

LEGO Star Wars II: The Original Trilogy FAQ/Walkthrough

by poisson

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

Lego Star Wars II: The Original Trilogy (PSP)

FAQ/Walkthrough

By: _gloomy/poisson

Introduction

While the story missions in the game are identical to those in the PS2 version, I still think it is necessary that there be a full walkthrough with the PSP version on GameFAQs.

One more thing, at this point in time this is just a very basic Walkthrough. I may end up including such things as bonus levels, minikits, etc, but I haven't decided yet.

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----- Episode IV: A New Hope -----

i. Secret Plans -----

Right off the bat, you'll have to build two panels directly in front of you. Once these are built, the door will automatically open. You'll then have to open the next door by pulling the level while your companion pulls the other. Head left, and three waves of Stormtroopers will attack. Once they have been taken care of, head through the doorway.

Grapple up on level from the grapple pad at the top of the level, then up one more level using the pad at the bottom of the second level. Build the two mechanisms for the bridge, at which point it will automatically move into place.

In the next room, you will see Darth Vader himself at the end of the hallway, with endless Stormtroopers. Ignore the Stormtroopers, and pull the four levers on each side of the hall. This will lower two large units. Shoot these units until they explode, scaring Vader away. Head through the door, go to the left, and head down the hall. Two waves of Stormtroopers will attack.

Push the blocks onto the grey areas. This will open the door, revealing three Stormtroopers. After dealing with them, head down the hall to meet with C-3PO. Switch to him, and disable the forcefield.

After a short cutscene, Leia will have left your party. Switch to R2-D2 and open the door at the end of the hall.

Next is a large, open room. At the top of the room, across a bottomless pit thing, is a Rebel fighting with two Stormtroopers. Hop into the crane and pick up each Stormtrooper and drop them into the pit. Afterwards, the Rebel will lower the bridge for you to cross. Stay in the crane, and wait for C-3PO to cross and come into range of the crane. Pick him up and drop him near the door. Hop over to him, and switch to him to open the door.

Fight your way down the hallway, then to the right where the hallway ends. Remember to build bridges across the pits for the droids to cross. Eventually, you will reach a dead end with three doors. Have R2 open the one on the right, and pull the lever on the inside of the pod. Now have R2 open the middle door, kill the Stormtroopers, and pull that level too. Now have C-3PO open the right door, then have R2 activate the panel inside there.

ii. Through the Jundland Wastes -----

Head right, and take out the two Raiders on the ledge. Blow up the wooden planks holding up the boulder in front of the pit, and it will fall down, making it possible to jump up. Head along the ledge, and continue, taking out Raiders as you go. You will reach a clearing. At the end of the clearing, Raiders will continuously slide down the slope to attack. The only way to stop

them, and also the only way to get up there, is to use the force on the stuff lying in the sand. This will form a walkway.

In the next area, assemble the block, and push it to the very end so that you can jump to the ledge. Jump from ledge to ledge, then back down on the ground. When you continue, you will see a large Sandcrawler. Assemble the grapping pad, then use the force to stack two blocks on top of each other. Use the force to lower one of the platforms on the side of the Sandcrawler. Grapple up as Luke, then pull the lever to allow two more platforms to appear. Get to the top one, and use the force to lower one more. Head to that one, and pull the lever to activate the elevator. Get on top of the Sandcrawler, and pull both levers to activate the vacuum. Jump down to the ground, and allow yourself to get sucked inside the Sandcrawler.

Once inside the Sandcrawler, head down the hall until you turn right and see the longer hall. On each side there are five switches, protected by an orange barrier. Use Obi-Wan to break the orange barriers and use the force to activate the switches. You only need to activate any five switches for the door to open. In the next room, pull the lever by the conveyor belt to drop down a block. Push this block in front of the cell that R2 is in, and it will explode to free R2. Have him activate the elevator.

In this room, there are two rows of four buttons. Run on top of all of them to reveal two levers. Pull them to open the door. In the next room there is a large push-lever. Push it until the vacuum is over the cage with C-3PO. You may want to kill all the Jawas in the room, for they are annoying little buggers and will temporarily deactivate any droid they see. Use R2 to activate the vacuum, and then use C-3PO to open the next door. Now use the force to break the four hinges on the large back door in the next room, leading to the outside.

Once outside, continue along until you reach the large clearing. There will be many Raiders attacking you, so take care of them at your own discretion, and watch out for the quicksand. Have C-3PO activate the dehydrating pod on your right. Now build the ramp behind it, and have C-3PO go up it, and then activate the next dehydrating pod. Now continue to the next area under the arch. Here you will have to create a bridge using the force on a bunch of pieces against the canyon wall on your left. Immediately after the bridge, jump up to the ledge on your right and push the block off the ledge. Use the force to construct a bridge for C-3PO to get to the dehydrating pod, and continue on.

In this area, have have either Luke or Obi-Wan hop into the Landspeeder after you have rebuilt the engine. Head across the quicksand and activate the bridge on the other side by rebuilding the lever, then pulling it. Once all of your party is across the bridge, stand on all four buttons on the ground to have the lever move down. Pull the level, and enter the hut.

iii. Mos Eisley Spaceport

Run down the street until you see a large set of stairs on your right. Use the force to turn the stairs into a ramp, and then get C-3PO to go up the ramp and to the right until you see the panel for him to use. This will open the large door below the panel. Head through the door.

Keep going along the street until you see the large group of Stormtrooper that attack you. More will come, but they aren't infinite, so make sure you take care of all them. Now destroy the two large garbage cans against the back wall to reveal lego pieces. Make these pieces into AT-ST feet, and use the force to move them into position. Now use the force to left an AT-ST leg from the sand

and onto a foot. Now use R2 to open the door on the left, and use the force to put the second leg on the next foot. Now build the middle piece, the pieces are just lying on the ground, and again use the force to move it into place. Now have R2 open the door on the right, build the head of the AT-ST, and move that on top of the legs. A stormtrooper will run out and get into the walker. Just use the force on the walker and he will pop out to be killed. Now hop into the AT-ST.

