

Star Wars Trilogy: Apprentice to the Force FAQ/Walkthrough

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Star Wars: Apprentice of the Force

Game Boy Advanced

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Section I: Introduction

Since I enjoyed the original trilogy I decided to write up a quick and somewhat easy to follow FAQ for this game. Since there are a few parts that can be tricky, I hope that this guide can help you to understand where certain items are, or how to get past some of the more challenging sections.

This is my first FAQ attempt, so it won't be flashy or very long. Just something for you to quickly look over and to hopefully find a solution to whatever problem that you have on the game. Thank you for reading this, and I hope you enjoy the game.

Section II: Controls

D-pad: Up/Down/Left/Right for movement. You know, your basic stuff for moving around. Down will make your character crouch down.

A Button: Jump

B Button: Attack and Force

L Button: Used for aiming up with blaster, and for deflecting shots with lightsaber.

Down and L button will make Luke point down with his blaster.

R Button: Used for three Force abilities

Moves/attacks:

Rush Forward: Double tap right or left for a boost of speed

Roll: Press A button when holding down. This will allow you to move through small opening on the level.

Deflect blaster shot: Press the L button. You can deflect an enemy laser back into him with this move.

Double Jump: Press A button when in the air. Your jumps are now higher.

Force Push: Press R and the B button. You can use this to knock over enemies, or to move rocks and trees.

Force Blitz: Press L button and R button. You will move twice as fast as the enemies on the screen.

Force Heal: Press R button and down. You can use the force to heal yourself.

Jedi Slash: Hold B button and release. It will destroy all enemies on the screen (won't work for bosses).

Your options for changing are:

Brightness (High/Low)

SFX (High/Low)

Music (High/Low)

Section III: Icons

The icons that you will come across in the game are:

Gun Icon: Power up for your blaster. It has a set amount of shots

(dots near your health bar) so be careful and don't waste ammo.

Blue Vile / Blue Bar: You can get some health back by touching this.

Health pack: Your health bar will grow some once you grab this.

Red Vile / Red Bar: You can get more health with a red bar than with a blue one. Will almost fill your health bar all the way to its limit.

Small box with two dots and is two colors: These are your key icons that open doors.

Lightsaber: This will give you back the Force power that you might have used up.

Section IV: Level A New Hope

*****Meet Uncle Owen in front of the farm*****

This is basically a tutorial level. You get used to using the blaster and you learn about jumping and grabbing onto ledges (which happens a lot on the game). Plus you find out about shooting the boxes with a flashing light on them. No enemies on this level.

My best advice for jumping towards an edge is to not over jump it. Make sure you're line up with it then press up and jump when he's at the edge. This way your character won't be hanging there (helpful when you have several enemies shooting at you).

*****Locate R2-D2*****

Your first enemy is the air that comes out from the ground. Watch out for these holes. Also, be on the lookout for the sinking sand spots in the ground as well. The main enemies here are the Tusken Raiders (sand people).

You will find your first weapon upgrade here. Each weapon upgrade will have a limit to how many shots you can take before the blaster will revert back to it's normal shooting power.

If you can see a crack on the wall that seems to go up in a straight line, you can climb this. Simply jump in front of it and press up to grab hold.

Three sections to this level. It's all just side scrolling to the R2-D2 location. They throw in a Jawa to let you know that you're close.

Your first boss of the game is a Tusken leader I guess you would call him. If you just shoot the Tusken Raiders from the left and right you will be here forever. You've noticed the boss bar on the bottom, and there's a Tusken Raider on the platform near the right hand side. Shoot him and the boss bar will go down. Once he's dead the other Tusken Raiders will stop coming after you.

Simply follow the Jawa's to R2-D2 and then to the end of the screen for more cut scenes from the movies.

*****Meet Obi-Wan at the Cantina*****

With the beginning of this level, you now have the "Rush Forward" move unlocked (Double tap right or left for a boost of speed). Which will come in handy for some jumps later on.

R2-D2 comes in handy for opening doors. Just move towards it and if R2-D2 can open it he will. You will need keys to open some doors, but we'll get to that later. Also, be careful that R2-D2 doesn't take any damage, or you will die. R2-D2 has three icons for his health so make sure you keep an eye on them.

Another note, keep R2-D2 with you at all times. You won't be able to enter doors or into the next part of the level without him along.

Enter the first door that you can go into as you move along the level. Doors that you can enter have a moving triangle animation to them. Simply press up while in front of the door to enter it.

Your first encounter with the key cards is sort of hidden. You will see a single box on the ground and then a dead end. Plus R2-D2 can't get past this box. Stand on it and jump up to the hidden ledge just on the right hand side of the box. Two Storm Troopers are here, and one of them has the key. Shoot them both and collect the key.

Now it's time for a little backtracking. Go all the way to the left and back into the door. Now a box is next to the door, which has a blaster upgrade in it. Proceed to the right hand side and ride the two elevators to the locked barricade/door.

