

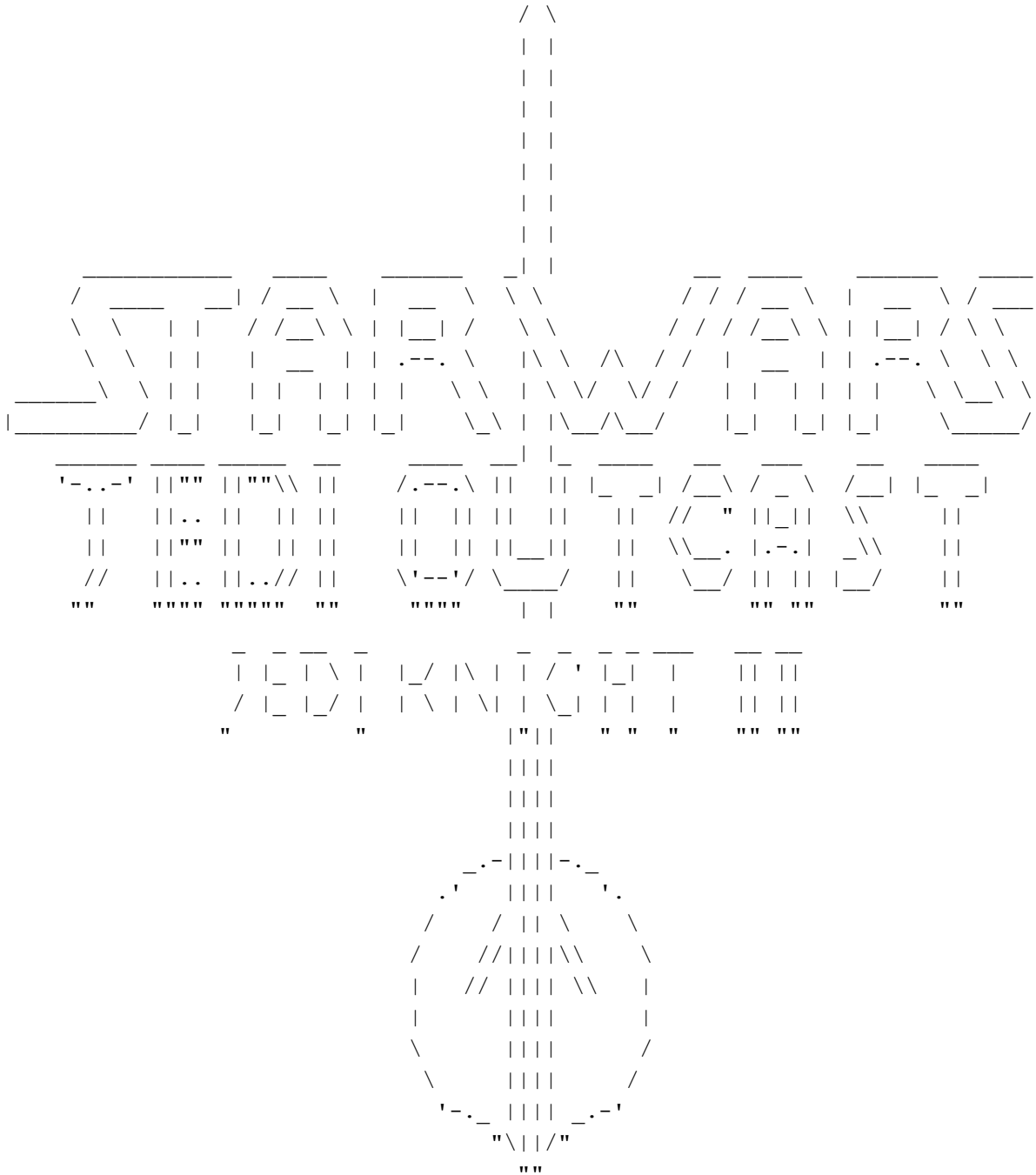
# Star Wars Jedi Knight II: Jedi Outcast FAQ/Walkthrough

by namod65

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This walkthrough was originally written for Star Wars Jedi Knight II: Jedi Outcast on the GC, but the walkthrough is still applicable to the PC version of the game.

L U C A S   A R T S   E N T E R T A I N M E N T



~Star Wars, Jedi Knight II: Jedi Outcast~





















- LEVEL 1: Pull certain levers and objects in your targeting reticle. Also, you can pull one enemy.
- LEVEL 2: In addition to level 1 features, you can now pull the weapon out of the hands of an enemy, providing that he is facing you.
- LEVEL 3: The strongest pull, now you can pull multiple enemies and their guns.

#### FORCE SPEED

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When activated, this Force Power slows down the world around you, you gain a speed advantage over enemies.

- LEVEL 1: World is slowed to 75 percent normal speed for five seconds.
- LEVEL 2: World is slowed to 50 percent normal speed for five seconds.
- LEVEL 3: World is slowed to 25 percent normal speed for five seconds.

#### FORCE HEAL

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This power heals your health by converting the essence of the Force into a maximum of 25 health points.

- LEVEL 1: You must stop and meditate to heal. Healing stops when you move or fire.
- LEVEL 2: You can now move but not attack while healing. Healing stops if you are hit or launch an attack.
- LEVEL 3: Same as level 2, only you heal faster.

#### FORCE GRIP

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When used, this Force Power allows you to choke a living being.

- LEVEL 1: Use the targeting reticle to select an enemy, then use this Force Power to choke the enemy for a few seconds. The enemy is immobilized but not hurt. You may walk away while the enemy chokes.
- LEVEL 2: Once an enemy is targeted, this level's power will choke the enemy and also raise him off the ground. Hold down the Force Power button to keep the enemy in the air and inflict damage. Looking away causes the enemy to drop to the ground.
- LEVEL 3: The strongest grip, you can now move and look around while carrying an enemy- the perfect way to move him over an edge and drop him to an untimely demise.

#### JEDI MIND TRICK

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To use this force power, target the character you wish to influence and press the Force activate button once. Once activated, the character will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. Note that the Jedi Mind Trick will not work on all enemies. A confirmation sound will be heard and a visual effect will appear around the enemy if he is successfully tricked.

- LEVEL 1: Only one targeted enemy will be tricked for five seconds.
- LEVEL 2: Ten seconds of confusion. You can cause a distraction that affects all enemies in this area.
- LEVEL 3: Create a distraction OR target an enemy to become your ally. Direct your reticle to where you want the distraction to occur or to target



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## COMBAT STYLES

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### MEDIUM LIGHTSABER COMBAT STYLE

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This is the classic lightsaber combat style. The attacks are of a medium speed and range and do a decent amount of damage. Some of the moves incorporate spins. A Jedi can chain about three to five attacks in a row. This style is the best for fighting multiple enemies.

I rarely use Medium Style. I would recommend that you use it on reborns and that is about it. The other two I think are a bit more useful.

### FAST LIGHTSABER COMBAT STYLE

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This style is very fast and efficient, though somewhat limited in range. The short, quick motions allow for many repeated attacks and quick follow-ups, but the damage inflicted is low due to the glancing nature of the strikes. These attacks incorporate fancy moves such as spins and can be chained indefinitely. This style is best used when fighting a lot of enemies who are not using lightsabers.

This is the style I use the most. I would recommend using it on lots of Stormtroopers and other enemies. It is not very effective on more powerful enemies with lightsabers though.

### STRONG LIGHTSABER STYLE

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This style uses powerful swings to break through defenses. The attacks have great range and a large windup and follow through. If they hit, the enemy is rarely able to block the attack and may be knocked down. If an enemy has a lightsaber, it may be knocked aside. It is wise to use these attacks when fighting a lone lightsaber-wielding enemy.

I will sometimes use this mode. It is good for when you are fighting shadowtroopers. Otherwise, it is too slow for other fighting.

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## BLOCKS, DEFLECTIONS, PARRIES AND LOCKING

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### BLOCKS, DEFLECTIONS, PARRIES

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Lightsaber attacks may not always be successful. Depending on the strength of the attack and the skill of the defender, attacks may be blocked, deflected or even parried. You may only defend against and attack when your lightsaber is either in the ready pose or already in a defensive pose.

