PRIMA'S OFFICIAL STRATEGY GUIDE

COVERS PlayStation.2 AND XBOX™

STAR WARS® JEDI STARFIGHTER™



EXCLUSIVE INTERVIEW with the game development team!

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STAR WARS® JEDI STARFIGHTER™

PRIMA'S OFFICIAL STRATEGY GUIDE

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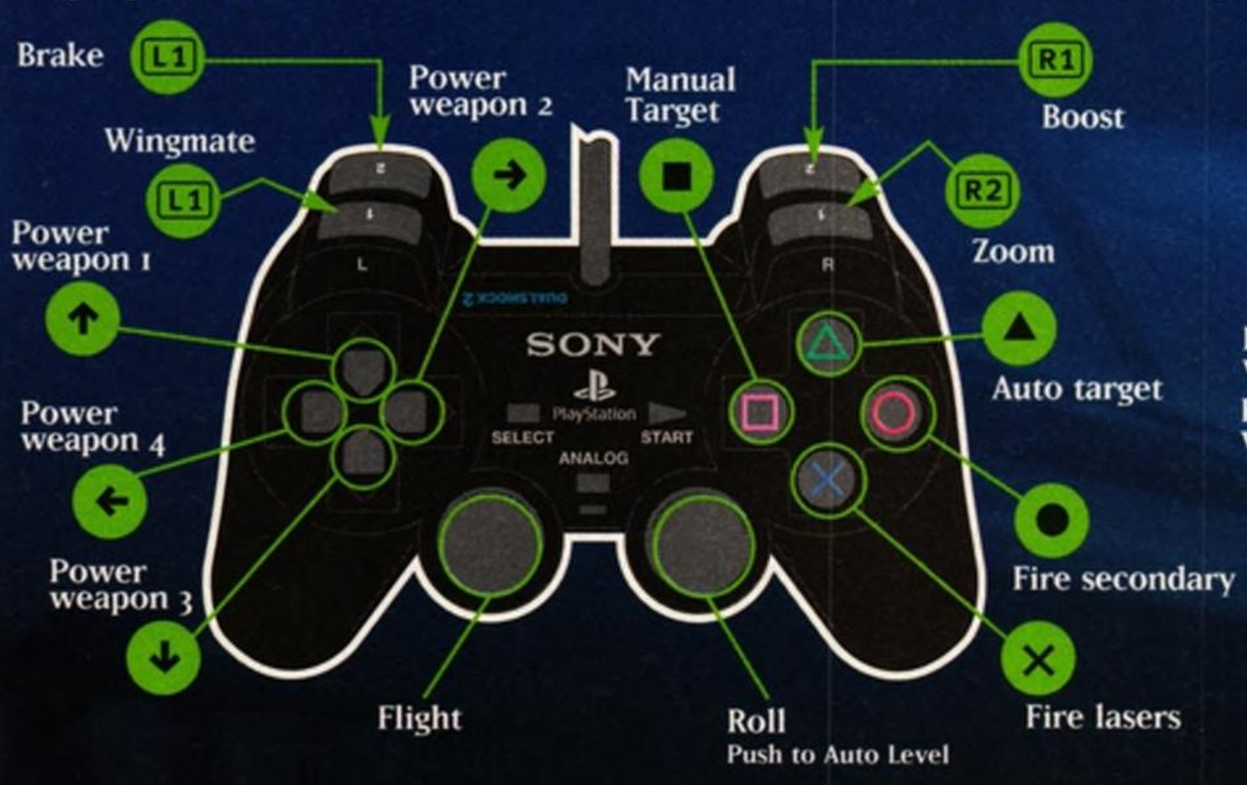
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Game Basics and Strategy

Whether you've yet to step into a starfighter or are the dogfighting legend of Coruscant, the following section sets forth some of the more impressive, useful, and downright cunning techniques you can use to halt Captain Toth's plans against the Galactic Republic and the rebels. Study the training manual accompanying this game to learn the basic controls, weapons, and techniques. Note that the mono/stereo selection option is not available for the Xbox.

PS2 Controller Symbols

Here is a guide to the PS2 controller symbols used in our text and what they represent on the controller.



Xbox Controller Symbols

Here is a guide to the Xbox controller symbols used in our text and what they represent on the controller.



Entering the Game



From this main menu screen you can enter the Story Missions (where the saga of ***Star Wars*®** **Jedi Starfighter**™ is played out), check the Bonus Features (where extra craft, missions, and goodies are revealed), or enter the Options, where you can tweak various aspects of the game.



Story Missions come in 24 parts. The first five parts are your training missions, where you are guided through the use of your craft and weapons. Then comes the 15 main missions and the 4 cutscences. Learn about all these in the walkthrough section in this book.



The Bonus Features are split into four categories—One Player, Two Player, Bonus Craft, and Bonus Material. One-player bonus games are smaller versions of single games featuring new weapons or ships. Two-player bonus games involve head-to-head dogfights, target practice, and other games. Bonus craft options allow you to select a new ship and fly it in any one-player story mission. Finally, bonus material features a host of goodies from the game's creators.



The Options screen allows you to tweak the controls of either player's craft. The sound option allows you to increase or decrease volume or choose mono or stereo audio. Here also you save and load your game (save before you quit!). The credits option shows the staff responsible. The code option lets you input secret words to unlock special prizes.



Once you're familiar with the game set-up, commence a training game, learn the abilities of the different craft in the training missions, and begin your game. On the story mission introduction page, notice the objectives marker in the screen's bottom right.



The four sections are labeled "E," "M," "H," and "2P." This refers to "Easy," "Medium," "Hard," and "Two Player."

Once you complete a mission on the appropriate setting, a blue light appears above the label.



The objectives part of the screen has space for three medal icons. These are "Bonus" (gold), "Hidden" (green), and "Two-Player" (blue). Each story mission contains these objectives. The Bonus and Hidden Objectives can be unlocked in one-player and two-player games. The Two-Player Objectives can be unlocked only when you play with a companion. Certain objectives open up Bonus Features, so to unlock everything the game has to offer, you must play through each mission with another player, as well as on your own. The specific bonuses unlocked via objectives are shown later in this guide.

TIP

Playing the game on Medium or Hard doesn't unlock anything extra, so novice gamers may open up bonus missions and other secrets simply by playing through on "Easy." Two-Player Objectives *must* be met in two-player mode.

Flight Training

To survive the looming confederate menace, learn how to pilot each type of craft. Below are some basic dogfighting techniques to try.

Speeding Up and Slowing Down

Use your engines to slow down (L2 or L) or speed up (R2 or R). Race to an enemy to increase the chances of hitting him. Stay back if enemies are already incoming. Practice makes perfect.



Halting

Your craft never stops completely (unless the player is in the gunship); even when you apply the brakes and hold L2 or L, you still drift forward. Use your bore sight target system (■ or Y) in conjunction with halting to take out distant stationary targets, such as large turrets or slow-moving enemies.



The Power Slide

To power slide, apply the brakes (L2 or L) while turning your craft. You can pitch up or down as well as turning left or right. Use the power slide to swing around rapidly to face a foe that just passed you.

Rolling



Spinning your craft through the air may appear to be just showing off at first, but it has advantages in the combat zone. If you're flying through narrow scenery, rolling to the side (← or → on the right analog stick) enables you to squeeze through gaps between rocks or large space frigates. This prevents crashing. Roll if you end up upside down in a space battle.

Auto-Leveling

Auto-leveling by pressing the right-hand analog stick works only in ground-based levels. It rights your craft so it's flying upright above the ground. Use this move if you become disori-entated and need to get your bearings.

Dodging



Dodging keeps you from becoming an enemy target. If you are fired upon from an unknown angle, speed up and make a sharp banking turn. Then turn sharply (by slowing and turning) at an odd angle to throw your enemy off before turning to view the offender.



If you're being fired upon by someone you can see, simply drop to one side of the foe, fly off at a perpendicular angle to your enemy, then power slide around and attack.

Obstacles and Out-of-Area Flying



Space missions have an arena you cannot leave, and this area sometimes contains floating objects such as asteroids. You take a small amount of damage if you crash into an asteroid. Stay in the area of your mission, and swerve to avoid floating objects.



In land-based missions, there are numerous pieces of scenery, large enemies, and ground to run into; so execute professional flying to avoid bumping into ground objects. In the opposite direction is an invisible arena "ceiling." Reach the top of this, and you'll be guided back into play.

NOTE

When you hit an obstacle, you'll bounce back in the opposite direction, so understand where you are immediately and react to your current trajectory—it could be the difference between surviving and dying in a dogfight!

TIP

When attacking large enemies, slow down and fire from medium- to long-range. Don't hit turret-infested craft and bounce into their line of fire.

Flying Behind



End every combat power slide by powering toward the enemy and staying behind him or her. This way the enemy can't return fire, and you can defeat him or her at your leisure.

Turning Radii

Each craft has a different set of handling characteristics—the Jedi starfighter swings around quickly, while Nym's *Havoc* isn't so swift. The faster you're going, the longer it takes to turn around, and the wider the arc you'll make. The easiest way to turn without being hit is to vary the direction and power slide before retaliating.

Being Shot At



While some enemy fire inflicts minimal damage (such as a battle droid's blaster), sleek and proficient enemies such as the Geonosis fighter can scorch through your shields. Whatever the weapon's power, a hit makes your ship shake, throwing you off target. Evasive maneuvers depend on the strength of the fire, so readjust your trajectory if your enemy isn't threatening, and return fire.

The Outside View





Play your missions from the first-person viewpoint. It's easier to instantly target enemies (especially with Nym's energy bombs), and the third-person viewpoint doesn't show enemies directly in front of the craft. However, the third-person viewpoint does let you see the type of missile hitting you, how close you are to the ground, and which way is up.

Equipment and Weapons

Targeting Systems



All craft have identical targeting reticles. Red targets indicate a hostile craft, building, or ground unit. These targets have a shield rating and an energy rating. Once both are reduced completely, the enemy has been dispatched.



Green targets indicate a friendly craft, building, or ground unit. Don't fire on these under any circumstances! Your wingmen cannot be destroyed by your own hand, but ground units can, so be very careful! You can select green targets and order your wingmen to defend them.



Fire at blue targets (or targets that appear on your HUD as shown above) immediately. There are several mission critical targets: enemies, hatchways that require opening, or reactor cores that need exploding. Turn and fire upon these as soon as you spot them.

Hostile Status Check



Press and hold ■ or Ⓨ to show all available targets. This allows you to choose the most important target immediately. It also shows the locations of incoming enemies, and distant friendly craft that you may mistake for the enemy. Move your central target to one displayed as available, and it becomes targeted. This is useful for targeting craft at speed.



Targets do not have to be selected to be destroyed. During combat, your

targeting computer automatically locks on to the nearest available hostile (if any) after you shoot down your current target. Usually follow the red arrow and destroy your next target, but sometimes (such as when mission-critical targets appear or friendly craft are in trouble) you must ignore the nearest available target and shoot the most important one instead.



Constantly tap ▲ or BLK to cycle through available targets. This is useful when you are looking for a particular enemy.

Shield and Hull Strength



Reading the game manual and completing the Training levels familiarizes you with the shield and hull energy levels of your craft. These levels display in the weapon HUD (Heads-Up Display) in the screen's bottom left. Some craft replenish their shield energy faster than others. Attack large numbers of enemies at close quarters only if you have full shield or hull energy.



Retreat from combat if you are bombarded with shots, your shields disappear, and you start to take hull damage. Unfortunately, now your craft regenerates shield energy at half the rate it did prior to your shields disappearing.

Primary Weapons



Primary weapons are usually blasters or lasers. They take out smaller craft quickly, but they usually have problems with larger vessels. Test out the primary weapons of each new craft you fly, as some ships (such as Jinkins' *Freefall*) have primary weapons with slower rates of fire that do more damage.

Secondary Weapons



Secondary weapons, which include Adi's Force powers, are detailed in "The Main Players" chapter. All the secondary weapons used in the story missions are shown, along with strategies to use them. Each craft may have up to four secondary weapons. These are usually lock-on missiles, mines, or other pieces of ordnance, and usually only a limited number are available.

Bore Sight Targeting



One of the easiest ways to avoid succumbing to a dogfight is to target an enemy from extreme range, using the zoom or bore targeting system (R1 or X). Hold the button, zoom in on your foe, and pepper it with fire. Press L1 or Y to auto target the foe. Some secondary weapons also make effective use of this function. Take out enemies before they reach you, break formation, or hit a friendly target.

Wingmen Check In



Wingmen play an important role in many of the later missions. To check whether wingmen are available, hold L1 or WHT and select an order with the

D-pad. Tell wingmen to attack or defend a target, defend your ship, or report. The last order lets you know which of your wingmen have survived. All wingmen complete the orders you give them.

Wingmen Attacking and Defending





Order a wingman to attack (↑ on the D-pad) in most circumstances. If you have a number of slow-moving or large enemies to tackle, order your companion to target one (this target has an attack icon above it), while you hit another. The default setting, "Defend" (↓ on the D-pad) orders wingmen to aid you. Order a wingman to defend a friendly unit (← on the D-pad) and he or she attacks only enemies attempting to destroy the friendly force. Because your wingmen miss incoming enemies unconcerned with the friendly craft, this order isn't as useful in combat situations.

Wingmen Patch-Throughs



Some of the missions allow Jinkins to tinker with your craft's communications computer, allowing you to order ground troops or giant orbital cannons instead of your regular wingmen pilots. The mission itself instructs you when this occurs, and the only command available is "Attack my Target!"

Two-Player Mode



The entire Story Mission mode must be played by two players before all the game's secrets are unlocked. Player 1 takes the single-player role, while Player 2 usually controls a wingman cohort, although sometimes Nym's turret seat is used instead.

Two-Player Tactics



Aside from a unique objective, the two-player version of a mission is identical to a one-player version. Sometimes more enemies appear, and explosive projectile weapons (such as enemy hex missiles) tend to move faster, forcing you to make decisions faster.



Unless your mission (or the tactics in this guide) call for you to attack the same targets, it's wise for players to take on different roles. Splitting up tasks completes the mission quicker, and lets one player use his or her craft's strengths.

Advanced Techniques

Hold Down Fire



During combat with swarming enemies, keep firing your primary weapon. Sometimes, as you move, your strafing shots connect and take out extra enemies!

Destroying Before the Break



Many smaller enemies, such as Trade Federation bombers and scarabs, launch from their cruiser ships and fly in formation before splitting apart and attacking singly. Blast through as many enemies as you can before they break formation. This usually occurs at extreme range.

Target and Forget



To speed up combat, target a craft you intend to destroy, leave it targeted while you take out a couple of dogfighting craft, then return to the target to finish it. This allows you to keep tabs on important targets.

Fire and Forget



When you're attacking enemies at long range (especially large, slow-moving enemies), your laser fire takes time to reach your intended target. With skill, you can send the final burst of laser fire traveling through space to hit and destroy one foe while you select another. Make sure your first target is destroyed, though!

Use and Abuse the Force



This is frowned upon by the Jedi council, but Adi can certainly overuse her Jedi powers. Keep using the Force reflex to slow time, and enemies have little chance of fighting back. This unimpressive way to win is for novice pilots only.

Keeping Your Distance



In general, boosting toward an enemy squadron of fighters is an extremely bad idea; you'll be swamped, outgunned, and destroyed in seconds, especially if you're unaware of exactly what you're fighting. Instead, stay at extreme range and target enemies from a distance.

Predicting Flight Paths



When you're firing at a moving target, fire at where the target *will be*, not where it is *currently*. Predicting your enemies' flight path is essential for taking out enemies at range. Aim directly at an enemy when it attacks you head-on or is turning toward you.

Defeating Various Enemies



There are specific ways to attack large craft, small craft, and ground targets. Shoot large craft from range, usually with a secondary weapon. Target small craft only if they are a threat, attack at range, or are too close. Shoot ground targets from range, sometimes with an appropriate secondary weapon.

Superstructure Strafing



When you're blasting a huge enemy, take it down as soon as possible. Launching secondary weapons is a fine plan, but if you lack powerful weapons and get too close to a ship, don't bounce off its hull, or retreat and turn. Instead, fly low to the craft's superstructure while continuously firing.

Wingmen Attack Focus



Instead of giving your wingmen an adjacent enemy craft to attack, tell them to destroy the craft you're peppering with laser fire. This is especially useful if you're running out of time or secondary ammunition. Then, acquire another target and repeat the process, speeding up the defeat of large enemies.

Double Trouble



Use your primary and secondary weapons together. Fire at a group of targets with, for example, cluster missiles, and still keep your regular primary weapon firing, increasing the chances of hitting everything!

Status and Time Check



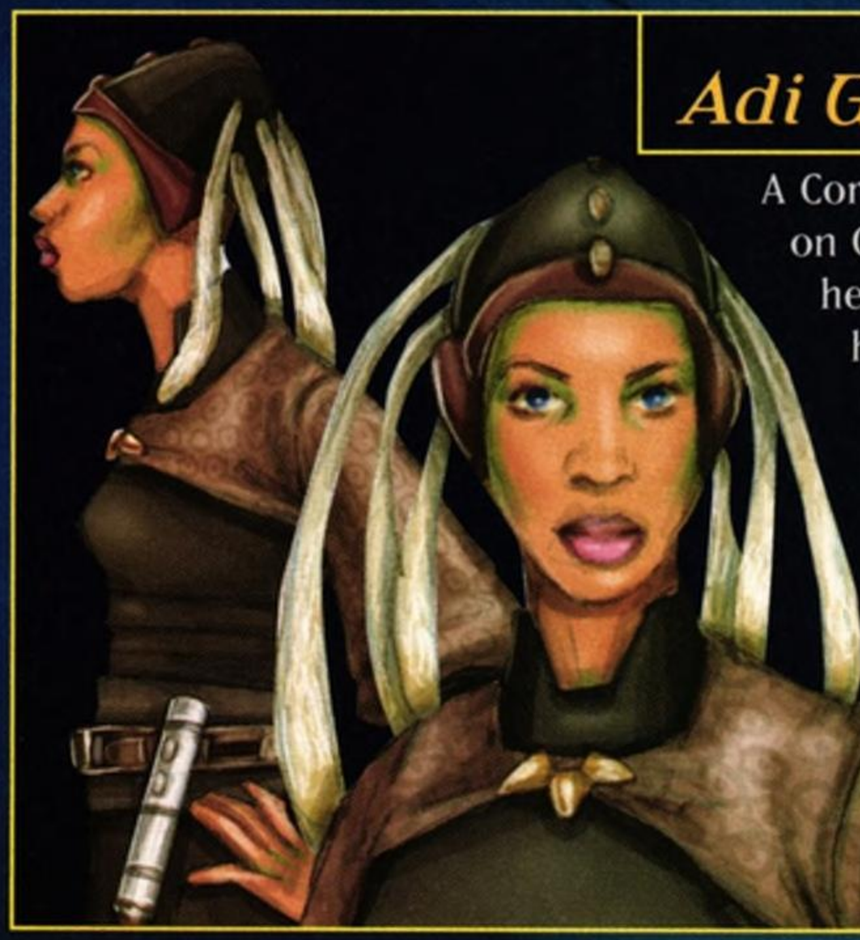
Understand your mission parameters completely before the mission starts. If your bonus objective means destroying Trade Federation dropships before they land, execute this plan first. Sometimes destroying a craft early gives you less time before the next part of the mission occurs. If the mission isn't governed by time, take as long as you like.

THE MAIN PLAYERS

NOTE

Please note that some of the secondary weapons described in the following craft details are available only in later game missions.

Single-Player Characters



Adi Gallia

A Corellian Jedi Master born and raised on Coruscant, Adi Gallia is a headstrong woman, the daughter of highly placed diplomats. Well-educated and well-spoken, she has earned the respect of her peers in part because of her no-nonsense attitude. Also a skilled fighter pilot and member of the Jedi council, Adi seemed like a natural choice to test out the prototype Jedi starfighter.