Now you're on a new section of the level and the music has changed. In the beginning of the level you will notice that there is a platform above the cloth door and a place to climb up on the wall. Climb the wall and follow the platforms to the right. You will see a Storm Trooper and a key icon. Grab it and go back to R2-D2. R2-D2 will now activate the elevators and he can follow you further into the level.

While making your way to the right, R2-D2 will open another barricade/door for you to pass. Just beyond the door is a box with a blaster power up inside. Climb the wall and shoot the lever on the wall to have R2-D2 get by it. R2-D2 opens another door for you. You have reached the Cantina.

*****Sell the Land Speeder*****

Here is where you will find your first hidden Health pack to extend the bar on your health. After going to the left and then reaching the roof to start your way to the right, you will see a Storm Trooper. Shoot him and then walk to the end of the roof and stop. You should see a small platform to the right, but it's far away. Make sure you have enough room and double tap to the right and make the jump to the platform. To the right is another platform and a health pack.

Jump down and if you go to the right, the door will be locked. There is also a blue bar for health on a platform near the wall that you can climb. Go to the left and enter the door to proceed. After you clear the hole in the ground you should see a Storm Trooper battle activate. Shoot them all and you will find the key. Grab it and backtrack to the locked door.

As you proceed to the right, you will have a shoot out with some Storm Troopers before you reach a four high stack of blocks. One of the Storm

Troopers will have the key. Grab it after you've killed them all and jump to the small platform and then over the four blocks.

There is a box on top of a pylon that has a blaster power up. Enter the door to proceed. If you go all the way to the right you'll notice an elevator but it isn't moving. Climb the walls and jump to where the Storm Trooper is just above the door that you exited from. After you've climbed to the top go to the right and shoot the elevator switch. Ride the elevator down and proceed to the right.

Hidden in the two boxes is a blaster power up. Jump on the small platform and then on top of the pylon and keep going to the right. This might require you to do a double tap to the right for speed to make the jump. If you follow the path to the right you will find a locked barricade. Jump on the platforms and reach the door that you can enter. You will also have to do a double tap jump to reach this.

As you leave the door, a box with a blaster power up will be on your left. As you continue to the left, you will have a Storm Trooper battle and the key for the next door will be found here. Grab it and head back to the door that you just came from.

*Note- If you do not enter the door and proceed to the right, all that is waiting for you at the end of the short path is a red health icon and a blaster upgrade. So, if you need health, or a better gun I'd suggest going to the right to grab these and then head back to the left and the door.

As you leave the door, head to your right. A box with a blaster upgrade is waiting for you. As you work your way to the right you will come across a part of the game where I was stuck. After redoing the level thinking that I forgot something (and didn't) I ended up here anyways. If you stay on the regular floor you will reach a dead end. You will have to stand on the four crates and stand as close to the left hand side of the crates (you will need all the room you can get for running). Then double tap to the right and jump at the last possible minute. You should be able to reach the platform where a Storm Trooper is waiting and also your locked door as well. Enter the door to proceed.

After exiting the door, head to your left. On the bottom is a box with a blaster power up. You are now heading to the right. Once you find the elevator, ride it to the top and enter the door to your right. As you leave the door, a blaster power up is right by the right hand side of the door. Proceed to your left. As you head to the right, try to stay on top on any platforms. If you find a long platform with a single Storm Trooper on it, shoot him because he has your key. Now backtrack to the door that you just exited a few minutes ago.

When you exit the door, head to the right and open the locked barricade. Stand on top of the two crates and do a double tap to the right to reach the platform where two Storm Troopers are waiting. Jump down to the floor and keep going to the right. Once you start seeing Jawa's your Land Speeder will be soon to follow and the end of the level is here.

*****Meet Obi-Wan and Han Solo*****

You start off at your Land Speeder, and you can only go right. The first box that you see has a blaster power up. You have to jump up on the two platforms and then on the roof to clear the blockade door. Stay on top of the roof to the first blockade door because there is another one in front

of the first door. If you had jumped down, just backtrack a little to get back on the roof to the first blockade door. From the roof, you'll have to double tap to the right and make the jump to the second roof for the blockade door. A blaster upgrade is waiting for you here.

You will reach a dead end, but what you'll have to do is jump on the platform and do another double tap to the right jump to reach the higher platform that clears the dead end. Enter the door at the end of the level to proceed. The next section has four boxes that you can shoot. Inside is a blaster power up. As you walk along you'll see three boxes stacked like a pyramid. Jump to the platform to the right of this and then double tap jump to the right to reach the roof for the blockade door that is blocking your way. After you clear the jump you meet Han and Chewie. Plus Boba Fett makes an appearance.

*****Find R2-D2 and reach the Control Room*****

When you start this level, you will have the "Roll" ability (Press A button when holding down). Which comes in handy in certain parts. Once you get past the first laser beam guard, there is a small spot to roll under that also has a blaster power up. As you work your way up and then down, don't forget that you can shoot through the floors to kill the Storm Troopers that might be above you. When you see the double laser beams (one on top of the other), the bottom laser is blocking a blaster power up. Head up and then right to your first door.

