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Please beware that this was my first guide and so please give some sort of support. I am open to CONSTRUCTIVE criticism and all other helpful suggestions and comments. You can contact me at the above mentioned E-mail address. But please note that I only answer questions that are not stupid and aren't explained in the guide. I will not answer any E-mail from people that are rude or otherwise disrespectful. If you want to E-mail me, be sure to put something in your subject about this guide, or else I may delete without looking at it. With that said, let's move on to the guide!

Remember, the latest version of this walkthrough can ALWAYS be found at
www.GameFAQs.com!

- - K E Y W O R D S Y S T E M - -

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Can't find something in the guide? Too lazy to read through certain sections to find what you're looking for? No problem. With the keyword system, you'll be able to navigate this guide with ease. The keyword system is basically a way to quickly jump to a certain section using the Find command (Ctrl+F). To use the keyword system, simply press Ctrl+F to bring up a search window. Then type in a keyword to quickly jump to a certain section of the guide. When typing in a keyword, be sure to include the <, the >, and the ^ symbols or the keyword might not work. A list of keywords and their corresponding section follows:

SECTION:

KEYWORD:

- Updates

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- Basic Game Tips

<^bt>

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Hopefully, this make it much easier to navigate my walkthrough.

I. U P D A T E S :

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Version 1.0:

- put up the Basic Game Tips
 - put up Controls
 - put up Menus/Screens
 - put up Power-ups Section
 - put up Character Profiles
 - put up Enemies Section
 - started walkthrough:
 - put up level 1
 - put up level 2
 - put up level 3
 - put up level 4
 - put up level 5
 - put up level 6
-

Version 1.5:

- completely revised the alignment, layout, and format
- minor spelling and grammatical errors fixed
- added AAT to Enemies list
- continued walkthrough:
 - put up level 7
 - put up level 8

Version 2.0:

- fixed more alignment and layout errors
- finished walkthrough:
 - put up level 9
 - put up level 10
- put up Secrets section
- put up GameShark code section
- put up Acknowledgments section
- put up Contact Info section
- moved the disclaimer to the bottom

Final Version:

- put up Frequently Asked Questions section
- added the 1000 point bonus in Level 7
- put in trick on how to get inside Boss Nass sphere in level 13
- spell checked the guide
- fixed minor mistakes and layout errors
- added new ASCII title
- added new keyword system
- added new Character Modifier Codes for GameShark [Credit goes to Darth Sona and Andre the Midget]

II. B A S I C G A M E T I P S :

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This section is designed so that beginning players will know some basic techniques and skills before starting the game. If you already know what you're doing then you can skip this section. Here are some fundamental things you should know before starting a game:

-Know your characters' strengths and weaknesses before fighting tough enemies. For instance, we all know Plo Koon is much slower than the other characters but he can do more damage. Adi Gallia, on the other hand, is the fastest of all the characters, so she will be able to get in more attacks and retreat faster. But she is also the weakest compared to the others; it seems that it takes less hits of the same attack to kill her. If you know how your character will do against various enemies than you'll have a much better chance at surviving.

-Learn the different commands you'll be using early on, such as double-jumping and the running Lock-on attacks. You will need to rely heavily on these commands later on in the game especially double-jumping.

-The maximum number of Special Items your character can carry at once is four. If you spot a Special Item power-up and you don't have room in your inventory, use one. That way the Item won't be wasted and you will still get the points for getting the item. Never pass a Special Item up.

-The same rule above applies to the Force power-up. Use some Force if your full before getting a Force power-up.

-One of the most important thing to master in Jedi Power Battles is the reflecting of lasers. You need to know how to successfully deflect a laser to

beat the game. In fact, the last boss of Level 1 has to be defeated by reflecting his lasers.

-Remember when you're blocking attacks a "block meter" will start to rise. If it gets too high your character will be unable to block until it goes back to normal. To make it go down faster, release the block button.

-And finally, practice all of your combos and techniques. You'll never get good at the game if you don't practice. Trust me, other people are probably having the same problems as you are, it's okay to mess up once in a while, especially if this is your first time playing the game. Eventually you'll be able to make it through levels without any problems, but you just have to keep on trying.

III. C O N T R O L S : <^cn>

Note: All controls on this list are in Default mode.

Menu:

- Directional Buttons/Analog Stick: Move cursor
- X: Select
- Triangle: Go back
- Circle: N/A
- Square: N/A
- Select: N/A
- Start: N/A
- L1: N/A
- L2: N/A
- R1: N/A
- R2: N/A

Game:

- Directional Buttons/Analog Stick: Move character
- X: Hack/Vertical Attack
- Triangle: Heavy attack
- Circle: Jump, push again while in the air to perform a double-jump
- Square: Slash/Horizontal attack
- Select: Toggle different between Health and Force displays
- Start: Pause/Bring up menu
- L1: Block, reflect lasers by pressing block just before the laser hits you
- L2: When pressed in conjunction with Triangle/X/Circle, releases a Force attack. You must earn the L2+X and L2+Circle before you can use them (check walkthrough). When pressed with Square you use the Special Item.
- R1: Lock-on to nearest enemy. If you run during Lock-on mode, you'll roll around the enemy.
- R2: Run when pressed in conjunction with a direction.

IV. M E N U S / S C R E E N S : <^ms>

This section will explain the various menus and screens in the game. If you know what everything is, skip this section.

MAIN MENU:

- New game: This allows you to start a new game on Star Wars: Episode I, Jedi Power Battles. You will have to choose the number of players after choosing the New Game option. After you've selected the number of players you will have the choice to choose between Jedi and Easy Mode. Although the instruction manual states that the secrets can only be unlocked in in Jedi mode, it's not true. You

can unlock all of the secrets while playing Jedi or Easy mode. There's no difference in anything about the modes.

-Load Game: This is just as the name states: you can load a saved game.

-Options: Inside the Options menu you'll have the choice to configure the following:

-Audio: in the Audio menu you can mess with the following things:

-Music: This allows you to turn the game's music on or off.

-Music Mode: Choose between Stereo sound or Mono sound.

-Music Volume: This allows you to adjust the game's musical volume.

-SFX Volume: This allows you to adjust the game's special effects volume.

-Controls: Inside the Controls option you have the choice to configure the following:

-Controller Setup: Choose between five different controller configurations.

-Vibration: This feature can be used with a DualShock controller only. It turns the vibration during the game on or off.

-Walk/Run Limit: This feature can be used with DualShock controller only. It adjusts how you have to push the left Analog Stick to make your character run.

-Restore Default Options: Restores all options to their original state.

CHARACTER SELECTION SCREEN: This allows you to select your character. It is not possible to select the same character for both players in two-player mode.

LEVEL SELECTION SCREEN: You can now choose any level that you've beaten to play or you can choose the next level after the one you have beaten. If you're starting a new game you can only play on Level 1 at first. The levels will unlock themselves as you progress through the game. After you have selected the level and the screen loads a screen will pop up, briefly stating your objective for that particular level.

THE PAUSE MENU: The pause menu is brought up when you press the Start button while in the game. From there you have option to restart the level (but you lose one credit), continue playing the game, quit the game, or configure the controls and audio features.

V. P O W E R - U P S :

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Here I will explain the various power-ups found in the game, their point values, and some tips about them.

HEALTH--50 & 100 points

The health power-up comes in two sizes, the small version, which fills a little bit of health and the larger one (it glows a bit) which refills a decent amount of health. You should never pass these up.

FORCE--50 & 100 points

The Force power-up also comes in two sizes. Again, the larger one glows a bit. If you're full on Force and you spot a Force power-up, go ahead and use some. Then get the power-up. That way it's effects won't be wasted.

SPECIAL ITEM--100 points

Like the Force power-ups you should always use one of these if you're full and you spot one in the game. Special Items can sometimes be a lifesaver. Most of them are highly effective against groups of enemies and can get you out of some hairy situations. Refer to the Character Profiles and the Secret Characters sections to see which character has what Special Item.

BLADE AMPLIFIER--100 points

If you get a Blade Amplifier your attacks do more damage to enemies. Be warned though, it only lasts for a certain amount of time so use it wisely.

BLADE EXTENDER--100 points

The Blade Extender is similar to the Blade Amplifier; they both allow your lightsaber to deal more damage. But the Blade Extender also makes your lightsaber longer than usual, which means you can attack enemies from further away. Again, like the Blade Extender it only lasts for a limited amount of time.

ULTIMATE POWER-UP

The Ultimate Power-up is just as it names says: it's the ultimate of all power-ups. It refills your health and Force to full, it gives you max Special Items, AND it even gives you a Blade Amplifier on top it. Pretty cool, it you ask me. So before you pick up one of these amazing power-ups, use all of your Force and Items because it refills both of those to full. It's too bad no points are given for such a great power-up.

CHECKPOINT--50 points

The checkpoint allows you to return back to it whenever you die, given that you have a credit. But remember that if you die after you have touched a checkpoint, all of the points you got after the checkpoint will be lost. Grab one of these whenever you see one, there's not much of them in on the levels.

POINT BONUS--1000 & 2500 points

These are the ultimate power-ups to gain points from. They each give you a massive point jump. The silver one gives 1000 more points and the gold one gives you 2500. But beware, there are only one of each of these in every level (with the exception of Level 8) so you better keep you eyes peeled.

EXTRA LIFE--200 points

The extra life power-up is a little more rare than others, but for a good reason: they give you an extra credit. They give the insurance of coming back to a checkpoint (supposing that you touched one). So, of course, never pass it up.

CHALLENGE--500 points

The challenge is worth a decent amount of points but it also halves both of your current health and Force. So only grab it if you think you can survive with half health and Force.

RANDOMIZER

The Randomizer is a double-sided sword; it can give health, Force, or a mega point bonus when you need it, or it could throw up a challenge. It's up to you to decide if you need or not. The points given are depended on what item it gives you.

GUNGAN ARTIFACT--50 points

There are only three of these found in the game. If you manage to find all three on the same game (not necessarily the same character, but the same game) you'll unlock the secret level, Gungan Roundup!. Refer to the walkthrough for the location of these Artifacts.

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VI. CHARACTER PROFILES :

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In this section I will explain about the different abilities of the various characters of the game. I will also include a list of their combos and techniques.

Note: You may need to learn some of the combos listed before you can use them. And, of course, T=Triangle, X=X, S=Square, C=Circle, and L2=L2 for the combos and Force powers.

OBI-WAN KENOBI:

Obi-Wan Kenobi is the best character for a beginner to start with. He has great speed and a good deal of combos. He's not as fast as Adi or as powerful as Plo Koon but he still be highly effective in the game. His Force abilities are pretty decent, although it seems to me that his long range Force technique, the Force Thrust, is slower and less powerful than Qui-Gon Jinn's. Obi-Wan's defensive Force power is a bubble that reflects lasers, damages enemies, and takes cannon fire. However, it will not refill your health bar and it uses up your Force bar relatively quickly. It is extremely easy for Obi-Wan to beat Darth Maul. All you have to do is Lock-on and keeping hitting the Square button. If you're new to the game and want someone who is easy to use, then pick Obi-Wan.

COMBOS:

S,S,S,T
X,X,S
S,S
S,S,S
X,X,T
S,S,T,S
S,S,S,T,L2
X,X,T,S,S,T
X,X,S,S,T
T,L2
S,S,T
X,X,S,S
X,X,T,S

FORCE POWERS:

L2+T= Saber Dash
L2+X= Force Thrust
L2+C= Protection Bubble

SPECIAL ITEM:

Thermal Detonator

QUI-GON JINN:

Qui-Gon is not as fast as his Padawan, Obi-Wan. But he can deal more damage with his saber. His style is graceful and calculated. Qui-Gon specializes in healing, so once you learn the L2+C Force ability you will be able refill a little bit of health using your Force. His short range Force attack is great for knocking opponents off of cliffs and tall buildings (like in Coruscant) although you don't get the points for killing them. It's also highly effective against the Kreetles on Level 6. Qui-Gon's Force Thrust technique (L2+X) seems to travel farther, faster, and deals a little bit more damage than Obi-Wan's. The easiest person to kill Darth Maul is Qui-Gon. Lock-on and keep pressing X,X over and over again.

COMBOS:

T,S
S,S
S,S,X
X,T,X

FORCE POWERS:

L2+T= Shockwave
L2+X= Force Thrust
L2+C= Heal

SPECIAL ITEM:

Electric Detonator

X,X
T,S,T,T
S,S,T,T
S,S,X
X,X,T
X,T,X,L2
X,T,X,T
S,S,T
T,S,T

MACE WINDU:

Mace Windu is my all-time favorite character. He's also the best all-around character in the game. In my opinion, he has the best Force abilities out of all the Jedis. Though he's not the fastest or the strongest he has a well balance of both to make him a great character. Mace's long range Force technique, the Saber Throw, is highly effective against any enemy. It will end most of them to an early grave. It is a bit harder to control Mace than it is with other characters, but once you learn his style he will be literally unstoppable. His short ranged Force power works really well against Darth Maul and can be used to destroy enemies when they are surrounding you from all directions. Mace's Force Absorb technique damages enemies and takes cannon fire. But, it won't reflect lasers. It will refill your health bar if you are damaged while in the bubble. Also, it seems to me that it uses up your Force bar slower than other defensive Force powers.

