

Star Wars: Lethal Alliance FAQ/Walkthrough

by daveybax

Updated to v0.50 on Jan 3, 2007

This walkthrough was originally written for Star Wars: Lethal Alliance on the PSP, but the walkthrough is still applicable to the DS version of the game.

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====Lethal Alliance====

---Complete Strategy Guide/FAQ/Walkthrough - Version 0.50 - By: David Baxley

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 (Section One: The FAQ)

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 [-= I.a Introduction =-]
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I anxiously awaited the release date of the game. At last I would get to enjoy a Star Wars game on the PSP. I rushed to the store with Jedi-like speed and made my purchase like Obi-Wan and Luke buyig passage on the Millenium Falchon. I cradled my Star Wars themed PSP like a new father would hold his infant. The intro crawl appeared and I fell into a galaxy far far away for the next couple of days. This game was pure Star Wars platformer joy, much like the Dark Forces series or the Jedi Knights. As much fun as playing this gem of a game was writing about it was an even greater joy. This guide will be the "Chosen One" strat guide and it will be the only guide you'll need to guide you through game. There is probably only one thing that tops my love for gaming and that is anything Star Wars. I hope you find what you need contained somewhere here in the guide and have some fun while you're here. I'll let my good pal Obi-Wan finish "This is the guide you're looking for."

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[-= I.b Version History =-]
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Verion 0.50 - You'll find all the basics covered in this version. The walkthrough is complete from levels one through thirteen as well as some frequently asked questions covered. More to come shortly. Sorry for the delay, the holidays have been hectic for me.

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[-= I.c Legal Issues =-]
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[-= I.d Contact Information =-]
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You can contact me at Daveybax@hotmail.com
If you would like to use my guide send me an email and I will be happy to let you do so. To use my guide it must be unaltered and I must be given full credit. If you would like to submit something concerning this guide feel free to do so and you will be given full credit. Also, if you have any questions concerning this game you can email me and I will do my best to write back in a timely manner.

-David Baxley

(Section Two: Game Basics)

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[-= II.a Controls =-]
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It feels strange to be covering the game's controls when all this is handled in the instruction manual that comes with the game. Don't let trees die in vain, please read your manual. However, maybe you have lost your manual or you bought a used copy that didn't come with one.

[Analog Stick] = Move in relation to the camera or move in relation to the

target you have in lock.

[Directional Buttons] Change Weapons.

[Triangle] Zeeo offensive move/interaction.

[X] Attack with current weapon.

[O] Roll/dive roll/jump with Zeeo. Dodge or dual dodge (double-tap).

[Square] Zeeo defensive Move.

[L and R Buttons] Rotate camera. Switch locked target.

[L Button + R Button] Tap: Unlock and re-center camera. Hold: Unlock/free look.

[Select] Mission Data.

[Start] Game menu.

(Moves)

[X] Fires your weapon and when close uses melee attack.

[O] If pressed while standing still a roll is executed. If pressed while moving forward a dive roll is executed.

(Zeeo: Defense Abilities)

[Boomerang] If an enemy is in target lock and in long range press triangle. Using this move causes Zeeo to hit an enemy and stun him.

[Ground Pound] If an enemy is in target lock and in close range press triangle. Using this move causes Zeeo to slam into the ground and damage enemies within the radius.

(Combos)

[Rianna Combo 1] X+X+X

[Rianna Combo 2] X+X+Square

(Dual Combos)

[Hammer of Ryloth] X+Triangle

[Winds of Mustafar] X+Square

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[-= II.b Difficulties =-]
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Easy: This difficulty was as it's name implies "Easy". You take very little damage, it almost seems like you are invulnerable. There are still parts of this game that are challenging. This game has many areas which will (as I like to call it) insta-kill you.

Normal: This setting was much more of a challenge. The enemy numbers stay

the same but you actually take decent damage on normal. I was much happier after playing this difficulty because easy was to breezy.

Hard: This difficulty is pretty much the same as the others only this time around the game lays a "Lethal" level of damage upon you. The only really bad spot was the final boss. To those of you who make it to him "Good luck and may the force be with you."

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[== II.c Weapons & Items ==]
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[Thorn of Ryloth]

Ammo: NA

Attack Rate: Medium

Damage: Low to High (Depends of the combo)

Range: Close

Availability: Starting Weapon

Thoughts/Tactics: They got the "Thorn" part right. This weapon is more of a thorn in your side. The game will auto-switch you to your melee weapon when an enemy is close. As you attack enemies time will slow (thanks Matrix for cliché bullet time) down. Melee combat in this game is really only good when you're executing a stealth kill. This weapon is flashy but really isn't that useful.

[Blaster]

Ammo: 150 (Slowly refills itself over time)

Damage: Low

Range: Long

Accuracy: Medium

Fire Rate: High

Availability: Starting Weapon.

