Version 1.6 September 7, 2000. Ninth version. Nothing major. Just added a new FAQ to the list of my work.

Version 1.5 July 25, 2000. Eighth version. Just received an e-mail from a nice person who wanted to add to the Misc. Tips section. He may not have known that that's what he wanted to do, but...well anyway, if you can understand the directions he gives I'd advise you to check it out. I haven't tried it myself.

Version 1.4 June 30, 2000. Seventh version. I updated the e-mail rules out of pure boredom, and also found a few mistakes :) that needed fixing.

Version 1.3 June 1, 2000. Sixth version. Thought I ought to revise the legal instructions a tad. Also added a hint to the Misc. Tips section.

Version 1.2 May 23, 2000. Fifth version. I just got some hints and tips (very small hints and tips, but hints and tips nonetheless) and had to add them to the Misc. Tips chapter. Plus I forgot to update the coming soon section last time.

Version 1.1 May 22, 2000. Fourth version. I put in a bunch of code information. You can just forget about the Game Shark codes. I tried for over an hour to get them but just couldn't. Sorry.

Version 1.0: May 19, 2000. Third version, and I finally completed the last walkthrough for the Skyhook. I also revised the legal rules, so if you want to use this FAQ you'd better read 'em close. No more sites that have the 3.0 version when I'm on version 5.4! Anyway, I actually got a question the other day, so I've also begun the Frequently Asked Questions. Write to me so it can continue.

Version 0.9: May 17, 2000. Second version. I just finished my extensive walkthrough of Xizor's Palace. I really should do the Skyhook Battle walkthru now, but I'm too tired. I think I'll just wait 'til tomorrow or Friday. It's enough work updating the page numbers in the TOC all the time.

Version 0.8: May 15, 2000. Original FAQ/Walkthrough, hot off the presses. It's still unfinished, haven't done the last two walkthroughs yet and there's a lot of stuff to come.

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-|_|_*_| | _____ 3. _LEGAL_ PARAPHERNALIA _____/_____
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This FAQ/walkthrough is copyrighted 2000, Daniel Stidham

This FAQ/walkthrough is intended for individual use by its readers. It must not be used for financial purposes, i.e. buying, selling, bartering, etc. This FAQ may not be reproduced, in whole or in part, without the sole written consent of the author.

If you want to use this FAQ on your website, e-mail me and ask permission. I will probably say yes. Just make sure that you give the name and address of the site, because I want to have a list of all the sites where this is posted. By posting this FAQ, you affirm that all of the following conditions will be observed.

1. ALL of this FAQ must be included in its original form. It must NOT be altered, changed, added to, subtracted from, or otherwise tampered with in any way, shape or form, electronically or otherwise.
2. My name, the version, and this fine print must be included.
3. This FAQ/walkthrough must not be posted with a banner add or anything similar.
4. I ask that you update this FAQ within a week of the time the update is sent to GameFAQs. If you do not want the responsibility of updating it, then don't post it.
5. You may convert this document to HTML, change the colors, add game pics, etc., as long as the content remains unchanged, and I am previously informed that the change shall take place.
6. YOU MUST NOT attempt to revise or update this FAQ apart from the updates that I make myself. If you think it needs updating, tell me about it. Don't take matters into your own hands.
7. Steal my FAQ, will you? Read the first paragraph of this legal section again and see where it says that you can take it without my permission. It doesn't. It says you need permission. Ask and you shall receive. Take, and I will take it back. For good. I hope you realize that I can sue you and win if you do decide to thief one. The choice is yours.

All names, characters, etc., used in Shadows of the Empire are trademarks of their respective companies. I am in no way affiliated with Nintendo, Lucas Arts, and/or any other persons/companies that are/were involved in the production and marketing of this game. All copyrights are acknowledged that are not specifically mentioned in this FAQ.

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-|_|_*_| | | _____ 4. CRAFT _____/
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Each craft has different controls from each other and from Dash. If you have an instruction book you can find out the standard controls, and the others are just a few menus away on the game, but for quick reference, here are all the craft and their respective controller settings.

SNOWSPEEDER

The snowspeeder is used only in the first stage: The Battle of Hoth. Dash has joined Rogue Squadron long enough to help the transports escape from Hoth. The snowspeeder is just a modified civilian transport with no shields. It has two oversized blaster cannons, and a harpoon and tow cable. The harpoon and tow cable is useful only for tripping the AT-AT walkers, a tactic, which will be explained later. The speeder is a repulsor craft, so it hovers above the ground rather than really flying. This prevents it from flying into space, and from pulling off

advanced acrobatics such as rolls and flips. Standard control is recommended, though you'll need traditional for some cheats.

OUTRIDER

Similar to the Millenium Falcon in many ways, the Outrider is a fast Corellian freighter, and Dash's pride and joy. He and Han are in competition as to whose ship is faster, but no time for the races now. The Outrider has two quad guns that do minimal damage but never run out, and can carry up to 5 missiles at a time. Missiles do much more damage than the blasters, and they seek out their targets. Once the missiles run out, Leebo will automatically begin loading more. In some stages you will just be moving the gun turret while Leebo flies the ship, and in another you will fly and gun.

SWOOP

Swoops are basically just engine pods with seats. They are built to be fast, but they are hard to control. Many vicious gangs use the swoops, often referred to as bikes. Not the preferred mode of transportation, but in the winding streets of Mos Eisley, they can come in pretty handy.

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-|_|_*_| | | _____ 5._CONTROLS_____ /
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SNOWSPEDER CONTROLS

Standard Controls:

Control Stick - move

A - Thrust

B - Fire

L - Brakes

R - Brakes

Z - Harpoon

C< - Harpoon

C> - Changes camera angles

C^ - Harpoon

down C - Harpoon

Start - Pause

Control Pad - Camera

Traditional Controls:

Control Stick - Move

A - Fire

B - Thrust

L - Left brake

R - Right brake

Z - Left brake

C> - Harpoon

C< - Changes camera angles

C^ - Harpoon

down C - Harpoon

Start - Pause

Control Pad - Move

Alternate Controls:

Control Stick - Move

A - Fire
B - Thrust
L - Left brake
R - Right brake
Z - Left brake
C< - Harpoon
C> - Changes camera angles
C^ - Harpoon
down C - Harpoon
Start - Pause
Control Pad - Camera

Note* Vertical control can be inverted on all settings.

OUTRIDER CONTROLS

Standard controls:

Control Stick: Move turret or ship
A - Fire (asteroid field) Thrust/Roll (skyhook)
B - Fire
L - Change camera angles
R - Fire missile (asteroid field) Brake (skyhook)
Z - Fire missile
C> - Change camera angles
C< - Fire missile (asteroid field) Roll (skyhook)
C^ - Missile
down C - Missile
Start - Pause
Control Pad - Camera

Traditional controls:

Control Stick: Move turret or ship
A - Fire
B - Missile (asteroid field)
 Thrust (skyhook)
L - Missile (asteroid field)
 Change camera angles (skyhook)
R - Missile (asteroid field)
 Brake (skyhook)
Z - Missile (asteroid field)
 Roll (skyhook)
C> - Missile (asteroid field)
 Change camera angles (skyhook)
C< - Camera (asteroid field)
 Missile (skyhook)
C^ - Fire (asteroid field)
 Missile (skyhook)
down C - Fire (asteroid field)
 Missile (skyhook)
Start - Pause
Control Pad - Move

Note* Vertical control can be inverted on both settings

SWOOP CONTROLS

Standard controls:

Control Stick - Move
A - Thrust
B - Brake; Go backward
L - Ram left
R - Ram right
Z - Ram left
C> - Change camera angles
C< - Thrust
C^ - Thrust
down C - Brake
Start - Pause
Control Pad - Change camera angles

Traditional controls:

Control Stick - Move
A - Brake; Go backward
B - Thrust
L - Ram left
R - Ram right
Z - Ram left
C> - Change camera angle
C< - Thrust
C^ - Thrust
down C - Brake
Control Pad - Move

Alternate controls:

Control Stick - Move
A - Brake; Go backward
B - Thrust
L - Ram left
R - Ram right
Z - Ram left
C> - Change camera angles
C< - Thrust
C^ - Thrust
down C - Brake
Control Pad - Camera

DASH'S CONTROLS

Standard controls:

Control Stick - Move
A - Jump
B - Fire
L - Change camera angles
R - Open doors/activate switches/strafe
Z - Look around/aim
C> - Change camera angles
C< - Turn jet pack on/off (when you get it)
C^ - Switch weapons
down C - Crouch
Start - Pause
Control Pad - Camera: Up - pull camera back; Down - In-head; Right -

overhead; Left - movie

Traditional controls:

Control Stick - Move

A - Fire

B - Jump

L - Switch weapons

R - Strafe

Z - Look around/aim

C> - Change camera angles

C< - Turn jet pack on/off

C^ - Activate switches

down C - Crouch

Start - Pause

Control Pad - Move

Alternate controls:

Control Stick - Move

A - Fire

B - Jump

L - Change camera angles

R - Strafe

Z - Look around/aim

C> - Switch weapon

C< - Turn jet pack on/off

C^ - Activate switch

down C - Crouch

Start - Pause

Control Pad - Camera

Strafe controls:

Control Stick - Move

A - Fire

B - Jump

L - Switch weapon

R - Strafe right

Z - Strafe left

C> - Look around/aim

C< - Turn jet pack on/off

C^ - Activate switches

down C - Crouch

Start - Pause

Control Pad - Camera

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-|_|_*| | _____ 6. _DASH_AND_FRIENDS _____ /
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Dash Rendar

A mercenary for hire, Dash is the ultimate hot shot. He talks big, flies fast, and fights hard. He may have a fast ship and a huge ego, but that fact is, he's as good as he says he is. Dash has no allegiances and fights for no causes. He is loyal to whoever pays him the most credits, and the Empire has the biggest pocket. However, ties to old friends run deep, and Dash will find himself getting more than he bargained for in his quest to help rescue his old buddy, Han Solo. He (Dash) is the main character in SOTE. You guide him through massive, 3-D worlds in first person mode, and pilot his craft in the others. You

will find him difficult to control in some places, as his gravity-defying jumps and unstable jet pack don't always follow your directions to the letter.

There are four views that Dash can use as he navigates through the stages. In-head, or first person mode, lets you see through Dash's eyes. This is the preferred angle most of the time. The overhead view has many uses also, and helps you make precise jumps. In follow, the camera follows behind Dash and lets you see what he's doing. You have slightly less control than in first person, however. The fourth mode, movie, has no practical application. It changes viewpoints constantly, and although it looks cool, it usually gets you killed. Don't use it, especially if there are enemies around. It's just plain stupid.

LEEBO

Leebo is Dash's trusty co-pilot and companion. He often flies the Outrider while Dash mans the gun turrets, and during the game he briefs you on your mission objectives, provides you with crucial information, and just generally helps you out. Of course, his little green box popping up all the time can become annoying.

HAN SOLO

Frozen in carbonite by Darth Vader on Bespin in order to test the freezing facility, Han has been handed over to Boba Fett, and Fett is taking him to Jabba the Hutt. Dash better track his friend down before that happens. Otherwise, they just might never have that race...

LUKE SKYWALKER

A fledgling Jedi wannabe and a vital member of the Rebel Alliance, poor Luke is at the heart of evil plots by both Darth Vader and Prince Xizor. Vader wants to turn Luke over to the Emperor, and Xizor wants him dead. With Xizor's assassins on the loose, Dash may have to take a little time out of his busy schedule to look out for the boy...or risk his untimely death.

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-|_|_|_*_| | | _____ 7. ENEMIES _____ /
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PRINCE XIZOR

Xizor is one twisted character. Son of a Falleen king, head of Xizor Transit Systems, and ruler of Black Sun's criminal organization, his vast wealth has made him powerful, and gained him trust in the eyes of Emperor Palpatine. Xizor hates Darth Vader with a vengeance, because Vader was responsible for the deaths of 200,000 Falleen, and because he is the only one who stands between Xizor and a place at the Emperor's right hand. You never actually get to battle Xizor in the game.

GURI

Another unimportant character, Guri is nothing more than Xizor's assistant. Purchased by Xizor for nine million credits, she is a human replica droid who serves as his body guard and chief lieutenant.

PROBE DROIDS

Remote droids that the Empire uses for spying and reconnaissance. A few hits with the snowspeeder's lasers will take one out, but on foot they are a little more dangerous. Not harder to kill, just more dangerous.

AT-ST WALKERS

Encountered in the Battle of Hoth, these mobile attack transports

are very dangerous to the snowspeeder. On any mode other than easy, you should come in behind them whenever possible. If they start to turn toward you, get out of there. you do not want to be caught in a stream of laser fire. Shoot at the head and neck, not at the legs. AT-STs can also be found on first person levels, as bosses or mid bosses.

AT-AT WALKERS

Huge and heavily armored, the AT-ATs strike fear into the hearts of all who would oppose them. With awesome firepower, AT-Ats do great damage to Rebel forces. The good thing is, they don't move. Yes, their legs move, but thye don't GET anywhere. So no matter HOW long you take, they will never shoot down the shield generator prematurely. The best way to deal with these beasts is to trip them with your harpoon and tow cable. (see special techniques).

SNOWTROOPERS

Stormtroopers adapted to fight in cold climates. These guards are all over Echo Base. They are generally easy to destroy. They take 2-3 hits on easy, 4-6 on medium, close to that on hard, and only 1 hit on Jedi. Just make sure they don't shoot you, as that is a bad thing. Stormtroopers are just like snowtroopers, they just appear on different stages and have different armor.

WAMPA ICE MONSTERS

Fierce inhabitants of Hoth, several of these beasts have been imprisoned in Echo Base for some strange reason. If you lift the bars on their cages, they will come out and try to swipe at you with their massive clawed paws. Wampas move slowly, but if they connect, it is very bad for Dash. Wampas can be killed, it just takes a lot of laser blasts or a few seekers. There are also brown wampas that live in the canyons near the Imperial moon base, Gall.

TIE FIGHTERS

Standard Imperial fighter. Great agility, combined with its small profile makes it a difficult target. These advantages, however, come at a high price. The TIE (Twin Ion Engine) fighter is completely unshielded and has very little armament. Two meager lasers below the cockpit are all it has for offensive weaponry, but they still do a good deal of damage to the Outrider. They often attack in packs of three or four. Try to shoot them down before they reach you. A few direct hits will down one.

TIE BOMBERS

Larger and more armored than the TIE fighter, this ship carries a heavy payload of bombs, and it's not shy about dropping them. They come to a stop in front of you and send bombs soaring slowly toward you. Shoot the bombs, and use missiles to destroy the bombers. Sometimes missiles destroy two bombers at once.

DOGBOTS

Dogbots are found protecting the junk yards of Ord Mantell. They are not extremely dangerous, but they ARE extremely annoying. A few shots will take them down.

IG DRONES

Robots that hover in orbit over the hovertrain tracks on Ord Mantell. They are quite accurate, and formidably armored. Exercise caution. Sometimes it is helpful to duck when approaching a pack.

ASSASSIN DROIDS

Golden, metallic hit men. They fire bursts of lasers that can drastically lower your health, so shoot 'em up quick, preferably from a distance.

TRAIN GUARDS

A mysterious, human like species is employed to guard the train. The guards carry spears, and would like to shove one through your head. They wear strong armor so stay at a distance and shoot...a lot!

IMPERIAL COMMANDOS

High ranking Imperial guards that are very accurate, and have better armor than your average stormtrooper. Not too hard to kill, just don't let them sneak up on you.