COMBOS:

S,S
X,S,S,T
S,S,S,X,L2
S,S,T,T
S,S,L2
X,S
S,S,S
S,S,T
X,S,S
S,S,S,X

FORCE POWERS:

L2+T= Saber Shield
L2+X= Saber Throw
L2+C= Force Absorb

SPECIAL ITEM:

Thermal Detonator

ADI GALLIA:

Adi is, hands down, the fastest character in the game. Though her attacks are not really strong by themselves, they are devastating when strung into quick combos. Adi does seem weaker to me, it looks like it takes less hits of the same attack to kill her than it would, say, Qui-Gon. But nonetheless, Adi can be a really good fighter when she needs to be. Use her speed to overwhelm opponents or to outrun them. Adi's Force powers are very unique but sometimes unneeded. Her short range Force power is, in my opinion, not all that great. The Mesmerize just doesn't help when the enemies can shoot at you instead of getting close. Her defensive Force move, the Force Cloak, works surprisingly well when you need to get away. But be warned, it has a limited effect and some enemies (such as Plasma Droids) aren't affected by it. Adi's long range Force attack is supposed to seek out enemies, but it never seems to work that well for me. And it seems to drain the Force bar more than other long range attacks. Adi's Special Item is a protective bubble that can reflect lasers and damage enemies while she's in it. If you have the Ultimate Saber equipped then enemies die within one bump of the bubble.

COMBOS:

T,T,T
X,X,T
S,S,S,T

FORCE POWERS:

L2+T= Mesmerize
L2+X= Piercing Gaze
L2+C= Force Cloak

SPECIAL ITEM:

Energy Shield

X,X,S,S
X,X,S,S,X
S,S,S
X,X,S
T,T,X,T
S,S,X,X
S,S,X,X
S,S,T,X
X,X,T,T
T,T,X

PLO KOON:

Plo Koon is the slowest character in the game. But what he lacks in speed he greatly makes up for in his strength. He has the most powerful attack in the game. When playing as Plo Koon, try to avoid large groups of enemies. If you can take an enemy one-on-one, you will surely win. Most of Plo's combos are slow to execute and you may be interrupted before you get to finish so try to do your attacks before you are right next to the enemy. Plo's most useful Force ability is his Electric Judgment. It is close, if not identical, to Darth Maul's. Use it to take out large groups of enemies from a distance. Plo's short-ranged Force power CAN be interrupted for some reason. His defensive Force ability is the exact same as Obi-Wan's and Darth Maul's. It reflects lasers, damages enemies, and takes cannon fire. It won't refill your health bar like Mace's. Again, it uses up your Force bar pretty fast. Plo Koon's Stim Pack is really useful. It speeds him up a bit, gives more attack power, and he can take no damage while it's in effect. Sadly though, it only lasts for a short amount of time so use it wisely.

COMBOS:

T,T
X,X
X,X,T
S,S
X,T
S,S,T
S,S,L2
S,S,X
S,S,X,L2
X,T,T
X,X,S
S,S,X,T

FORCE POWERS:

L2+T= Saber Cyclone
L2+X= Electric Judgment
L2+C= Protection Bubble

SPECIAL ITEM:

Stim Pack

VII. S U P P O R T I N G C H A R A C T E R S :

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In this section I'll list all of the characters that you'll have to help during their specific stage.

JAR JAR BINKS

Jar Jar is the clumsy Gungan you meet in Level 2. He'll be a sort of a guide to you in the Level 2: Swamps of Naboo. There isn't any way that Jar Jar can get hurt so you don't have to worry about protecting him.

ROYAL HANDMAIDENS

When you reach Level 3 you'll have to find and rescue at least seven of these maids. Refer to the walkthrough to find out where all of the handmaidens are.

You gain 250 points for each handmaiden that you rescue.

QUEEN AMIDALA

You meet the young monarch on Level 4. You'll have to escort her to her Royal Starship hanger. If you hit Amidala with your lightsaber she will get hurt and eventually die.

ANAKIN SKYWALKER

On Level 5 you'll have to protect Anakin for the first part of the before he runs off to get a stolen hyperdrive. Again, like Amidala, you can kill him so be careful.

NABOO PILOTS

Normally these courageous pilots are found at the helm of a Naboo starfighter but in Level 9 you'll have to rescue at least five of them from the top of the palace cliffs. It is possible to kill any one of these pilots. You gain 250 points for every pilot that you rescue. Refer to the walkthrough for more details.

VIII. THE ENEMIES :

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This section contains a list of all the regular enemies found in the game, their point values, and various strategies on how to beat them.

BATTLE DROID--100 points

These are the most basic enemies in the game. You encounter more of them than any other enemy. These droids are weak and die within two or three swipes of a lightsaber. They have standard hand-to-hand skills and they not particularly fast. The easiest way to kill them is to reflect their lasers. You can recognize a Battle Droid because it is tan in color.

PILOT DROID--50 points

The weakest enemies in the game. They die within one slash. Pilot Droids don't carry blasters and have very poor fighting skills. They were originally programmed to pilot any Trade Federation vehicle so they don't need superior fighting skills. You should have no problem fighting them. You'll know when you see a Pilot Droid because it has blue shoulder markings.

SECURITY DROID--150 points

You can distinguish Security Droids from others by their red shoulder markings. They have more hit points than the Battle Droid and have better fighting skills. They're capable of short, rapid bursts from their blasters so take more caution when reflecting laser shots from them. Security Droids block more often than Battle Droids.

RIFLE DROID--100 points

The Rifle Droids are just Battle Droids with much bigger guns. Beware of their rifle shots, one hit can send you flying. The best way to approach a Rifle Droid is to run in a zigzagging pattern. Remember they can't get their shots off as fast as Battle Droids so rush in right after they shoot. Once you're up close they have no chance against you.

COMMANDER DROID--200 points

Commander Droids have extremely good fighting abilities. They can block a lot of your attacks and can figure out your pattern. They are much harder to take down than Security or Battle Droids. You can usually spot a Commander Droid by the yellowish markings on their heads. a good strategy to use against them is to use your long range Force powers. Try to kill the Commander Droids first, as they pose the biggest threat.

GRAPPLE DROID--350 points

Grapple Droids are the ultimate hand-to-hand combat machines. They have a lot of stamina so they take more hits than the average droid to kill. Grapple Droids are also capable of blocking most of your attacks so, again, use your Force if you have to. Try to fight only one Grapple Droid at a time, two may overwhelm you. Grapple Droids are slate gray and have a different look to them.

FLAME DROID--350 points

Flame Droids have a giant tank on their back, which let's you distinguish them from the Security Droid. The Flame Droid can shoot fast streams of fire from the tanks on their back, which can drain your health rather rapidly. Remember, you can't block a Flame Droid's attack, the only to get past them is to avoid them. The best way to kill a Flame Droid is to run around in circles around it and wait until you hear six puffs of flames then go in for the kill. An alternative strategy is to use your long range Force powers.

PLASMA DROID--350 points

The Plasma Droids attacks are very unique. It sends a bolt of green plasma energy, which jumps and arcs around uncontrollably. This makes it very hard to get close to Plasma Droids. Try to engage only one Plasma Droid at a time if you can. Use you Force powers to give you some breathing space. They should die within several smacks. Plasma Droids carry a big tank on their backs and have green shoulder markings. They're also bigger than the most droids.

STAP (Single Troop Aerial Platform)--200 points

STAPs are highly evasive, aerial fighting machines. They fly around the screen shooting their twin lasers at you. The only way to kill a STAP is to reflect its lasers or to shoot at it. You can also shoot the STAPs with your lasers (Captain Panaka and Queen Amidala only.)

DESTROYER DROID--350 points

Destroyer Droids, aka Droidekas, are extremely powerful, for a basic enemy. They have twin cannons mounted on their arms, which fire VERY rapid bursts of lasers. If you just stand there blocking the lasers will quickly fill up your block meter. They don't have very good fighting skills so it's best to engage them up close. Destroyer Droids can fold up and roll into battle very quickly and can take a good amount of damage before going down. You can spot a Destroyer Droid by its unique appearance, it has three spiny legs, and two arms that end in blasters. Destroyer Droids are grayish in color.

AAT--500 points

AATs are the Trade Federation's standard attack tanks. The are easy to defeat, on foot, STAP, or in another AAT. AATs have a main cannon, machine guns, and skirt energy shell launchers. Check the walkthrough for Level Three to see the controls for an AAT.

TUSKEN RAIDER--150 points for standard, 200 points with rifle

Tusken Raiders are found on the sands of Tatooine. You'll know where they are before you spot one by their loud war cry. Tusken Raiders have decent fighting skills and take a few hits before dying. Remember, you can't deflect a Tusken Raider's bullets back at him, though you can block the bullets. Tusken Raiders are easily recognized by their dusty clothes and human-like stature.

JAWA--50 points

Jawas are pests. They run around firing their little energy blasts at you, though the blasts are very short ranged. Simply run up and slash it to kill it or deflect its blasts. They shouldn't give you very much problems. Jawas are small creatures wearing a dark brown, hooded cloak. You can't miss them.

PROBE DROID--100 points for standard, 150 points for upgraded

Sith Probes are small black orbs that hover in the air shooting at you. The standard Probe Droid doesn't have an extended arm with blasters and can't move and fire at the same time. The upgraded version has an extended arm that carries a blaster capable of short rapid bursts. They can move and fire at the same time. The best way to destroy these droids, is to reflect it's own laser back at them.

MERCENARIES--100 points for both the blue one and the thin Rodian, 150 for the fat, green one

There are three types of thugs. The blue one has decent hand-to-hand skills and also carries a small blaster. The fat, green thug, or Ishi Tibs, prefer going up close. They're the toughest of the thugs. Their powerful uppercut can send you soaring through the skies of Coruscant. A good strategy to use while fighting them is to get one of them to follow you back about twenty feet. Then the thug should stop moving and just taunt you. That's your chance to go in and attack him with everything you've got. Avoid fighting these guys near edges and cliffs. The last type of thug is a Rodian. He can only attack from far away. So get up close and he'll be history.

KREETLE--100 points

Kreetles are not exactly the weak, pathetic bugs you thought them to be. They're worth 100 points each, that's as much as a Battle Droid. Never let Kreetles surround you and start biting. Your character may be stuck in the spot forever. Quickly, kill Kreetles using a hack attack. Never use the slash attack, it's worthless against them. Qui-Gon's short range Force attack is excellent against these bugs.

CARNIVOROUS PLANT

The Carnivorous Plant is invincible to ALL types of attacks. Whether it's Force, lightsaber or Special Item. Run away from these plants whenever you see them. There's no point in fighting them.

GUNGANS--100 points

Gungans carry electropoles which, for some reason, have some decent range. Gungans are great fighters so you should try to kill them from a distance. Avoid large groups of Gungans if you can. You can tell what a Gungan is by its long electropole.

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Finally, the part you've waiting for, the walkthrough. Before you read the walkthrough there are few things that you need know. During parts of the guide I will tell you to grab a checkpoint and then to kill yourself. No, this isn't suicide. You need to do this because that's how you get the maximum points for that level. When you kill yourself you will then be warped back to that checkpoint. But instead of going forward, you will have to backtrack the level until you cannot go back anymore. This will allow you to get all the points again before going on. After that, make your way back to the checkpoint and go on until the next checkpoint. This is all required if you want the maximum points. Don't worry, I'll tell you which checkpoint to kill yourself and double-back and which ones not to. Now, on to the walkthrough!

A. L E V E L 1 : T R A D E F E D E R A T I O N B A T T L E S H I P <^L1>

POINT EARNED:	AWARD:	ENEMIES:
8,000	Combo Bonus	Pilot Droid
16,000	Energy Bonus	Battle Droid
24,000	Extra Life Bonus	Security Droid
		Destroyer Droid
		Loader Droid (Boss)
		Starfighter Droid (Boss)

You begin the level by being thrown into a bunch of Pilot Droids and a Battle Droid. Take care of these guys and the gray C-3PO-looking droid too. He's not doing you any good. After you've killed all of them no more will come unless you advance forward. Now is a good time to practice some early combos and techniques. After you've got a hang of fighting move down the corridor, killing anything that gets in your way. Grab the power-ups and keep fighting until you come to a place with several Battle Droids and some Pilot Droids. Be sure to grab all of the power-ups before you kill off the droids. Because once you do, a scene will pop up and you won't be able to go back.

After you go through the door you'll be in a large room filled with computers and more droids. First, run to your right and grab the Special Item power-up. The go back to the left and kill the Pilot Droid. After you've done so destroy the computer screen. It'll give you some early points. Go down to the room and massacre every droid, computer, and computer screen for massive points. Go up the far stairs and continue your path of destruction. Eventually, you'll end up in an area with a checkpoint and some more droids and more computers. Kill everything and collect all of the power-ups before getting the checkpoint.

That way, if you die in the upcoming jumping sequence all of the points you've so far collected will stay with you. When you're ready, jump on to the moving conveyor belt. You might want to run the opposite direction of the treadmill to get your bearings before doing the next jumping sequence. Then let go of the run button and let the treadmill take you towards a gap. Before you are swept off the belt, run and perform a double-jump to get on to the next part of the treadmill. Keep doing what you did on the next few jumping sequences.

