

Star Wars: Shadows of the Empire FAQ/Walkthrough

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STAR WARS: SHADOWS OF THE EMPIRE

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1. Introduction

Welcome to my guide for Star Wars Shadows of the Empire. This game is proof that the Star Wars Battlefront series aren't the only good star wars games out there. It does a good job of varying the levels between space and ground. I don't think enough people gave this game enough credit. Well now lets get on to the guide. I will be writing this for the Easy difficulty level so if I say something is there, but you can't find it, that's probably why. I won't tell you where every single challenge point is. (mostly because I don't know where they all are) That's what the challenge point FAQ is for.

2. Version History

Version: 0.3- May 13th, 07- finished the first three levels

Version: 0.4- May 14th, 07- finished level four

Version: 0.6- May 20th, 07- finished level five and six

Version: 0.7- May 21st, 07- finished level seven

Version: 0.81- May 24th, 07- added a few enemies and fixed a few errors,
finished level 8

Version: FINAL- May 25th, 07- finished levels 9 & 10

3. Story

The game starts at the battle of Hoth and then it goes through a backstory of what happens between episodes 5 and 6. You play as a hired gun for the alliance named Dash Rendar. At first you are trying to stop Boba Fett from delivering Han Solo to Jabba the Hutt, but the story gets deeper as you move through the game. You will eventually have to stop Prince Xizor from trying to take Darth Vader's place at the Emperor's side.

4. Characters

Dash Rendar- He is the main character of the game.

Leebo- He is a robot that always accompanies Dash on his missions

Han Solo- Captain of the Millennium Falcon and a long-time friend of Dash

Luke- A Jedi, he helps you on the last mission in his X-wing

Prince Xizor- The main villain of the game

5. Controls

Snowspeeder

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 (Dash's Ship)

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

Speeder Bike

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

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

WALKTHROUGH

PART I: 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

Objectives: Destroy the Imperial forces to buy time for the rebels to escape

Stage 1: It can't get any easier than this. Fly around and simply blow up the probe droids. It only takes about three or four hits to take them down.

Stage 2: This one is a little harder, but not too difficult. There are more probe droids, but this time there are two AT-ST walkers. When you are coming up on an AT-ST slow down by pressing R, and start blasting away at their head. You may need to take another pass to finish them off. Avoid going in front of them because those lasers can do some damage.

Stage 3: In this stage an AT-AT has jumped into the fray. Take out the probes and Chicken Walkers first and then go for the AT-ATs. To kill them, fly at them until you see "fire tow cable" on your screen. When you see that, press Z to shoot the cable at their leg. Now fly laps around it until you trip it. Avoid going in front of the AT-ATs unless you have a death wish. You get a challenge point every time you trip an AT-AT.

Stage 4: Now for the last stage. In this one there are two AT-ATs, FOUR! Chicken Walkers, and around ten probes. Just like before, take out the chicken walkers and probes first, and then the AT-ATs. After they're all dead it's time for the next level.

Level 2: Escape From Echo Base

Objectives: Escape from Echo Base, who would've thought of that?

Go forward, past the snowspeeder and through the large opening just in time to see the Millennium Falcon take off. Kill the snow troopers in this room and then face the side of the room with two doors and go through the one on the right. Go down the hall and press the switch to the right of the door to open it. Kill the troopers and go into the small space on the left with the red tank. Go to the wall across from it and press R to open a small door to find a challenge point and some health. Now go back to the large open room where the Millennium Falcon took off. Remember when I told you to go through the door on the right side? Now go through the one on the left. Go through the door on the left side of the hall to find a snow trooper and cages containing wampas. Press the switch to let the wampas out and they will start fighting. Finish off the winner and then collect the seekers from the middle cage. Go back out and continue up the hallway. Continue up the hallway killing the troopers. You

will meet an automated gun so kill it. Continue up the hallway behind it. Kill the trooper and another automated gun and collect some more seekers.