If an enemy blocks or deflects your attack, you will be able to transition to another attack quickly. Beware that if your attack is weak and the enemy's defense skill is high, a parry is possible. In this case, the defender can knock your lightsaber away.

### LIGHTSABER LOCKING

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When two lightsabers lock, the combatants are stuck pushing against one another. You must push against the other combatant (repeatedly tap your Primary Attack button) in order to win the lock. The higher the combatant's offensive lightsaber skill, the harder he can push. If you lose the lightsaber lock and are knocked down, hold the jump button to get up quickly. If you have Rank 3 of Force Push to get out of a lock, but it does not always work.

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Basic Lightsaber Attacks  
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FORWARD TOP-DOWN HACK  
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COMMANDS: Forward + Primary Attack  
          OR Backward + Primary Attack

A fast, deadly attack, If it hits, it can inflict a lot of damage. This attack is best for hitting targets above or below you.

HORIZONTAL SWIPE ATTACK  
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COMMANDS: Strafe Left + Primary Attack  
          OR Strafe Right + Primary Attack

A slower attack, this move gives you the best chance of hitting a upright enemy, even if the enemy is moving horizontally. In this move, you will swing from the right while side stepping to the left or vice versa. This is useful for hitting a enemy in passing, but not for hitting enemies that are jumping or ducking.

DIAGONAL SLASH DOWN  
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COMMANDS: Forward + Strafe Left + Primary Attack  
          OR Forward + Strafe Right + Primary Attack

This attack is best for enemies that are somewhat close to Kyle who are not moving. It does not have as much range as the horizontal swipes, but it is faster and has a good chance of hitting enemies in close quarters.

DIAGONAL SLASH UP  
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COMMANDS: Backward + Strafe Left + Primary Attack  
          OR Backward + Strafe Right + Primary Attack

This attack is excellent when surprising and enemy, especially one charging at you. Execute this while running backwards and being chased. It is also good for enemies who are crouching or jumping.

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Special Lightsaber Attacks  
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STAB BACKWARDS  
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the corner or boxes for cover while you kill the Stormtroopers in here. Then use your key to unlock the box on the ground to get nightvision goggles. Go down the lift to your right.

It is dark down here so get out your goggles and use them. Go left first, then go right to get a secret area. Then go left again and around the boxes. Then go into the little passageway. Crouch through the door and there will be a few guys in here to kill in here. Go over onto the other side of the room after you are done killing Stormtroopers. You will see a blue symbol on the wall. It is a Imperial code, go up to it and it will be put in your datapad.

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| - Input the blue clearance code at the main array |  
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Press all the buttons on the control panel and exit through the big door. Turn off the force field and go up the stairs. Kill the troopers up here and go left. Shoot the Stormtrooper by the window and go up to it and shoot another trooper out on the walkway through the window. Now keep going left and go through the door and you will come out on the walkway that dead trooper was on.

Go through the green door first. There will be two gun turrets on the ceiling. After you kill them go through the door. Go down the steps to your left and kill all of the dudes in here. Keep going and you will come to a control console. You will contact Jan and she will try to come down but gets pinned down. Go all the way back to the storage area with the lift was and help here.

Lead her back to the console you were at. She will open a door. Go out the way you came from and go up the steps. Now go in the door that used to be locked. If your health is low then use the strategy of going in and shooting, then retreating back out. Then go in and shoot again. There will be health to your left in here. After you kill the people here go left and on the wall you will see a green code. Get it.

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|-----|  
| - Input the green clearance code at the main array |  
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Go out the door directly across from the code and go right down the hallway and up the stairs. Go all the way to that little door at the end of the hallway and go up in the little room and press the button to deactivate a ceiling turret. Now go in that room that you were looking at through the glass and go right and through the little doors to get health out of a box.

Now you have to head all of the way back down the hallway and back to the main array. Now go on the path under the red. Be ready for gun turrets. Go in the door and up into the little room and press the button. Go out and up the stairs. Kill those guys in white and go left and up the lift. Wow, more troops to kill. Press the button and go out the right door and head over to the button to activate the main array.

Go back and more guys will come. Kill them as usual and go back down the lift and down the stairs. Turn left and go through the door. Turn right to kill the Stormtrooper, then go down that way, turn the corner and kill the other one.





Go down the lift in here and go through the door and activate the button to raise up blocks in that big room. Go back up the lift and back across the bridge. Now go left along the edge and down the lift. Go down the ramp to your left and kill the troopers. Now you are about to enter a big room that I will call the gun room. It is a dangerous room. Go in and there will be three gun turrets to your left. Use the blocks for cover as you kill the turrets.

See those blocks up on the wall? There is a bunch of goodies up there. You can only get to the middle one right now so use the blocks to get up there. Now leave this room the way you came in and go all the way around the water and across the ramp here. Jump down in the hole behind the door. Go through the tunnel. You will come out in some kind of laboratory. You can press the button to the right if you want to.

Now go to the left and up the stairs by the red hallway. Go through and press the button to change the blocks in the gun room. Now go back and go down to the door to the far left of the lab. You will come into the gun room. There will now be more turrets to take care of. Once again, use the blocks for cover.

Now go back up into the lab and go through the door on the other side of this room. Shoot the officer from here and wait for some more troopers to come. Now get ready to shoot a gun turret on the ceiling to your left. After it is killed go where the officer was standing and pick up his key and push the button.

Now go right into the detention area. Go straight by the cells all the way to the other side and go up the lift. Go out the door and go straight across the hallway into the other little door. Go up and push the buttons. Go back down and to the right. Go all the way across and shoot the officer and press the button.

Now drop down into one of those holes and you will end up in a cell. Go out and be ready for two torture droids that will try to poke you with needles. If you get poked then you will continue to lose health for a short time. Make sure you kill both the droids. Now make your way back to the stairs into the hallway where the gun turret was.

Now go all the way down the hallway and shoot the officer to your left and pick up his key. Use it to open the door at the end of this hallway. Go to the left and push the right button on the panel first. Then push the left button a few times to make the chamber in the other room explode. Now turn around and go in the door at the other side of this room.

There will be two gun turrets in this room mounted on opposite walls. Kill them both. Go forward a bit and shoot the box on top of the other boxes to your left. Go up in the vent and when you get out go left and press the two buttons.

Go out and to the right. Look in the window, you will see a few officers. Soon the door to your right will become unlocked. Go in and some Stormtroopers are waiting to greet you. Kill them all. Take the key from the officer. Go up the stairs to your left that are red. Press the button in there to change the blocks in the gun room again.

Now use the the key to open the little doors next to the stairs you just went up. Kill the trooper in here and get rid of the laser trip mines. Go down the lift. You will be in the gun room. There will be four new turrets. Use the blocks for cover as before. Then use the blocks to get up to the last bit of goodies. Now go back up the lift.

Now go all the way across the room and go through the door that is kind of







There will be a trooper in here and a few more behind the wall shooting through the little crack. Kill them here and turn left down the hall. Once you get to the end turn around and the door behind you will open and some more of those Stormtroopers will come out. Go in and shoot them here. Don't forget to shoot the guy that is on the ledge up to your right. Now fill up your shields and ammo here, then go down the hallway behind the wall and push the button at the end.

Now the other door is open at the end of the hallway. Go back around to it and go through. You are now in a big area with a cylinder in the middle. The cylinder is the structure that is containing the miners. Kill the Stormtrooper here and go around to the door. Oh yeah, more troopers will come after you shoot the first dude.

Go in the door and kill the troopers on the stairs. From now on a good tip would be to shoot the guys in the head to kill them quickly to prevent yourself from losing too much health. Now go up the stairs and through the door up here. Many more guys will run around the path to you. Fire as fast as you can at them to kill them all. Now go around and through the next door. You will now have to go up some more stairs. I see a pattern here, don't you? Just keep running up the stairs and around the path and kill the guys as you go.

At the top level there will be a few of those floating attack droids that you need to kill. Go around and through the door. Go up these stairs and you will come to a control room. Kill the officers in here. There are two buttons in here that you need to press. One turns on the fan and the other releases the miners. Now go back the way you came from and go down the stairs. Now go through the door that was locked before.

Now follow the hallway and soon a miner will talk to you. Now follow the guy out the door.