Use the AT-ST to destroy the orange gate thing in front of you, and go into the next area. There will be another walker and many Stormtroopers on the ground. Once you kill every one of them, the door in the back right corner of the area will open. This is the entrance to the cantina. Once inside, blow up the four shield emitters that are keeping your droids from entering. Now have each of your party stand on the four buttons on the ground to open the door.

After a cutscene (Han shot first!), you will now be playing as either Han Solo or Chewbacca. Head to the far right to exit the cantina.

Grapple up one level, then build a grapple pad to go up another level. In the next area, head left on top of the roofs until you see the next grapple pad, use this to get across the road, and onto another roof. Pull the lever here to reveal a block, and push it to the right until it falls down. Now push it ahead all the way to the door that the Imperial Spy ran through. Get it into its marker, and shoot it a couple of times to blow up the door.

In the next area there are a massive number of Stormtroopers. Take care of them, remembering than as Han if you stand still and keep pressing square he will shoot as well as dodge all shots fired at him. Once all the Stormtroopers are dead, hop onto a Dewback, as I think they're called, and go over to the right where the three large doors are. When you hop off the Dewback, you will fly high upwards, enabling you to get onto the upper level. Head to the back left corner of this level and down the stairs and through the door.

You will now meet up the the rest of your party at the Millenium Falcon. The only problem is the Imperial Spy is here, calling in Stormtroopers. Use Han (best firing rate, best CQC moves) to take care of the first wave. The Spy will reappear, calling in another wave. After the second wave has been dealt with, the Spy will again come back, but will not run back through a door right away. He will constantly be popping in and out through doors. Hit him four times to kill him, then take care of any remaining Stormtroopers to activate the Falcon's ramp. Run up the ramp to escape.

iv. Rescue the Princess

Use the force to open the door on the right, it will form a TIE fighter. In the next room, get either Luke or Han to put on a helmet by pulling the lever of the helmet machine on the left. Then open the Stormtroopers-only door. In the next room, build the two panels in the alcove at the far side of the room, then have R2 use the panel. A short cutscene will occur, and Obi-Wan and the droids will leave your party. The door on the left will now be open.

Once you have gone through the door, you will see Obi-Wan running away from your party. Take care of the Stormtroopers around him, and head left after you reach the end of the hall. He will jump across a large chasm, where you can't follow.

Run down the next hallway, killing everyone that stands in your way. You will reach an open area, with two elevators. Watch for Stormtroopers constantly

coming from those elevators. When you reach the large gap you can't jump across, you will see Obi-Wan fighting with two Stormtroopers. Help him out by shooting those two guys, and he will use the force to make a bridge for you. He will then deactivate the tractor beam, but that's only important for the movie. Once you get across the bridge, TIE fighter pilots will attack grapple up and over the railing to the left. Destroy the hook over the railing to stop them. Blow up the six black blocks in your way by continuously shooting them. Keep heading down the hallway, heading right at the very end.

In the next area more pilots will attack the same way as before, just blow up the hook again. Get a helmet from the machine in the previous area to open the next door. Head along the walkway into the middle of the large room, and assemble the push-lever. Push it so that the walkway will lead to a different platform. Grapple and jump up and to the right to get to the door.

In the next room there will be many Stormtroopers. Kill them, and then assemble the panel beside the door in the top left corner of the room. You will need a helmet from the last room to get through. Now fight your way down the hallway, and enter the elevator on the left at the end of the hall.

You will find yourself in the detention area. There will be a couple of guys in front of you, and Stormtroopers will continuously come from the two elevators in front of you. Destroy the two cameras on top of each elevator to stop them. This will take several shots. Now assemble the two levers, and pull them to open the door. Leia is in the third cell on the right. Stand on the two buttons to disable the forcefield.

v. Death Star Escape

Assemble the platform by the lever and pull the lever to escape from the garbage pit. Fight your way down the hall until you reach the large room. As Han, jump down to the ground floor, but make sure you jump at the top of the platform, as there is a large group of Stormtroopers just out of your sight. Once you have taken care of them, head to the bottom left corner. Push the tall blue thing up and to the right to connect with the black platform, then push the push lever to raise the blue platform. Grapple back up the where you came from, and pull the lever at the top of the platform three times.

Now grapple over on top of the blue platform, and jump onto the large left platform, and pull the lever near the top left corner. Once the block has come out of the wall, push it down and to the right, off the platform. It will explode, revealing a hole in the ground leading to a vehicle. Hop on the vehicle.

Take the vehicle out of the pit. You will see five red switches on the ground in a row. You have to drive over them so that they all turn green at once. If you go too slowly, they will reset. Trying by foot is too slow. Make sure the two large canisters are out of the way, and try and get them all to turn green. Once you have succeeded, a new platform (yes, another) will appear in front of the large door at the top of the room. Get back up there, and make sure you have a Stormtrooper helmet from the last hallway to open the door.

After the room with the window washers, assemble the lever and pull it to open the door. Now pull the two levers in the next area to open the next area. Then push the block right and up and then right again into the wall to activate the next lever, and pull it to open the last door. Fight through the hall, turn left to an open area.

Head to the right, and pull the three levers to activate the rotating platform. Get to the other side, then keep heading right. Grapple up one level, and pull the lever to make lego pieces fall down. Jump back down to the bottom level, and assemble the pieces to activate the lift. Grapple back up one level and hop onto the lift and go up one level, and head to the left to get a helmet. Then get to the very top and open the door.

Fight your way around the corner, and into the large open room. Close the door behind you by pulling the two levers. Assemble the grappling pad while trying to use your party as a shield. Grapple to the right, and head through the door to grab a helmet. Take out the two Stormtroopers ahead of you, then assemble the next pad and grapple over. Open the door and head through.

Head down the long hall, chasing after the Stormtrooper. You can't shoot him, so don't try. As each door closes behind him, shoot the mechanism on the right to open the door. You will eventually reach a large room filled with Stormtroopers (yikes). Take them all out, including the ones on the balcony, then close the doors on the left and right by pulling the two levers. This won't last very long, however, so quickly assemble the lego pieces on the floor. It will make a large arch. Shoot out the middle, and head into the hangar.