Thoughts/Tactics: This is your go to gun at close/medium range. Its high rate of fire means you can dish out punishment very quickly or atleast until your thumb cramps up. You'll find yourself using this gun a lot because your other weapons run out of ammo very quickly.

[Heavy Blaster]

Ammo: 200

Damage: Medium

Range: Long

Accuracy: Medium

Fire Rate: Medium (fires in three round bursts)

Availability: Farmer Ship Lower Section

Thoughts/Tactics: A decent weapon that would be better if it didn't drain ammo like Barny drains beers in Moe's Tavern. The game is very scarce with this ammo type and since it fires in bursts you'll find it empty for the most part of the game. Try to conserve this gun for tougher opponents.

[Blaster Rifle]

Ammo: 50

Damage: High

Range: Long

Accuracy: High

Fire Rate: Low

Availability: Mirkanite Mining Facility Entrance

Thoughts/Tactics: A very good weapon for sniping. When using this gun make sure the enemies are far enough away that they don't notice you or you'll end

up dead while trying to hit them in zoom mode.

[Thermal Detonator Launcher]

Ammo: 10

Damage: High

Range: Medium

Accuracy: Low

Fire Rate: Low

Availability: I.V.F Arena

Thoughts/Tactics: Save this weapon for Boss fights or the tough enemies.

It would be a better weapon if not for the piss poor accuracy it brings to the table.

(Items)

[Ammo]

The ammo pick ups in this game (save for the launcher ammo) all looks the same. It comes in the shape of a small looking clip icon. Thanks designers.

[Health]

Looks like a piece of metal with an orange tube in the center.

[Zeeo Shielding]

A large blue piece of metal which refills Zeeo's energy.

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[-= II.d Enemies =-]
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[Black Sun Smuggler]

Appearance: They show up throughout the first two worlds. A wide range of species and appearances.

Weapon: Blaster

Health: Low

Tactic: Use your Blaster or close quarter combat to deal with them.

[Turrets & Flying Turrets]

Appearance: Mounted turrets or hovering ones.

Weapon: Twin mounted blaster cannons

Health: Low

Tactic: Stay mobile and use the Zeeo shield or Heavy Blaster to quickly deal with them.

[IG-88 Assassin Droid]

Appearance: The same droid as shown with the bounty hunters in "Empire Strikes Back".

Weapon: Blaster Rifle

Health: Medium

Tactic: This enemy represents the first of many frictions this game creates within the Star Wars universe. The game throws this enemy at you in places and according to Star Wars lore there were only five IG-88 droids ever made.

(Refer to the novel Tales of the Bounty Hunters.) Since this game is very

fun i'll let this one slip Ubisoft. I guess I got sidetracked. Pour on the fire with your Heavy Blaster to send these guys to a Jawa scrap heap.

[Storm Trooper]

Appearance: The classic boys in white.

Weapon: Blaster and Blaster Rifle

Health: Low

Tactic: Use your Blaster or melee combat on them.

[Sand Trooper]

Appearance: Like a Storm Trooper except with an orange pad on their shoulder.

Weapon: Blaster, Blaster Rifle, or Heavy Blaster

Health: Medium

Tactic: Use your Blaster Rifle to snipe them whenever possible and use the Heavy Blaster on them when close.

[Imperial Security Officer]

Appearance: They have a black uniform and a Samurai like helmet.

Weapon: Blaster

Health: Low

Tactic: Yell "Luke we're gonna have company" and burn them down with your blaster or melee combat.

[Imperial Officer]

Appearance: Unhelmeted guys in green uniforms.

Weapon: Blaster

Health: Medium

Tactic: Show them your code clearance with your Heavy Blaster.

[Elite Trooper, Yellow]

Appearance: There are a couple of these "Fashionable" troopers. These guys are another Ubisoft Star Wars problem. While i'm sure some troopers were leftover from the clonewars, after the wars the Imperial troops all wore white uniforms. Okay i'm done ranting. These guys look Clone Trooperish, white with yellow highlights.

Weapon: Heavy Blaster

Health: High

Tactic: Use your Heavy Blaster or Zeeo deflection shield when dealing with these prequel dinosaurs.

[Elite Trooper, Green]

Appearance: Clone War style trooper with green markings.

Health: High

Weapon: Thermal Detonator Launcher

Tactic: Use their own weapon on them or the Blaster Rifle.

[Elite Trooper, Red]

Appearance: Clone War style trooper with red markings.

Health: High

Weapon: Duel Blasters

Tactic: Thermal Detonator Launcher or use your Heavy Blaster.

[Scout Trooper]

Appearance: The troopers first encountered on Endor in "Return of the Jedi". You know the ones whose job it was to drive those speeders and for some reason they were drawn to trees like moths to a flame.

Health: Medium

Weapon: Blaster

Tactic: Your Blaster or Heavy Blaster should get the job done nicely.

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[-= II.e Tips -=]
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Stay mobile while engaging enemies. Use your side step and dodge/dual dodge.