Along the way you may encounter a Battle Droid or two. Try to take them out before they shoot you in air while you're jumping, or else you'll probably fall to your death. You'll also see some Pilot Droids on a platform across from you while you're on the conveyor belt. It is possible to jump to them, but I don't recommend that you do that. It's highly risky and you'll probably die. It's not

following pistons. Be careful though, if you fall, you're as good as dead.

Near the end of the pistons you'll see a Battle Droid. Deflect its laser at it to kill it. If you can't, jump to the platform right after it has fired. When you're on safe ground progress through the next part, killing all droids that dare to stand in your way. There's also a Blade Amplifier and a Force power-up behind the pillars.

Keep moving, killing anything the moves until you reach an area with Force and health power-ups. Kill the droids, as usual, and keep going to your left. Make your way to a higher ledge and destroy all the droids and computers. Grab the Special Item and go on to the elevator on the far left side of the screen. Once you get on you be taken to the second part of the level.

After the sequence loads be ready to keep on going.

Before you go and engage the droids, drop down to a lower level and grab the extra life near the back of the screen. Then proceed to annihilate all of those droids on the screen. Be sure to use up all of you Force and Special Items because there's an Ultimate Power-up nearby.

After all of the droids are dead, go back and walk along one of the narrow bridge-like things that lead to a round platform. On of these has the Ultimate Power-up be hidden behind it at around 12:00. Once you've gotten this, go on to the next area.

In the next area, there will be a checkpoint with some Security and Battle Droids. Again, like the first checkpoint, kill everything on the screen before you get the checkpoint. Continue down the corridor until you see two Droidakas come rolling at you. Take care of these droids and the ones behind them before grabbing the power-ups. Go to your right and continue with your path of destruction. Kill all of the droids, destroy the control consoles and the gray C-3PO droid. The Randomizer is up to you. But remember, the boss is just up ahead.

Keep going and you'll reach a checkpoint. This is the checkpoint you use to double-back. But only double-back if you're confident you can beat the boss on this credit. If you're not, you might want to rethink about doubling-back.

Grab the checkpoint and jump off the nearest edge if you're willing. When you double-back you can go all the way back to the previous checkpoint. That includes killing the Droidekas.

After you've gone back as far as you can go, return to the checkpoint in which you killed yourself earlier on and continue to the final boss fight of the level.

B O S S : S T A R F I G H T E R D R O I D <^L->

This boss is really easy, if you know what to do. The idea is to reflect its own lasers back at him. Sounds simple? It is. Unless you don't know how to reflect lasers effectively (and who doesn't?), this boss should be a piece of cake. Keep on reflecting until it goes into its second form. Repeat this process until it dies. During the fight you may encounter some Pilot and Battle Droids. You can either destroy them yourself, or lure the Starfighter Droid into killing them for you. There are Force, health, and a Special Item power-ups scattered around the stage. You get 1000 points for killing it so don't panic if you only have around 23,000 points when you're fighting it. Once you beat it, you beat the stage. Congratulations!

Note: If you're playing as Amidala or Panaka shoot at the droid near the top

right corner or the bottom of the screen. You'll hit it every once in a while.

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B. L E V E L 2 : S W A M P S O F N A B O O

<^L2>

POINTS EARNED:	AWARD:	ENEMIES:
7,000	Combo Bonus	Pilot Droid
14,000	Energy Bonus	Battle Droid
21,000	Long Range Force Attack	Security Droid
		Commander Droid
		Kreetles
		Slaatik Hagworm
		(Boss)

At the beginning of the level, you'll start in the middle of a bunch of droids. You'll have to take care of all the droids that come at you in order to advance.

There are some power-up near the brownish boxes in the back of the screen, do overlook them.

Once you do kill them all off, you'll see a sequence showing a MTT scaring numerous Kaadus and causing a stampede.

After sequence, you'll have to run away from the MTT while trying to avoid the Kaadus who will occasionally run into you out sheer panic. Try to stay away from them, they will only slow you down and cause you to lose some health.

Don't do anything but run like a madman.

After you get pass the stampede you'll be in a new area with a checkpoint. Grab the checkpoint and proceed into the large clearing.

In the clearing, you'll again encounter many droids. You can kill most of them from a distance by reflecting their lasers. There's an Ultimate Power-up hidden in the bush near the top left corner of the screen. Grab it when you need it.

Behind the giant stump with the Randomizer on it is an extra life. I suggest you collect the Randomizer. There are health and Force power-ups after it so you won't lose much if it gives you a Challenge.

Proceed on to the area with the tall mushrooms. Use the tallest mushroom to jump on to the platforms on the trees. Then make your way up the tree until reach the top. Walk along the narrow tree branch and then hop to the next ledge. Don't worry, there are invisible walls along both sides of the narrow branch so you can't fall off even if you wanted to.

From the ledge, jump to the next plateau and dispose of all the droids while collecting all of the power-ups.

When you've killed all the droids, move on to the next plateau. Always remember, in stages that require you to do a lot of jumping sequences (Coruscant and Tatooine) try to draw the fire of the enemy that is on the ledge or platform that you are trying to jump to. That way you can deflect it and kill him, giving you a clear landing space.

Continue from plateau to plateau, killing and collecting everything along the way. Eventually, you'll reach a checkpoint. Kill everything around the checkpoint before getting it, as usual. Then slowly make your way right

poison breath. Hit him two more times to beat the level.

C. L E V E L 3 : C I T Y O F T H E E D

<^L3>

POINTS EARNED:	AWARD:	ENEMIES:
10,500	Energy Bonus	Pilot Droids
21,000	Combo Bonus	Battle Droid
31,500	Attack Bonus	Rifle Droid
		Security Droid
		Destroyer Droid
		Flame Droid
		AAT
		Turret Droid (Boss)

Ahhh...this is my favorite level. Not only do you get to drive an AAT and blow up tons of stuff, but the level is really easy to beat.

First things first: I would like to point out that if you are not successful at rescuing at least seven handmaidens by the time you reach the boss then you fail the level and you have to start over again, minus one credit. But don't panic, I will tell you how to get the seven and more.

Okay, at the beginning of the level go to the left and collect a Special Item power-up. Then go back to the right and kill all of the droids, starting with the Rifle Droid. After that, collect the two hidden health power-ups in the tress to the far right.

Make your way up the stairs and continue to destroy the droids. Don't forget the Force power-up near the bottom of the screen, to the left, at the top stairs. There's also a lightsaber power-up on the bottom of the screen on the right side before the drop.

Once you have cleared everything, just jump, no need to double-jump, down to the area below. You'll see a handmaiden fleeing from a Security Droid and two Battle Droids. Take care of the chumps before rescuing the maiden.

WARNING: if you attack the handmaiden while you have the Ultimate Saber equipped, it will kill her.

There's a power-up in the stairs near the maiden.

Follow the maiden to the bottom of the screen where you will find more droids to slaughter. Kill them all and grab the power-up before hopping up on to the narrow grassy ledge. Walk carefully along this ledge to find a maiden being attacked by a Battle Droid. Quickly save her. Then follow her near the bottom of the screen where four more droids come to avenge the death of their fallen comrade.

Jump down to the lower section after you've killed off the droids.

Here you find many different types of droids. Kill the Rifle Droid first, as always, and proceed to rescue the third maiden.

There's a Blade Amplifier behind one of the pillars and a Randomizer behind another.

Continue to the right to find a checkpoint guarded by two droids. When you've killed them and grabbed the checkpoint, you have two options: one, you can jump

up on to the green roof and fight your way on the high road. Or two, you can battle it out on the low road. The high road has a handmaiden but the low road offers more points. It's a tough decision, but I'll make it for you. You can take both paths.

In the next section I will explain to you how to get the handmaiden and rack up huge points.

First, go on to bottom path, killing all of the Droidakas and grabbing the various power-ups.

Note: sometimes the Destroyer Droids will magically "resurrect" themselves right behind you even though you swear you just killed them. To me this isn't a disadvantage, it just means you'll get double the points.

When you reach the end of the path you'll see a droid guarding a handmaiden with a checkpoint next to them. Kill the droid and rescue the maiden, but DO NOT get the checkpoint. Instead, backtrack the bottom path until you come to the beginning near the small, green roof. Get on top of that roof and then make your way through the top path.

Along the way, be sure to rescue fourth handmaiden and collecting all of the power-ups. When you reach the end drop on to the small green roof at 6:00. Then run up the stairs and grab the extra life before going down to grab the checkpoint that you bypassed earlier.

Climb up to the highest roof and jump off, resulting in your death. You'll be warped to the checkpoint with all of the droids and handmaidens resurrected. Backtrack all the way through the bottom path until you come to the checkpoint. Again, DON'T grab the checkpoint. Instead, go to the left and kill off all the droids and rescue the handmaiden again.

Now go and take the top path until you reach the end. Again, drop on to the small, green roof and run back to the checkpoint near the beginning. This way you should've racked up tremendous amounts of points while getting the remaining maidens. Go back to the extra life and collect it again before moving on. Now you've lost no lives, got all the handmaidens, and bagged big points. Pretty cool, huh?

In the next area, you'll see an AAT stop in front of you and three Pilot Droids coming out. Kill them but don't get into the tank just yet. There seems to be some kind of glitch that allows you to gain points while you attack your own tank. Yes, simply Lock-on to it and start attacking the front of the tank. Or you can use all of your Force doing a long range Force attack.

Don't worry, there's Force power-up hidden at the back of the trees to your left.

Strangely though, the point trick only works if you haven't gotten into the tank yet. Anyway, hop into the tank and start blowing stuff up! Here are the controls for the tank:

Directional Buttons/Analog Stick: Steer tank

L1/R1: Rotate main cannon

R1+L1= Lock main cannon motion

Triangle: Shoot main cannon

Square: Shoot machine guns

Circle: Shoot skirt energy shell launchers

R2: Accelerate

L2: Exit

BTW, while you're inside of your tank, you are invulnerable to all attacks. Nothing, not even you, can destroy your AAT. Also, you cannot run out of ammo for any of the weapons for the tank.

Use the main cannon to take out other tanks and the machine guns and bouncy bullets to destroy the droids. You may need to get use to the controls of the tank before you are able to control it successfully. Once you've gotten the hang of driving your tank, go on a killing spree.

Destroy all of the droids and the enemy AAT in the courtyard. If you want to rescue the handmaiden, go ahead, although if you've been following this guide correctly you should already have enough handmaidens. Then head on to what I call the tank maze.

Basically just go around and destroy all of the droids and enemy tanks while collecting all of the power-ups. When you're done exploring and killing go to the top left hand corner of the maze and park your tank and go up the stairs for more action.

Note: it is possible to beat the tank maze on foot. I've done it before. The best way beat the tank maze on foot is to use either Mace or Plo Koon. Lock-on and use their long range Force powers to destroy the tanks. The droids shouldn't pose much of a problem, just reflect their lasers back at them or use your Items. Save your Force for the AATs.

Contrary to what most people think, the enemy tanks don't shoot at you as much as they would if you were in your AAT.

Once you've climbed the stairs, destroy all of the droids, rescue the handmaiden and grab the checkpoint. Then continue through the level, destroying the droids and collecting power-ups.

Once you reach the area with a fountain near the back of the screen, jump on to the shrubbery on the bottom of the screen to find another handmaiden guarded by a Security Droid. Also, on the left hand corner of the fountain there is an Ultimate Power-up and a health power-up on the right.

Head to the right to see a short sequence.

Take care of the Flame Droids and grab the health power-up behind the tree and on the stairs along with the Force power-up before getting the checkpoint and moving on to the boss.

B O S S : T U R R E T D R O I D <^L@>

The Turret Droid is another easy boss. He has three different stages of attacks.

When he has his energy shield on, just block his lasers, you can't hurt him in this form.

Note: if you attack him when he has his shield on you'll get some points. This is especially effective with Plo Koon or Adi. Use their Special Items and just run against the Turret Droid's shield and watch your points rise like crazy.

When he lets down his shield rush in and attack him. Once you've hit him he'll fold up and launch Thermal Detonators at you. Just stay close to him and attack him. Though you won't do any damage you'll rack some points.

Then he'll go back into the shield and shoot at you. If you need more health or Force, there are some power-ups in the corner of the battlefield.

Double-back as far as you can, killing and collecting everything that you did the first time here.

Note: some people have said that they cannot get through the door on the left after they have killed themselves. To get past this, go to the small ledge with a plant near the bottom left corner of the screen. Double-jump against the windows to provoke the Droidekas to shoot at you. If you're lucky they might shoot out one of the windows, allowing you a way back into the hallway.

Once you're done doubling-back, prepare for a grueling jumping sequence.

First jump onto the small ledge on your left and then jump straight up, on to the first balcony. Kill the droid before slashing at the windows in the background. If you haven't figured it out yet, they also give you points like the plants.

You may hear the buzzing of a STAP in the background after you've jumped on to the first ledge. Just reflect its fire every time you hear it fly by for a shot at you. It'll eventually blow up after you have reflected enough shots at it. You may want to kill it on the first balcony so that it won't distract you when you're jumping.

