Star Wars: Episode II Attack of the Clones FAQ/Walkthrough

by exodia1

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   Star Wars Episode II: Attack of the Clones Version 1.1


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sees it on GameFAQs (or any of its CNET affiliates) after June 6th, 2008,
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1. Side Note/ FAQ History
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This is the first FAQ that I have ever written. If it sucks, just tell me and
I will try to improve on that part of the FAQ. For any needed corrections email
me at thetruefalcon at gmail.com

--History

June 5, 2008: Removed GameFAQs.com from the allowed list of sites for this guide.
-Fixed grammatical errors in the guide. I was in 7th-8th grade when I started
this guide. I am now a college sophomore, so I have a tad better grip on the
English language. I do not think many people will read this ever again, but
just know that I still keep tabs on it.
-However, I got bored fixing grammatical errors, so only the first few levels
have corrected grammar. Maybe some day I will completely fix it.

April 9,2005:A person by the name of Issac Lord e-mailed me a Count Dooku
strategy, reminding me that I have a FAQ that I wrote. Updated the Dooku
strategy due to it.

*Also updated email address

May 30-31, 2003: Began working on the Padawan section of my guide. Finished
the Padawan Section

June 7, 2003: Added the story and control section, added some credits, changed
the name of "The Force" to "Super Force Push", added Instruction Book Quotes.
Added some more things that will be added later to the "Looking Ahead" Section.
Changed name of "dino-type things" to pet massifs

June 8, 2003: Many grammar/spelling edits. Other than that not very much.
Not a reason to resubmit my FAQ to GameFAQS.

June 9, 2003:Many Number Changes, fixed a major section name error, added many
essential spaces, making the FAQ easier to read, added the FAQ section, added
the passwords for Padawan level diffiuclty.

June 11, 2003: Finally a Count Dooku strategy that works! Added another site
to my "Sites that can use this Guide" The guide also saw a new look, all the
- were changed to a = !

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2. Controls and Game Story
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Game Story: (Taken from the Instruction Booklet)

A long time ago, in a galaxy far, far, away.....

There is unrest in the Galactic Senate. Several thousand solar systems have
declared their intentions to leave the Republic. This separatist movement,
under the leadership of the mysterious Count Dooku, has made it difficult for
the limited number of Jedi Knights to maintain peace and order in the galaxy.
Senator Amidala, the former Queen of Naboo, is returning to the Galactic Senate
to vote on the critical issue of creating an ARMY OF THE REPUBLIC to assist the
overwhelmed Jedi....

~CONTROLS~

++Menu Navigation++

Button Command   Action

Control Pad--------------------------Highlight Menu Selections
A Button-----------------------------Confirm Selection
B Button-----------------------------Cancel/Return to Previous Menu
START--------------------------------Skip Cutscenes

++Game Controls (Side Scrolling Action)++

Button Command   Action

Control Pad Left/Right----------------------Walk/Change Direction
Control Pad Up-------------------------------Enter Door
Control Pad Down (hold)----------------------Crouch
B Button-------------------------------------Jump
R Button-------------------------------------Lightsaber Block
R Button in air------------------------------Spin/Dodge
START--Pause Game

++Attacking++

Button Command   Action

A Button (while crouching)-------------------Saber Uppercut
A Button+Control Pad toward------------------Saber Side Swipe High
A Button+Control Pad away--------------------Reverse Attack
A Button+Control Pad Up----------------------Saber Over Head Swipe
A Button+Control Pad Down--------------------Saber Side Swipe Low
A Button+Control Pad Down+Toward-------------Sweep Kick
A Button+Control Pad+Control Pad-------------Special Combo Moves

++Force Powers++

Button Command   Action

L Button+Control Pad toward------------------Force Push
L Button+Control Pad Up----------------------Force Jump
L Button+Control Pad Down--------------------Super Force Push

++Game Controls (3-D Action)++

Button Command   Action

Control Pad UP-------------------------------Steer Up
Control Pad Down-----------------------------Steer Down
Control Pad Left/Right-----------------------Steer Left or Right
A Button-------------------------------------Fire Blaster
B Button-------------------------------------Launch Missile

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R Button---------------------------------------Use Smart Bomb
L Button---------------------------------------Force Power
START-------------------------------------------Pause Game
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3. Padawan Difficulty
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Note: The difficulty level can be changed by going to options.  When you start
the game, you need to change it, or you will be on the difficulty level of
knight.
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3a. Coruscant Rooftops  Code:None
================================================================================


Game Quote: "Make your way across the rooftops and into the hangar."