Primary Weapon: Quad-pulse lasers

Secondary Weapons:
1: Force shield
2: Force lightning
3: Force reflex
4: Force shock wave



THE JEDI STARFIGHTER

The ride of choice for the Republic Jedi, this new modified prototype of the delta 7 ship is small and agile. Its specially modified engine has hyperdrive capabilities and an enhanced repulsorlift system that allows the pilot to maneuver with accuracy and high angles of approach. Its top-of-the-line quad-pulse lasers may be weaker than average, but their high rate of fire makes up for this limitation. The ship's light armor makes it extremely vulnerable to enemy attacks.



Lasers are the Jedi starfighter's only weapon. They fire fast and are quite damaging, but they're best combined with Adi's Force attacks.



Here, Adi demonstrates the three states of the Force used in a mission. The first is Force connect, which is achieved by tapping ● or Ⓑ. Force effects are normal.



The second is Force clarity, achieved by holding ● or Ⓑ for just under a second. Force effects are heightened.



The third is Force disconnect, achieved by holding ● or Ⓑ for too long. Force effects are minimized. Refer to the game manual for specific effects of each Force attack.



Use Force shield whenever a number of enemies are incoming on an attack path. Achieve Force clarity, and their shots bounce back at them! This is also useful for taking out turrets.



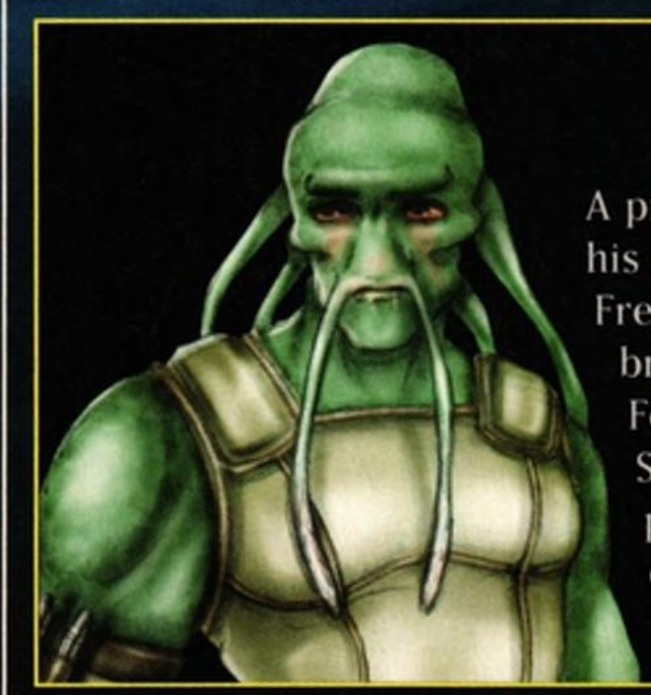
Use Force lightning on groups of small craft. Its biggest strength is its indefinite range—if you can target it, you can hit it with this attack! Target the middle craft in a group and achieve Force clarity—you'll destroy up to five nearby craft at once. Do not use this against large foes, and keep firing your lasers.



Force reflex is an easily abused attack. When it is employed, your turning and firing remain the same, but the world around you slows to almost a standstill, effectively doubling your firepower. You can fire straight at foes at a distance, laser through almost a dozen enemies, and apply the attack again soon afterward. In addition, when playing in cooperative mode, achieving clarity allows the other player to fire twice as fast. Use this only when time is pressing or the enemy is overwhelming you—overuse is discouraged, but this Force power does make life easy.



For heavily armored or massive targets, follow Yoda's advice and execute a Force shock wave. A highly damaging energy wave flows from your craft. However, you must be close to (and therefore susceptible to fire from) an enemy. Use this to cripple landers, dropships, and other large vessels.



Nym

A prime enemy of the Trade Federation because of his underhanded actions, Nym is an imposing Freeorin alien with a long criminal history and brilliant tactical skills. Ten years ago, the Trade Federation seized control of his base on Lok. Since then, Nym has been assembling a small pirate resistance movement in the hopes of eventually reclaiming his base and driving the Trade Federation from the Karthakk system.

THE *HAVOC*

Primary Weapon: Dual triple-laser cannons

Secondary Weapons:
- 1: Energy bombs
- 2: Cruise missile
- 3: Cluster missile
- 4: Proximity mines



While not as fast as the Jedi starfighter, the *Havoc* is a well-rounded and dangerous strike bomber. In fact, some say it is the most powerful starfighter in the sector. This handcrafted bomber was stolen by Nym and his crew. During the past few years Reti and Nym have made numerous modifications to it. While still equipped with six laser cannons, the *Havoc* has a variety of bombing accoutrements.



The *Havoc* bristles with armor and armaments, making it the most weapon-laden craft save a Republic gunship! It isn't as fast as the Jedi starfighter, but its full complement of ordnance more than makes up for its slow turning and acceleration.



The *Havoc*'s primary lasers are fast and exceptionally powerful. The most proficient lasers of any starfighter, they can tear through all types of craft. Fire them along with secondary weapons for twice the damage.

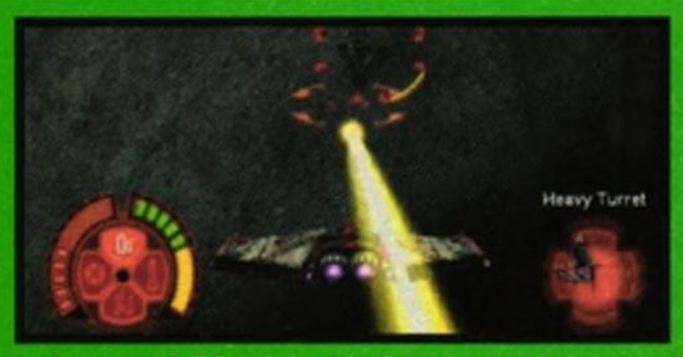


The energy bombs are for ground or space targets, and they're more accurate the closer you get. Don't venture too close to the ground while attacking with these however, or you'll be caught in the blast. You can destroy your own craft with these weapons!



The energy bombs have an added bonus—they recharge after a short wait, so you essentially have an unlimited supply. Launch other weapons while they recharge. Energy bombs also fly straight ahead during space battles.

NOTE



An advanced *Havoc* craft sports the infamous plasma scourge—essentially five energy bombs launched together. They hit the ground as a massive wave of energy that disperses into four explosions. Press and hold ●, wait for the energy bomb to turn yellow, and fire. This is perfect for leveling large numbers of heavily armored enemy ground troops.



The next secondary weapon is the cruise missile. You only have five. These extremely powerful weapons destroy even well-armored large craft in seconds. Shoot a cruise missile primarily at slow, large enemies at range. Wait for a target lock-on and fire. Cruise missiles can also be "dumb fired" (fired without a lock-on) to quickly hit something straight ahead—usually a large craft at close range.



You only have 10 cluster missiles and they only deal out hull damage, but they have multiple uses. These have limited flight distance, so fire them at mid to close range. They can obliterate five small craft in one shot. Cluster missiles ignore shielding, making them fantastic for downing large craft.



Proximity mines are the final launch-based weapon from the *Havoc*. These fly through the air, then stop, float, and explode when an enemy enters their combat radii. Place them around slow-moving friendly cruisers being attacked, in the path of large foes, or above an opening where many small craft will emerge. You only get 10 mines.



The *Havoc* also features a rotating turret. It strafes any nearby opponents with lightly damaging laser fire. This isn't powerful and you cannot control it (except during some two-player missions), but the automatic added firepower is a bonus.

Cooperative Play Characters

These secondary characters have their own distinct personalities and space vehicles. Although the following screens show off their craft's weaponry in one-player mode, these characters are available only during cooperative two-player missions.



Reti

A talkative Toydarian, the same species as Watto, Reti is an accomplished mechanic, knowledgeable mercenary, and Nym's confidant. He worked with Nym to modify the *Havoc*, but now this adventurous and friendly creature is ready to take the controls of his very own ship, the *Zoomer*.

THE *ZOOMER*

Primary Weapon: Four front-mounted laser cannons

Advanced *Zoomer*'s Secondary Weapons:

1: Heavy cannon
2: Cruise missile
3: Cluster missile
4: Proximity mines



This overhauled small freighter has long wings and is best for short-range combat thanks to its rapid-fire laser cannons.



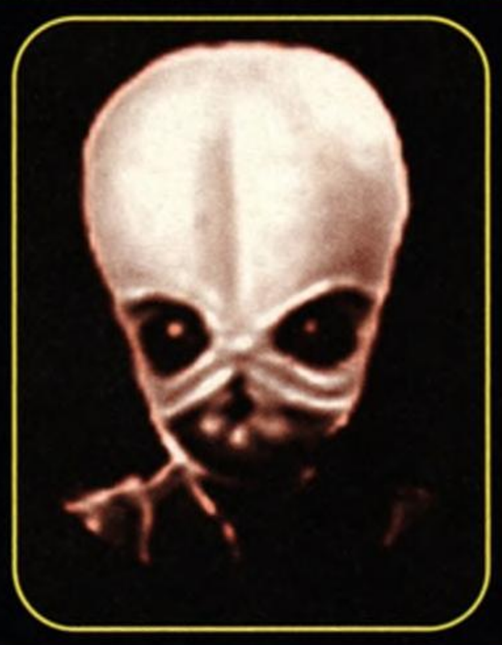
The *Zoomer*'s second, third, and fourth secondary weapons are identical to Nym's *Havoc*, so refer to that craft for combat weapon options. While much more maneuverable than Jinkins' *Freefall*, the *Zoomer* is larger than a Jedi starfighter, and therefore more susceptible to enemy fire. Use this craft to tackle small airborne foes or to punch holes in enemy transports or dropships.



The *Zoomer*'s quick-firing lasers are as damaging as the *Havoc*'s. They take a considerable time to destroy larger craft, but that's what the heavy cannon is for.



The heavy cannon carries enough ammunition for 30 precision shots that tear through the hull, ignoring armor. With this weapon, you can attack a large ship without waiting for the shields to fail. This makes the heavy cannon ideal for tackling missile frigates and similar craft.



Jinkins

The original designer of the *Havoc*, Jinkins now has his own ship: the *Freefall* bomber. Born on Clak'dor VII, Jinkins has a natural love of science and all things technical. His curiosity sometimes gets him in trouble, but it also makes him a valuable fount of knowledge. Jinkins remains calm and collected even in the face of great danger.

THE *FREEFALL*

Primary Weapon: Long range laser cannons

Advanced *Freefall*'s Secondary Weapons:
1: Mechanized drone fighters
2: Cruise missile
3: Cluster missile
4: Proximity mines



It's fitting that Jinkins's ship is a technical marvel with the latest in spaceflight technology. This gunship-style craft has a lot of unique features.



The *Freefall* is sleek, but it doesn't turn or accelerate as quickly as other ships. This can prove a hindrance in the combat zone, as can its two unique weapons. The drones work only on slow, medium-sized targets such as troop transports. Its remaining three secondary weapons are identical to the *Havoc*'s.



The persistent but slow laser that Jinkins constructed is excellent for increasing your aiming accuracy. It fires only once a second. This means there's less time to adjust trajectory aiming. It also can take out several small craft in one shot, making a swarm of enemies extremely difficult to counter.



The drones that Jinkins launches only come in one pack and cannot be destroyed, but they must return to the *Freefall* before they can be launched again. A lock-on is also required, making this difficult for defeating fast-moving craft. However, for turrets and ground targets, this is a great weapon.

Siri Tachi



Primary Weapon: Quad-pulse lasers

Secondary Weapons:
1: Force shield
2: Force lightning

Siri Tachi trained as Master Adi Gallia's Padawan learner. While she may be young, Siri's confidence and determination have made her an effective Jedi whose recent missions have kept her far from Coruscant. As a result, she has not seen Master Gallia in several years. She pilots a Jedi starfighter identical to Master Gallia's. However, she has only limited knowledge of the Force, and she can conjure only Force shield and lightning. Refer to Adi Gallia for more information on Siri's craft and powers.

The Villains

Count Dooku



The leader of a confederate separatist movement, this powerful leader was once a Jedi Master. He's currently creating a devastating new hex weapon to crush any uprising. While he oversees other matters, he has entrusted this task to Captain Cavik Toth.

Captain Cavik Toth



Young and ambitious, Cavik Toth is a natural leader and a confident warrior. He spent many years working for various mercenary groups, where he learned his tactical and combat skills. Eventually, he founded his own crew, the Sabaoth Squadron, to take dangerous missions for the highest bidder. He also began researching experimental ordnance and agreed to produce a special variety of this deadly weapon for Count Dooku.

Lieutenant Bella



Captain Cavik Toth doesn't trust anyone except his Twi'lek Lieutenant Bella. She has earned his admiration and respect through years of faithful and efficient service. Perhaps the most accomplished pilot in Toth's band (besides Toth himself), Bella is deadly and determined.

Training Levels

Before the missions can begin, both Adi and Nym need to receive a crash course in flying straight and true, using weapons both conventional and Forceful, and learning combat techniques. Fortunately, the galaxy's finest masters (Jedi Saesee Tiin and a Bith named Jinkins) have graciously agreed to train you.



NOTE

- The five training missions can only be played in one-player mode. There are no two-player objectives.

Training: Mission 1–Basic Flight

Mission Information

Pilot: Adi Gallia
Craft: Jedi starfighter
Friendly Craft: Saesee Tiin
Enemy Craft: Training drone (hologram)



Master Adi Gallia practices using Force powers while flying the delta 7 prototype.



Saesee Tiin activates your target tracker (a yellow target around Saesee's ship). He then begins to drift left. When he releases auto-pilot control, press ← with the left analog stick and follow him.

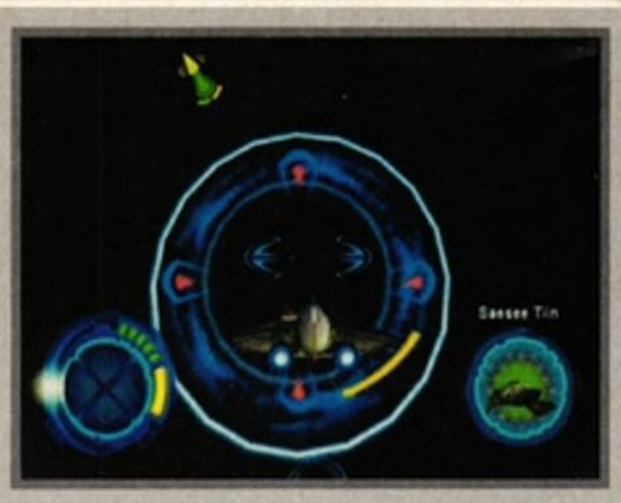
MISSION OBJECTIVES

- ☒ 1. Fly through all training rings.
- ☒ 2. Destroy all test targets.
- ☒ 3. Training complete.
- ☒ 4. Destroy targets in less than one minute (bonus objective).
- ☒ 5. Remove Saesee Tiin's shields (hidden objective).



Pitching the craft ↓ moves your craft up, and ↑ moves you down. Using the right analog stick, ← rolls the craft left, and → rolls it right.





OBJECTIVE 1 MET!

To gauge your prowess at movement, Master Tiin conjures some rings for you to fly through. Use L2 or ↓ and R2 or ↖ to slow down and speed up, and pitch your craft up to head up to an adjacent ring. If you miss a ring, turn around, fly back, and go through it. Take as long as you like. You meet your objective by flying through all the rings.

TIP

Try this little challenge—can you fly through all the rings while accelerating constantly? This tests your flying abilities and helps you perfect your craft control.



To test your laser cannons, use ✕ or Ⓐ to shoot at test targets until they explode.

OBJECTIVE 2 AND BONUS OBJECTIVE MET!

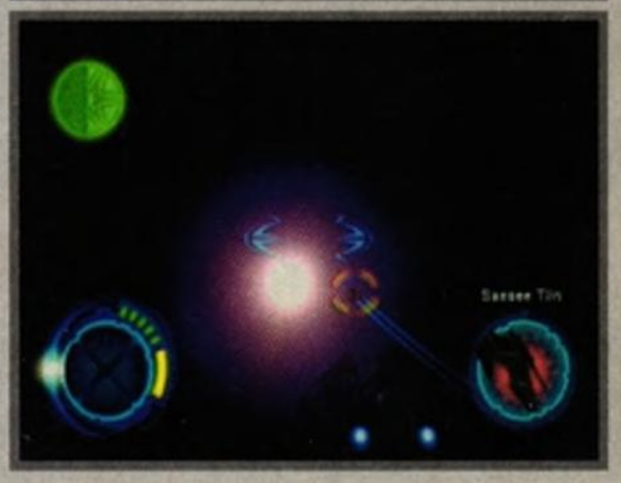




Master Tiin selects a training target. Line up your targeting reticle with the enemy target, and fire at it. Then use the red arrows to locate the next available target. Destroy all of the targets to claim your objective. Complete this task within a minute (an extremely simple proposition) to meet your bonus objective.

OBJECTIVE 3 AND HIDDEN OBJECTIVE MET!





If you are quick in your target practice, Master Tiin deems there to be enough time for a quick bout of dogfighting. Keep him in the center of your screen, and when he gives the word, continuously fire at him. This isn't really a dogfight, as Tiin simply moves his ship around in a large banking circle. Take out his shields to meet the hidden objective.



Training: Mission 2–Basic Targeting

Mission Information

Pilot: Adi Gallia
Craft: Jedi starfighter
Friendly Craft: Saesee Tiin
Enemy Craft: Training targets (hologram) Morning stars (hologram)



Master Saesee Tiin instructs Adi on the Jedi starfighter's heads-up display (or HUD) as well as introducing her to some of the craft's offensive capabilities.

MISSION OBJECTIVES

- ☒ 1. Destroy all static targets.
- ☒ 2. Destroy all moving targets.
- ☒ 3. Destroy all holograms.
- ☒ 4. Training complete.
- ☒ 5. Complete training in less than four minutes (bonus objective).
- ☒ 6. Defeat Saesee Tiin (hidden objective).



Master Saesee Tiin powers up the starfighter after briefly describing your HUD. Note the band of green bars and yellow bar in the bottom left. These indicate your craft's shield and hull status. Siin's craft has a dialog tracker targeting around it.



Tiin then shows you a target tracker for your target reticle, including the shield and hull indicators. He then mentions the craft display in the screen's bottom right, showing the targeted craft.



OBJECTIVE 1 MET!

A craft landing platform with four training targets is conjured. Repeatedly press ▲ or L2 to cycle through the four targets, and use R1 or ✕ to zoom in and out using bore targeting. Now destroy all four targets with your laser, and your objective is met.



OBJECTIVE 2 MET!

For the next test, Tiin conjures another landing pad with four more targets on it. This time, three targets are moving. Use your bore target and fire where the targets will be when your shot arrives. If you're having trouble, boost closer.

OBJECTIVE 3 AND BONUS OBJECTIVE MET!