SECURITY LASERS

Small, cylindrical blasters that pivot on a tiny black axis, or sometimes travel up and down poles while firing at you. A room full of them is a precarious place indeed. A few shots will knock them out, but these are hard to administer.

SENTRY DROIDS

Little droids that patrol Imperial installations and repel unwanted guests. They are not intelligent, just laser happy.

SEEKER DROIDS

Small, annoying little robots that float around and shoot at you. Found in the sewers and on Gall. Aim and put them out of your misery.

SWOOP JOCKEYS

These tough bikers were hired by Prince Xizor to track down and kill Luke Skywalker. You'll have to engage them on swoop. Kill them by moving along side them and ramming them into walls or doorways. If you don't get all of them, Luke won't survive.

AUTOMATIC GUN TURRETS

Large black guns that sit in the halls and fire at intruders.

CORUSCANT GUARDS

Heavily armored troops that guard Xizor's palace. They can even be found in the sewers beneath Imperial City.

DIANOGAS

Dianogas are vile, repulsive creatures that lurk in the sewers. They have seven tentacles and one eye on a movable stalk. Dianogas usually live in the water of the trash dumps from cities and large space stations, where they feed off of refuse and occasionally, a live meal. Never jump into murky water until you are sure that there are no dianogas in it. A few laser shots will kill these detestable monsters.

INTERROGATOR DROIDS

Such machines were outlawed by the old Republic, but some have been constructed by the Empire. Cold and cruel, these instruments of oppression torture their victims to produce information. In the halls of Xizor's palace, they can spare a few laser bolts for you. Shoot ahead of them so they move into your fire.

WALL LASERS

These small, yellow and black striped tri guns fold out from walls to take pot shots at you. Destroy them quickly or face the consequences.

OTHER ROBOTS

I don't know what they are called, and I really don't care. They are tall, spindly, silver droids that inhabit Xizor's palace as well. They usually don't hit you, just don't give them the chance.

STAR VIPERS

Large, impressive fighters built by Prince Xizor. With good armament, powerful blasters and better than average shields, these deadly fighters are more than a match for the Outrider, especially in groups. Shoot as many as you can to get extra lives. Trust me, you'll need them.

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-|__|__*__| | _____ 8._ITEMS_____ /
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Various items are strewn throughout the first person stages, which you should collect for an advantage.

SMALL HEALTH: Looks like a small, rectangular, white and blue box spinning around. It replenishes your health by either 5 or 10.

BIG HEALTH: Larger white and red box. Collect to replenish 20 health.

FULL HEALTH: Tall, red and black box. Completely refills your health.

EXTRA LIFE: If you see a red Rebel symbol spinning in the air, it is an extra life. Collect as many as you can!

INVINCIBILITY: Kind of like a blue hourglass. Collect to become temporarily invincible.

CHALLENGE POINT: Looks like the extra life, but it is silver instead of red. Collect these in the stages to earn extra lives. Also, if you get ALL of the challenge points on any one difficulty level and beat the game, you get a special privilege.

EASY: Access to the Leebo Scanner. Press and hold the camera button for 5 seconds.

MEDIUM: On the skyhook battle, press and hold the camera button for five seconds to turn into an X-wing. Press and hold for 5 more seconds to be a TIE fighter.

HARD: Press and hold down C for 15seconds to become temporarily invincible and gain all weapons.

JEDI: The wampas are your friends.

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-|__|__*__| | _____ 9._WEAPONS_____ /
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LASER BLASTER: Dash's default weapon. The blaster does minimal damage but recharges all by itself. On Medium or higher, your aim will be kind of shaky, so hold the aim button (Z on standard) to lock on to your target as you shoot.

SEEKER MISSILES: Heat seeking missiles. They do more damage than the blaster, and kill most small enemies in one shot, but they have a limited range and don't seek bosses. It is good to stock up on these weapons so that you have a fair amount of fire power should you require it suddenly.

FLAMETHROWER: Pick up the flame to fire bursts of fire from your

gun. The flame has a VERY limited range and must be used up close. It is very powerful, though, and a worthy addition to your arsenal. Flame ammo can be hard to find, so look hard.

PULSE CANNON: A new and handy weapon that fires a rapid blast of energy orbs. The pulse cannon is extremely inaccurate, so expect to miss a lot of your shots, but if you pour it on, nary a foe is left standing in its wake. Uses ammo quickly.

STUNNER: The stunner can only be found in Xizor's palace. It sends out shockwaves in all directions, freezing all humanoid forms in their tracks...for a moment anyway. You will probably have to go out of your way to find a practical use for this cool but fairly useless weapon.

DISRUPTOR: The most powerful weapon you can get. A disruptor blast will eliminate all enemies within a large radius. Of course, it can do the same to Dash if he's not careful. Disruptors come in packs of 1 or 2, and are very scarce. Save them for the Gladiator Droid.

-|_|_*_| | _____ 10. _SPECIAL_TECHNIQUES _____ /
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HARPOON AND TOW CABLE: The snowspeeder is armed with a harpoon and tow cable for taking down Imperial Turtle Walkers (they look a little like turtles, don't you think, and they're even slower). This is how you get challenge points in the first level so you need to master the technique.

All you have to do is fly close to an AT-AT and begin to go around him. You will then be given the command to fire your tow cable. Hit the harpoon button and it will attach to the monster's leg. Now comes the tricky part. The camera pans away from the speeder, and you will have to figure out which way to push on the stick in order to sustain your turn. Basically, you just push the same way you were when you attached the cable. (If you were coming from the right, hold left on the stick; if you were coming from the left, hold right.) You should try to stay close to the legs without hitting them. If you hit the walker, you will die instantly. Surprisingly, this is not as difficult as it is on Rogue Squadron because the controls are less clumsy. If you can do it on Rogue, you should have no problem here. Just make sure that when the cable releases, you don't hit the carcass of a dead AT-ST that may be sprawled in the area. When you finish your final revolution, the big metally turtlely thing will come crashing down on it's face, and you'll be rewarded a challenge point.

STRAFING: Inside Echo Base and on other stages, there may be stormtroopers or other baddies waiting around the corner to ambush you. If you just pass the corner, you have to turn to face your attacker, and during that turning time, they may shoot at you, a situation that is potentially fatal. So to take an uncertain corner, or to surprise an attacker, you should learn to strafe. In the standard controls, turn to face the wall, hold R, and press the stick in the direction of the end of the wall. You will step sideways, so you will round the corner already facing you attacker, giving you the edge you need to kill him before he can take a shot at you.

SWIMMING: More like flying underwater, actually. Your jetpack automatically turns on when you enter the water, and it uses up no fuel while propelling you through the world of the deep. In fact, its energy is slowly replenished while underwater. Dash apparently has huge lungs,

as he can hold his breath for more than 30 seconds as he swims and fights his way along. But he WILL run out of oxygen so let him take a breath every now and then.

FIGHTING MULTIPLE ENEMIES: Stormtroopers, snowtroopers, commandos and Coruscant guards all reel back when hit with a laser blast and require a second or two then to regain their composure before shooting again. You can use this to your advantage if you have to ward off two or more troopers at once. Just sweep your gun back and forth across them while firing. That should hit each one just enough so that they can't fight back until its too late.

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-|_|_*_| | | _____ 11. MISSION WALKTHROUGHS _____ /
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PART ONE

The Battle of Hoth

It is a time of crisis. Imperial probes, scouring the galaxy for the hidden Rebel Base, have discovered their outpost on the remote ice world of Hoth.

Darth Vader, obsessed with finding Luke Skywalker, has sent his forces to engage the Rebels in battle.

With the dreaded Imperial fleet approaching, a lone freighter has entered the Hoth system....

LEVEL 1: THE BATTLE OF HOTH

Objective: Destroy the Imperial forces to by time for the transports to evacuate the Rebel base.

Boss: none

Challenge Points: 3

Out of the blue, Dash Rendar arrives on Hoth with a shipment for the Rebels. And he couldn't have come at a worse time. The Rebels have been discovered and are busily attempting to evacuate Echo Base. Quickly he meets up with old smuggling pal Han Solo, he convinces Luke to let Dash join Rogue Squadron in the fight against the advancing Imperials. Take out all the walkers and probe droids.

WALKTHRU

Stage 1: The first stage is simply a breeze. All you have to do is shoot down the four probe droids. You should beat this in the first try. Just use your radar. The radar is very important. It flashes red when an enemy is shooting at you, and shows you from where the fire is coming. Learn to use it to evade attack and to locate enemies.

Stage 2: A little harder. This stage has two AT-ST walkers along with a few droids. The walkers do little damage on easy, but on any other mode their fire should be avoided at all costs. Stay high, and shoot at the head and/or neck, and if one turns to face you, get out of

its way fast. After you take down both walkers and shoot the probe droids you advance to the next stage.

Stage 3: Now an AT-AT has been added to the picture. First go after the AT-STs, as they are more mobile and will do you more harm. Use the same method as described above. Then kill off the probe droids. When only the turtle walker remains, rope it with the tow cable to score a challenge point. You can use your lasers, since time matters not, and the SOTE AT-ATs are much more vulnerable to blasters than the RS variety, but if you want to score more lives, then use your tow cable. On easy you have infinite cables, but on Medium you only have 6, and on hard and Jedi, 3. This means you'd better start getting it right the first time. If you must shoot it down with lasers, shoot for the head. Now on to the final stage.

Stage 4: The hardest stage. By now the battle field is swarming with enemies. TWO full size AT-ATs, a murderous FOUR chicken walkers, and who knows how many probe droids. Once again, go for the AT-STs first. This can be suicide since they all want to be facing you when you come in for a shot. Try to hold your brakes and fire as fast as you can from a distance. Don't get caught in the crossfire from all the Imperials on the screen. There really isn't much to say, it just takes practice. Then kill the probe droids, and then rope the walkers as you've been taught. After all the enemies are just billowing piles of wreckage burning in the snow, the Imperials will DESTROY THE SHIELD GENERATOR! HOW???. They are all laying there DEAD as rocks, and yet the shield generator blows up!! Oh, my. Well, good work anyway. You're done. And if you got the challenge points, you get extra lives. Oh, the ecstasy!

*Note: For a slightly different approach, see the misc. tips section of this FAQ.

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LEVEL 2: ESCAPE FROM ECHO BASE

Objective: Title says it all.

Boss: Imperial AT-ST

Challenge Points: 10

The Imperials have invaded Echo Base, and the last of the transports are taking off now. The Falcon and Outrider are the only ships left. Han got Leia and C-3PO out on the Falcon, which is preparing to take off just as you start. Fight your way past murderous stormtroopers, precarious probe droids, and vicious wampa ice monsters to get to the Outrider and take off. One problem. The power is out, and so in order to get the bay doors open, you have to turn on the generators.

This stage is (usually) not extremely difficult, but the walkthrough is long because it covers Dash's every step. I had a bit of trouble knowing what to call things here, but I think if you know the stage you can understand what I'm talking about.

WALKTHRU

Stage 1: You start in a large open room, empty with the exception of yourself and a couple of straggler snowspeeders. The walls are lined with large empty recesses. Go toward the open recess that leads to the other bay. You will see it, it is the only way out of the room. There may be a snowtrooper in the hall between the two bays. Kill him, and

cautiously approach the second room. If you are playing on Jedi, the snowtroopers kill you in three shots, so be very careful. There will be about 5 snowtroopers in the room. Strafe toward the opening from against the wall. Every time a trooper comes into view stop in your tracks and shoot at him. After awhile you may have to just charge in hoping to kill them before they kill you. Duck into the first bay and you will find some health. There should also be a large health in one of the boxes in the room. Watch your back too, because in the circular wall there are two doorways, and troopers will fire at you from one. After you take out all the enemies in the room, go into the passage from which the snowtroopers were shooting at you.

Challenge Point 1: At the end of the hall, past a box and another trooper, is a door. There is a switch on the adjacent wall. Push it, and quickly turn to face the open door. Shoot the snowtroopers inside, and go into the part of the room with the red cylinder. Be careful, because there is usually a snowtrooper hiding behind it. Once the room is clear, you will see a little niche in the wall. Open it as you would a door, and inside will be the first challenge point along with (on some modes) health.

Collect the rest of the health in the room unless you wish to save it for later, and exit by the other door. You will emerge into a hall. As the door opens you will see a trooper that you should kill, and proceed down the corridor with caution. 3-4 snowtroopers are hiding in there. Clear the boxes out of the way and knock out the automated gun. Then go back to the door you saw in the hall. Inside that room is a snowtrooper, and three cages. Those cages are the prisons of wampa ice monsters. So why bother with them? Because (on easy and medium) you can get seekers by opening the cages using the wall switch and entering the cage that holds the missiles. But you have to get past its occupant first. This is actually easily done, if you can overcome your paralyzing fear of wampas. Just open the cages and walk backward towards the door, luring the monsters to you. Look for the biggest gap and charge between the wampas at full speed into the cage with the packet of seekers. Then get back to the door in the same manner. Hope that the wampas do not decide to follow you out into the hall.

Challenge Point 2: Run to the place in the right wall where an opening is blocked by four stacked boxes. On all modes other than easy, a wampa is in the room. So destroy the boxes, kill the wampa, and charge to the back of the little place to collect your challenge point along with some health.

Returning to the hall once more. The hall forks at the end, and if you want more seekers (on easy and medium) go left and tackle the door you find. If not, go left, watching your back (and your front) for attacks by snowtroopers. Forge your way past the boxes, past the 3 snowtroopers. On the second corner you come to, strafe just far enough so that your gun shoots around the corner, but your body stays hidden. Fire like crazy, and listen for the sound of a dying snowtrooper and an automatic gun turret exploding. Now it should be safe to go around the corner. Pick up the seekers, and watch for the two probe droids in the air on each side of the bridge. Also make sure to kill the snowtrooper(s) on the other side of the canyon.

Challenge Point 3: Just before you cross the bridge, look to your right. You will see a small protruding platform holding a challenge point and sometimes some seekers. Jump over to get it.

Back to the bridge. Cross and make your way to the left along the thin canyon ridge. Once you reach the cave, there will be a snowtrooper inside. That aside, you should emerge into an open area swarming with adversaries. Don't race blindly into battle, but wait for the enemies to come to you. You will have to be careful that the big ice stalagmite does not obstruct your fire. The first probe droid will stick its ugly

head around the corner only to be riddled with your laser fire. Also another droid will be there, and a snowtrooper up on a high platform. "Shoot zem;...shoot zem both". Hehehe.

Challenge Point 4: Anyway, work your way out on to the ridge and proceed cautiously right, killing your white clad attacker. Keep going to the end and you will snag challenge point number 4.

Now go back to the right and keep going along the ridge. Once you reach the big health, shoot at the snowtrooper and the automatic gun turret across the way. Now there is nothing that stands in your way. Pick up the health behind the inanimate gun stalk, and run down the hallway to the elevator.

Stage 2: If you can't figure out how to open the elevator door, there is no hope for you. Shut off the game, and take it back to wherever you bought or rented it. However, if it is obvious to you that the little red switch on the wall does this task, you can proceed. Just checking...

Bump off the snowtrooper in the passage and blow up the big crate. Now don't go around the next corner yet, 'cause there is a gun turret waiting to blow your head off. Instead, fire a seeker straight down the corridor. It will take out the murderer, and you can go on your merry way. You will soon see a large open area at the end of the hall. Go halfway toward it and crouch down to shoot the trooper at the top of the staircase immediately opposite you. Strafe out, facing the left wall and kill the other trooper. Note that in all modes but easy, there will be a probe droid hovering in the room. Go up to the stair case, but don't climb it. Rather shoot through the stairs at the probe droid that you will find hovering at the end of the catwalk.