Book Quote: "Control Anakin as he races across the top of Senator Padme
Amadala's apartment building and into the hangar where an available speeder
awaits."


Difficulty:Very Easy

Start off, and you'll hear a "pssh" noise.  A droid will drop in front of you.
Hit A + -> to slash it up.  Go a screen right, a laser shooting machine
(from here on called LSM) shoots yep, you guessed it, lasers.  Hit R after it
shoots to reflect a shot back at it.  On the next screen dispatch a droid that
comes at your back with a slash of your saber (A + <- or ->) and kill the LSM.
On the following screen is an LSM and two droids.  Quickly slash the two droids,
and get rid of the LSM.
On the next screen, an LSM will fly low at you, destroy it and the other two
LSM's on the screen.  Walk right and two droids along with
two LSM's will come, so do the usual on them.  LSM's and a new enemy (bombs) are
on the next screen to the right right.
Destroy them by slashing and running after hitting the bombs, because duh, they
explode.


================================================================================
======(Note: You do NOT have to kill bombs to advance to the next screen)-======
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The next screen contains two LSMs, two droids, and bombs are there.  Hack 'em to
pieces and keep moving.  On the proceding screen is almost identical, only with
more bombs.  Walk a bit more to the right, and now we are on the rooftops.
Jump to the first roof by using B + -> and slash the two droids that appear.

The next building is rather far, so hit L + up + -> (Force Jumping) to get there
An elevator raises you up to the next building (Force Jump if its not there).
Fight off the two droids and two LSMs.  Goto the next building and then force
jump onto the next building.  Do the thing on the next taller building.
There is a +1 life here, jump and get it then go on.  Force jump to the next
building and kill the two droids and two LSMs.  Go over and you are in the
hangar.  Drop down (if you are good you can get a +1 life)  and keep going right
.  Disperse two droids.  Random bomb dropping LSM's come across the screen.
Just hurdle them and continue.  Disperse two LSMs further down the path.
A tad bit further is a droid and three LSMs.  Ignoring the bombs, kill the
enemies.  You will soon come to a dead end.  Kill all enemies on screen and then
Anakin will hold his light saber up in triumph.  Congrats!  That's the end of level 1!
================================================================================
3b. The Chase  Code: BKDGGL Start with 7 lives.
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Game Quote: "Chase Zam's speeder and help Anakin force her to the streets below."

Book Quote: "After a failed assassination attempt on Senator Padme Amadala, Zam Wessel attempts to escape in her speeder. In this 3-D level, you control Obi-Wan Kenobi as he pilots a borrowed speeder to chase Zam through Coruscant."

Difficulty: Easy

Not much to say here, as the speeders are in random places. All I can say is dodge the red and blue speeder while getting the blue circle with an X in them to boost your shields. Also dodge the yellow things and yellow bullets Zam shoots at you.

At about 35 seconds left there is a 1 up to fly into. At about 2-3 seconds left, an incoming speeder will tail end Zam and she crashes. That's the end of Level Two!

===
3c. Downtown Coruscant Code: BLFGHT Start with 8 lives.
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Game Quote: "Chase Zam Wesell and defeat her thugs and droids."

Book Quote: "Control Anakin as he chases Zam on foot through the crowded streets of Coruscant. Use your lightsaber to destroy enemies and to block Zam's laser blasts and mines. Also, avoid Zam's droids and thugs who will attempt to hinder your progress en-route to the nightclub."