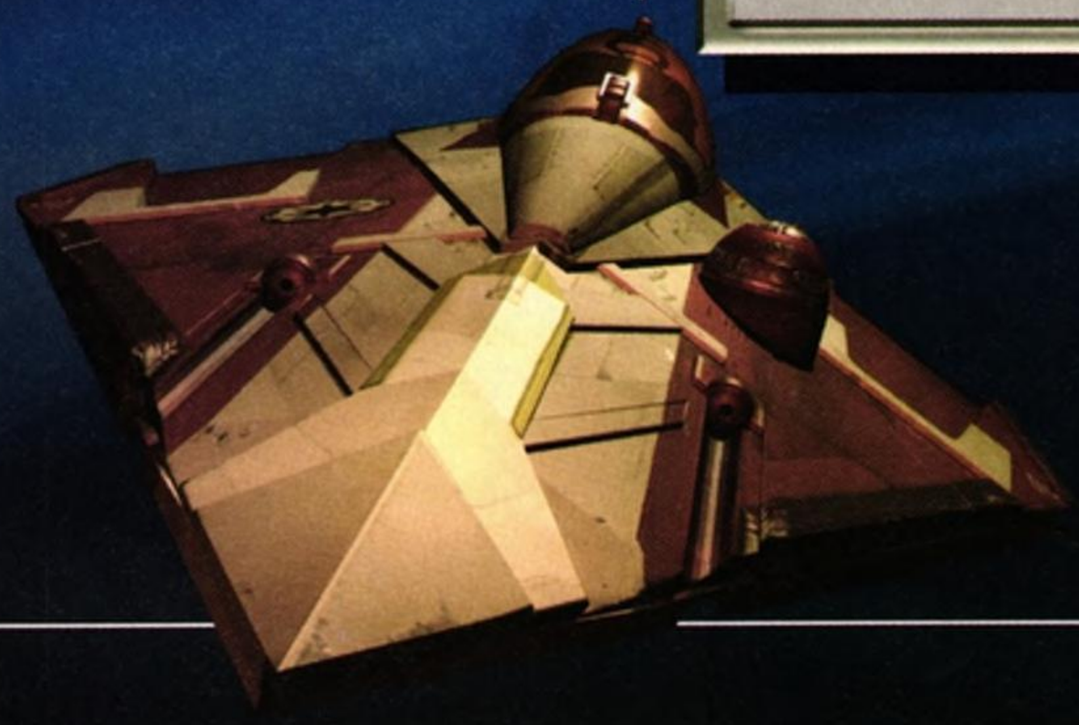
Master Tiin summons a number of morning stars. Do not worry; these are slow-moving holograms. Find the targeted one, fire at it, and continue to destroy them until you meet the objective. Finish the three tasks in less than four minutes to meet the bonus objective.

OBJECTIVE 4 AND HIDDEN OBJECTIVE MET!





There's just enough time to challenge Saesee Tiin to another dogfight! Fire on him immediately, following his craft and launching laser fire at where his craft will be, not where it currently is. Tiin fires a few rounds, but nothing too damaging. Take his hull down to critical levels to meet the hidden objective.



Training: Mission 3–Advanced Targeting

Mission Information

Pilot: Nym
Craft: *Havoc*
Friendly Craft: Jinkins Quentin Pirate freighter
Enemy Craft: Droid starfighters Trade Federation lander

Nym tests Jinkins' modifications to the advanced targeting and wingmate command systems of the *Havoc*.



MISSION OBJECTIVES

- ☒ 1. Test advanced targeting commands.
- ☒ 2. Test capital ship component targeting.
- ☒ 3. Test wingmate attack-target commands.
- ☒ 4. Test wingmate protect-target commands.
- ☒ 5. Training complete.
- ☒ 6. Complete training in less than seven minutes (bonus objective).
- ☒ 7. Defeat Jinkins (hidden objective).



Now aboard the *Havoc*, Nym is furious over Jinkins' tinkering, but he soon comes around when he realizes the benefits. Start by targeting a droid starfighter with ■ or Ⓨ. Target a craft, holding down ■ or Ⓨ to see all of them.



Follow Jinkins to the next area, or boost toward the damaged Trade Federation lander ahead. Target it and hold ■ or Ⓨ. Notice the available targets on the lander—two laser cannons and two targets on each wing.



OBJECTIVE 3 MET!

Move to the next area, target a droid starfighter, and bring up your wingman controls (with L1 or WHT). As Jinkins instructs you, order your wingman, Quentin, to destroy one of the droid starfighters (press ↑ on the D-pad when the wingman command is up). Then order him to shoot the other. Simple.



OBJECTIVE 1 MET!

Jinkins demonstrates "revenge targeting." Wait for the programmed droid starfighter to fire at you, then press and hold ▲ or R1 target the offending craft. Then destroy all the remaining enemy targets to complete your objective.



OBJECTIVE 2 MET!

Once a turret has been targeted, fire at it with your laser. If the target comes up, but you cannot see a turret, it's on the other side of the ship. Destroy a turret, then another, and when Jinkins lets you, take out the entire craft. Slow down and fire constantly to complete this objective.



Move to the pirate freighter that's being attacked by droid starfighters, and target the freighter itself. While Jinkins tells you about the default wingman command to defend you (hold L1 or WHT, ↓ on the D-pad), wait for his signal.

Training: Mission 4- Secondary Weapons

Mission Information

Pilot: Nym
Craft: *Havoc*
Friendly Craft: Quentin (wingman) Jinkins
Enemy Craft: AATs Tractor tower

Jinkins has added new weapons capabilities to Nym's ship, and he instructs Nym on the use of them.

MISSION OBJECTIVES

- ☒ 1. Destroy static targets.
- ☒ 2. Destroy targets with cruise missiles.
- ☒ 3. Destroy tractor beam tower.
- ☒ 4. Training complete.
- ☒ 5. Complete training in less than four minutes (bonus objective).
- ☒ 6. Defeat Jinkins (hidden objective).

Objective 4 and Bonus Objective Met!





Hold L1 or WHT and press ← on the D-pad. A shield icon appears on the freighter target reticle, and Quentin begins to destroy the droid starfighters attacking the main ship. Help him out if you wish. Once all droid starfighters are downed, your next objective is met. Complete all four objectives within seven minutes to meet the bonus objective.



Objective 5 and Hidden Objective Met!

Now complete the mission by targeting Jinkins, waiting for him to stop chattering, and then firing on his craft. His slow-moving craft is simple to hit. Once his shields are removed, the objective is met.



Jinkins is dangerously close to becoming Bantha fodder! Fortunately, his tinkering has granted Nym a couple of secondary weapons to test out. Slow down while Jinkins chats.

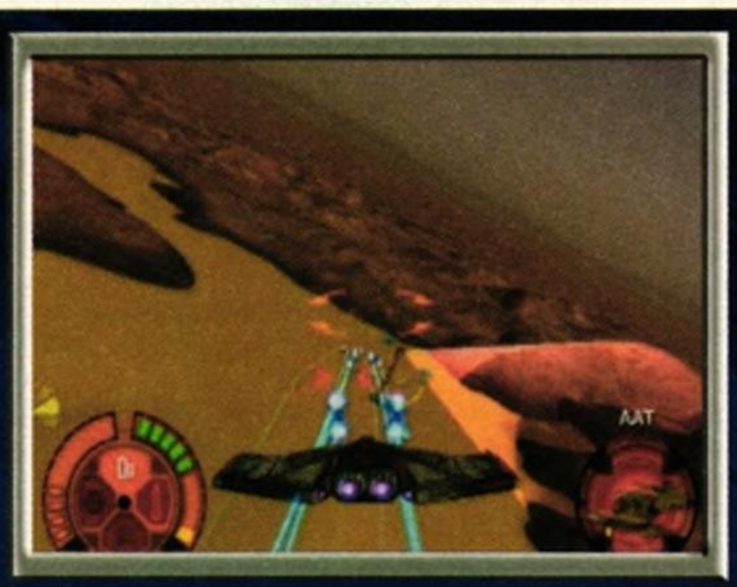


Nym's secondary weapons are shown in the bottom left corner of his HUD display. He currently has 10 energy bombs and five cruise missiles, although the bombs recharge. Select bombs by pressing ↑ on the D-pad.



Objective 1 Met!

When Jinkins finishes targeting one of four AATs on the ground, line up the terrain target on top of one, and fire. Repeat this while flying over the four tanks. Time is of the essence, so attempt to destroy them all in one pass.



Jinkins gives you the option to select Quentin, your wingman, for an assault on a tractor beam tower. Order him to attack the tower. The AATs can be bombed, too.

NOTE

Do not fly into the tractor tower's red arching beam or you will be frozen in it! Complete this objective from high above the ground, launching multiple bombs.

Objective 4 and Hidden Objective Met!





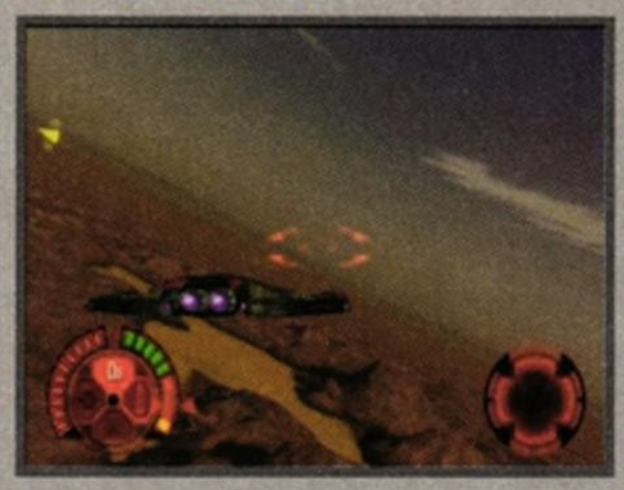
Once you've struck the tractor beam tower within four minutes, Jinkins challenges you to a battle. You only have energy bombs, so fly at him, then whip around to follow him. He moves slowly and is easy to tail. Launch two bombs at Jinkins, timing them so they hit squarely in the middle of his craft. Once his shields are down, the mission ends.

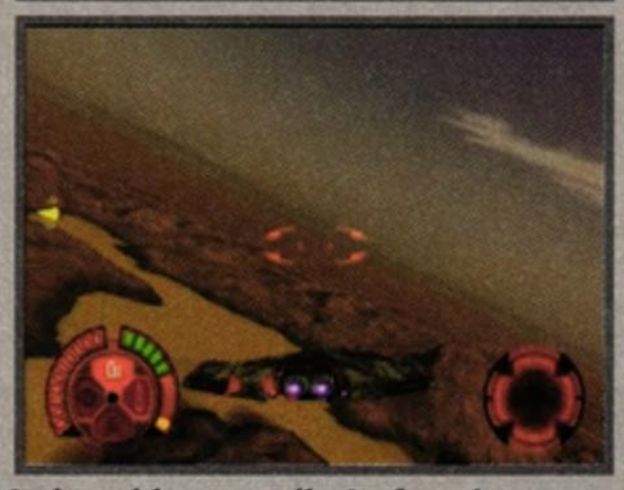


Objective 2 Met!

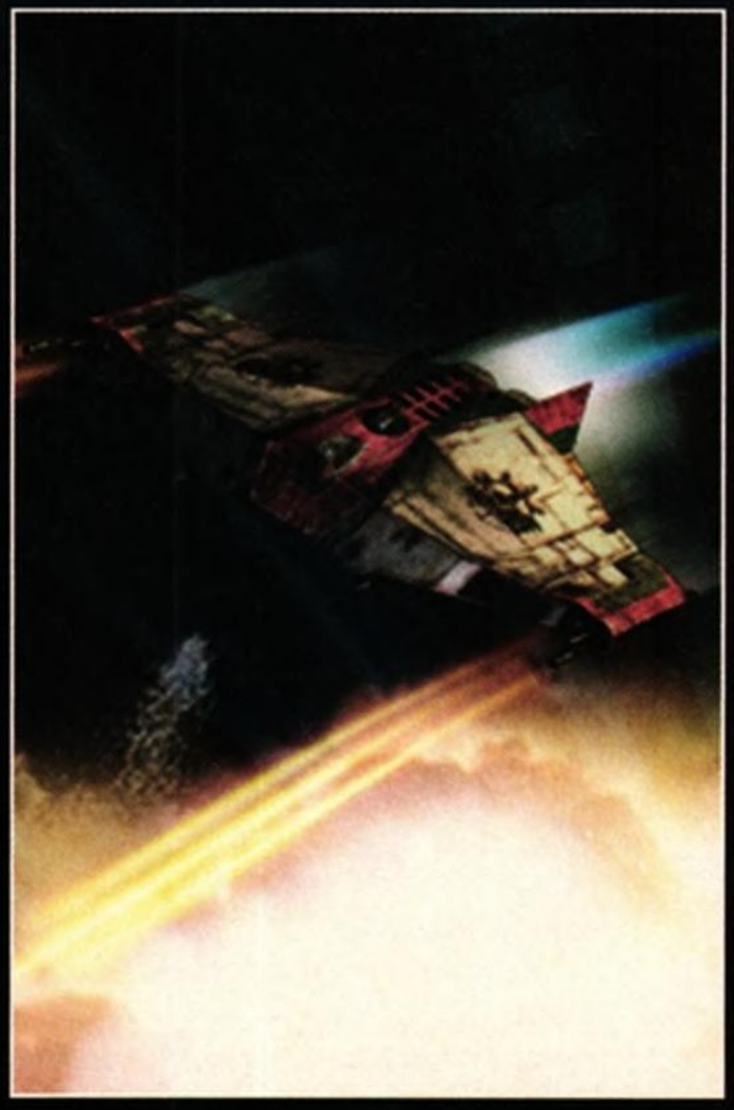
Change from your energy bombs to cruise missiles with → on the D-pad. Press and hold ■ or Ⓨ to wait for five AATs to show up as targets. Now wait for the cruise missile lock-on to change from yellow to pink, line up your shot, and fire. Use the zoom target (R1 or Ⓧ) to help you aim. Hit all five tanks with missiles to meet this objective. Miss with any, and you fail. Take them out with energy bombs instead.

Objective 3 and Bonus Objective Met!





Jinkins likes to talk. In fact, he rambles on for so long that it is extremely difficult to finish this mission within four minutes. Be quick in your first two tasks, and then ignore everything except the tractor beam. Place yourself above the yellow lake where the tractor beam will be, and launch bombs as it appears.



Training: Mission 5–Force Powers

Mission Information

Pilot: Adi Gallia
Craft: Jedi starfighter
Friendly Craft: Saesee Tiin Republic cruisers
Enemy Craft: Training droids

Master Adi Gallia practices using Force powers while flying the delta 7 prototype.



MISSION OBJECTIVES

- ☒ 1. Select Force shield.
- ☒ 2. Activate Force shield.
- ☒ 3. Attempt Force clarity with Force shield.
- ☒ 4. Activate Force lightning.
- ☒ 5. Destroy training droids.
- ☒ 6. Training complete.
- ☒ 7. Achieve Force clarity with all attempts (bonus objective).
- ☒ 8. Defeat Saesee Tiin (hidden objective).



Master Tiin asks if you are ready to use the Force. You most certainly are! Tiin highlights your Force selection area in the screen's bottom left.



Objective 1 Met!

Two of your four Force powers are available: Force shield and Force lightning. Force lightning is originally selected. Press ↑ on the D-pad to select Force shield. That's an objective completed.



Objective 2 Met!

Now Master Tiin requests that you activate Force shield. Press and hold ● or Ⓑ for about a second, and achieve Force clarity. Your shield turns purple, and the Force writhes and spits around your protective bubble.



Saesee Tiin points out the meditation timer on the far left of your Force display. When this has fully charged, you can activate a Force power again. You are asked to achieve Force clarity. Hold ● or Ⓑ for about a second, and release. Your shield should be purple.



Objective 3 Met!

Master Tiin is not satisfied. Attempt Force clarity with the shield once more. Again, hold ● or Ⓑ for just under a second. Hold it too short or long and you will fail the third objective.



Objective 4 Met!

Master Tiin introduces you to Force lightning. Target an enemy (ideally a squad of small fighters, as lightning affects only light craft), then press ● or Ⓑ for just under a second when you have targeted a training droid.

Objective 5 and Bonus Objective Met!





Master Tiin releases two more waves of training droids for you to zap with Force lightning while three more cruisers come into view. Target the middle of each squad of droids, and execute Force lightning, then again for the final droids. If all of your Force attempts, both with the shield and the lightning, have achieved Force clarity, then the bonus objective is awarded.



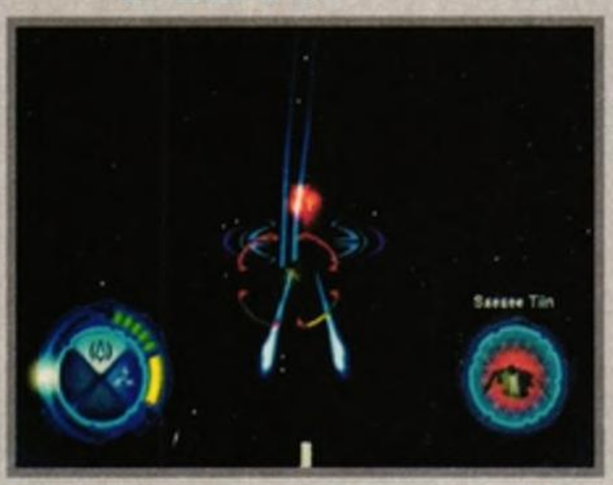
Now you can challenge Saesee Tiin to combat. Change to your Force shield, target Tiin as he challenges you, and when combat begins, form a shield. This protects you from his attacks.

TIP



Master Tiin does not appreciate Jedi mind tricks, and he cannot be harmed or swayed by Force lightning. This combat features precise laser targeting only!

Objective 6 and Hidden Objective Met!





Tiin is quick, but he turns in wide arcs. Stay where you are and fire slightly ahead of him along his trajectory. Keep on him, moving to fire at him directly when he turns. Once his hull is seriously weakened, he admits defeat. No one must know of Saesee's embarrassing defeat! Well, except maybe Yoda.

Training Complete!

You have successfully completed the five training missions? Excellent! You are ready to begin the epic adventure that awaits!



Act I: A Deadly Plot



Count Dooku is a man to be feared, loathed, and respected. Aboard Captain Toth's capital ship, the two speak candidly.



A resistance must be crushed, and Dooku's separatist movement is set to rule the galaxy. However, he must start in a backwater system known as Karthakk. Here, a secret project is underway.



A Jedi is training aboard a prototype Jedi starfighter. It expertly weaves around combat droids, impressing both the pilot and teacher. The pilot is a young Jedi named Adi Gallia. Her mentor is Saesee Tiin, the finest pilot in the Jedi order.



Master Mace Windu of the Jedi council has informed Saesee Tiin of a disturbance in the Force. He summons Gallia to the council chamber. Political events, particularly the separatist movement of Count Dooku, trouble him.

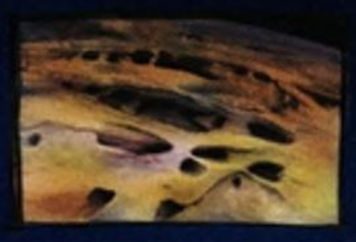


Windu fears the Trade Federation may be building a fearsome new type of weapon.



All is not lost. Local pirates have formed a resistance movement led by a Freeorin named Nym. Although Nym distrusts Jedi, he could prove to be an important ally. Gallia sets off to the Ruby Nebula to rendezvous with a pirate named Reti, who can lead her to Nym.





Act 1: Mission 1
The Informant

Welcome to your first mission, young Jedi. Mace Windu, one of the Council's most venerable members, has dispatched you to investigate troubling disturbances in the Karthakk system, as a secessionist movement threatens to expand. Using the Republic's new prototype Jedi starfighter, your Force powers, and the help of an unlikely crew of the Lok Revenants (ex-pirates from the Trade Federation's most-wanted list), you are to shape the future, counter a massive fleet led by the evil Captain Toth, and uncover a mysterious figure that threatens the very foundations of the Galactic Republic itself. But for now, content yourself with flying to the Ruby Nebula for a rendezvous with a reprobate named Reti, who just may be able to help your cause....

Mission Information



Master Adi Gallia travels to the Ruby Nebula to find her contact with the Lok Revenants.

Pilot: Adi Gallia
Pilot (Player 2): Reti
Craft: Jedi starfighter
Craft (Player 2): *Zoomer*
Enemy Craft: Droid starfighter Trade Federation scarab Unknown spy ship Trade Federation lander Data pods

Mission Completion Rewards

- **New Power/Weapon:** Force lightning (Adi)
- **Bonus Features Unlocked:** Bonus Mission: One Player "Advanced Prototype Test"

MISSION OBJECTIVES

- ☒ 1. Destroy all Trade Federation fighters.
- ☒ 2. Destroy the Trade Federation lander.
- ☒ 3. Destroy escaping data pods (bonus objective).
- ☒ 4. Destroy the spy ship (hidden objective).
- ☒ 5. Complete the mission within four minutes (two-player objective).

