

Star Wars: Revenge of the Sith Lightsabreless Challenge

by BlackCeleste

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This walkthrough was originally written for Star Wars: Revenge of the Sith on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

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StarWars Episode III - Revenge of the Sith
      Lightsabreless Guide
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Introduction
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This guide was something I decided to compose out of boredom, and I thought it might challenge some of the more hardcore gamers out there.

Basically, it's a challenge. When you've completed Anakin and Obi-Wan on Master mode about six-thousand times, it gets a little boring to play. So here's my contribution to keep things going.

In short, you play through the game, without a lightsabre (there are, of course, a couple of exceptions, but it's very limited). Want to know more? Read down...

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Contents
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- 1) Basic Rules
- 2) Playing as Obi-Wan
- 3) Playing as Anakin
- 4) Some Tips
- 5) Outro
- 6) Copyright and legal junk

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1) Basic Rules
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Okay, a Jedi without a lightsabre is extremely rare to see, and is like a sitting duck. It's their lifeline, without it they're about as useful as a rock.

So here's the challenge. You have to play, through each and every level, just using wits alone...

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You are ALLOWED to...
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-backflip
-use force powers (except Anakin's sabre throw)

You are NOT ALLOWED to...

-normal attack
-jumping hit
-uppercut
-any rage-type moves
-block

the EXCEPTIONS are...

-You can use UPPER-BLOCK ONLY in boss battles (without it, there's no way to
dodge their attacks, and you're screwed).
-First level, when you fight the walker/flyer.
-Obi-Wan's eighth level, where you fight the walker/flyer.
-Anakin's fourth level, where you fight the tank.

That's it. You can use whatever force skills you want (minus Sabre Throw), and
you can backflip your enemies.

To use a force power, hold R and the button for the skill you want -
(anyone who didn't know that should probably stop reading right now!)

To do a backflip, hold the direction button in the opposite direction you're
facing, and press jump. You have to do it at almost the same time though,
else you'll just do a normal jump.

Do this close to your enemies and you'll knock them down and cause minimum
damage (I told you this would be difficult).

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2) Playing as Obi-Wan
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Obi-Wan is the easier player to play with. Just build him up using his
defensive and healing powers, and you can rest after each encounter to restore
and be ready for the next.

It would also be an idea to pump more Constitution (force power) than anything,
since he uses it a lot more than Anakin.

Recommended Moves:

Force Pull (strong damage to 1 enemy)
Force Push (medium damage to all enemies)
Force Heal (useful to rest with)
Force Shield (a lifesaver when up against more than three enemies)

Any spare points you can pump with what you like. Force Speed is useful for
evading bullets, but nothing that Force Shield can't handle, and Mind Trick
is useful for stunning enemies while you backflip them.

A short walkthrough

Level 01: Simple droids, extremely weak, two backflips should kill them (since you won't have any damaging moves yet).

On the walking machine, and the flying droid, you have no choice but to use a lightsabre. So finish it as normal.

Level 02: Depending on your move choice, you can either Force the droids now, or backflip them. Watch out for the blue guys, they can be rather strong, and their punches stun. The same goes for the yellow droids, they stun too, which is harsh when you're surrounded by up to six other enemies.

Boss: 03: Just jump his low attacks, and block his high ones (boss battles are an exception, you can block here.) Absorb his force too. About halfway through the battle he'll start firing lightning at you, absorb it with your force to get a healthy refill.

(NOTE: In boss battles, backflips are the only way to kill them, force doesn't damage them AT ALL.)

Level 04: The lift is the hardest part, just use Force Push to destroy them by the droid-load and you should get out fairly clean. Alternatively, backflip them when they're in bunches to get a big damage effect. When you get to the time limit, just RUN. Forget about everything except the last two shielded droids, they have to be killed. Force Pull these until they break, or backflip lots. You only have one minute, don't run out of time.

Level 05: In the factory, you'll meet some new stronger droids, and a fighter-type with a long spear like weapon. Just Force Pull them both, and they'll break easily (by now you should have max Force Pull if you worked well enough).