Conserve your Heavy Blaster ammo. Try to avoid firing while your enemy is moving because you will have wasted three rounds of Heavy ammo.

Try to avoid close combat because the damage isn't that great and for the most part will only get you killed.

Stealth kill enemies whenever possible.

Utilize your droid companion, thats what he's there for.

Keep an eye on your PSP's charge because this game is so awesome you might loose track of it.

Have patience when dealing with the jumping or lazer portions of the game. Take a moment to survey your route or timing on the lazars.

If you don't have an analog extension for your PSP then get one. It makes these platformer games much, much easier.

Make sure to use the games explosive scenery to your advantage.

In the immortal words of Yoda "Do or do not...there is no try".

(Section Three: Walkthrough)

=====
[-= III.a Introduction/Format -=]
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The following walkthrough is based off of the "Normal" difficulty setting. This guide will not cover health and ammo placement because this game is very generous with the pick up items. This guide is also spoiler free and will only cover how to proceed through each level and not give away story details.

This game contains no secrets and only one unlockable feature.

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[-= III.b Level 1: Lower Streets =-]
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Move out into the main square as you sift through all the wonderful pop-up messages giving you the control breakdowns. To the left of the square is a metal garage like door with a green sign and a yellow sign on either side of it. Move through the doorway and into another square this one with a statue of a storm trooper in the middle of it. Practice your blaster skills on the statue. Once the statue is destroyed small openings will slide up with lazer turrets behind them. Move from side to side as you target lock and punish the foolish turrets. When they're all gone a platform will lower down into the square.

Ride the lift up and move across the room to meet with Kyle Katarn. After you two are done discussing things of cosmic importance head through the hallway that was up until now blocked by a red lazer wall. Just as the hall begins it will be guarded by some lazer gates. Walk up to the lazars and hit circle to roll underneath. Continue along until the hall turns to the right and presto more lazars. Roll underneath and move to the next set. This time take a couple of steps back and run towards them and hit circle to dive over them. The hall now takes a left turn and there are three sets of lazars that extend from the floor to the ceiling. They will be moving back and forth across the hallway. Run through them and into the next area.

In this new room there is a ramp in the left corner. Head up the ramp, but before you can proceed into the next room a blast shield will drop down and two turrets will appear on the wall behind you. Take them down and the blast shield will open. Head up the ramp and dive into the next room. The floor in this area is covered with mines. There will be a red circle that shrinks and expands. If you are caught in the red circle the mine will detonate. Make your way across the room avoiding the circles of death. Roll under the set of lazars as you head into the next room.

Make your way through the garage like door on your right. When the door raises there will be a smuggler with his back to you. Summon your ninja skills and stealth kill him. As you make your way past him another smuggler will run into view from stage left. Target the explosive crates and the blast will do the work for you. The hall cuts to the left and opens into a large room. There is no door...hmmm...perhaps its behind those cleverly placed crates. Blast them and do your best to whistle the music that plays when a secret door is reveled in Zelda. There will now be a large hole in the wall and two smugglers will be bearing down on you. Punish there foolishness with your Blaster.

Make your way down the hall and take the garage door on the right. When the door opens you are treated to more lazernastics (hey I made a new word.... lazer + gymnastics = lazernastics...okay shutting up now). Dive roll over the first set of lazars. Roll under the second and dive roll over the third. Head through the garage door on your right and into the next area. As you progress into the area there will be an aclove on your right. In the aclove there are two smugglers. When you get close or attack them they freak out like ants at a picnic. On the back wall of this area two turrets will begin firing once the guards are in a state of panic. Deal with the turrets first, since they can't dodge. When they are scrap take out the smugglers. Head through the garage door located under the turrets and the level will end.

Yay, now your only thirty-three levels away.

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[-= III.c Level: 2 Underground District =-]
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Run through the alleyway and out onto a balcony like area. Introduce the guard making his rounds in front of you to "your little friend". Move around a small block of wall and take down another guard. When you move into the area the second guard came from two doors will open and some guards will come out. After the four smugglers are downed the doors will shut and another blast door will open. Weave through another alleyway and into a large area. When you step into the new area a lift will lower and deliver a smuggler. Shoot the crates in front of you. Even if you don't kill the guard with the blast this will keep you from accidentally shooting them when you are too close. When you near the lift a door in front of you and two doors behind you will open. Give a Rambo like yell (I promise it helps) and take out the swarm of smugglers. Once they are depleted the doors will close. Ride the lift up to the next area.

You will now be looking down a hall with several lasers. The first one is stationary while the the next two are moving up and down. Dive roll over the first one, wait till the second one is on the way up and roll under it, and wait till the third is up and roll under it as well. Move into the alleyway after the lasers and after it turns to the right a turret will spring into action. What awaits around the next corner? Yay! More lasers to navigate. The first two are floor level and are moving back and forth while the third is chest height and also is moving in a similar pattern. Dive over the first two and roll under the third. The hall ends looking out into a large reactor room. Dive out into space and land on the floor Tomb Raider style. Wind around the reactor and stealth kill the first guard you come across. Blast two more smugglers further in and shoot the small green reactor in the corner.