If you can do this part without any problems skip this next part and move with the guide.

From the first balcony, take two jumps to the left, land, break the windows for points, and two more jumps to the left. Take breather before trying to deflect the lasers from the right. If you can't deflect effectively, wait until after he has shot to jump. Then, a double-jump to your right, break the windows, and continue to your right after deflecting more fire. Then one more double-jump to your left. Now you may see two different landing spots for your next jump. Though it is possible to make it to the top platform, it is highly risky and you shouldn't do it no matter how good you are at jumping. Your goal is to try and make it to the bottom balcony. Try to hug the far wall in mid-air and wait until the last second to do your second jump. Remember, if you die on this part, you'll be taken back to the checkpoint at the bottom of the jumping sequence where you'll have to double-back again, and that's not something you want.

When you're on the bottom balcony, take two jumps to the platform on the right with a Force power-up. You'll be able to see a droid on a platform above you on your right. I haven't been able to get him to shoot at me no matter what I did. So double-jump toward him and pray that he does not shoot you in mid-jump. Kill the droid and the windows before taking two more jumps to your right. Now you'll see a wall in front of you. Just double-jump to your right and you'll end up on a platform with a Grapple Droid. Dispose of him and continue to take care of the others. Destroy all of the potted plants and grab the power-ups before moving on to a similar platform on your right. You know what to do, kill everything possible before attempting the next perilous jump.

On the next platform you'll see a Security Droid shooting at you from his post. There is no way to reflect his lasers or can you hit him with your Items or Force powers (I've heard that Mace can occasionally hit him with his long range Force attack). Remember, jump only after he has fired all of his shots. The droid may be able to hit you occasionally, depending on how close you stand. Once you're on the platform, kill the remaining droids and collect the remaining power-ups before going on to the last jumping sequence.

Follow my instructions very carefully here, one wrong move and you'll be back at the beginning of this section.

First take two jumps to the platform on the right. Deflect droid fire. Then use

only ONE jump down to the platform on your right. Kill the remaining droid and grab all of the power-ups. From here, DO NOT go to your right. It's a drop to your death. Instead, jump back on to the platform on your left, you know, the very first one. Now, one jump to your lower right. Deflect more droid fire before jumping down to you lower right again. Now one more long jump to your right where the droid is. From here you can see the end! If you can, kill the droid on the potted plant trough before jumping down to where he was.

Note: if you jump straight toward the ground instead of the plant trough, you'll probably die. Kill all of the droids and enter the next room with..... a checkpoint! Congratulations, you've managed to survive the grueling jumping sequence!

In this room just do some basic slaughtering. Save the power-ups until you really need them.

When you're in the next room, destroy all of the windows for massive points while killing the droids and getting the power-ups.

You'll eventually reach a giant room with a big tomb in the middle. Kill and plunder everything in the room and prepare to jump on the tomb. You're not the only one whose died many times trying to this next part right.

Go to the bottom of the screen and jump ONCE over the railing. Then when you're about halfway down, jump again to cushion your fall.

Once you are down on the tomb, run down to the bottom of the screen to collect some power-ups. Then run to the top part of the tomb and an animation will load.

Go through the next part, until you see another short animation.

Kill everything on the screen before rescuing the Queen. If you don't, she won't come with you. BTW, there's a power-up behind the chair near the Queen and some hidden behind the two pillars.

When you've rescued her, you're supposed to go and escort her to the starship hanger. But, what you may not have realized is that the droids rarely ever intentionally shoot or hit her. You don't even have to stay next to her you can run ahead and kill everything on the screen. I usually take my time here and let the Queen go on ahead of me.

When you've reached the spiral staircase the Queen will break out in a run. Let her. The droids won't shoot at her so you have nothing to fear. Go up the stairs, methodically killing everything in your path. There's also a Force power-up on the stairs. Just hug the railing as you run up to get it.

At the end you'll see the Queen (if you let her go in front of you). Kill everything in the last room before grabbing the checkpoint and moving on to the boss fight.

B O S S : P L A S M A D R O I D S <^L#>

The Plasma Droids are easy. In fact, they're regular enemies on Level 7. Just run in and attack them when they stop firing their green plasma energy at you. Use all of your Force powers and Items, this is the last fight of the level. If you need it, there's a health power-up in one of the nooks. They take six hits unless you're using Plo Koon, or if you got the Attack Bonus on Level 3. If you're playing as Adi or Plo use their Special Item to avoid damage. Again, if you have the Ultimate Saber on, it will kill the Plasma Droids in one hit, though you won't get as much points.
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POINTS EARNED:	AWARD:	ENEMIES:
12,000	Combo Bonus	Tusken Raider
23,000	Energy Bonus	Jawa
34,000	Defensive Force Power	Sith Probe Droid
		Armored Krakkiss (Boss)
		Darth Maul (Boss)

You begin the level next to young Anakin Skywalker. You must protect him through the first swarm of Tusken Raiders. Don't let Anakin get hit by any attacks, including your own. If he does, he'll eventually die.

Fight through the Tusken Raiders until Anakin runs off the screen. A few moments later you'll be able to follow him. The Jawas in the next area are pushovers. Just deflect their lasers or swipe at them.

Soon you will see Anakin again. This time when you run over to him an explosion will go off leaving you stunned (why would a powerful Jedi like yourself hold your head from that minor blast like that? Maybe Jedi's aren't as powerful as we thought them to be....?). Anyway, a brave Jawa will come and steal Anakin's hyperdrive. Anakin will run off after him, regardless of your futile yelling. From here on you won't have to protect Anakin anymore. What a relief, that future Sith Lord is a handful.

Continue with your quest, killing the remaining Jawa and Tusken Raiders until you come to some metallic structures with some Tusken Raiders near them. Kill the Tusken Raiders and grab the power-ups before heading down to the bottom of the screen to find a Tusken Raider hideout. If you're low on health or Force, scurry into the house and grab the power-ups and the Blade Extender on the roof before going back to the battle.

Go on to your right until you see a checkpoint and some Sith Probes. You will also see Anakin running after the Jawa on the top of the narrow bridges high above you. There isn't any way that I know of to get up there unless you're using a GameShark. And even if you do manage to go up there, you can't kill the Jawa, the Tusken Raider, or Anakin. Anyway, grab the checkpoint and double-back after you've killed yourself.

Note: you may not be able to beat the next part on one try so you may want to practice before doubling back.

When you're warped back you can double-back to as far as the beginning of the level. Yes, the very beginning. This will give you massive points, guaranteeing you the 34k when you finish the level.

When you're done doubling-back be prepared for another jumping sequence (I know, I know, you just finished the one on Level 4, another is coming up). This next part can be tricky if you don't know what to do. But with my help you can get through this next section with ease. I can usually beat this section without losing a credit, including doubling-back, but that required many hours of practice. Again, if you can do this entire jumping sequence without any problems then skip this next section.

From the point where you got the checkpoint, deflect the lasers from the two Sith Probes before taking one jump to the small pillar. Wait to reflect more Sith Probe fire. Then one jump to the next small pillar. Also wait until the

Tusken Raider has shot before attempting this. From here, double-jump to the plateau where the Tusken Raider is. Kill them before getting the Special Item power-up. Go toward the right edge of this plateau to deflect more droid lasers.

Note: it is possible to jump to the next section of this plateau and then along the far wall. This will allow you to skip the majority of the entire jumping sequence, but you will miss the second Gungan Artifact along with a few other power-ups. Instead, wait until the Tusken Raider has shot at you before making one jump to the next small pillar.

Deflect more fire. Two jumps to the next pillar. Wait to reflect more fire. Jump to the next large pillar. Kill the Sith Probes before getting the health power-up. Now, run down to the bottom of the screen. It looks like a cliff but this is actually where the power-ups lie. Just perform a "leap-of-faith" at about 6:00. The view will change and you can see a lone Jawa outside his house. Kill the Jawa and rob his house. The fabled Gungan Artifact is also in there. After you're done plundering go back to the plateau with the health power-up and continue with the rest of the jumping sequence.

Wait until both Tusken Raiders have fired at the same time before doing two jumps to the next pillar. Try to kill the Tusken Raiders with your long range Force technique if you can (Mace, Qui-Gon, and Adi have moves work well). If you can't, two jumps to the next pillar and then two more to where they are. Kill them and jump once back to the pillar from which you came. One jump to the next pillar after the Tusken Raider has fired. Two more jumps to the next little pillar, deflect the Sith Probe's fire, and jump down to the next plateau. Deflect all three of the Sith Probes fire before moving to the right (if you go up you will only face one Tusken Raider with a health power-up) and dropping to the next pillar. Kill the Tusken Raider if you can. If not wait until he has fired then one jump to the last pillar. And finally, two more jumps to safety.

Quickly grab the checkpoint and kill the Tusken Raiders. Drop down from the next ledge to kill two more Tusken Raiders before activating the animation. To avoid the avalanche just hug the far wall and jump past the rocks when you get a chance. There's also an extra life to the bottom of the screen near the middle of the hill.

When you're at the top, kill the guy for all of the pain and misery he and his kind have caused you throughout this level.

Progress through the part with the caves until you come to the Sarlacc Pit. You can't kill the Sarlacc in any way, no matter what you use (Special Items, Force, lightsaber).

There's a 1000 point bonus on a platform on the lower right hand corner of the screen.

Get the checkpoint after killing the Tusken Raiders. This could be a doubling-back point but if you did the earlier mentioned one you probably won't have to kill yourself here. If you do choose to kill yourself, you can go all the way back to avalanche part and further.

Continue up the slopes killing the Sith Probe Droids and Tusken Raiders until you come to the checkpoint. This is the last checkpoint so you'll have to live through this next boss and Darth Maul at the end on the same credit.

B O S S : A R M O R E D K R A K K I S S <^L\$>

The Armored Krakkiss has three different attacks. The best place to avoid them is to stand at the bottom of the screen, near where you were placed at the beginning of the boss fight.

First the Armored Krakkiss will roll around the battlefield trying to hit you. If you stay at the bottom of the screen, near the beginning, this attack shouldn't hit you. If you're close enough, he'll then swish around trying to hit you with his tail. Just stand out of the way or double-jump over this.

The Armored Krakkiss will then swish around again and run back a few steps before roaring at you. This is the only time you can hurt it. When it raises its head, run in with a running X attack and hit it. You can also use your Force or Special Items at this time.

After you've hit it, get out of the way. It will go back into the rolling attack. If you're too far away after it has done its roll, it will smack its tail on to the ground, sending many boulders crashing down upon the playing field. The boulders always land in the same spot so if you've found a safe spot just stand there. You can tell where a boulder's going to fall by its shadow.

After you've hit it enough times it will crash through a wall, leaving you an exit. Grab any power-ups you missed before heading out.

Kill all of the Tusken Raiders in the next section and grab the Ultimate Power-up. Hop over the wall (no special technique required, just drop or jump over it). Fight through the Tusken Raider camp and make your way up the slopes and get your stolen hyperdrive from a Tusken Raider (if you don't Anakin will demand that you get it). Give the hyperdrive to Anakin and prepare to face Darth Maul for the first time.

B O S S : D A R T H M U A L <^L%>

This is the infamous Sith Lord who killed Qui-Gon in Star Wars Episode 1: The Phantom Menace. This is also the same Darth Maul you get for beating the game with Qui-Gon except for some minor changes. Refer to the Secrets section for more info.

Maul can be really easy or really hard. It depends on who you are. You can just run around in circles until time runs out, but you won't get the points for hitting him.

If you're using Qui-Gon or Obi-Wan, just Lock-on and keep pressing X if you're Qui-Gon or Square if you're Obi-Wan.

Adi's bubble doesn't hurt but it does waste some time as Darth Maul keeps blocking the attack, never getting to attack you.

If you're Plo Koon, use your long range Force power and pray for the best.

Use your short range Force attack if you're Mace.

There's a Force power-up in the top right hand corner. Use it when you need to. The battle ends after a few minutes.

F. L E V E L 6 : C O R U S C A N T <^L6>

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POINTS EARNED:	AWARD:	ENEMIES:
17,000	Combo Bonus	Mercenaries
34,000	Energy Bonus	Sith Probe Droid
51,000	Attack Bonus	Mercenary Leader

Welcome to Coruscant, the longest level in the game. It's so long that it has to be cut into two different stages.

Start the level by killing the Sith Probe Droids and the Mercenaries in the next room. And don't forget the Special Item near the wall.

When you're on the taxi, another one carrying two Mercenaries will intercept your taxi. Be very careful when fighting on the taxi. You are extra vulnerable at this time.

When the ride is over, continue down the path until you come to a dead end. Grab the power-ups and kill the Mercenaries before going back.

Hop to the building on the right when you get to the part of the path that widens out. Get the Saber Amplifier on the edge of the building before hopping on to the roof. Jump down to the next area and kill all of the enemies. There's also a Special Item on a building to the right edge of the platform.

Go down the next corridor killing more Mercenaries. When you reach the checkpoint kill all of the enemies around it and grab the Force power-up before getting it. Then kill yourself and double-back as far as you can go. This will give you massive points, if you don't die. You'll need it too. This level requires 51,000 points to max it out. You can go as far back as the end of the first taxi ride.