Challenge Point 5: I'm sure you noticed the two huge, round rooms on each side of the stairs that you can enter by jumping in between the posts. Go to right one, jump up into it, and run around behind the giant turbine to find the challenge point. The other side just has health.

Challenge Point 6: Up the stairs you go, running at full speed, and jumping off the end of the catwalk into that little place (I don't know what to call it) where you can collect an extra life (on easy) as well as some health and the next challenge point.

Jump back onto the catwalk (you may wish to use the overhead view for a more precise jump) and there will be a snowtrooper shooting at you from both sides. Wheel quickly around and bust 'em up. Now you can choose to take either the left path or the right path. I recommend the left, as there are less enemies. When you reach the other side, shoot the snowtrooper on the bridge.

Challenge Point 7: Where both paths meet, you should see a door with a switch, and on either side of the bridge, two large generator shafts similar to the ones where you found challenge point #5. Walk along the bridge until you come to them and then jump over the railing into the left one. Go around to the back to pick up an extra life, health, and challenge point number 7. But don't leave yet.

Challenge Point 8: At the point where your structure and the one on the other side of the catwalk are closest, you can jump to the between the two. In the other structure you will find the challenge point.

Get back to the catwalk by going back to the first structure and climbing the perimeter platforms. Be careful when you try to jump from the last one over the railing. Then go to the elevator. Flip the switch and go inside. Ride to the top, blaster ready. There should be one or two stormtroopers immediately inside. You are now in the generator room. one last trooper awaits you at the back of the room. Pick him off, grab the health, and then activate the six switches in the room.

Leebo will appear on your screen telling you that the generator is activated, and to head for the ship. Go back to the elevator and ride it down to the catwalk. Now the door at the end of the bridge is open, and there is a trooper or tow shooting at you from inside. Shoot them from a distance and run inside. Around a corner will be another automated gun that you can take out by sending a seeker around the corner. Open the switch behind it. Now comes the tricky part. If you don't care about the challenge point or the extra life, just run through this part. The floor is breaking apart. Stay to the right and run as fast as you can, shooting at the distant snowtrooper. If you make it to the other side, jump onto the wedge-shaped ground and you are safe. However, if you want to get the challenge point, here is what to do.

Challenge Point 9: Stay to left where the floor brakes apart. Stay near the back of the room, and watch the left wall. You will soon see something gray coming out of the wall. Run toward it; it is the challenge point. Once the wall is back far enough to collect it, hop to the right side and run to the end of the room.

There is also an extra life in the room, but getting it is fairly useless since it is almost impossible to get it and live. On the right side, near the middle of the room, it comes out of the wall like the challenge point, but much later. By the time you get it, the gap at the end will likely be too wide to jump. Try using the overhead view and jumping at the very last second.

Once in the hall, enter the elevator. It will take you up to ground level. This is where you will fight the boss. Take the first corner, and then you will see an opening in the left wall. When you step in front of that doorway, the boss cinema sequence will begin.

LEVEL 2 BOSS: IMPERIAL AT-ST

Actually, the AT-ST is not difficult to beat if you know what to do. On easy, strafe in front of the door so that you are facing him. As soon as you can move, enter the room and run left. Climb the boxes, grab the invincibility, and fire at his head from the catwalk.

On modes other than easy, the invincibility will not be there, so you will need to possess a bit more skill. Start the same way as you did on easy. When you can move, run straight toward the beast and get behind him. He won't shoot you during this initial charge. DO NOT EVER shoot from the doorway. That leads to long, drawn out battles and increased risk on your part. Run straight behind him and stay there. Turn with him, trying to get right behind him, or lined up between his legs. When he cannot see you, he will pause briefly to look around. Seize this opportunity and shoot him. No, not in the legs, in the HEAD where he is vulnerable. Hold the aim button and aim up at his head, firing as rapidly as possible. Then he will commence moving again and you will have to keep following behind him. You don't need to wait until he stops (he rarely does) but just shoot anytime you have a good angle. Use your blaster, because you will need your seekers for IG-88. Soon the big wimp will collapse.

On easy, shoot the boxes you climbed on to get the invincibility, and inside you will find an extra life. Climb up to both catwalks and get all the seekers you can, then blow up the ground crates to unleash more seekers and health.

Challenge Point 10: Finally you can exit the boss chamber and go down the corridor until you come to the passage obstructed by boxes. Blow them up and go down the passage. Kill the wampas at the other end and then cautiously approach the spot where the ground elevation drops slightly. Look across the canyon to the small ledge where the last

challenge point is located. Jump across to get it. That can be a little tricky, but the jump back is easier.

All you have to do now is take off in the Outrider. The ship is guarded by a pair of snowtroopers and there are two more on board. Kill them, and then go to any one of the doors in the ship and activate it. The bay doors slide open, and out goes Dash. But he's not out of trouble yet...

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LEVEL 3: THE ASTEROID FIELD

Objective: Destroy all the TIE fighters and bombers so that you can get clear to make the jump to hyperspace.

Boss: none

Challenge Points: 6

Dash may have escaped Echo Base, but now he has to escape the Hoth system, and the Empire is doing its share to prevent that. Mostly this stage's structure is very simplistic. It reminds me of Rebel Assault or X-wing vs. TIE fighter. You don't fly the ship; Leebo does. You just man the guns. All you have to do is destroy a fixed number of TIE fighters and bombers:...easier said than done.

WALKTHRU

Switch to the cockpit view. It is the easiest. Don't worry about the Star Destroyer at the start. You can't destroy it, and it won't destroy you. Watch your radar and your red arrows, because they will show you when the fighters arrive. On easy, it is very unlikely that you will die even once. On medium, you will probably get killed once or twice. On hard and Jedi, you might as well just shoot yourself in the head. Well, not quite, but you have to have a lot of lives stored up and be an excellent marksman.

TIE fighters, surprisingly, do you more harm than bombers most of the time. They will often charge you head on in packs, firing at you. If you can, try to route these attacks with a few direct shots or with a missile. If you see the message, "INCOMING BOMB", it means that a group of bombers have engaged you unannounced, and are shooting bombs at you. Turn to face them, destroy their bombs, and shoot them out of the sky. Then turn your attention back to the fighters. It can be very confusing at times, because your crosshairs always drift, so you have to fight just to keep them pointed at the right place, and because you will often start chasing a band of fighters that are flying perpendicular to you while another quad will attack you from behind. Just try to keep your wits about you and look around more, rather than staying on any one group for very long.

Challenge Points appear in the form of red asteroids. When you see them, take a moment out of your battle to blast them apart, or send a missile to take care of them. On hard and Jedi, they can be a great and fatal distraction if you aren't careful, and could easily cause you to lose more lives than you gain. Collect at your own risk.

PART TWO

In Search of Boba Fett

A rival bounty hunter has forced Boba Fett into hiding

before he could deliver his
prize, the carbonite-frozen
Han Solo, to the vile
gangster, Jabba the Hutt.

As Luke Skywalker and
rogue mercenary Dash Rendar
search for Boba Fett, a sinister
new figure emerges from the
underworld.

This cunning and ruthless
head of the powerful crime
syndicate Black Sun plots to
ensnare young Skywalker and
replace Lord Vader as the
Emperor's right hand...

LEVEL 4: ORD MANTELL JUNK YARD

Objective: Find IG-88.

Boss: IG-88

Challenge Points: 12

Han Solo has been encased in carbonate at Cloud City, and given to the infamous bounty hunter, Boba Fett. Fett is taking him to Jabba the Hutt to collect a big reward, but someone else wants that reward: rival bounty hunter IG-88. IG-88 is one of a group of five assassin droids that turned on their creator when activated. He's been tracking Fett, but when IG-88 finally caught up to him, his ship was badly damaged in the battle which ensued. So IG-88 landed on Ord Mantell to look for spare parts to repair his crippled fighter. Dash needs to find the droid to find out where Boba Fett is hiding with Solo, and so he needs to take the hovertrain to the salvage plant at the end of the junk yard; and it won't be a stroll over the rolling plains of Chandrilla. Dogbots, IG drones and assassin droids await our hero as he takes the treacherous ride, and you have to use only your blaster, because the train's magnetic field disables your other weapons. It can be kind of difficult to remember and collect all twelve challenge points as you rip through the stage and turn the down the droning music, but with a little determination, a bit of skill, and one fairly accurate mission guide, you should be able to do it.

WALKTHRU

Stage 1:

Challenge Point 1: Hovering above the track. Just jump up and grab it as you go by.

When you first start out, after getting challenge point 1, spin around behind you to shoot the dogbot coming in from the rear, unless you are on easy or medium, in which case there will be none.

Challenge Point 2: Now strafe towards the left side of the train. You will have to jump a series of raised platforms that cross over the tracks. Learn to time it right, because there's a LOT of them. Use the first person view; it's best. If you are far enough to the right, you will collect the challenge point as you jump the first obstacle.

Challenge Point 3: Now strafe to the right side of the train. You collect the challenge point in the same manner as #2, over the fifth obstacle.

Also note that there will be larger structures spanning the track; big, fat, and striped yellow and black. These you cannot jump. You have to duck when you come to them. Immediately after you get challenge point 3, strafe back to the left. An extra life will be under one of the structures you crouch under. All the while watch for dogbots and pick them off from a distance. If you see IG drones, make them a priority. Though stationary, they have stronger armor than the dogbots. When you come toward a brown bridge over the track, crouch; don't jump. Soon another train will move up beside you. It has an extra life on it. When it comes within jumping distance, jump over on to it. You may say, "I don't care about that extra life! I wanna stay on my train!". Well go over there anyway, because if you stay on the track you are on, you will die. Simply put, there is an impassible object that will know you off the track. You will see it once you jump to the other track. After you pass it, you should return to the original train.

Soon your train will pull up close to another. Jump to the next set of cars and run to the front where you will find a full health, though depending on your current state of wellness, you might want to save for later. The train will pass between two posts on either side of the track, with a red force field between them. Shoot them to deactivate it. There will be several in a row. Force fields out of the way, you should watch for a separate train coming in your direction on the track to your left. On it will be an assassin droid. If you can, kill it from a distance. You can choose to try to jump on it as it rolls past, or you can wait.

Challenge Point 4: A boxcar will soon appear on the neighboring track. Inside is another droid and the next challenge point. You can jump into it as it passes or, if you got on board the previous train with the assassin droid on it, you can jump in from there.

Just be aware that a squad of dogbots is about to converge on the car, firing into it from behind. There is also one coming from the front. Leap back to the other track and shoo them down as fast as you can, because you are coming upon a series of IG drones. They are perched in towers beside the track. As if that's not enough, yet another assassin droid is riding a car toward you on the other track. This one has an extra life with it. Blast the droid, and jump onto car to grab the life-up. Now you will have to wait for a minute because the tracks move apart a bit, and even Dash's hover jumps can't get you back to the other train...yet. In a minute the tracks will move back together, and begin a downward slope where your track ends. Jump back to the hovertrain on the right, as the one on the left crashes into the sludge.

Challenge Point 5: Just after the left hovertrain submerges in foul smelling crud, you will star to go uphill; watch closely. An almost-invisible challenge point is hanging in mid air right as you go through a hole in the wall.

Now, if you're on hard or Jedi, the next section of track is a real pain. After an initial attack by the weak-but-annoying dogbots, there will be a bunch of IG drones in platforms. They are staggered on each side of the track. Crouch down and shoot like crazy at them. For some reason, crouching seems to minimize the amount of damage you take. I dunno why. As you come to last group you will really have to fight with aim button to keep your gun pointed in the air. It tries to shoot through the train at another boxcar that is coming up on the track below you. After clearing the drones, your track will join another, and the previously mentioned boxcar will pull up ahead of you. In it is a train guard, one of the humanoid monsters that patrol the Ord Mantell hovertrains. Keep your distance so they can't hit you with their spears, and kill them. This one you need to hit fast so you can jump into the car. From here you have a very short time to collect

everything on this train, so you'd best hurry. There are 3 challenge points on this train.

Challenge Point 6: In the first car you come to you will pass a full health and in the last room with a train guard, the challenge point will just be spinning in the air. Jump up and collect it before moving on.

Challenge Point 7: As you jump to the next car, you will notice the challenge point hovering in the air between the two cars. Go up the stairs, and turn around. Go backward toward the challenge point on top of the car. Walk out just far enough to grab the point, and you will land safely. Turn back around and ascend the stairs once more.

Jump to the top of the third car. Go past the stairs, around to where the extra life is sitting above the railing opposite the opening that leads down into the car. Jump slightly, just enough to stand atop the rail and grab the life, and then run down the stairs and jump to the fourth and final car.

Challenge Point 8: Run through to the end, kill the guard, and then go for this time consuming challenge point. You have to stand on the little wall (and it's not easy to get up on it) and then jump in the right place to get the point. Just line yourself up with it, jump like you did on the railing of the previous car, and then jump again. You ought to hear the sound of a challenge point being collected.

If by now you are just pulling up behind yet another series of cars, you made it. Jump on to it and start running and shooting. Kill the guards and dogbots while you run. Before you get to the front of the train you will get a full health, encounter two guards and two dogbots, and when you actually reach the front you get an extra life for your trouble. Now just wait. There isn't a lot of action as you ride many stories above the floor, save for a dogbot and one IG drone.

Challenge Point 9: After you enter a familiar looking tunnel, your track will slope uphill, and you will see *gasp* ANOTHER train appear out of the fog. Just as the track levels out, jump onto the train and run AFAP (as fast as possible) to the engine. The engine has a little room on each side of it's main bulk. Wasting no time, jump to the right side and collect the ninth challenge point.

By now Leebo is probably saying, "Jump to the next hovertrain!". So what are you waiting for? Go to the other side of the engine, kill the guard on the approaching train, and when it pulls up beside you, jump as far as you can toward the final train. It is a bigger jump than it looks like; don't underestimate it. If you get on it, prepare for the impact. Your hovertrain is about to crash through the door, and you are gonna face IG-88. Good luck. The last three challenge points are in the

LEVEL 4 BOSS: IG-88

IG-88 has just told you where to find Boba Fett, but what he didn't tell you is that that information comes at a high price: your life. He sees you as a possible obstacle in his quest to reach Boba Fett first, and so he's decided to kill you off. No mercy here, he's a droid. He doesn't show any compassion. IG-88 is armed with a pulse cannon and laser blasters, and he can see 360 degrees. You've got your work cut out for you.

The player's greatest enemy is panic. Try not to be so scared of IG-88 that it prevents you from thinking rationally and fighting well. Keep on the move, and collect the challenge points first.

Challenge Point 10: The second you can move, jump over the edge of the train, and go through the left doorway at the end of the track. Climb the ramp, and turn left again. Jump up on the trash at the corner, and then carefully but quickly ascend the thin, makeshift ramp that leads to the challenge point.

From the apex of the hill, turn to your right and you'll see a platform. Jump from the top of the garbage pile onto the platform, and pick up the flamethrower. It isn't much good for IG-88, but you will want it in the next stage. Turn right again and jump to the next part of the catwalk. Time this jump carefully. The ceiling is low, and you could fall through the hole very easily.

Challenge Point 11: If you make it across, run along the catwalk until you reach the first vat. It is a huge black cylinder filled with red-hot liquid metals. The challenge point is inside. There is a small ledge that holds the point and some health. Jump inside and get to the point as AFAP. The temperatures inside will chip away at your health as long as you stay, so make this a quick visit. Open the hatch, and jump out on to the ground.