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| - Capture the base commander and force him to open the main hanger doors. |
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Kill the guys out here and go up the lift. Go all the way around the ledge and go in the door at the end. Kill the troopers in here and go through the door. You have to jump to the vent to the right when you go out on the catwalk. Follow the vent and go up the lift. Follow the vent. Jump down the shaft. The fan will slow you down. Make sure not hit the fan when you get to bottom.

Keep following the vent. When you come out go around the path and go in the next vent. There will be a few bugs. Now go out and you will be in the green mine again. Use your light goggles to get through the mine. At the end of the green mine there will be a little tunnel. When you come out you will be in a storage area. There are a few guys in here. After you take care of them go through the big door.

Now go left through another big door. Go through the smaller door to your left once you get through the big door. Kill the few troopers in here. Press the button on the control console in here. Now go back out of this room. Now take a right back through the big door. Now go around this area and through the other big door in here.

There will probably be a few guys in here. After you kill them go down the steps to the left in this room and go through the little door. The base commander is in here. Get behind him and point your gun at him. He will start







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| Starting Objectives | New Force powers | |
| | | |
| - Meet with Luke Skywalker | None |
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This is the easiest level. No enemies at all. You just have to make your way up to the top to meet with Luke Skywalker. Ok, you start out right next to a X-Wing. C-3PO comes up and talks to you. Now you have to make for the top of the temple. There is a lift in this big hanger room. That is what you need to do. You are faced with the extremely challenging task of finding it (wink wink). It is straight ahead and a little to your left. Go to it and go up.

Now that you are up I'll tell you some things. To your left is the next lift which you need to take up. To your right is a big locked door that you need to remember where it is. Up ahead is a smaller door that you can just ignore. Now that those things are said, go up the lift to your left.

You need to take the next lift from here on up. If you go through the door here you can watch some Jedi training which is pretty cool. After you go up the next lift follow the hallway which will take you to Luke. There is a cutscene were you and Luke talk about getting your lightsaber and Desann.

Remember that big door I told you to remember? Go down the lifts and go through it. You will now be out in a big courtyard. Go straight and to the left to go through another door that will take you out of the courtyard. Follow the path and it will lead you out to another courtyard. Go straight ahead and up the steps. Jump through the hole to your left and get ready to face the trials!

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| - Meet with Luke Skywalker |
| Status: COMPLETE |
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END MISSION

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| Starting Objectives | New Force powers | |
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| - Complete each trial to regain you force | None |
| abilities | |
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You start out in the main room. Go left through the door. Step onto the little platform and touch the floating blue box to get Force Push. Yay! your first force power! Now go right and go through the door to face your first challenge.

This challenge I found hard at first, but I finally figured it out. First, see

those panels on the wall? You need to turn them over to see the figure. One padawan difficulty they are already turned over, but we are playing on Jedi so turn them over with Force Push. Now see those tiles on the floor. Each set is lined up with a panel on the wall. You have to use the Force Push to move the tile into the middle that has the matching shape of the panel on the wall. The middle is marked with arrows. After you have them all matched up you can exit through the next door.

Move along the hallway and you can pick up your next force power. It is Force Push. Move through the hallway and through the next door and you will come to your next puzzle.

There is water on the floor in this room. The door you have to get through is up high on the other side. To your left on the wall many of the bricks are off color. Those are bricks that you can pull out of the wall. After you pull them all out they form stairs that you are going to use to get up to the door. Now that wasn't so hard, was it? Anyway, off to the next challenge!

Go through the door up here. You are now in the main room again. Go forward to pick up your next force power. It is Force Speed. Go straight across to the other side of this ledge and go down through the crack in the floor to go to your next challenge.

You are now in a room with two doors on either side of you and both are locked. The door to your right has a little switch on the floor next to it. Go step on it to open that door. Go through the door. Get out Force Speed, but use it yet. Step on the big switch and turn around and activate Force Speed. Now run through the door and keep running. All of the doors will open. Run through them all and you will be in a new room.

Go up the ramps and out the door here. Go up the stairs and you will get your next force power. You now have Force Jump. It will increase your jumping capability. Go through the door to your left now. You will be back out in the main room. There is some rubble to the right. Jump up on it to get up on the ledge with the doors. Go through the middle door and down the stairs through the next door.

You are now in a room with bars guarding the door on the other side. Get down on the wood board and look up to the left. You will see some heads on the wall. Use Force Push on all of them to make water come out and fill up the room. Get back on the side of the room you started on. Now wait for the board to float up and the bars to rise. Then activate Force Speed and run across the board and then go through the door.

Go down and then use Force Push to blow a hole in the wall with a crack. Go through the newly opened path.

When you get to the end of the hallway. You will be in a room that has a very high roof. Use Force Push on the little blocks under the big blocks to lower them. Then just jump on the lowest block and then jump from block to block up to the door. Go through the door.

You now have another speed test. Go to the left and activate Force Speed as soon as you step on the switch. Then turn around and run for the door straight ahead. If you time this right a bridge will swing through just in time to let you cross and get through the next door. This may take a few tries though.

You are now on the final test. You have to get your lightsaber from the top of the pillar in the middle of this court yard. To do this first go up to the pillar and use Force Push to push in all of the little knobs to bring the

pillar down. The next part is hard and will take some practice. Turn around and go up into the little doorway with the lift. Go down the lift. As you go down the cage around the lightsaber will rise. Use speed and start running towards your lightsaber. While you are running switch to Force Pull and use it to yank your lightsaber to you before the cage closes. Yay!! You now have your lightsaber. To get out of here all you have to do is through your lightsaber at the ropes holding those weights by the door. Once both are cut you can pass through.

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| - Complete each trial to regain you force abilities |
|   Status: COMPLETE                 |
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To go through the next door you have to throw your lightsaber at the thing on it. This will allow you to go through.

END MISSION

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D09                                     Nar Shaddaa Streets
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| Starting Objectives | New Force powers |
|                     |                     |
| - Track down the gangster, Reelo Baruk | None |
|                     |                     |
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Ah, now the game really picks up. You now have your lightsaber to use. It is very useful in killing and defense. Except on this level there are many disrupter rifles that you can't block with the lightsaber so be ready.

Walk straight ahead until you can no longer walk forward, then turn left and through the door. You will be asked to give up your weapons at the door by these weird looking green guys called Reelos. They will be a common enemy for the next couple of levels. The other common enemies are the brown guys with three eyes that usually through grenades, called Grans. And the others have crossbows, but I don't know their name so I will call them Reelos too.

Anyway, after you give your gun to the guys at the door, walk over to the bar and there will be a cutscene with you talking to the bar tender. After the bar tender shuts the window on the bar the cutscene will end.

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|                                     |
| - escape the bar alive           |
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Now you have to eliminate all of the Reelos and Grans in this bar. Use your lightsaber and use this time to get better with it. There are a few different ways to get to the balcony up on the next level. Just look for a ramp on one of the walls. After you get up on the balcony go into the room with the glass windows and go up the stairs to push the button on the wall.

Now go back down to the bar and go behind the bar and push the button. There will be another cutscene and then you should go back up on the balcony. This time go through the door that leads outside. There should be a Reelo by it. After you get outside on the ledge get out a gun and start picking off the Grans and Reelos around you on the ledges.

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| - escape the bar alive      |  
|   Status: COMPLETE         |  
| - Find the entrance to Reelo's hideout. |  
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After you have killed the enemies turn right on the ledge and follow it around the corner and across to the next building. Two more guys will come. Handle them with your lightsaber. Now follow the path through the door. There will be a lift in here. When you lower it two more Reelos come down on it. Kill them and go up. There will be a few Grans and Reelos up here. After you take care of them go through the big hole in the wall next to the elevator.

Go through the only door in this room and then through another to be back out on the catwalk outside. To your left there is a balcony with a railing on it. Jump over there and then go up the ramps. As you go up the ramps there will be some Reelos shooting at you from a distance. You can fire back at them. When you get to the top go through the door and down the lift.

Now go down the hallway and get close to the bridge you need to cross. There will be a guy somewhere on the other side. There is an explosive on the bridge and it will blow up if you get close. Get close and let it blow up. Then jump across and kill the guy on this little "island". Now go to the front doors of the little building here. Jump up on the little walls next to the doors to get up on the glass roof. Now break the glass and jump down. Press the button in here to extend a bridge on the other side of this "island". Now you can just go out the main door and cross the new bridge that you made.