Kill the probe droids and jump to the platform to the right of the beginning of the bridge to find a challenge point and more seekers. Now go across the bridge and into the cave. Kill the trooper and carefully ease out into the large open area. Carefully take out all of the enemies in this room before you proceed. To get another challenge point, go along the thin ledge to the right of the entrance to this room and at the end you will find it. Now carefully make your way across the thin ledges and go down the hall to an elevator. Press the switch to open the door and continue down the hall. Kill the snow trooper and automated gun. Go out into the open and kill the trooper on the left and the one at the top of the staircase. Now go to the left side of the room and jump up next to the large circular machinery and go around it to find a challenge point. Now go up the staircase. Kill the probe droid and kill the troopers at the tops of the staircases on either side of you, and jump into the little room at the end of the catwalk to find a challenge point and an extra life. Now jump back onto the catwalk and go either left or right. (they both lead to an elevator) When you reach the elevator press the switch to open it and press the switch inside to go up. (down?)

You will be immediately greeted by a couple of troopers so blast them. There is also a third one, but he tends to be sneaky and surprise you at the back of the room. Pick up the health and activate the six switches to restore the power. Now take the elevator back down. (up?) Go forward a few steps and fire into the newly opened door to kill the trooper. Proceed up the hallway. How many times have I said that? Go around the corner to meet another automated gun. Now the floor of the room will start breaking apart. There is an extra life and a challenge point in here. The challenge point is on the left side near the entrance so stay right there and wait for it to come out of the wall. The extra life is near the middle on the right side. After you are done here, hurriedly go to the end of the room and jump onto the triangle shaped ground and go down the hall and into the elevator. Go forward and you will meet your first boss: an AT-ST

Boss: AT-ST

This guy is very easy if you can figure out what to do. Quickly run forward and run under him. Wait until he stops and then start shooting the underside for the most damage. Avoid running in front of him or he will really hurt you. Only use your lasers because you need to conserve your seekers. If you get low on health, there's some in the boxes at the back of the room. After he's dead go through the door that opens. There is also some ammo on the catwalks on either side of the room and a full health in the back on top of a pile of boxes.

Go down the hall until you come upon a doorway blocked by a pile of boxes. Clear them out and go inside. Kill the wampa and look across the gap to see a challenge point. Carefully jump over to it. Now head down the hall and you will see your ship, the Outrider. Kill the troopers outside the ship and then go inside and kill those troopers and go through any of the doors to complete the level.

Level 3: The Asteroid Field

Objectives: Destroy the Imperial Fighters

This is a pretty straightforward level. You have to destroy a bunch of TIE fighters and bombers. When you see "Incoming Bomb" on your screen, that means that a bomber has just fired a bomb at you and you need to destroy it before it hits you. The bombs move very slowly and they are colored bright green so it's easy to see them. Most of the fighters fight in groups so just fire into them and you should get at least one. The bombers are much easier to kill because they just float there. The asteroids will take care of about three or four of your fighters to. There are six bright red asteroids in this level. If you destroy them you get a challenge point. You also get missiles to make things easier.

Part II

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

Objectives: Make your way through the junkyard and take out IG-88

Throughout the first part of the level you have to jump and duck to dodge the obstacles. There are also a few challenge points and extra lives. Pretty much all you have to do is make your way from train to train until you reach the last car. Make sure that you kill any enemies quickly or they will become a nuisance. Also, never try to jump when the car you are on is turning or you will fall off. Try to save your seekers for IG-88.

Boss: IG-88

This guy isn't too hard if you keep moving and don't just stand there in front of him. His attacks are a regular blaster and a pulse cannon. There are three challenge points in here. The first one is in plain view, atop the pile of junk where IG-88 first starts. The other two are inside the two cylinders with lava in them. Basically all you have to do is wait for him to jump to you, fire a few point-blank seekers, and run away. There is some flamethrower ammo on the catwalk above the pile of junk with the challenge point, which is effective. Another strategy is just to charge him firing seekers madly. He will probably fry you at least once, but you can kill him quicker this way.

Level 4: Gall Spaceport

Objectives: Get the jetpack and defeat Boba Fett

Walk out of the ship and if you want a challenge point, use the rock beside the ship to jump up to the challenge point on top of the ship. Now head up the path and turn the corner to meet a stormtrooper, blast him. Turn around and kill the probe droid. It is also a good idea to go ahead and destroy the two automated guns across the wide gap. Now jump across the gaps to where the turrets were. Kill the trooper on the bridge and then take out the probe droids in the area. Go across the bridge and through the passage. In the passage on the right there is a commando and a probe droid. Now head along the edge of the cliff until you see the opening of a cave. Look up and shoot the commando and continue along the edge of the cliff. Carefully procede blasting the probes. Continue down the path and you will meet a couple of stormtroopers. After that, you will come upon the cave of a..... Wampa! Go through the back entrance of the cave if you need health, but otherwise don't mess with him.