After the cutscene you will be in control of your new pal Zeeo. Drive your pal into a small duct in the wall on your right. Take a left and go all the way to the end and then take a right. Follow the duct as it turns right. This will take you to Rianna. After the cutscene you now have the boomerang ability. Make the smuggler that has run out into the hall in front of you one with the force. Now head down the hall. At the end is a locked door with a data console on the left. Have Zeeo slice it and go through the now open door. In the next room Zeeo will begin slicing another console. Once he starts two flying turrets will come down from the ceiling. Blast the the unwanted visitors before they can stop your little droid friend.

In this new room you will learn all about team jumping with your new droid. Once you have been enlightened by the wisdom of the onscreen text boxes move to the blue circle area on the floor. Make your way up the anchor points and stealth kill the guard at the top from your anchor point. Run along the walkway and vaporize the three smugglers that you will encounter. Head through the open door at the end. You can't miss it, on the floor in front of it there is a strip of glowing blue arrows. After you enter the doorway the level ends.

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[-= III.d Level 3: Backdoor to the Warehouse =-]
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After some more on screen control tips (get used to them as they will continue throughout the game and there is no option to turn them off) head through the doorway in front of you. Gundown the three smugglers in front of you and one on a ledge on your left. Once they are gone Zeeo will helpfully unlock the next door for you. Head up some stairs and through the door. In this hallway three power couplings will be blocking your path. They are similiar to the lasers you have already encountered. Make your way through the area by rolling under them when they are above you.

When you go through the doorway at the end you will now be in an open area. You will learn about the slide ability. Slide up along the pipes until you are upside down. As you prepare to cross over to the other side be cautious. Between you and the other side are speeders. On the route before you are two sections that are brownish in color. These brown sections are where the speeders will cross your path. The speeders will come in by themselves or groups of two. Take a moment to make sure it isn't a pair of speeders and cross to the other side. Once safely over jump across the gap on your walkway and prepare to slide along another pipe. Use the same strategy to cross safely to the next walkway. Your path will be blocked by a lazer wall. To disengage this pest send Zeeo into the duct tucked into the corner. In this duct and the rest of the ducts in the game there will be lasers and mines. Ignore them as you head for the unlock because even if you're health is gone Zeeo will only slow down for a bit and then his health will replenish.

Once the wall has been turned off slide along the third and final pipe section. Go through the doorway at the end of the last walkway. Make a timely roll under some lasers and through the next doorway. Congratulations another level in the bag.

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[-= III.e Level: 4 Black Sun Warehouse =-]
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Go through the door and stealth kill the smuggler on the other side. Move down into the warehouse and deal with three more smugglers. In the center of the area is a ramp leading to the other side of the warehouse. The path is blocked by a stack of crates. Send Zeeo to slice a console on your right. After the slice the crates will move down and an empty container platform will take its place. Once the path is cleared a group of smugglers will move out into the other half of the warehouse. Cross over the ramp and introduce them to the business end of your blaster. There are some explosive in this area to help you speed up the process. After the firefight head through the door conveyinantly marked with green lights.

Wind through a maintenance hallway, through a door, and into another warehouse room. Take out three smugglers in this area and have Zeeo slice a console. This clears the ramp like before. Head over the ramp and deal with two turrets on the other side. On the righthand side is another slide pipe. Slide up and over the wall. Drop down and stealth kill the clueless smuggler below. Slice the console, kill a smuggler that runs into the room, and slide up a second pipe across from the one you dropped down from. Cross back into the other room and drop down onto a guard below. Move back over the central ramp and cause another smuggler to cease to exist. Move through the door marked by convenient floor arrows.

Make your way through another hallway. This leads you to another large room.

Head up the stairs on your left and into the control room. Send Zeeo to slice and after he is done several waves of smugglers will enter the area. Stay mobile and blast them into oblivion. When all the smugglers are cleared out Ze will unlock the next door. Make your way through the floor arrow marked door. Proceed through yet another maintenance hallway. You will now be in a third warehouse. After you enter some wall turrets and baddies will try to delete you from the matrix. When the action dies down make your way through a door which is marked by arrows.

Head down yet another hallway and into a room identical to the others. Fight another turret and some more smugglers. When they are dead another door opens and is marked by....suprise floor arrows. When you go through the door the level ends.