This level is kind of drawn out, but this is the last bit. You have to do four separate things to make the Millennium Falcon raise up from the large pit in the middle. First, head around the pit to the top right corner. Hop up into the little alcove and push the hanging block to the right until it explodes. Assemble the pad, grapple up to the balcony, and pull the lever. You will see the Falcon raise a little. Each time you raise it, a ton of Stormtroopers will grapple down, and you will have to deal with them first. I won't mention them anymore, but don't forget about them.

You'll need droid for the rest of the task. They're hiding in a little room to the right. Assemble the handle and push the door open. As R2 activate the panel in the top right corner of the room, just beside the pit. Now head to the bottom left corner, and have R2 activate the panel beside the smaller pit. A vehicle will be raised up. Hop in, and drive over the five switches in the middle of the room. This is easier than before because there is a railing to guide you. The last thing you have to do head to the top left corner, and pull the lever beside the door you came in through. Jump on top of the rising steam as C-3PO to fly up to the balcony, and use the panel. Take care of the last of the Stormtroopers, and the ramp of the Falcon will lower, allowing you to escape.

vi. Rebel Attack

The whole level is basically getting the purple torpedoes and then shooting the shield generators. I had some trouble with this level at first. The main thing to remember is not to get distracted by all the shots that are being fired, because most of them aren't at you. When you start, there are torpedoes on your left, and the generator is just to the right. Once that is taken out, the shield will drop. In the next, larger area, fly forward until you reach the shields. The generators are on the right. More torpedoes are back a short distance from the shield. Once the shield is down, shoot down the barrier.

The net area is a bit large, with more generators for the one shield. You'll notice you can go either left or right. Head right, and soon you'll see torpedoes on the left, and the first four generators just ahead of that. Keep heading forward, and you'll see the next four are on the left, with torpedoes

on the right.

In the next area, the first four generators are directly ahead of you. Before you start taking them out, make sure you've dealt with the four nearby turrets. Torpedoes are in the top left corner, and the next four generators are in the top right corner.

Ah yes, now the trench. The only thing you can do is try to avoid the shots being fired at you by Darth Vader and the other two TIE fighters. The best way to do this would be to do the barrel roll move back and forth by holding X and moving the analog stick to one side or the other. After the Millenium Falcon has dealt with the fighters, you're free to take your shot. Well, not yet. First you must take out 12 turrets. They won't come out unless you fly over them, so activate a few at a time, then take them out. THEN you can fire your shot using the "force" (lock-on).

Episode V: The Empire Strikes Back

i. Hoth Battle

Snowspeeders are awesome. Fly straight forward, and take out all the grey piles of lego bricks you see until you reach the dead end. They just get in the way for the next part. Then fly back to where you started, and on the left you'll see a rolling bomb. Grapple onto it using O, then drag it all the way back up without letting it hit any AT-STs or walls. You can always get another, however. Get it on a good course for the grey wall leading to the cave, and then hit O again to release, sending it flying into the door for it to blow it up. Fly into the next area.

Fly forward, and you'll see an AT-AT. No biggie. Grapple it's legs, and then fly around it in circles until it falls over. Then drag one of the bombs from nearby into it to destroy it. Repeat with the AT-AT further ahead, to the right. You'll then have to drag another bomb to take out the grey wall, and then delicately maneuver another bomb into the wall further up, past to two small pits. This is tricky business, so fly slowly. Afterwards, continue into the next area.

This is actually the last area in the level, but you might be here for a bit. Different waves of various enemies will attack. The first wave consists of 11 probe droids, though there will also be AT-STs. The next will be 11 AT-STs, and the third 2 AT-ATs. There are two places where you can get bombs, both at the bottom of the screen, in the middle of the area. The fourth and final wave includes 6 AT-STs, 4 probe droids and an AT-AT.

ii. Escape from Echo Base

Head to the right, and assemble the bomb from the rubble blocking the door. The bomb will clear the rest of the rubble. Fight your way around the corner, then assemble the heater. Shoot the heater three times to get it to melt the ice so you can get through the door.

Take out the two Snowtroopers warming themselves in the corner, then push the heater nearer to the door to melt the ice. Once through the door, head around

the corner. There will be Snowtroopers on foot as well as one on a gun. Just keep shooting the mounted gun until it blows up. At the junction head right, and blow up the containers in your way. In the room, rebuild the cart and then push the push-lever to switch the track. The car will clear a way to the left area. Leave the room, and take the left way at the junction. In the room you will find C-3PO. Head back to the junction and reassemble the mounted gun. Hop on, and take out the stuff blocking the door. Watch out for Snowtroopers that will appear. Shoot different parts of the stuff to get rid of all of it. Now get C-3PO to open that door.

This next large room has a large number of Snowtrooper and two mounted guns. Just shoot from a distance, as nearly every enemy in the game has a short range. Now push the two blocks on either the left or the right into their places beside the large fan in the ground to activate the fan. Shoot the two canisters in the middle to reveal lego pieces. Build a vehicle from those pieces. As soon as you hop into the vehicle, C-3PO will walk onto a fan so he is constantly flying up. Get the back of the vehicle under him so he falls onto it, then drive over to where you took out all the Snowtroopers. Press square to fling C-3PO up there. You'll need to take out the stuff on the door again, so assemble the gun nearest to it, and repeat what you did before. More Snowtroopers will appear. After you reassemble the panel on the door, even more Snowtroopers will appear. Once they are done with, then you can actually open that door. But wait, even after opening that door more Snowtroopers will appear.

Run through the next hallway, taking care not to step on the white grates. Assemble another bomb from the rubble that is blocking the door to get through the door. The next room is a large cavern. Run to the left, and hook around to the top of the hill. From up here you have to slide over top of each of the red buttons in the ground. Don't worry, they don't reset, so you don't have to do them all at once. Once all are green, the next door will open.