If you want a full health, seekers, and a challenge point, take the bridge over to the right. After you're done here, continue up the path and you will see a building. Go through the door over to the right, blast the stormtroopers and flip the switch. Now go through the door and shoot seekers at the little pole-shaped turrets. Collect the health and step onto the lift. Be ready because two stormtroopers await you at the top. Go into the next room and blast the stormtroopers in there. When you see that you are going to go outside, face the right and strafe out and shoot the droid. Then turn around and shoot the stormtrooper. Go over to where the lift is going back and forth and shoot the two troopers on the platform. Ride the lift over and press the switch. Quickly go through the newly opened gate and shoot the enemies up on the catwalk. Go to the back-left and go up the lift to meet another stormtrooper. Go across the catwalk to the next room and take out the numerous enemies. Go across the bridge to another lift. On your way up there will be a stormtrooper shooting at you so aim up and take him out before you go up. Go into the next room where you will have to kill a lot more enemies. After they are all dead get on the elevator and kill any remainng stormtroopers and get onto the elevator. At the top kill the probe droid and get on the elevator in the tower. Kill the commando and activate the switch. Go through the door to find the jetpack.

You can get a challenge point using your new toy to get on top of the tower. Now you have to make your way to the other side of the canyon by using your

jetpack to get from platform to platform. Always look to see if there is a turret before you try to fly to your next platform or you will get hurt badly. At the end is a platform with a door and pulse cannon ammo guarded by a commando. Go right and go up to the net room. Kill the commando and flip the switch to call in a transport thingy. Ride it to the end, but don't go through the large door. Instead, fly up to the platform on the left. Kill the commando and go through the door and into the area with the AT-ST. Sneak up on him so you won't get hit and then defeat him just like last time. Go into the rooms that were previously unaccessible for some supplies. There are also a few enemies for you to take care of. After you have finished, jump up to the platform with the switches. All of the switches open the hatches on the left side of the wall. The one in the front is the one you need to continue. Go through the corridors killing enemies until you reach an area with large spinning fans. Time it right and run through trying not to get sliced. Now this part only looks hard. There are three spinning fans lined up vertically down a shaft. All you have to do is jump down so not to get the first one and you won't get hit. Activate your jetpack just before you hit the bottom and you won't take any damage from the fall.

This corridor is the same as the last except there are two fans and there are a couple of commandos guarding it. Now jump down through another fan shaft. Go up to the large area and kill the floating droids and collect the health and the seekers. Now fly wayyyyyyyyyyyyyyyyy up to the flat ground and kill the commandos. You will find another transport so get on. If you don't feel like fighting the probe droids, just get as close to the front of the transport as you can, and duck. There is a challenge point floating in the air along the way. When you reach the hanger, stay in the transport and just shoot like crazy until the enemies are dead. Go to the end of the catwalk on the left side and press the switch to open the door across from you on the opposite catwalk. Go through this area to an elevator that will put you in the line of fire of a commando at the top. Kill him and enter another hanger. There isn't that many enemies in here. Go inside the imperial shuttle to find a commando guarding some health and ammo. There is also a challenge point on top of the shuttle. Now flip the switch just like the other hanger and go through the door. Kill the troopers and collect the health and ammo. Go down the hall and up the lift to meet Boba Fett.

Boss: Boba Fett and Slave 1

At the very beginning of the battle, Fett will fire a seeker. Quickly run to the side to avoid it. The rest of his attacks are a blaster and a flamethrower. Fly around from platform to platform following him. When you get a shot, fire a few seekers at him. If you get too close, bring out your flamethrower and toast him. After you hit him he will always fly away. At the top of the battle arena, are a few goodies. There is also some health on the catwalks around the stage. After you have beaten Boba, he will fall down into the landing platform and get into his ship. This is where the battle gets tough. The key is to fly around and constantly keep moving to avoid the damaging lasers. When you have a clear shot at the back of the ship, start pounding it with your seekers or pulse cannon. If your health gets low, remember that there is a good bit of health around the arena.