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[-= III.f Level: 5 Emergency Exit Route -=]  
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Enter the door ahead of you and engage two smugglers and a turret. Shoot the item container to quickly take out the two guards and then do a side to side dance as you deal with the turret. Just to the left of the doorway you exited from is some wall jump anchor points. Move up the wall along them. When you reach the top a smuggler decides now is the time to take an emergency balcony break. Stealth kill him from your anchor point and enter the door he came out of. In this area is a long narrow room with droids working feverishly at some consoles. Along the floor are two ground level lasers which move toward and away from you. Get a feel for their timing and dive roll over them. Past the lasers the path ahead of you is blocked by a lazer wall. Have Ze begin to slice the door controls. When he starts this process two flying turrets will attack from behind you. Behind the lazer wall is another narrow room. Upon entering two wall turrets will begin blasting at you from the far wall and several waves of smugglers will attack from the left. After you have utilized your analog stick and x button to make them stop Zeeo will unlock the next door.

Go through the green light door on your right. Through this door the path slopes downward. Exit another door at the bottom and into an exposed alley like area. At the other end of the roof section is a green generator. Make your way to the generator to spawn a cutscene. After the cutscene the level ends.

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[-= III.g Level: 6 High Speed Traffic -=]  
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This level has you clinging to Zeeo as he flies you toward your goal. Along the way you will be required to dodge obstacles in your path. This level is crazy fun. I've been wanting to see this in game ever since I watched Obi-Wan do it in Episode II. Here are the controls for this portion of the game. Analog-Moves you from side to side.

L Button-Makes become perpendicular to Zeeo on the left side.

R Button-Perpendicular to Zeeo on the right side.

L and R Buttons together-Hop into a crouch on top of Zeeo.

This level moves pretty fast so I will focus less on description and more on the different positions you will need to be in to avoid the obstructions.

Don't worry about the speeders as they are there for decoration onl and can't harm you.

The level begins with you dropping down into a traffic tunnel and after that one you drop down into another. After the tunnel you drop down into the ground area and here is where the fun begins. Here are the dodging movements. Left then right and you will move further down.

Stay in the center then go either left or right, right, left, center, right, left, right, center, left, right, left, center, center, center, left, right, left, right, left, now hop on top of Zeeo, and stay on top as you round a bend.

Stay on top of him, drop down and swing on your side, left, right, side dodge, round a corner and side dode, the door to a large building opens and in you go. Another door opens exposing some energy rays. Mount Zeeo and cruise over them, stay up as you pass through another door, grab the energy pick up as you pass it, after entering the new area drop down to avoid bumping your head, at the end of the room you drop down into a tunnel.

The tunnel leads you back outside. You will be flying in between some buildings and in your path are some skywalkways. Side dodge, mount and grab an energy pick up, now you will move along the edge of the buildings as you work your way downward.

You will now be moving along the side of some buildings. Mount and grab some more energy. You will cross over to the buildings on the other side. Mount and stay mounted as you pass over three obstructions. Grab another energy refil and you will cruise over a cargo freighter.

Mount up and stay mounted as you dodge left and right repeatedly over the cargo ship. After the ship you will be out in the open free from life ending sudden stops. At the end of the breather you will move threw a doorway. It will be in the process of closing so stay in the center. After entering you will turn to the right and side dodge threw a narrow gab.

You will now be in an alley with more sky bridges in your way. Side dodge over the first one, drop down and go under the second one, and side dodge again over the third one. You will now be clear and heading for a platform. After a 6.5 dismount you will be again safely on the ground and a cutscene will play. Once the scene is done the level will end.

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[-= III.h Level: 7 Farmer Ship Lower Section =-]
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The level starts with you obtaining a new toy, the Heavy Blaster. Blast the explosive crate in the corner to reveal an anchor jump point. Jump up to the walkway and dive roll over a moving lazer to reach the next anchor jump point. Jump up and to the left to land on the walkway next to the one you're on. Move to the other end of the walkway and jump up another set of anchor points. Make your way to the other end of this walkway to another jump point. Pause a moment at the top of the anchor points before jumping down to the walkway below. Moving along the floor of the next walkway are a pair of lazars that are moving back and forth. When you have the timing down hop to the walkway and dive roll over the lazars as you make your way to the other end.

Take the side door at the end of the last walkway. The door opens to a large area with two smugglers being busy at some consoles. Stealth kill the guard closest to you and move to the next guard. Switch to your heavy blaster and

shoot another two smugglers on a walkway across from the platform you are on. Now send Ze to slice a console to lower a draw bridge which will take you to the next area. Once you have checked to make sure the under side of the bridge is free from trolls cross over to the other side. In this next area blast three smugglers and have Zeeo slice the door controls.

Move into the next room and take the doorway on your right. Move up the along the ramping hallway and through the door on the left. This door opens up into a large room with a walkway running around the edge of the room. Quickly move along the walkway on your right. Follow the walkway around and blast the smuggler operating a turret. With the operator out of order hop in the turret. With you behind the controls of the turret aim it down into the room and begin shooting the smugglers below. Fire in short controlled bursts and leave Zeeo on turret repair duty. When all the smugglers have been destroyed drop down to the floor below and have Zeeo slice a console behind some crates. This causes a lift to lower.

