

LEGO Star Wars II: The Original Trilogy Bounty Hunter Missions FAQ

by Sandslice

Updated to v1.1 on Sep 24, 2006

This walkthrough was originally written for LEGO Star Wars II: The Original Trilogy on the GC, but the walkthrough is still applicable to the DS version of the game.

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LEGO STAR WARS II: THE ORIGINAL TRILOGY
Bounty Hunter Missions FAQ
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17 Sep 2006
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It's easiest to use Ctrl+F and search for the codes on the right to find where you want to go.

SECTION 1: LEGAL DISCLAIMERS AND STUFF LD001

Lego Star Wars II: The Original Trilogy, c2006 Traveller's Tales Games
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1.1 Updates:

17 Sep - Original Draft

24 Sep - Ver 1.1 - Corrections as follows:

- Needing to unlock all six BH characters before starting the missions
- Changing the name of a certain critter referenced here.

SECTION 2: INTRODUCTIONS AND OVERVIEW

IO002

Welcome, esteemed members of the Bounty Hunters Guild, to the Mos Eisley Cantina. The ineffable Lord Jabba seeks only the finest hunters in the galaxy, those who have proven themselves worthy of such an honour, for a series of special missions which will crush forever the vile Rebel Alliance, help the Empire finally bring peace to the galaxy, and, of course, line almighty Jabba's pockets... and yours.

Our intelligence has identified ten key members of the accursed Alliance, and your mission, should you choose to accept it (and all that is sacred, forbid your refusal!) is to find and capture them.

Beware, however, for once the Rebels know you are onto them, they will attempt to escape. Therefore, you must act quickly. The Magnificent One has seen fit to allow me to negotiate a variable bounty: the more quickly you accomplish your missions, the greater the bounty.

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Once you have unlocked the six Bounty Hunter characters (see below,) Jabba's bar opens up within the Cantina. Walk up to Jabba's bar to find ten missions, the so-called "Bounty Hunter missions," and choose one. The crawl will come up, explaining how Jabba intends to abduct key Rebels for ransom, but intends to betray the ransom and collect the Imperial bounty as well, thus getting a "double bounty." The last paragraph then identifies the target and where to find him/her.

You'll then be dropped into the mission with six hunters and a countdown timer that starts at about 2 minutes, 58 seconds. Your objective is to find and tag the target character within this "3 minute" time limit; the faster you achieve it, the more Lego studs you get as a reward. Furthermore, you also collect a Golden Brick the first time you clear the stage.

The boards used are identical to those found in Free Play mode, except that no Lego studs will drop during the mission. Furthermore, all Extra Cheats are disabled, and cannot be re-enabled during the mission. So if you get stuck on a particular mission, you can run through the equivalent areas on Free Play, and practice.

SECTION 3: THE BOUNTY HUNTERS

BH003

All Bounty Hunters share the following set of controls:

Attack button: Draws and/or shoots the blaster.

Attack button (close): Martial Arts attacks.

Attack button (when shot at): Evades the bolt. This takes some timing.

Jump button: Jump.

Special Button: Throw a Thermal Detonator. These explosive devices are highly lethal (instant death to non-boss characters) and can glom onto metal objects that would otherwise reflect blasters.

Special Button (on red floor targets): Use the Grappling Hook / Ascension Gun.

Special Button (on green floor targets): Open Bounty Hunter Access doors.

Switch Button: When facing another character, switches that character to Active.

Switch Button (facing vehicle): Mount/dismount the vehicle. "Vehicle" can include creatures.

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Now, for what the individual Hunters can do:

Bossk (the Trandoshan, lizard dude)

Greedo (the Rodian who was killed by Han in Episode IV)

Dengar (some dude with a wrapped up face)

These three are Humanoid characters, and so can trigger switches and build junk using the Special button. They can also do a double jump; jump, and press Jump while in the air. This causes the hunter to do a forward tumble and briefly land on one knee; from here, you can fire up to three quick shots before you stand up again.