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: Kill the bike riders before they get to Luke

This is a very fun level, but it can get pretty challenging on the harder difficulty levels. Basically, you have to make the bike riders crash, one at a time before they reach Luke. You can check how many are left and how close you are to the end by the "map" at the top of the screen. There are a few ways to take out the riders. One way is to simply push into them until they lose control, but that will take a little longer. You can also do it the "right" way by ramming into them with Z or R. R being right, and Z left. You can also wait until you see an object or something and run them into that. This isn't that difficult on easy or medium, you just have to not drive as fast as possible. On hard or Jedi you have to be EXTREMELY careful. During the first half of the level, you will be going through Mos Eisley. After that, you will go through a desert that has a couple of Sarlaacs that would love to eat you. There is also a challenge point above each of them. The rest of them is Beggar's Canyon.

Level 7: Imperial Fighter Surposal

When you start, open the hatches to the left to get some ammo. Go through the door and kill the stormtroopers. Go through into the next room and kill some more troopers. Go through this area carefully. There are a few troopers in the rooms, so take them out as needed. There is also a hatch in each of the rooms that contain health and ammo. The last one on the right has an interrogator droid in it. After you are out of the troopers barracks. There is an automated turret with a challenge point behind it. Ride the elevator up to the next room. Kill the troopers and go over to the other side of the room to flip the switch. There is also a full health over there. Now jump down and go through the newly opened door. In this hallway the doors are going up and down at various paces. You have to wait for them to go down before you can pass. To make things easier, I would kill all of the droids before I go anywhere. Now go to the end of the hallway.

Kill the VERY annoying turrets on either side of you and press the switch. Now go forward and three guns on either side of you will come out and start shooting you. Quickly kill them before they can do too much damage and flip the two switches to raise the door. Kill the droid and carefully ease backwards into the room until you can see one of the turrets on either side of the door and blast them. Now this part is a little tricky. You have to try and make it through the spinning machinery without getting hit. To do this, get as close to it as possible without it hitting you and dash through when it is coming at you. Do the same thing with the next set in the next room. Kill the droid and collect the challenge point on top of the wall separating this room from the first room. Now go down the elevator to a room with two spinning platforms. Jump on the first platform and jump or duck as necessary to get past the arms. Now jump on the next platform and do the same thing to get to the platform with the droid and the elevator. There are two challenge points on the generators next to the spinning platforms.

Kill the trooper at the bottom of the elevator and head into the next room to meet a few more enemies. Now head into the elevator and immediately run to the left or right to find cover from the droids in the hallway. Equip your seekers and strafe out killing them one by one. After they are all spare parts, go forward to the elevator. When you exit the elevator, you will be in a large Hanger bay. Before I discuss what you need to do here, take out all of the stupid droids on the above catwalks. Destroy all the boxes on the ground floor and look around. You will notice all of the bay doors and you will notice the control panels beside the door where you entered, and at the back of the room. The panels look like small bay doors. You have to press them in order to create a path to the top of the room. Press the necessary switches to get to the top area with the three doors. Go inside each of them, the middle one has a bunch of stormtroopers in it, instead of just charging in, carefully go in and out, picking them off one by one. Now blow up the box in the corner for a challenge point. The first door has some health in the box, and the last door has a couple of troopers guarding a box containing a full health. After you're done here, go past the doors and into the next room where you will meet a couple of commandos. After they're dead, go down the lift, to meet the Loader Droid.

Boss: Loader Droid

This guy is pretty easy to beat as long as you don't do anything stupid. When he charges at you, simply run away a good distance, turn around and shoot him a few times in the head. The pulse cannon or flamethrower are the best weapons to use against him. After his health gets pretty low, he will start trying to run you over which will take your health down a lot. Just follow the same pattern and you shouldn't get killed. After he is dead go up to the supercomputer to complete your objective. Now go back up the lift like Leebo said and press the switch that mysteriously appears out of nowhere to complete the level.