Along the edge of the drop off is an anchor point. Maneuver down the jump points until you reach the bottom. Head through an open blast door at the bottom and take out a smuggler. Proceed through a doorway on your right. Move to the other end of the room until it ends by opening up and moving platforms are rolling by. Take your time and jump out onto one of the moving platforms. Jump along the platforms as you head opposite of the direction they are traveling in. Move along them until you see a small platform on your right with a doorway. Jump to the stable area and head up some anchor points.

When the points run out jump and anchor kill an unsuspecting guard below. Head to the other end of the area to find another guard operating a console. Stealth kill the guard and have Ze slice the console he was working at. This causes a platform to rise up. When it stops slide onto the side of it and after a moments pause it will begin to rise with you clinging to the side of it. As it rises keep attention focused on the lower portion of your screen. When you are traveling up black squares will appear. Make sure you are not lined up with one of these sections because they will shoot out and slam into the side of the platform. On your journey upward dodge the black squares until the platform comes to a stop.

A platform will come into view with a guard on it. When you get the option to anchor kill him...do so. Move through the next area and kill two smugglers. Make your way through a doorway on the left hand side. Pass through this room, into the next room, and stealth kill another smuggler behind a console. Send Ze to hack the console then do a 180 and take the door on your right. You will now be in a large area. Move into the area and stick to the right ascend a jump point and hop behind the controls of the turret. Begin blasting smugglers on the two walkways in front of you. They will appear on both the upper and lower walkway. Continue causing them to disappear until they stop showing up. When they are all gone a bridge will raise and give you a path to the next platform. Hop down from the turret and go right and cross the newly risen bridge. Shoot some more smugglers in the area and get Ze to slice a console.

Go through the large blastdoor ahead of you and enter the next room. Move around the left side stealth killing console workers as you go. When the three smugglers in this area are gone. Several blastdoors will raise and unending waves of them will enter the area. Have Ze slice the yellow consoles on the side of these doors. When all the doors have been closed finish off any remaining Black Sun agents. Now have Zeeo slice a console with a red light along the wall. This causes an lift to lower, hop on it and up you go. Run up along a ramp on your right when you get off of the lift. Blast your way through three smugglers at the top. When they are no more a door unlocks and is marked with floor arrows. Proceed through this door to end the level.

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[-= III.i Level: 8 Farmer Ship Trench =-]
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This level starts you off in a small room with a jump point. Head up the anchor points. When you reach the second tier of them an energy barriers show up underneath you and begin to work their way upward. Move quickly along the jump points as you head upward. When you reach the top the blastdoor will open. Jump through onto the deck and you will be in a large open outdoor area. This particular section is full of smugglers. Run towards the pillar that is supporting the bridge like section in the middle of the area. On the other side of the pillar is a jump point. Move up the point and onto the walkway above. Blast the guard manning the turret and take his place. Now take out several waves of smugglers and flying turrets. When they are all gone you will be directed to shoot a generator. The game will show you a picture of your target, so just aim up and spin the turret around until you see it. When it is rubble the barrier blocking the next area will dissipate. Hop down from the turret and into the next section.

Follow the path as it curves around to the right. Make a timely jump through some lazars and shoot an explosive crate which will expose a duct for Zeeo to travel in. Move along the duct and ignore the side paths and wind around as the duct turns to the left. Once around the corner take the first right you come across. When that portion ends take a left and then the next right you come to. This leads to the console you slice to unlock the blastdoor. Make your way back out of the duct and head through the now unlocked door. This opens into a large circular room with several blastdoors and consoles lining the walls and a central console piller in the middle. When you move in the room you are sealed in and the blastdoors open which let in never ending swarms of IG-88 droids. To advance you need to have Ze slice four consoles. Two of these are located on the wall and two are located on the central piller. Their locations are marked by protocal droids operating them. Shoot the droids and slice their consoles. With all four consoles dealt with focus on the IGs. When they are gone there will be an open blastdoor with some arrows identifying it. Head through the blast door and the level ends.

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[-= III.j Level: 9 Farmer Ship Greenhouse =-]
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Head around the bend in the room and use your newly aquired deflection shield ability to take out a wall full of mini turrets. Now go through the door on your right. Wind your way through this room and dive roll over some crates. When you are on the other side a blastdoor will slide up revealing a large open area with a turret and a guard with his back to you. Stealth kill the guard, hop behind the turret and use it to take out several waves of smugglers. They will attack from the open blastdoor on the upper walkway and also from behind some crates below you. With all of the guards dead the blastdoors will seal themselves. Leave the turret and move to the right of the platform you are on. On the otherside of some metal pipes a slide point will appear. Slide up the pipes when you near the top a smuggler will run by. Give him some time to pass then hop up on the walkway and stealth kill him.