When you're done, drop on to the yellow taxi, then on to the purple one with a Rodian, and finally on to a brown one with another Mercenary. Hop on to the next roof after you have disposed of the Mercenaries. Continue to jump past the roofs, leaving more dead bodies of Mercenaries as you go.

When you've climbed the first flight of stairs and killed the Mercenaries around it, jump past the left railing at about 8:00. You'll land on a platform with a 1000 point bonus. Jump back and continue on with the level.

The upgraded Sith Probe Droids along the bridge take more hits to kill than the standard type, so don't run off after you've deflected one shot.

Kill the Mercenaries in the next area and run down the stairs. There's an extra life power-up to the left of you. Just hop over the railing to get it.

When you're at the edge of a slanted roof, jump on and slide to the bottom then jump back up the roof and back on to flat ground. This will hopefully draw the fire of a Sith Probe Droid so that you can take him out before you jump.

When it's dead, jump on to the sloped roof and then on to the next building. Deflect more droid fire. Then go about from building to building deflecting droid fire as you go.

You'll soon see a building with a giant fan next to it. You're probably wondering where to go from here. Just jump to the fan to let it blow you on to the next building. Kill the Mercenaries and jump on to the next fan. Continue this process until you reach a platform with a checkpoint and some Mercenaries. Kill the Mercenaries, grab the checkpoint, then drop on to the next taxi, and prepare for a short animation.

Note: you can kill the first guy who flies by if you're Captain Panaka or Queen Amidala. He takes two shots before he'll die.

After the animation, the Mercenary Leader's private limo will ram your own taxi.

Quickly jump from your car to the limo in order to survive. Wait until the limo stops before jumping to a platform on your right. You have to kill the two Mercenaries before you can get the taxi to rise between the gap.

In the next area, remember to deflect the fire from the Sith Probe Droids before making any jumps. Try to draw their fire if you can.

At the top of the building you'll encounter more slanted roofs. Make sure no enemies are near you when doing this part. They may distract you from your jumping.

Slide off the first roof and then jump on to the second. At the bottom of the second sloped roof jump back up the roof a bit to get the Sith Probe Droid to shoot at you. Time their fire and then jump on to the third sloped roof. Here you can deflect the droids fire with no problem. Oh, and don't bother getting the Blade Extender, its not worth the risk. Continue on the fourth and final roof, avoiding the fire of the droids as you go.

When you are on safe ground, kill the Mercenaries and continue south. You'll soon reach an area with lots of Mercenaries. Kill them, collect the Force power-up in the bottom right corner. Then jump up to the first level of the building and kill more Mercenaries. Continue jumping up the building until you reach the checkpoint. Kill everything around the checkpoint before getting it. Then kill yourself and double-back as far as the bottom of the sloped roofs.

When you're crossing then fans, be sure to walk across deflecting Mercenary fire as you go. Remember, if you slip to the left or right, you'll be blown into oblivion.

Note: I found out something very weird when I was playing this level. If you walk off the narrow bridge in between the fans on to the part that appears to be smooth ground you'll still survive. This is the part between the fans, it's slanted like the sloped roofs. There's isn't anything special down there and you'll probably be wasting your time.

When you're at the end of the fans, you'll have to kill a certain amount of Mercenaries before a taxi will stop in between the two buildings.

Hop on to the taxi. Pause to deflect Mercenary fire. Then jump on to the next platform. Kill all of the Mercenaries then move on to the right. Wait for a line of taxis to come, jump on to them, and quickly jump on to the next building. There's an extra life at the bottom of the screen here. Fight your way through the crowd of Mercenaries.

When you are jumping to the roofs at the bottom of the screen be sure not to get hit by the Sith Probe's fire or you're going to be warped all the way back to the beginning of the fans. On each roof pause to reflect the fire before moving on to the next one. This is extremely important as you will get shot in mid-air if you don't.

At the end of the roof sequence, there are health and Force power-ups on the bottom left side on the building. You won't be needing them, however, because the end of the first part of the level is coming up. You'll have all of your health and Force refilled but all of your Items will be gone. Jump on to the white platform to activate the second part of Coruscant.

You'll begin the second part of Coruscant on a platform with some Sith Probes. Kill them and jump to the building on your right. Kill all of the Mercenaries in this area and grab the Special Item power-up in the back of the screen near the two Mercenaries. Then use then fans to blow yourself over to the Mercenary Leader's limo.

WARNING: if you don't kill all of the Mercenaries on the building before this, the limo may not be here so you'll blow yourself into the pit with no landing spot. Make sure you spend enough time on the building before you jump on to the fans.

From the limo jump on to the platform on the right and kill the Mercenaries here. Then go to the rear of the screen and double-jump on to the building on the left. Then continue on the buildings until you find the 2500 point bonus. Go back to the platform from which you came after you've gotten the points power-up.

Go up the stairs but don't go too far. In the middle of the stairs make a blind double-jump to the bottom of the screen where you'll land on a platform with an extra life.

Continue through the level until you come to some taxis. Kill the thugs and hop on. Fight through the next area and hop on to another taxi at the end. Your ride will be cut short by another taxi bearing two thugs. Kill them and jump on to their taxi.

Note: even if you can kill the two Mercenaries from your taxi, the next sequence won't activate until you jump on to their taxi.

After you've jumped on to the Mercenaries taxi, you'll see two taxis collide with each other in the background. Jump on to your first taxi to avoid being destroyed.

When your ride ends, jump to a barely visible platform to your right. Grab the checkpoint and wait until you see taxis drive beneath the platform your on.

The drop to the taxis can be very tricky. All you have to do is wait until the taxi passes directly underneath you and then drop, no need to jump, on to it. Ride the taxi until you see an overpass coming up. Jump to the building on your right at the very last moment. Hop up the slopes to the path at the top. There's an extra life power-up on a small ledge to the right of the path. Hop on to the railing to get a better view. Drop down to get it. Then continue go north. Kill all of the Mercenaries and grab the Ultimate Power-up at the end. Go back the way you came, slaughtering the Mercenaries as you go.

In the next section you'll have to be careful, the bridges are narrow and the green Mercenaries can send you flying easily. Go through the area until you come to a checkpoint.

If you wanted to, you could use this checkpoint as a doubling-back point but this means you'll have to beat the boss, who's coming up, on the same credit. If you're up to it, jump off the closest ledge. If not, jump on to the next platform to activate the boss fight. If you do double-back you can go as far back as the room with the Ultimate Power-up. When you're ready, go fight the boss.

B O S S : M E R C E N A R Y L E A D E R <^L^>
- - - - -

The Mercenary Leader has three different stages of attacks. In the first stage, he'll throw Thermal Detonators at you. The best way to avoid this attack is to run at him and swerve aside when you see him raise his arm to throw the Thermal Detonator at you, about one body length away. Then rush in and unleash a combo. He'll teleport away from you and repeat his attack. Sometimes you he'll taunt you after he has thrown his Thermal Dets. This is a great time to pound the crap out of him.

After you hit him enough times, he'll run off into the second stage of his attack. Follow him into the next room. During the second stage, he'll mainly shoot his blaster and teleport to a different area. Just reflect his laser and, if you're lucky, it'll hit him. The main way to damage him is to wait until he teleports next to you then hit him hard. You can also get him when he's doing his stupid taunt after he's shot his blaster. What you don't want to do is run all over the room trying to hit him. You simply won't get him. In the middle of the second stage he'll start throwing Thermal Dets while shooting his gun. Just use the strategy from the first room to dodge the Thermal Detonators. Again, he'll run off after you've given enough beatings and again you'll have to follow. But first, grab the power-ups if you haven't done so, you won't be coming back.

In the third and final stage, he'll start off by teleporting in front of the sacred Jedi Temple and sending some of his henchmen at you. They should pose no problem, you've been fighting throughout the whole level. Then he'll come back to try and finish you off himself. This is the time to seriously slash at him with your combos. You can also blow him off the building using Thermal Dets or a Force power. But beware, if you do you won't get points for killing him. Before long, he'll go to his grave leaving you with a victory.

Note: I've gotten over to the platform that he teleports to during the third stage with GameShark. But I haven't found anything useful over there. And if you stay over there after you've killed his Mercenaries he'll teleport back to the platform from which you came. After a few moments he'll try to jump towards you, committing suicide and allowing you to move on to the next level.

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G. L E V E L 7 : R U I N S <^L7>

POINTS EARNED:	AWARD:	ENEMIES:
20,000	Energy Bonus	Pilot Droid
25,000	Combo Bonus	Battle Droid
30,000	Defense Bonus	Rifle Droid
		Security Droid
		Commander Droid
		Plasma Droid
		Kreetle
		Carnivorous Plant
		Gungan
		Gungan Chief (Boss)

Begin this level by running down the hill, killing all of the droids that get near you. Most of them will run into the screen only after you have killed a certain number of them. At the bottom of the hill, continue up the screen, destroying more droids as you go.

Note: If you don't kill all of the droids on the screen the game won't let you progress to the next part unless you have made sure that all of the droids are dead.

Keep going until you come to a valley full of droids. Leap in there and destroy ALL of the droids. If you don't, the computer will not let you proceed into the next area.

Note: There's an extra life on a ledge up at the top left corner of the battlefield and a 1000 point bonus at the northern most part of the pit. It is behind a stack of boxes near the far wall of the pit. It blends with the silver boxes behind it, so it is hard to see.

A good strategy is to stand in one spot deflecting lasers and only fighting the droids that come near you. Avoid attracting large numbers of droids, especially with Plo Koon, they may overwhelm you and cause you some considerable damage. Make sure you have killed and collected everything that is in the valley before moving on.

WARNING: Sometimes the game will glitch when you try to move on past the valley. The camera will not scroll past the valley, leaving you to be stuck in there.

To get past this, make sure everything is dead and all of the power-ups are collected. Or try double-jumping against the right side of the screen, hoping that it will scroll forward, though this does not seem to work most of the time.

If you just can't get the screen to scroll, kill yourself by double-jumping against the screen until your character starts to blink, meaning that in about five seconds you're going to die because you were off the screen for too long. Then restart from the beginning of the valley.

When you've gotten past the valley, kill the Plasma Droids and all of the other ones that run up to you before crossing the bridge. If you don't, the Plasma Droids will probably knock you off.

Grab the checkpoint and kill yourself and proceed on doubling-back. You can go as far back as the beginning of the droid-filled valley. After you've racked up the points continue on with the game. Again, if your game glitches when you try to go past the valley try the above mentioned tactics. If it still doesn't scroll, make sure you've gotten the extra life and kill yourself so your death won't be a total loss. Then try again (I know it's tedious but it's the only way if you want the maximum points at the end of the level).

Proceed to kill everything past the bridge until you come to a platform with a droid on it. Kill the droid and go over to your left. There should be an Ultimate Power-up hidden behind the hill.

Note: Don't jump into the water. It will result in your immediate death.

Jump onto the platform and continue to your right, time your jumps carefully, if you don't, you'll end up in the abyss down below.

You'll eventually come to a fork in the path. You could take the high way, which leads to a 2500 points power-up or the low road, which is a direct way to the main path. If you choose the high road, you can double-jump back to the main path by making a leap-of-faith at about 6:00 from the platform where the points power-up is, then proceed on with the level.

The last few jumps of this part of the level require precision jumping. The ledges are narrow so watch your shadow to see where to land.

On the second to last ledge, double-jump up to a small windowsill and pull yourself up. Then go back one windowsill to get an extra life. From there drop down at about 6:00 to land safely back on the ledges. When you're back on the main path, continue until you're on safe ground.

Note: a good thing to remember while fighting those pesky Kreetles is to never let them gang up on you. If you do, you may never get out. Simply Lock-on to them and use a hacking attack. Never use a horizontal slashing attack, you merely be swiping at the air. And of course, the Carnivorous Plants are indestructible.

Later on you'll notice the ground changes texture. That signals that you're

coming up to a Gungan trap. Once you jump into the trap, loads of droids will pop out of nowhere to shoot you. Just deflect their lasers to dispose of them. There's also an Ultimate Power-up in there.

A little bit east of the trap lies the final Gungan Artifact. It's behind a tree trunk and some bushes. Get it and you'll unlock the secret level, Gungan Roundup!.

You'll know you've reached the end of the level when you see a load of Gungans guarding the path to their boss. If you are low on health and you have the required 30k you may want to run and grab the checkpoint and then kill yourself. You'll be resurrected in that spot with full health and Force juice. Then just run past them and kill the last three. This will trigger the boss animation.

B O S S : G U N G A N C H I E F <^L&>

At first the Gungan Chief will come down from his sacred head and challenge you one-on-one. This part is the easiest. Just basic slashing combos will be enough for him. When you've hurt him enough, he'll jump back on the head and send down two regular Gungans to deal with you. Beat the pair he sends at you and he'll come down again. After about three rounds of this pattern, the Gungan Chief will start to throw out Gungan energy balls at you while Kaadus come and try to distract you. To avoid this, run around in circles and try not to get hit; those balls pack a punch. After he tosses the energy balls, he'll come down again. This time, finish him off.