Kill the guy here and then go through the door straight ahead. Use the Force Pull on the red box to pull it over a switch that lowers a lift. Now go back out of this room and go on the lift. Turn around so you are facing the red box. Now use Force Push to push the box off the switch. You will now be heading up the lift.

Now follow the path and press the switch near the edge. Look behind you and you will see that some new ramps have formed. Go up them. Go around the corner and go up the ramp. You will now see some windows on the roof. Don't go down in them. Instead, go to the other side of this roof top and there will be a small lift that will take you down. Go down it and get off to the right.

Go around the corner and you will see a floating air car with three guys on it. Shoot all the guys and it will begin to drift up and down. Wait for it to get as close as possible, then jump onto it. When you are on it wait for it to get as high as possible, then jump off onto the nearby ledge and then go up the lift here.

You will now see a tunnel with glass walls and floors. Shoot the guy in here. Now carefully stay all the way to the right so you are on the solid support beam and make your way through the tunnel. There are a few mines planted on the tunnel so be ready.



room with. Just jump down onto that ledge and go back through the door. Now use the Force Speed to get back through the garbage smasher. When you get out of the chute look straight ahead. You should see another big smasher. On the other side of it is the door you need to go through. Go in.

Go all the way to the left and pull the red box out and go in the passage behind it. At the end of the path there will be another cart. Push it in and follow it and you will see another passage. Go through there. There is another conveyer belt in here. Jump onto the window ledge to the right and break the glass and shoot the guy. Now use the Force Push on the button that will open the door to your right. Go through that door.

Now follow the next path. Quickly go through the next room because there are Grans up above throwing grenades. Don't bother with them, just head on to the next room. In this path there will be slits in the walls that open up with Reelos behind them so be ready.

At the end of the path go up the ramp and make the turn. Then go up the next ramp. On the next ramp you will see a vent to your right. Go up in it. Look through the bars straight ahead and shoot the barrel down on the floor. Next go out of the vent and make a left. Jump down on the boxes to the floor. Use your lightsaber to open the door here and go through. Now go left through the other wall that you blasted.

After you go through the next door go left down the ramp and through the little door. Then go through the big door that is unlocked. Go straight and there will be a cutscene with you talking to Lando. Now you have to set him free.

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| - Release Lando               |
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Now head all the way back the way you came from. Go back through the holes in the walls that you blew up. When you go back through the second blown hole take a right back through the door you came from. Now jump back up on the boxes and go up the ramps and out the door at the top.

You are now on the catwalks above the garbage smashers. Follow the path straight ahead and go down the elevator and through the little door. Now you can go straight ahead and kill those Grans that you saw before. After that go back and stand on the tile in front of the other door. A machine will ask for the password. If you visited Lando and talked to him then you will say the right password. If you get it wrong then you will die because you didn't read my guide carefully enough.

Go through the door and up the lift. Then go through the next door and down the lift. Use your lightsaber to break the bars and get through. Now kill the guys here. When you go through this next hallway there will be many turrets on the roof. Your lightsaber is your best defense. It will deflect the bullets and you can through it at them to blow them up.

At the end of the hallway use Force Push to press the switch through the glass. Now go through the big door. Go through this next door and there will be a cutscene. After that there will be four turrets on the ceiling that will start firing at you. Keep your lightsaber out to protect yourself. Use a gun to destroy the turrets. After you kill all of the turrets some guys will come out of the doors. They should be killed too.





Next go through the other door in here. This room is very dark. Put on your night vision goggles. Turn to the right and go forward. Then jump over the box here. Now follow the path left and crawl through the little hole. Then go right when you come to the end of this path.

When you come out you will be outside on a platform with many big boxes. There are guys crawling all over this place. Check behind and on top of every box. After you have eliminated all the Reelos and Grans take the path to the right but do not go past the door to your left. There are two turrets mounted on the building ahead of you. They are kind of to the left so get out one of your guns and shoot them. Now you can go up closer.

Go up to the building and go in the door to the right. There are two Reelos and two Grans in here and I think you know what to do with them. After you take care of them keep following the hallway and you will come to the next door. But before you go through the next door look to the other side and you will see two Reelos up on a ledge through the window. You can use Force Pull to pull them off. Now you can go through the door.

Run straight ahead onto the little platform that extends out. Now jump up onto the mount that the turrets were on and go inside the room. There are some Grans in here. Kill them. Go left and follow the hallway. You will come to a three door junction. Take the door in the middle because it is the only one that is unlocked.

Run up the ramp and press the button. This will open the door to the starpad. Go back down the ramp and go out this door. Then take the door to the left and follow the path. The path will lead you by the fuel pump. Remember where this place is. Now go and take the right path from the fuel pump. You will have to go all the way around the building.

You will soon see that the main doors to the starpad are open. Go in and you will see Lando. He will tell you that the ship needs to be refueled. Soon more guys will come in. You need to kill them all before they kill Lando. Soon Lando will go up in the ship. Follow him. More guys will come. After a while Lando will tell you to go open the fuel pump and to open the roof. Go back out of the ship and look at the hoses by the ship. There is a symbol on each hose. Remember them.

```
/-----\  
|                               Datapad Updated                               |  
|-----|  
| - Open the roof sections                                             |  
| - Pump the fuel into the ship                                         |  
\-----/
```

Now go back to the fuel pump. Jump up on one of the little triangles that come out of the base. Then jump up on the pipes. Walk across the pipes and switch the symbols on the pump to match the two on the hoses.