Part IIII

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: Sewers of the Imperial City

Objectives: Make it through the sewers to Xizor's Palace

Head down the catwalk all the way down the spirale-shaped room. There are a few droids floating around waiting to fry you, so watch out for them. You can get down there a lot quicker by jumping off and activating your jetpack at the last second, but that's risky. Once at the bottom, jump up into the corridor filled with sewage water. Kill any guards or droids that you come across from a distance. At the end is a shaft that have several doors that open and close quickly. Stand on them until they open to drop down to the next floor. Wait for the next one to open and shoot the droid down there so it can't ambush you. Now go down all of the doors and kill another droid at the bottom. Follow the raised path to some spinning blades that are like a vertical version of the obstacles in Level 7. When you reach the area with the lake of sewer water carefully scan the area for any sewer monsters. If you see one, blast it before it goes back under. Fly over to the platform to the right for some health if you need any. Swim under the water to the back-left side of the room for some pulse which you will need later on. You can't open the door at the back of the room yet because you need a security card as Leebo tells you so fly into the pipe beside the platform.

You will reach an area with a circular collumn in the middle and sewer water surrounding it at the bottom. Kill the droid and jump down into the water. You should see two switches on the wall. Activate them both and a passage will open up between them, containing a challenge point and an extra life. There are a few small places in the collumn that contain supplies. After you have done everything fly to the corridor and go through the pipe that's about halfway up the wall. Kill the droid and fly to the very top of the shaft. Go through the corridor to find some seekers and a challenge point. Now fly down to about the middle point of the shaft and go through the square-shaped opening to find another shaft. Kill the droid and jump down to the bottom and go through the pipe and at the end is a challenge point. Now fly up to the top of the shaft collecting the health on the platforms as you go. At the top is two soldiers and a gun on the ceiling. Take out the soldiers first and then the gun. Get the health and continue to fin yet another shaft. Kill the droid and go down to the bottom of the shaft. There is a corridor about halfway down that leads to some pulse. When you are at the bottom go through the corridor and take down the lone asshole that is trying to keep you from getting.....
THE SECURITY KEY! Now head back dow the corridor and you will notice that the bars have opened giving you access to the area where you need to use the key. Open up the gate and go through.

Jump in the water and fry the sewer monster. Swim into the left corner for a challenge point. To proceed, go into the right corner and dive under. Swim through the tunnel until you reach an area with a spinning blade above the pool of water you are in. Kill the droid and the soldier. There is a challenge point above the blade. Now go through the tunnel that the soldier was blocking. Now you will be in another room with a column in the middle. Kill the droid and activate the two switches on the right side of the wall. Go into the little hatch that opens up to find the force field deactivator. Swim under the water and go into the little niche on the bottom of the column to find a disruptor and a challenge point. Fly up to the top of the room and go into the spinning tunnel. You will notice a square hole that spins with the tube. Wait for it to come around on the left side to reveal a gun. On the right side it will reveal a switch. Destroy the gun and shoot the switch to open the way. Look over to the left to shoot the well-hidden gun that slides out of the wall. Flip the switches to deactivate the force fields. At the end kill the three guards and try not to take too much damage. You will notice that your path is blocked by two large fan blades. Look up and you will notice the two holes in the ceiling. One of them has two enemies and some health, the other has nothing. Flip the switches in both of them to activate the fans. Drop back down and kill the soldier on the other side of the fans and make your way through them. Open the door to mee the boss.

Boss: Dianogue Eye

Swim down to the bottom of the chamber and you will see a monster that will unfold itself. It is basically a gigantic version of the sewer monsters. You have to swim around and avoid the tentacles by shooting them. You can't kill all of them because another one comes every time you kill one. When you see the eye, switch to seekers and fire a few. The pulse cannon also works pretty well too. Don't use your disruptor because it is next to impossible to get it to work, plus you need to save it for next level's boss. You will probably die at least once because the tentacles attack you a lot and very quickly. There really isn't a strategy for this beside shooting the hell out of it. Make sure to stay away from the mouth which strangely looks justy like a sarlaac pit. After it is dead wait for the water to lower and for an opening to appear in the ceiling. Fly up there and go through the door to complete the level.

Level 9: Xizor's Palace

Objective: plant the charges to blow up Xizor's Palace

There is one good thing about this level an a few bad things. The good thing is that it has kickass music. The bad things are that it is extremely long, very hard, and the boss can kill you even if you have fifteen lives. So lets get started shall we?