Blow up the canisters in the next room, and push two blocks on top of two of the buttons. Stand on a third, and one of the members of your party will get the fourth. In the next hall, keep running straight to reach the hanger.

Take out all the Snowtroopers and both mounted guns. There is a shield blocking your way to the Millenium Falcon. A lot of people have trouble with this part, it took me a while to figure it out. There are two shield generators you need to blow up, one against each wall, where the shield meets the wall. Reassemble the mounted guns and use those to blow them up. It won't look like your shots are doing anything, but keep shooting. Watch out for Snowtroopers that will appear. You still need to repair the Falcon before you can take off. To the right of the room, pull the two levers to open the large door. Push the two blocks in there across to the left of the room, into their spots. This will open the door to the Taun-Tauns. Hop onto one of them, then get over to the Falcon. When you dismount you will fly up, so guide yourself onto the Falcon and reassemble the gun.

The theme of this level is every time you do something, more Snowtroopers will appear, so keep that in mind and watch out. Once the gun is reassembled, hop down and fix the ramp. Then the ramp will lower, and you can get away.

iii. Falcon Flight

Take out the four deck guns on each of the four Star Destroyers to allow the Rebel ships to escape.

Once in the asteroid field, fly through it all, blowing up asteroid to get

torpedoes. At the end you'll need to clear a path through the middle of a large asteroid by blowing up each of the four target using your torpedoes.

The next area is exactly the same. Once you get through the second blockage, you'll be on the surface of an asteroid. Again, there's a blockage to clear using torpedoes. You can get more torpedoes by either heading back to the last asteroid field, or by flying into the large pit, into the monster's mouth. Inside there you can blow up things on the ground to get more torpedoes.

Oh look, another asteroid field. Same as before, except the final blockage is one large asteroid that has multiple targets that all must be taken out for the asteroid to blow up. That's the last bit.

iv. Dagobah

All through this level, watch out for the bats that will constantly attack you. Annoying little buggers. There's no specific times when you will see them, they will just always be there, trying to bite you, so watch out.

Assemble the two wooden ramps ahead of you. Keep heading forward until you reach the swamp. Blow up one of the green bushes near the edge of the swamp to reveal a grapple pad, and get the other side. Watch out for the snake. Run left until you reach the large gap. Get R2 to fly to the other side and use the panel to make the bridge appear. Clear away the tall brown bushes, and head into the next area.

Assemble the button at the edge of the swamp. Jump on top of it, and the next will appear in the middle of the swamp. Have R2 fly out there, and to each new button that appears. Technically, Luke can do every one after the first one, but as R2 you won't die if you fall into the swamp. Once on the other side, go in front of the hut to meet Yoda.

Run to where Yoda is standing, and press Triangle to get him to hop on your shoulders. Clear the plants from the three piles of wooden planks near the swamp. The flowers need to be taken out with your lightsaber, the others using the force. Once the plants are gone, use the force to move the planks into position, and the bridge will appear. On the next island, jump onto the button on the pillar in the swamp. A new one will appear. Repeat until you get to the other edge.

This part takes good timing. Using the force, lower the shorter mushroom shaped thing near the gate. Wait exactly one second, then lower the taller one. Quickly switch to R2, and get on top of the first one you lowered. It will soon move back up to its original position. Quickly fly to the second one, as it will soon reset. Once it is back to its original height, fly to the left to the panel and open the gate.

Once back outside, Luke will be able to use the force. Raise the tractor from the swamp, then use the force on the trailer to make a ramp. Head up to the top of the ramp, then fly to the other side, around the tree as R2. Use the panel to make a platform come up from the swamp. Once the rest of your party is on the other side, keep heading left and blow up the large fence thing blocking the entrance to another cave.

In the cave, hug the left wall and use the floating platforms to get across the pits. After two sets of those platforms, keep along the left until you reach the end. Hop to the right onto a ledge, then run forward and hop to the left again onto another ledge. Then keep going forward, hopping from ledge to ledge until

you reach the ground again. Head left around the corner until you reach the large room. Darth Vader will appear, as a product of Luke's fear.

For any lightsaber duel, the easiest way to win is to keep using either the jump attack or double jump attack, over and over. After you hurt Vader twice, he will jump to a high ledge on the left. There are two blocks at the bottom of the ledge. Jump onto one, and Yoda will automatically jump on the other. Use the force on each other's platforms so both of you will get to Vader's level. Hurt him two more times and he will jump to an even higher ledge, to the right.

Jump back down to the bottom. Use the force to maneuver to large blocks on top of each other, then build a smaller block from the pieces and move that using the force. Now you can get up to Vader. Hurt him two more times, and he will jump back down to the bottom. Jump back down and finish him off. The gate will open.

Once back outside, clear the plants from the lego pieces using the force, then assemble the push-lever. Push it to raise the bridge from the swamp, and cross the swamp. This next part is my favourite, I don't know why.

Up near the large metal gate, use the force to build a washing machine. Then head to the left a bit, and there is another dual-force block bit with Yoda. At the top platform, push the block off the edge for it to blow up, revealing lego pieces. Build a motorcycle from those pieces, then use the force to stick the motorcycle in the washing machine. Now use the force to blow up the washing machine, making even more pieces. From those pieces build a block with a panel for R2. Once R2 uses the panel, there will be a massive explosion that will destroy the gate. There's nothing you can do, you're going to get hurt. Now, as Yoda, raise the X-Wing from the swamp.

v. Cloud City Trap

Use the force on the X-wing to turn it into part of a walkway. Now take out the Stormtroopers on the far platform by deflecting their shots directly back to them with your lightsaber. As R2, fly over to where the Stormtroopers were and use the panel to activate another part of a walkway. Fly back over, and jump across. Build the panel for R2 to open the door.

Take out the first wave of Stormtroopers that will appear. Now blow up the glass area in the top left corner. Build a mounted gun from the lego pieces. Another wave of Stormtroopers will attack. Now open the door at the top of the room using R2, and push the block into place. Now use the force on the gun to move it onto its base. Another wave will attack. Hop on the gun and blow away the screen blocking the door to the right. Once through the door, deal with the three Stormtroopers, and continue down the hallway and through the door.