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/-----\  
|                               Datapad Updated                               |  
|-----|  
| - Pump the fuel into the ship                                         |  
|   Status: COMPLETE                                                    |  
\-----/
```

Now go back to the starpad. On either side of the ship there are some boxes. Under each box is a vent you need to go through. One box needs to be pulled off with the Force Pull. Go through that vent first. When you get out go up the









Starting Objectives	New Force powers	
- Search for Desann	- Force Lightning Rank 1	
- Engage hostile forces in the area	- Lightsaber defense Rank 2	
\-----/ \-----/		

Run forward a little and a reborn will jump down and attack. You will have to defeat him just as you have beaten the other reborns. After he is dead go through the door at the end of the hallway. Up ahead there will be some Stormtroopers. Jump over the laser trip bombs and run after the troopers. You will notice that there is a new kind of Stormtrooper here. He is a higher ranked Stormtrooper and carries a different gun, a Golan Arms FC1. These weapons are a bit more dangerous so watch out.

Now head through the left door. There will be a few more troopers and then further ahead will be some more of those big floating droids. After you are finished with them keep going. Get out your lightsaber when you come to the next intersection of hallways. To your left is a assault sentry on the floor run up and destroy it as fast as you can with your lightsaber. Then turn around quickly and run for the other sentry in this room. Now go through one of the big doors in this hallway on your left.

This is a big storage room with many guys. Use your lightsaber to kill all of the pesky Stormtroopers in here. There are two droids under the stairs but they have no importance to you. Now go up on the balcony in this room and go the only door up here. There is a officer in here that you will kill. Pick up his keycard and head out of this storage room. Now go down the hallway the you have not been down yet.

You will need to take out the laser trip bombs to get through. When you go through the door at the end of this hallway you will be back in the room that you first encountered the Stormtroopers with at the beginning of this level. Now go up the elevator. Be careful when you get to the top of the elevator because there are two laser trip bombs up at the top. Shoot them before the elevator gets to the top.

When you get out turn left and head down the hallway. Get out your lightsaber because you will need to deflect some bullets. There are about 5 Stormtroopers up here and then there is another destroyer droid. When you are finished with all of them use your keycard to get through the next door.

A reborn will be on the other side of the door. Focus on killing him before you take care of the other Stormtroopers in this area. Ok, is everybody dead in this room? Good, now press the button on the console in here. It will show you that you unlocked that door by the first assault sentry. So go back through the hallway and down the elevator and back through the other hallway and go through the door that was just unlocked. On your way to the door there will be many troopers that you will have to get through.

/-----\		
	Datapad Updated	
-----		
- Search for Desann		
Status: COMPLETE		
- Engage hostile forces in the area		
Status: COMPLETE		
\-----/		

When you go through the door you will be outside and there will be a cutscene.







Go through the other door in this room and then go down the elevator and through the door here. You are now in a room where they are building star ships. There are a few guys in here that you can easily take care of with your lightsaber. Now jump on the boxes near the frame of the ship and then jump up on the frame. Jump onto the next level of the frame. Jump onto the ledge that is nearby. Go through the little door and use your lightsaber to destroy the pipes in here.

This will blow a hole in the wall down below. Now jump back down onto the frame and jump back onto the boxes. Then go through the hole that was just made. Go through the big door here and you will be in another big assembly room with a different part being made in here. There are many Stormtroopers in here waiting to become victims of your lightsaber.

After you kill the troopers go through the other door in here. You will have to go through another door and then you will be in a control room. Kill the officers in here. Down the hallway to your right are a huge basketful of Stormtroopers. Force Push and your lightsaber are your friends here. Destroy the two assault sentries here too.

Go through the door that is down the ramps. In here is another assembly room. There is electricity all over the floor. Don't touch it. Get out a gun and shoot all the enemies from here. Now just jump from box to box until you are on the other side of the ship. Now jump into the ship and go up the elevator in the middle. When you get to the top press the button. It will turn off the electricity on the floor below.

One of the windows up here is open. Find it and then go out. Jump up on top of the ship and then jump onto the catwalk and head over to the control console. Press the buttons here and then take the elevator down. Go through the big door down here and eliminate the Stormtroopers here. Go through the next big door and destroy the troopers and assault sentries in here with your lightsaber.

Go through the door up on the balcony and you will be in another control room. Be careful when you destroy the laser trip bombs in here. Now head down the elevator and through the door. There will be two reborns in here that will need to be killed. Then head through the big door here.

When you get through the next big door two big robots will jump out of the boxes. Either use your lightsaber or use the Golan Arms to kill them. Stay close to them because they have a deadly long ranged attack. When you go to the next door another reborn will come out first. After you are finished with him go through the door and up the elevator.

At the top of the elevator are a few Stormtroopers and officers. There are also two turrets on the walls. Your lightsaber is the best weapons to do this. After you are finished with everything here go up the ramp, down the hallway and through the door. There are quite a few officers in here. After you are done with them press the button and head back out.

When you go back out there will be a Stormtrooper and a reborn that are easy targets for your lightsaber. Head back down the elevator after they are dead. Go back out the door and jump down. There will be yet another reborn here. After he is dead go through the two big doors.

There are two more reborns here. After you kill them a AT-ST walker comes from ahead. Run as fast as you can through that door and around the ship so that it is between you and the walker. Now keep running around and go through the door that the walker came out of. There are two assault sentries in here and then some troopers will come.



only one door at the top so you will have to jump to the right platform. When you get there, kill the guys inside the next room. After them, go through the next door.

You will now be in a huge reactor room. Don't touch the shiny spinning thing in the middle. Go to the right and walk a bit forward. Then look down for some pipes. Jump onto those pipes and then jump onto the next ledge a level down. Kill the Stormtrooper here and go through the little opening that he was probably near to get to the next section of this room.

Jump on the pipes to your left and use them to get across to the other side. Now walk forward and go through the next opening to get to the next section. Run forward and look down for the next pipes. Jump on them, and then jump over to the ground where the guys are. Use your lightsaber and kill them.

Jump up on the pipes to the right and then jump up and through the door. Go down the hallway and you will be back in the reactor room. Jump onto these pipes and go across to the other side and jump up into the next door. Go through the hallway and then drop down and kill the guys here. Then jump up and run across this room and go to either side and use the pipes to get up in the room with all of the stormtroopers. After you kill them go through the door here.

There is a big beam in the middle of this room with things spinning around on it. Jump onto it and make your way across it. You can not touch the things that are spinning. They are really hot. You will have to jump over them. At about the middle there will be a reborn that you can kill. Keep going. On the platform on the other side are a few assault sentries that you will be safe from if you keep your lightsaber out. There are also a few troopers here as well. After you are finished with all of them go through the door.

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|                               |
|           Datapad Updated     |
|-----|
| - Navigate the hazards of the installation's reactor assembly. |
|   Status: COMPLETE           |
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Go through the door here. You will be in a huge room. There is a reborn out in the middle. You might want to shoot the guys shooting at you before you kill him. After you kill him go back to the door and to the side. Go down the elevator. Kill the guy and press the button. The transport platform that you are on will start to move. Let it follow the path. Soon a Stormtrooper with a rocket launcher will appear far away and shoot the transport. Quickly jump onto the tracks on the side of the wall. Snipe the trooper and then jump from track to track to get to the other platform.

When you get to the other side go up the elevator and kill the guys. Then go through the door and kill the two troopers out here. Now go forward and through the door and up the elevator on the other side of this room. Kill the officers on both sides here and then press the red button on the control console. Now go back down the elevator and down one of the other two here.

You can jump off onto the ledge were the stormtroopers are if you want. Then jump down to the bottom and go down the elevator that is bigger than the one you took down. There will be a few more officers and a pesky reborn that likes to use Force Push down here. Kill the officers and get the keycard from one of them. Kill the reborn too.

Take the elevators back up to the top and use the keycard to get through the











Go down the elevator and switch your lightsaber to strong. When you go forward a bit a shadowtrooper will appear. Use your lightsaber and kill him. Now kill the officer in here and press the button on the console. You can now control a big gun outside of the ship. The controls are hard to use and it is extremely hard to hit anything so it is better not to waste your time. Go back up the lift and back out into the big room.

Go towards the other door in this room and use your lightsaber to kill the turret above the door. Now go through the door. There will be some Stormtroopers in here so have your lightsaber ready. It is easier to stand back and deflect the bullets back to large groups of enemies from now on so do that when you face a bunch of troopers like this. After you killed them all, go through the door at the end of this hallway.

You will be in a hanger room with a big cargo elevator in the center. There are a few troopers and officers in here. One of the Stormtroopers has a rocket launcher so go for him first before you kill anyone else. Now go through the next door here and take the right door. You will see two other little doors. Go through the left one first and then press the red button to activate the elevator.

Now go through the other little door and press the red button and the other button to open the hanger door. This will suck out all of the enemies in the next hanger. Make sure that you close the door before you leave. Go back into the first hanger and ride the elevator down.

Be careful when you go into the next hallway. There are two battle droids in here. They have a deadly long range attack so you will want to get out your rocket launcher and use the turn in the wall as cover. Try to aim for their legs. It will destroy them faster. You will want to do this as quickly as possible before they get a chance to shoot at you. After you kill them follow the hallway.

At the end of the hallway is a big room with a platform up in the middle. When you enter the room many turrets will start shooting at you from the platform. Use your lightsaber to deflect the bullets at the surrounding Stormtroopers. Then start deflecting the bullets at the turrets. Pretty soon, there won't be anymore turrets or guys. Ride the elevator up to the level the troopers were on.

Press the button in the glass booth up here and it will open a different door down below and close the door you came in from. Go down there and there will be one battle droid in this hallway. If you have any rockets left, use them. If not, then use your lightsaber to kill the droid. After that, follow the hallway and go up the elevator at the end of it.

There will be just a few troopers up here. Kill them and go through the door that is unlocked. Go through the right door, and then the left small door. Press the red elevator button and open the hanger doors to let the enemies out. Then close the doors again. Now go into that hanger and go through the door on the other side.

There are a lot of troopers in here. Kill them and then go through the door at the end of this hallway. Go to the right and jump up on the pipes and then go through the vent above to the door. Break one of the vents here and drop down. There are many troopers and officers in this room. Just use the tactic of deflecting all of the bullets. I think one stormtrooper may have a rocket launcher so watch out.

One of the officers will drop a key. After you have killed everyone in this room use it to get through the door that needs the key. Go down the elevator

and through the next door here. Kill the officer standing there and then go through the right door. There will be a shadow trooper here so kill him and then keep following the hallway. There will Stormtroopers in this next hallway so kill them.

At the end of this path you will come into a big hanger room with many Stormtroopers and a shadowtrooper. The troopers won't shoot at you when you are fighting the shadowtrooper. After you kill him kill the rest of the troopers in here. Then go through the only other door the is unlocked here and kill the officer.

Use mind trick on the officer behind the glass to open the next couple of doors. When you get to the end of the doors and open the cell door that is closed in this room you will see JAN!! There will be a cutscene with you and Jan talking and then you will have to play again.

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|                               |
|           Datapad Updated     |
|-----|
| - Search for Jan              |
|   Status: COMPLETE           |
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Now you will have to use teamwork to get back through the next couple of doors. Jan will hold down the first button to open the doors. You should run to the next button and hold that down so Jan can run to the next one. Keep doing this until you are through all of the doors. Kill the officer that comes and then head back out into the hanger bay. Go near the other door in this room and you will beat the level.

END MISSION

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D22                Doomgiver Shields
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/-----\ /-----\
| Starting Objectives           | New Force powers           |
|                               |                               |
| - Locate and disable Doomgiver's shields | - Force Grip Rank 3       |
|                               |                               |
\-----/ \-----/
```

This is the final level that you are on the Doomgiver. Get out your lightsaber and go through the door here. You are in the main shield area. Do not fall down below. There are many Stormtroopers in here but they are nothing now that you have many Force Powers. You have the full version of grip so test that out by using it to drag troopers over the edge.