Kill the guard and go foward killing the guards on the left and behind the pillars. Go up the staircase and walk up to the blast door and it will open up automatically. Don't charge into the room or you will get hit hard. Instead, lean slightly out in the open so that you can see the droid and shoot him. Now fly up to the second level and kill all of the annoyanes up there. Run around

the perimeter of the second floor to collect some ammo. Now to get out of here fly up to the second level and go to the pillar that is across from the door that won't open. You have to do this very quickly, press the switch, jump off while activating your jetpack, and turn it off before you hit the ground and then run quickly to the door that closes in about six seconds. Kill the droid and head up the staircase. Head up killing the droids and you will come to another enemy-filled room. Kill the droids on the bottom floor who never fire at you and then take care of the enemies at the top, there is also a cannon that slides out of the wall to the right of the entrance. After they are all dead, head into the elevator. After you enter the shaft, there is 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 and ride it to the top.

Go down the hall, killing anything foolish enough to get in your way. When you reach a switch, activate it to lower a bridge. If you look through the window you can see a droid about to go on the bridge so shoot him if you get a good shot. Go through the nearby door and across the bridge. Kill the enemies here and strafe down the hallway facing left to kill the soldier down there and then continue up the hallway. Ride the lift to the next floor and kill the droid. Activate the switch to lower another bridge. Go back down to the previous hall and go through the door where you killed a soldier and cross the bridge and go through the door. Go into the elevator and ride it up to the first stop and kill the droids. Flip the switch to open up a door. Go back into the elevator shaft and fly up to find a space with a challenge point and a disruptor. Fly down a little way to find a small passageway, go in. Be wary of the guns that slide out of the walls. You will reach an open area with some turning gears. Kill the droid before you go past the first one and kill the sliding gun on the left wall after the next one. There are a couple of very difficult challenge points in this area. 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.

From where you got the previous challenge point, face the wall and press B as if you were opening a door and the wall will move out of the way. Head down this hallway until you reach a chasm. Fly along the side towards the corner and you will find a challenge point that you saw hanging outside of a window earlier. Now head back to the passage where you entered this area from. When one of the teeth of the gear goes past you, fly up following it and you should come out back to the area with all of the gears. Go past them and up the hallway. Collect the disruptor and you will come upon a droid so kill him. Jump down to another room with different types of gears. Kill the wall gun and go to the end of this catwalk. Jump over to the catwalk on the right, careful not to get hit by the gears. Go forward a little ways and you should see a droid on another catwalk behind some more gears. Kill him and go over to the catwalk he was on. Now face the end of this catwalk and look up to see a hole. Jetpack up and enter. At the end you will be in a shaft where you have to plant the pulse bombs. You can see one area in front of where you enter. Simply fly to it and activate it as if you were pressing a switch. There is also another on the floor below and above you. Each floor also has a couple of enemies. After Leebo has told you that you have planted all of the bombs, fly back up to the level where you entered this area from. There is a newly opened passage next to the entrance so go through it.

Kill the guard and you will come to a very large area with a couple of droids floating in the air. Kill them and then kill the enemies on the bridge and then fly to it. There is a secret door next to the bridge that contains a challenge point and a disruptor. Now go through the passage and up the lift to

meet the toughest boss in the game: Gladiator

Boss: Galdiator

Phase 1: This part is only hard if you want it to be. To make this a lot more simple, fly over him and stay behind him the whole phase. Pelt him with laser fire. Save your seekers and your other weapons for later. If you stay behind him, he can't see you which means he can't hit you, which means you won't take any damage, which means you won't die and you won't lose any valuable lives.

Phase 2: This is where it gets a lot harder. He has lost his legs so he is flying around with a jetpack. He is a lot quicker like this so you can't just use the cheap method of staying behind him like a scared little girl. Try to get off a few seekers and then jump down into the maze for cover. When he gets near you, fire your flamethrower at him. After you run out of flame, fire a couple of disruptors at him which will either kill him or take his health down a lot. There is also a droid that runs around in the maze.

Phase 3: This is much harder than either of the two previous stages. He is now just a floating head which makes him effectively much harder to hit. His only attack is the laser beam now. Your jetpack is also malfunctioning which means it can't recharge, so once your out, your out. Fire whatever you have left at him. If you have ten or so lives left you don't really have to worry, just sit there and take it like a man. Make your disruptor shots count because they can mean the difference between victory and defeat. His life will end in an impressive explosion for a nintendo 64 game.

Now on to the last level!!!