Move along the left side of the platform to locate some anchor jump points. Follow the path of jumps until they end. Jump down onto the platform below

and move to the other side of it. Here you will find some more slide pipes. Head up the pipes making sure to dodge the three lasers located on them. They turn to the right when you reach the top. Take a moment to pause when the pipes end. A smuggler will exit, once he stops below you jump down and give him a stealth kill surprise. Move out onto the grassy platform. On the right of this platform is another one that is moving up and down. Wait until its at its lowest point and dive roll onto it. Now jump to the next platform when you are a little bit above it. There is an anchor jump point on this platform. Follow the jump points until you reach the next platform. Jump to another moving platform and from that one to another one. Enter the doorway next to the platform you are on.

Make your way through the room and into the next room. Stealth kill the guard using a console. Man I guess none of these guys can here doors open. A cutscene will payout. Once the cutscene is done have Zeeo slice the console and move through the doorway that was located behind the lazer barrier. Make your way down a lazer filled ramp and through the door on the right at the bottom. Stealth kill two smugglers using consoles in the next room and then have Zeeo slice them. This causes some doors to open and IGs come into the room. With both consoles sliced a central piller will lower into the room. Slice the console on the piller to close the blastdoors and open the doorway into the next area.

You will now have three minutes to escape the area. Proceed through the door and take out the two guards in the next room to unlock the door to the next area. The next room is a long guard filled room. Take out the guards in this area as well to unlock the door to the next room. With the guards gone go through the doorway at the end of the right wall. Move toward the screen as the background begins to explode. The level is now over.

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[=- III.k Level: 10 Farmer Ship Communication Center =-]
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Move into the room and stealth kill the guard in front of you. Now look to your right to located a doorway blocked by a barred door. Blast the bars and head into the hall. Head up an anchor jump at the end which leads to a large room with some upper walkways. When you enter this new area a cutscene will play. After the cutscene jump up another anchor jump located in front of you. When you land at the top Slak will send a wave of explosive droids at you. Dodge them or shoot them before they reach you. When the droids are gone Slak will have left and the shield preventing you from reaching his platform will also be gone. Jump over to the next platform and have Zeeo slice the console. After a conversation with the rebels drop down to the floor below and head through the open floor grate. Deal with the three smugglers in the room to open the door to the next room.

In the next room deal with a smuggler and a flying turret before heading into the doorway on your left. Move through this room and into the room at the other end. Blaster dance with three smugglers in the room and locate a jump point on the right hand corner. Head up the jump points and drop onto a moving platform below. When the platform comes to a stop head up some more jump points and drop onto another moving platform. Once this platform comes to a stop move up some more jump points and into the next room above. In this area are several crate stacks with an explosive crate mixed in. Deal with some smugglers and turrets and then blast the three stacks of drugs. Now drop down to the next area and take out some more turrets and smugglers. After all the enemies are dealt with blast the last two stacks of drugs and

the blastdoor to the last area will open.

Through this blastdoor you will find yourself in an open area. In the center of the area is Slak. Four pillars surround Slak. Enter the area to start your first boss fight.

(Boss Fight: Slak)

Slak will protect himself with a shield preventing you from damaging him. To take this shield down move around the pillars to locate some consoles. There are three consoles total, two on one side and the last one on the other side. You need to slice all three consoles to cause some turrets to shoot slak and drop his shield. With his shield down begin pounding away with your heavy blaster. Don't try to run in and melee him as he will only blast you back with massive ground pound. As you engage Slak IG droids will enter from either side of the area. Ignore them and attack them only if you need health or ammo. Repeat the process of slicing the consoles and blasting away at slak until he dies and the level end.

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[-= III.1 Level: 11 Lava River =-]
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The Mustafar string of levels starts with you clinging to Zeeo and flying towards the mining facility. As you fly over the lava watch the river below. The lava will geiser up in places. Before it shoots up there will be a disturbed section of the lava that will appear shortly before it geisers. Continue dodging the lava and a few scattered rocks until you drop down the first lavafall.

Go under the first platform and when you come to the second and third hop on top of Zeeo. Make sure to grab the energy refill in the lefthand side of the second platform. Stay to the left and on top of Ze to avoid damage as you pass over another mining platform. Weave between some lava spouts and stay to the right while mounting Ze to avoid damage. Now quickly shift to the left side while staying atop Zeeo to grab an energy refill.

You will now find yourself in an open lava area with large metal grates that will turn. Weave through them making sure to avoid running into them. When clear the gates climb onto Zeeo to avoid damage from a platform. Then weave left, right, left to find your way through a second grate area. Climb onto Zeeo to dodge a platform and you will drop down a second lavafall.

Stay to the right to avoid some mining robots as you round the corner side dodge over a platform and pipe and you will drop down yet another lavafall. Stay to the left as the river turns to avoid some more robots and side dodge between some pipes. Now move to the right as you enter a cave. Weave through the stalagmites and watch out for a train on your left. As you catch up on the train climb onto Zeeo and move into the low section of the train to pick up an energy refill. Stay in your current position until the train begins to turn to the left. At this point move to the right and drop down to avoid the low ceiling.