Mission Overview

A simple space operation in the beautiful Ruby Nebula, this mission involves a minimal amount of speed, precision long-range shooting, and combat against droids. While you speak with Reti, fire quickly at each enemy craft and move to the next. Also try out your Force shield for the first time, and time your button presses to obtain Force clarity.

Later, the Trade Federation appears in force to thwart your progress, and you must attack their lander. Use this opportunity to practice turning and strafing the surface of a large enemy craft. Before attacking the lander and destroying its data pods, search for an unknown vessel sending secret radio communications regarding your whereabouts.





Gallia opens comm frequencies and meets her contact, Reti. After a fraught introduction, Gallia picks up enemy readings. Droid starfighters have followed Reti into the Ruby Nebula.



As you and Reti break into an attack pattern, target the nearest droid starfighter and fire. If Reti hasn't locked on to the other starfighter, shoot it for him.





Destroy a starfighter, then move on to the next, until all four are dispatched. While you bargain for a meeting with Nym, another four starfighters appear. A carrier ship must be sending these.





Secret Uncovered!

As soon as this mission starts, turn your craft to the left, past the first asteroid, and pull your ship down slightly to view two more rocks. Between the middle and far left asteroids, a ship appears. It doesn't show up on any sensors and cannot be targeted. Pursue it, and you'll discover that this is Slave I, the ship of the bounty hunter known as Jango Fett, who is currently tracking Reti. He hyperspaces out of this quadrant a moment later. You sense that you'll be seeing him again.



Activate your targeting computer. Four more droid starfighters approach.



When you have a droid starfighter in your sights, zoom in and fire slightly ahead of it (unless it is speeding straight at you). Wait for the enemy ships to reach you.



Deal with the third wave of droid starfighters while avoiding the tumbling asteroids. Again, wait for the starfighters to arrive, firing on them as they near. Or use your zoom target to fire from extreme range.

TIP

Raise your Force shield to deflect enemy fire. You not only impress Reti, but if you achieve Force clarity, shots fired from the enemy bounce back and destroy them.



More droid starfighters approach. Shoot these from extreme range, prompting Reti to call in a congratulatory message. Once these are taken out, prepare for more.



While Reti gets a closer look, four more scarabs appear. Cycle through your available targets.



Objective 1 Met!

Destroy all remaining scarab vessels. One may be tailing Reti, so be quick. Once you've defeated the lander's scarabs, destroy the lander to pass your starfighter's first combat test.



Trade Federation scarabs approach. These are slightly tougher to fight than the droid starfighters. Lock on to them as they near, and fire.



Six scarabs fly amid a group of asteroids. As you take down the last one, a giant Trade Federation lander appears.



Hidden Objective Met!

Lurking near one of the asteroids is an unknown craft—one even your sensors can't pick up. It arrived during the last wave of scarabs when the Trade Federation lander appeared. Could this be a Trade Federation spy vessel? It must not report your location. Lock on and fire until its shields are depleted and it explodes. If you ignore this craft, it will disappear after around 10 seconds. Look for it as soon as the lander appears, but before the last scarab is destroyed.



Reti is attacking the lander, but his lasers aren't the strongest. You must attack as well. Hold your targeting button to spot the various parts of the giant craft that can be destroyed.



Four turrets—two on top of the craft and one on either wing—do not need to be destroyed, but they can damage you if you attack from above. Watch out for their firepower and take evasive maneuvers if you are hit.





Take down the lander by dropping underneath it, turning around, and pelting laser fire at its central area.



When the ship starts to take hull damage and its shields are depleted, it launches three data pods containing identification codes for both your and Reti's ship.



Bonus Objective Met!

Target the data pods and fire as soon as they leave the ship. They begin to disperse, and after 15 seconds, they leave the battle arena. Take out all three before this occurs.



Objective 2 Met!

Concentrate all remaining firepower on the lander. Slow down and fire, then swoop around, gain some ground, and swoop back into attack formation, peppering the craft again. Continue until the lander explodes.

Two-Player Tactics



With one player as Adi and the other as Reti, you can easily split up the jobs and guard each other's backs.



Have one player attack the lander exclusively, while the other takes care of the spy ship, any remaining scarabs, and the launched data pods. Choose who shoots what before the mission starts.



Reti's secondary weapon, the heavy cannon, is slow but extremely powerful. Use it to instantly destroy enemy starfighters and scarabs. It also makes short work of the Trade Federation lander, since the heavy cannon blasts directly through shields.





TIP



Reti's heavy cannon is almost too powerful! Do not destroy the Trade Federation lander until you dispatch the three data pods it launches, or you will fail the bonus objective.



TWO-PLAYER OBJECTIVE MET!

Have Adi concentrate on achieving Force clarity when using her Force shield, and zoom in on enemies from range. Meanwhile, Reti should use his heavy cannon to take care of the Trade Federation lander and scarabs while Adi searches for the spy ship. Finally, after the data pods are destroyed, both players should finish off the lander. Use these tactics, and this mission is likely to be completed in under four minutes.







With the lander safely dispatched, Reti and Gallia journey to meet Nym. Let's hope Reti hasn't inadvertently brought any more adversaries along.





Act 1: Mission 2
Unlikely Allies

Adi and Reti journey to an island outpost where Nym's last known coordinates were received. It seems that Nym's battle against the Trade Federation has taken a toll. Whenever Nym hatches a plan, the Trade Federation retaliates swiftly and without mercy. The Federation's power comes from a large sensor station they have installed in the system, and this has been responsible for the capture of half Nym's crew.

As Adi and Reti near Nym's signal, they find him swamped by enemy scarabs and unable to launch from a communications center. His colleague, a Bith named Jinkins, is attempting to slice into the Trade Federation interplanetary network, and you must provide fire support. Ignore Nym's less-than-pleasant greeting—he's sure to come around once you display your powers....

Mission Information



Reti leads Adi Gallia to Nym, leader of the Lok Revenants, in the middle of an operation against the Trade Federation.

Pilot: Adi Gallia

Pilot (Player 2): Reti

Craft: Jedi starfighter

Craft (Player 2): *Zoomer*

Enemy Craft:

Droid starfighter

Trade Federation scarab

Trade Federation troop transport

Trade Federation battleship

Trade Federation U-boat

Trade Federation dropship

Trade Federation battle droid

Trade Federation bomber

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:** Bonus Mission: Two Player "Classic Dogfight"

MISSION OBJECTIVES

- ☒ 1. Destroy scarabs so Nym can launch.
- ☒ 2. Protect Jinkins in the communications center.
- ☒ 3. Destroy all U-boats (bonus objective).
- ☒ 4. Allow no Trade Federation craft to land on the beach (hidden objective).
- ☒ 5. Destroy all carriers (two-player objective).

Mission Overview

What begins as simple scarab target practice turns into an all-out beach defense on Maramere's island base, with Jinkins's life at stake! To complete both the hidden and bonus objectives, make sure no enemies land on the beach near the communications center—prevent both infantry and droid starfighters from touching down.

Meanwhile, you also must defeat four subs (U-boats) that flank the massive troop transport ships launching the scarabs. Two subs launch per transport ship. Of course, these dive underwater, so spend time targeting them instead of protecting Jinkins. With practice, however, you'll learn to gain clarity with Force lightning. With this tremendous power, and constant vigilance over the communications center, Jinkins will survive yet!



As Nym roars in disapproval over your proximity, target one of the four scarabs strafing the communications center ahead.

TIP



Press → on your D-pad to select your new Force power—lightning. As with the shield, the length of the button press determines the clarity you achieve. With lightning, you destroy three craft with connect and five with clarity. Remember that Force lightning has no range limitation, so use it on small, distant craft too.



You have three waves of four scarabs to defeat, so line up each scarab as it passes, and fire your lasers or execute Force lightning. Practice your new power.



Objective 1 Met!

While Reti takes down one or two scarabs, deal with the rest. Once all are downed, Nym insults you once more, and his craft departs from the roof of the communications tower.



Three large craft approach from the ocean, and one appears from behind the mountain. Looks like your services will be needed after all.



Nym instructs Reti (and you) to tackle the boat, while he flies off to engage the dropship. Comply with these orders, and target one of the two descending Trade Federation troop transports.



Continue to fire on the Trade Federation transport as it tries to land on the ocean's surface. After taking some heavy laser bombarding, it explodes. Now turn your attention to the second transport. Attack it using your zoom target.

TIP



The third vessel, the Trade Federation battleship, appears with two U-boats. Destroy these subs to complete the bonus objective. Target a U-boat as soon as you can, but continue to fire on the Trade Federation transports.



WARNING



If you ignore the two Trade Federation transports, they move around the two rocky promontories and land on the beach near the communications tower, depositing a platoon of battle droids. If any land, your hidden objective is lost. Destroy the transports quickly.

NOTE



While this pitched battle is waging, you may stray into Nym's combat territory, where he is engaging the Trade Federation dropship. Nym is vocal about where you should be fighting, so focus on the sea-borne enemy, and leave the dropship to him. Straying into this area also means you have less time to attack the U-boats and landing craft.



Patrol the sea, attempting to destroy the two U-boats. As soon as Jinkins radios regarding the droid starfighters landing, target and destroy any of them near the communication center. Use your Force lightning.



Attack the scarabs incoming from over the ocean. Stay above the ocean, switching from U-boats to scarabs, and watching for droid starfighters descending toward the beach.

NOTE

Reti mentions that the droids may be receiving information from the battleship, and destroying it could stop the enemy. You can attack (and eventually defeat) the gargantuan Trade Federation battleship, but this is not advisable during single-player missions. You won't have time to take out scarabs, droid starfighters, and U-boats. Besides, attacks keep coming with or without the battleship!



U-boats are invincible underwater, so target the U-boats, then attack other enemies. Return to the subs when they emerge. Then (and only then), fire lasers and execute your Force lightning.



It takes about two attempts to destroy each U-boat.



More starfighters approach from the ocean. Once you damage these, and any other flying adversaries nearby, the Trade Federation battleship flees the area.



The U-boats you haven't struck down follow the Trade Federation battleship out of this area. This is your final chance to destroy them. However, watch for more droid starfighters heading for the beach.



A few more scarabs announce the arrival of a second Trade Federation battleship. This one launches waves of five Trade Federation bombers. Don't allow any of them to reach the communications tower.



Bombers launch continuously from the battleship. Continue to hold them off while you search for the second pair of U-boats.



Reti sometimes brings his powerful heavy cannon to bear on the second battleship, meaning you have less time to search for U-boats than before. Other times, the second battleship is allowed to retreat. Don't fire on it if you need more time.



Bonus Objective Met!

As soon as the second Trade Federation battleship appears, search for the two U-boats, zap them with Force lightning, and continue to tackle them. Switch to attacking Trade Federation bombers and scarabs, but keep the U-boats targeted. Once the final two are destroyed, your bonus objective is complete.



Hidden Objective Met!

When the bombers arrive, attacks on the beach by droid starfighters cease. Congratulations if no starfighter or battle droid hit the beach. If Nym has not neutralized the dropship, it tries to land and deposit more enemies, so you may wish to fire upon it early.



Objective 2 Met!

Jinkins should be ready to lift off once the second Trade Federation battleship is destroyed or retreats. However, he is surrounded by scarabs. Attack these, allowing Jinkins safe passage to the skies.



Two-Player Tactics



With one player as Adi and the other as Reti, the Trade Federation doesn't stand a chance! Have both craft attack scarabs until Nym can launch from the communications tower.



During the mission's second phase, let Reti focus on the larger enemies, such as the battleship, dropship, and troop transports. Head for the ocean and begin hunting!



Have Adi patrol the skies looking for scarabs and droid starfighters.

Use Force lightning judiciously to prevent anything from landing, and don't stray too far.



Split the hunt for U-boats. Adi's Force lightning is very effective. Ignore the subs until they surface, and then attack them.



Two-Player Objective Met!

Once the second battleship arrives, let Reti's heavy cannon strafe the boat immediately, but don't damage it too quickly—destroy the U-boats before sinking the battleships. During the final attack, let Adi fire at the battleship and Force lightning the bombers. With intelligent teamwork, this mission is a breeze.

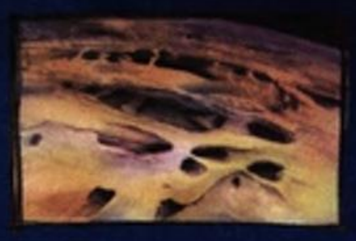






Once Jinkins' launch area is cleared of scarabs, the four suspicious rebels take to the skies, with Nym grudgingly thanking Adi for help. Warning that Jedi mind tricks won't be tolerated, Nym wants to attack the Trade Federation's illegal presence in this system. A jail-break is planned.





Act 1: Mission 3
Prison Break

Saving Nym's old friend from a prison space station is the first step in the new rebellion against the Trade Federation. Captain Orsai and his faithful troops need firepower and a transport vessel to flee this heavily guarded floating fortress—and you're providing both.

While Adi attacks the turrets, Nym learns why laser turrets are as devastating as they are small. After numerous compartments aboard the station are removed and the turrets destroyed, the transport vessel called the *Liberator* attempts to dock, while the rebels deal with more of the Trade Federation's ships.

Mission Information



Using the stolen codes from the island base on Maramere, Nym attempts to free his men from the infamous Space Station 1138.

Pilot: Nym

Pilot (Player 2): Jinkins

Craft: *Havoc*

Craft (Player 2): *Freefall*

Friendly Craft:

Jedi starfighter (Adi)
Zoomer (Reti)
Liberator

Enemy Craft:

Droid starfighter
Scarab
Space station capital turret
Space station laser turret
Trade Federation troop transport
Armed freighter

Mission Completion Rewards

- **New Power/Weapon:** Cruise missiles (Nym)
- **Bonus Features Unlocked:** Bonus Craft: "X-Wing"

MISSION OBJECTIVES

- ☒ 1. The *Liberator* must survive.
- ☒ 2. Destroy the space station defenses.
- ☒ 3. Prevent enemy transports from docking.
- ☒ 4. The *Liberator* must rescue the crew.
- ☒ 5. Destroy the airlock door (bonus objective).
- ☒ 6. Destroy all walking starfighters in hangar (hidden objective).
- ☒ 7. Destroy all station doors (two-person objective).

Mission Overview

You have an intense role to play in this space battle, as a group commander. While Adi attempts to thwart the smaller scarabs and droid starfighters, and Reti chooses to dogfight, you can order Jinkins into combat as a wingman, so don't forget how helpful he can be.

Your main job is to rescue the escaping prisoners from Space Station 1138. Do this by clearing the way for the *Liberator* to dock, while Captain Orsai and his troops battle to an airlock. Eight gigantic turrets and eight tiny laser turrets must be neutralized before the *Liberator* can safely dock. Then, the Trade Federation's incoming troops need to be destroyed. Fly well, Nym!





As the *Liberator* radios to apologize for its late arrival, Nym waits to hear from the prisoners aboard the gigantic space station ahead of you.



Use this time to familiarize yourself with Nym's "heavier" craft, with its different weapons. Remember that you have energy bombs.



This is also the first mission where you can communicate with your main wingman, Jinkins. Radio the *Freefall* whenever you wish him to help you. To test this out, target the *Liberator*, hold your Wingmate Command button, and instruct Jinkins to "Protect my target!" (← on the D-pad).



As Orsai lets you know he's free of the brig, take on the four incoming scarabs. Zoom in to target them, and let rip with your lasers.



These are followed by droid starfighters. Continue to target them until you hear Adi radio that she's going to try to take out the space station's cannons.



If you ignore the scarabs and starfighters, they will intercept the *Liberator* and pepper it with laser fire. Guard the *Liberator* until the waves die down.

TIP

To avoid an embarrassing mission failure, make sure the *Liberator* isn't in your sights when you attack! Launching three energy bombs at the *Liberator* destroys it, so don't hit it with any of your armaments!



More droid starfighters arrive as the space station sends out a distress signal, so target them from range and take them down. Orsai then radios in, letting you know he's heading for the aft hangar.



Continue to blast scarabs apart as they arrive at the space station, and then, as you close in, switch and target the capital turrets. The *Liberator* radios that those turrets make docking impossible.





Take out 16 turrets. Zoom in on the nearest space station arm and check the main arm area. A small laser turret sits on the top and bottom of each arm, in the middle.



These laser turrets are devastating to your craft and must be destroyed. Take one down from a distance, then aim at any others you can see. Laser fire works well.



Next, fly down to the opposite side of the arm, and engage the other turret. Destroy these methodically, so you don't have to worry about stray turrets slamming you with laser fire later.



Take out all nearby laser turrets, then turn and take out the capital turrets. These are mostly harmless to a craft of your size, but the *Liberator* is doomed if one of these cannons strikes it. Take it down with five energy bombs and continuous laser fire.

NOTE

You'll find the path through this space station a little easier if you order Jinkins to "Protect Me!" (↑ on the D-pad). He sometimes tackles scarabs that may be targeting you.

TIP



During this crazed attack on a well-defended space station, listen for the *Liberator* and help if necessary. The *Liberator* must survive this mission!



Continue to batter the space station's defenses until Orsai radios in, letting you know that the codes you gave him have activated droid units. They currently have Orsai trapped!



Bonus Objective Met!

Orsai punches in the coordinates of a station door that needs to be blown apart so the prisoners can continue their escape. This appears on your HUD as a large target in the space station's center. Destroy it as soon as you finish taking out the turret you're firing at.







Secret Uncovered!

When you blow the station door apart, a huge gout of fire is released. Battle droids also tumble out into space and deactivate! These are very easy to miss and tend to disappear quickly, but they may fire on you as they fly out. Destroy some for extra bragging rights.



Continue with the turret battering. Orsai informs you that his squad is heading for the central elevator. They are getting close to that airlock, so keep attacking those turrets!



Those Neimoidians are nasty pieces of work—the station's support staff is waylaying Osai and his squad. Meanwhile, you should be finishing up the last of the turrets.



Objective 2 Met!

As soon as Adi radios that the last of the space station's turrets are downed, check your mission objectives screen. If the green light for objective two is lit, you have completed this task. Congratulations!



Sometimes, however, the incoming Trade Federation brings in one (or rarely, two) self-contained armed freighters. Destroy these to thoroughly defeat the space station's defenses, but only if they appear. Use your radar to locate them.



Hidden Objective Met!

While Adi informs the *Liberator* that it is safe to dock, head for the middle of the space station, and locate the thin hangar door on one side. If you approach the hangar from the opposite side, the door on that side is open. Inside the hangar are five walking starfighters. Once they succumb to your weaponry, you've met the hidden objective.



The Trade Federation doesn't know when to quit! It has sent in two troop transports, flanked by a few scarabs, to attempt to dock at the station and overwhelm Orsai's forces. Don't allow this to happen!



Target and close in on the first troop transport, and fire everything you have at it. Use five energy bombs, but make sure they hit. Then turn and defeat the second transport, using your remainining bombs.



By now, the *Liberator* should be about to dock. Eliminate as many scarabs as you can, as well as any floating turrets that may have appeared. Armed freighters also sometimes appear, so do your best to destroy them.







Objective 3 Met!

Just after the *Liberator* docks, two more Trade Federation troop transports drift into view, with a scarab escort. While you destroy the third and fourth transports, Orsai's men disembark and enter the *Liberator*. Once you destroy the final transport, you complete your objective.



Objective 1 and 4 Met!

The *Liberator* now begins taking heavy fire from the remaining droid starfighters, so call your wingman to defend the ship, and stay by the *Liberator*, taking care of the drones until the *Liberator* enters hyperspace.

Two-Player Tactics



Other than additional scarabs and droid starfighters, there is very little difference between playing this mission alone or with a second player, except that you now have a human wingman.



Jinkin's craft, the *Freefall*, fires slowly with a powerful and accurate laser. A veteran should pilot this craft. Its secondary weapon is more impressive—launch the mechanized drone fighters at both cannons and larger vessels to even the score.