Challenge Point 12: Yep, you guessed it: it's in the other vat. Run up the ramp and dive in. Wait a second!!

If you are easy or medium, this is also a crucial point in your strategy. There will be (on the listed difficulty levels) an invincibility on the ledge with the last challenge point. Get it, and exit the vat. Arm yourself with seekers. By now IG-88 should have found you. Stand in front of him and trade your point-blank seekers for his pulse cannon, which of course is doing you no damage because you are invincible. Once he gets down to about 30-20%, he will start to run away. Follow him and shoot at him, until your invincibility wears off completely. When it does, go back up the ramp around the second vat and up to the catwalk on the wall where you can get more seekers and health. Then track the coward down and finish him.

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LEVEL 5: GALL SPACEPORT

Objective: Find Boba Fett.

Boss: Boba Fett and the Slave 1

Challenge Points: 15!

This is a VERY...LONG...STAGE! The first time I played it, it took me nearly an hour. Now I can do it in less than 40 minutes, but it is still the longest level in the game. Also fifteen challenge points is a LOT to collect all in one mission. Consequently, this is also an extremely long walkthrough.

Dash has ascertained from the late IG-88 that Boba Fett is hiding on the Imperial moon base, Gall, in the Zhar system. To avoid detection, Dash must hide the ship in Smuggler's Gorge and sneak into the base on foot. Easier said than done.

WALKTHRU

Stage 1: You will start out in the Outrider. Go to the back of the ship before heading out to collect a package of seekers. Then, if you want to, try to activate one of the doors. Leebo will tell you that the ship is safe with him. Try again, and he gets a little irritated. Activate a third time, and the reserved droid will tell you flatly to go away.

Challenge Point 1: Found on top of the Outrider. Go around the ship and you will find a small rock formation jutting out of the ground below the cockpit. Use it to get on the ship.

As you start into the canyon, a stormtrooper is waiting around the first corner, and a probe droid is also setting up an ambush across the first jump. Through the fog in the distance you will see the silhouette

of two automatic laser guns. Knock them out before you get in range of their cannons. Before jumping across to the left side of the split, at the edge of the same clearing where the stormtrooper was, there is a hidden large health. It is over the side of the cliff on a tiny protrusion. Unless you really need it, I suggest you pass it up and go to the other side of the ravine. Several probe droids will appear, so watch your back. They rise out of the canyon for a surprise attack. As you near the bridge you will see it is guarded by an Imperial commando. Knock him off into the bottomless pit over which he stands and cross the bridge, ever so carefully. Pass the wall and turn left, and look up in the air at the next probe droid. There may also be another commando in the passage. If not, continue through and watch for him on the other end.

Now you will begin to wind along the edge off the cliff like in Echo Base, but the ridge is a bit wider. You will come under a hole in the wall above you. Go under it and look up. In a second or two a commando will appear in the hole. Shoot him off. As you continue you will be attacked by more probe droids. There will be two where you jump over the break in the canyon ridge. Past that, there's a much lower hole in the wall similar to that in which the commando stood. Go back into the tunnel and you will find some health. Turn around and come back out, but before you drop back onto the ridge, shoot the tiny and distant probe droid hovering beneath. After you jump back on to the ridge, you will start to go downhill. Ready your blaster, because two stormtroopers are waiting for you at the lowest point. From there, you will go past a cave...this one, the home of a brown, mountain wampa (go figure). Walk right past him. It is not likely that you will be pursued. If you need health though, you can go to the NEXT cave entrance and come into the wampa's cave from behind. In his cave you will find some health. Just don't stay for dinner...

Challenge Point 2: Take the right branch that leads out over the canyon. Keep going, kill the commando that fires at you, and to the other side of the overpass. Carefully turn, and jump onto the thin, makeshift stairs that the commando was on. Climb to the top, and you will find the point, along with seekers. Get back down by falling, then go to the end of the platform and pick up the full health.

Keep going along the ridge, and be careful around corners, because there will be a total of three commandos that try to ambush you before you get to the complex. You will soon come in sight of a building. Go inside the first opening on the right, knock out the guards, and flip the switch to open the blast door. Inside, you will find a bunch of security lasers that run up and down little black poles. A good deal of shooting is required to oust them. Try to stay out of their line of fire, and shoot at them when they go down, or else use seekers. Pick up any health you find, and then head to the elevator. As soon as you step in, look up and be ready to fire at the pair of stormtroopers that await you at the top. Strafe into the next room and take out more troopers. Then repeat the procedure in the facing the opposite direction into the next part of the room. As you prepare to go back outside, know that a droid is waiting just to the right outside the door way, and it NEVER misses. Be prepared to take a hit from it.

Going left, uphill, a stormtrooper will block your path, and when you reach the top shoot over at the floating platform where two more stormtroopers are guarding the switch that opens the huge doors behind you. The only way to reach the platform is by riding the lift that floats back and fourth perpetually. Here's what I like to do, assuming I have at least 50-70 health. I jump before I reach the lift, onto the ground below it. Collect the health on the ground and go right around the base of the building where you will find an elevator back up to the top. A sentry droid is at the top, so take him out quickly. If all this

is done right, you should gain more health than you lose from the fall and the droid's lasers. Then go back to the lift and ride it over. Go to the switch, and wait. You want to reach the lift port just as it returns, and to do this requires a bit of timing. Go to the switch and look back at the lift. When it reaches the other side and stops, about to come back, turn, hit the switch and go running back to the lift. Get on, and you should make it back to the doors before they even open all the way.

Inside, a stormtrooper is above you on a raised platform, and on the other side of the room a sentry droid rolls about, also above you. Shoot them, and then proceed to the back of the room where you will find a lift to the second floor. Turn so that you are facing out into the room, and board the elevator backwards. This will prepare you to kill your intended assassin (just an average stormtrooper) who stands guard at the top. Cross the bridge, and if you need health, cut sharply to the left and you will find some on a ledge. If not, go forward, turn left, and strafe into the room. This room is quite difficult, and you WILL get hit, so move fast and be prepared. There will be lots of stormtroopers. Shoot the ones in front of you and all those on the bridges. There will be a sentry droid that you should also destroy. Move carefully along the edge and watch the area where you came in. A seeker droid will rise from the depths and fire at you. If you are busy fighting stormtroopers, you'll never know what hit you. Fire at everything that moves. After you have knocked all the men in white off into the gap, cross the first bridge. Board the elevator, and kill the last stormtroopers at the top. Now it should be safe to cross the high bridge.

Challenge Point 3: You may notice that to the right of you, suspended in the middle of the room, is the challenge point. You could jump off and get it, but that results in almost certain death. Rather, you should wait until you get the jet pack, and then come back and get it.

Grab the health in the blank room, and get in the elevator. Turn to the left of where you came in. As soon as you head clears the top of the shaft, a conveniently placed probe droid will commence shooting at you. Blow it to subatomic particles and then go toward the tower. Inside the opening is an elevator. Flip the switch and get ready to blast the commando who runs the tower. At this point, flip the switch and go through the hatch that opens. Here you will find the jet pack. Now you should go back down the elevator to get challenge point 3. But wait, there's more... In the same room with point #3, there is an extra life. You say, "Where? I didn't see no extra life!" (I am not implying that you are accustomed to utilizing improper grammar). Well, it's spinning almost out of site below the lowest bridge. You can see it if you go to the very edge of the bride and look down. Position yourself as close to it as possible, and drop off the edge. When you get close, turn on the jet pack and float the remaining distance to the 1-up. Then just pour on the thrust.

Challenge Point 4: This point is located on top of the tower where you got the jet pack. Fly to the top, where you will also find health and some pulse cannon.

Now you will need to fly across the canyon to get to Boba Fett. The only way across is by flying from one of the platforms protruding from the canyon floor to the next, until you reach the other side. This is not extremely difficult, but for those inexperienced with the jet pack, it can be a task most frustrating. However, the first one is simple. From the top of the tower, run and jump as far as you can. At the apex of your jump, turn on the pack and float as far as you can toward the first platform. The biggest thing is to keep yourself straight. You will need to thrust once or twice to land safely. Turn to

the second platform and take out the gun that is sitting on it.

Challenge Point 5: In my opinion, this is the most difficult challenge point in the game to get. Be prepared to lose one or two lives going for this, at least until you figure out what you're doing. From the first platform, look up and to your right. Yep, that's it. That shining little pinpoint of gray spinning high in the air is the challenge point. Here's how to get it. First, go to the options menu of your pause screen. Go to the controls, and press up. The words, "View Lock" should appear over your settings. Now unpause the game and look up. When you release the look button, you should stay looking up. Now jump as high as you can and start flying to the challenge point. As soon as you snag it, pause and get rid of the view lock. Unpause, and turn off the pack as you fall to conserve fuel, pressing toward the platform. When you get close to it (not past it) turn the pack back on and try to land. If you succeed, congratulations.

Take out the gun on the next platform, and fly over. If you want a weapon power up, float down between the two platforms to get it. Then proceed in like manner to the fifth and last platform. From here you should be able to see the end of the level. Shoot over to that small platform to kill the trooper, and then fly over and get the pulse. Enter the door, and it's on the stage two. Now that wasn't so hard, was it?

Stage 2: The first lift will take you to a doorway, inside which a commando is stationed. You can get some pulse from behind the switch. That switch, when flipped, will call in an automatic transport to take you closer to Boba Fett; but before you leave, you will want to find everything.

Challenge Point 6: Go off the edge of the platform and jet pack down into the chasm where you will find a little niche with a challenge point inside.

Challenge Point 7: Now hail the transport. Get on, and start to fly out of the cave. When you exit, jet pack out of the transport, and up the hilltop on your left. Up there you'll find some much coveted flame, seekers, and of course, the challenge point. Ignore the shuttle that lifts off.

Now fly back into the cave and call the transport again. This time ride it to the end. It will take you to a landing in front of two mammoth bay doors. Don't go inside. The mini-boss, an AT-ST like the one in Echo Base is stalking around in the vacant hangar. Instead, kill the commando on the platform to your upper left, and fly up to where he was. Follow the corridor until you emerge into a large hangar. Wait for the walker to turn away from you, and then charge down the stairs and beat it the same way you did in Echo Base, by staying behind it and shooting up at its head.

Challenge Point 8: A hatch opens at the AT-ST's death to reveal this point. Fly up to get it.

Go back up the stairs and deal with the intruding stormtroopers. Make sure to duck into the room that opened and get the seekers out of that big blue crate. Next go past the inoperable chicken walker into the large room with the three sentry droids. Blow up the boxes in the corner for health.

Challenge Point 9: Easily missed. Go to the huge bay doors. They open for you. Stand on the landing under which the transport is still docked. Fly directly across the canyon, where you will find some pulse and the challenge point. Getting back, for some reason, is more difficult than getting over there in the first place, so use your fuel wisely.

Back inside the bay, there are four switches up where challenge point 7 was. The front one, to the right of the point, opens the hatch

in the wall that will allow you to progress. Every switch goes somewhere, but all of them except the one just mentioned lead to dead ends. That is not to say that you should not enter any others, as some contain health or other good things, but unless you are in dire need, it is my recommendation that you just go the right way. Flip the switch and fly into the hatch that opens. Turn left to destroy the sentry droid in the corridor. Continue through, making sure to kill the stormtrooper, and the other sentry droid.

You will emerge at the end of a catwalk, intercepted at one point by a sharp spinning turbine. Like a giant fan, it can cut Dash up. Time it right, and "dash" between the blades. At the other end, a set of three fans extends vertically down into a shaft. Use the jet pack to hold you in place, and then fall between the fans when the time is right. If you're lucky, you can make it to the bottom without a scratch.

Challenge Point 10: Go around to the other side of the turbine shaft and look up. There is the challenge point, levitating in all of its splendor. Fly up through openings in the blades to get it, and then carefully come back down. DO NOT touch the fans' axis.

Another catwalk like the one before, but this one has two fans. Shoot at the commandos at the other end and go across. Jump off to the side after the second fan and get the 20 health. Then you go down another shaft like the one containing challenge point 10.

Challenge Point 11: Go down the next corridor, and you will be confronted with lots of seeker droids. Kill them, and fly around the large valley picking up the health and seekers. The challenge point is up and to the left of where you started.

Then fly WAY up and out of the valley where you'll have to shoot up a heap o' commandos. Grab the health back in the recessed area of the now open cavern, and take a ride on the transport.

Challenge Point 12: Jump up and shoot the probe droids from a distance. The challenge point will come at you directly above your transport. Jump up and get it.

As you come into the hangar bay, start jump up and shooting into it. Even though you can't see your attackers, they are there and your lasers will find them. I've got nine words for this part: Shoot, fire, blast, bombard, torpedo, barrage, shoot, shoot, SHOOT! You just have to destroy all the stormtroopers in the room, fly up to the left catwalk and activate the switch, and then fly across to the open door. Upon going through the doorway, you will walk through an empty passage and come to an elevator that will whisk you up right in front of a commando whom, if you do this right, will not live very long. Walk over his corpse and you will come out in another hangar bay. Fire at the commando across the way, then fly up to the catwalk above your head and take out the others. Flip the switch, but don't go out the door that opens on the other side of the room yet. You want a challenge point.

Challenge Point 13: Above the highest wing of the shuttle Tiderian docked in the bay spins a challenge point. Fly up and squeeze between the wing and the ceiling to get the point.

Land on top of the shuttle to get the 20 health. Then enter the ship. Kill the commando and grab the seekers and health. NOW you can exit the room through the door you opened with the switch. There will be a stormtrooper, and then the hall will open into a room filled with goodies. Come in cautiously and slay the stormtrooper behind the wall. Then collect all the health and weapons that you need for Boba Fett. Two last stormtroopers obstruct your path to the elevator. Take them out and get ready for battle, 'cause Boba Fett isn't about to give up without a fight.

Boba Fett is a challenging boss, but he can be more fun to play than, say, the loader droid in the Imperial Freighter Suprosa. Two challenge points can be gathered at Boba Fett, and I'll tell you where.

The elevator will take you to the surface of the second tower. This is where you will battle Boba Fett. The cut scene will play, at the end of which Fett will release a seeker missile. Run to the side to avoid it. Any time during the battle that he fires a seeker missile at you, stop what you're doing and take evasive action.

You should notice that the four walls of the tower are not connected at the corners. Run to the nearest corner and jump out of the tower. About halfway down, turn on your jet pack and coast to the bottom. Run around the tower's base to collect the flame, seekers, and health.

Challenge Point 14: Found around the base of the tower.

Challenge Point 15: Where the wall beyond the tower ends and there is a drop off, go to the edge and jet pack down. You should land on a landing platform outside some huge bay doors. On one side of the platform there is an extra life. On the other side is the challenge point.

Jet pack back up. Then go to a corner and get ready to jet pack back up to the battle ground. When you get up, find the lowest platform and jump up. Run around the tower in a counterclockwise direction using the platforms as steps to the top, and using your jet pack to get from one platform to the next. The safest place to be is the highest platform. Stay there and wait for Boba Fett to come to you. He should come flying up on his jet pack. Shoot at him with lasers from there. Then switch to flame. When he lands on the platform, blast him with the flame-thrower. Then he'll lift off again, probably firing his blaster at you. Don't just stand there to get pelted with laser fire, move! You've probably taken a good amount of damage, so fly up around the very top of the walls. Get the extra life, the pulse, and the seekers, but save the full health for later.

