

LEGO Star Wars II: The Original Trilogy Challenge Mode FAQ

by biggs03

Updated to v1.2 on Nov 15, 2006

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.

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----- LEGO STAR WARS II: THE ORIGINAL TRILOGY -----
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----- CHALLENGE MODE ("BLUE MINIKIT") FAQ - PSP VERSION ONLY -----
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                          EPISODE IV: A NEW HOPE
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-----Episode IV-1: Secret Plans-----
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[TIME LIMIT: 10:00]

1. In the first room.
2. Take a right at the corridor to the Dark Force door, there is one right in front.
3. Further down the corridor, to the left by the C3PO door.
4. In the next room with the grapples, under the floor to the left (use a Thermal Detonator to get down there).
5. In the next corridor above the door where Darth Vader stands.
6. In the room behind that door, shoot the farthest panel to the left to reveal the minikit.
7. Through the Stormtrooper door (or the Bounty Hunter one), then through the C3PO door in that area.
8. In the room with the slide blocks, by the rail on the right.
9. In the big room with the remote-operated grabber (which you use to pick up the Stormtroopers in Story Mode), on a ledge in the upper left.
10. In the last corridor.

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-----Episode IV-2: Through the Jundland Wastes-----
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[TIME LIMIT: 12:00]

1. On the left when the level begins.

2. To the right just after the first area (directly after the Bantha pen), fly across a gap and use a Thermal Detonator to blow up some silver wreckage and access a secret area. There is one in plain sight here.
3. In the same secret area, there is one inside the hut on the left. Use the Force to construct a platform and jump up to it.
4. After pushing the block you have to build, create a grapple pad to zip up to the next one before the Sandcrawler.
5. In the alcove on the front of the Sandcrawler.
6. Once inside the Sandcrawler, go in the C3PO door on the left.
7. After the elevator, in the room with the buttons on the floor, use the Dark Force to open a panel on the wall.
8. After leaving the Sandcrawler, use the Dark Force to lower the block to the left and access a secret area with some Banthas. There is one on the high ledges in the back.
9. Soon after you build the bridge over a chasm with the Force, in the area with the palm trees, there is a ledge far over to the left with a minikit. This one can be tricky to get to. It seems to work best to jump up to a ledge on the right, then fly over to the left where the gap is narrowest.
10. In the final area, on top of Ben Kenobi's house.

-----Episode IV-3: Mos Eisley Spaceport-----

[TIME LIMIT: 12:00]

1. First area, over to the right by the Stormtrooper only door.
2. Under a balcony over to the left in the first area.
3. On the ledge above the double score area, at the start of the second area. (Works best to take the Stormtrooper door from the first area)
4. Off to the right by the door at the end of the second area.
5. In Cantina in back.
6. After leaving the Cantina, grapple up, chase the Imperial Spy through the doorway, then drop down to the left in the next area. There is one on the ground here by a grapple pad.
7. There is one in the secret area you can access either through a Bounty Hunter door or a C3PO door.
8. In area with Sandtroopers and Dewbacks, the back right alcove (near Movie Theater).
9. Inside the Movie Theater.

10. On top right in Docking Bay 94 (where the Falcon is). Use one of the canisters to jump up.

-----Episode IV-4: Rescue the Princess-----

[TIME LIMIT: 11:00]

1. Beside the crane to the right after the first room.

2. The C3PO area in the next room.

[NOTE: The next two are on the path you would take if you were to fly across the gap in the hallway (AKA Where Ben Kenobi jumps to)]

3. Next to the forcefield generator.

4. Blow up the first round pillar to your right after the generator.

[NOTE: This is the regular path you would take in Story Mode]

5. By the elevators, jump on top of the canister and double jump up. (Be sure not to blow up the canister!)

6. Destroy the cameras and use the R2D2 panels to go up the elevators. It's in the center of the room.

7. At the end of the next hallway after the elevators.

8. On top of the center object in the control room area (right after you have to push the lever thing to make the platform rotate).

9. In the next area with elevators, stack the three blocks on top of each other and jump up.

10. The first prison chamber to your left in the final area.

-----Episode IV-5: Death Star Escape-----

[TIME LIMIT: 10:00]

1. In the garbage area (first room), down in the muck.

2. In the C3PO room on the left as soon as you leave the first room.

3. In the big room with a lot of Stormtroopers, on a platform in the middle (switch the grapple position to get over there).

