

# Star Wars Demolition FAQ/Walkthrough

by Dan Outhier

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Star Wars Demolition FAQ/Walkthrough version 1.01

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## History

Version 1.1 (January 25, 2001)

Added 2 new codes. Credit goes to Yog Sosoth for them.

Minor changes, mostly removing update notices from the last version (they're no longer new.)

Version 1.01 (December 30, 2000)

Added updates to Aurra Sing's character evaluation and Wittin's endings.

Version 1.00 (December 29, 2000)

First version, this has the info I've accumulated after 4 days' worth of playing.

## Contents:

1. Basic Stuff
2. Character Evaluations
3. Weapon Evaluations
4. Power-up Evaluations
5. Level Guide- Coming Soon!
6. Strategy
7. Cheat codes
8. Story/Endings
9. Legal info

## 1. Basic Stuff

Star Wars: Demolition is the latest Star Wars title for Playstation as of Christmas 2000. It is a vehicular combat game similar to Twisted Metal, Rogue Trip, and Vigilante 8. Demolition was created by Luxoflux, creators of Vigilante 8 and Vigilante 8: Second Offense, and published by Activision. Basically what you do in this game is pick a character/vehicle, then blast the heck out of all your opponents. Pretty straightforward, huh?

#### Controls (Default):

Left: Turn Left  
Right: Turn Right  
Up: Nothing  
Down: Nothing  
X: Accelerate  
[]: Brake  
/\: Rear View  
O: Switch Targets (only if Auto-Target is off)

When you start the game for the first time, you will be prompted to create a player profile. Enter your name and confirm. Now your progress will be saved under your name. If other people want to play, they can either use your profile (if you let them) or create a new one (up to 8 can be stored on 1 memory card, using up 1 file.)

#### The Main Menu

##### Player Profiles

Use to create a new user profile, or select one from the list to resume your progress.

##### 1-Player Games

Play the game with 1 player.

##### 2-Player Games

Play the game with 2 players.

##### Options

Setup the game.

##### Game types

All game types can be played by 1 or 2 players.

##### Battle

Engage in a single battle against up to 4 foes. In 2-player mode, you can choose vs. battle or co-op battle.

##### Tournament Mode

The main game mode, play through 4 battles of increasing difficulty. In 2-player mode, both players have to survive in order to advance.

##### High Stakes Mode

A series of 1-on-1 battles, with each player wagering a number of credits on him/herself. The winner gains a percentage of the wager, based on his/her win/loss record. A worse win/loss record means worse odds, which translates into a higher payoff. For instance, if you have lost more than you have won, you will gain more credits than you bet if you win. The first player to win 10,00 credits is declared the victor.

##### Hunt-a-Droid Mode

Hunt down Imperial Probe Droids and waste 'em. Try to destroy as many as you can in the time limit.

##### Options

##### Auto-Targeting

If this is on, the target for your attacks is selected automatically. If it is off, you have to use the target selection button (default is O) to switch targets.

#### Smart Computer

Turns on/off the in-game text messages (Warning: Weapon Energy Low! and such.)

#### Recharge Stations

Enables/disables shield and weapon recharge stations.

#### Droids

Enables/disables combat droids (Power, R2, and Tactical- more on these later.)

#### Powerups

Enables/disables the various powerups like Cloaking Device and Energy Converter.

#### Difficulty

Adjust the opponents' skill level and damage done by weapons (affects everyone's weapons, even yours.)

#### Controls

Allows you to adjust the control settings.

#### Audio

Adjust the volume of music and sound effects, set stereo or mono output, and set whether level music loops, goes in sequence (level 1, level 2, etc.) or is random.

#### Credits

View the credits

When you exit the Options screen, it will auto-save the settings.

## 2. Character Evaluations

#### Wade Vox

Vehicle: Landspeeder

Special Weapon: Force Blast

Armor: 6

Speed: 8

Weapon: 3

Comments: His Force Blast is fairly short-ranged and doesn't track, so get in close before you try to use it, and keep your enemy in your sights.

#### Quagga

Vehicle: AAT (Episode I Battle Tank)

Special Weapon: Tank Cannon

Armor: 10

Speed: 3

Weapon: 3

Comments: His Tank Cannon is slow and doesn't track, so by the time it gets where you aimed it, the target will be long gone, unless you can anticipate your opponent's movements.