As you leave the door walk to your right and jump up on the steel boxes. You will notice eight boxes that you can shoot. Shoot them and reveal a weapon power up and a health pack. Now your health bar is a little longer. Proceed to the right now. You have a large hole to jump over, so you know what that means. Another double tap to the right super jump. Make sure you do this perfectly or you'll miss. Plus, if you happen to die, make sure you go back and get your health pack, since it goes away once you die on the level unless you clear the part of the level then it's with you the whole time.

You will reach a door that is locked. Now you have to do some platform jumping and start heading up. A box with a blaster power up is there. After you get this, a Storm Trooper battle will start. Kill them all, and head back down where a few more Storm Troopers are hiding, and one of them has the key that you'll need. Get the key and open the door to proceed. You will see a smaller door to enter, go ahead to the next part of the level.

The next section has you going to the right...Again. As you proceed, you'll see a Storm Trooper with a large gun. Shoot them both. Now you might wonder how you're going to get up on the platform. You see the steel looking grate that goes straight up between the platforms? You can climb this up, just jump in front of it and press up to grab hold. As you jump on the platforms, the Storm Trooper on the highest one has a blaster power up.

There is a box on top of another set of platforms with a blaster power up. Proceed to the right, and we'll be heading down for a bit. You will now encounter gun pods attached to the walls. You will need to shoot them once to short circuit them, but watch out because it only lasts for a few seconds. Then the gun will start shooting again. After you reach the bottom, we'll be going to the left now. After a huge Storm Trooper battle between two laser barriers, your door awaits and we will start a new section for the level.

We start off with a laser barricade blocking a large hole. Best way to clear it is to time your double tap to the right jump right when the laser goes down. Next you'll have a gun pod and a box with a blaster power up. Roll under the small wall to proceed. Your second Storm Trooper battle will show another blaster power up. Shoot the switch on the wall to clear the barricade and enter the door.

Next section of the level has you going to your right. Be careful with the double laser beams and the gun pod. Short out the pod and wait for a clear opening to clear the second laser and then roll under the wall. Watch out for the second gun pod after you clear the wall. After you kill a bunch of Storm Troopers you'll come to a part with three gun pods and a wall switch. The first wall switch clears the laser beams. You can now see another wall switch that is too far away from you. Shoot it from where you are standing and activate the bridge. Take out the gun pods and proceed. Enter the door for the next part of the level.

The next section starts out with a blaster power up next to the door. Watch out for the gun pod and start jumping up on the platforms. You will find a laser beam blocking your path. You will need to go to the left and take out the gun pod as well as some Storm Troopers. At the far end of the left side you'll see a switch. Shoot it and then start heading back to the laser beam. It's gone now. You can do another double tap jump to the right to reach the platform.

After making the jump, watch out for several gun pods. After clearing the pods and reaching the bottom floor you will find a box that has a blaster power up. Now you'll have to time your roll to clear the mini hole to the rest of the path. You will see a hole in front of you, and also a switch above you. Shoot the switch above you to activate a bridge over the hole. After killing a lot of Storm Troopers, jump up on the long platform and go to the left. You will see a small platform with a box on it. Shoot the box for a red bar of health. Proceed back to the right and roll under the small gap, watch out for the laser. Enter the door.

Will this level ever end?? Anyways, right at the start you have a gun pod, and a Storm Trooper with a large gun to take out. After killing a lot of Storm Troopers, clear the door and keep on going. After playing jump here and there to end the Storm Trooper battle, go the far right and down to shoot a box that has a red bar of health. Once that's done head back up and to the right. Roll through the small gap and take out the gun pod. Once you've hit the bottom, shoot out the four boxes to reveal another red bar of health. You'll have to jump up on the platforms and avoid/shoot out the gun pods and then shoot out the switch. A bridge will now appear leading you to a platform that is blocked. After you avoid the laser beam you'll have the key for the door.

Enter the door, and once you exit it you'll be with R2-D2. Just remember that he only has three icons of health, and if he dies...You die. Proceed to the right. Take the elevator up and shoot out the box past the door for a blaster upgrade. Now enter the door. There is another blaster upgrade at the exit of the door. After you take out the Storm Troopers, you'll have the key for the door. Also, at the far end of the screen is a power up spot for R2-D2. Let him charge up (heal) if he needs if before backtracking to the locked door.

After riding the elevator down, let R2-D2 activate the bridge and then unlock the door to proceed. After the Storm Trooper battle, there is

another power up station for R2-D2 just under the platform where the Storm Trooper was standing. Roll under the small wall and watch out for the gun pods. Shoot the wall switch and head back to R2-D2. Now the elevator is working. Once you reach the second elevator, it will not work. Fall down and shoot the second switch on the wall. The elevator will work now and R2-D2 will join you shortly. Go through the door and shoot the box for a blaster power up. Let R2-D2 open the locked door and enter the smaller door.