4. As you enter the next room (with the window-wipers), over to your right.

5. In the outside area, just before the three levers.
6. After you go up the lift, in the next hallway.
7. After you swing over the great chasm, in the room with the Stormtrooper helmet dispenser.
8. In the next big room with a lot of Stormtroopers, in the alcove on the right.
Be sure you get the minikit before you pull the levers to close the door (to stop Stormtroopers coming out).
9. In the left alcove in the same room.
Same as above.
10. In the right of the hangar, next to the pushable block.

-----Episode IV-6: Rebel Attack-----

[TIME LIMIT: 7:00]

1. To your right when you start.
2. After you get through the first force field, there is one to your right.
3. Continuing along the right wall, there is another one around the corner.
4. To the left in this area is a Tie Fighter door with a minikit.
5. After the next force field, take the left fork, there is an obvious one here.
6. After this is a Tie Fighter area on your left (the one with the pillars). There is one at the back of this area.
7. Now going back (if you had taken a right when entering this area) there is a small Tie Fighter area with a minikit (the one with the Snowspeeder bomb).
8. Entering the next area, over to your left among some turrets.
9. Behind you when you enter the trench.
10. At the back of the final area.

 EPISODE V: THE EMPIRE STRIKES BACK

-----Episode V-1: Hoth Battle-----

[TIME LIMIT: 10:00]

1. In the Tie-Fighter only area behind where you start.
2. In the room behind the wall at the end of this Tie-Fighter area. (Use a bomb

to get back there)

3. At the end of the first area, over to the left.
4. In the second area, the beginning part with the two AT-ATs.
5. In the first screen of the Tie-Fighter only area in the second area.
6. In this Tie Fighter area, keep going to find another one some ways down the tunnel.
7. Still in this Tie Fighter area, drag a bomb down the tunnel, past the AT-AT and destroy the wall at the end.
8. Farther on in the second area, in an ice niche up to the right.
9. In the final area.
10. Also in the final area.

-----Episode V-2: Escape From Echo Base-----

[TIME LIMIT: 10:00]

1. Behind you as you start, through the R2D2 door, at the back of that room.
2. To the right of the turret you have to build, in the room with the cart, there is one up on a ledge.
3. Left of the turret, in the room with the frozen skeletons (the one you access by sending the cart to blow up the ice in front of the door).
4. On the left side of the large room with all the sliding boxes.
5. In this same room, on the right, go through the R2D2 door to the "fishing" area.
6. On the hill you have to slide down to push the buttons to open the next door.
7. In the next room with the four buttons on the floor, through the C3PO door, then use a bomb to get to the medical room behind that.
8. Just before the last room, use the Dark Force to climb the slippery slope to the left, there is one at the top.
9. At the top of the same slippery slope, go to the room on the right.
10. In the final room with the Falcon, in a shielded area on the right.

-----Episode V-3: Falcon Flight-----

[TIME LIMIT: 10:00]

1. At the beginning, behind one of the Star Destroyers. (As you start out facing them, it's second from the left)
2. In the second area, on the right.
3. Farther along in the second area, on the left.
4. At the end of the second area, on the right, just before you bomb your way through the asteroid.
5. After you bomb your way through, right in front of you.
6. In the third area, to the left.
7. Farther in the third area, to the right.
8. In the next open area (the one with the Giant Space Worm), over to the right.
9. In the next area, after you bomb your way through, over to the left.
10. At the end of the level (where you bomb the big rock).

-----Episode V-4: Dagobah-----

[TIME LIMIT: 10:00]

1. To your right soon after you start is a metal gate obscured by foliage. Use the Force to get through then fly back to the little road.
2. On an island in the first big swamp.
3. On the hill behind Yoda's house.
4. To the right of Yoda's house is a block you use Dark Force on to build a raft. It will float you back to an island with the minikit.
5. Go through some tree roots near Yoda's house to get to the training area. The minikit is near the end (where the high R2D2 panel is).
6. Continue through the level, flying around the tree and going into the cave. There is one across the chasm to your right, use a flying character to get it (or use Dark Force to build a bridge).
7. As you go through the cave there is a C3PO door on a ledge in the upper left, shortly before Vader's area. Behind it is a minikit.
8. In Vader's area, over to the left.
9. Go straight to the right after exiting Vader's area.