You will now be heading towards a section with a metal grate like floor. Climb onto Zeeo as you pass over this area. The path will curve to the right and you will come to an area with a train on either side. Dodge the central pillars as you gain on the trains. Stay in the center until you catch up to the low section of the train on your right. Now move to the right to grab some more energy before moving back to the center. At the end of this section are three pipes obscuring your path. Side dodge to avoid them and you will enter

a large lava tube.

Dodge the lava spouts and side dodge some more pipes as you leave this area and move into the next. Avoid more lava upswells as the path curves to the left. You will now be in a tunnel with several bridges. Stay in the center and the bridges will split and lower as you approach them. When you reach the last bridge you will turn into the room on your right. You will now be in a machinery area. Watch the big machines as they move into your path. Side dodge through their grip. Past this area you will go through a couple of doors and uneventfull halls. At the end you will head back outside and drop down onto a platform. The wild ride and level are now over.

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[=- III.m Level: 12 Mirkanite Mining Facility Entrance =-]
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The level opens by giving you a new toy in the form of the blaster rifle. Why not try it out on the Stormtrooper at the end of the walkway in front of you. Head down the walkway while alternating between dive rolling and rolling to avoid the lazars. When the walkway stops and then turns to the left have Zeeo slice a console. This will deactivate the lazars along the next walkway. Blast the flying turret that shows up while he is hacking. Now move up the next walkway. Deal with two Stormtroopers at the top and then have Ze slice a console. This causes the moving platform to come towards you and a flying turret and two stormtroopers to attack. When they are gone step onto the platform and have Zeeo slice the console on the next platform. Dodge the fire from the Stormtroopers as you cross the gap. They will infini-spawn until you can close the doorways so don't waste your ammo. Once safely on the other side have Zeeo close their doors and then finish them off. The lazer barrier on your right will drop revealing some jump points. Move along the anchors and drop down onto a Stormtrooper below. Before rushing out onto the bridge have Zeeo slice into a console. This causes the lava to rise, killing any troopers on the bridge.

Move across the area via jump points and drop down onto a Stormtrooper. Send Zeeo to slice the console that will close the infini-spawn door. Clean up any remaining Stormtroopers and head into the hallway on your right. At the end will be another console for Ze to slice. Stealth kill the two Stormtroopers that will have their backs to you on the other side of the doorway. With the troopers gone you will now have an interesting task ahead of you. Have Ze slice the console and then head up the jump point to the right of the console. You will have to be quick because once the hack job is done this causes a platform above you to begin moving. When you are on the platform above you move out onto the bridge and when the platform passes under you drop down onto it. When it stops moving drop onto the platform below and blast the troopers across from you until they are gone. Now have Ze slice another console and quickly move up some more anchor points to reach the platform above. Run out onto the bridge and drop down onto the moving platform. Drop down onto the walkway below when it stops moving and take out two stormtroopers. Now make your way through the door on your right to end the level.

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[=- III.n Level: 13 Mirkanite Mining Facility =-]
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Have Ze access the console to stop the lift and drop the security barriers.

When the barriers are down move through the door and take down the lone Stormtrooper. Head back to the lift and have Ze slice the console to raise the lift to the next level. There are two more troopers awaiting your arrival behind the door on this level. With the guards dispatched use Ze to slice the console again and ride up to the next level. Kill the two stormtroopers, imperial officer, and security guard on this level. Now use the console to rise to the next level.

Now slide up one of the pipes and maneuver around to the anchor jumps. Head up the jump points and when you reach the top jump and anchor kill a trooper. Move through the doorway and take out two troopers on the walkway. Have Ze slice the consoles on either side of the lazer barriered area. When Ze is slicing either console two flying turrets will show up. Collect the health and ammo in the small area when both consoles have been sliced. Now go back out onto the walkway and shoot the stack of explosive crates. Dive over the ruined section left behind by the explosion. Once you are at the bottom use your blaster rifle to reach out and touch the Stormtrooper in the distance. Now use the slide point on the wall. Slide up and then go right along the wall. Time your sliding to avoid the lava as it comes out of the spouts. When you are at the other side go up and onto the walkway. Stealth kill the two troopers located on the walkway

(Section Four: Closing)

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[-= IV.a Frequently Asked Questions -=]
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Q: Are there any lightsabers or jedi like abilities?
A: No, this game is a nod to all the old Star Wars games such as Dark Forces and its kind of refreshing to play something other than a jedi for a change. Contrary to popular belief there are non Jedi who populate the Star Wars universe.

Q: Are there any secrets or unlockables?
A: No, not to my knowledge at least the only reward for game completion is a replay level feature.
(There is another way to unlock the replay level feature. To unlock it without beating the game enter the name Hansolo for your profile. Note: instead of O's enter Zeros in their place. -submitted by: Starwars123fan)

Q: Is there any way to turn off the onscreen hint pop-ups?
A: Nope, enjoy them because there is no escaping them.

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[-= IV.b Credits -=]
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Section under construction.

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[-= IV.c End =-]  
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Section under Construction.

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