If it happens that he doesn't seek you out, go to the next highest platform, and see if you can see him from there. Repeat the procedure and retreat to the high platform again. If you run out of flame, use pulse, but sparingly 'cause you may want some for the ship.

Be prepared to lose at least one or two lives fighting Fett. When you finally beat him, he falls conveniently into the cockpit of the Slave 1. Here's what I do. Fly up to the top and get the full health. With that you should be able to beat the ship without losing a life. I have heard of the practice of hovering just outside of the tower and firing at the ship from there, but it seems to me to be risky and inefficient. Even though the guns of the Slave 1 point behind the ship as well as in front and below, they don't fire at you when you get behind it, and this is they key to destroying it. Float slowly down to the surface, luring the ship down with you. You should get behind the Slave 1. You know you are behind it when you look up and see the two round thrusters. The ship will constantly turn to try to get you in front of it so that it can hit you with its cannons. So run around in the direction that it turns to get behind it. Stop and fire up at it with lasers as it turns, and when it's about to turn it's side to you, start running again. Do this right, and it will never hit you. Not only that, but you can save your pulse and seekers for other foes. Blow up the ship, and you're done.

For a different spin on Boba Fett, see Misc. Tips.

PART THREE

Hunting the Assassins

The Rebels locate Boba Fett,
but with help from an Imperial
escort, the bounty hunter
escapes from Gall.

Above the planet, an
assassin nearly kills Luke.
Princess Leia, fearing for his
safety, asks Dash to follow
him to Tatoonie.

There, at the abandoned home
of Obi-Wan Kenobi, Luke
refines his Jedi skills while
Dash keeps an eye out for
trouble in a familiar Mos
Eisley cantina...

LEVEL 6: MOS EISLEY AND BEGGAR'S CANYON

Objective: Destroy the assassins before they can reach Luke.

Boss: none

Challenge Points: 12

Luke is hiding out on Tatoonie at the home of the late Obi-Wan Kenobi, honing his Jedi skills. Prince Xizor has secretly hired a group of assassins to find and slay the young Jedi before Darth Vader can capture him. Meanwhile, Princess Leia is worried about Luke, so she sends Dash out to watch his back. Good thing she did, because Dash just overheard the biker scouts' plans to over power the boy and kill him. You must grab a swoop and chase them down before it's too late. Take out the bikers by crashing them into walls.

WALKTHRU

Okay, here's the scoop. You have to catch up to each assassin one by one, and kill them off. You do this by ramming with the Z or R button. Let me elaborate. There are several ways to dispose of the swoop gang. One is to get along side them and bash them until they lose control of their swoop and crash. This is the easiest, but not consistently the best way to do it. The second is to get beside one just as you go through a hole or doorway in the wall and bash them up against the side, blowing up the swoop. On easy, they are not difficult to destroy, and you cannot die no matter what you do. On medium, the bikers are tougher, and you can die if you hit a wall while at high speeds. On hard, you die much more easily, and the swoop gang is hard to route. On Jedi it's just like hard, but it's DARK.

The hardest thing to do is control your swoop. The alleys of the city wind and twist, and crashing or bumping into a building so that you stop dead are easily done. Once you learn control, you will have an easier time with the biker scouts. Most of the time, DON'T HOLD THE GAS! This will make you go so fast that anything you hit could be the last thing you see. And plus, the bikers don't go that fast, in fact, they WAIT for you to catch up, at least on easy. Instead, tap the thrust so that you keep going at a moderate speed. You can also get lost in the city. On easy and medium, you will be informed if you are going the wrong way. Hopefully you can memorize the path so that you will not need that.

Ramps can be hazards. Don't EVER go up a ramp and try for a life

or a challenge point while chasing a biker; that is just a waste of time. Instead, try to catch a biker between the ramp and a wall so that a little bump will destroy him.

After you exit the city, you will have to jump over two sarlac pit monsters. Even in the rolling desert sand, you can blow up so be careful.

The most difficult and annoying section of the stage is the last part, where you wind through Beggar's Canyon. The rock walls are death traps, and the 180 degree left turns are a real pain in the swoop. If you try to go fast through here, "you will die". That makes it hard to catch up to bikers, even though when you get to them, killing them should be easy against all the rock. If you are on hard or Jedi, DO NOT TRAVEL AT TOP SPEED THROUGH THE CAVES! Strike a wall and you'll be dead fast than you can cut the arms off a wampa.

The final part of the course, they Eye of the Needle, is a challenge. You'll know instantly when you get there; it dominates the skyline. You have to gather lots of speed, stay perfectly straight, and ramp through the center of a huge rock ring. On each side of the ring the ground drops out so if you miss to either side, you fall down into the ditch and crash. Take your time, 'cause if you haven't already destroyed the swoop gang by this point, Luke is as good as dead.

After you kill all the swoop jockeys, THEN you can go back and collect the challenge points. They are not extremely well hidden, so if you keep your eyes open and explore a little, you WILL find them all. Here are some techniques that you will use in getting challenge points.

Ramps: There are challenge points at both ramps. On the wall to the ramps' right, there is a flat brown area above the ground preceded by a raised one. It's really hard to explain, but I think you can understand. Speed up the ramp, and turn to the right. With a little maneuvering, you can get atop the wall in that little flat part. There is a challenge point up there. And on the one where another point is in the air across from that point, you can get the point by riding off of the wall into it.

Structures: At several intersections you will see huge, dark brown structures sticking high up into the sky. At one end of these, at ground level, you can enter the little passageways beneath them. Challenge points are frequently found in these, especially close to the start of the stage.

Some will just be sitting around. Right before the open area from which the shuttle takes off, veer off to the side behind a little silver thing and you will find a challenge point. Also at the beginning, where you see the big silver rocket-like thing jutting out of the ground, go left around it to find another point.

The rest of the challenge points can be found outside the city. As soon as you exit Mos Eisley take a sharp left and go beside the entrance. There you will find a peculiar looking challenge point that looks like the head of Max from Lucas Arts' game, "Sam and Max". One or two points can be gotten by ramping up over the sarlac pits. The last point is found on the second overpass in Beggar's Canyon. Go up the side ramp and go across the bridge to get it.

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LEVEL 7: IMPERIAL FREIGHTER SUPROSA

Objective: Find and capture the secret Imperial supercomputer.

Boss: Loader Droid

Challenge Points: 10

After saving Luke from certain demise at the hands of the ruthless swoop jockeys, Dash meets up with the Jedi in training. Dash informs him of the plot to kill him, and also tells him that Leia is looking to Black Sun's spy network to find answers. Luke was just about to head out because Black Sun's agents just gave him the time and route of an Imperial Freighter supposedly carrying secret Imperial construction plans. Neither one trusts the gangsters, but both agree that NOT investigating could bring peril to the Alliance. Dash decides to come along with him. Fight your way through the ship, find the computer with the plans, and get it out in the Outrider. This level is kind of varied and fun to play. It is definitely one of the most fun 3rd person stages in SOTE.

WALKTHRU

Stage 1: Where you begin there are three hatches in the wall. The left and right hatches contain seeker and flame respectively, and the middle is empty. Behind the first blast doors is a pair of stormtroopers. There are a lot of them in this stage, so you'd best get used to blasting them. If your mother thinks that this is too violent, tell her to play Goldeneye.

Challenge Point 1: Through the first door and to the left.

Make your way into the control room and slaughter the command crew. Then, stand weapon ready in front of the next door and open it, shooting rapidly. That should take care of the trooper behind it. There is one stormtrooper coming at you from the left as you proceed and one at the end of the hall. You will also find a few in their quarters. You are in the stormtrooper barracks. Go into each room except the last one on the right (there is an interrogator droid in there) and open the hatch in the wall by the bunks to get health. The last room on the left has invincibility.

Challenge Point 2: As soon as you snag the invincibility, go into the room at the end of the hall, turn right, blow the gun to smithereens, and get the challenge point that is right behind it.

Still invincible, run to the elevator and turn halfway around. Kill all the stormtroopers in the big room and then go up to flip the switch; but don't get the full health yet unless you are nearly dead. The switch will open the red and white door, and start all the other doors in the hall start going up and down at different intervals. Stand before the first door and fire like heck at the sentry droids that are revealed when the doors come up. When the hall is clear of robots, backtrack to get the full health and then continue through the corridor of moving doors.

Stage 2: This is the one part of level 8 that I find frustrating. It concerns all of those security guns that hang in their little niches in the wall and shoot at you and miss about as often as any poll on gameFAQs fails to give glory to Playstation. But that's another story. Getting back to the WALKTHROUGH, As the last door in the corridor opens, (it will close again), the hall way in front of you will be Y shaped, with you at the junction point, facing the two little slanted "Y" thingys (that could've been clearer). In other words, there's a heap big fork in the road, and at the end of each fork is a security gun that shoots at you every time it's hatch opens (that's every few seconds). Try to figure out which one will be open when, and fire a seeker at it. When both are destroyed, press the switch in the center of the V-shaped wall. Both sides will open, leading into a room with four yellow and black striped hatches on the walls, (two on each). Each one contains a gun. Move into the room and they will open as the guns commence riddling you with laser blasts. The easiest way to beat them

is to run right up to one, jump, and blast it with flame. You can also try this procedure with laser; it will just take a few more shots. The advantage of blaster is that you can kill them from across the room.

At the end of the room are two switches, one on each wall. Activate one switch and the door will raise slightly. Crouch down by the door and fire into the room until you destroy the little black droid. Then flip the other switch and the door will rise completely. WAIT! Don't rush in! To each side of the door is another little cylindrical blaster cannon. Run to one and blast it and then to the other. Open the next door and sidestep away from the opening. There are two or three sentry droids in there. Try moving just far enough so that you can hit one, and when it is gone, then try to kill the next 'un. In the rightmost corner you will find another droid and some health, which of course is a cue for celebrating with much pomp and ceremony. But let's keep our wits about us since we aren't out of here yet. Go back to where there is a gap in the wall too small to get through, but large enough to permit a blast bolt to pass through. Fire into that room until you kill the droid in there. Then prepare for your trip through the clogs.

Challenge Point 3: The secret to this point is GRUNBY ERMPH! That means, in short...well, actually in long...uh, well, let's start at the beginning. You have to be able to get through the two sets of spinning clogs. Use the overhead view and climb the steps. Inch carefully forward until the view drops to just over your head. Time it so that one clog is coming right at you when you make your dash to the center. At the center stop, regain your composure, and then you can try for the challenge point. It is located behind the left clog in the second set. Follow its path around, get the point, and come out on the other side. This WILL hurt you, so be sure you have enough health. There. Now you know ALL about "GRUNBY ERMPH".

From the vacant room you will have to go through two more sets, and again exercise "GRUNBY ERMPH" in order to get the extra life.

Challenge Point 4: Located on top of the wall that separates the two rooms. Stand on the steps and jump up on the wall to get it. Just don't fall into the previous rooms or you will have to go back through the spinning clogs again.

Get the health and then go to the elevator. Here you will emerge on a catwalk. It leads to a round platform that spins in a counterclockwise direction like a big durasteel record album. You will go there in a minute. First cross to the other elevator and ride to the ground. Run left to the far side of the room behind the second turntable to pick up health, and then turn around and shoot the little droid up on the catwalk. Return to the elevator. Now go to the first spinning platform. There are arms protruding from the center to block your path and knock you off as you spin. Crouch to get under the first one, jump over the second, and crouch again to get under the third arm. From there you jump to the second platform. This is identical to the first. Crouch, jump, crouch, and then get on the catwalk and head to the elevator. It helps to turn yourself so that you face away from the center of the discs so that you will be ready to walk off when you get to that point.

Challenge Point 5: On top of the tank-like structure adjacent to the first spinning platform is the challenge point.

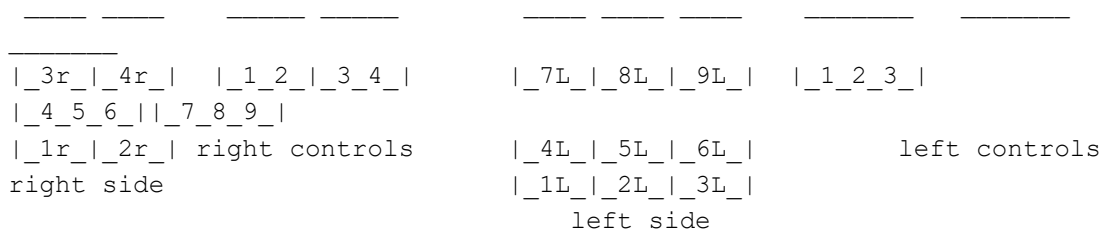
Challenge Point 6: I'm sure you've figured this one out already. It's on top of a structure identical to the one with #5 and is attached to the second platform.

At the elevator, turn to face the spinning platform and slide in. You should come down facing a stormtrooper ripe for the killing. If you should come down facing a wall, turn around fast or be shot in the back. In the next room are several stormtroopers and a sentry robot.

Pick up the health on each side of the center generator and then go through the far door, making sure the stormtroopers are dead first. Strafe into the NEXT room and take out two more. Then go into the elevator; armed with flame. The second the elevator reaches the top, run straight down the hall to the other end, blasting flame ahead of you, thereby singeing any opposition to a crisp.

Stage 3: Though it is the smallest of the three stages, you will no doubt spend more time in it than in any other. You open the door and you are confronted with a huge storage bay area. This is kind of a puzzle and will take a bit to explain. Your first task is to clear all the sentry droids out of the area. One will be on the ground in front of you, one will be suspended from a magnetic pole and will ascend and descend to and from the ceiling, shooting at you at it's lowest point. There will be another of these at the back of the room. One droid is patrolling a catwalk above your head. Destroy all these, and then run to right of the stacks of boxes to destroy the last one. Now, DO NOT DESTROY ANY BOXES until you are told to do so. This is a critical point in the game, so it is crucial you do everything right. When I say left and right side in the following paragraphs, I am judging from your point of view from where you entered. Thus, if you are facing the doorway, left is right and right is left, understand? Good. Glad we cleared that up.

You will notice (if you try to be observant for a moment) that on the right side there are two levels with two bay doors each, and the left side has three levels with three doors each. I have made quick diagrams for each, and hope that this will aid your understanding of this section. By the door where you came in are the controls for the right side bay doors, and on the back wall are the controls for the left side bay doors. They consist of panels that look like miniature bay doors and I have created corresponding diagrams of them. You will need to destroy all unstacked boxes at this point, in order first to reveal the control panels and secondly to get some health.



That done, I can tell you where everything is, how to get it and (most importantly) how to get you out of here. Here is a chart of what is found in each bay. R and L stand for right and left, respectively. I will tell you how to get the challenge points. If you want to know where to find the other stuff, just look at the chart.

- 1r - Seekers, health
- 2r - Sentry droid, health, ramp to bay 3R
- 3r - Droid, seekers, catwalk to left side
- 4r - Disruptor, Challenge Point 7

- 1L - Health
- 2L - Pulse
- 3L - empty boxes
- 4L - Full health
- 5L - Sentry droid, ramp to bay 7L
- 6L - Challenge Point 8
- 7L - Droid, health, catwalk to top right

Challenge Point 7: The first thing you will probably want to do is find the disruptor. The first disruptor in the game is found here, in bay 4, right side, along with the challenge point. However, a quick glance around will reveal that there are no stairs leading up to it...yet. Hopefully, you have left the three stacks of three boxes near the back wall. Go to the stack closest to the wall, and destroy two boxes, leaving one remaining. Then go to the middle stack and destroy just one of the boxes. You now have a convenient staircase leading up to bay 4r. Open the door, and then climb up and grab your prize.