You are now in the carbonite chamber room, and Vader is waiting for you. Head down to the platform to fight him. After two hits he will constantly jump around if you try to approach him. Activate the steam using R2 by using the panel at the top of this circular platform. Vader will be stunned for a bit, then go back to attacking you. After three hits, he will go back to evading you. Continue with the same cycle until he flees.

Lego pieces will fall down for you to rebuild the crane at the bottom of the platform. Use it to pick up R2 and then drop him near the door Vader ran through. R2 will activate a platform for you to get to the other side. Before doing so, make sure you have a helmet from the machine in the same room, but back towards where you came from. Open the door and head through.

For this section Vader will be running away from you, so don't bother trying to attack him. Use the force on the fan, but before you head up a level head to the far right and have R2 use the panel. Jump on the fan to get blown up a level, then jump on the moving platform to get to where Vader is. Make sure you jump on the lower platform to make it move down so R2 can get across. Use the force on the second fan so you can get up another level. Have R2 use the panel to the right to activate the lift, and head through the door you see Vader going through.

This is your second battle with Vader. After two hits we will jump to a high platform, and a wave of Stormtroopers will attack. Deal with them, then use the force on the grey and blue blocks on the back wall to make a ramp. As R2, go up the ramp and use the panel up there to activate steam to force Vader down. After two more hits he will jump to the same platform, but on the right side. Deal with the second wave, then build the push lever and the mechanism for the lift to the right. R2 will automatically go onto the lift. Push the push-lever around to get him to the panel so he can activate the steam. Two more hits on Vader and he will be back to the left side of the platform. Repeat until he runs away.

Once you are in the next room, switch to R2 and get to where Vader is. Don't bother trying to take out the Stormtroopers as Luke as they will constantly be replaced. Use the two panels to shut of where they are coming from, and get back to Luke, and switch to him. Vader will fling things at you using the force, but you can use the force to hit him with the same things. After one hit he will jump over to your side. Hit him twice, and he will jump back. Repeat the whole cycle one more time, and on the third time when you fling the object back to him he will go flying back through the window. Use the shards of the window to make a platform to get across, and head through the window.

Hit Vader twice and he will jump to the right onto another platform. Use the force on the panel on the wall to create a partial ramp to get to him. Hit him two more times, and he will jump to the right again. Jump to the lower area, and have R2 activate the lift. Head up one level, and keep fighting with Vader until he is done.

vi. Betrayal Over Bespin

Run towards Boba Fett, taking care of the Stormtroopers in your way. Shooting him will do nothing at this point. Once you get close enough, he will turn the stairs into a ramp. Blow up the panel to the left and pull the lever to turn them back into stairs. Head into the next room. Shoot Fett and he will run into a room. When you follow him in, you will have a small skirmish with him. After four hits he will flee. Run after him, and he will open a door at the top of the room. Take care of the Stormtroopers that run through, and keep chasing him to the left, and then to the right, all the while taking care of the Stormtroopers that attack. He will eventually get away in Slave 1.

Head back to where you came from, and use R2 who has just joined your party to deactivate the gas in the long hallway. Once back in the four-way junction, head to the right, using R2 to open the door. Blow up the purple canisters and the pile of rubble. Push the block into the wall, and the rest of C-3PO's body will come down the conveyor belt. Rebuild him, and head back to the junction.

Use C-3PO to open the door at the top of the junction. Take out the Stormtroopers, then get a helmet from the machine ahead of you. Head left around the bend, and take care of the Stormtroopers in the next room. More will

come from the elevator. Use the elevator on the right, using your Stormtrooper helmet.

You will be on a platform leading to an empty landing pad. Don't run all the way onto it, stand on the edge and shoot the Stormtroopers. Many, many more will come, but you can dodge all their shots and shoot them from a distance. Once they are finished, the pieces to a grapple pad will fall down. Build it, grapple over, and jump in the crane. Use the magnet to get your droids over.

Grapple up one level, and then rebuild the lever to your left. Pull it to lower the lift to get your droids up. Run to the right, and hop over the laser that activates the conveyor belt. Stand on the button until your whole party is across. Keep heading right, and as R2 get across the large gap to the panel, and activate the platform so everyone but C-3PO can get across. Grapple up one level, and shoot the large block on the left to get it to fall and blow up the obstruction so C-3PO can get across. Go back down, and shoot the blue block in front of the door. Now move the blocks so C-3PO can get through, and open the door.

Fight your way down the long hallway, and to the right until you reach the large room with the gas. Have R2 go through the gas and deactivate it. Now head into the hall in the upper left corner, and keep going until you reach the control room. Stand on the two buttons on each side of the room, then pull the two levers. Head back to the gas room, and run to the left. Have R2 open the door. Run to the Falcon, and take care of all the Stormtroopers that are already there, and will grapple down. Once you are done, the ramp will lower and you can escape.

Episode VI: Return of the Jedi

i. Jabba's Palace -----

Head up the the main door and build the platform. There are three guns you have to take out to get the door to open. Two are on either side of the platform, in the door, and the other is inbetween but up high. You need to jump in front of them to get them to appear. Do one at a time, and keep shooting until the blow up. Once the door opens, quickly run inside and to the left, and build the radio from the lego pieces on the small ledge. This will distract the guards. Run all the way to the end, and get a helmet from the left room to open the gate. Run up the stairs and through the door to meet up with Luke. Don't bother with the guards for now, but quickly close the two hatches they come out of by pulling the lever below them. Now take them out. The best way to do this is do use Luke's force choke from a distance. Rebuild the panel, and use Leia with a helmet to get through.

Before doing anything, close the hatch on the left of the room, between the cells. Take care of any guards. Blow up the large container on the right side of the room, and construct a platform from the pieces. Chewie will hop onto it. Use the force to raise him up. He will hop down into the left cell, opening the door. Kill the guard in there, and pull the two levers to open the door. Use a thermal detonator on the shiny metal rubble, and close the hatch in the next room. Take care of any guards, then blow up the flashing orange pieces on each side of the next door. Each will take four hits. Head down the hall, watching out for the grates. Kill the two guards to open the door.