When you meet the rolling-tank, just run as normal, and backflip the enemies to death while avoiding the missiles.

The tank boss is extremely tedious, but there will be plenty of force pickups around. Just Force Pull them, and blow their scrap at the tank to destroy it. Watch out for the missiles.

Level 06: This is similar to the level above, just backflip and force the foes, and be careful not to die.

At the end when you have to survive two minutes against three fighters, just keep knocking them back until you run out of energy, and then just jump around like a wild-man dodging their blows.

Two minutes is a long time, don't screw up.

Level 07: Fighting Greivous is tedious. Not difficult if you know his moves though. You can block with your sabre here, otherwise you'll be toast. Backflip when he leaves himself open, and you'll win eventually.

Level 08: Your own troops will turn against you, but they're weak. The only thing to watch out for are the red guys, they have rocket-launcher type weapons, that damage alot and knock you off your feet. Just Pull them a couple of times and they'll die. They tend to drop alot of good upgrades too, which is rewarding.

At the end, you'll fight a walker-flying droid again, just use your sabre like the first mission and you should be okay (remeber, this is an exception, do not use it anywhere else in the level).

Level 09: In the caves, you'll meet blue-colored guys who'll stun you with

their lasers, which leaves you open to damage from the rockets.
Treat these with care, dodge their beams and Pull them to death.

Boss: 10: Here you'll find two self-repairing droids, who attack like a tag team. This is the longest boss battle in the game for a backflipper, so grab a cup of tea or something.
Each time you strike one, you'll knock it down and another will come at you. Just keep flipping and they'll die eventually.
(If you didn't pump enough Strength, you may find that they'll repair faster than you can strike. In this severe instant, you'll have no choice but to either start again, or sabre them. Take your pick.)

Level 11: The Jedi Temple is nothing new, you have the red and blue guys still, and the immensely annoying orange soldiers. They fire a stream of (about) 10 bullets, that you can't block. Don't try jumping over them though, you'll get hit by the tail end of them. Just move up or down to avoid it. Backflip and Pull as usual.
Also, the droids can be a problem, backflip them and you should be okay.
The purple soldier is the boss, he'll fire lots of bombs at you each time he appears on screen. Use these to your advantage. Blow them at enemies for extreme damage. To hurt him, just pull him, he's too fast to get a decent backflip in.

Level 12: In the library you'll meet lots of soldiers, in packs too, so be extremely careful. Now would be a good time to use Force Shield if you have it, or Mind Trick. Pull/backflip your way to the end to face the final boss.

Boss: 13: This is one easy as hell fight. As long as you know the order he attacks in, you can block and jump each attack he throws at you. Remember, you can only block high attacks, you have to jump the low ones. After he reaches half health, you move to a smaller area, which makes it easier to backflip as there's less space between you.

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2) Playing as Anakin
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Anakin is alot stronger physically than Obi-Wan, which means his backflips do far more damage. However it would be wise to pump some Constitution too, since Choke is an EXTREMELY useful move in this case.
His enemies are often stronger too, and he has little defensive capabilities. Be careful playing as him with this challenge.

Recommended Moves:

Force Pull (strong damage to 1 enemy)
Choke (absolute damage to 3 enemies)
Strength+ (for stronger backflips)
Force Push (useful against droids and robots)

Any spare points you can pump with what you like. Absorb is okay, but choke is far more useful. If anything, you'll find you have nothing to spend your points on later, that's how little this character relies on his force.

A short walkthrough

Level 01: Simple droids, extremely weak, two backflips should kill them (since you won't have any damaging moves yet).

On the walking machine, and the flying droid, you have no choice but to use a lightsabre. So finish it as normal.

Level 02: Depending on your move choice, you can either Force the droids now, or backflip them. Watch out for the blue guys, they can be rather strong, and their punches stun. The same goes for the yellow droids, they stun too, which is harsh when you're surrounded by up to six other enemies.