Note: When you are about to kill him, make sure he is either in front or to the right side of the giant head. If you don't, he'll just keep walking against the stupid monolith, and you'll have to restart the level.

WARNING: If you manage to kill him too quickly (i.e., Adi's Bubble with the Ultimate Saber on), he'll just disappear and you'll be stuck in the level. You can still move and attack but the ending animation won't load. So needless to say, don't beat his ass too quickly. This has happened to me at least four times.

H. L E V E L 8 : S T R E E T S O F T H E E D <^L8>

POINTS EARNED:	AWARD:	ENEMIES:
2,550	Extra Life	Pilot Droid
5,100	Combo Bonus	Battle Droid
7,650	Energy Bonus	Rifle Droid
		Security Droid
		Destroyer Droid
		AAT

This is the easiest level in the game. If you have problems on this level, you should go practice with Elmo's Letter Adventure until you get the hang of using your controller.

If you're new to this, just hold the brakes and take it slow. This way you'll get the maximum amount of points for the level. Remember to shoot the gates and iron doors, if you hit them with your STAP, you'll lose a credit. Iron doors take two shots, gates require one. The STAP will sort of auto-aim your twin cannons so you don't need to be exactly lined up with a droid to hit it. I've never finished this level without getting the 7,650 points. In case you don't know, here are the controls for flying the STAP:

Directional Buttons:

-Left/Right: Steer left or right

-Up: Dive towards the ground

-Down: Pull up

Triangle: Shoot (Just hold it down, no need to continue to pound it)

X: Accelerate

Square: Slow down/Brake

Circle: N/A

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I. L E V E L 9 : P A L A C E C L I F F S <^L9>

POINTS EARNED:

5,000

9,000

14,000

AWARD:

Extra Life Bonus

Energy Bonus

Combo Bonus

ENEMIES:

STAP

Rifle Droid

Battle Droid

Security Droid

Destroyer Droid

Melee Destroyer

Droid

Welcome to the Palace Cliffs. This is a very fast paced, action filled level. Your goal is to reach the top of the cliff and rescue at least five Naboo Pilots before the timer (350 sec.) ends.

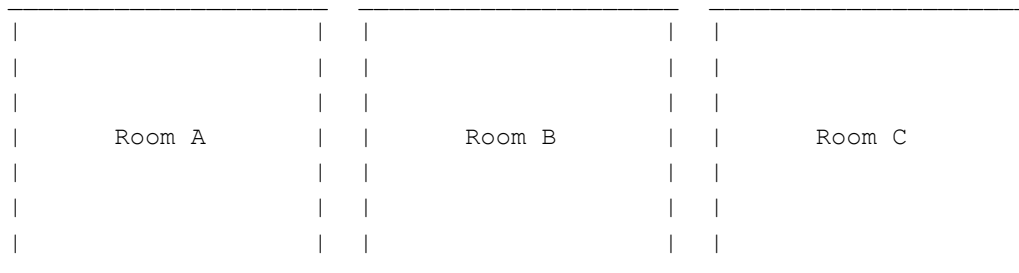
Begin the level by going to your left and grabbing a hidden points power-up on a ledge. You'll need it. Then head down the cliff as fast as you can, but be careful, if you slip off a ledge you'll plunge to your death. Kill every enemy you come to as fast as you can, that way you can get the points which you'll need at the end of this level. However, avoid the STAP, it will only delay you.

When you reach the bottom, and you think you can manage it, head towards the south where there will be an extra life and some droids for you to kill and collect. If you're new to this level, you may want to skip this part and get used to the layout of the land before you try anything dangerous.

Continue up the cliff, killing only those in your way. Try to memorize the correct way to go. That way when you replay the level you can know exactly what path to take and which ones to avoid. If you're playing as Adi or Plo this would be a great time to use their Special Item if you have it.

When you reach the top, there will be six different rooms, each containing a different type of enemy and one Pilot. You must kill all of the enemies in a room to free the pilot. Here is a small map showing which room contains which type of enemy:

[UPPER LEVEL]



[LOWER LEVEL]



Room A: This room is probably the hardest of all the rooms. It contains the Melee Destroyer Droid, an upgraded version of the Destroyer Droid. They have very good hand-to-hand combat skills and can fire the exact same lasers as the Destroyer Droid. Avoid this room if you're low on time. Go for the others first. Try to head into this room with a lot of Force juice and health.

Room B: Three Destroyer Droids lurk in this room. You've faced them before, this shouldn't be that different. Just use the same strategy you used on previous Destroyer Droids on these guys. There's an Ultimate Power-up in front of this room.

Room C: Room C is one of the easiest rooms. The Rifle Droids should be no problem for you. Just run up in zigzagging patterns and take them out with one running Triangle attack. Keep them away from the pilot so they don't accidentally hit him.

Room D: Another easy room. Flame Droids usually die in one hit so they shouldn't pose that much of a threat. Remember, avoid being surrounded and dodge their flame attacks. If you feel trapped, double-jump out and try again.

Room E: This room contains three Grapple Droids. If you're low on time, try another room first. Go in this room with full Force power, a lightsaber power-up, and some decent health. This will be a long battle and you want to be prepared. Try to start out with a Special Item or Force power and then rush in with a devastating combo.

Room F: If you choose this room you'll have to face four Security Droids. Piece of cake. You've been fighting them since the first level. By now you should be able to take these guys out with no problem.

Remember, you get 250 points for every pilot you rescue and if you rescue all six, the level ends. So if you're short on points and you have five pilots rescued, you can backtrack down the cliff and kill some more droids or collect any power-ups that you missed. Be careful, if you fall of a ledge or get killed while going down, you'll have to start all over again, minus one credit.

BTW, you can't re-enter a room once you've beaten it or if you killed the pilot in that particular room. This level requires some practice before your able to get the maximum points on your first try. Don't panic if you don't have the 14k required by the time the level ends. Just try again later, when you've got more experience at doing this. There isn't a boss at the end of this level so once your done rescuing you can move on to the last level.

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J. L E V E L 10 : F I N A L B A T T L E <^L0>

POINTS EARNED:	AWARD:	ENEMIES:
4,000	Combo Bonus	Security Droid
8,000	Energy Bonus	Rifle Droid
12,000	Attack Bonus	Darth Maul (Boss)

You've made it this far. This is the final level. After this level you can truly consider yourself a Jedi Master. You've earned every health, Force, and Combo bonuses, now it's time to put them to the ultimate test. Throughout this level you'll have to face Darth Maul numerous times. This can be either very easy, or very hard, depending on whom you're playing as.

Start the level by running to the right and triggering an animation. Darth Maul will show up and do a little taunt to intimidate you. Then he'll run off and wait for your attack. That coward. Okay here are strategies for the different characters in the game on how to defeat Darth Maul:

- - - - -
Obi-Wan:

This is extremely easy. Lock-on and continue to pound the Square button. That's all there is to it. You can save you Force juice for later on.

Qui-Gon:

If you thought using Obi-Wan was easy, then Qui-Gon should be child's play. Lock-on and keep pressing the X button. There seems to be a weird glitch in the game that allows Qui-Gon to continue to hit Darth Maul without him ever getting a chance to fight back. You continue to do this until he runs away from you (which he will), or you can trap him in a corner and get revenge for what happened at the end of Episode I. Hey, maybe that's why the game designers decided to make it so easy to beat Darth Maul with Qui-Gon: they wanted revenge for Qui-Gon's death at the end of Star Wars, Episode I...

Mace Windu:

This can be pretty hard. Mace's short range Force attack seems to be the best way to hit Darth Maul. Whatever you do, do not use his long range Force attack, Darth Maul will block EVERY hit of it. Also, avoid using Mace's X and Triangle attacks, they take to long and have poor recovery time. If you run out of Force juice, you may want to just stick with the S,S,S combo. It has the best chance at hitting.

Adi Gallia:

Adi is the second hardest character to beat Darth Maul with (we all know who's the first...). To beat Darth Maul with Adi, hit him with a few quick slashes. Then, when he gives about a second of opening, rush in with a devastating combo. Do not use any of Adi's force powers except the long range one. The others have no effect, and only use the L2+X one if you need to. It sometimes misses its target on the first shot and has to search for it. This can leave Adi vulnerable to attack and greatly damage her. Adi's Special Item is also useless, Darth Maul has the unbelievable skill of blocking every bump of the bubble. An alternative strategy is to just run in and keep hitting Square, like Obi-Wan. This is extremely risky and Adi will get hit multiple times during the fight. Due to Adi's great speed, you'll be able to land a few hits on Darth Maul before he backs away or before you get hit.

Plo Koon:

This is by far the hardest character to beat that bastard Darth Maul with. Maul just keeps dishing out the pain and Plo keeps taking it. Due to Plo's incredibly slow speed, he can't land any combos on Maul. You'll have to use everything you've learned to beat Maul with Plo Koon. If your strategy is to run around in circles like you did on Tatooine, then you need a new strategy. You see, these fights are based on the number of hits you give to Maul, not he amount of time

the fight takes. Speaking of the number of hits Maul can take before scurrying off, it takes 10 hits in the first room, 12 in the next, 10 on the first electrical bridge, 12 on the battle after that, 6 for each of the pre-final rooms, and finally, 21 for the final unless you're Plo Koon. The only advantage Plo has when fighting Maul is that it takes seven less hits in the final room for Plo to kill him. Here is my strategy on beating Maul with Plo:

First room:

In this room, try to conserve your Force juice. Then when he's just starting to run up to you, Lock-on and unleash the X,X,S,L2 combo. Don't do it when Maul's right next to you, do it when you have some room. This might get you a few early hits. If Maul blocks your entire combo, hold down block and jump back (while still in Lock-on mode). From here you only need to use one combo: S,S,X. Do this combo when you have some decent space between you and Maul. The reason being that the S,S,X combo's first swing is kinda slow. If you have some room between you and Darth Maul, you'll miss the first swing, but the other two will probably hit. Whatever you do, do not engage Maul in a close fight. You'll be dead before you know it. If Maul blocks your entire salvo, jump back (by pressing the run button and back while in Lock-on mode) and immediately begin the combo again when you land. If you hit Maul, wait until your combo is finished then start it up again. Remember, when you're pressing the button combinations for the combos you have to press the buttons pretty deliberately. If you hurry and just quickly mash the buttons you'll end up with a single slash. You'll have to master the attack/jump back sequence before you can successfully defeat Maul.

Second room:

Spare your health at all costs in this room. Use up your entire Force bar when fighting Maul. But be sure to only use the L2+X power and not any of the others. They have no effect and the long range Force attack almost always guaranties you at least a hit. Don't lose this battle without having used up all of your Force, you might've beaten him! If you run out of Force and he's still not gone, then go back to the S,S,X combo strategy.

First electric bridge:

By now you should've had your force refilled due to the two Force power-ups before this battle. Try to fight Maul as far up the bridge as you can. Don't wait for him to come to you. You need a lot of room to jump back if he blocks your S,S,X combo. Try to land three or four combos then finish him off with your Electrical Judgment. Don't worry, there's a small Force power-up after this battle.

Second bridge fight:

This battle is pretty hard. Maul especially loves to shoot Force lightning at you from far away. This poses some problems. One: it makes it hard to get up close to Maul and do your combos. Two: it can knock you off the catwalk. Try to come here and hit him with your Force lightning before his. Then, rush in and perform the S,S,X combo sequence. Maul's attacks seem to knock you back at a slight angle. So when you're fighting him make sure you're centered on the catwalk so you don't fall into the abyss. Also, don't back up too far or Maul will feed you some lightning for dinner. You can also use up all of you Force juice here. The next time you face him will be at the end of the level.

Final encounters:

The first three rooms are easier than the first three battles. Just make sure you grab the checkpoint before engaging Maul. Maul takes only six hits per room to advance into the next one. Just use your Force powers when you need to and stick with attack/jump back pattern. There are some health and Force power-ups in the second and third pre-final rooms. Avoid being knocked into the red force fields. The final is the hardest, no doubt. Maul takes more hits to kill and seems to enjoy hitting you with the five-hit combos more than any other room. Just stick with the previous strategies and be sure to use all of your remaining

Force juice.

Darth Maul:

To beat Maul with Maul (sounds weird, doesn't it?) simply keep hitting X. Maul's (you, not the enemy) is the exact same as Obi-Wan's S,S,S combo, so if you beat it with him, doing with Maul is no difference.

Queen Amidala:

As you have probably discovered, the battles with Amidala and Panaka are the easiest of all the characters. Just continue to shoot Maul when he's just off screen (when you can only see the tips of his lightsabers). If you keep shooting until you can't see him the game will glitch. You continue to hear his cries of pain and see sparks but if you run over to where he was, you'll notice that he is gone. The camera won't scroll you forward and you'll be stuck in that room with an ominous spark lingering in the air. you'll simply have to restart. To avoid this, shoot Maul until he is just off the screen (explained above) and give him a breather every once in a while. If he runs toward you, run around in circles until he does a fancy saber twirl in the air. Then get some distance and turn and fire away until he leaves you alone.

Captain Panaka:

Same as Amidala. See above.