Jinkins and Nym can attack any of the enemies and turrets, although

Jinkins may find the laser turrets difficult to hit. Have Jinkins stay back, guarding the *Liberator*, offering Nym supporting fire, and aiming at turrets from extreme range.



During the troop transport fight, have Jinkins target the larger foes with drones and attempt to zap the smaller craft. Learn when to fire Jinkin's laser.

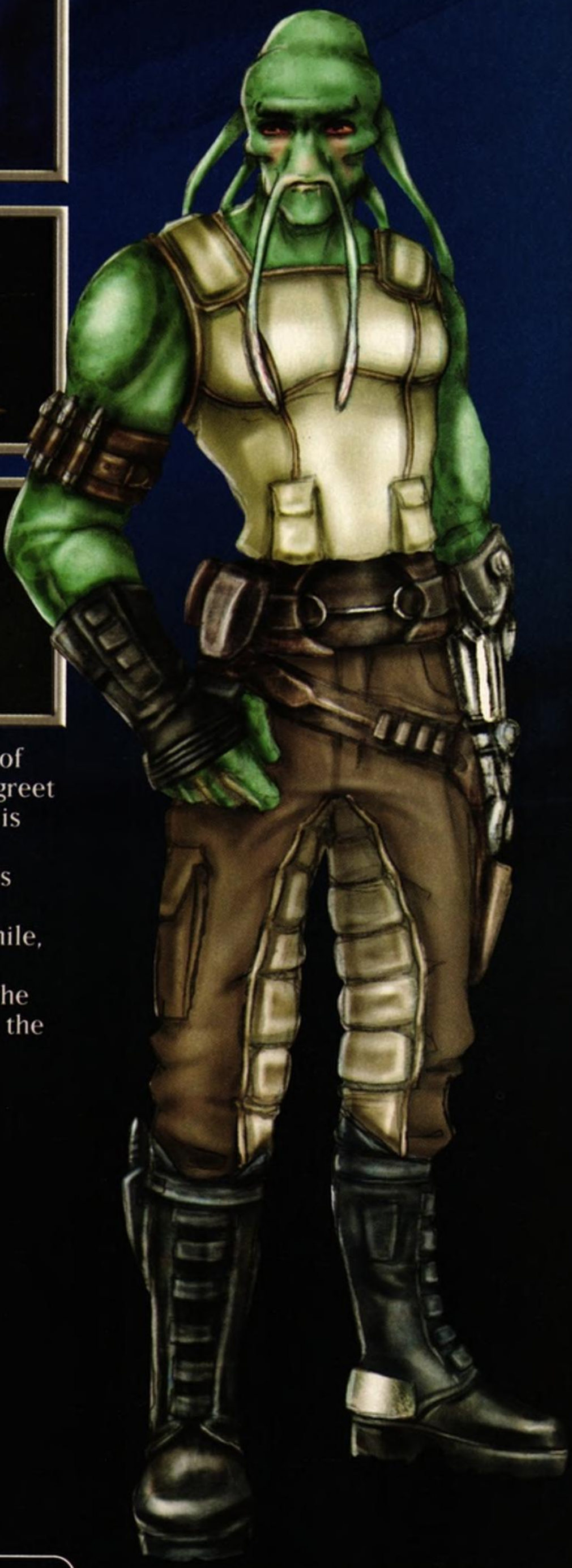








As the *Liberator* drops out of hyperspace, Orsai and Nym greet each other. Their jubilation is short-lived, as the Trade Federation's sensor station is bound to pick up Nym's coordinates. Jinkins meanwhile, has uploaded two possible targets for the station, and the group decides to investigate the nearer one.



Two-Player Objective Met!

From the starting point, fly to the bottom of the space station, where four station doors are underneath the superstructure. One must be blown up to aid Orsai, but get the others before the mission ends to meet the two-player objective. Take the doors out just before you blast the final turret. You both have time to hit a door or two each.

Act 1: Mission 4
Turning the Tides

Rendezvousing back on Maramere, Nym meets up with his trusted friend, Sol Sixxa, and Captain Orsai is introduced. They board two demolition boats armed with enough explosives to take out a small moon. These boats are dispatched with an escort consisting of Adi, Reti, Nym, and Jinkins. The information Jinkins has collected shows a Trade Federation sensor array on Maramere, which must be destroyed by ramming an open exhaust door at the back of the base before the explosives are detonated. Before the rebels can reach this target, they must traverse a well-mined waterway while dodging intermittent attacks from Trade Federation units in the ocean and the air. This base is under the jurisdiction of a Neimoidian known as Harro Ruuk, and his combat expertise is widely respected. However, he must be eliminated for this mission to be deemed a success.

Mission Information



Nym and Adi escort demolition boats to dismantle the troublesome Trade Federation sensor station on the islands of Maramere.

Pilot: Nym

Pilot (Player 2): Jinkins

Craft: *Havoc*

Craft (Player 2): *Freefall*

Friendly Craft:
Jedi starfighter (Adi)
Zoomer (Reti)
Demolition boat

Enemy Craft:
Sub dock
Trade Federation U-boat
Droid starfighter
Trade Federation bombers
Laser turrets
Tractor tower
Mines
Harro Ruuk

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:** Bonus Craft: "TIE Fighter"

MISSION OBJECTIVES

- ☒ 1. One demolition boat must reach base.
- ☒ 2. Destroy the base entry door.
- ☒ 3. Defeat Harro Ruuk.
- ☒ 4. Both demolition boats must reach base (bonus objective).
- ☒ 5. Destroy all tractor beam towers (hidden objective).
- ☒ 6. Destroy all Trade Federation sub docks (two-player objective).

Mission Overview

Much like your previous combat in Maramere, this mission involves checking on friendly units every so often while clearing the way of Trade Federation troops. Using your wingmen to defend the demolition boats is a top priority, after which you can clear the ocean of mines, laser turrets, and tractor towers without fear. Stay back, attack at range, and do not venture too far forward.

When your comrades call for help, oblige them as soon as you can. If Trade Federation bombers are incoming, intercept them, tackle droid starfighters, and energy bomb the U-boats into submission before turning to your minesweeping duties. Once the exhaust door is blown off and the sensor station is demolished, prepare for combat with Harro Ruuk—here close assaults are favored over long-range fire.





While Sol Sixxa and Captain Orsai radio in to inform you that their lesson in demolition was successful, and Nym talks about the sensor base, look to the small island in the distance to your left.



This is one of two sub bases, which you don't need to destroy except in two-player mode. However, this is a great time to test out your cruise missiles, obtained after the last mission.



Arm the cruise missiles by pressing → on the D-pad. Then hold your targeting button until the cruise missile target turns pink. This indicates a lock-on. Now fire. Fire only once—you'll need these missiles later. Alternately, ignore this sub base; it isn't mission-critical.



Two laser turrets sit on top of the sub base. Attack these too, if you have time. Now swing back to the main task—cutting a safe path through the rocks and water ahead.



You have two wingmen for this mission—Adi and Jinkins. As both demolition boats are of paramount importance to this mission, you may want to instruct both pilots to defend a boat. This gives you extra time to return to the boats if they are attacked later.



This is a planetary mission, so use the bomb targeting reticle to aim Nym's energy bombs at the ground. This creates a huge area of splash damage, so be warned—do not fire these near the demolition boats, or from too low, or you'll destroy your friends or yourself!



Speed up a little, toward the cluster of rocky islands ahead. To the left of the first island, five mines bob in the ocean. Take them down with bombs or lasers.



This gives you just enough time to jet up and intercept a group of droid starfighters attempting to slam into the demolition boats. One of your wingmen may snag a starfighter, but it's up to you to take down the remaining four or five!





Next, turn your attention to the three U-boats swarming the boats from the left. If you're quick, you can energy bomb those subs. If they're too close to the demolition boats, attack them with lasers.



There may be a starfighter straggler—deal with it quickly, then target three more U-boats coming from the islands ahead. Energy bomb these enemies out of existence!



After the U-boats, destroy any remaining nearby mines, and locate a squadron of Trade Federation bombers that Jinkins informs you about. Take out all three with laser fire.



Ahead are another couple of mines. Take them out from extreme range. Adi senses more airborne troops approaching, so work fast! Then find the laser turret mounted on the rock formation ahead of you, and blast it with lasers.



Now go up and bombard the tractor tower with its red beam. It's atop the rock formation, and it must be destroyed with lasers.

NOTE

Take out the tractor towers from range. If you are caught in the tractor beam, your craft stops completely, leaving you open to attacks. You also cannot return to help the demolition boats, so explode every tower you see.



As soon as the tractor tower explodes, check the shallow island to your right for a laser turret. Aim at it from extreme range, and fire.



As you pass between the tall, narrow island and the shallow one, you enter a circular waterway surrounded by islands. Another laser turret guards the other side of the tall narrow island. Destroy it.



The island group ahead features a laser turret and a tractor tower. Destroy them both, hopefully before Reti announces the arrival of more Trade Federation bombers.



Locate the six Trade Federation bombers coming in from the side and target them. Follow them in and blow them up before they reach their intended targets.



Captain Orsai mentions there's six minutes to go, so contend with three droid starfighters attempting to smash into the vessels from above. Then turn and take out any stragglers.



Back in the central waterway, explode any mines. There are usually five. Then turn and look left at a laser turret and tractor tower on a promontory. Destroy them both.



Head to the right, destroying another laser turret on the rock wall, and check your targets for droid starfighters. Another six are incoming! Take care of as many as you can.



Fly over the far grassy rock formation and spot another tractor tower and a narrow rocky outcrop in the distance. The second sub dock is here. If you wish, destroy it with cruise missiles.



Hidden Objective Met!

Target the final tractor beam tower as you jet over the grassy rock banks, and meet your hidden objective. Then destroy the laser turret underneath it. Congratulations!



A Neimoidian radio message is incoming! Harro Ruuk, the regional commander of this sector, is furious over your current infiltration, and warns you to retreat or face his wrath! Ignore his blustering, and cycle through your available targets.



Objective 2 Met!

Continue until you have the sensor station's exhaust door targeted. Then open it with three or four energy bombs. As the door disintegrates, jet up and take care of the laser turret on the base's far side.



You may have time to take down the two laser turrets on the far rocky outcrop housing the sub dock. When this is cleared, return at once to your demolition boats—U-boats are surfacing!



Three subs launch their missiles at one of the demolition boats. Speed down to their coordinates, and blast them apart with energy bombs. Remember to blast away from the boat!



More U-boats! These are incoming from the remains of the second sub dock. Detonate energy bombs at their coordinates, and keep those boats safe! Harro Ruuk radios his displeasure for a second time.





Bonus Objective and Objective 1 Met!

Each demolition boat closes in on the base from opposite sides of the island to split the enemy. Wait for one of them (usually Sol Sixxa) to arrive. Within moments, the charges are set, and the base detonates.

Warning! Incoming Enemy!

Harro Ruuk



From the disintegrating remains of the sensor station, an underwater craft is launched. Aboard it is Harro Ruuk, a proud but greedy Neimoidian. He is, however, a valiant warrior, and he's prepared to fight to the death. Oblige him!



Start by targeting his spider-like ship. You can optionally request your wingmen to target it also. Then, as soon as it surfaces, blast it with as many energy bombs and as much laser fire as you can!



Ruuk's craft is invincible underwater, so shoot only when it surfaces. When it does, fire from medium to close range. It fires streams of missiles, but these usually miss if you are close.



When he submerges, turn and jet away from the action, turning every five or so seconds to check whether he's surfaced. When he does, dive down and execute another bombing run.





Your remaining cruise missiles are extremely effective against Harro Ruuk, but only if they are "dumb fired." This means manually launching them without waiting for a lock-on. If you wait, Ruuk dives below the surface, and your cruise missiles are ineffective. Launch at close range as you pass over him.



Objective 3 Met!

After you make around three or four passes with numerous successful strikes, Harro Ruuk's ship becomes too damaged to continue, and it stalls in the water. Congratulations! Now get out of here!

Two-Player Tactics



The first player takes control of Nym, while the other provides supporting fire and takes on a variety of tasks as Jinkins. You have no wingmen now, only each other!



Nym's tasks are identical to those he faced in the single-player game. The only difference is that Jinkins can help him out. Nym should take out the mines, laser turrets, and watercraft.

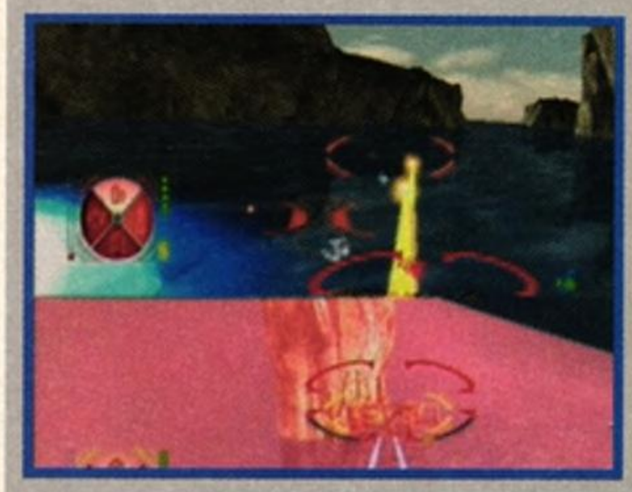


Jinkins meanwhile, should protect the demolition boats, using his laser as droid starfighters and U-boats encroach. If Jinkins gets swamped, call on Nym to help!



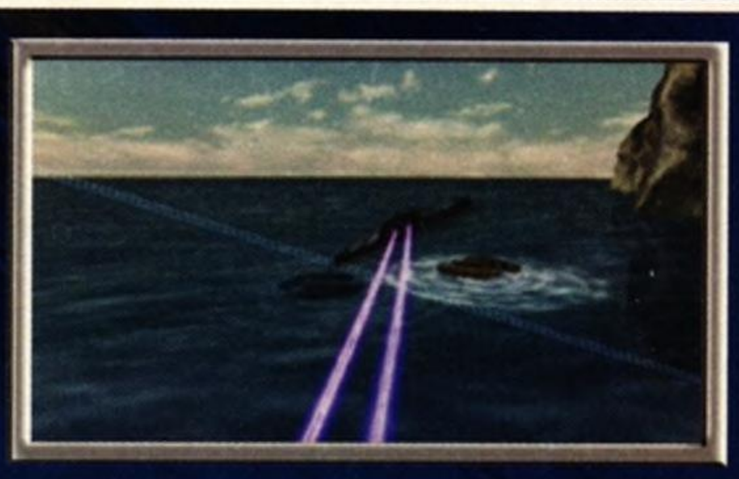
Split up the objectives: have Nym take two tractor towers, while Jinkins demolishes the others. Harro Ruuk is a little easier to dispatch, especially with Jinkins's drones.





Two-Player Objective Met!

There's no rush to destroy the sub docks, so aim at the initial one from your starting point, checking the narrow, tall island to your left. The second sub base is at the far end of the level, near the exhaust door. The player who isn't guarding the boats should quickly destroy these bases, ideally before one of the demolition boats detonates.



Harro Ruuk's disintegrating battle craft is wracked with smoke and fire. The rebels leave the theater of battle confident that a blow has been struck for Nym—and all those who wish to destroy the oppressive power of the Trade Federation.

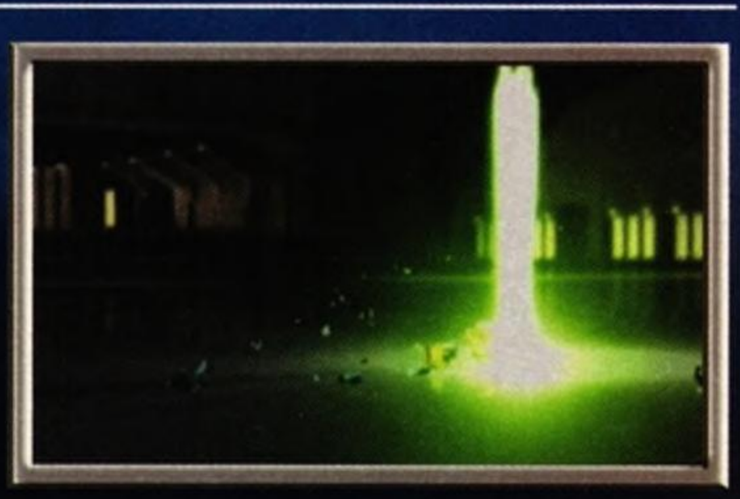
Act 1: Dragon's Breath



A Sabaoth destroyer docks at a vast floating Neimoidian fortress.



Toth seeks a progress report on his latest investment —trihexalon—a devastating new weapon known to Neimoidians as "Dragon's Breath."



Rebellion forces have halted a full-scale production of the weapon, so Toth decides to take over the testing and distribution of the weapon himself.



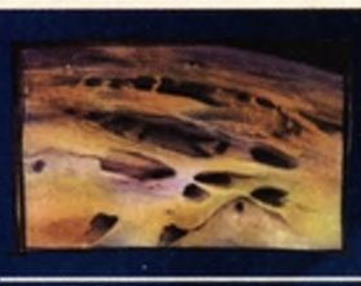
Appearing from the craft is Captain Toth, accompanied by Lieutenant Bella. Toth greets a trio of Neimoidian elders.



One vial alone could take out 300 Wookiees, a fact not lost on Toth, as he snatches the vial from the Neimoidian leader.



He starts with an impromptu field test that he finds most pleasing. As the remains of the Neimoidians are cleared away, a full-scale trial is begun.



Act 2: Mission 5
Poisoned Skies

After acquiring the dangerous trihexalon weapon, Toth and Lieutenant Bella attempt to flatten a peaceful beach community on Maramere with a bombardment from the planet's outer atmosphere. Although the Mere have had ties to Nym in the past (Sol Sixxa is a Mere, and Nym's trusted companion), the vengeance that the Trade Federation wishes to wreak upon this place is completely unwarranted. Adi and Reti part ways with Nym as he departs to the second sensor station. They must face dozens of missiles, hex bombers, and the hated Sabaoth mercenaries to save the island's innocents.

Mission Information



Cavik Toth tests his new secret weapon against a peaceful coastal community as Adi and Reti race to intercept the attack.

Pilot: Adi

Pilot (Player 2): Reti

Craft: Jedi starfighter

Craft (Player 2): *Zoomer*

Friendly Craft:

Sol Sixxa (incoming)
Space port
Shelter
Mere turret

Enemy Craft:
Hex missiles
Hex bombers
Sabaoth fighters
Hex deployers

Mission Completion Rewards

- **New Power/Weapon:** Force Reflex (Adi)
- **Bonus Features Unlocked:** Bonus Movie: "Vehicle Concept Art"

MISSION OBJECTIVES

- ☒ 1. Protect the space port.
- ☒ 2. Destroy all hex deployers.
- ☒ 3. Protect the island shelter (bonus objective).
- ☒ 4. Destroy all enemies (hidden objective).
- ☒ 5. Protect all buildings (two-player objective).

Mission Overview

With only Reti for help (until the arrival of Sol Sixxa halfway through the mission), order him to defend the space port immediately, then deal with waves of missiles. Once these are neutralized, 20 hex bombers swarm into view, attempting to reach the space port to deposit hex bombs. Do not let them near this base! Then there's a couple of squads of Sabaoth fighters with dangerous lasers to dodge around, more missiles and bombers, and finally two huge hex deployers to destroy before they reach the base. As long as nothing touches the ground, your mission parameters are safe.



Loreli Ro, the Mere leader of the space port, radios in with an urgent distress signal. She is under attack from dozens of missiles launched from the planet's outer atmosphere!



Fly past the space port, and target any hex missiles you can.



Use your single wingman, Reti, effectively by initially ordering him to defend the space port or one of the shelters.



Three missiles are about to strike. Target and fire at the missiles nearest the ground.