Challenge Point 8: In 6L. Open bays 1r, 3r, and 6L. Go into 1r, climb the ramp to 3r, and then take the catwalk to the other side and get the point.

To Get Out: After you have gotten everything you want, open 1r, 3r, 5L, and 7L. Go up the ramp to 3r, cross to 5L, from there take the ramp to 7L, and from there kill the sentry droid across the way, and cross the catwalk to the top.

There are three doors. Open the first one, step back, and bust open the box barring the door. Enter to get a small health from the corner box. Now go to the last door, open, kill the two troopers inside and reveal the full health in the corner, but don't pick it up yet.

Challenge Point 9: Now go to the center door. There are about five stormtroopers inside, and to charge in with your puny laser blaster would be comparable to attacking a herd of wild boars with a water pistol. Set your gun for pulse. Open the door, and spray the room with pulse blasts. That should kill all the troopers with you taking two hits at most, but likely only one or none at all. Then open up the corner box to claim your prize.

Now, if your health permits it, go past all the doors, past the boxes and down to the next chamber where there are two commandos. Down them, and then return to room three to get the full health. Now you are ready to take on the boss. Go down the elevator in the control room to enter the bay.

LEVEL 7 BOSS: LOADER DROID

The loader droid is a huge and greatly armored robot with long, powerful arms. It extends those arms and tries to hit you with them. Mostly it just follows you around like a shadow, trying either to crush you by running into you or to grab you with its arms. It is a long and monotonous ordeal sending this monster to the trash heap. You can't fall or jump out of the bay because of the force field.

I have heard some rumors about some sort of strafing exercise that makes hitting the loader droid easier. I have tried this and failed miserably. Consequently, if such a procedure has ever been successful, I am unaware of it, and cannot present it to you for lack of evidence. I have only found one way to destroy him, and it's not a pretty sight. I've recently understood that there are a couple easier ways to do it, though. One I do not recommend, but the other is really good. Read them both in the Misc. Tips section.

Start shooting as soon as you enter the room. When he closes half the gap between you, turn left and start running. Stay to the perimeter and keep running. You will be doing this the WHOLE DARN TIME! You should also have the sound set so that you can hear if the loader droid extends his arms. When he does, he stops dead in his tracks. This is the time to turn around and start firing at him. Try to get him down at least 1 or 2% before turning back around to continue running. If you stop momentarily at corners to make a better turn, he will stop and

extend more often. It is a long and grueling process on all difficulty settings other than easy. But, if you want, (and it's highly recommended) you can blast him with pulse when you turn, at least until it runs out. That will speed up the process.

Now a door will open in the bay. The supercomputer is inside!

Challenge Point 10: Right behind the computer. If you start to go over, Leebo will try to stop you from finding it by distracting you with another task. Just get rid of his communication box and collect the point.

Then all you have to do is go back up the elevator and activate the switch on the control panel to shut down the force field and allow Leebo to fly into the bay with the Outrider and pick you up.

PART FOUR

Lair of the Dark Prince

Princess Leia has met with the mysterious Dark Prince Xizor. When she discovers his plan, she is held captive deep within his lair beneath Imperial City.

Xizor is unaware that both Darth Vader and the Rebels have learned of his treachery and race to confront him.

Determined to rescue Leia and destroy Black Sun, Luke and Dash slip unnoticed into the depths of Imperial City's underworld...

LEVEL 8: THE SEWERS OF IMPERIAL CITY

Objectives: Make your way through the sewers to infiltrate Xizor's Palace.

Boss: Giant Dianoga

Challenge Points: 9

Luke, Dash, Lando and Chewie have assembled in the sewers underneath Imperial City. The plan to spring Princess Leia from the clutches of Prince Xizor, and blow up his palace. Chewie and Lando will assist Luke in Leia's rescue, and Dash will sneak into the palace via the sewer system to plant the pulse bombs and get out before the place blows sky high. The sewers are deep and treacherous. Dodge the various traps and solve the puzzles, but most importantly, beware of the abhorrent dianogas that lurk in the water. This stage is very well done, and its creepy, ominous atmosphere will make your heart pound. This is not the most exiting level, but good for a few scares and thrills.

WALKTHRU

Run down the spiral ramp, firing at the seeker droids as you see them. I sometimes just jetpack down, but it's a little more dangerous. At the bottom you will need to go through a winding corridor knee deep in smelling sewage. Watch for anything that moves, because there are

several coruscant guards waiting behind the metal connectors to ambush you. Try to kill them and any seeker droids from a distance. At the end you will have to descend through a shaft separated into sections by trap doors that open and then quickly close again. Stand on the first one when it opens and drop to the next section. This time, wait on the side and shoot at the seeker droid below when the door opens. When it is destroyed, it's safe to proceed farther. There will be another droid at the bottom through the final door. Pick up the seekers (you'll want as many as you can get) and continue through, trying to stay on the raised path. Practice staying out of the water. At this point it's not quite knee level, but in a short time it'll be deep enough to sink the Outrider in. Watch for security guns to your sides.

Challenge Point 1: Just before the second set of spinning black blades, there is a niche in the left wall, usually guarded by a security gun. Open it up, kill the guard and get the point, along with an extra life.

To get through the blades, use the overhead view and squeeze through as soon as one passes you. Stop in the middle, and then go out the other side. At the point where you have to jump to the right and land on the small platform, be careful. Use the overhead view and your jetpack to make sure you land safely. Why is safety so important here? Because if you miss, you could fall into a murky pool full of hideous, writhing, and unusually hungry dianogas. Once on firm footing, fire out over the water, and keep shooting. When the dianogas come to the top, your blaster will find and kill them. Wait for the explosion, and the sound of a dianoga screaming in pain, and you know it's dead. On easy there will just be two, but on other modes you will find three or four. DO NOT USE SEEKERS! You will want all the seeker missiles you can conjure up for the boss, so try to resign yourself to using your blaster until that time.

Challenge Point 2: Underneath the first floating platform to your left. Swim underwater to get it.

From here you don't HAVE to swim unless you want the pulse, but you will eventually so you might as well get used to it. Go down under the water and swim to the far end of the room to get the pulse. You need to get through the sewage gate at the far end of the room. If you try to open it via the switch on the wall, Leebo will tell you that you need some sort of security key, and in order to get it, you're going to have to take a little hike. Fly over to the open pipe and enter. You should come to a round room with a cylindrical coulomb extending from the ceiling to the ground. Shoot the seeker droid that should be to your left as you enter.

Challenge Point 3: To the right of where you came in, go underwater. You should see two switches. Activate them both, and a hatch will open between them revealing the challenge point and an extra life.

In the center coulomb you will find a small and large health and some seekers. If you get nothing else, get the seekers in back. About halfway up the wall, there is a hole and a pipe. Where the pipe begins to slope upward, there is a seeker droid.

Challenge Point 4: Fly to the top of the shaft and proceed down the corridor at the end of which will be a box of seekers and the challenge point.

Get back to the shaft and jetpack halfway down to the square opening. Go through and look down. A security gun is positioned on the step below so that it fires up at you. Get right on the edge and destroy it before going on.

Challenge Point 5: Jump down to the bottom of the shaft. At the end of the pipe is the prize you seek.

Progress back up the shaft to the top, collecting the health you

find along the way. At the top a gun is pivoting on the ceiling and there are two guards in the passage. Destroy them all and grab the 20 health. Go over the edge and you will see a seeker droid. Dismantle it and keep going down the steps. The best way is to run off the edge of your current platform and hit jetpack to land on the next. Then turn around and repeat the process, searing any seeker droid that would be unfortunate enough to get in your way. At the end of the third or fourth step, you will not land on another against the wall, but will be thrown into the air in range of an automatic laser cannon shooting at you from its little niche in the wall. Put the gun out of commission and fly into its cave. There you will find a large health. Now turn to the entrance and you should notice some pulse gleaming at you from the opposite wall. So go and pick it up! Now little stands between you and the coveted security key. Fly down to the bottom of the shaft, and run down the corridor belting out a Cyborian battle cry! Well, perhaps not, but you should at least be smiling. Burst into the circular room at the end of the pipe, and without stopping blast the guard to his doom. Clutch the key, enjoy the feeling that you're the king of the world for about half a second, and then get back to reality. You are not out of this yet. The worst is yet to come.

Upon taking possession of the key, the barred windows in the pipes will open up. Go back out the way you came and fly through the now exposed hole in the huge pipe's wall. You will now find yourself back in the room where you got the second challenge point. Fly to the sewer gate and open it up. Immediately point your blaster in the direction of the water. As soon as you see the little red eye stalk of the resident sewer creature, shoot like crazy. You see, if you leave the dianoga unchecked for any amount of time, you will immediately regret it, for this is a very strange and messed up monster. He gets under your platform and tries to grab you through the metal, which results in nothing more than an annoying shaking sensation each time. This tactic is extremely stupid, but it does prevent you from killing it. That is a bad thing, because as soon as you get in the water, guess who's gonna get a quick meal? If this condition ensues, fly over to the side of the room where you can stand on a thin ridge out of the monster's reach and fire at him from there.

Challenge Point 6: Submerge in the water beyond the sewage gate and swim to the far left corner. The challenge point is nearly invisible there among the fog.

Now, let's see...how do I get out of this room? It's easy. You just walk through the tunnel. Did I say walk? I meant SWIM. That's right, it's under water. In the opposite corner from where you got the challenge point. Fill your lungs with air and start swimming. When you finally get to the end, you come up, lungs burning, in a large room where an arm is churning the water. You will also be instantly bombarded with laser fire from the seeker droid in the chamber and from the coruscant guard sticking his ugly head out of a pipe. Kill them both quickly.

Challenge Point 7: In the back of the room near the ceiling, in between the rusted metal ties that hook the arm's axis to the roof.

Go through the pipe that the guard was in. Look way up and to your right and you will see a seeker droid. I don't think I really have to tell you what should be done to it. This room is much like an earlier room in which you found challenge point 3. If you look down and to your right, you should see two switches on the wall. You have to fly over to them and activate them. This is a heck of a lot harder than it looks because of how hard it is to control the freakin' jetpack in small spaces. Anyway, once done the hatch will open (sound familiar?) and inside you will find a force field deactivator.

Challenge Point 8: From inside the hatch where you picked up the

deactivator, you will see an alcove in the central coulomb. But don't go in to it. Go UNDER it. Under the water there is a similar niche where you will find a challenge point, and more importantly, disruptor ammo.

Now collect all the health and items from the recesses in the central coulomb, and then fly up to the top where you will see a ramp leading into the middle of a spinning iron tube. In front of you is a sliding wall that must be moved by hitting the switch but wait. Don't go to it yet. Observe for a moment, and notice the square hole in the pipe that rotates with it. When it comes around the left side it reveals a security gun in the wall. Watch from a distance the position of the hole when it comes around. Then position yourself, gun ready at that spot, facing the left wall. Now, as soon as it appears again, start shooting at the gun. This gun NEVER MISSES, but if you are good you can prevent it from getting more than one shot at you. Now turn to the other side. When the hole passes over the right wall, shoot through it and hit the little pick circle, for it is the switch that slides open the wall. Now you can go through. The second you enter the room, shoot towards the far left wall and scorch the little gun turret that folds out from the brick.

Now you must progress through a series of force fields, the task that the previously mentioned deactivator allows you to pull off. Just flip the switch to shut off the barrier and step through the archway. Behind the third transparent force field there are three guards. One is stationed farther back in the room, but two have converged on the soon-to-be open passageway. Use the prescribed method of fighting multiple foes to knock them out and then clobber the third one. Now you are closer than ever to the end, but your path is blocked by the stationary blades of two giant fans. You have to get them moving in order to clear your path through to the boss chamber. You should notice that there are two round openings in the ceiling. Go into the highest one first. Slaughter the two mugs inside, snatch the health, and flip the switch that turns the first blade. Then go into the second hole and do the same, leaving out the part about killing the two mugs, since this room is refreshingly free of such armor-clad pests. Come back down, shoot the guard behind the fans, and make your way through the blades.

Challenge Point 9: Beyond the door, there are two ways to go. Take the route to the right and stop halfway around. Look up into the center and you will see a nook that holds the final challenge point.

Open the last doors to enter the boss chamber.

LEVEL 8 BOSS: GIANT DIANOGA

When I first learned what the boss of this stage was to be, I thought maybe it would be about twice the size of the normal ones. I had no idea that the dang thing was going to be three stories tall!

There are two possible methods for beating the giant dianoga.

METHOD 1: The first way is to use a disruptor blast. This takes a lot of luck and skill. On easy and possibly medium, enter the chamber and arm yourself with disruptor. As the water begins to rise, turn on the jetpack and hover just above "sea" level. The instant his gargantuan scarlet eye pierces the surface of the pool, fire one disruptor straight at it. If it makes contact, it should say TENTACLE 0%, and the monster should die instantly. This worked the first and second time I tried it, but never again, so it is hardly the most sure fire way to do the job. And if it doesn't work the first time, you don't get to try again, because disruptors won't fire underwater.

METHOD 2: The more practical yet much more dangerous approach. Most likely, once method one fails, you'll have to do this anyway, so rather than waste a valuable disruptor blast, here's what to do. Set your

pistol for seekers. Now stay in the center of the room, inside the web of tentacles. Don't stray to the outside or you will surely be felled by a giant arm. Also, STAY OUT OF THE MOUTH! The wretched creature is constantly sucking the water into its monstrous jaws (which, by the way, bear an uncanny resemblance to those of a sarlac pit monster) so you will have to use jetpack boosts to hold your place. Then just focus your seekers on the eye stalk. Don't bother shooting the tentacles; they just regenerate. Stay in the center and fire at the eye. Come up for a breath when you need to and then get right back to work.

Regardless of the bosses' magnetic field which supposedly disables the homing mechanism of the seeker missiles, the seekers DO seek our buddy the dianoga. If he moves his eye, realign yourself to compensate and keep shooting. He should soon be dead. At this point, you should fly up to the ridge where you can turn off your rocket pack and let it refuel. The water will recede around the corpse of its former occupant, and the airlock will open at in the ceiling, providing you with your hard earned route into Xizor's palace. If you want to before you go, you can fly down and stand in the dianoga's mouth, just so you can say, "I stood in a dianoga's mouth" and then get out of there.

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LEVEL 9: XIZOR'S PALACE

Objective: Place the pulse bombs to destroy Xizor's palace and get out alive.

Boss: Gladiator Droid

Challenge Points: 10

This is it. You're on enemy ground now. The palace is crawling with dangerous robots and burly guards. There are many traps and difficulties that you have to face to make it through this fortress, and this guide will tell you where they are and how best to thwart them.

WALKTHRU

*Note: The number of disruptors in the stage varies depending on the difficulty level. This walkthrough was written on the Medium difficulty setting. That means that if you are playing on easy, there may be disruptors in the stage left unlisted, and on Hard and Jedi, there will sometimes be no disruptor where I have said that there is one.