Boss: 03: Just jump his low attacks, and block his high ones (boss battles are an exception, you can block here.) Absorb his force too. About halfway through the battle he'll start firing lightning at you, absorb it with your force to get a healthy refill. Choke is nice in this fight (as with all fights). Just don't waste it too early. (NOTE: In boss battles, backflips are the only way to kill them, force doesn't damage them AT ALL.)

Level 04: The lift is the hardest part, just use Force Push or Choke to destroy them by the droid-load and you should get out fairly clean. Alternatively, backflip them when they're in bunches to get a big damage effect. When you get to the time limit, just RUN. Forget about everything except the last two shielded droids, they have to be killed. Choke these until they break, or backflip lots. You only have one minute, don't run out of time.

Level 05: This level has robots that literally charge at you. You have to be fast to avoid them. Watch out for the ground turrets. Choke is good for mass kills. In the boss battle you have no choice but to block (in order to deflect the lasers),

Level 06: Here is difficult, especially the last part. Play through the level as normal, but near the end you have to defeat 30 red droids in a row. With only limited life, you have to make sure you DO NOT get hit too often with lasers. Just be careful here, and you'll pull through okay. Take your time.

Level 07: Windu is tricky, because he has a strong combo move that hits both above AND below. Your only choice here is to block, as it's almost a one-hit-kill move. Absorb his force, choke when you can, and flip when your blue guage runs out. He'll die eventually.

Level 08: In the temple you'll meet several Jedi, and the only way to USUALLY block their attacks is with a sabre. HOWEVER, you can't do that =P so you have to choke them before they can get close. This means you have alot of waiting to do between encounters to restore your force. Don't rush it though, they're strong and they will easily kill you in packs. Near the end, you'll have to face two Jedi for two minutes. Just choke them to keep them at bay, and then jump their attacks and sabre throws. You'll take damage occassionaly, but try to minimize it, and don't stay in one place too long else you'll get Pulled towards them and massacred.

Level 09: The library is no different from Level 08, except you'll see alot

more little white robots. Just choke these and they'll die instantly, but don't get caught in their laser fire. A fairly easy level.

Boss: 10: Facing a Padawan for a boss?! No way! Too easy. Yes you're right, once you kill the Padawan (block his high attacks, absorb his force), you have to face the lightsabre master. He likes Force attacks more though, so be on guard. Choke when you can, backflip as a last resort, and try not to get combo-ed by his force-sabre strikes.

Level 11: A Separist hanger. Lots of red droids, as well as the ever annoying rush-droids. These are strong as hell, and now come in groups of two as well as red droids. BE CAREFUL on this level, I can't offer much more advice than that.

As for the tank, you need to dodge the cannon and bullets and lasers, and at the same time use your force power to blow the droid's cannon balls back at the tank. If you run out of force just kill the yellow droid above (back to basics eh?). It'll take time, and you might get a game over or six, but just do your best and you'll win eventually.

Level 12: Here is a simple level, not too hard for the last-but-one. Use the tactics above (ie: don't rush, rest between fights, etc) and you can win easily. If you want to stop getting rushed by annoying little wimps with sticks, just kill their leader (the guy in red) and they'll clear off. Get to the end of the level and you're on the final step to beating my challenge.

Boss: 13: This is alot harder than Obi-Wan's final boss. Memorize his move pattern, dodge and block as necessary, Choke when you can, backflip when you can't. Keep repeating that and you'll win.

One annoying thing about this fight is his ability to heal. It's not as drastic as the droid fight with Obi-Wan, but it's annoying when you have to do that extra backflip to take what he recovered.

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4) Some Tips
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- Try to backflip groups of enemies, instead of just one.
- If you're using Anakin, you can sprint at an enemy, press B and kick them for damage instead.
- Avoid lasers by sprinting and jumping around them. It's as simple as that.

I'll add more later when I can think of them =)

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5) Outro
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Nothing much here, just thanks for reading, that sort of stuff. So...

thanks...

yeah...

bye.

WAIT.

Read the copyright before you go, it's important =P

And, if you have any questions you can email me at
xblackfirex(at)gmail(dot)com. I'll reply as soon as I can (usually less than

24 hours).

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