We are finally done!!! All you need to do is shoot about ten Storm Troopers and pass the final door to our destination. Man this level was long!!

*****Escort Leia to the Millennium Falcon*****

We now have to watch out for any damage done to Leia, but at least she can help out with killing some Storm Troopers. Also, when you heal yourself it also works for Leia. Proceed to the right. A blaster power up is right before your first blockade door. Go through it to continue. You will shoot several Storm Troopers, after that you will find another door to pass. Enter the smaller door to reach the next section of the level.

As you are about to start the new section, a small cut scene will show you a hidden switch that is far up in the wall. Remember where it's at so when you go through the door, you can shoot it quickly. After you clear the door, a bunch of Storm Troopers arrive, but you're okay if you don't try to open the door. Shoot the wall switch to activate the bridge. Proceed with the level. You will have a few areas to take out the gun pods, while shooting at Storm Troopers. After that, take out the gun pod near the small door and enter it.

New section to explore. As always, we are going to the right. After taking out a lot of Storm Troopers, you will find a blaster power up after the battle. Another long battle with Storm Troopers is next, but it's the final one. After you take them out, enter the final door and the level is clear.

*****Destroy the Tie Fighters*****

Our first vehicle controlled battle. Your mission is to take out thirty Tie Fighters. If you press up, the X-Wing will fly fast, and if you press down it will fly slow. Also, if you are in need of health here's some advice. Just fly away from the Tie Fighters and you will slowly gain back your health for the vehicle.

*****Destroy the main reactor*****

You will have to avoid gun turrets as well as parts of the trench that stick out. Also, a Tie Fighter will also appear from your backside. You can either use up a R2-D2 health and ram it to make the vehicle explode or you can fly to the right and make the Tie Fighter get close to you. Then you can fly behind it and destroy the vehicle.

Tips: Try to make the Tie Fighter destroy itself by slamming into the side of the trench. Also shoot out the gun pods so you don't take damage. Try to avoid the wall at all costs. There is one spot that's barely large enough for your X-Wing to fit through, so you'll lose some health here. Luckily this level has a few spots that you can start from instead of going back to the beginning each time.

You will reach a different part of the trench run where you have to destroy five Tie Fighters. After you destroy them, it's back to your run and to destroy the Death Star. After you destroy the five Tie Fighters, stay in the center of the screen, or you'll hit the sides and get killed.

Once you see a countdown timer on the screen 1800 then you're almost there. Just avoid being shot at until the timer hits zero.

That's it. A New Hope is now over. Now to the next story...

Section V: Level The Empire Strikes Back

*****Escape from the cavern*****

Once you start this level, you'll have 'Deflection' (Press the L button when Lightsaber is equipped) which will make the enemies blaster shots go back at them with your Lightsaber. You will also have two weapons to choose from. Your blaster, or your Lightsaber.

As you are walking along, watch out for falling stalactites. When you see a large snowball, be on your guard, because your first Wompa is about to make its entrance. The easiest way to kill these guys is to do an upward slash with your Lightsaber. After killing him, do a double tap jump to the right to clear the hole and to fight your second Wompa.

Next you'll have a tricky jump to make. You will have to jump to grab the platform, and then to avoid the falling stalactite. Then you will see another snowball, but this time two Wompa's will attack. When you see the third snowball be careful since the Wompa will push it towards you for damage. Kill him and proceed. Watch out for the six stalactites that will fall down around you. If one gets in your way, just use the Lightsaber to cut it down to size.

You will fight about six Wompa's before you will start the second part of the level. As you move along, and fight Wompa's you'll see a falling snowball. Just fall down to the next section and proceed to the left. Kill more Wompa's and then you'll notice a large spot to jump over. You will have to make a double tap jump to the left this time to clear the hole. Avoid the two falling stalactites. You will notice a hole covered with cracked ice. Stand on it and fall down to a platform. Jump to your left for a health pack. Your health bar is now a bit longer.

Jump on the platform and do a double tap to the right to clear the hole and proceed to the right. Jump to the platform and then go to the lower floor to kill the Wompa. Then do a double tap jump to the right to clear the large ice covered hole. After you clear the hole you will have to fight about ten Wompa's. Have fun. After that a new section is going to start.

Double tap to the right to clear the ice covered hole and then watch out the Wompa that's standing right near the edge of the hole. Kill him and continue. You will fight another pack of Wompa's then you will see a snowball on a platform that will be pushed off by a Wompa and another battle will start. After that's done you will have a large hole to jump across and you will have to aim perfectly to grab hold of the ledge of the platform. On top of the platform is a Wompa so be ready for him.

You will have another large hole to double tap to the right to jump over, then some more Wompa's to kill. Once that is done, the level is complete.