#### Aurra Sing

Vehicle: Custom Swoop

Special Weapon: Sniper Rifle

Armor: 2  
Speed: 6  
Weapon: 8

Comments: Awww, yeah, baby! I LOVE Aurra Sing! Her sniper rifle tracks opponents, and fires a bullet that has unlimited range, and ricochets off obstacles to reach the target. The ricochet can also cause it to hit multiple targets if they are close together. It does respectable damage, too.

General Otto  
Vehicle: AT-ST  
Special Weapon: Concussion Grenades

Armor: 8  
Speed: 2  
Weapon: 6

Comments: He's horrendously slow, the only vehicle slower is the Rancor. His Concussion Grenade Launcher throws a spread of bouncy explosives in an arc in front of the walker.

Tia & Ghia  
Vehicle: Snowspeeder  
Special Weapon: Tow Cable

Armor: 7  
Speed: 9  
Weapon: 1

Comments: The Tow Cable does horribly low damage, but you can have fun by hitting somebody with it, then running through a trap such as the boulder on Yavin or the carbonite chambers on Bespin.  
Or just snare 'em and throw out lots of Thermal Detonators. 8)

Boba Fett  
Vehicle: Jetpack  
Special Weapon: Disintegrator

Armor: 1  
Speed: 4  
Weapon: 10

Comments: The coolest villain in the series after Darth Maul, and he rocks, too. His Disintegrator launches a big purple ball that throws out lightning bolts which freeze vehicles in their tracks and do massive damage.

Tantel Skreej (Secret Character)  
Vehicle: Desert Skiff  
Special Weapon: Skiff Deck Gun

Armor: 5  
Speed: 7  
Weapon: 4

Comments: This is Lando Calrissian in his Palace Guard disguise. His Skiff Deck Gun fires a tracking projectile, similar to Aurra Sing's Sniper Rifle, but slower and more damaging, and without the ricochet. To unlock him, you need to score an Ultimate Victory with both Wade Vox and Boba Fett.

Wittin (Secret Character)

Vehicle: Remote Controlled STAP with Battle Droid pilot  
Special Weapon: Ion Blast

Armor: 3  
Speed: 5  
Weapon: 8

Comments: His Ion Blast immobilizes the target and knocks it down, doing some damage as well. To unlock him, you need to score an ultimate victory with both Aurra Sing and Quagga.

Pugwis (Secret Character)  
Vehicle: Custom Racing Pod  
Special Weapon: Sonic Boom

Armor: 4  
Speed: 10  
Weapon: 3

Comments: This is Sebulba's (from Episode 1) grandson. His Sonic Boom gives the Pod a turbo boost that propels it past the sound barrier, creating a shockwave that does decent damage in a wide radius. Also, if you ram someone while boosted, it does big-time damage. To unlock him, you need to score an ultimate victory with both General Otto and Tia & Ghia.

Malakili (Secret Character)  
Vehicle: Rancor  
Special Weapon: Grab and Throw

Armor: 9  
Speed: 1  
Weapon: 6

Comments: He's horribly slow, but his armor is great, and his Grab and Throw really hurts! Basically, the Rancor throws a tantrum for the special, pounding the ground twice to create a shockwave similar to a level 4 Thermal Detonator. Note that if the Rancor's arms touch a vehicle on the first hit, it will pick up the vehicle, pound it on the ground, then hurl it across the arena. To unlock him, you need to score an ultimate victory with Tamtel Skreej, Pugwis, and Wittin.

Lobot (Secret Character)  
Vehicle: Combat Cloudcar  
Special Weapon: Carbonite Ball

Armor: 8  
Speed: 7  
Weapon: 2

Comments: This is Lando's assistant with the computer in his head from The Empire Strikes Back. His Carbonite Ball has a short range, and freezes the target for a long time, doing medium damage when they unfreeze. To unlock him, you need to score an ultimate victory with Malakili.

Boussh (Secret Character)  
Vehicle: Speeder Bike  
Special Weapon: Thermal Detonator

Armor: 2  
Speed: 6

Weapon: 8

Comments: Boussh (pronounced "Bosh") is the bounty hunter Leia impersonates at the beginning of Return of the Jedi to free Han Solo. His Thermal Detonator is thrown at the targetted vehicle, and does heavy damage in a medium radius. To unlock him, you need to score an ultimate victory with Malakili.

Darth Maul (Secret Character)

Vehicle: Sith Speeder

Special Weapon: Double Lightsaber

Armor: 3

Speed: 5

Weapon: 8

Comments: The Sith Speeder is the U-shaped speeder bike Darth Maul leaps off of before the battle on Tatooine. His Double Lightsaber is attached to the handlebars, and can be used to hit multiple times by simply driving past another vehicle closely. To unlock him, you need to score an ultimate victory with Malakili.