10. Near the force platform under the pushable block.

-----Episode V-5: Cloud City Trap-----

[TIME LIMIT: 10:00]

1. On top of your X-Wing.
2. In the next room, over to the right.
3. Fly over to this one in the first Darth Vader fight room, AKA Carbon Freezing Chamber.
4. Right in front of you in the open area after you exit the Carbon Freezing Chamber.
5. At the end of this area, near the exit, fly over to it.
6. Bottom left of the second Vader fight room.
7. Bottom right of the third Vader fight room.
8. Top left of the third Vader fight room.
9. Near the last lift in the last area.
10. Next to the Imperial door in the last area.

-----Episode V-6: Betrayal Over Bespin-----

[TIME LIMIT: 10:00]

1. Move towards the camera as soon as you start.
2. In the lounge room where you fight Boba Fett.
3. After Boba Fett goes through the Bounty Hunter door, turn right, there is one in front of the R2D2 door here.
4. In the hallway as you proceed to the Slave 1.
5. Behind the Slave 1.
6. In the big open area with the crane, on top of the lift after you grapple up.
7. Farther on in the same area, grapple up next to the R2D2 panel.
8. At the end of the hallway before the room filled with gas, grapple up and hover to the bottom right alcove. You can't really see it but it's there.

9. In the hallway after the gas.

10. Around behind the Millennium Falcon at the end.

EPISODE VI: RETURN OF THE JEDI

-----Episode VI-1: Jabba's Palace-----

[TIME LIMIT: 10:00]

1. In the starting area, in plain view to the right.

2. In the starting area, way off the the left - use Dark Force and a grappling hook to get there.

3. Once you are inside, in the cage area on the left, near the Bounty Hunter helmet dispenser.

4. In the next room, use the Force to move a round object out of an alcove on the right.

5. The next cage room, first cage on the left (use an Ewok or other short guy).

6. On top of the falling floor.

7. Under the floor in the next room, blow the floor panels at the start to get down.

8. As you walk into the large room with the three pushable blocks, it is in the far left of the room, hidden from view around the corner.

9. After you go down the stairs, on the left in the second room.

10. On the upper left side of the Rancor.

-----Episode VI-2: The Great Pit of Carkoon-----

[TIME LIMIT: 10:00]

1. On the third car, the one where you fight Boba Fett.

2. If you go left on the ship (normal Story Mode path), there is one behind one of the doors you lift with the Force. It is the last of the first group of doors, before the first dark opening.

3. If you go around the ship the other way (using a Dark Force character to lower the platform) there is one right at the curve. You can't miss it.

4. Continuing this way (Dark Force way) there is one on the last extendable platform before you get to the back of the ship.

5. In the second room inside, over to the right.

6. After you ride up the C3PO platform, use a Thermal Detonator to blow the metal door, there is one in this room.

7. In the "Disco Room," on the platform you grapple up to.

8. Right behind you when you get to the top of the ship.

9. Beside the C3PO panel for the target thing you have to blow up.

10. On the second platform on the top of the ship.

-----Episode VI-3: Speeder Showdown-----

[TIME LIMIT: 15:00]

[NOTE: On this one, minkits #2-9 are on the speeder track, either on the track itself or accessible from the "rest areas" ... I have described the ones you can get from the rest areas, but it would be too annoying trying to describe the ones on the track, they're obvious anyway. Also you might get some of the rest area ones while going around the track in which case obviously they won't be at the rest area location I describe...]

1. Right where you start, over to the left, hidden in some bushes.

2. In the first speeder "rest area" you get to, before you actually get on the speeder, over to your right (bottom of screen).

3. In the second rest area, up on a ledge to your right, jump out of the AT-ST to get up there.

4. Third rest area, over to the left by the flowers.

5. Fourth rest area, towards the back (bottom of screen) by a log.

6-9. On the speeder track. Find 'em yourself. (They're pretty obvious) Just be sure you have all 9 before you stop at the last area because you can't go back after that.

10. After you are done with the track and proceed to the Imperial installation, there is one on the upper right you grapple up to.