*****Locate your X-Wing*****

As you walk along, killing Snow Troopers, the best part to use your deflect option is when you're on one side on a hole while another Snow Trooper is shooting at you. This way you don't have to jump back and forth. Next you will see your first Imperial Droid. I hate these things. You will also have another large hole to jump across.

The next part is annoying. You are stuck between two holes and Imperial Droids are on either side of you. You can either jump to the sides carefully to kill them or use your deflect to knock the shots back into the Droids. I did a combination of the two to take them out. Just don't fall into the holes, lol. We start our next part now.

More Snow Troopers and Droids to kill. Fun. Another large hole to jump. So far this is pretty easy stuff to do, nothing too hard. This is a short level and soon you will find the hanger.

*****Escape the battlefield*****

This level will constantly go to the right, so you have to make sure that you are paying attention to where you are going and what is going on the screen. The main focus here will be the AT-AT legs. Don't get stuck under them or you will die. Plus you'll have to time your jumps perfectly to avoid the holes. Also, avoid the laser blasts from the sky as well.

Above the second leg of your first AT-AT is a health pack. Grab it so your health bar can add some extra length to it. You will have a break from the AT-AT's with a small battle of Snow Troopers. After you pass the final AT-AT, you will see several shots come from the sky and then your door awaits you. Now your next part will be inside.

If you go to your right when you exit the door, a blaster power up is waiting for you. Kill the Snow Troopers, and then jump on the two platforms to clear a large hole on the bottom of the floor. More platforms and more Snow Troopers are ahead. Then watch out for six stalactites that will fall from the roof right when you reach your door to the next section.

This section is short. You fight some Snow Troopers and they even throw in a Wompa just for fun. Your X-Wing is waiting for you and the level ends with Darth Vader making an appearance.

*****Find Yoda*****

When you start this level, your 'Jedi Jump' ability will be unlocked (Press A button when in the air). You can now double jump in the air. Press the jump button once you are in the air to jump again. This level is super easy. Just jump over the obstacles and reach Yoda. Not much to discuss here.

*****Learn to use the Force*****

Once this level starts you will have unlocked the 'Force Push' ability (Press R and the B button). You will need to use it to move rocks that will be in your way. This is also the first time that you'll see your force bar, and the force icons that give you back some of your used up

force.

Note- If you fall into the water, the level will start all over. Try and stay on top of the solid ground so you won't have to redo the level over and over.

Walk along and when you see your first rock, simply move it with the power of the Force. When you see a stone type looking platform use the Force to make it swing back and forth. Your jump will be easier to make if this platform is moving. After making some more easy jumps you will come across a tree that you can't jump over. Just slash at it with your Lightsaber and then use the Force to move it aside. After taking out the tree, you see Yoda. Then the next part of the training begins.

You will have a large jump to clear, so make sure you double tap to the right for a speedy jump and then you double jump in the air to reach the tree stump. Use the Force to activate the two stone platforms and then to move the rock in your way to continue on. Do another double tap jump to the right and then a double jump in the air to clear the swamp area to find Yoda once again.

Now, you will meet someone to fight against. Darth Vader!! But this fight is super easy, just like in the movie. This level is now over.

*****Locate Han, Leia, and the others*****

Once you start this level, you will have the Force ability 'Force Blitz' unlocked (Press L button and R button). Now you can move twice as fast as your enemies, as long as your Force power doesn't wear out. Also, R2-D2 is with you on the beginning of this level, so make sure he doesn't get damaged like the previous levels that you did with him.

As you start out, you see a sweet cut scene with Leia, Boba Fett, and Han in Carbonite. Then the level starts out as usual. You killing some Storm Troopers. You will see a level on the wall across a hole on the floor. Use your blaster to shoot the switch to activate the bridge to cross the hole with. Then you will find another hole and switch. Shoot the switch and the bridge will appear. Next, R2-D2 will activate the elevator to reach the higher platform.

Once on the platform, kill the Storm Trooper and enter the door leading to the next section. R2-D2 will activate another elevator for you to ride. On top of the platform some Storm Troopers wait for you, and one flying Droid as well. There is a recharge station here for R2-D2 if he's damaged. Ride the elevator down, and kill some Storm Troopers and another flying Droid. R2-D2 will open the barricade for you and then you can enter the door.

Your next section is without R2-D2. You can go to your left to find a blaster power up hidden in the four boxes along with a flying Droid. Proceed to your right and take out the Storm Trooper with the cannon and his friends. Follow the path to the right, and then jump up on the platform and double jump to the larger platform and continue.

Next, after you jump to the next smaller platform a battle with Storm Troopers will start. Fall down to the bottom floor to kill the Storm Troopers there to find a key. Head back up to the higher platforms to use the key to activate a bridge across a large gap. Follow the screen to the right and then do some platform jumping to kill Storm Troopers. Once that's all done head to the barricade and it will open for you.

Kill the Storm Troopers and the flying Droids and enter the door for the next section.