Stage 1: You begin in a large, open chamber with high domed ceilings. Despite the apparent roominess of the place, everything is dim, and there is an excessive amount of fog. Kill the guard as you first start out. Turn left and walk past the strafe past the second pillar to surprise the scheming Coruscant guard in the recess. There are three more human adversaries before you get to the stairwell. Go up the winding steps, watching for the guard that is waiting near the top. As soon as you get to the door, it will open. This is NOT the time to go charging into the room like a hero unless you want to be a martyred hero. Stand back and give yourself a chance to think. An assassin droid waits in the room's center, and above the second level, there are two interrogator droids. There are also two wall lasers on the right wall. First lean in and take out the assassin robot. Then go for the interrogator droids. These two are particularly difficult to hit, as they move just fast enough so that your laser follows just behind them, and they can shoot at you unharmed. Lock onto them and then aim your

gun past them in the direction they are moving to hit 'em. Move into the room, fry the wall lasers, and then turn around and back up slowly, looking up to the second level where one of Xizor's many guards is attempting to shoot at you unnoticed. Make short work of him. Now fly up to the second level and run around the perimeter gathering all the health and weapons. You will need as much help as you can get for the gladiator droid. Oh, and very important, get the disruptor in the bottom corner.

Challenge Point 1: Hit the switch that opens the exit door, (it's on the second level on the backside of a purple beam) and turn around. A secret compartment will open in the wall behind you containing the point and some seekers.

Now to get out of here. Flip the switch again. The door at the end of the room will open. Stay at your perch and knock out the robot behind it before it closes again. It closes very quickly so you have to be fast. Then open the door again. Run off the platform and turn your jetpack on and then off again just before making contact with the ground. Keep running and you should make it through the hatch just before the door closes. Here you will be confronted with another staircase. An assassin awaits your arrival on the steps and an interrogator droid with a commando will be at your disposal at the top. Open the next door and you will see a room cluttered with enemies. Shoot the robot to your left first, and then get the rest of them in any order you choose. This place is really not all that dangerous because, with the exception of the interrogator droid and the wall laser, the baddies rarely fire at you. In accordance with this, destroy the laser on the wall to the right and clear out the rest at your leisure. Before leaving be sure to pick up the seekers. Then go to the elevator. After you enter the shaft, there ought to be a guard that appears at the top. Kill him and ride the lift to the top. Get out and go just far enough to see the next guard and kill him. Then return to the elevator.

Challenge Point 2: Flip the switch to ride the elevator down. Then fly up and hit the same switch again. This will take you down even further to a little nook with an extra life, the challenge point, and on easy, a disruptor.

Ride back up to the top and progress down the gradually rounded hall, barbecuing all enemies that obstruct your path (there will be several). Pick up the health and then you should come to a switch. It activates a drawbridge. As soon as the bridge is down, a door will open allowing you to cross. Destroy the assassin droid on the bridge and proceed to the other side. Here you will face a precarious hallway. Blow away the spindly robot, the interrogator droid and the immediately visible guard, continuing to use blaster, thereby saving the more powerful additions to your arsenal for the end boss. The wall laser on the right wall is hardly visible. Try to find and disable it before continuing on, lest you fall prey to its stealthy ambush. Turn an immediate left at the first junction and get rid of the other guard lingering there. Journey to the end of the hall where you will find a lift up to the next floor. Bake the interrogator droid (I think from now on I'll call them I.D.'s since I'm getting horribly tired of writing "interrogator" all the time), and activate the switch you find. It will lower the second draw bridge. Get back to the elevator, run back down the hall and turn right into where you killed the second guard and go out onto the bridge. Don't cross yet. Instead, jump off of the bridge between the bars (use your jetpack) and coast to the ground. Destroy the I.D.

Challenge Point 3: Go to the wall where the drawbridge is attached, and turn right, around the corner behind and to the right of the droid. (Think of it as moving from the stem of an "F" to the end of

the top prong). Stand about a foot from the wall and look up. You should see an opening. If not, you're facing the wrong wall. Fly up into it, kill the guard, and claim your prize, along with a host of other cool stuff (like the first stun weapon in the game).

Get back to the bridge after picking up the 20 health in the corner. Approach the door and the stage will end.

Stage 2: Vacant elevator. Enter Dash Rendar. He rides up to the first stop, picks off the robot and I.D., and flips the switch that opens doors to further progress. Or at least he SHOULD do that. He will see a challenge point outside the glass but will be unable to get it. We will come back for it later.

Challenge Point 4: Go back into the elevator shaft and fly up and to your left. There you will find a challenge point and a disruptor.

Fly down to opening in the opposite wall. There lies a tiny, claustrophobic passageway. Proceed through, making sure to destroy the wall guns that appear first to your right and then on your left. The hall will take you to a drop off. Turn left and jetpack down. Shoot the assassin droid and the other robot through the spaces in the spinning gear. You have to time your jump to the next platform carefully to avoid being hit by the gear or worse, falling into the slot in which it turns. At the second platform, destroy the wall laser on the left wall of the third.

Challenge Point 5: This one is the second hardest challenge point to find and the second hardest to get without dying. When one of the slow gear's protrusions descends into it's slot, follow it down with your jetpack and land on the ground inside the gear shaft. Keep moving to avoid contact with the part of the gear that's behind you. In the middle, stuck in an alcove in the left wall is the challenge point, along with a full health!

Challenge Point 6: The hardest challenge point to find, but not too difficult to get. From where you got #5, stand with your face to the wall and hit the activate button. The wall should lift like a door revealing a secret passage. At the end of the passage, fly out over the chasm and up along the corner. You should come shortly to the challenge point, hanging there in midair. This is the point you saw out side the window but couldn't get. Return then to your passage.

Getting back out of your little rut is kind of hard. As soon as one of the gear's teeth passes you, run out behind it and as far to the right as possible. Then, as soon as the next leaves a large enough space for you to get through, turn on your jetpack and get to the top as fast as you can. You will likely take at least one hit doing this.

Keep going and you'll find another box of disruptor just sitting in the hall, and beyond that an assassin droid, just begging you to come and fry his circuits. Turn the corner and you are faced with another drop. Stand on the edge and fire down at the wall gun. If you fall as you shoot turn on your jetpack. Move along the catwalk staying clear of the gears, which serve no apparent purpose, and shoot at the guard when you get to him.

Challenge Point 7: Now move back to the first wall and jump off the side of the platform using your jetpack. Yes, there is a floor. Run along that floor until you come to the point. Make sure to fly up underneath the catwalk and get the pulse before coming all the way back to the top.

Jump between the gears to the right platform, and move along it until you can shoot at the assassin droid on the new left platform. Kill him, jump between the gears to his side and grab the health. Now jet up to the door and you will wind through another stuffy corridor. At the end of it, you will find the ventilation shaft in which you must plant the pulse bombs. First blow up the I.D.'s. There is one visible

when you enter, one above you after you jetpack to the ledge and one that will soon rise from below you. After defeating these, again look above you and knock out the guard leaning over the top ledge. In order to plant the bombs, you must activate the three switches in this shaft. Start with the one in front of you. Then jetpack to the top and flip the highest switch. Now go down to the middle ledge again, and look below you. There should be two guards on the lowest ledge. Fire a stun blast and then jetpack down to kill them before they recover. Now flip the final switch and Leebo will tell you that the pulse bombs are set. WAIT! Don't go anywhere. There are two challenge points in this shaft.

Challenge Point 8: In the wall behind the lowest switch there is a secret door. Inside is the challenge point.

Challenge Point 9: There is a small window in the center structure just below and on the opposite side of the lowest switch. It holds the challenge point and some pulse ammo.

Fly up to the entrance level. Just to the right of where you came in a hatch is now open revealing the next hallway. There is a guard in it. Go through, kill the I.D.'s hovering over the chasm, and take flight to the final bridge. Knock the robot and guard to their respective dooms and land on the bridge.

Challenge Point 10: On the end of the bridge nearest you there is a secret door in the wall. Open the door and you will find the challenge point and another goodie or two. On easy, this door contains a disruptor.

Now stalk wearily down the final corridor, to face Xizor's technical terror, the Gladiator Droid.

LEVEL 9 BOSS: GLADIATOR DROID

The Gladiator Droid is a massive machine with powerful weapons and good mobility. He fires a laser that, even though it is not much thicker than your blasts, can hit you regardless of altitude. It just hits you. He also has seeker missiles, flame and pulse blasts. Don't underestimate him. You should definitely have at least 20 lives in stock so that when you beat him you will still have some left over for the Skyhook Battle. It is also extremely important to get as many challenge points as you can on this stage because they add to your lives at the close of the level.

Stage 1: THE WHOLE DROID: This part is surprisingly simple. Run to the droid as soon as you can move and get behind him. He cannot even see you let alone hit you from back here. Stay right behind him and fire laser up at him. Save your better weapons for parts 2 & 3. Just watch it when he gets to a wall and stops. Cease fire and watch him close. He will turn around quickly, and you must react appropriately to stay behind him. When you beat him, his legs will explode, but then his body and head will come back. This is actually an advantage for him, being legless, because NOW he can hover. Try to be in the middle of the room when you take the last shot. This will help you in part 2.

Stage 2: HEAD AND BODY: This part is not so simple. You can loose a LOT of lives on this part. But fortunately I have found a way to beat him and take relatively little damage. If you do it right you will not loose even one extra man. The unfortunate part is that it's kind of hard to explain. Well, I'm gonna try. The floor will slide back revealing a deep maze. You ought to be standing on the round center platform. From there, go off to the right side. Kill the robot if he's there and press your face up against the wall of the center structure, in the corner of your little crevice. From here, the Gladiator will come over top of you and rain flame and pulse down on you. Or at least he'll TRY. But if you are in the correct position, HE CAN'T HIT YOU! So each time he does his laser attack, back up just far enough so that you

can get him in your sights and then bombard him with seekers. The instant you notice a break in his laser, get back to the wall, cause he might be about to execute a pulse attack. When you are against this wall, you will be hit with pulse occasionally, but not enough to kill you or seriously injure you. Flame and laser WILL NOT hit you here. Just repeat the described process until golden brown. Uh...I mean until his body up an' explodes.

Stage 3: JUST THE HEAD: By far the hardest stage, all mister potato head does is that thoroughly annoying laser beam attack. Fly back up to the center. I've got one word for this boss: disruptor. No matter how much you're being hit, take the time to aim carefully at the head. Fire your disruptors and make each shot count. The closer it comes to hitting him, the more damage he'll take. Avoid shots over his head that hit the back wall at all costs. If the disruptors don't bring him down, (and let's face it, they may not), just get under him and blast him with flame. If you're out of flame, use pulse. If you're out of pulse, use seekers. If you're out of seekers, use laser and if you're out of lasers, by golly just give him a JUDO CHOP! YAH! Uh, where was I? Oh yeah, Gladi. He should eventually just explode into a big orange blaze which is far from impressive. Think they could've made a better explosion for the game's final boss, but the didn't think about the significance did they? NO! Well, good job anyway...

* * * * *
*

LEVEL 10: THE SKYHOOK BATTLE

Objective: Destroy the Skyhook

Boss: None

Challenge Points: none

Now that Xizor's palace has been destroyed and Princess Leia has been rescued, Xizor flees to his final stronghold, the Skyhook in space. In the first part of the level, Leebo will pilot the ship to the Skyhook (it sure takes a long time to get there) while you man the gun turrets to try and keep Xizor's Star Vipers off your back. In the second part, you endeavor to penetrate the Skyhook's defense and knock out the reactor core. The Empire is attacking both Black Sun and the Alliance, so you'll have to cope with the TIE Fighters, too.

WALKTHRU

Stage 1: This stage, though difficult, is fairly straightforward. All you have to do is destroy as many Star Vipers as you can as fast as you can to prevent them from blowing you to subatomic particles. You have to destroy a lot of them, because you get an extra life every so many ships you blow up. This number varies depending on the difficulty setting. Use all your missiles on them, and shoot like crazy while you wait for them to reload. Then unleash five more, making every shot count, and repeat. If your good enough, you will eventually reach the Skyhook.

Stage 2: Now you take the controls. There are four arms extending from the Skyhook's central structure. Each arm is open at the end and leads inward to the main reactor. Atop each arm sits a shielded gun turret that is linked to and powered by the central core. Ignore all the Star Vipers and TIE Fighters; they are so caught up in their own battles, it is hardly likely that they will do you much harm. The first thing to do is destroy all the laser turrets. Approach them at normal speed, getting them in your sights, and then fire constantly. You will have to make extra effort to keep yourself on course despite their

blasts. Shoot as rapidly as possible, and maybe release a missile or two. You have to bombard them quickly and constantly because they are being perpetually supplied with power from within the Skyhook. Once it is destroyed, the link between it and the core will disappear, weakening the core and scarring the defense.

After they are gone, you have to systematically destroy the core. Make sure you have at least three missiles in stock. If not, fire the rest off and wait for them to reload before assaulting the reactor. Enter any arm of your choice by the far end, and navigate around the metal structures, using the brake. The hardest arm to navigate through is the one farthest from the star destroyer, so attack this arm first. As soon as you are within striking distance of the core, start firing your blaster cannons at it and shooting missiles, two or three in succession. This should bring the core down to 75%. Then, before hitting the core, swerve to one side and exit through an adjacent arm. Repeat this procedure for three more times, each time at a different arm. you will know when one quarter of the core has been disabled because there will be a constant orange blaze at the end of that arm. When you take the core from 25% to 0%, the reactor will go critical and begin to blow. The screen will start to flash with red warning lights. Get out through any arm you choose. Clear the final obstacle and floor the accelerator and...

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Wait a second...what happened to Dash?

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-|_|_*_| | | _____ 12. _MISC. _TIPS _____ /
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DISCLAIMER: All the tips in this section have come from outside sources. Brother Reed does not necessarily endorse or commend the methods described below. This section is a little messed up, so I hope you can figure it out without too much trouble.

These tips come to you from Steve McNugget.

BATTLE OF HOTH STAGE 3 AND 4

Fly as fast and high as you can- Especially on Difficulty settings Medium, Hard, and Jedi. Since time does not matter, make as many fast, high passes as necessary, firing as rapidly as your finger can pull the trigger. First, pick off the AT-STs (they are the most damaging to you). The Probe Droids should come next (as long as you stay away from the front of the AT- ATs).

I find the tow cable in this game inferior to that of RS. The AT-ATs take less shots to bring down than in RS. You can use the tow cable to trip them and make them look clumsy. But I like a little more action. I use blasters. I find that shooting at the heads of these clumsy beasts is quite effective. If you stay to the sides, the ATs can

usually not hit you.

The most vulnerable place of the AT- ATs is the small, yet poorly armored head. Do NOT attack it from the front! That is comparable to shooting yourself in the head. (Or at least your foot.) However, I HAVE attacked them from directly in front. They almost never hit me!

Note: I would not adopt this suicidal maneuver as part of your normal procedure. Although using the tow cables on the AT-ATs gets you challenge points, shooting them with your blasters can help hone your targeting skills for levels 3 and 10. And I don't give a darn about challenge points. Also, something to sharpen your targeting is to shoot down your fellow speeders. Believe me, they don't help you enough to be noticed.

HOW TO MAKE BOBA FETT FEEL LIKE BANTHA FODDER: by Steve McNugget

*Note: When the writer says "flares", he is referring to the flame-thrower.

On Easy, when he shoots the missile at you after the movie clip, jump in the air. On other difficulty settings, press the "Kick Right" button to jump to the side. This might not prevent all damage, but appears to be the least damaging to Dash.