### 3. Weapon Evaluations

Tractor Beam

L1: Grabs your opponent.

L2: Repulses your opponent.

L3: Repulses multiple opponents.

L4: Repulses and damages multiple opponents.

I hate the tractor beam. It works well against me by keeping me from getting the power-ups I need, but I rarely use it myself.

Thermal Detonator

L1: Drops a TD behind your vehicle.

L2: Buries 2 detonators in the ground which act like land mines.

L3: Launches 3 TDs forward.

L3: Launches a huge TD that causes a shockwave when it goes off.

Thermal Detonators are ok, but I'd rather have Concussion Missiles, or better yet, Proton Torpedoes.

Concussion Missiles

L1: Launches a missile which tracks slowly.

L2: Launches 2 missiles which stick close together.

L3: Launches 3 missiles in a spread.

L4: Launches 3 missiles that stick together and act as 1.

I like the Concussion Missiles, but they are a bit slow, meaning that Final Blows are hard to land with them.

Proton Torpedoes

L1: Launches a torpedo that is fast and powerful, but doesn't track and wastes a lot of weapon power.

L2: Launches a torpedo that is even faster than level 1.

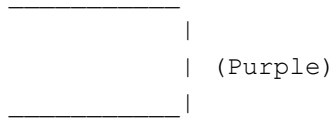
L3: Launches a torpedo that is twice as powerful as level 1.

L4: Fires a short-range, super-powerful stream of protons.

This is my favorite weapon.

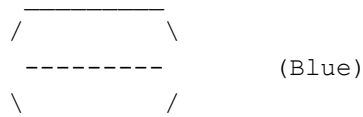
### 4. Power-up Evaluations

## Cloaking Device



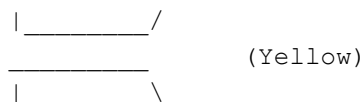
Turns you invisible and makes you disappear from your opponent's radar, but deactivates your shields. Very useful.

## Deflector Shield



Makes you impervious to blaster shots, but has no effect on other types of weapons. Pretty useless if you ask me.

## Energy Converter



When you get hit by blasters, it will increase your weapon and shield energy slightly. OK, but the Cloaking Device is better.

## R2 Droid

Looks like R2-D2. Constantly repairs your armor. Very useful for staying alive in tough battles. Also, if you get one and wait for it to repair your armor to full before delivering the final hit to the last enemy, you won't have to spend any credits on repairs.

## Power Droid

Looks like a trash can. Increases your weapon energy's maximum capacity. Also increases your rate of fire. The worst of the droids IMHO.

## Tactical Droid

Looks like a floating sphere with a blaster turret. Automatically attacks nearby enemies and makes your weapons charge faster. This one is all right, but the R2 is still the best IMHO.

## Shield Recharge Station

This will be an area with a blue force-field type of thing around it. Go inside to recharge your shields much faster than the normal recharge rate. Note that in High Stakes and Tournament this will drain your credits at a rate of about 20 per second

## Weapon Recharge Station

This will be an area with a red force-field type of thing around it. Go inside to recharge your weapon energy much faster than the normal recharge rate. Note that in High Stakes and Tournament this will drain your credits at a rate of about 20 per second.

## 5. Level Guide

Coming Soon!

## 6. Strategy

## Force Hits

Force Hits are a great way to rack up some serious credits. To score a Force Hit, first hit an enemy with a L2 blaster attack, a L3 blaster attack, or a mounted weapon. This will light up a number of yellow pips (Force Multipliers) on the left edge of your status display. Once you have at least one lit up, unleash a level 4 attack (either weapon) to score a Force Hit. The screen will display the words "(Your name) scores Force Hit x(#)!" where the # is the number of Force Multipliers that were lit up when you did the Force Hit. Beware, if an opponent hits you with a L2 or L3 blaster attack, or a mounted weapon, it will decrease your Force Multipliers.

## Final Blows

Another way to score some big cash, Final Blows can only be done when a vehicle has been demolished (no armor left), but before it's destroyed (blows up.) To do a Final Blow, charge up both your mounted weapon and your lasers to L4, then hit the vehicle with both. Note that they must both hit at the same time, so slower weapons such as Concussion Missiles should be fired slightly before the other weapon, unless you are very close.

## How to get an Ultimate Victory

To get an Ultimate Victory (essential for unlocking new vehicles), you need to clear Tournament Mode with more than 10,000 credits. Here are a few guidelines for doing so.