Level 10: Skyhook Battle

Objectives: Fight off the star Vipers until you reach the skyhook, and destroy the Sky hook

There isn't any strategy involved here. You have to fight off the endless star vipers until Leebo reaches the skyhook. You will know you are almost there when you see the star destroyer approaching the other large ship. (the skyhook) Depending on the difficulty level, you get an extra life every time you destroy a certain number of ships. On easy you get an extra life for every 15 ships you destroy. Now prepare for the final battle of the game. Now you have control of the ship and you are flying towards the skyhook. You should see the four arms sticking out of the sides of the skyhook. On the end of each is a skyhook turret which you must destroy before you can proceed in the level. You will notice that when you shoot them, their health refills quickly. To kill them, fire two missiles in quick succession (c-up) to destroy them. Ignore the countless TIE fighters and star vipers. After all of the turrets are dead you can fly in and attack the power core. Enter the skyhook by flying through one of the arms. Avoid the objects and slow down once you can see the core. Fire a few blaster shots and then hit it with a missile. For some reason it doesn't damage the core if you just fire a missile. After you hit it, It should say it has 75% left. Fly out of another arm, but not the one you originally came

in with because it now has fire coming out of it. Do this with all of the arms to completely destroy the core, now fly out to complete the game.

Yay?

7. Enemies

Stormtrooper- just a regular Stormtrooper in a white suit. Has a blaster.

Snowtrooper- just like stormtrooper except he has a different uniform

Probe Droid- These are the little floating droids on Hoth. They have a laser cannon that can do a good bit of damage. A few blaster shots will take one out.

Wampa- These are the snow monsters found on Hoth. If you don't bother them they won't bother you. They can rip you apart in a matter of seconds and they take forever to kill. If they spot you, they will follow you forever until one of you is dead.

Automated Droid Turret- You will meet these throughout the game. They are just a gun mounted on three legs. Use a seeker to take care of these things.

Train Guards- These guys are standing on the trains in level 4. They have spears, but they only use them if you get close to them

DROIDS- I don't feel like making a description of twenty different droids so I'll just tell you about all of them at once. There is the interrogtor droid which is a black floating orb with a needle at the end. It also has a laser cannon. There is the sentry droid, that patrols a certain area and will blast you when it sees you. The assassin droid doesn't hardly ever get a shot off and resembles C-3PO. There is also the silver ones from Xizor's Palace, but they shouldn't even get a chance to shoot you.

Swoop Gang- These are the bike riders that you have to kill in level six. See the guide to learn how to kill them.

AT-AT- You will meet these behemoths in the first level. Use your tow cables to trip them

Xizor's Soldiers- Same as Stormtroopers except they are dressed in red and are a lot tougher

Sewer Monsters- There are only a few of these things and that's a good thing. They can kill you in just a few hits. Just stay out of the

water away from them and shoot them from afar.

Skyhook Turrets- these are the turrets on the skyhook at the end of the game. To kill them, fire two missiles in quick succession because their health regenerates.

TIE Fighter- These are the most common enemies that you will find in the space levels. They are very fast and travel in groups of four most of the time.

TIE Bomber- These hover around you in space levels and shoot damaging green bombs at you.

Star Viper- These are Xizor's fighters that attack you in the last level, they have about the same attributes as the TIE fighters

Sarlaac Pit- There are only two in the game. They are located in the desert in level 6. If you drop into their mouth, you die instantly. The level 8 bosses' mouth also strangely looks just like one.

8. Bosses

Boss: AT-ST

This guy is very easy if you can figure out what to do. Quickly run forward and run under him. Wait until he stops and then start shooting the underside for the most damage. Avoid running in front of him or he will really hurt you. Only use your lasers because you need to conserve your seekers. If you get low on health, there's some in the boxes at the back of the room. After he's dead go through the door that opens. There is also some ammo on the catwalks on either side of the room and a full health in the back on top of a pile of boxes.

Go down the hall until you come upon a doorway blocked by a pile of boxes. Clear them out and go inside. Kill the wampa and look across the gap to see a challenge point. Carefully jump over to it. Now head down the hall and you will see your ship, the Outrider. Kill the troopers outside the ship and then go inside and kill those troopers and go through any of the doors to complete the level.