-----Episode VI-4: Battle Of Endor-----

[TIME LIMIT: 10:00]

1. To the left, after being Force lifted in chair.

2. In the same area, behind the second set of huts. (You can't see it, but it's back there)

3. After the first bridge, right beside 3 jars at the bottom of screen.

4. After going down to the next area, in back of the checkered floor.
5. After descending from the trees in the elevator, construct a grapple pad and go up to your left.
6. Right behind the next gate.
7. Pass the next set of two gates and proceed into the next area... The minikit is to the bottom right by a large log.
8. After the gate that you destroy with the catapult, it's to the left, hidden in some foliage.
9. To the right of the shield bunker.
10. Inside the shield bunker, in the room to the left of the main room, in the far corner.

-----Episode VI-5: Jedi Destiny-----

[TIME LIMIT: 10:00]

1. On a ledge up to the right in the starting area.
2. Under the starting area.
3. Up on the ledge where you chase the Emperor.
4. Underneath the electric floor, to the left.
5. In the Bounty hunter area in the middle pillar.
6. In the Stormtrooper area in the middle pillar.
7. At the top of the Force Elevator.
8. In the Force Elevator area you use a short character to go up and push down an exploding box to access a new large room. There is one to your left as you enter.
9. The other side of the same room, to your right as you enter.
10. In this same room, pull the switch in the upper left to drop some stuff, use it to build a box, rotate and push it to activate the elevator. Go up and jump to the right.

-----Episode VI-6: Into The Death Star-----

[TIME LIMIT: 10:00]

1. On the "bridge" part of the first Star Destroyer.
2. On the next Star Destroyer to the left, same place.
3. Behind the first turret on the left after you enter the Death Star.

4. At the first gate you destroy with torpedoes, on the wall to the left.
5. In that trippy blue passage before the final area, along the right wall.
6. At the gate before the final area, on the left wall.
7. Along the wall in the final area.
8. As you are escaping, in the first section, on the right side of the screen.
9. As you are escaping, second section, left of the screen.
10. As you are escaping, third section, as you come round a corner.

CHALLENGE MODE UNLOCKABLE CHARACTERS:

- IV-1: TC-14
- IV-2: R4-P17, PK Droid
- IV-3: Padme, Anakin Skywalker (Boy)
- IV-4: Battle Droid, Battle Droid (Security), Battle Droid (Geonosis),
Battle Droid (Commander)
- IV-5: Droideka
- IV-6: Clone (Episode III, Pilot)

- V-1: Ki-Adi Mundi, Kit Fisto, Luminara, Shaak Ti
- V-2: Padme (Battle), Padme (Clawed), Padme (Geonosis)
- V-3: Geonosian
- V-4: Clone (Episode III, Swamp)
- V-5: Super Battle Droid
- V-6: Queen Amidala, Captain Panaka, Royal Guard

- VI-1: Disguised Clone, Boba Fett (Boy)
- VI-2: Jango Fett
- VI-3: Clone, Clone (Episode III), Clone (Episode III, Walker), Commander Cody
- VI-4: Wookie, Jar Jar Binks
- VI-5: Chancellor Palpatine, General Grievous, Grievous' Bodyguard
- VI-6: Mace Windu, Mace Windu (Episode III)

BONUS LEVEL UNLOCKABLE CHARACTERS:

- I: Obi-Wan Kenobi, Qui-Gon Jinn, Darth Maul
- II: Obi-Wan Kenobi (Jedi Master), Anakin Skywalker (Padawan), Count Dooku
- III: Obi-Wan Kenobi (Episode III), Anakin Skywalker (Jedi)

CREDITS:

This FAQ was compiled from information posted on the GameFAQs message board. I have rewritten stuff for clarity, and so that the FAQ is reasonably consistent in style, and also I have rearranged stuff so that it is as much as possible in chronological order by level. But most of the real work of gathering the information was done by the following GameFAQs message board contributors:

- pjknight9
- Oevil_homer0
- GadisNaga
- Black Skull Dragon
- BedBeats

Thanks guys!

Version 1.0 finished 10/19/06 by Biggs03

Version 1.1 finished 10/24/06 - improved the formatting

Version 1.2 finished 11/14/06 - added Time Limits, Unlockable Characters

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