Kill the two guards in the next room, then use the force on the panel to the left. Build a hovering block from the piece. Head to where the two levers are on the right, and pull both of them. Construct four buttons from the pieces that appear. Use the buttons as a D-pad to guide the block to the cell on the left, where C-3PO is. Jump on top of the block, then up and into the cell. It will lower down, freeing C-3PO. Repeat for R2's cell on the right. Have R2 use the panel on the right, and C-3PO the panel on the left to open the door.

At the top of the stairs, build the radio to distract the guards. Keep heading up the stairs, then have R2 open the door.

Close the hatch on the right side of the room, and take care of any guards. More guards will come because you can't get to the second hatch just yet. You will see three pillars. Arrange them on the right from left to right in order of descending height. You will probably only be able to do one before you have to fight off the guards again. Use the force on each pillar to turn it into a ramp. Head up the ramp, and blow up the two canisters. Build the platform, then use the force to move it into position. Now use the force on the panel on the wall on the right to build the second part of the bridge. You can now run forward, clear the canisters, then close the hatch. Head to the left, and have R2 fly across the gap and activate the bridge. Keep heading left to the door, and blow up the two canisters to the left. Build a panel for C-3PO to use to open the door.

Run down the stairs, then close the hatch on the left and at the top of the room. Take care of the guards, and the door will open. Before heading through, get Leia a helmet from the machine on the right, and then build the radio to the right of the door. Head to the end of the next room, and have Leia use the panel to the right of Han to trigger a cutscene.

Oh dear, the Rancor. Luckily it only takes three hits. Have C-3PO use the panel on the left to let a guard into the room. The Rancor will grab it, and head up and to the left. Once it is in the corner, shoot the canister to drop down some rubble to hurt the Rancor. Now have R2 use the panel on the right. The same thing will happen, but the Rancor will go to the bottom right corner, so shoot that canister. Now use either panel, and the Rancor will head up near the gate. Pull the two levers one each side of the gate to finish it off.

ii. The Great Pit of Carkoon

Take out the two Skiff Guards. Rebuild the bottom lever, and pull both of them to activate the walkway between skiffs. Head to the right, onto the next one to meet Chewie and Han. Use the force on the right side of the skiff to make two levers. Pull them to activate the next walkway. It's worth noting that guys will constantly be shooting you from the main skiff. There's no point in killing them as more will come to replace them. However, you may want to take them all out quickly before you use the force in this section, as if any shots hit you the whole force maneuver will be cancelled.

On the next skiff there will be three guards and Boba Fett. You may want to take out the guards first, then attack Fett. After four hits, a cutscene will be shown, showing his death. The next skiff will now move over close enough so you can jump onto it. Take out the guards on it, then head to the far end. Use the force on a panel on the main skiff to make a platform. Hop onto it, then jump to the ledge to the left. This is where the guards were shooting at you from. Take them all out as they won't be replaced now.

You'll notice at the far left end there is a large gap in the ledge. You will

need to pull three separate levers to make platforms come out. The first is at the left end of the ledge, set into the wall a bit. The second is to the right, about halfway down, hidden behind one of the panels you can move with the force. For the third, you will need to head back to the left end of the ledge. There is a higher ledge that only Luke can jump to. It's a tricky jump, but he can do it. Push the block up there off the ledge. It will blow up to reveal the pieces for a grapple pad. Assemble it, then grapple up. Head back and to the right all the way until you find the lever. Pull it.

Get back down to the ledge and hop along the platforms to the left. You'll come to the end of the skiff. Before doing anything, several guards will grapple down, so kill them all. Use the force on the two door panels. This is kind of an odd door puzzle. You need to get the middle column of colours on the right panel to match the left. The left and right columns show whether or not it's right. Push the push-lever until the bottom colour matches the bottom colour of the left panel. Now use the force to get the middle colour to match. The door will open, head through.

Break the canisters on the left to reveal the pieces for a mounted gun. There is another in the canisters on the right, if you prefer. Assemble the gun and hop on. Blow away the bars blocking off the next area, then shoot all the guards that come through. Head into the next room, and take care of any guards that remain. You will meet R2 and C-3PO. Use the force on the machine to the right to make a canister on the left. Blow up the canister that was already on the left, and use the remaining pieces to complete the canister. Now build a panel in the top left corner for C-3PO. Have him use it to activate the lift. Hop onto the lift, and get to the next level.

Head to the right. This next room is another one of my favourites. Use the force on the thing on the left wall to make a turntable. Now build the speaker in the top left corner. Blow up the second orange thing on the right wall, and use the force to make a disco ball. A grapple pad will appear. Grapple up and push the block off the edge. While still on the ledge, use the lego pieces to build a mount for the disco ball. Use the force to get the disco ball in the ceiling, then build the second speaker. The floor will retract to reveal a set of pads. Two will light up. Hop on one and someone in your party will hop on the second. Then two more will light up. Repeat until the floor turns into a disco floor, and the music starts. Two guards will run in, but you can ignore them. Head through the door at the top of the room, and through the next door.

You are now on the main deck. Leia is now in your party. Take care of all the guards that attack you, but stay to the left of the deck. Do a double jump lightsaber attack on the blue area to reveal a block. Push the block right, down, then right again to it's place beside the large thing. Head to the other side of the large thing, and push the second block into position. There will be a large explosion, so watch out. More guards will attack, so deal with them. Now have C-3PO use the panel on the second large thing. Another large explosion will occur, and more guards will attack.

Build the partial stairs in the top right corner. Now blow up the large block at the bottom of this area, but stay back as it will hurt you otherwise. Jump down into the hole it creates, and head inside the blocked off area. Pull the lever to open the door, and then blow up the wall that is keeping you from going all the way to the right. Push the block in there outside of the room, and to the stairs. It will raise up, then use the force to complete the ramp. Head up to the next level.