4-LOM (the short, bug-looking droid)

IG-88 (the tall, white droid)

These two Assassin Droids cannot build or throw switches, but they can use both Astromech and Protocol Droid Access doors by facing the lock and pushing the Special button. You can also run through the Death Fog in Bespin, but you are also vulnerable to Jawa Ion Blasters and Jedi Force Stun techniques.

4-LOM carries a powerful Blaster Carbine that deals more damage.

Boba Fett (does he NEED an introduction?)

Fett is certainly powerful. His Rocket Pack allows him to fly a short distance (press Jump+Jump,) including over chasms. Be careful with it. As a humanoid, he can also build and throw switches; and he also carries a high-damage Blaster Carbine.

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For purposes of the missions themselves, you need to unlock all six; but to be totally honest, you only need Boba Fett and 4-LOM to actually *accomplish* the missions. Boba's flight ability shortens no small number of missions, while when you need a droid, 4-LOM is preferred simply because of the carbine.

SECTION 4: THE MISSION

MI004

Just a quick review of the mission parameters:

- Objective: Find the named character!
- Time limit: 3 minutes (really, about 2:58.)
- Cheats are disabled.
- No Lego studs will drop during the mission.

4.1 R2-D2

MI-R2

Stage: Rebel Blockade Runner "Tantive IV"

Hint: Why does a diplomatic ship have Hunter-restricted areas?

You can use a Humanoid for all of this. You start in the multi-level room where you have to build the bridge motors on top; go up there and do so. Alternately, Boba can just go up and fly across to the door to save some time. The next hallway has four switches; throw one, and an ally will throw the other one on the same side. This lowers a Huge Bomb, which you need to shoot until it explodes.

In the next hallway, turn right and find the Hunter Access door; use it.

Finally, there's a hallway that goes toward and away from the screen; run away from the screen until you reach the wall and two alcoves on the side. Run into the alcoves to pull out some junk, use it to build a doorway, and you'll see R2. Tag him.

4.2 Obi-Wan Kenobi

MI-OK

Stage: Jundland Wastes (Jawa Sand Crawler)

Hint: It's faster to just waste Jawas without mercy.

You start at the beginning of the Sand Crawler. Ignore the broken Protocol Droid door, and just run through, shooting any Jawas and white hats that get in your way. Use the Astromech Access, and go into the elevator.

In the next room, step on the eight floor switches to power up the throw switches; throw these as a humanoid.

The next room is where you find 3P0 in Story Mode; just run through, killing Jawas, and use the Protocol Droid access.

Now you are in the exit room; but don't exit. Instead, go to the right, destroying all the boxes you find there, and Ben is sitting in a little alcove behind them.

4.3 Chewbacca

MI-CB

Stage: Mos Eisley

Hint: No frills, just run.

You'll find yourself just outside the cantina, where you start chasing the

elephant-headed spy. Grapple up to the second level and just run through. In fact, just run through the street and toss a detonator at the grating that blocks the way to the town square.

You'll recognise the next room from Story; it's where you fought the stormies that ride the dewbacks (the green lizard things.) If you turn left, you'll see the three doors with the blue Force motes; Chewie is directly behind the set on the left. It's *possible* to get this in right around thirty seconds, making it a quick source of Lego studs.

4.4 Princess Leia

MI-PL

Stage: The Death Star

Hint: You'd THINK she'd be in the same place...

Switch to Boba Fett. Normally, in this circular room, you'd need to build a rotator and push it to turn the bridge; but Fett can just fly over it. Work your way up and around, using the grapples, until you reach the door. This is where it gets FUN, as behind this door are all the Imperials trying to stop you. Toss a detonator into them or just shoot them, it's up to you.

Run through the *open* Stormtrooper Access here, to the room with the elevators; take the far left one, and come out in the prison control room. Build and throw the switches to access the prison hallway; Leia will be in the room blocked off by the last pair of switches on the *left.* (In Story, she's in the one on the last right.)