1. Employ hit-and-run tactics using Force Hits.
2. Try to hit multiple times with mounted weapons or L2 and L3 laser attacks to build up those Force Multipliers to 6 or more before scoring a Force Hit.
3. Try to find the R2 Droid to minimize the armor damage to your vehicle, so that your repair cost is as low as possible.
4. Use Cloaking Device Power-Ups to attack undetected, especially if you have a slow vehicle such as the AAT, AT-ST, or Rancor, which can't rely on speed to surprise opponents.
5. Set the damage to High in the Options> Preferences menu.

Here's a chart of how many credits you should try to have at the end of each level:

- 1: 2,000 or more
- 2: 4,000 or more
- 3: 7,000 or more
- 4: 10,000 or more

This shouldn't be too hard, since you score an average of 1,000 credits per kill on High damage.

You start with 1,000 credits, and there are 10 opponents, which comes to 11,000. Add in the extra cash from doing Force Hits and Final Blows, and you have a comfortable amount of extra cash, which can be spent on recharge stations.

## 7. Cheat Codes

To enter the cheat codes, go to the Options Menu, then the Preferences Menu. Hit L1 and R1 at the same time, and you will be prompted to enter a passcode.

**SLOW\_MO\_ON:** Runs the game at half normal speed.

**LO\_GRAV\_ON:** Decreases the force of gravity in all levels.

**RAISE\_THEM:** Makes you invincible. Note that it also makes the final enemy on the final stage in Tournament invincible, meaning you can't beat the game with it on.



\*\*\*New New New!\*\*\*

THROTTLEUP: Makes your vehicle faster.

GUNGANHUNT: Turns the Imperial Probe Droids in Hunt-A-Droid mode into Jar Jars, who explode in a shower of bones and say "How wude!" when killed.

Credit goes to Yog Sooth for these 2 new codes.

\*\*\*End New Stuff\*\*\*

These codes are auto-saved to your profile after you enter them, to turn them off, just enter them again.

Info in this section courtesy of Lucasarts.

## 8. Story/Endings

### Stories

Wade Vox: An Alderaanian merchant who was out on the Corellian Run when his home planet was destroyed. Destitute and desperate, he turned to smuggling to make ends meet. He was making a delivery to Tatooine, but refused to pay Jabba's outrageous "protection" fee. He was seized by the Hutt's goons and made a slave. He drives an X-34 landspeeder, which once belonged to Luke Skywalker. Wade would have been killed long ago if it hadn't been for his growing Force powers.

Boba Fett: He entered the contest at the request of Jabba, who often intimidates people into betting on the undefeated bounty hunter's opponents.

General Otto: A soldier for the Empire who lost several key battles to the Rebels. If not for his friendship with Admiral Motti, he would have died at Darth Vader's hands. Instead, he was shipped off to a remote colony to stay out of trouble. However, Otto always dreamed of retiring to Cloud City, so he stole an AT-ST and fled to Tatooine, where he entered the Demolition Tournament to win enough credits to fulfill his dream.

Tia & Ghia: A pair of twins from Bestine IV who are infatuated with the charming smuggler, Han Solo. They stole a snowspeeder and abandoned the Rebellion to rescue him from Jabba, but were captured and enslaved.

Aurra Sing: She was once a Jedi hopeful in the days of the Old Republic, but her violent nature forced her out of the order. She then became a bounty hunter, who specialized in hunting down Jedi. Whenever she kills a Jedi, she keeps his/her lightsaber as a trophy. Recently, she has sensed a new potential Jedi in Jabba's contest, so she entered to give her time to find him.

Quagga: He is a former Imperial slave who bought his freedom, then settled on Tatooine as a mechanic and opened a garage in Anchorhead. Unfortunately, his business is doing poorly, partly because of competition from Jawas, and partly because of his remote location. He entered the contest in hopes of winning enough credits to open a garage in Mos Eisley.

Tamtel Skreej: Following Han Solo's capture by Boba Fett, Lando Calrissian disguised himself as a mercenary bodyguard named Tamtel Skreej in order to infiltrate Jabba's palace. However, he needs to become one of Jabba's personal guards to get close enough to Han's frozen body to free him. So, he enters the contest to earn Jabba's trust.

Pugwis: The grandson of legendary podracing champ Sebulba, he lacks his grandfather's skill, but inherited his temper. After years of failing to make

any significant progress in the podracing circuits, he got bitter and started to attack opponents, which got him kicked out of professional podracing forever. However, Jabba got an idea from Pugwis and started the Demolition Tournament.

Pugwis was, of course, invited to participate.