To the left of the door that you've exited is a box containing a blaster power up. Grab it and start heading to the right. Simple stuff here, just walk the path and kill everything around you until you reach the door. Short section, not much action.

On the new part of the level, go to your right and fall down. You will have Storm Troopers and flying Droids to deal with as you make your way to the left. Climb up the platforms and continue to the left. Keep heading left, and you'll have to go up and then to your right to reach the door to enter the next section.

Here you are going to the left again, and you will have to jump up on the platforms and find the one spot of the laser beam that fades in and out to pass through. As you are going along to the left, you will see a switch on the wall that activates a bridge across the gap. Two flying Droids are here to annoy you, so watch out. After the bridge there is four boxes that has a Force icon if you need it.

After that section there is a spot where several Storm Troopers are standing on platforms. To the right of them is a red bar for your health. Be careful because there is a hole on the bottom of the floor to the left of the icon. Once on the bottom of the floor, jump the hole and climb up the metal grating to reach the door that you can enter.

Once you've exited the door, head to the right and then climb up the metal grating to the higher level and head to the left. Pass by the laser beams to get the key from the Storm Trooper and to hit the switch to open the barricade to reach the door easier.

Head to your left and use the key to activate the bridge across the gap. Keep killing and make our way to the left and to a door that you can enter for the next section. In the new section, you will be going to your right. Kill the Storm Troopers and flying Droids and then climb the metal grating and keep going right. Once you reach the end, fall down to the bottom level. Keep swinging away at stuff (boy this level is long), then you'll have some laser beams to avoid. Then keep going along to the right. Pretty self-explanatory as you find your door to start yet another section of killing joy.

We are going to the left this time, fun huh? Just follow the path along, then you'll see a switch to freedom!! A bridge will appear. It's the last part of the level!!! I'm happy, are you? Enter the door for a cool cut scene.

*****Fight Darth Vader*****

After the cool cut scene happens, it's time to fight Vader. If you fall into the Carbonite chamber, just mash your buttons to break free. No real advice here except to try and attack Vader from the backside or wait until he does his charge attack or tries to push you with the Force.

Once you get Vader down to a certain amount of health a cut scene happens and then you are back to fighting Storm Troopers. It sucks, but don't worry. You'll see Vader again. After you trigger a huge fight with Storm Troopers and flying Droids, make sure you stand on top of one of the large boxes near the beginning of the level and jump up and to the left. A hidden health pack is here. Your life bar is now a little longer

now, which means if you've collected all of them so far you would have a lot of health. Keep going to the right after you grabbed the health item.

Another cut scene happens and guess who?? It's Vader. This time you have to avoid flying objects and Vader at the same time. Do enough damage to Vader and another cut scene will take place.

After you land from being pushed out the window, Vader shows up for a third time. His health is almost gone, so just wail on him until he's gone. Or is he?? Watch the cut scene for the answer.

This is the final part of The Empire Strikes Back levels. One last part to do until the trilogy is over.

Section VI: Level Return of the Jedi

*****Find Han Solo*****

In the beginning of the level, you will have unlocked the 'Force Heal' ability (Press R button and down). Which will come in handy since there isn't that much health on the ROTJ levels.

Really simple in the beginning. Just walk along, jump over holes and kill the Pig guards. I know that they are called Gamorrean Guards but I'll just call them Pig guards in the walkthrough. Watch out for their axes that they love to throw at you. Also, watch out for falling debris from the ceiling in sections that show cracks on the ceiling. Walk to the end of the screen for the next section of the level.

As you are going along the new area, you'll see a long platform that has several Pig guards on it and a weak section of the ceiling. After you clear it, drop down to the lower level and head to the left. You will see a health pack on a small rock section. Jump over to grab this. Now your health bar is even longer, which is always a good thing. Now start heading to the right. You will walk along a long section of platform and have a long Pig guard battle. After it's done you can go to the bottom level and head to the left for a box that has a red bar of health inside it.

You will see a hole to jump over, but watch out for the blue smoke coming out of the wall. If it hits you, you will fall straight down to your death. After clearing the hole, a new section begins. You will have a fight with Pig guards and some blue smoke to avoid. As you walk along you will find a box with a blue bar of health inside on the bottom floor. You might want to switch to your blaster and point down towards the ground to see some of the platforms since they are hard to see. The end of this section is close, but we still have another part to do.

Avoid the blue smoke and keep on truckin' to the right. As we move along there is a cool cut scene with Boba Fett, but he flies away. Then you get to kill a ton of Pig guards. Once that's done if you are on the bottom floor, you can head to your left and find a box with a red bar of health just past the blue smokers in the wall. Grab this if you need it, then head back to the right and the door. The level is clear.

*****Find a way to destroy the Rancor*****

This was tricky for me to figure out. But here's what you will need to

do. First, in order to get by the Rancor you will need to wait until his leg is up and then you can roll underneath his foot to get clear of him. Now, you'll need to lure him to the left side of the screen. Then wait for his foot to raise up, and roll to the right. Then use the Force to throw the rocks into him, pushing him into the section of the wall. A rock will then hit the door release and the door will fall on the Rancor, killing him.