Please note that you will have to lose dozens upon dozens of credits in order to finally beat Darth Maul with Plo. Don't expect to walk in and defeat Maul on your first tries. Also, in the final reactor room, when you're fighting Maul near the edge of the pit you CANNOT knock him in. Not if you want to beat him. Maul has a weird talent to jump back out when you push into the pit. This means that he gives you about a second of opening. Use this chance wisely with Plo, Adi, and Mace.

Note: your character does not possess this ability. So it is possible to combo yourself into the pit.

If you do manage to knock him in (and yes, I have done it before) it glitches. Your character will simply be stuck in that room with nothing left to do but jump in with Maul and try again. Lastly, not every fight with Maul will go the exact same way as the last one. Maul's attacks are chosen at random, depending on what room he's in. So don't expect to walk into a fight and beat him exactly the way you beat him the time before. Sometimes he may start off with a devastating five-hit combo and deplete your health like crazy. Or he may just run up and slash you. What I'm trying to say is: expect anything from Maul. Anyway, enough talk about Maul, it's time to finish the rest of the level.

When you've beaten Maul for the first three times, you'll have to go through a jumping sequence involving four different rings. This part is easy, just simply drop from the top of the ring you're on and jump about midway between rings to get on the next one. There are various power-ups on the rings, be sure to get them. At the bottom of the rings you'll have to face Darth Maul for the fourth time. Follow the above mentioned strategies to beat Maul with whichever character you're using.

When you've beaten Maul, grab the checkpoint and continue on with the level. At the top of the elevator, there's a 1000 point power-up to your left, don't miss it.

When you reach the white electric lines don't panic. They're not as harmful as they look. Here's the pattern for the entire jumping sequence:

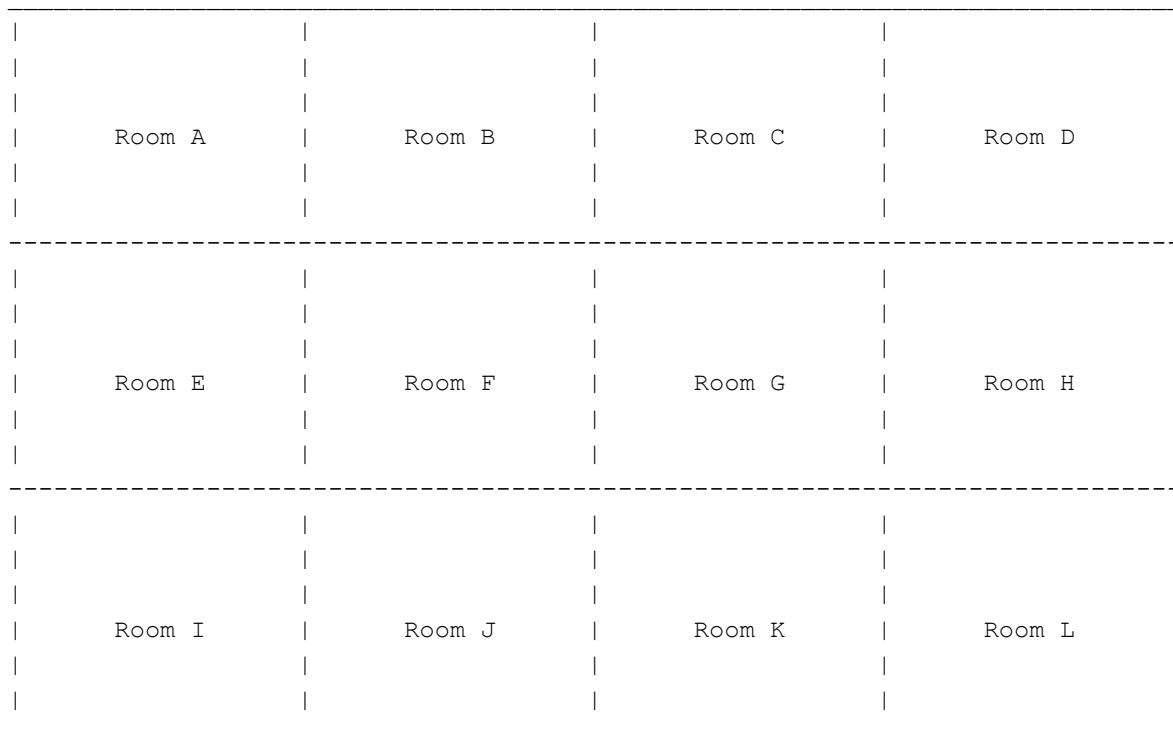
One jump to the first white ledge. One jump to the second ledge. One jump to the resting spot. Destroy droid. Take breather. One jump to the next ledge and stand between the lines. It appears as if you're in danger but you actually aren't. Then one jump to the second resting ledge. Kill Droid. Then drop, no need to jump, to the next ledge. One jump to the next ledge. One more jump to the last ledge. Two more jumps to safety. Don't go for the lightsaber power-up, it's not worth it.

Kill all of the droids around the checkpoint before getting it (do I really need to keep saying that?). The next part is pretty hard so you don't want any droids distracting you from doing it. Break the all of the control panels, especially the one with the big red button on it. Be sure you see two explosions from the one in the center, if you don't, chances are the fans haven't stop moving yet.

Then move over to the far left side of the platform and get close to the edge as you can. Jump to the intermediate ledge, making sure that your second jump comes as late as it possibly can. That way you can watch your shadow and adjust your angle. From the intermediate ledge, drop, don't jump, to the right. Make sure you land on the platform below. Rinse, lather, repeat until you're all the way to the last platform (you'll know when you get to it, the middle console doesn't have a red button on it). From here, drop to your left, aiming more or less for the grates below.

Naturally the path lies to the left, but you'll want to go to the right as far as you can to collect a 2500 point power-up. Then go back to the door at the left of the path and be prepared to solve another puzzle.

You'll end up in a color maze. This can be very confusing without my help. First of all, here's a map showing the entire color maze:



You entered the maze through Room H. Here's the order you should follow in order to get through the maze:

Red to Orange: Left 2, Up 1, Right 2
Orange to Yellow: Down 2, Left 1, Up 1

the Jedi at the end. You can also press block to point your Droideka towards the closest enemy. You'll have to be pretty quick throughout the level if you want to get to the Jedi at the end and kill them all. My best record was 17 sec. remaining at the end of the level. Here are the controls for using the Droideka:

Directional Buttons/ Analog Stick: Move Droideka

L1: Block

L2: N/A

R1: N/A

R2: Roll (hold down)

Triangle: Long Burst Blaster Fire

Square: Hand-to-hand attack

X: Short laser Burst

Circle: N/A

=====

- L E V E L 1 2 : K A A D U R A C E ! <^Lk>

POINTS EARNED:	AWARD:	ENEMIES:
N/A	N/A	N/A

No offense to Kaadu lovers but, I hate this secret level. There's no fun factor in playing it and I always end up with a sore forearm after a few tries. You unlock this level by beating the game with Adi Gallia. The goal is to alternatively pound the Circle and Square buttons to make your Kaadu run throughout the level. There's no need to steer your Kaadu so just focus on pressing the Circle and Square buttons. You don't get anything for beating the level and it ends when one of the Kaadus cross the finish line. Here are the controls for steering this stupid beast of burden:

Directional Buttons/Analog Stick: N/A

L1: N/A

L2: N/A

R1: N/A

R2: N/A

Triangle: N/A

Square: Run (Alternate with Circle)

X: N/A

Circle : Run (Alternate with Square)

BTW, did anyone else notice that you're racing of Level 2: Swamps of Naboo?

=====

- L E V E L 1 3 : G U N G A N R O U N D U P ! <^Lg>

POINTS EARNED:	AWARD:	ENEMIES:
N/A	N/A	Jar Jar Binks

Another stupid secret level. You unlock this level by collecting all of the Gungan Artifacts on the same game. Refer to the walkthrough (levels 2,5, and 7) to see where all of the artifacts are. The point of this level to prod Jar Jar Binks into your opponents goal. If you score three goals, you unlock the Concept Art Gallery. Go to the options menu when you've scored three goals to see it. Unfortunately, you have to beat this stupid game every time you want to see it. The easiest way to do this is to plug in a second controller and just beat a two-player game on your own. If you don't have two controllers, then tough luck.

You'll have to play against the computer.

BTW, did you know you can get on top of the sphere that Boss Nass is in? I've gotten up there on several occasions. You can even go inside by moving around when you're on the sphere and nudge Boss Nass. Unfortunately, you can't kill him. The controls for Gungan Roundup are:

Directional Buttons/Analog Stick: Move character

L1: Block

L2: N/A

R1: Lock-on

R2: Run

Triangle: Hack

Square: Poke

X: N/A

Circle: Jump

=====

- L E V E L 1 4 : S U R V I V A L C H A L L E N G E ! <^Ls>

POINTS EARNED: AWARD: ENEMIES:
N/A N/A N/A

This is the ultimate secret level. You get it by beating the game with Mace Windu. The goal is to beat 100 enemies, ten different types, ten enemies in each type, with no time limit. You have one health power-up, one Force power-up, one Special Item power-up, and one Lightsaber Extender power-up to last you throughout the entire level (unless you die, then you have to restart, minus one credit). If you manage to beat this, you get the fabled Ultimate Saber. What is the Ultimate Saber you ask? Well, it's just as the name implies: it's the ultimate form of your lightsaber. Your lightsaber will act as it should; it will kill almost anything in one hit.

Make sure you play this level with a character that you're familiar with and has all of the combos and health/Force bonuses unlocked. I chose Qui-Gon for this level because he can heal himself for a small amount of health when he needs to. Throughout the level, try to get the enemies to hit each other. Unlike the game, this counts as a kill for you. Here are the ten different types of enemies, in order, and strategies on how to beat them:

Pilot Droids:

This is the first wave. Easy. If you have problems with these guys, go practice with Barney's Hide and Seek. They die in one hit so don't even bother with Force powers.

Battle Droids:

Battle Droids are also pretty easy. Just deflect the lasers from the ones that are faraway from you and slash the ones that come near you to pieces. This wave shouldn't pose any problems.

Security Droids:

This is when things start to get serious. Try to engage one at a time as Security Droids do tend to block more than Battle Droids. You can also line one droid up with another. Just block the attacks from the one close to you while the faraway droid shoots his friend to pieces. Then deflect the lasers of the remaining one. Continue to conserve you Force juice at this stage, you'll need it later on.

Rifle Droids:

Though they may seem easy, it actually requires a bit more strategy than the last fights. The trick is to keep one of them off the screen at all times. The Rifle Droids always fire too high when they're off the screen. Lure then one on the screen to fire at you by running in zigzagging patterns away from him (not toward him, if you do, he will be able to hit you). When it fires, it'll have to wait a few seconds before it can do it again. This pause is your chance to attack. Rifle Droids fire right when they land. Watch where their shadow is and move away from that area. At the end if they bunch up in a corner, throw a grenade at them (if your character can use it). They die in one hit so you can make quick work of them.

Flame Droids:

Try to hit them right as they land. The Flame droids, like Pilot and Rifle Droids, die in one hit as well. Wait until you hear six puffs before you rush in for the kill. Try not to get trapped between two Flame Droids, or you may lose a decent amount of health.

Destroyer Droids:

These guys are the hardest of the enemies (unlike what most people believe the enemies don't get harder, it's the sheer amount of them that slowly wear your health down). Do not try to stand there deflecting their lasers, they get way too many shots off. Instead, run around them, staying one step ahead of their lasers. While they're trying to shoot you one of them will always hit the other one with its fire. Don't run too close to the wall or too close to the Droidekas, stay between them both. Eventually there will be only one remaining. That's your chance to either deflect it into oblivion or run up and slash it to pieces. Also, did you know that if you run up near the top of the screen the Droidekas will frequently aim too high? This is a great opportunity for Qui-Gon to heal himself. These fights can take the longest out of all the enemies, so I hope you're patient.

Commander Droids:

Get one of these guys on screen, one at a time. Then slowly deflect their lasers. They can block almost all of your attacks, so close range combat is not a smart idea. Sometimes the same trick that you used on the Droidekas can be used on these guys too.

Tusken Raiders:

The Tusken Raiders will never shoot at you in this level. Their first attack will always be a lunge attack. Just hold block when you see them land, then make mincemeat out of them.

Coruscant Mercenaries:

The Ishi Tibs no longer have an advantage over you here. Just deflect the lasers from the Rodian and the blue one, then kill the Ishi Tib. Sometimes you can line up two mercenaries and have one fire at the other while you block.

Grapple Droids:

You probably expected some really hard enemy or boss. Well, too bad. Grab the lightsaber power-up (if you haven't already done so) and have a slaughter fest. When you beat these last ten guys, you get the legendary Ultimate Saber! Congratulations! Have fun with your new toy...

B. S E C R E T C H A R A C T E R S

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This section has all of the information on the secret characters of the game, their combos, and other miscellaneous info on them. Please note that secret characters cannot earn any of the level bonuses. You can just breeze through the level killing only those that you wish. This also means that all of the secret

characters start with all of their combos and powers (if any) learned.