Difficulty: Easy

Starting off, Zam shoots a laser at you. Either hit R or jump. (Note: No matter how many shots you shoot back at Zam, she will not die)
Zam pops in on almost every screen so be ready. Further down the path, you will see three thugs walking in a line. Slay them and pick up the green tokens which are force tokens. You can use these to Force Jump, Force Push (L + <- or ->) to destroy enemies on whatever side you hit to, and a Super Force Push,
 (L + Down which destroys all enemies all screen. A flying droid
drops bombs on the next screen, just ignore it and keep on going. A shooting
thug drops onto the left side of the screen, so kill it and get the Force Token
Two thugs with no weapons come and try to kick you. They take two hits from
the light saber, rather than the normal one. As usual, get the force tokens
and move on. Two more thugs come up kicking again, only one is orangish
whitish. It also has a blue face. I shouldn't even have to tell you how to
kill and get the force tokens anymore. Two thugs come up from the back
(blue face kickers.) If you haven't used any force this level then they will
drop life-replenishing hearts. A thug gunner drops on the next screen. Two of
 them are on the next one over. Walk a bit and two thug gunners come at your
back.

Three thug gunners will march at you, so slay them, Now watch out, because if
you haven't already noticed, Zam is starting to throw bombs. There is a thug
gunner on the left of the next screen. Two thug gunners are on the next to the
right, then two behind them. Another bomb dropper is on the next screen. Four
kicking thugs and two thug gunners are on the next screen. Two thug gunners
and a bomb dropper are on this one so get rid of them; one more to the right.
 A heart hovering in plain sight is there, so pick it up. Two thug gunners
followed by two bomb droppers come. Keep walking until you must dispatch two
thug kickers. Another comes, then three more at your back. Just slash away.
To the right two thug gunners drop down. Two thug gunners are just standing

there if you move right. Two thug kickers are to the right. Slay them and then
two more appear to the right.
Next is our first actual battle: three thug gunners and a thug kicker. Hit L
and down to kill everyone. Get the four force tokens and walk on.
Two thug gunners and a heart are farther down the road. Three gunners march at
you farther down the road so slay them and move on. Three thug gunners will
drop down to fight you if you walk right. Bomb droppers and two thug gunners
will assault you on the next screen. Next you get to fight two thug kickers,
and in a bit, another one, while two more come at your back. Four thug gunners
are on the next screen (ouch!). Use the L + Down attack to kill all of them.

Get all four force tokens and kill the three thug gunners that are waiting for
you.Two more gunners come up further down the road. Nine thug kickers are on
the next screen. That is the hardest part of the level. Just slash away. One
more thug kicker and you win the level.

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3d. Hamino Code: BLGGDT Start with 8 lives.
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Game Quote: "Defeat Jango's guards and collect 3 keys in order to access the
exterior landing platform before Jango and Boba escape."

Book Quote: "As Obi-Wan Kenobi, make your way from Jango Fett's apartment down
to the exterior landing platform. Fight against droids left behind by Jango,
and navigate other hazards. Collect three color coded keys to unlock the
landing platform. Watch out for Slave 1. Defeat Jango Fett to finish the
level."

Difficulty: Hard

Yes, alas, a hard level. This level is rather long, so I will let you figure
out the enemies by yourself. But I will guide you through the level and the
boss battle. Go up to the first double door you see and enter. This will put
you in a different area of Hamino. In here go all the way to the left to a
door that looks like the one you just came in. Enter it. Go all the way right
and force jump onto the platform directly above you. Go to the left of this
platform and force jump to the left. Hopefully you will make it there. If you
don't, then try it again. On this platform, again force jump to the left. You
will be at the top of the room. Keep moving to the left. Jump left and you
will be standing by a green box. Slash it with your light saber and get the
first key. It will be displayed in the bottom right corner. Go out of the
room and go back to the door that leads to the main hall (double door). Go to
the double door to the right of that door (about three steps). Again trek to
the left to the double door. Go all the way right and force jump up. Force
jump left and then left again, over the hole in the middle of the platforms.
You should be by another big green box. Slash it with the light saber and get
the second key. Go out to the main hall again. There is another double door
a few steps to the right to go into. In here just walk all the way left and
slash the green box for the third key. Go all the way right and there will be
a dead end. Go to the double door right by the dead end. Go right and a
giant laser will be shooting at you. Get ready for the first boss battle.

Boss: Jango Fett
Difficulty:Average

Slash at Fett then jump over the lasers that are shooting. Dodge the lasers to
the best of your ability then run in for more slashes. You can hit Jango out
of the air then slash him. Don't stand directly under him, or you will be shot
by his small gun type contraption. He will "die" after about 20 slashes.