Wittin: A Jawa Warlord whose name was feared by moisture farmers all over Tatooine, his tribe's sandcrawler was destroyed in a skirmish with Imperial troops. Jabba has offered to buy him a new sandcrawler if he wins the contest.

Malakili: Malakili is Jabba's Rancor Keeper, and when the tournament got popular, the bloodthirsty gamblers demanded more violence. So Jabba ordered Malakili to train the Rancor for battle, and had a special weapon harness built.

Note: the following characters have no official story, so I made them up myself.

Lobot: After the takeover of Cloud City by Imperial forces, Lobot was sold as a slave to Jabba, who immediately procured a combat cloudcar fitted with special modifications, including a carbonite weapon.

Boussh: This is really Princess Leia in disguise. After Boussh, a low-level member of Jabba's court, crossed the Black Sun crime cartel, he was eliminated and Leia obtained his outfit and weapons. She then took his place in Jabba's court, and began concocting a plan to free Han. However, she will need Chewbacca to pull it off, and he is currently busy with another matter. So, she has entered the contest in hopes of boosting "Boussh's" favor with the Hutt.

Darth Maul: Recently, a black marketeer offered Jabba a tissue sample from one of the greatest Sith warriors ever: Darth Maul. Jabba agreed, and set to work cloning the Sith Lord, while simultaneously building a replica of his double-bladed lightsaber and Sith Speeder. During the cloning process, the new Lord Maul was implanted with a cybernetic chip that makes him obey Jabba's orders.

Endings: This section contains spoilers, so read at your own risk.

Wade Vox

Lose: Wade is brought before Jabba, and shoved to the ground. Aurra Sing approaches with a vibroblade and a wicked grin...

Win: Wade parks his speeder, hops out, and starts practicing lightsaber combat.

Boba Fett

Lose: Fett stands before Jabba, who triggers the trapdoor into the Rancor pit. The bounty hunter falls in, then immediately shoots back out on his jetpack, sending Jabba into a fit of jolly laughter.

Win: Boba Fett lies on a couch in Jabba's throne room. Lyn Me (a dancer from Return of the Jedi Special Edition) hands him a drink. He nods at Jabba.

General Otto

Lose: Boba Fett brings Otto, in binders, outside of the palace and hands him over to a pair of stormtroopers. The next thing you see is Darth Vader in his chamber on the Executor (his starship), staring at Otto, who has a sheepish grin on his face.

Win: Otto walks out onto the balcony of his apartment in Cloud City and laughs.

Tia and Chia

Lose: Tia and Ghia are dressed in slave girl outfits, similar to the one Leia wears after being captured by Jabba in Return of the Jedi. They are feeding him while Salacious Crumb (the laughing moneky-thing) laughs at them.

Win: Leia, wearing her Boussh disguise, escorts the twins in secret to a Rebel transport.

Aurra Sing

Lose: Aurra is running through the palace, dodging blaster fire, and dives under a closing door, only to see the feet of 2 Gamorreans (pig guards) carrying vibro-axes.

Win: Aurra watches Wade Vox practice his combat skills through her sniper scope. She takes aim and fires off 4 shots from her blaster rifle (yes, it's a blaster in the ending, even though it's a regular gun in the game-- go figure), only to see them be deflected by his lightsaber. She then laughs amusedly.

Quagga

Lose: Quagga is repairing a desert skiff when a droid comes up behind him and pokes him with an electric pole. The camera scrolls up to reveal he is in an underground prison camp.

Win: Quagga stands outside his new garage in Mos Eisley next to some Jawas. He opens the door and gestures to his AAT.

Tamtel Skreej

Lose: Tamtel stands before Jabba, who hurls a dead fish at him.

Win: Tamtel is standing in Jabba's throne room, and slowly backs toward Han Solo's frozen body. He touches a control switch, then nods to Boussh (Leia), who nods back.

Pugwis

Lose: The Dug is dragged behind his own Podracer on a rope, right past the Sarlacc, which snatches him off the rope and swallows him.

Win: Pugwis pilots his Pod down the streets of Mos Eisley, which are packed with people cheering for him. Then he says something in Dugese.

Wittin

Lose: Wittin stands in one of Jabba's torture chambers while a droid with an electric pole advances on him. He backs away, pleading for mercy in Jawa.

Win: A sandcrawler crawls across the dunes, stops, and opens its door to let Wittin inside.

Malakili

Lose: He stands before Jabba while Salacious Crumb stands on his head, taunting him. Jabba laughs.

Win: Lyn Me is fed to the Rancor while Malakili watches.

## 9. Legal info

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