Found: Levels 2 & 5

Boss: IG-88

This guy isn't too hard if you keep moving and don't just stand there in front of him. His attacks are a regular blaster and a pulse cannon. There are three challenge points in here. The first one is in plain view, atop the pile of junk where IG-88 first starts. The other two are inside the two cylinders with lava in them. Basically all you have to do is wait for him to jump to you, fire a few point-blank seekers, and run away. There is some flamethrower

ammo on the catwalk above the pile of junk with the challenge point, which is effective. Another strategy is just to charge him firing seekers madly. He will probably fry you at least once, but you can kill him quicker this way.

Found: Level 4

Boss: Boba Fett and Slave 1

At the very beginning of the battle, Fett will fire a seeker. Quickly run to the side to avoid it. The rest of his attacks are a blaster and a flamethrower. Fly around from platform to platform following him. When you get a shot, fire a few seekers at him. If you get too close, bring out your flamethrower and toast him. After you hit him he will always fly away. At the top of the battle arena, are a few goodies. There is also some health on the catwalks around the stage. After you have beaten Boba, he will fall down into the landing platform and get into his ship. This is where the battle gets tough. The key is to fly around and constantly keep moving to avoid the damaging lasers. When you have a clear shot at the back of the ship, start pounding it with your seekers or pulse cannon. If your health gets low, remember that there is a good bit of health around the arena.

Found: Level 5

Boss: Loader Droid

This guy is pretty easy to beat as long as you don't do anything stupid. When he charges at you, simply run away a good distance, turn around and shoot him a few times in the head. The pulse cannon or flamethrower are the best weapons to use against him. After his health gets pretty low, he will start trying to run you over which will take your health down a lot. Just follow the same pattern and you shouldn't get killed. After he is dead go up to the supercomputer to complete your objective. Now go back up the lift like Leebo said and press the switch that mysteriously appears out of nowhere to complete the level.

Found: Level 7

Boss: Dianogue Eye

Swim down to the bottom of the chamber and you will see a monster that will unfold itself. It is basically a gigantic version of the sewer monsters. You have to swim around and avoid the tentacles by shooting them. You can't kill all of them because another one comes every time you kill one. When you see the eye, switch to seekers and fire a few. The pulse cannon also works pretty well too. Don't use your disruptor because it is next to impossible to get it to work, plus you need to save it for next level's boss. You will probably die at least once because the tentacles attack you a lot and very quickly. There really isn't a strategy for this beside shooting the hell out of it. Make sure to stay away from the mouth which strangely looks justy like

a sarlaac pit. After it is dead wait for the water to lower and for an opening to appear in the ceiling. Fly up there and go through the door to complete the level.

Found: level 8

Boss: Galdiator

Phase 1: This part is only hard if you want it to be. To make this a lot more simple, fly over him and stay behind him the whole phase. Pelt him with laser fire. Save your seekers and your other weapons for later. If you stay behind him, he can't see you which means he can't hit you, which means you won't take any damage, which means you won't die and you won't lose any valuable lives.

Phase 2: This is where it gets a lot harder. He has lost his legs so he is flying around with a jetpack. He is a lot quicker like this so you can't just use the cheap method of staying behind him like a scared little girl. Try to get off a few seekers and then jump down into the maze for cover. When he gets near you, fire your flamethrower at him. After you run out of flame, fire a couple of disruptors at him which will either kill him or take his health down a lot. There is also a droid that runs around in the maze.

Phase 3: This is much harder than either of the two previous stages. He is now just a floating head which makes him effectively much harder to hit. His only attack is the laser beam now. Your jetpack is also malfunctioning which means it can't recharge, so once your out, your out. Fire whatever you have left at him. If you have ten or so lives left you don't really have to worry, just sit there and take it like a man. Make your disruptor shots count because they can mean the difference between victory and defeat. His life will end in an impressive explosion for a nintendo 64 game.

9. Weapons

Blaster- this is your basic weapon that you start the game with. If you start firing rapidly the accuracy will lower

Seekers- These are very effective against all enemies. As their name implies they seek out the enemy in the immediate vicinity

Pulse Cannon- You will want to save this for big fire fights and bosses. You just have to hold down the fire button and it will annihilate everything in your path.

Flamethrower- Self explanitory

Disruptor- This will kill everything in the area. When you shoot it, it goes a few feet and then explodes creating a huge shockwave. It will severely damage bosses

10. Credits

Me- for typing this

Lucas arts- for a good game

GameFAQS- for hosting this and three of my other guides

11. Legal Stuff

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