Take out the guards, then do a double jump lightsaber attack on the area in the middle with the things that look like ladders. Use the force to move them up. Now head to the top right corner and blow up the thing covering the ladder

thing. Use the force on it, then do the same in the bottom right corner. Use the force on both of them to create a ramp to the next level. In this area there are infinite guards, so ignore them. Have R2 charge up the deck cannon by using the panel. As another character hop onto the cannon and take out both large spinning things. You may have to recharge the cannon.

iii. Speeder Showdown

Blow up the three plants at the top of the area to reveal the piece of a platform. Use the force to assemble them. Switch to Leia so Luke can use the force to raise the platform up. Hop up and over the log. Shoot the plant in the top right corner, and build the grapple pad. Grapple up, and head back towards where you started, and jump onto the suspended platform to lower it down. Luke will now be able to get up. Use the force on the planks to make a ramp, and get over the second log. Head into the next area.

Head out into the middle of this large area, and two speeders will come and stop near you. Take out the two Scout Troopers and hop on the speeders. You'll need to take out the two other speeders. Once you have done that, you will stop in a large area. There will be an AT-ST along with many Stormtroopers. Kill everyone, then hop into the AT-ST and blow up the large shield generator in the top right corner. Hop back on the speeder.

There are now three speeders for you to take out. Once you have done that, you will stop in another large area. Take out all the Stormtroopers, then blow up the plants to the left to reveal the feet for an AT-ST. Head down a bit, and use the force to move the block. Jump onto the block then onto the upper area. Use the force on the block up there to allow Leia to get up. Build the grapple pad and grapple up and pull the lever to get the rest of the AT-ST pieces. Take out the Stormtroopers that have appeared, and use the force to assemble the AT-ST. Blow up the shield generator, and get back on the speeder.

Take out the four speeders, and you will stop in another area. Take out all the Stormtroopers and get into the AT-ST, and blow up the shield generator. Get back onto the speeder. Now there are five speeders to destroy. Once you've done that, you will stop back in the first area you were in.

Deal with all the Stormtroopers, and then head back, across the bridge. Blow up the plants and build the push-lever. Push it around to lower the cage around the AT-ST pieces, and use the force to assemble the pieces. At about this point another wave of Stormtroopers will attack, so deal with them. Now hop into the AT-ST and shoot the suspended cages across the gap. Get out the of AT-ST and use the force to build a bridge for the AT-ST. Get across, then blow up the final shield generator. The shield to the right will drop, so head through.

Run forwards across this large area to the structure. Pull the two levers on the right pillar to use the lift, and head up. Run to the left along the walkway and into the next lift. You are now on top of the structure. Ignore the AT-AT and blow up all the grapple hooks the Stormtroopers are using to attack you. They are all along the edge closest to the camera. Pull the four levers to drop the shields around the four tall things around the AT-AT. Hop onto the white thing closest to the AT-AT to fling yourself into it. Now use the AT-AT to blow up the four tall things. Once this is done, get out of the AT-AT and pull the two levers.

iv. The Battle of Endor

Head to the right until you reach the area where the bridge is out. As Wicket, crawl through the vent to the other side. Then build the two mechanisms and the bridge will automatically raise. Keep heading right until you reach another open area. Shoot away the planks leading to a panel for C-3PO, then have him use it to drop down pieces for a grapple pad. Assemble it, and grapple up and pull the lever to raise the bridge. Keep heading right, down the ramp into the next area.

Head down the next small ramp, and blow up the four hooks that the Stormtroopers are using to grapple up. Now blow up all the canisters in the block pushing area. Assemble the block, then push it to the upper left corner. As Wicket, crawl through the vent and pull the lever to get the block lifted to that level. Then push it into the other block to bring up the elevator. Head down to it, and have each character stand on a button.

Shoot the four Stormtroopers below and to the right, and the Stormtroopers on the ledge up and to the right. Head to the tree with the ledge and blow up the plants around it to get the pieces for a push-lever. Push the lever around until the platform is raised, and then hop up as Wicket. Crawl through the vent then stand on the button so someone in your party can grapple up and make the ramp. Keep heading forward, across the river. Take out the Stormtroopers, and shoot away the coverings off the panel inbetween the two gates. Have C-3PO use it to reveal the buttons. Get all your characters to stand on the buttons to lower the first set of gates. Take the right way and build the ramp. Now go to the left way and have Wicket crawl through and pull the level. Build the grapple pad, grapple up, and stand on the buttons to lower the second set of gates. Head up and to the right to the next area.

Keep heading forward and use the catapult(!) to break down the barrier. Watch out for Stormtrooper as they won't stop coming. Kill the Stormtroopers in the next area, including the one in the AT-ST. Hop into it and use it to blow away the next barrier. You will come into a battle between the Ewoks and the Stormtroopers, but you can mostly ignore them if you don't care. If you want, you can take out all the Stormtroopers. Use an AT-ST to blow up the barrier stuff to the left of the bunker, and get up there using how you fly upwards when you get out of an AT-ST. Stand on the button so someone in your party can grapple up to another ledge and pull the lever there to get pieces for a grapple pad. Hop over there and assemble it, then grapple up then grapple up again, on top of the bunker. Blow up the middle and right canister, and build the rest of the area to slide the block. Push the block down and build the panel. Build the small ramp for R2 to get up there, then have him open the door.

Head down the hall, and open the door by shooting the middle part three times. Clear the next room of enemies, then pull the lever in the top left corner. Open the left door by shooting the middle part three times, and clear the next room. Stand on the button to the left, a button behind the right most panel against the far wall (blow up the panel), and the third button underneath a canister in the top right corner of the room. Jump up the new platforms to the top level and blow up all the panels. Push the block into the wall so you make a ramp from the platforms. Have C-3PO use the panel to reveal the next lever, and pull the lever. Head back to the main control room.