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================================================================================
3e. Geonosis Asteroid Belt  Code: BKHGFL Start with 7 lives.
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Game Quote: "Piloting the Jedi starfighter, pursue Jango Fett through the
asteroid ring of Geonosis"

Book Quote: "Control Obi-Wan Kenobi's Jedi Starfighter as he chases Slave 1
through space, on his way to Geonosis.  Watch out for asteroids and laser fire
from Slave 1!"

Difficulty:Hard

All I can say for this level is shoot, Shoot, SHOOT!  Kill all asteroids and
follow Jango's ship.  Dodge the laser shots from his ship. See the control
section to see how to and what you are able to shoot.  You have a limited
supply of missiles.  When the timer hits zero, you win.

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3f. Tusken Village  Code: BKKGCL Start with 7 lives
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Game Quote: "Fight your way through the savage Tusken Raiders."

Book Quote: "Control Anakin as he tries to find his mother, Shmi, in the Tusken
Village.  Watch for the Tusken Raiders and their pet massifs.  Use the Force
and rock formations to get in the air."

Difficulty:Average

Cool Stuff: This level has a weird glitch that causes shapes to be distorted
and messed up into little blocks.  It's pretty cool.  It may be just happen, or
the way I did it was jump kick  (B+A+->) all the mammoth guys.  And then
everything went all blocky on me.

Watch out for the running pat massiffs.  They hurt you pretty good.  But the
correct timing will slay them.  Kill the gunner at the beginning of the level.
Slash the guy on the mammoth type thing to kill him.  Same with the next screen.  Two
gunners are on the next screen.  They drop Force Tokens.  Kill them and
five more will replace them.  A gunner is behind a hut, so kill him while
dodging the pet massifs.  Slash the man off the mammoth on the next two
screens.  Seven gunners need to be slain on the next screen. The next two
screens are more mammoth guys.  Seven guys with spears attack you on the next
screen. The next screen there is a gunner and a spear raider.  Then there are
two mammoth guys to kill.  Nine gunners are on the next screen.  Then two
mammoth guys.  Then nine spear raiders, and later, a gunner.  Two mammoth guys
again.

Nine more gunners and two more mammoths to be killed in the following screen.
Eleven spear raiders in the next screen.  A gunner is hiding behind a hut.
Two more mammoth guys.  Eight gunners on the next screen, and  eight spear
raiders.  Two more mammoths (lots of mammoths.)  Twelve gunners
on the next screen followed by twelve spear raiders on the next screen.
A Gunner is by a rock, shooting at you.  Two mammoths left.  Then comes the
tough part of the level.  Thirteen gunners and thirteen spear raiders.  You
win the level after destroying these warriors.

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3g. Paths of Geonosis  Code: BKLGSL Start with 7 lives
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Game Quote: "Battle Geonosian warriors and find the secret base."

Book Quote: "Obi-Wan Kenobi ascends the paths of Geonosis.  Jump and fight your
way through the Geonosian warriors guarding the entrance to the Geonosian droid
factory."

Difficulty: Hard

When you start off, go left and get a +1 life.  Jump up two platforms and go
right to get the heart.  Go back and force jump up a platform.  Then jump onto
the next three platforms.  Over then jump up again, over then jump up again.
Over, up, up, up.
If you did it right, you should be as far right as you can go.  Force jump up
twice.  Jump up and over four times. Walk left a while, drop onto the platform.
Looks like we can't go anywhere from here, but walk left.  You will land on a
platform.  Force jump left, then jump to the platform on your left.  Very
carefully Force Jump up to the high platform to the right.  If you mess up,
just keep on trying.  If you made it jump left, then force jump right.  Force
Jump up until you get the +1 life, then Force jump up more.  Jump until you
have a single platform over your head.  Jump up while going right until you get
to a black arch.  You then win.
===============================================================================
3h. Geonosis Droid Factory   Code: BMMGTS Start with 9 lives
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Game Quote: "Fight droids and Geonosian warriors as you maneuver through the
deadly factory."

Book Quote: "As Anakin, battle the Geonosian warriors and their battle droids
as you make your way through the maze of fast-moving machinery on the conveyor
belts of the droid factory."

Difficulty: Hard

This is a moving level.  You are on a conveyor belt.  Slay all Geonosian
warriors while moving right.  As you get farther, things come down in an
attempt to crush you.  Stand in the "safe zones" between them.  After that the
enemies start coming faster.  The rest of the level just pretty much contains
those crushing things, which by the way, are a one hit kill.  When you get far
enough, you will do the usual, "hold your lightsaber up in triumph."