Just like in the movie, almost. Probably the second best boss in the game, behind the final Darth Vader battle.

*****Destroy the main barge*****

This is another level where the screen is constantly moving to the right, so be on your toes and try to plan your moves in advance. Don't get stuck behind something or you will get squished to death. Once a battle starts up, the screen does stop for you to fight but once the final enemy is dead, the screen begins to move again.

Try and make sure you stay on the barges, because if you fall through the spaces between them you will die. Once the screen stops and there isn't a ny battle, that means that the first section is done.

The second section has Boba Fett on it, and he's flying around trying to kill you. Make sure you attack him often and get him out of way quickly as he can be very annoying. Once again, when the screen stops and it's free on enemies you have just cleared another section. Good job. Let's keep going.

Okay, this is tricky to explain but I'll do my best. When you start the next section, right after your first Pig guard battle, make sure you are on the far right of the screen once it starts to move again. Then as soon as you fall, rush to the left side of the screen for a health pack. Once you've grabbed this you can continue to the right, and your health bar has gained another section of health. Keep heading to the right, and soon you will be at the end of the section and the end of the level. Enjoy the cut scene.

*****Stop the Scout Troopers*****

This is a vehicle mission, you are riding a Speeder Bike. You can take out your enemy two ways. By either getting them in front of you and shooting them, or you can get beside them and slam them into the side of the forest. When you see a yellow arrow on the right side of the screen it means that a weak object is going to be there. A red arrow means that a solid object is going to be there, and if you hit one of the solid objects you can lose some major health or even die. Just keep an eye on the arrows and you should be able to get through the level. Enjoy the cut scene at the end.

*****Locate Han, Leia, and the others*****

You will have your final Force power 'Jedi Slash' (Hold B button and release) unlocked at the beginning of this level. Now we get to have fun with Biker Scouts, bridges, and pigs and bee swarms and huge wasps! Get ready.

Double tap to the right to clear the hole, and then you'll fight the pigs. They are not too bad, but they take away your Force power, so kill them quickly. Walk along, killing Pigs and jumping holes. Then you will

come up to a tree. Slash it with your Lightsaber and then use the Force to move it aside. You will now see a short cut scene showing you where the Biker Scout is standing guard.

Jump onto the moving platform and then up to the bridge. Move along to the right, and then you will start to move down a bit. As you move a little to your left you'll see a health pack floating in the air. Be careful because if you don't jump far enough to the left to grab hold of the tree, you will fall into the hole. Grab the health pack and enjoy the extra extension to your health bar. Climb the tree to the top and start heading to the right.

Follow the Ewoks to the end of this section and to the beginning of the new area. After you cut down the tree and move it with the Force, you'll encounter the large Wasps for the first time. They can be annoying since they love to fly away very quickly once you get near them.

Once you walk to the end of the bridge a short cut scene will show you a Wasp and then the stone platform. After you kill the Wasp, use the Force to move the platform back and forth, making the large jump to the right much easier. After clearing out the Biker Scouts and the Wasps, walk to the right to clear the level and to start up another section.

The new section begins with you killing about ten Wasps. You starting to hate the Wasps yet? Once they are dealt with, proceed to the right. When you walk to the edge of the bridge another short cut scene will show a platform and a Wasp. Kill the Wasp, and then use the Force to move the platform back and forth. Once you've made the jump from the platform to the small bridge, climb up the tree and head to the left.

After killing another group of Wasps you should see what looks like a rope hanging from the sky. Jump to it and climb it upwards. Kill some Biker Scouts and more Wasps, then reach the end of this section. Now we go to another section, with the Ewoks leading the way. This time when the cut scene shows us the stone platform, it's a bee swarm that will attack us. This is our first encounter with the Bee Swarms, and they are tricky. Make sure you attack them twice. If you attack them once, the small section of them will leave and then come back. If you attack twice, they won't return. Jump on the platform after you use the Force to place it in motion.

After making the jump from the platform, kill the Bee Swarms and the Wasps. Climb the tree and proceed to the right. After killing a bunch of Biker Scouts and some Wasps, jump to the tree and climb it down. Head to the right, and kill some Bee Swarms, and a lot more Biker Scouts. Use the Force to activate the stone platform, then jump onto the hanging rope and climb it up. Then jump off and head to the right. The area ends, and we start yet another section. SIGH.

The Ewoks are still leading us around. Hopefully not too much longer. Kill some more Bee Swarms and more Biker Scouts. Use the Force to activate the stone platform, jump on it and onto the bridge where the Ewoks are waiting for you. Keep going to the right and kill a lot more Biker Scouts and Wasps. Then when it's all over, you can reach the end of the level. Thank goodness. This was another long boring level.