Turn and look skyward; 8 to 12 more hex missiles are descending. Tag all of them with your lasers. Although the base can withstand three or four hits, your bonus and hidden objectives are at stake.



Missiles continuously fall from the sky through the clouds, until the first wave (around 30 missiles) finishes. During this time, choose your Force lightning. With clarity, you can destroy up to four missiles at a time.



As the final missiles are being destroyed, Reti radios to report incoming hostiles: a squad of four mercenary Sabaoth fighters. Take evasive action quickly, and pitch left or right to avoid their laser fire.



As the quartet of fighters zooms past you, attempt a lock-on, and destroy all four of the fighters as they pass, dogfighting them from behind. Force lightning works well here.



Loreli Ro informs you that hex bombers have been spotted on the base's long-range sensors. Target them.



Use Force lightning and attempt to gain clarity—this destroys three bombers, leaving you two more to shoot down.



Check your scanner for five more hex bombers, target them from range, zoom in, and attack with both lasers and Force lightning.



Adi senses that this is a test of the Trade Federation's devastating hex weaponry. But there's no time to ponder; another four Sabaoth fighters and more bombers have appeared, and so has Sol Sixxa!



Leave the Sabaoth fighters to Sol Sixxa, and target five more hex bombers, dropping them out of the sky. Once these are defeated, one more wave of bombers remains.



Sol Sixxa informs you of the number of bombers left—make sure that number is zero, and target the remaining five enemies. Fire lasers and lightning as fast as you can.



Mop up the Sabaoth fighters as a Trade Federation communication is heard. Lieutenant Bella is ordering all remaining forces to wipe out the space port!



There's just enough time to tackle four more Sabaoth fighters, after which Reti informs you that more hex missiles are descending. Swing around to target one.



Unleash your Force lightning, and continuously strike the missiles. Around 30 more missiles descend from the skies, and you're responsible for shooting them.



As the missiles descend, remember to point your craft down and check that no missiles have passed you. Target these before the higher missiles.



More hex bombers arrive, flanked by two huge hex deployers—the source of the missile launching. These are escorted by Sabaoth fighters. Ready yourself for more action!





SECRET UNCOVERED!

It looks as if the Trade Federation is also testing a new secret weapon. When the two hex deployers finish boosting into firing range, ignore the battle (although this could lead to mission failure), and instead head for the island with the shelter on it. Now check the waves to the right of this island (assuming you're traveling past the space port to reach the island ahead of you). Riding the waves is a battle droid on a surfboard. He succumbs to a gnarly tumble around 20 seconds after appearing.



As soon as the hex deployers arrive, radio wingman Reti, and order him to attack a hex deployer. He's rather effective at this role. While he intercepts, target a hex bomber.

TIP

To achieve the hidden objective, do not order your wingman to attack the hex deployer until all other craft are destroyed.

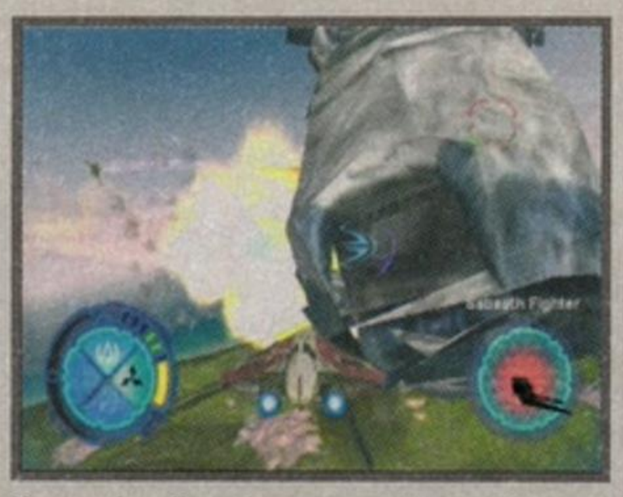


From far range, laser the five hex bombers apart, and finish them with Force lightning. These are the last of the bombers—only the hex deployers remain.



These deployers begin to launch hex missiles at the base. Stop firing at a deployer, and target all the hex missiles you can. Each deployer launches six missiles, and you must stop all 12.

OBJECTIVES 1 AND 2 AND BONUS AND HIDDEN OBJECTIVES MET!



Once the first barrage of missiles has passed, target a deployer and pepper it with laser fire. It is too big to be affected by Force lightning, so change to Force shield and activate it. With clarity, this causes the deployer's shots to bounce back on itself. Ignore the turret, and destroy the deployers.



Gain distance by flying to the space port and turning around to attack. If you ignore the deployers, they continue to rain missiles, then dock and destroy the port. As soon as the second deployer is downed, the mission is over, and all your objectives are awarded at once, if you achieved them!



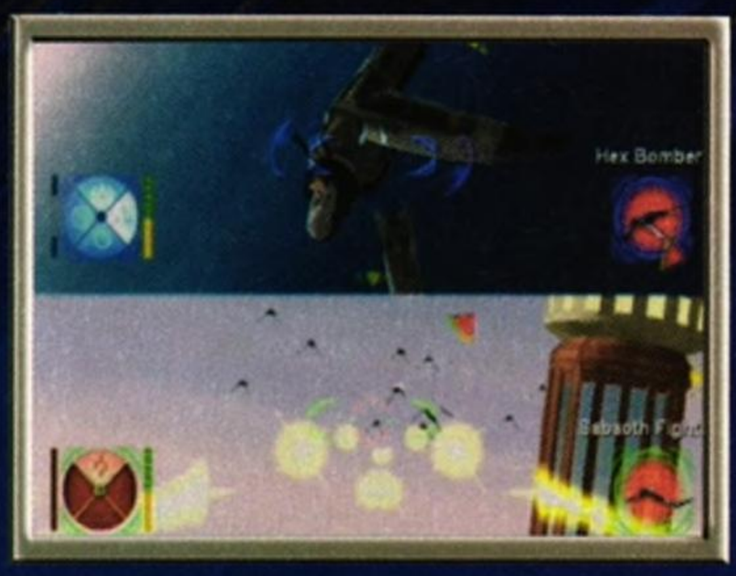
Two-Player Tactics



Note a couple of important differences when tackling this mission with two players. First, the initial waves of hex bombers appear all at once, and more Sabaoth fighters appear.



Secondly, the hex missiles are around one-and-a-half times faster than normal. This means both players must fire at hex missiles when they are launched, especially since you can't destroy any buildings.

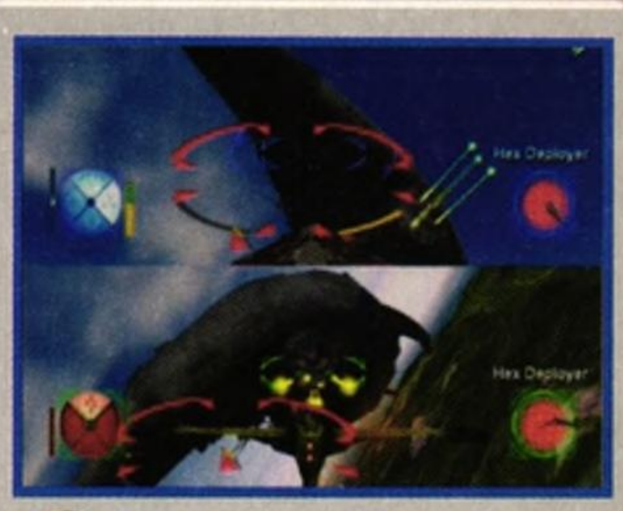


Let Adi handle most of the hex bombers and missiles while Reti takes on the Sabaoth fighters. However, you can pick and choose who takes care of what—as long as you're working together!



When the hex deployers arrive, have Reti concentrate his heavy cannon on the deployers (it rips straight through shields). Adi should take care of hex missiles and any remaining bombers or Sabaoth fighters.





Two-Player Objective Met!

To meet this objective, do not let the Trade Federation's airborne troops destroy any ground targets. This includes the three turrets, the two shelters, and the space port. This means that no missiles, shots from Sabaoth fighters, or hex bombers may penetrate into the island's airspace. Be vigilant, and attack the enemies you're best suited to, and this objective will be yours!



The space port evacuation can now be completed, and as Reti, Adi, and Sol Sixxa fly from the battle, Adi informs the Jedi council that the Trade Federation has a new and dangerous weapon. When Toth's name is mentioned, Mace already knows Adi's destiny: she is to remain in the system and help the rebels.



Act 2: Mission 6
Mount Merakan

The Trade Federation's slash-and-burn philosophy has pillaged Maramere of many of its natural resources. High atop the tallest peak—Mount Merakan—insidious forces are at work mining ore used to produce the terrible hex weapon. Up until now, the Meres were powerless to stop it. With Nym's arrival however, the crusade against the Trade Federation's latest deadly weapon begins in earnest. Nym must target all the ore buildings and the ore-carrying freighters to dry up the Trade Federation's supplies.

Mission Information



Nym and Jinkins raid a massive Trade Federation complex at the top of vast Mount Merakan.

Pilot: Nym
Pilot (Player 2): Jinkins
Craft: *Havoc*
Craft (Player 2): *Freefall*
Enemy Craft:
Missile turrets Scarabs Trade Federation freighter Landing pad Ore containers Ore extractors

Mission Completion Rewards

- **New Power/Weapon:** Cluster missiles (Nym)
- **Bonus Features Unlocked:**
  - Bonus Mission: One Player "Riding Shotgun"
  - Bonus Movie: "In-Game Concept Art"

MISSION OBJECTIVES

- ☒ 1. Destroy all buildings.
- ☒ 2. Destroy all Trade Federation freighters (bonus objective).
- ☒ 3. Finish mission in less than nine minutes (hidden objective).
- ☒ 4. Destroy all containers (two-player objective).

Mission Overview

Nym has nine minutes to complete this particular mission. Plus, he has both ground and airborne targets to worry about. Immediately attack the vast freighters and the six missile turrets, which can cause devastating damage to a high-flying pilot. Finally, target the ore extractors and landing bays—the ore containers need your attention only in two-player mode.



Immediately ahead is an ore extractor—a large brown building vital to the Trade Federation's mining exploits. You must destroy 10 of these. Start with this one.



Turn your craft to the right, and jet up the side of the mountain to uncover a second ore extractor hidden in the mountain's rocky crags. Target this next.



Near this refinery is a turret that fires surface-to-air missiles. While not too damaging at low range, these turrets are designed to take out high-flying craft. They will shoot at you when you engage the freighters, so destroy them all.



Next to this turret is another ore extractor. Demolish both the turret and extractor. Jinkins warns you about freighters launching. Stop them.

NOTE

Trade Federation freighters launch on your arrival, again when 50 percent of the buildings have been destroyed, and in a final wave when 70 percent are demolished. Jinkins informs you when you reach these points.

TIP

Go after freighters each time Jinkins' sensors pick up the freighters' departure. You have only a minute or so, and your bonus objective depends on dispatching them all. There are between three and six to deal with. When the mission begins, fly to the right around the mountain and launch locked cruise missiles at three freighters on a landing bay.



Secret Uncovered!

While you're in the area near the landing bay with three freighters, investigate a strange message that's only visible from high altitudes. Look down on the group of containers from the mountain side to see they've been built to resemble the letters "QW." What could the Trade Federation mean by this? Only the designer of this base could know for sure.



Jinkins is your wingman for this mission. Order him to concern himself with the scarabs.



Jinkins plans to stay low to the ground, making you harder to hit. However, six Trade Federation freighters are attempting to escape. Target each one with a cruise missile. Or you can fly straight at them, ignoring turret fire from the ground, and unleash laser and energy bombs from mid to close range.



Deal with one at a time. Be quick, and fire from extreme range as you close—take these down fast to gain your hidden objective.



Once the freighters are downed, return to the craggy hillside and destroy another ore extractor. Next to it is an ore container. There are 28 of these, and they do *not* need to be destroyed in solo missions.



After four ore extractors are destroyed (another is on the lower ground), the mountain shakes, and more scarabs are launched. Again, ignore these and instruct Jinkins to take care of them.



Continue clockwise around the mountain. You pass a clump of ore containers, which you don't need to shoot in single-player mode. In the distance is another turret to destroy.



Just prior to this turret, above the lower ground with the ore containers, is a huge pipe belching fire. Fly to the right of this, and fire everything you have at a large landing pad. You must destroy two of these.



Just next to the landing pad is another ore extractor and a missile turret. Use any remaining weapons, or recharge your energy bombs, and flatten this entire area!

TIP

Don't damage the landing pad now—this wastes precious time. Return to this pad as soon as possible to finish it off.



Fly to slightly lower ground around the mountain, destroy another missile launcher, and continue the battering of the ore extractor. More than half the buildings are gone. Good work!



As you finish your attack on this ore extractor, Jinkins informs you that more freighters have launched. Look skyward and intercept the first freighter.



Destroy two Trade Federation freighters, plus any you missed earlier. As before, ignore the ground targets and fire at the freighters until none continue to fly. Then return to the ground. Also remember to tackle all four freighters—if you're too slow or miss one, you won't win your bonus objective!



Back near the ground, over the area where you destroyed the last freighter, look for the second landing pad. Take care of the turret next to it immediately.



Now batter the landing bay with any remaining cruise missiles, then switch to energy bombs and completely devastate the area.



To one side of the landing pad are ore containers and another extractor. On a ridge nearby is a missile turret. Take them out quickly.



Around this time, Jinkins shouts that only three more buildings are left standing. The end is in sight—but only after you destroy the final two Trade Federation freighters attempting to join their space convoy. They are joined by five scarab fighters.



These freighters have launched from the opposite side of the mountain, so blast around the mountaintop and take care of them. Your mission is almost complete!





Secret Uncovered!

As soon as Jinkins lets you know only three more buildings are left standing, look at the mountain itself. Move to the area where two gigantic ore pipes protrude. One belches fire, and the other, farther up the mountain, intermittently blasts fire. After Jinkins' message, jet up to the pipe and peer inside. Are these by-products from the ore refining process? Are they a new type of droid? No. They're Easter eggs.





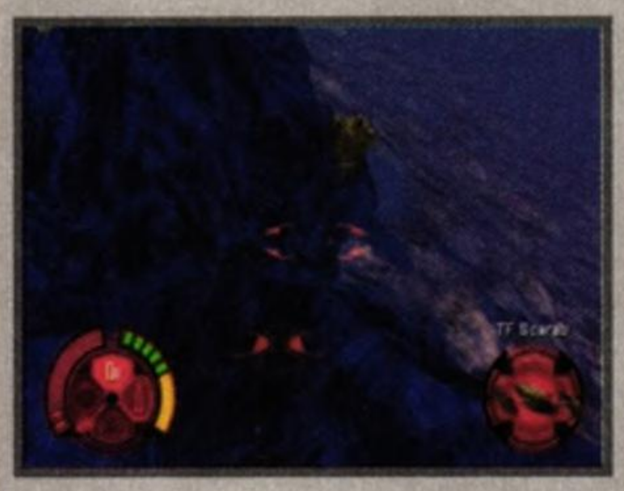
Secret Uncovered!

The second area of interest is next to an ore container. At the foot of the area with the two pipes, fly around the ground near the lower pipe, looking for two ore containers. The one nearer the pipe has a battle droid attempting some clone replication of his own. Alas, with only snow, two lumps of coal, and a carrot to play with, this battle droid is less than "high tech." It is, however, impervious to your attacks.

WARNING

Locating the secrets on this level severely impedes your chances for obtaining all necessary objectives!

Objective 1 and Bonus and Hidden Objectives Met!



Quickly locate and destroy any remaining ore extractors; Jinkins lets you know how many are left. If you took out all 6 of the missile turrets and 10 extractors, the first objective is met. If all 19 freighters were stopped from leaving the mountain area, the bonus objective is met. If your completion time was within nine minutes (check by pausing the game and looking at the time in the top-right corner), the hidden objective is met.

Two-Player Tactics



Have Nym deal with any airborne freighters, while Jinkins wields his devastating laser on the ore containers.



To achieve the two-player bonus, destroy 28 ore containers before the final building explodes. Have Jinkins search for these containers.



Investigate the rocky crags, because a couple of containers are latched onto the mountain here. Jinkins can also attack any ore extractors near the containers.



Jinkins should also help Nym demolish the freighters. Have Jinkins keep to the ground, taking out all the missile turrets. Approach the scarabs only after the turrets and most containers are blown apart.



Two-Player Objective Met!

Don't finish off the level before the 28th container has been destroyed. Dozens of containers dot the mountain's far side. Once the objective is met, complete the level by blasting the final building.



Having crippled the Trade Federation's freighter convoy, Nym and Jinkins leave this planet and radio to Adi for a progress report. She will join them when she can. For now, however, Nym and Jinkins are set to intercept and obliterate the remaining ships in the convoy high above the planet's surface.

Act 2: Mission 7
Hammer and Anvil

Continuing to twist the thorn in the Trade Federation's side, Adi, Nym, Jinkins, and Reti enter the orbit of Nod Kartha, a muddy green planet, and home to the Trade Federation's hex production facilities. It is here that the rebels plan to attack the Trade Federation's gigantic shield generator, which is impervious to all but the largest explosions. Here, the true scum of the galaxy, the hated Sabaoths, are revealed. In addition, a bounty hunter has been trailing one of the four revenants, and he chooses this battle to bring him to justice.

Mission Information



Aided by the *Tritus* and *Kethor*, Adi and Nym attempt to break through the formidable defense network surrounding Nod Kartha.

Pilot: Adi

Pilot (Player 2): Jinkins

Craft: Jedi starfighter

Craft (Player 2): *Freefall*

Friendly Craft:
Tritus capital ship
Kethor capital ship

Enemy Craft:
Defense platforms
Orbital guns
Trade Federation lander
Jango Fett
Scarabs
Sabaoth frigates
Sabaoth fighters
Trade Federation freighters
Trade Federation bombers

Mission Completion Rewards

- New Power/Weapon:Force shock wave (Adi)
- Bonus Features Unlocked:
  - Bonus Craft: "Advanced *Zoomer*"
  - Bonus Movie: "Movie Concept Art"

MISSION OBJECTIVES

- ☒ 1. The *Tritus* must survive.
- ☒ 2. Protect the *Kethor*.
- ☒ 3. Destroy all planetary defense guns.
- ☒ 4. Destroy all planetary defense platforms.
- ☒ 5. The *Tritus* takes no hull damage (bonus objective).
- ☒ 6. Destroy all Trade Federation freighters (hidden objective).
- ☒ 7. Destroy all Sabaoth craft (two-player objective).

Mission Overview

This difficult battle on the edge of Nod Kartha's atmosphere is initially confusing, until you realize that the defense platforms and shield generator cannot be attacked by normal means. Instead, prevent the three waves of Trade Federation bombers from harming your convoy. After that, an orbital gun is destroyed, a Sabaoth ambush occurs, and Adi's new Force power gets tested against Sabaoth fighters. Take out only the foes you need to, keep back from the shield generator, and cover those capital ships.



Nym barks the order to pull back, as the planetary defense you're attempting to blast through is too well-defended. Slow down to minimal thrust using your brake, and await orders.



Target the *Tritus* capital ship and order your wingman, Nym, to defend it. If the *Tritus* receives any hull damage, you lose an objective.

TIP

You have learned how to temporarily slow time down using the Force reflex. With clarity, this ability doubles your fire as well. Do not overuse such a power. Attempt to defeat the enemy with skill as well as Force powers.