After you have kill all of the Stormtroopers head back to the door you came in from. Go through the next door over from this one and you will be in a long hallway with many AT-PTs. Look in the Enemies section of this guide to learn how to defeat them quickly. Just keep going down this hallway and killing the AT-PTs as you go. Go up the big set of stairs all the way at the end.

Go through the door at the top of these stairs and you will be in a control room. Kill the troopers and officers in here and press the button by the window. Now head back down the stairs and then go back out into the main











This will open up the fourth side of this room. Go that way and use Force Speed to get past all of the moving walls. After you get past all of this, there will be a cutscene with Kyle and Desann talking, both asking each other to join them. After that it is time to fight.

Now Desann is much stronger then the other Jedi enemies. The best Force Power to use against him would be speed. This way you will get some free shots at him. You can also use both switches up on either side of this room to turn on that beam thing. If you step in it you will get extra energy I think, but it does not do much. There are many items and health all around this room so be on the lookout for those. You just turn your lightsaber to strong, use Force Speed and hack at him. It may take you a few tries, but it won't be that hard. After you defeat him there will be a cutscene. Then you will beat the level and the game! Yay! you just beat the game using a walkthrough, now go back and beat it on a hard difficulty.

END MISSION

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Enemies

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E01                                           Enemies
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SRORMTROOPERS  
-----

Stormtroopers are the most common enemy in the game. They have white suites of armor. Some higher ranked troopers will wear special markings on their arms. The most common weapon a stormtrooper will have is the E-11 Blast Rifle. Some will also carry the Golan Arms and the Imperial Repeater. These guys are not at all hard to defeat. They will pose some what of a challenge when they are in groups.

IMPERIAL OFFICER  
-----

These guys are dressed in the uniform of the Imperial Empire. The uniform can be either brown or a dark gray. They will still command what is left of the Empire and will follow Desann. They carry a standard blaster pistol and will fire it with great accuracy. You will find them on almost every level.

RODIAN  
-----

I refer to these guys as Reelos in the walkthrough but their real name is Rodian. These guys will mostly be found to be involved with gangsters. They are kind of tan and have very rough and bumpy skin. They will carry the Wookie Bow-Caster as their weapon. These guys do not come in groups and will not be very



difficult to defeat.

#### REBORN

-----

When exposed to the power of the Valley of the Jedi, these dark enemies have become very powerful in the ways of the Force. They are a more difficult enemy to defeat. They will wield lightsabers and use the powers of the Force. They look like men and wear red cloaks with hoods.

#### GRAN

----

These are very common enemies on Nar Shaddaa and on Beshpin. They have brown skin and have three eyes sticking out of their head. They throw Thermal Detonators. These guys can be very annoying and are deadly when they are in a big group. Very, very annoying.

#### IMPERIAL WORKER

-----

They are dressed in radiation suits to protect themselves from certain work. They will work with machinery and other skill labor. They carry a blaster pistol like the Imperial Officer and are very accurate with it. You will find these guys the most on the Cairn levels.

#### REELO BURUK

-----

A very fat Reelo. He is a very powerful gangster, a big criminal. He is the head of a garbage hauling business that is considered to be quite respectable. This is his cover-up to his criminal acts. He is currently involved with the Remnant forces and his gang consists of Reelos, Grans, rodians and other low scum.

#### REELO

-----

Greenish in color, these are a big part of the population on Nar Shaddaa. They will carry blasters or those deadly disrupters. They have a funny sounding talk. They will be a common enemy for you on Nar Shaddaa and Beshpin.

#### TAVION

-----

Desann's apprentice. She is well trained in the dark side of the Force. She will do Desann's bidding. A very dangerous enemy. Though a weakness of hers is the amount of courage that she lacks.

#### PROBE DROID

-----

These are probably the most famous droids on the Imperial side. We all know that sound that they make and it is no different in this game. They are rather large and constantly hover around making them difficult to shoot. They fire a single, slow shot that can be easily dodged. You will not see them very often in this game.

#### SENTRIES

-----



## STUN BATON

-----

Used to subdue unruly prisoners, the stun baton is wielded in melee combat when permanently disabling your opponent is not the required outcome. Once Kyle acquires a lightsaber, it replaces the stun baton in his arsenal.

## BRYAR BLASTER PISTOL

-----

Kyle's weapon of choice. Slow to fire but incredibly accurate against foes.

PRIMARY ATTACK: A slow single shot.

ALTERNATE ATTACK: Hold down the alternate fire button to charge the blaster. Release the button to unleash a more powerful shot. Note that this uses up more ammo.

AMMO TYPE: Blaster Pack

## E-11 BLASTER RIFLE

-----

The primary weapon for Imperial forces, this is a sturdy rifle that packs a punch, although it is not the most accurate of weapons.

PRIMARY ATTACK: Slow, highly damaging shot

ALTERNATE ATTACK: Rapid-fire burst shots

AMMO TYPE: Blaster Pack

## TENLOSS DISRUPTOR RIFLE

-----

Affecting matter at the molecular level, this rifle rips apart living material with ease and speed. It is outlawed across the galaxy and used only by outlaws and gangsters.

PRIMARY ATTACK: Single, fast moving shot with a slow rate of fire

ALTERNATE ATTACK: Press the Alternate Attack button to activate the scope. The longer you hold down the button, the further the scope zooms in. Hold down the primary attack button to prepare a shot. The Charge Indicator on the bottom of the scope lets you know when the weapon is powered to it's disintegration level, which is usually lethal to a target. Release the Primary Attack button again to unleash the shot. Press the Alternate Attack button again to turn off the scope.

AMMO TYPE: Power Cell

## WOOKIEE BOWCASTER

-----

This powerful weapon fires a bolt of metal enveloped in energy pockets. A self-cocking attachment allows creatures weaker than Wookiees to fire them.

PRIMARY ATTACK: One press fires a single accurate shot. Hold down to power up the weapon to unleash five bolts at once.

ALTERNATE ATTACK: Unleash a reflective shot that bounces off surfaces.

AMMO TYPE: Power Cell

#### IMPERIAL HEAVY REPEATER WITH CONCUSSION LAUNCHER

-----

A deadly and destructive projectile weapon that fires a rapid stream of metal bullets, this gun is capable of covering an entire area with deadly suppressive fire. It also features a unique Alternate Attack mode.

PRIMARY ATTACK: Hold down the trigger to fire a rapid succession of bolts.

ALTERNATE ATTACK: This weapon launches an energy based explosive from an under-mounted barrel.

AMMOM TYPE: Metallic Bolts

#### DESTRUCTIVE ELECTROMAGNETIC PULSE 2 (DEMP 2) GUN

-----

This gun fires high-powered ion bursts that wipe out electrical systems. It is very effective against droids and electrical devices, although the latest version can also cause damage to living tissue.

PRIMARY ATTACK: A single shot that stuns humans and damages droids.

ALTERNATE ATTACK: This charged energy attack creates an expanding shell of electromagnetic energy on impact that damages humanoids, droids and turrets.