DON'T ATTACK FETT AT FIRST!!!! Get all the extra weapons, health etc. (You might want to save the Full Health for latter though.) When you face Fett, arm yourself with lasers in case you can get some potshots at him. Let him find you. If you don't see him, check each catwalk. Be ready to fill'm up with lasers if you see him. The best place for your safety (and his demise) is the top catwalk. Arm yourself with the flare. Make sure he doesn't land beside you - you'll never now what hit you. When you see him coming up, be the first one to fire the flares. Now is not the time to conserve them! Hold down the button until he backs away to nurse his wounds. You may then want to switch to lasers and hit him as many times as you can on his retreat while staying on the top walk. If you run out of flares, switch to using the pulse-cannon lightly. (You'll need as many as you can get for the Slave 1.) Once he grunts and conveniently hurls down right into the cockpit of the Slave 1, use the cat walks as steps moving as fast as you can. Once you get to the edge of the top one, jump out of the crack and fly to the top of the wall. Make sure your gun is set to pulse. When he comes to the top, place yourself so that your gun is just over the edge. Fire as many pulse as you can. When your fuel reaches 15, fly to the crack, turn off the jetpack, and fall to the ground turning the jetpack on just before making touchdown, and, then, off. Run back up the "steps" and fire off all your pulse, then seekers, then lasers until he becomes embarrassed of the fact that he can't kill one little geeky-looking man with a ship armed with every type of illegal and destructive weapon known to man and goes back down to pout.

EASY WAY TO BEAT THE SLAVE 1: by David Robinson (Beerstud64@yahoo.com)

When it first surfaces, run right up to it.

If you aim Dash just right, you will fit right in between Slave 1's blasters. Once your there, fire away!! If you are in the right place Slave 1 can't hit you!

EASIER WAY TO BEAT THE LOADER DROID: by Gamefreak25
(kerkhoffs@integrityol.com)

1. Get the disrupters from the cargo bay.
2. Make sure your distupters are out.
3. Then after the Loader Droid's introduction, blast him to pieces and make sure you hit him or your in trouble.

YET ANOTHER WAY TO BEAT THE LOADER DROID: by Dan
(NegativeKelvin@aol.com)

I noticed your strategy on the loader droid on the imperial shuttle suprosa or whatever, that's a little unnecessary, al you have to do is: You should have at least 30 pulse ammo, immediately after you enter, aim at the droid (make sure you'll hit him) and drop about 15 rounds on him, by this time he should be about to extend his arms, jump out of the way, and run to another corner, unload until he nears you again, and unload the other 15 shots, he should be either dead or very low, use seeker missiles or just blaster shots to finish him off, it's okay if he shoots his arms at you because that's the last chance he'll have to hit you, just keep firing and he'll die.

I hope that helps, if you don't want to use your pulse cannon, use seeker missiles and simply keep running to the next corner, you can even do it with the blaster, I did this without even getting hit once.

AN EASY WAT TO KILL IG-88: by Kyle M. (kylekmm@hotmail.com)

I just wanted to tell you that there is an easy way to kill IG-88, though you have to sacrifice the challenge points and other stuff... and have to be a bit patient. You go up the ramp at the start, then you go straight and a little bit left, and you see 2 little stalagmite-things in front of a little room. They may be 2D, but if you get in the right spot, they provide good cover! You put yourself on the end of the dirt so the pulse will not hurt you from splash damage, and he just walks up right in between them and shoots away, hitting your cover, and letting you just blast away between the 2! Sometimes he appears on the side, and if it looks like he's not gonna come and shoot into your cover again, shoot your seeker missiles at him and he usually runs...one time I shot when he was coming to my cover, and he blasted me a good bit b4 I could drive him off, but when I do it right, and get in that little spot, I don't get hit at all! near the end he doesn't seem too eager to come near the trap, but he'll spend lots of time near the ramp, so just blast him with a seeker or 2 and he's gone... note that I haven't tried this on hard or Jedi, as I am only on my second day of my rental... Blockbuster rental... anyway, I thought you might wanna know...

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  _ _ _ _ _ / | _____
-|_|_*_| | _____ 13. _FREQUENTLY_ASKED_QUESTIONS_ _____/
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A better title: Frequently Asked Question.

Question: Can the Star Destroyer at the Skyhook be destroyed?

Answer: No. I sincerely doubt it. You can try all you want, but it is not meant to be killed. Even if the rumors are true that you can get it

down to 99% after bombarding it constantly with blasters and missiles for nearly an hour, that would mean it would take over four days to destroy it.

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- | _ | _ * _ | | _____ 14. _CODES _____ /
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There are many more codes for SOTE than the ones listed, but I have only listed my favorites in hopes that you will not go overboard with codes.

DEBUG MODE

This is the greatest code in the game, and will allow you to access a horde of options that will make the game a lot of fun to play. It is not permanent, and so when you turn off the game or quit a file, it will be gone and you'll have to input it again the next time. Here's how to invoke this difficult code. You may need an accomplice to assist you in pulling this off.

First, pause the game on any stage and hold down ALL of the following buttons: Z, R, L, all the C buttons, and left on the digital cross pad.

Then, with all the buttons still held, move the control stick HALFWAY to the right, and hold it for about five seconds until you hear a donk.

When you hear the donk, then move the control stick halfway to the left, and hold for about five seconds until you hear a donk. Repeat to right again, and then again to the left. Now pink text should appear at the top of the screen. Use the L and R buttons to switch between options, the control stick up and down to change (where applicable) and A to activate. When you use one of the options or leave the pause screen, the next time you pause the text will be gone. To get it back, hold all of the buttons you held to activate the code, and move the stick halfway either to the left or to the right. Here is a list of all the options and what they do. This code also allows you to go to any level, regardless of whether or not you've beaten them.

GET ALL STUFF

Gives you all weapons with 100 ammo and the jet pack (doesn't work on Ord Mantell).

INVINCIBILITY

Make you invincible. Activate it a second time to become vulnerable again.

DEBUG DISPLAY

Places some sort of technical readout on the screen that I fail to understand.

50 LIVES

Gives you 50 lives. If you use this option when you have MORE than 50 lives already, it will bring your life count back down to 50.

VILLAINS AREN'T SLEEPY

Push up on the control stick to change this option to "Villains ARE Sleepy". Activation will stop all enemies dead in their tracks. You can kill them, but they won't fall. You can change the option back to default and wake them up again. This can create quite a scene if you put all the stormtroopers in a large area to sleep, kill them, and then

bring them out of their sleep as they will all suddenly fall to the ground. A similar thing happens on Hoth. You can't destroy bosses while they are sleepy.

KILL DASH

I think it's obvious what that does. Why anyone would want to use it is beyond my comprehension. To put him out of his misery, maybe?

TELEPORT

Hmmm. An interesting prospect. Activating teleport will teleport you to a random point farther into the stage. You can keep teleporting as many times as you like, but eventually you will end up back farther than you started if you teleport from the farthest point.

NEXT LEVEL

Do I really have to explain that?

THIS LEVEL

Takes you back to the beginning of the current stage.

PREV LEVEL

See note under NEXT LEVEL. This takes you back to the start of the preceding stage.

WALL GHOST

Turn this on to be able to walk through walls and other solid objects that would normally be impossible to cross. You can sometimes use this to escape stages without beating the boss! All kinds of...unexpected results may ensue from using this code, but one thing is for sure: strange things WILL happen.

JUMP POWER

You can use this to increase or decrease the height of your jumps. Be careful; if you jump TOO high, the game may think that you have jumped off a cliff and will cause you to die on your way back to the ground. Norm: 1,000

GRAVITY

Adjust the force of gravity! No, you won't float around, but combined with the jetpack and/or a high jumping power, you can do a lot of...well, you'll see. But sometimes messing with mother nature can produce undesirable complications. Norm: 1,000

TEXTURE

Ooooo...this is interesting. Turn it off and you get to see what the game looks like right out of its 3-D molds, with no paints or textures or colors.

LIGHTING

Dash is...a rainbow???

FOG

If the fog is turned off, the background graphics will become much more jumpy and weird looking. However, you can see MUCH better underwater without all that darn fog. So much better, that is it weren't for the splash sound, you'd never even know whether you were in the water or not.

ANTIALIASING

Not knowing much about the technical side of video games, I don't

really know what that is or what it does exactly. All I know is, the graphics look smoother if you keep it on.

SCREEN RESOLUTION

Despite the fairly straightforward name, I can't figure out just what this does. I activate it, and nothing appears to happen. I don't even know if it's activated or not. Wait a second. As I'm playing the game further, I'm beginning to notice that at seemingly random points, often in doorways, and only when facing certain directions at these points, "turtle 12 G" will appear in red over the top of the screen. Does this have something to do with Screen Resolution? What does it all mean? Some kind person tried to tell me about this but, alas, I know next to nothing about the technical side of video games, and couldn't understand most of it. *sigh*

VertFOV

Changes the constant zoom level. Norm: 77

ASPECT

Changes how squished the screen looks. Norm: 1.33

DITHER

Seems to affect the textures on the walls, doors and floors in some small way.

FOG MAX

Controls how much fog can be used.

FOG THICK

I DON'T KNOW! I DON'T KNOW! ALL THIS STUFF IS TOO TECHNICAL FOR ME! GET OFF MY BACK!

FOG RED, FOG BLUE, FOG GREEN

Change the tint of the fog.

AMB LIGHT, DIR LIGHT, ANYTHING THAT ENDS IN LIGHT

Changes the color of the light cast on your player.

REVERT FOG AND LIGHTS

Yet another Debug Mode mystery. I can't tell you what it does, expect to say that it can make things pretty hairy at the Skyhook.

GAME SECRETS

This appears at the bottom in yellow. Use it to gain access to some of the challenge point bonuses.

BE AN AT-ST

Rename a file on Medium or harder "_Wampa_Stompa". That's case sensitive, and the underscores are spaces. Make sure the controls are set for Traditional. Then on Battle of Hoth stage 2, 3 or 4, press LEFT on the digital control pad and RIGHT C simultaneously, and then press UP on the pad. Now toggle through the camera views until you are controlling the AT-ST! Use the control pad to turn and up on the pad to fire. You can only control the AT-ST in a general way, because it always moves and fires at anything it darn well pleases. That includes your speeder, which by the way is still flying circles around the battle field. Control your speeder with the analog stick.

BE A WAMPA

Rename a file on Medium or harder "_Wampa__Stompa". That's case sensitive, and the underscores are spaces. Make sure the controls are set for Traditional. Then on Escape from Echo Base, press LEFT on the digital cross pad and RIGHT C simultaneously. Then press UP on the pad. Use the camera button to switch between Dash and the Wampa. As the wampa, use the control pad to move and down on the pad to slash. (BTW, you might want to let the wampas out of their cages first so you can actually go somewhere).

BE A STORMTROOPER OR OTHER GUARD

Rename a file on Medium or harder "_Wampa__Stompa". That's case sensitive, and the underscores are spaces. Make sure the controls are set for Traditional. Now go to any stage where there are stormtroopers or Coruscant Guards. Press RIGHT on the digital cross pad and RIGHT C simultaneously. Now use the camera button to switch between Dash and the trooper. As the guard, controls are identical to the wampa controls, only slashing is replaced with shooting.

SEE END CREDITS

Enter your name as "_Credits", again case sensitive with the underscore being a space. Then start the Battle of Hoth on Jedi. You will see the end credits for Jedi. Watch closely! After you see the credit for the Raccoon King who "Never actively tried to sabotage the project", watch the bottom of the screen for a funny text conversation. Watch all the way past the "Can you beat these times?", and the credits about Dark Horse Comics and you will see a few more "extras".

BLAME US

After watching the end credits, cause the game to return to the title screen. On the title screen, move the stick up and to the right. That's 1:07 using the clock analogy.

WAMPA ROARS

Enter your name as "R_TESTERS_ROCK", entered exactly as typed. Then go to a menu screen like pause.

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-|_|_*| | _____ 15._COMING_SOON _____/
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Empty. This is the final version. There is nothing coming.

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  __ _ /| _____
-|_|_*| | _____ 16._CREDITS _____/
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Thanks to all the people and sources that lent information used in this FAQ.

*Me - I wrote it.

*AllGame.com for a few of the challenge point locations.

*Nintendo.com for most of the codes

*GamesDomain - I got the remaining codes there a LONG time ago before I knew what kind of a thieving site it was, but I have to credit them anyway. Please don't hate me.

*Steve McNugget for providing most of the hints and tips in the Misc. Tips section.

*David and Gamefreak for adding tips to the Misc. Tips chapter.

*CjayC at gameFAQs.com for posting this FAQ, and having the best gaming site on the web.

*Nintendo and Lucas Arts - They made the game.

*Jesus, the first and the last, the bright and morning star. He didn't

lend any info to the FAQ, but he saved me from my filth and shame and gave me passage into his heaven though I didn't deserve it in the least. And for that I owe him more thanks than I can give.

THE SITES HOSTING THIS FAQ/WALKTHROUGH

- *GameFAQs (www.gamefaqs.com)
- *Video Game Strategies (www.vgstrategies.about.com)
- *The Cheat Empire (www.home.planetinternet.be/~twuyts)
- *The Spoiler Center (www.the-spoiler.com)

If you see this FAQ/Walkthrough on any sites other than those listed above, they are illegally leeches files. Report them to me and I will take care of them.

OTHER FAQs BY BROTHER REED

Rogue Squadron
Shadows of the Empire Boss Guide
Mega Man X Boss Guide
Frogger
DKC Guide to Finding Everything
Mario Paint

_____/|_____
-|_|_*_|_|_____|17._CONTACT INFORMATION_____|/_____
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Hey! I love to get mail, and I can personally respond to any mail I get, so don't be shy. Below are guidelines for correspondence with the author of this FAQ/walkthrough (that'd be me).

MAIL I WILL ACCEPT

This is the kind of mail that won't be deleted; in fact it will usually be replied to. Like I said, I love to get e-mail.

QUESTIONS: I'd be happy to answer your questions about the game and FAQs in general.

CORRECTIONS/ADDITIONS: If you want to add anything, especially to one of the many sections that live off of reader feedback or show me one of the numerous mistakes I'm sure I've made, PLEASE send them in.

PRAISE/ADORATION: It really makes my day when someone tells me that my FAQ helped he or she out. That's what it's for, after all. If you wanna praise my FAQ, thank me for my help, adore me for my brilliance, or some combination of those, go right ahead and I will humbly accept.

FLAMES/HATE MAIL: Sure, send it in. I won't reply to it, but I'd love to post it on the GameFAQs message boards so everybody can have the pleasure of laughing at you.

OTHER: Just feel like e-mailing someone? Drop me a line.

MAIL I WILL NOT ACCEPT

Much of this falls into the category of quote unquote "junk mail". See it here? Don't send it. Period. I will delete it, so you'd be wasting your time.

JUNK/CHAIN LETTERS: No, I don't need to get hit with a water balloon, and I don't think that I will suffer from 5 years bad luck if I don't send this to at least six people. Sheesh. This kind of mail will be instantly deleted.

SALES PITCHES: I could not care less about joining your club, buying your product, making 300 dollars from my home in 2 months...forget it.

UNREADABLE JARGON: "Hay man cun you telme how to git the gun hting in teh red staj thankz" I don't know what you're talking about. *hits delete button*

QUESTIONS ALREADY ANSWERED IN THE FAQ: Do you know how irritating that is? If I have already answered the question, I'm not about to do so again, and you will not get a reply. You should have studied harder.

Also, please avoid the use of strong language in your e-mails. If you feel the need to include a few expletives, realize that your e-mail address will be permanently blocked from my account. So don't try it.

Before you write, make sure that you are reading the most recent version of this FAQ. The latest version of this FAQ can always be found at www.gamefaqs.com.

If you see this FAQ on any web site other than www.gamefaqs.com, and you believe that it has been tampered with, PLEASE e-mail me and let me know so I can check it out. Thank you.

Once again, my e-mail address is brother_reed@hotmail.com.

- Brother Reed -

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