4.5 Admiral Ackbar

MI-AA

Stage: Hoth

Hint: Bounty hunters work alone.

You start in a room that has four floor switches that trigger a door, and a Protocol Access door; use the latter. Enter a room that is divided by a windowed wall; to the left of the window, there is debris that can be Detonated. Do so, run through to the other side of the room, and build the junk into a 2-1B medical droid. This will open one of the bacta tanks revealing fish boy.

4.6 Yoda

MI-YO

Stage: Endor (what, you thought I'd say Dagobah?)

Hint: Yoda loves Ewok culture.

Boba Fett can do this alone. Run to the left and instead of building the bridge, fly over it; then run toward where the throne is. Shoot the purple blocks to reveal junk, then build the junk into a rotator. Push the rotator so that it lifts the ledge above which j0da-man is obviously standing, and fly across (this is the same method you use with R2 in story.)

4.7 C-3P0

MI-C3

Stage: Bespin Cloud City

Hint: Who'd have thought that Goldenrod would be so clever?

There's lots here to distract you. You start just outside the prison room

where you started in Story; you'll want to run through the hallway to the C-shaped room and use the Hunter Access door. In the four-way room, hang a right and use the Astromech door.

Now you are in the room where you found 3P0 in Story; and there's half the junk OF 3P0 in here! Shoot everything, push the power block into the wall socket, and throw the switch. Build Goldenrod and win...

NOT! This is a FAKE 3P0 that just falls apart! Oh noes!

Instead, run back into the four-way room and use the Protocol Access. Run through to the elevators and use the one on the left, which is Hunter Access. You emerge on a roof with tropical plants... and the real 3P0!

4.8 Lando Calrissian

MI-CL

Stage: Bespin Cloud City

Hint: Don't leave them behind!

You start at one of the landing platforms, just beyond the second missile build puzzle. As Fett, shoot your way to the grapple junk, and build it. Now, either fly or grapple across, make your way through the maze, building anything you *need* to get through, and to the Protocol door.

Switch to a droid, open the door, and run through the hallway, through the Death Fog, and into the control room. Lando's right in the middle.

4.9 Luke Skywalker

MI-LS

Stage: Mos Eisley

Hint: "It's over Anakin! I have the high ground!!"

This is the area where you can build the AT-ST walker; but you don't need to. Just run over to where the tall tower is. Detonate the object closest to the entrance to this clearing; this will drop rotator junk.

Build and use the rotator; this drops grapple junk. Build the grapple junk and zip up to where Luke is. Score.

The hard part? Lots of white hats shooting at you while you try to build.

4.10 Han Solo

MI-HS

Stage: Hoth

Hint: Do you need hints?

You start in the War Room, where you usually start. Run over to the door, and Bomb Junk will fall from the ceiling. Build this and run away. Next, there's a hallway with a frozen door; build and shoot the heater to thaw it out. The next room is very busy; you'll want to find the heater near the back left side, and push it toward the frozen door, then use the two switches to turn it on.

The next room has a grated Protocol door in front of you, the collapsed cavern to the left, and the railtruck room to the right. Go into the railtruck room. Build the railtruck, use the rotator to change the track to green, and jump on the truck. Han is on the high ledge on the right.

Congratulation! A winner is you.

Though this was all done using the Nintendo Game Cube version, the same methods should be usable on all releases.

SECTION 5: THANKS AND SUCH!

TS005

First off, to Lego, for decades of great memories.

To Traveller's Tales, for coming up with something so silly and yet so much fun.

To John Williams, for the epic soundtrack.

To George Lucas, for the Star Wars experience.

To numerous emailers for pointing out that all six Bounty Hunters need to be unlocked before you can start the missions. Among the first, "Ryan Green" and ShinyMusic.

To "Jeremy Henderson" (via email) for pointing out that the green lizard things in Mos Eisley are, in fact, dewbacks rather than Cracian thumpers.

And, of course, to CJayC for Gamefaqs. (:

Fin.

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