===============================================================================
3i. Arena Battle  Code: BMNGQS Start with 9 lives
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Game Quote: "Defeat Jango Fett and the droid army"

Book Quote: "Control Mace Windu to fend off battle droids, super battle droids,
and destroyer droids in the Geonosian Execution Arena.  Jango Fett also makes a
final appearance."

Difficulty:Average

When this starts, just start hacking up droids.  Walk left and right hacking up
droids.  If you kill enough droids, Jango Fett comes down.


Boss Difficulty:Hard
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Droids come in during your battle, they will supply you with hearts during the
battle. If you need health, kill the droids. When you hit Jango, he falls, so
keep slashing him. After he is halfway defeated, machine gun droids,
(destroyer droids) come in. When Jango and all the droids are destroyed, you
win!
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3j. Dooku Takes Flight Code: BMPGRS Start with 9 lives
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Game Quote: "Prevent Dooku from escaping. Shoot his Geonosian protectors in
order to bring him down."

Book Quote: "Controlling a Republic gunship, blast Trade Federation droids and
warships, and chase Count Dooku to the hangar."

Difficulty: Very Hard

Lasers. Lasers everywhere. Get off the ground at the begining and shoot
anything that moves. Your main targets should be the three red ships in front.
Shoot them down and you win.

==
3k. Final Battle! Code: BLQGNT Start with 8 lives
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Game Quote: "Confront the evil Count Dooku. May the force be with you!"

Book Quote: "As Obi-Wan Kenobi, progress through the corridors leading to
Dooku's hangar, and ultimately, the final battle. Fight super battle droids
and destroyer droids along the way. Once you reach the hangar, Obi-Wan Kenobi
and Anakin team up to fight Dooku. Use all your Jedi skill and mastery of the
Force to defeat the evil Count Dooku!"

++Note: Anakin does not help you in the final battle, and the Force turns back
to you and hurts you in the final battle.++

Difficulty:Easy (before boss)

Just slash, hack, and swing your way to the Evil Count Dooku. This takes a
long time killing lotsa droids. When you get to Dooku he doesn't acknowledge
you, just starts the fight, so go finish the game!

Boss Difficulty: Very Very Hard

Dooku is one tough mother. He blocks when you use the force, and hacks you up
pretty good.

Ah, finally a good strategy. Jump kick Dooku. (see controls
section) If you are lucky, after hitting him, you will bounce of and lay on
the ground, unharmed. Repeat this many times. When his life reaches zero,
he will Force Push you of the screen, regain all health, and then Anakin comes
in and starts to battle. Well, thats the farthest I've gotten, so look in
future updates for the Final Strategy.

Issac Lord says to stand as far left of the screen, facing him. Hold the
lightsaber button and hitdown, getting 2-3 hits on him, before he starts to hit
you. When he does get to you, force jump up, and he will retreat. Repeat until
he is at less than half health. Begin whacking him and victory is yours! He
adds: i have never lost using that strategy, hope it helps!!!!!!!!!!!!!!

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mario0010 says to use the lightsaber combo attack(i.e., hold a, then tap
left/right twice)
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4. Knight Difficulty
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Well as it turns out, the game is the same on this difficulty, only you start
with 3 lives.


===============================================================================
5. Master Difficulty
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The game is the same on this difficulty level, but you have only 2 lives.


===============================================================================
6. FAQ
===============================================================================
There have been no questions asked yet about this game, so ask away.  I may
just make up some of my own FAQS soon.
===============================================================================
7. Looking Ahead
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Coming Soon to this Star Wars Episode II: Attack of the Clones FAQ/Walkthrough
are:

I am sad to have left GameFAQs, leaving this guide in the hands of Neoseeker
only. Treat it well, Neoseeker.
===============================================================================
8. Credits
===============================================================================
For this FAQ/Walkthrough, I'd like to thank:

Me, for writing this guide

You for reading this guide

mario0010 for a count dooku strategy

Issac Lord for the Dooku strategy, and reminding me that I do indeed have a FAQ

Thanks to code contributor HanSolo whom without, I wouldn't have a password
section.
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