*****Meet Darth Vader*****

When the level starts out, the Ewoks are leading the way. Watch out for a hiding Pig that will attack you. Then you will see a Biker Scout on

top of a bridge. Use the Force to activate the stone platform and jump up to the bridge. Once you've cleared the bridge of the several Biker Scouts and Wasps, then jump to the tree and climb it down to the bottom of the level and head to the right.

Slice the tree in front of you and use the Force to move it aside. You will see a large hole to the right. Where do we go?? Stand on top of the tree stump and double jump up and to the right. Grab on to the ledge of the bridge and proceed to the right. Kill the Biker Scouts and then jump to the rope and climb in down. Once on the bottom level, head to the right and a huge battle around a tree stump will take place. Once every Biker Scout and Wasp is killed head to the right for the end of this section.

Ewoks are still leading the way for us! Head to the right, and kill the Biker Scouts and Storm Troopers. I just noticed that the Storm Troopers are back with us. This level is short, and ends very fast. Once the new section begins, we see a cut scene of a huge hole, followed by a rock and some Storm Troopers.

Climb up the bridge that is close to you and work your way upward. Kill the Biker Scouts that you see around the area. Next you get to fight about thirty Biker Scouts. Fun huh? After killing all these soldiers, I'm surprised that there is any Storm Troopers left at the end of the game. Anyways, keep on going to the right.

After going down a few sections you will find your rock from the cut scene earlier. Use the Force to push it aside and to take out a few Storm Troopers. Double jump over the large hole and then get ready to fight a lot of Pigs and Wasps. Once that is all done, walk to the end of the screen and to the end of the level. Enjoy the cut scene.

*****Fight Darth Vader*****

Pretty much the same plan as before. You will attack Vader and a cut scene will happen. Then you'll have to lower his health some more and then another cut scene. Then when you get him to zero health, the final cut scene for the game.

And that's the end. Hope you enjoyed this game. I think it could have been better, but not too bad for a Game Boy Advanced game.

Section VII: Level select and bonus level

The levels that you can select are:

X-Wing battle before entering trench on Death Star (ANH)
Trench battle on Death Star (ANH)
Luke VS Vader on Bespin (TESB)
Luke VS Rancor (ROTJ)
Speeder Bike chase (ROTJ)
Luke VS Vader on Death Star II (ROTJ)

Bonus level:

This level has no end to it (at least I couldn't find one). You get one point for each kill (my highest was 297) and the level seems to be in three parts. I reach the second part of the level on my second pass through it. The creatures on the second time through would give you

more damage when they attacked/shot at you. I guess this level is for you to get as much points as possible, and therefore has no end to it.

Section VIII: Bonus Pictures

- Picture 1: R2D2 concept drawing
- Picture 2: Drawing of some female in the Star Wars Universe
- Picture 3: Real life picture of Slave Leia
- Picture 4: Darth Vader concept drawing
- Picture 5: Han Solo concept drawing
- Picture 6: Real life picture of Chewbacca
- Picture 7: Concept drawing of pilot in X-Wing
- Picture 8: Real life picture of Darth Vader (Obi-Wan on side)
- Picture 9: Real life picture of Boba Fett
- Picture 10: Behind the scenes picture of Darth Vader without helmet

Section IX: Final Thoughts

THE GOOD:

- Music in the background while playing.
- Very true to the movies in every detail. The text windows are telling the story almost line for line from the movies.
- Graphics were okay, nothing really great to look at. The pictures for the text windows from the movies were pretty good though.
- Bonus pictures for completing levels were an okay bonus. Especially number 3. lol
- The Force was pretty cool to use in the game. Having the ability to heal, move objects, and do a "Kill everything on the screen" move was sweet.

THE BAD:

- Not challenging at all. Except for a few parts where you had to figure out how to do the objective (Force needed or a special jump) the game is a breeze.
- Levels that repeat the same thing over and over. Most levels are like this. Walk....Kill....Activate a special "Kill Everything" part of levelWalk some more....Kill some more....Another "Kill Everything" section. It gets boring really fast.
- No level select. I'd like to play just the ROTJ parts since Luke has all of the Force powers to play with. Sure you can choose a few levels after you finish the game, but every level should have been available to pick from.
- It would of been cool to unlock other characters to use after finishing the game once. Like maybe a few Han levels, or maybe a Boba Fett or Darth Vader level.

AND THE UGLY:

- Very short. I mean like you can finish the game in 2-3 hours short. Maybe if the game was free, then it would be worth it.

- Jumping near the ledge of an object while fighting. This happened to me a lot! It gets very annoying while your fighting to have to stop and hang on a ledge while laser blasts cook your back.

- Imperial droids on TESB levels. They took a lot of shots to kill, or would move so fast that your lightsaber couldn't touch them. Also the Wasps on the ROTJ levels were a pain.

Thank you for reading this FAQ, and if you have noticed any errors or would like to add something to it, please feel free to E Mail me about it. My E Mail address is:

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