AMMO TYPE: Power Cell

#### GOLAN ARMS FC-1 FLECHETTE WEAPON

-----

Firing shards of metal in a shotgun like spread, this weapon is the favorite of the Corporate Sector Authority's police squads. It is capable of hitting multiple targets in close proximity. Make sure that the shards don't bounce off surfaces and hit you.

PRIMARY ATTACK: Fire a spread of single shots

ALTERNATE ATTACK: Launch a mine that bounces off surfaces. It will explode after a certain duration of time.

AMMO TYPE: Metallic Bolts

#### MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM

-----  
A dangerous weapon, this missile launcher fires Arakyd 3T3 missiles. The player can take damage from this weapon.

PRIMARY ATTACK: Fires single missiles that streak straight ahead and detonate.

ALTERNATE ATTACK: Target-seeking missile. Press and hold down this button when an enemy is in your targeting reticle. After a short period, the missile system will lock onto the target, indicated by a full red circle. Release to fire the missile.

AMMO TYPE: Rockets

#### THERMAL DETONATOR

-----

Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it. Hold down the attack button in either mode to throw the detonator further.

PRIMARY ATTACK: Throws the time-delayed grenade over a short distance. It bounces and then explodes after four seconds.

ALTERNATE ATTACK: This throws the grenade, which explodes on impact.

#### TRIP MINES

-----D

Best placed on walls, these trip mines come in triangular shaped explosive casings. A laser beam is emitted from the casing and extends to the nearest surface. If the beam is broken or the explosive casing fired upon, the mine detonates and damages anything in close proximity.

PRIMARY ATTACK: Place the mine and activate the laser beam

ALTERNATE ATTACK: Fires a proximity device that auto detonates when a enemy gets close to it.

#### DETONATION PACKS

-----

A small explosive pack with a remote activator. You can place multiple det packs and then explode them from a distance. They are typically used to ambush enemies or blow open doors that are otherwise sealed.

PRIMARY ATTACK: Look at surface where you want to place the det pack. If it can't be attached, the det pack drops to the ground.

ALTERNATE ATTACK: Detonate all dropped packs with remote trigger.

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F01 Force Powers and Items
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Before you start the game, you can chose which Force Powers you want, and which levels you want them at. Obviously higher level Force Powers will cost you more points and you must buy the previous levels as well. Depending on the difficulty you chose, you will get a certain amount of points to distribute around the different Force Powers. There are also different Force Powers for different sides of the Force. Some Force Powers are also Neutral.

Force Powers: Neutral	Force Powers: Light
Force Jump: [0] [2] [6]	Force Absorb: [1] [3] [6]
Force Push: [1] [3] [6]	Force Heal: [2] [4] [6]
Force Pull: [1] [3] [6]	Force Protect: [2] [5] [8]
Force Speed: [2] [4] [6]	Jedi Mind Trick: [4] [6] [8]
Force Seeing: [2] [5] [8]	Force Team Heal: [1] [3] [6]

Lightsaber Powers: Neutral	Force Powers: Dark
Lightsaber Attack: [1] [5] [8]	Force Grip: [1] [3] [6]
Lightsaber Defense: [1] [5] [8]	Force Drain: [2] [4] [6]
Lightsaber Throw: [4] [6] [8]	Force Lightning: [2] [5] [8]
	Dark Rage: [4] [6] [8]
	Team Energize: [1] [3] [6]

In Multiplayer, you can also get some more items that are only in Multiplayer, so use them to your advantage! Here are the new items:

YSALAMIRI  
-----

Ok, when you pick up this your player will hold up a yellow sphere above your head. A shield will be generated around you. This will protect you from other players that will try to use Force Powers. But you can't use Force powers either. So this is like a "anit-Force shield"

FORCE BOON  
-----

This instruction book says that this will give you unlimited Force Power for a short time, but this is wrong. Instead what happens is your Force Meter will refill very quickly giving you the illusion of having unlimited Force Power.