DARTH MAUL

Darth Maul is my favorite secret character. He has the best moves and is a pretty decent fighter. Darth Maul is like Obi-Wan in many ways. He runs at exactly the same speed, jumps the same way, and even has Obi-Wan's S,S,S combo. Just press X,X,X and Maul will do the same attack. The Darth Maul you get by beating the game with Qui-Gon is in no way like the one you face on Levels 5 and 10. First of all, when you get Maul, you do not inherit the double-bladed lightsaber. You also do not get an infinite Force bar. Along with the Force bar and Lightsaber problems you also lose many of Maul's good combos (you know, the saber twirl and five-hit attacks). Your Maul cannot do the void hop thing that the computer can (unless you have GameShark). Maul does have some pretty good Force power though. His long range Force attack is identical to Plo Koon's, so whatever advantages he has, you also get. Your short range Force attack has a surprisingly wide effect radius. You can usually hit enemies that aren't even in the red explosion. Maul's Force Sphere is exactly the same as Plo and Obi-Wan's. It deflects lasers, damages enemies, and takes cannon fire, but won't refill your health bar. It also uses up your Force bar rather quickly. Your Special Item is the basic Thermal Detonator.

COMBOS:	FORCE POWERS:	SPECIAL ITEM:
S,S,S	L2+T= Force Disruption	Thermal Detonator
X,X,T	L2+X= Force Lightning	
X,X,X,S	L2+C= Force Sphere	
S,S,T,T		
S,S,X,X,T		

QUEEN AMIDALA

You unlock Queen Amidala by beating the game with Obi-Wan Kenobi. Queen Amidala has an advantage over most of the saber wielders. She can kill most of the enemies from far away. But she also has disadvantages. Amidala cannot use the Force, so all of the Force power-ups are useless except to gain points, which are also useless. She also has poor close range fighting skills. Press X to fire a single shot from her blaster and Triangle to fire three rapid blasts. The Ultimate Saber has no effect on her lasers, it merely makes your punches and kicks stronger.

COMBOS:	FORCE POWERS:	SPECIAL ITEM:
S,S,S	N/A	Thermal Detonator

CAPTAIN PANAKA

Beat the game with Obi-Wan Kenobi. Captain Panaka is like Queen Amidala. He also uses a blaster and his fists to fight. Press X to shoot one shot at the enemy. Triangle results in a useless Pistol Whip attack. Panaka also has horrible fighting skills, especially for a man who is captain of the Naboo Royal Security Forces, though slightly better than Amidala. The same thing with the Ultimate Saber goes for Panaka.

COMBOS:	FORCE POWERS:	SPECIAL ITEM:
S,S,S	N/A	Thermal Detonator
S,S,T		

XI. FREQUENTLY ASKED QUESTIONS : <^fq>

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I've been getting a lot of E-mails concerning the same things about this game.

So to save time answering the same E-mails three or four times a day, I've decided to put them all here. If I feel that a question is being asked too many times concerning this game, I'll add it here.

Question: Is Ki Adi Mundi unlockable in the PSX version of Jedi Power Battles?
Answer: No.

Question: Why is Ki Adi Mundi's name next to his voice actor in the credits?
Answer: LucasArts took Ki Adi Mundi out of the game due budget cuts and time constraints. But when they did, they didn't think it was necessary to remove his name from the credits. That's all I can tell you.

Question: Is there any way to unlock Darth Maul with the double-bladed lightsaber?
Answer: No.

Question: Is there any way to unlock the Battle Droid?
Answer: No.

Question: Are there any codes for this game other than GameShark?
Answer: Not that I know of. If you find any, they're probably false.

Question: How do I unlock [insert secret character's name here]?
Answer: Read the guide.

Question: How do I unlock [insert secret level here]?
Answer: Read the guide (How many times do I have to say this?).

Question: Can I save the Concept Art after I unlock it?
Answer: No, you have to beat Level 13 every time you want to see it.

Question: I've just finished a two-player game using Mace and [insert other character's name here]. Why isn't Level 14 unlocked?
Answer: You can't unlock Level 14 in two-player mode. Sorry.

Question: Is there a difference between Jedi and Easy Mode?
Answer: No, not in the PSX version.

Question: Okay, I've unlocked all of the secret levels and characters and I've gotten the Ultimate Saber. Is there anything else I can unlock?
Answer: No, unless you start a new game. Then you can unlock everything again.

Question: Are there any codes for this game other than GameShark/Pro Action Replay/ Game Genie?
Answer: No. Any ones that you find are wrong.

Question: What new characters can I get using GameShark?
Answer: You can use a Gungan warrior, Jar Jar Binks, a Droideka, and a messed up version of Maul.

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XII. G A M E S H A R K C O D E S : <^gs>

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This section contains all of the GameShark codes for Star Wars, Episode I: Jedi Power Battles.

DESCRIPTION:	CODE:
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[Player 1 Codes]

Max Score 800B2408 423F
800B240A 000F

Infinite Health 800B240C 0064

Infinite Force 800B2414 0064

Infinite Special Items 800B241A 0005

[Player 2 Codes]

Max Score 800B2424 423F
800B2426 000F

Infinite Health 800B2428 0064

Infinite Force 800B2430 0064

Infinite Special Items 800B2436 0005

[All Levels Unlocked and Maxed Out Codes]

Plo Koon (GS 2.2 or higher needed!) 300B2675 0001
50000402 0000
800B2676 0101
300B267E 0001
3008C9F7 0004
50000402 0000
8008C9F8 0404
3008CA00 0004

Qui-Gon Jinn (GS 2.2 or higher needed!) 50000402 0000
800B261A 0101
300B2622 0001
3008C9C1 0004
50000402 0000
8008C9C2 0404
3008C9CA 0004

Mace Windu (GS 2.2 or higher needed!) 300B2637 0001
50000402 0000
800B2638 0101
300B2640 0001
3008C9D3 0004
50000402 0000
8008C9D4 0404
3008C9DB 0004

Obi-Wan Kenobi (GS 2.2 Or Higher Needed!) 300B25F9 0001
50000402 0000
800B25FA 0101
300B2602 0001
3008C9AF 0004
50000402 0000
8008C9B0 0404
3008C9B8 0004

Adi Gallia (GS 2.2 Or Higher Needed!) 3008C9E5 0004
50000402 0000
8008C9E6 0404

3008C9EE 0004
50000502 0000
800B2656 0101

[Miscellaneous Codes]

Infinite Credits 800B2404 0000
Unlock All Characters and Levels 800AD29C FFFF
Enable Ultimate Saber 300AD29D 0001
Infinite Double-Jumps D409D094 0020
8009D094 0004

[Modifier Codes]

Player 1 Character Modifier 800B2284 00XX
Player 2 Character Modifier 800B2286 00XX

-Replace the XX in the above codes with the following values to use that corresponding character:

00 - Qui-Gon Jinn
01 - Obi-Wan Kenobi
02 - Mace Windu
03 - Adi Gallia
04 - Plo Koon
05 - Darth Maul
06 - Queen Amidala
07 - Captain Panaka
08 - Lucas Guy
09 - Darth Maul 2
0A - Jar Jar Binks
1A - Droideka
36 - Gungan Warrior

I don't think you'll be using many of these codes. The only ones that are helpful are Infinite Health/Force/Special Items for Player 1 and 2, Enable Ultimate Saber, Infinite Credits, and Infinite Double-Jumps. The Character Modifier Codes are only useful for using two of the same characters in a two-player game and changing the look of your character.

Note on the Character Modifier Codes: The Character Modifier Codes lets you use certain characters regardless of who you pick in the character selection screen. Characters 00-06 are exactly the same as the ones you can normally use in the game. Character 07 crashes your game whenever you start the game with that code. Characters 08-36 are what I call abnormal characters. The abnormal characters can only run, jump, block, and Lock-on (with the exception of the Droideka who cannot jump). Needless to say, the abnormal characters are only good for looks. Here are some details about each of the abnormal characters you can play as:

Darth Maul 2: He looks exactly like the Maul you can unlock except he has no Force bar. Whenever Maul 2 gets hit, he sounds exactly like a droid being attacked. Lightsaber Extenders and Blade Amplifiers have no effect on his weapon. I've noticed something unusual when playing as Maul 2. While he cannot attack, he does have a sort of "counter-attack." Just hold down the block button when your within a saber's length of an enemy, and if the enemy attacks, Maul 2

will counter with a slash of his own. He still cannot attack on his own will though. :-(

Jar Jar Binks: He's the exact same annoying, sorry excuse for a Gungan you meet on Level 2. Nothing special.

Droideka: This is Droideka looks the exact same as the one on Level 11. It cannot jump and has no attacks. Be far the worst abnormal character.

Gungan Warrior: Probably one of the enemies you fight on the end of Level 7. Or he might be the warrior from Level 13: Gungan Roundup! This guy has an amazingly high double-jump. However, what he has in jumping strength, he severely lacks in speed. This guy is even slower at running than Plo Koon (if you can even imagine that). And he can't block attacks even though he'll still do the animation when you press the block button. What a pathetic warrior...

You will experience many strange things while using these codes. Here, I will try and document them all so that you will be prepared for what might happen.

- When you're using these codes on a two-player game, if one of the characters is an abnormal character, the other character will be unable to use anything but the block, run, jump, and Lock-on commands regardless of who they are. Also, if one character is an abnormal character, and the other is someone who can use Force attacks, the character with Force attacks will not be able to use their long-range Force attack. If you try, the character will glitch up and become uncontrollable.

- If you're using any of the characters and you attempt to play levels 11-13, the game will freeze.

- Try not to use both Mauls at the same time. The game will not recognize one of them and as a result, it will freeze.

- You can use two of the same characters in a two-player game. ^_^

- It may not be wise to use characters 00-06 on a one-player game because you can already use them normally. And you cannot switch characters unless you restart.

- If you use an abnormal character with another character, both characters will assume some rather odd poses while playing the game.

That's all the info I've been able to find out about the character modifier codes so far. If I discover more, I'll be sure to update this guide.

Note on the Infinite Double Jump code: Some people have said that even though they inputted the code correctly, the game still didn't let them double-jump as much as they wanted. Here's the solution: input the second line of the code as a completely different code if this happens to you.

Also, when the Infinite Double-Jump code is in effect, the game will lock your run button whenever you push it. Your character will continue to run until he/she can't anymore. The only way to get out of this is to either get knocked down, or press an attack button. This also means that you can't play levels one and four with this code because it glitches at certain parts. Nonetheless, it is still an extremely fun code to use and you can experience many weird and out-of-the-ordinary things during your game. Experiment to see what you can find!

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XIII. A C K N O W L E D G M E N T S :

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This is where all the people/sites that I used in any way to write this walkthrough get recognized for what they did. Here they are (in no particular order):

[Myself] - E-Mail: Chef_Ghost@yahoo.com

- I wrote this guide so I get the most credit! ^_^

[GameFAQs] <www.gamefaqs.com>

- CJayC, thanks for hosting this walkthrough and creating an amazing site!

[LucasArts] <www.lucasarts.com>

- Thanks for making this game. Without you, this walkthrough wouldn't be here.

[GameShark Code Creator's Club] <www.cmgsccc.com>

- I got all of the GameShark Codes except the Infinite Double-Jumps and the Character Modifier codes from their site.

[Darth Wart and Jedi Kanniget] <www.JediPowerBattles.net>

- I got the Infinite Double-Jumps GameShark code while reading their incredibly detailed walkthrough. I also used their guide when I was stuck or needed to know how to get the max points required in a level. Without them, I probably would've stopped playing this game long ago. Thanks guys!

Note: Unfortunately, Darth Wart and Jedi Kanniget's site is no longer accessible. If you haven't visited it yet, it's too late.

[Darth Sona]

- Thanks for taking the time to hack the Character Modifier codes.

[Andre the Midget]

- Thanks for posting the Character Modifier codes on the Jedi Power Battles board (PSX) at GameFAQs. Without you, I wouldn't have known about the codes.

Well, that's all of the people so far. If you have something to contribute, E-mail me and if I think it is worthy to be on this guide, your name will be added to this list. Be sure to read the contact info below before you E-mail me anything.

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XIV. C O N T A C T I N F O :

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Questions? Suggestions? Advice? Constructive criticism? If you have a question about Jedi Power Battles that has not been answered in this guide, E-mail me at Chef_Ghost@yahoo.com. Remember, I will not respond to any rude, stupid, or disrespectful E-mails. Also, try to use proper spelling, pronunciation, and grammar. If I can't read your E-mail with ease, then, chances are, I will probably discard it. Most free E-mail providers (Yahoo!, Hotmail) have a spell check feature. If you're not sure if you typed something correctly, please use it. That's why it's there. If I feel your contribution is worthy of having its own spot on my walkthrough, then I will certainly update my guide. Lastly, try to put something in the subject about either my guide or Jedi Power Battles. Otherwise I may delete it thinking that it was SPAM or junk mail. If you feel you have met the above mentioned guidelines, feel free to E-mail me about anything that you feel is relevant to this guide.

On another note, if you know that someone has plagiarized my walkthrough in any way, E-mail me I'll find a way to deal with it. You will also earn yourself a spot on my Acknowledgements section.

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XV. D I S C L A I M E R :

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[END]

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