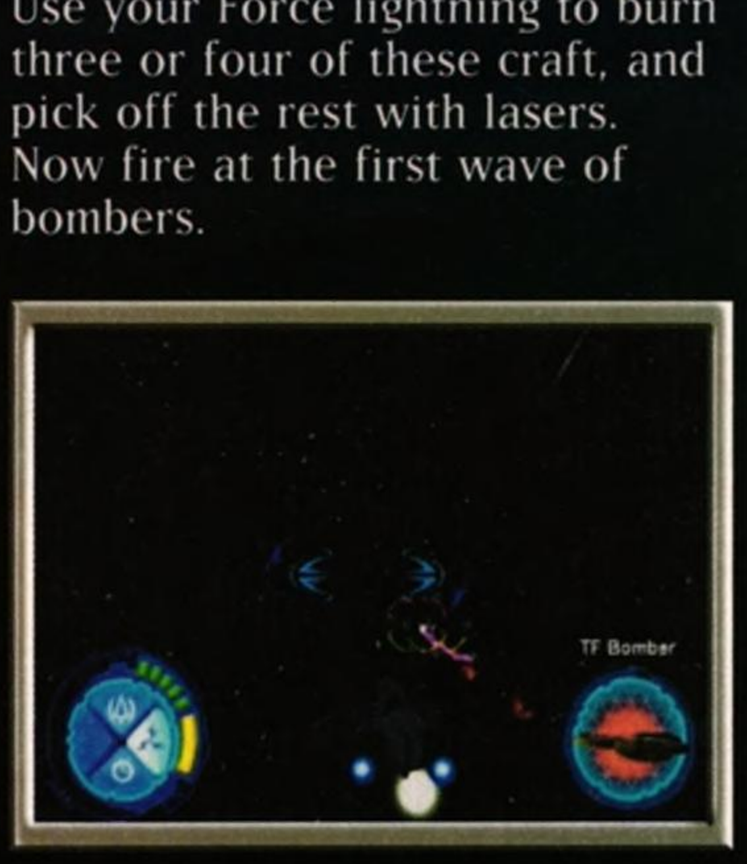
The mass of ships floating in orbit around Nod Kartha is initially daunting. Focus, young Jedi. Take care of the few scarabs flying about, although they are more of a nuisance than a threat.



Your initial concern is a wave of Trade Federation bombers launched from the Trade Federation lander ahead. These could inflict major damage on the two capital ships. Target them from extreme range.



Use your Force lightning to burn three or four of these craft, and pick off the rest with lasers. Now fire at the first wave of bombers.



A second wave follows the first, and this one takes a different route toward the capital ships. Swing to the right to view them—there are around nine to take down.



In between bomber waves, take down as many scarabs as you can. Then you can optionally send one of your wingmen to attack the Trade Federation lander ahead of you. Destroying this craft prevents any more scarabs from being launched. After you deal with the bombers, turn and target the lander, and mop up any remaining scarabs.



After the third wave of bombers (incoming from the left side of the arena), no more are launched, and congratulations are shouted. You must destroy the orbital cannons before the *Tritus* can offer fire support on the shield generators.



Target an orbital gun and continuously fire at it from range. If you are being bombarded with laser fire, turn and back up near the capital ships, and try again. Use Force reflex to quicken the damage without being shot at.



After you destroy one of the two orbital guns, you're ambushed by a massive Sabaoth force! Five frigates and 10 fighters are closing in!

NOTE

Close study of available data from Mission 1 indicates that the spy vessel Adi destroyed was of Sabaoth origin. It looks as if they've been tracking your progress from the very beginning.



Turn around (the attack comes from behind), and locate the five Sabaoth fighters. If you are in their line of sight, avoid those damaging lasers.



As the fighters close, switch to Force reflex if you're having a hard time attacking them, and destroy all five fighters. Veteran pilots can try using Force lightning or good-old fashioned lasers instead.



Now turn, quickly target the remaining five Sabaoth fighters from a second squad, and fire. These ships must not be allowed to fire upon the *Tritus*.



During this confrontation, Jango Fett enters the fray. He announces he's come to claim the bounty on Reti. You can target his ship, *Slave I*, but you cannot harm him.



Flick through your available targets as Reti is bombarded by Jango Fett's lasers. There's nothing you can do for him. Instead, tackle any remaining Sabaoth fighters, and lock on to a Trade Federation freighter.



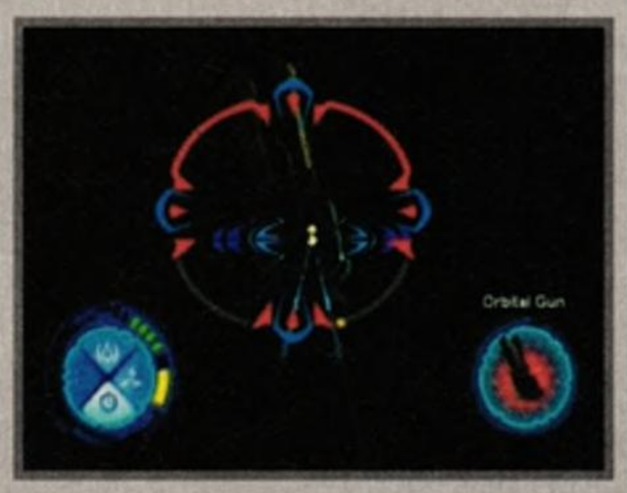
Adi tells Reti to engage his hyperdrive, and the Toydarian escapes. Jango Fett's contract is terminated, and he's leaving. That's one less mercenary to defeat!



You could select a Sabaoth frigate and pepper it with laser fire, but instead, complete your hidden objective.

Hidden Objective Met!

The three Trade Federation freighters are attempting to enter Nod Kartha's atmosphere by heading "below" the shield generator. They are far away from the main fight, so finding them can be tricky. With the planet in front of you, dip your craft down, and look for a freighter, flicking through your targets. Start this just as the Sabaoth ambush occurs. Once you destroy all three freighters, the objective is yours. Use Force reflex to shorten this battle.



Objective 3 Met!

Once the final freighter has exploded, return to combat, and locate the second orbital gun. Target this, and fire at it until it explodes. The planetary guns are down, the *Tritus* can provide support, and your objective has been met.



The captains of the capital ships converse—the *Kethor* is badly damaged, and Orsai cannot hyperspace. His crew is evacuating, and he's bringing the craft around to assist.





The shield generators cannot be damaged by normal weapons. While you attack any straggling scarabs or Sabaoth fighters, Orsai brings the *Kethor* into a collision course with the generator.



You could attack another Sabaoth frigate, but be very careful; it has two turrets on each side and two on each wing. Meanwhile Orsai closes in.



Objective 2 Met!

Firing the *Kethor*'s engines one last time, Orsai gracefully rams the shield generator, and both explode in a massive ball of fire.



Objective 1, 3, and Bonus Objective Met!

The shields are down. All the rebels begin their attack runs, and you should too—target a defense platform and fire at it continuously. Now locate the remaining platform and attack that. These platforms have a troublesome turret, so cast Force shield to avoid being shot. Once this last platform is out of commission, the Trade Federation's entire defense network on Nod Kartha is down. Excellent work! Note that if the *Tritus* wasn't damaged in this attack, the bonus objective is awarded.

Two-Player Tactics



There are no differences between playing this singly or with another player. However,

Player 2 must control Jinkins, and his laser makes targeting small craft difficult.



While Adi uses the Force to tackle bombers, Jinkins can provide support, but his main focus should be destroying the Trade Federation lander, and then the orbital cannon, but only after all bombers are neutralized.



As the ambush is sprung, Jinkins should look for and destroy the three Trade Federation freighters while Adi deals with the Sabaoth fighters. Don't shoot the second orbital gun yet.



When Jinkins returns, Adi should have destroyed the 10 fighters.

Make sure all the fighters are downed, then double up and take out all five frigates. Finally, destroy the second orbital cannon, wait for the *Kethor* to demolish the shield generator, and blast the platforms.



Two-Player Objective Met!

Have Adi attack the Sabaoth fighters as soon as they appear. Once Jinkins returns from tackling the freighters, you should both choose a Sabaoth frigate (attacking one or two frigates at a time). Adi can slow time while Jinkins' laser and drones make short work of any turrets and the craft's superstructure. You must take down five frigates, so attack with haste.



Although Reti has been lost due to Jango Fett's determination, the three rebels must press the attack, especially since the Trade Federation has lost all of its planetary defenses. With the *Tritus* in tow, the trio descends onto the murky surface of Nod Kartha, looking for the hex weapon's manufacturing plant.

Act 2: Mission 8
Demolition Squad

The murky atmosphere of Nod Kartha reveals a gigantic refining factory surrounded by six shield bunkers. The bunkers provide impressive protection against a threat by the rebellion, until foolhardy pirates decide to blow up each bunker from the ground. With covering fire provided by Adi and Jinkins, Nym and his four commandos lay explosives on each of the bunkers, and repel the threat from barracks dotted about the base exterior. Nym's life is in jeopardy, and Adi must defend him from all attacks.

Mission Information



Adi guides Nym and his team of daredevil commandos into shield bunkers protecting the trihexalon factory on Nod Kartha.

Pilot: Adi

Pilot (Player 2): Jinkins

Craft: Jedi starfighter

Craft (Player 2): *Freefall*

Friendly Craft:

Revenant fighter
Nym
Commandos

Enemy Craft:

STAPs
AATs
Scarabs
Droid starfighters
Heavy turrets
Battle droids
Defense barracks
Shield bunker
Armed freighter
Trade Federation lander

Mission Completion Rewards

- New Power/Weapon:None
- Bonus Features Unlocked:
  - Bonus Craft: "Advanced Jedi Starfighter"
  - Bonus Movie: "Movie Concept Art 2"

MISSION OBJECTIVES

- ☒ 1. Order commandos into each shield bunker.
- ☒ 2. Two commandos must survive.
- ☒ 3. All commandos survive (bonus objective).
- ☒ 4. Destroy all landers and freighters (hidden objective).
- ☒ 5. Destroy all defense barracks (two-player objective).

Mission Overview

Take your time. Nym may be impatient, but he has to wait until you order him to attack each shield bunker. Spend the intervening time destroying the eight heavy turrets, and then return to let Nym know the mission is underway. After each bunker is destroyed, attack a barracks, then repel all enemies bearing down on Nym's troops. Between bunker detonations, clear the entire area of enemies.



As Nym and the rebel foot soldiers march toward the nearest shield bunker, press and hold your targeting button. You'll spot a number of bunkers and eight turrets surrounding the base.



Do not order Nym into the first shield bunker yet. If you do, the four barracks deposit a number of battle droids, STAPs, and other Trade Federation attack machines. Keep the nearest shield bunker targeted.



Now fly counterclockwise around the outside of the base, staying low to the ground. As you do, Nym shouts impatiently. Destroy all eight of the base's heavy turrets.



Once the base's heavy turret defenses are neutralized, order Nym and his commandos into the first bunker (press your Wingmate Command button and ↑ on your D-pad).



Jinkins usually attempts to attack airborne foes when they appear. He is joined by a revenant craft. Leave it to its own devices.

TIP

You now can unleash a highly damaging Force shock wave attack, creating a shock wave of power that destroys anything it touches. Use this when you are close to a large enemy craft or a group of enemies.



As soon as the commandos and Nym enter the bunker, they lay demolition charges to destroy it. This takes around 10 seconds.



As soon as the commandos enter the bunker, the base's barracks defenses spring into action. All four barracks rise from the ground, and battle droids, AATs, or STAPs emerge.

NOTE

The barracks do not show up on your targeting radar until they rise from the ground. The 10-second period between the time the barracks rise and fall is the only time you can destroy them. Destroying the barracks is optional for single players.



As soon as Nym enters the bunker, check your available targets and fly off to intercept all the battle droids and STAPs. Shoot the ones closest to the commandos first.





Finish off all the STAPs until only the bunkers show up on your radar. Then choose one of the bunkers to either side the one Nym just destroyed—don't send him running to a far-off bunker you accidentally selected.



Now move behind a submerged barracks, and lie in wait. Order your men to attack the next bunker, and as they enter, destroy the barracks as it rises out of the ground.



Then target the enemies it has released. These are usually battle droids, STAPs, or AATs. Zoom down at a group of AATs and release a Force shock wave.



If Nym radios in that he's under attack, rush to his assistance. Destroy the STAPs buzzing him, then take care of any droid starfighters that have launched.



Once the sky has been cleared of starfighters, check your targeting for a Trade Federation armed freighter that has landed nearby. It is releasing AAT tanks. Take care of the tanks, then destroy the freighter.



Target the next adjacent bunker, then fly to another undamaged barracks. When you spot one, order Nym to attack the bunker.



When the bunker explodes, take care of the barracks, then shoot the battle droids appearing from it. Then turn your attention to Nym and the scarabs.



A Trade Federation lander appears and releases a couple of waves of scarabs, then touches down, depositing two groups of AATs. Shoot the ground tanks first, and any other foes attacking Nym.



Then head skyward, obliterating any enemy scarabs. Your Force reflex isn't necessary, but it can help the cause. The Force shock wave could also be used on the AATs, but there's a better use for this weapon.



Continue to fight the scarabs until nothing remains in the sky but Jinkins and the revenant craft. Three bunkers and the Trade Federation lander are left. Approach the lander, firing your lasers.



Continue in, ignoring Nym's requests for another shield bunker location. As you near the Trade Federation lander, execute a Force shock wave.



Target the next base, fly to the fourth and final barracks, and commence the same plan. Shoot the barracks when Nym exits the bunker, and take out the enemies that appear.



Next, turn and tackle any group troops before launching into the skies. Remember that Force lightning is an excellent way to destroy four tanks or scarabs at once!



Hidden Objective Met!

With no resistance except two bunkers and a second Trade Federation lander that deposited the final wave of tanks, turn and destroy the second Trade Federation lander. Providing you hit the armed freighter and the first Trade Federation lander, your hidden objective is met!



Now come the final two bunkers. Order Nym and the commandos to destroy the next to last bunker, then ready yourself for a scarab airborne attack. If you're proficient with your laser, or use a Force power, this threat is crushed in moments.





Objective 1 and 2 and Bonus Objective Met!

Once the coast is clear, order Nym into the final bunker, and simply wait for his commandos to reach it. Nym radios in that he's getting swamped by enemy units. Time for Adi to land and help out, but only after you congratulate yourself on the objectives you met. Remember to guard the commandos more closely if any failed to survive this mission.



Two-Player Tactics



Your mission is identical during the two-player version, but with one important difference—the second player pilots the *Freefall* and can use Jinkin's drone weapon.



Start by tackling the heavy turrets together. You'll destroy them in half the time. Then send one player to an enemy barracks while the other guards Nym.



One player can then destroy a barracks while the other tackles the forces heading for Nym. Repeat this plan three more times until all the barracks are downed.



When it comes to taking out enemy craft, have Adi concentrate on smaller foes while Jinkins cuts through larger targets. Also try launching drones to intercept squads of droids or AATs.



Two-Player Objective Met!

As soon as the fourth barracks is destroyed, your two-player objective is complete. Ensure victory conditions by hovering behind a barracks, ordering Nym to attack, and then blasting the barracks as it rises.



Act 2: Jedi Valor



Adi Gallia lands her Jedi starfighter on the surface of Nod Kartha, to the bewilderment of two battle droids.



Meanwhile, Nym's commando team is pinned inside the final shield bunker, under heavy attack from a squad of battle droids. Falling back, Nym instructs his team to protect the detonators.



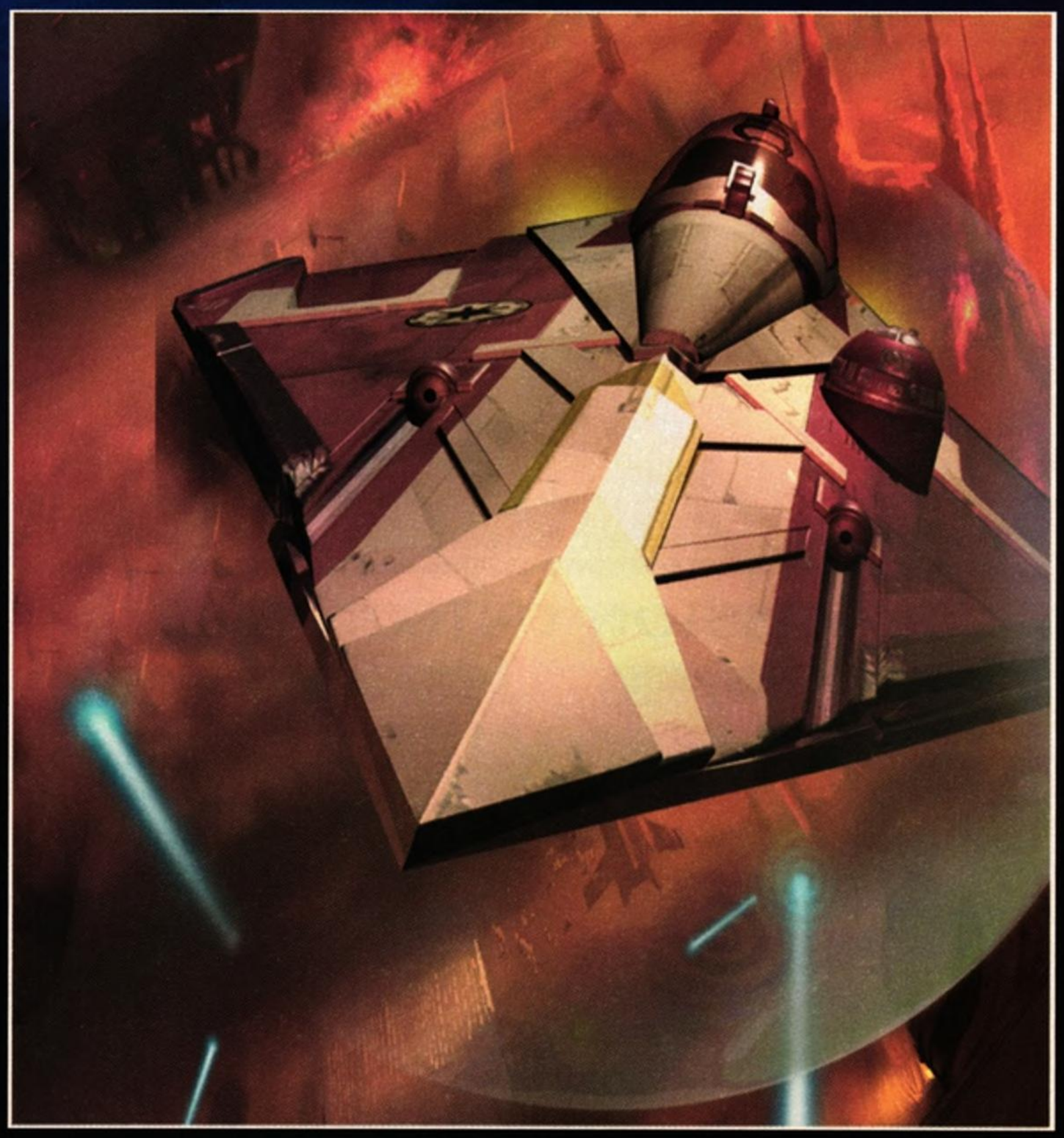
As the sliced blast door falls on top of a battle droid, Adi launches into the corridor, defending against incoming laser fire with a proficiency seen only by those who have mastered the Jedi arts.



As the laser bolts ricochet back into the advancing battle droids, Nym's commandos leap through the sliced door and race to freedom. Adi follows hastily, closely pursued by two droids.



Nym and Adi dive out of the bunker just as the demolitions explode, taking out all power to the facility and blowing droid parts hundreds of feet into the air.



ACT 2: MISSION 9
THE DRAGON'S DEN

Uncovering a major factory in the cold wastes of Nod Kartha, the rebels discover that the low temperatures are perfect for producing trihexalon. The Trade Federation, aware of an impending attack, has placed the facilities on high alert, with a legion of battle droids ready to repel attacks from the Lok Revenants. These are joined by dropships with AATs inside. Crushing the production facility will put the Trade Federation's plans for galactic domination on an indefinite hold.

Mission Information



With the production source of the trihexalon weapon exposed, Nym and the Lok Revenants focus their assault on the massive factory complex.