FORCE ENLIGHTENMENT  
-----

If you get this, it will give all force powers with full levels. There are two types of this, light and dark. If your player is on the light side, then you can only pick up the light side one. And it will only give you light side Force Powers. And this would be the same with dark side players.

```
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```



- Has Force Powers
- Favored Force Power: Force Heal
- Favored Weapon: Thermal Detonator
- Aligned With: N/A

- No Force Powers
- Favored Force Power: N/A
- Favored Weapon: Rocket Launcher
- Aligned With: Luke

#### Ugnaught

- Slow Reaction Time
- Abysmal Accuracy
- Poor Agility
- No Force Powers
- Favored Force Power: N/A
- Favored Weapon: Blaster Rifle
- Aligned With: N/A

### The Dark Side

#### Desann

- Very Fast Reaction Time
- Very High Accuracy
- Very High Agility
- Has Force Powers
- Favored Force Power: Force Lightning
- Favored Weapon: Lightsaber
- Aligned With: Tavion

#### Tavion

- Fast Reaction Time
- High Accuracy
- High Agility
- Has Force Powers
- Favored Force Power: Force Grip
- Favored Weapon: Lightsaber
- Aligned With: Desann

#### Shadowtrooper

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Lightsaber
- Aligned With: Reborn, Galak

#### Reborn

- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Lightsaber
- Aligned With: Shadowtrooper, Galak

#### Galak Fyyar

- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Rocket Launcher
- Aligned With: Shadowtrooper, Reborn

#### Reelo

- Fast Reaction Time
- High Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Grip
- Favored Weapon: Repeater
- Aligned With: N/A

#### Chiss

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Lightning
- Favored Weapon: Disrupter
- Aligned With: N/A

#### Krussk

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Repeater
- Aligned With: N/A

#### Ak-Buz

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Drain
- Favored Weapon: Bowcaster
- Aligned With: N/A

#### Beedo

- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- Favored Force Power: Force Grip
- Favored Weapon: Disrupter
- Aligned With: N/A





You can go around and pick them up. You can tell which side of the Force they are on by looking at their color. You will start out with a lightsaber and a blaster pistol like in Free For All. If a player is killed, the Force Powers will pop out of their body and other players can pick them up.

#### Scoring

-----

Killing a enemy will give you one point  
Killing yourself will lose you a point

The person with the most points at the end of the game will win.

---

#### Jedi Master

---

In this game nobody will start out with a lightsaber. Everyone starts out with standard weapons. A lightsaber is placed somewhere on the map. The first person that picks it up will become the Jedi Master. They will be able to use the lightsaber and will have all Force Powers at level 3. All the other players now have to team up to kill that player. When someone is the Jedi Master, everyone who is killed gives a point to the Jedi Master. Even if friendly fire is on and you kill one of your teammates it will count for the Jedi Master. Once the Jedi Master is killed, his lightsaber will be dropped and the person who killed him will be closest to it. When they pick it up they will be the Jedi Master. This is how the game is played.

#### Scoring

-----

Killing a enemy when you're Jedi Master gives you one point  
Killing yourself when you're Jedi Master loses you one point  
Killing the Jedi Master gives you one point  
Killing anyone that isn't Jedi Master when there is a Jedi Master gives the Jedi Master the point  
Killing anyone who isn't Jedi Master when there is no Jedi Master gives you nothing

Player with highest score wins.

---

#### Tournament Mode

---

In this game you can have more then 2 players, but only 2 play at once. The others will watch as the two fight. Once one is killed, the next player in line faces the winner. Both get full health and supplies. The winner will keep going on, and the loser will go to the end of the line.

#### Scoring

-----

Killing a enemy gives you one point  
Killing yourself gives your opponent one point

Player with the highest score wins.

---

#### Team Free For All



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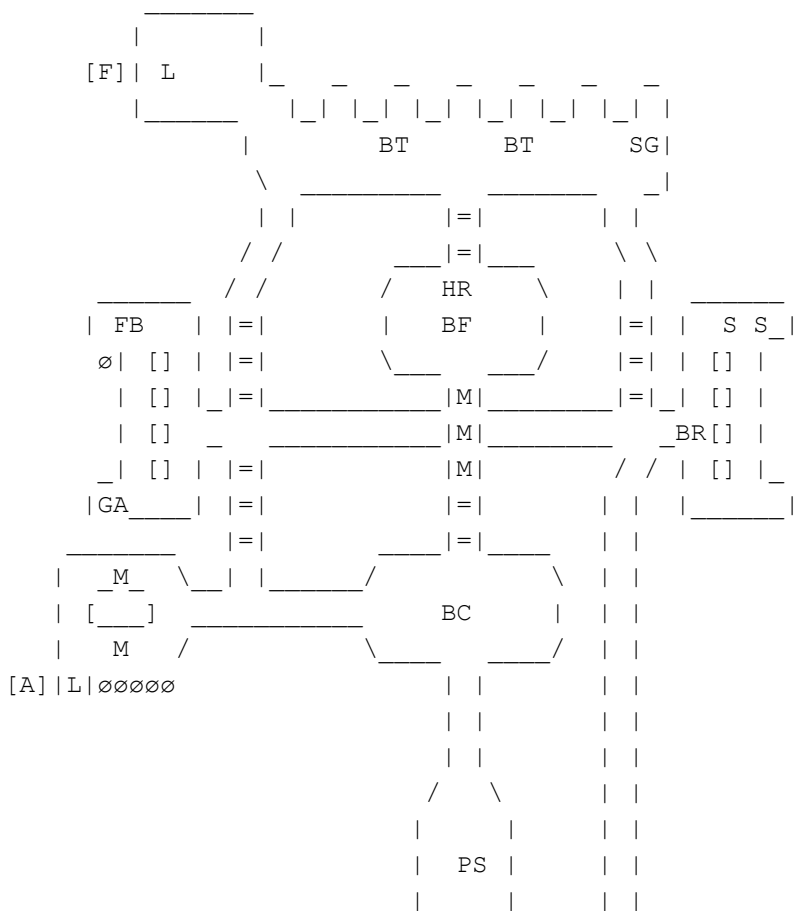
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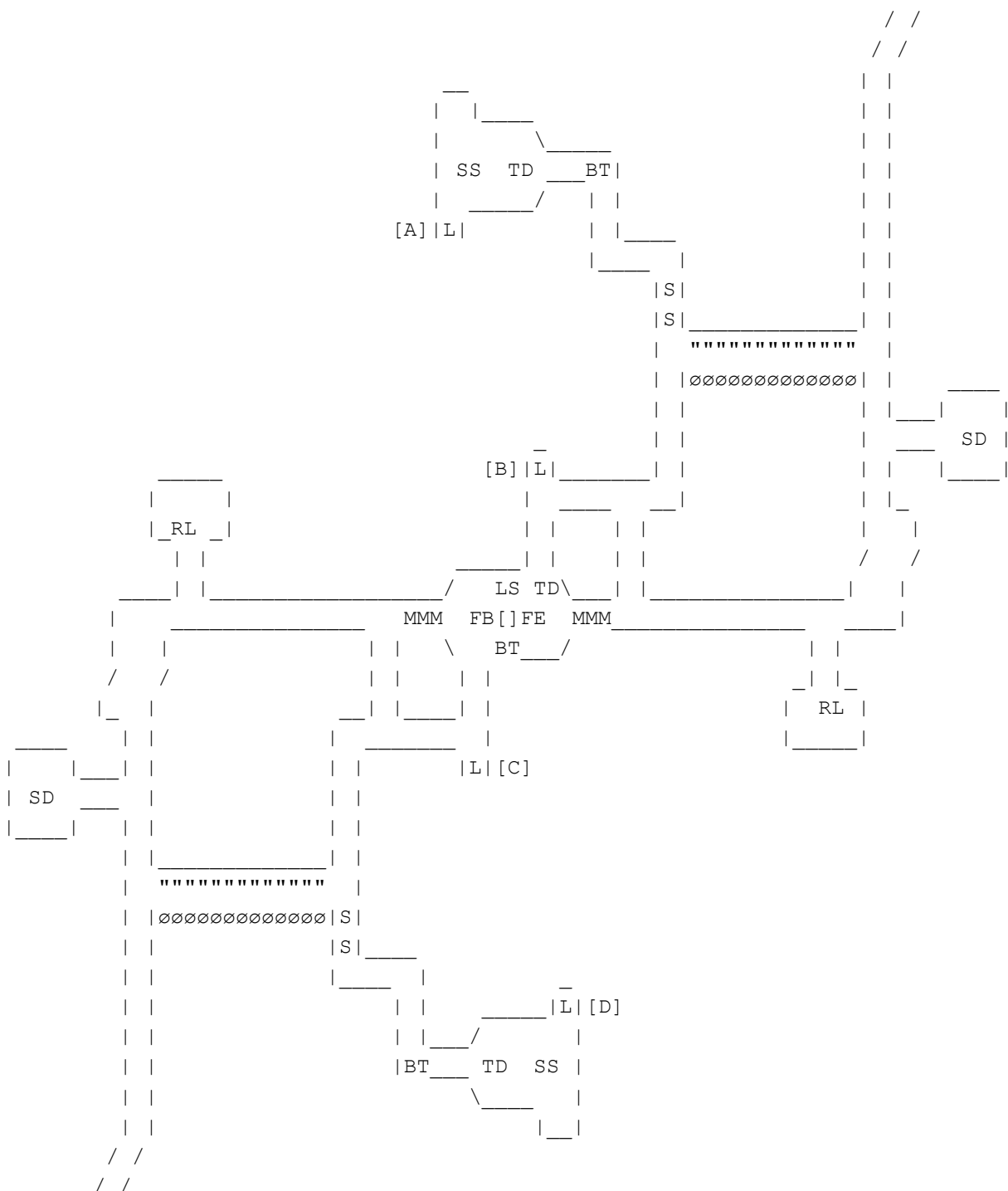
[3] Once you get the Tenloss Disrupter Rifle, you can use that position to snipe out any enemies coming down main path. You can also use the nearby Force field and Bio Canister to camp out all day long. Just look out for the Jedi Mind Trick.

[Warring Factions 1F]

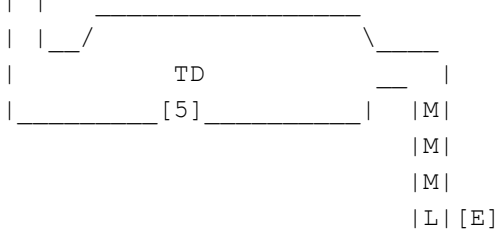




any enemies from afar. Just watch the left path and try to push anybody near off.



[6] This really applies anywhere, but if you have the power Pull and Level 3 Jump, you can jump up straight up, and pull anybody on the second floor down, past you and into the bottomless floor.



[Temple Tournament]

[7] If you place proximity [Trip] mines on the pillars,



BUBBLE

Unlocks Invincibility in Jedi Arena

CHERRY

Unlocks The First 6 Levels

FUDGE

Unlocks the Lightsaber

**\*\*The following items are unlocked by doing what is below the item.\*\***

Alzoc 3 and Duel Temple Map

Beat Yavin Final

Bespin Officer

Beat Bespin Streets

Chiss

Beat NS Streets

Concept Art

Beat Carin Assembly

Desann

Beat Yavin Courtyard

Duel Pit (Duel Mode)

Beat Artus Detention

Galak Fyarr

Beat Doom Shields

Imperial Labs:Raven

Beat Carin Reactor

Imperial Worker

Beat Artus Mine

Jedi Trainer and Nar Shaddaa and the Streets FFA Map

Beat Yavin Temple

Lando

Beat NS Starpad

Luke

Beat Carin Bay

Prisoner

Beat Artus Topside

Reelo

Beat NS Hideout

Shadow Trooper

Beat Carin Dock

Swamp Trooper

Beat Yavin Swamp



Tavion  
Beat Bospin Platform

Tie Pilot  
Beat Doom Detention

Ugnaught  
Beat Bospin Under city

```
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### Credits

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'*:*'
```

marth ue for the ASCII at the top.

David "Legomondo" Tran for the maps in the multiplayer section  
<<http://www.gamefaqs.com/features/recognition/18604.html>>

Lucas Arts for a great game.

George Lucas for the great movies.

CJayC for a great gaming site.

\*\*\*\*\*RATE THIS GUIDE\*\*\*\*\*

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Please answer the questions truefully.

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You can find all of my other works at

<http://www.gamefaqs.com/features/recognition/40441.html>