Head through the right door now, and clear the next room of Stormtroopers. Have R2 use the panel to activate the lift, then head up there and build the small bridge across the gap to the right. Have C-3PO use the panel to lower the lever, and pull the lever. While up there, as R2, go to the far left. Now fly directly away from the ledge to the left to another small ledge. Use the panel to have the pieces to a vent pop out of the wall. Build the vent, and go

through as Wicket. Take out the Stormtroopers and then pull the lever. Head back to the main control room and pull the two levers to drop the shield. Stormtroopers will now attack continuously. Between waves of enemies, build the four bombs in the area that was blocked by the shield.

v. Jedi Destiny

Hurt the Emperor four times. He will now use his force lightening on you. When he uses it, switch to either Vader or Luke, depending on who you're playing as, and attack him with that character. After one hit he will run away. Two imperial guards will attack you. These guys are incredibly annoying as they take 3 or 4 hits. The easiest way to take them out is to use Vader's force choke from a distance. Head down the stairs and to the left. Built the frame for the fan from the pieces lying there, then use Vader's dark force to disassemble the fan in the wall. Now use the force to make the vertical fan to get to the upper walkway. Use this walkway to get to the Emperor.

Once you get to him he will use force lightening to electrify the floor. Wait for gaps in the lightening to get across the floor, the pattern doesnt change. Don't try to jump across, the lightening will hurt you. Once across it will be back to combat. After one hit, he will use the force lightening, so use the same technique. After one hit like that, this two hit cycle will repeat. After three cycles he will run away again, and two more imperial guards will appear below you. Take them out, and follow the Emperor to the other side of the large room.

After one cycle of the same two-hit cycle, he will jump up high, and two more guards will attack. Kill them, then assemble the elevator mechanism. Use both forces at once to raise the elevator to the top floor. After one hit the emperor will jump to the other side, and after one more he will jump down. One more cycle and he will run away again. One more hit and he is gone.

vi. Into the Death Star

There are four Star Destroyers you need to take out. Do this by using torpedoes on the two purple things each Destroyer has on it's bridge. You can get torpedoes from blowing up TIE bombers.

You're now inside the Death Star. Keep flying forward, shooting away the stuff in your way until you see the torpedo generator. Take three and keep heading forward until you see the shield with the four generators, two on each side. Destroy the generators using the torpedoes, and continue. Head right, then to the left, making note of the torpedoes in the corner. Head down the long tunnel until you reach another door, with two missile launchers on each side. Take them out using torpedoes, and continue into the core.

Shoot each shield generator along the wall of the core. Keep your distance, though, as they will electrocute you, making you momentarily dead in the water. Once that is done, keep shooting the core itself to break away the rotating walls around it. Once those are gone, shoot a torpedo at it to finish the job. To escape, just keep flying towards the screen while shooting continuously until out of the Death Star.

Bonus Missions

Episode I: Darth Maul

First of all, you will have to deflect the shots that the four droids are shooting directly back to them. Once they have all died, Darth Maul will use the force to fling objects at you. When they are in mid air, use the force on the objects to fling them back to him to hurt him. More droids will appear. Repeat until you have hurt him three times, and he will run away. Build the bridge using the force, and continue after him.

In the next room, run after Maul along the platforms. He will jump down and disappear, but do not follow him. Continue heading up and to the right. You will have to use the force twice to retract a platform. Continue into the next room.

Jump over to the middle circular platform, and you will see Maul run away again, and remove a platform. Then, two droid commanders will call down normal droids. If you destroy all the droids, the commanders will just call in more, so you must kill the two commanders, one on the left and one on the right. For maximum hilarity, use the force to throw them off the platform. Now two of the stronger droids will appear back near the middle. Deflect their shots until their shields deactivate, then until they are both destroyed. Jump on the two buttons, and the platform will reappear. Pursue Maul into the next room.

Some people have trouble with this hallway. Maul will hide behind a series of forcefields. To deactivate them, use the force on one of the switches beside it and your partner will get the other one. Continue into the next room.

Finally, real fighting. Hit Maul six times, then he will assemble a platform to jump up onto. Trash will now fall from the ceiling, use the force to fling it at him. After three hits, it will be back to the normal fighting, and after four more hits he is dead.

Episode II: Count Dooku

Pursue Dooku down the hallway, and take care of the droids that attack. In the next room, he will flee behind a large door, and 5-6 flying things (I never saw Episode II, I don't know what they are called) will attack. Once you have killed all of them, assemble the button on the ground to the right on the room and stand on it. A platform with another button will appear. Your partner will jump onto that button for the next platform for you to jump on. Continue this until you are above the door, and use the force on one of the large switches. Your partner will get the other one, and the door will open.

You will now be in a large room. After you hurt Dooku three times, he will use the force to fling you back if you get too close. He will also be flinging objects at you with the force. As always, use the force on those objects just before they hit you to fling them at him to hurt him. After three hits, Anakin will have his hand cut off, and Yoda will replace him.

After three more hits, he will use his force lightening attack. When he is using this on you, switch to the other character and attack with them. After three hits, it will be back to normal fighting, and after four more hits you will have finished him.

Episode III: Darth Vader

This part is pretty irritating. You need to quickly run towards the camera, jumping over the lava. After a few tries you should be able to get it, just remember at the end of the hall do not make a right, even though it looks like you should. Keep going towards the camera.

In the next room, head to the right where the large door is and move the four beams from it. Then use the force on the two things locking it to open it. If it looks like you are about to run out of time, use the force on the other beams to get more time by propping up the ceiling. Head into the next area.

This part sucks as well. Quickly destroy the two blue and white things on the small ledge you are on and stand on the white buttons. The platform will retract. Hop onto it, and to the next ledge. Use the force on the small wheel thing to stop the steam so your partner can get to the other side and stop it completely. Run over to him, and use the force on the red thing on the ground, then use the force again on the large circular thing on the wall. This will activate a new platform.

This part sucks even more, if you can believe it. Hop along the long ledges, and then hop from rock to rock and onto the large structure ahead of you that is sinking into the lava. Keep hopping higher on it, then hop over to the rocks. Now the real battle begins. Nothing special, just keep hitting him until it's over.

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