Pilot: Nym

Pilot (Player 2): Kole (gunner)

Craft: *Havoc*

Craft (Player 2): *Havoc* turret

Friendly Craft:
Freefall (Jinkins)
Jedi starfighter (Adi)
Revenant craft (Sol Sixxa)

Enemy Craft:
Turrets
Trade Federation dropships
Hex bombers
Hex deployers
Battle droids
AATs
Sabaoth fighters

Mission Completion Rewards

- **New Power/Weapon:** Proximity Mines (Nym)
- **Bonus Features Unlocked:** Bonus Craft: "Sabaoth Fighter"

MISSION OBJECTIVES

- ☒ 1. Clear all enemy units from landing pad.
- ☒ 2. Destroy transmitter inside hangar.
- ☒ 3. Destroy control boxes on solar towers.
- ☒ 4. Bomb the reactor core.
- ☒ 5. Destroy all bombers (bonus objective).
- ☒ 6. Prevent all hex deployers from escaping (hidden objective).
- ☒ 7. Prevent dropships from landing (two-player objective).

Mission Overview

Removing all turrets, battle droids, and bombers from a landing pad is the first order of business. Next, destroy 10 dropships—they deposit AATs if they land. Then return the facility to rebel control, open the core reactor, and take out two hex deployers. Finally, shut down six solar towers so the reactor can be destroyed.



As soon as the mission starts, zoom in using your target, and check the roof of the gigantic hangar ahead of you. A hex bomber is descending. Destroy this from extreme range before it touches down on the landing pad.



As Kole straps himself into the *Havoc*'s gun turret, check your available targets. A huge dropship is descending. This releases troops if it lands, so fire on it.

TIP

To prevent the dropships from landing, have your wingmen knock out dropships while you tackle the landing pad.



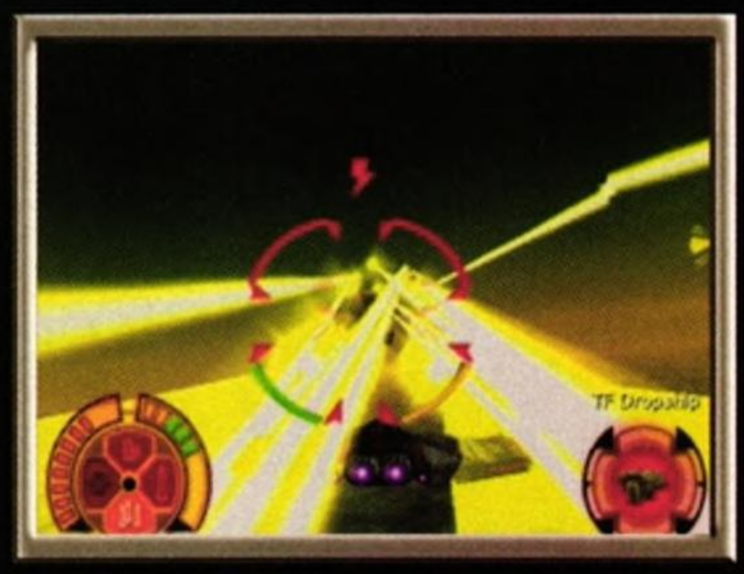
Your main priority is the landing bay. It must be cleared of turrets and droids, as well as stationary bombers, so Sol Sixxa and his crew can land. Boost up and attack the base when you spot a turret.



Stay low and skim the surface of the landing pad, knocking out all eight turrets one by one. Attack them from range, ignoring the battle droids and parked bombers.



Don't forget the two turrets at the far end of the landing bay! Once you've cleared the turrets, check on the two dropships that are attempting to land. The first may touch down on the landing bay, the other behind the base.



If any dropships manage to land, a squad of AATs is dispatched. Preventing the dropships from landing only affects an objective in two-player mode.



Fly close to the nearer dropship, and slam it with a cruise missile. This drops it immediately. Concoct a similar plan for the second dropship, then return to the landing bay.

TIP

Don't worry about battle droids firing at you; they inflict only modest damage. These attacks knock your craft about wildly however, making aiming difficult.



Objective 1 Met!

Now return to the landing bay. Sol Sixxa is getting a little impatient, so blast the battle droids from above with energy bombs. This takes care of them and the stationary bombers in seconds! Continue to pound the landing bay with missiles, taking out straggling battle droids until the bay is empty. Your first objective is complete.



Sol Sixxa lands and attempts to slice into the base's supercomputer. Meanwhile, Adi senses a mass of dropships heading your way!



Eight incoming dropships leave low orbit and fly toward you from behind the base's chimney stack. Boost toward them and target each one. Order your wingmen to attack.



These dropships drop in at the same time as Sabaoth fighters approach from opposite sides of the arena. Ignore these initially. After dealing with the dropships, order your wingmen to destroy the fighters.



Once you're out of cruise missiles (hopefully after your fifth dropship), switch to Nym's new weapon: 10 cluster missiles (↓ on your D-pad). These tear through a dropship (and straight through its shields!) in one hit.



Sol Sixxa's slicing has been overridden by the Trade Federation, and you must destroy the transmitter of the facility to win back the fight! Head for the side of the refinery opposite the chimney stacks.



When Sol Sixxa opens the hangar door on the ground, attempt to neutralize the battle droid threat streaming out of the left entrance. If dropships have landed, AATs prowl this area, too!



Energy bombs from high range take out most battle droids. Continue to fire until no droids remain. Sol Sixxa has punched up the transmitter to your targeting computer. Cycle through until you find it, and lock on.





Objective 2 and Hidden Objective Met!

Enter the hangar and locate the reactor core. Flanking it are two hex deployers. Use two cluster missiles to completely destroy both deployers. This meets your hidden objective. Now blast the door to destroy the transmitter. The base is back in rebel hands!



Turn the *Havoc* around and exit the hangar. Your next problem is the solar towers that activate. Do not fly into their energy beams!



More Sabaoth fighters are incoming! Take a couple down, instruct your wingmen to deal with the rest (or cover you), and scan through your available targets.



Bonus Objective Met!

While the solar towers focus their power on the hangar, search for a single hex bomber. It's approaching the base from the same side as the first dropship you dispatched, but it's much farther away. Destroy it to complete your bonus objective!





Secret Uncovered!

Did you destroy the first bomber at the very beginning of the level before it landed? Did you destroy both hex deployers? If so, then the secret Trade Federation plan for cart-racing domination is uncovered! Face the hangar, and fly straight over it, over the chimney stack, and check the ground ahead of you. A hidden cart-racing track, complete with tires and two battle droids in their carts, becomes visible temporarily. Fire or wait a while, and the cart rink disappears.



Order your wingmen to defend you, and race to the area behind the solar towers. Each of the six towers has a control box atop its strut. Aim and fire at each one.



You must eliminate six control boxes. As you continue to blast the boxes, Sabaoth fighters attack. You may stop and tackle them, but this only lengthens your mission. AATs patrol this area if dropships were allowed to land.



Objective 3 and 4 Met!

After destroying all the control boxes, avoid the solar towers' energy waves and enter the hangar once more to bomb the reactor core itself. Ignore the battle droids inside, and concentrate all your firepower on the core. It eventually buckles and explodes, leaving you time to race out of this crippled refinery.

Two-Player Tactics



The two-player mission breaks from the norm, with both characters clamped into one craft, Nym's *Havoc*. The second player controls Kole in the *Havoc*'s top-mounted gun turret. Rapid laser fire is required.

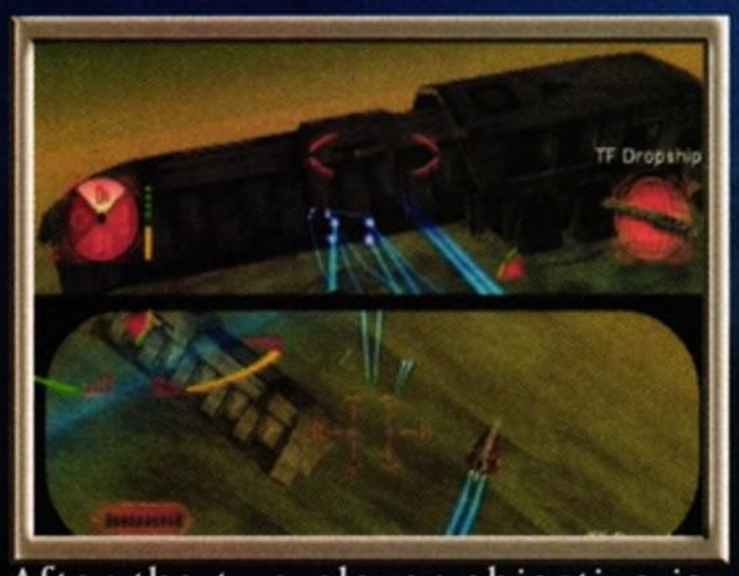


When you spot the first two dropships, both players should fire upon it, as all 10 dropships must not land.





The remainder of the mission plays out in exactly the same manner. As Nym destroys the landing pad, Kole provides extra fire support. While Nym targets the turrets, Kole picks off battle droids.



After the two-player objective is met, fire all your weapons at stationary targets, or split the roles with Kole tackling any incoming Sabaoth fighters.

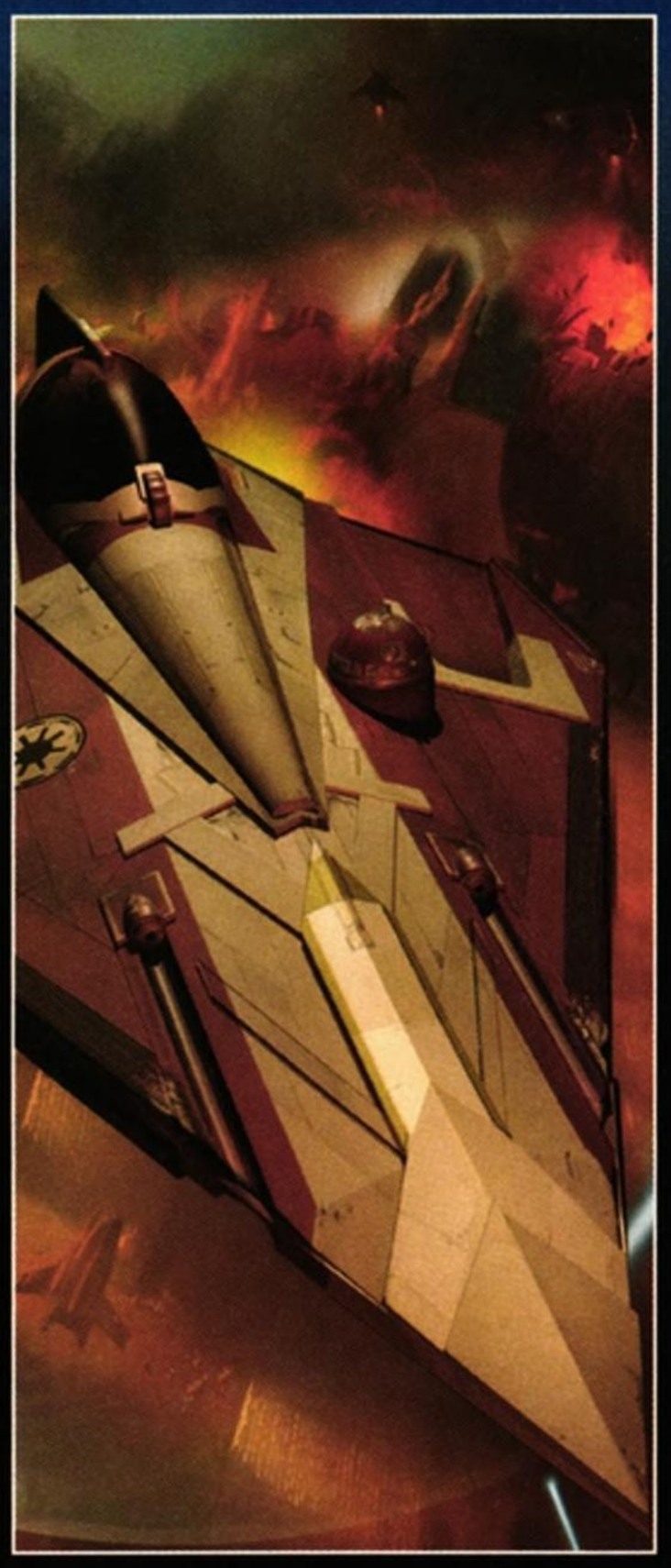


Two-Player Objective Met!

When the eight remaining dropships appear, they travel faster than usual, and may appear in different locations, so keep flicking through targets, and count each ship to ensure that all 10 dropships are downed.



Adi, Nym, and Jinkins speed out from the ruined remains of the factory. Adi senses that a fellow Jedi is threatened, and sets off to uncover the truth after contacting the Jedi council. Nym meanwhile, takes Jinkins along and jets up to the scene of Adi's previous space battle.



ACT 3: MISSION 10
TUG OF WAR

Only Jinkins, Nym, and the capital ship *Tritus* (along with its escort of five revenant craft) remain. They must pick apart the scraps of metal left when the rebels punched a hole in Nod Kartha's planetary shield.

It seems Lieutenant Bella, Captain Toth's most trusted aide, has the same plan, and she has come in the largest destroyer-class Sabaoth capital ship ever seen. It would be unwise to attack such a well-defended craft, but then, Nym's reckless streak knows no bounds.

Mission Information



Nym, Jinkins, and the Lok Revenants attempt to recover the parts to an orbital defense cannon from the wreckage above Nod Kartha.

Pilot: Nym
Pilot (Player 2): Jinkins
Craft: *Havoc*
Craft (Player 2): *Freefall*
Friendly Craft: Capital ship *Tritus* Wingmen (revenant craft) Mere tugs
Enemy Craft: Tugs Sabaoth fighters Droid starfighters Missile frigates Sabaoth destroyer the *Reaver* (Lieutenant Bella aboard) Sabaoth frigates

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:**
  - Bonus Craft: "Advanced *Freefall*"
  - Bonus Movie: "Team Photos"

MISSION OBJECTIVES

- ☒ 1. Destroy the Trade Federation tug.
- ☒ 2. Recover the barrel.
- ☒ 3. Recover the capacitor.
- ☒ 4. Recover the focus array.
- ☒ 5. Recover the casing.
- ☒ 6. Destroy all tractor beam ships.
- ☒ 7. Destroy missile frigates (bonus objective).
- ☒ 8. Lose no friendly tugs (hidden objective).
- ☒ 9. Destroy the *Reaver* (two-player objective).

Mission Overview

This scavenger mission has you in charge of some Mere wingmen, so have them defend the *Tritus* and the friendly tugs while you destroy enemy tugs and Sabaoth fighters. As the tug of war intensifies, make sure your tugs are guarded, and attack any Sabaoth fighters that dare to damage your vessels. Once the four pieces of the orbital cannon are safely aboard the *Tritus*, attack and destroy the three missile frigates, then free the *Tritus* from tractor beams by destroying three Sabaoth frigates.



Cycle through all the hostile targets, until you locate one of the enemy tugs that is salvaging part of the orbital cannon. The brown, bulbous tug moves slowly across space.



OBJECTIVE 1 MET!

Later the *Tritus* sends out its own tugs, but for now, target the tug attached to the barrel of the orbital cannon. Shoot the tug apart, and claim your first objective!



Jinkins tells you that droid starfighters have barnacled themselves onto some of the remaining cannon pieces, and are taking them back to the Sabaoth destroyer, the *Reaver*.



Now target and destroy any enemy tugs incoming from the *Reaver*. The lightly armored craft pose little threat. Take out as many as you can.



You have other enemies to worry about, including swarms of Sabaoth fighters. Don't venture away from this initial area to pursue them.



If Jinkins shouts that the enemy is trying to steal one of the orbital cannon pieces, quickly turn and locate the piece. A tug will be clamped to the top, with a target on it. Destroy it immediately, then continue to guard the parts.

TIP

The *Havoc* is now equipped with proximity mines. These are extremely useful for halting enemy tugs. Launch a couple mines to guard each cannon part, and they'll automatically take out enemies.



Keep attacking the enemy tugs until the *Tritus* launches its own Mere tugs. The Trade Federation responds immediately, launching Sabaoth fighters to intercept the tugs. Guard these tugs.



Now target and fire at any Sabaoth fighters and droid starfighters that encroach the tug territory. When the *Tritus* lets you know a tug is in danger, defend it immediately. Your hidden objective is at stake.
If a friendly tug makes it back



with an orbital cannon piece, it docks with the *Tritus* and there's one less piece of cannon to worry about. If a friendly tug is destroyed, another is launched.



Enemy tugs are still being launched, and they have the same orders as friendly tugs. This can lead to situations where a tug from each side is clamped to the same piece of cannon wreckage. It can't move until you destroy the enemy tug.



When all the tugs are back on board, Lieutenant Bella offers words of "encouragement" to her underlings, and more droid starfighters and Sabaoth fighters are launched. The *Tritus* must launch into hyperspace soon.

the *Tritus* in a tractor beam. The ship is motionless and must be helped at once!



Ignore the *Reaver*, and boost back to the three Sabaoth frigates. Target one, approaching from the underside, and keep your distance. Launch cruise missiles at it, and watch it explode!



Move to the second frigate and repeat the action, throwing everything you have at it. During this battle, instruct your wingmen to guard the *Tritus*; don't let Sabaoth fighters damage it beyond repair!



BONUS OBJECTIVE MET!

Now focus on completing your bonus objective. Locate the three missile frigates, move to a reasonably close distance, and launch cluster missiles. Repeat this two more times to meet your objective!



OBJECTIVE 2-5 AND HIDDEN OBJECTIVE MET!

You encounter countless Sabaoth fighters and droid starfighters, but these appear in waves of two or three, so you should be able to guard your tugs effectively. Remember to lay mines or order your wingmen to guard a particular tug. As you blast more enemy tugs, the various pieces of the orbital cannon are brought back to the *Tritus*, and objectives are finally met. If none of your tugs were destroyed, you're awarded the hidden objective.



As you're finishing the last missile frigate, three Sabaoth frigates warp into view and hold





The *Reaver*, with Lieutenant Bella aboard, launches wave after wave of fighters. If you have the firepower and the inclination, target it and fire. This is optional and takes a lot of time.



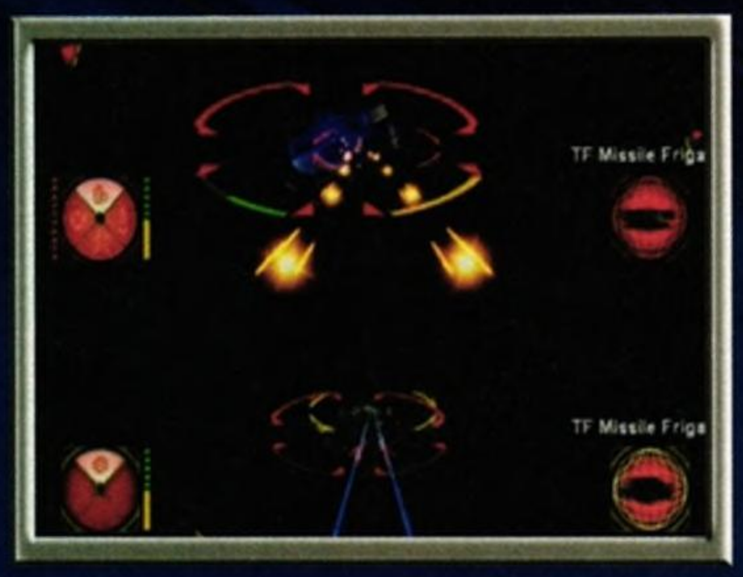
Objective 6 Met!

There's only a finite amount of time until the *Tritus* begins to break apart under the strain of the tractor beams, so once you hear a warning from the *Tritus*, head back and finish the final frigate. The *Tritus* then escapes, and your scavenging mission is over.

Two-Player Tactics



The second player controls Jinkins in the *Freefall*. He is excellent at taking out all of the tugs, so employ his services here.



When you spot the tug at the start of the level, don't shoot it right away. It moves slowly, and future tugs move much faster. Instead, take out a couple of frigates, and perhaps damage the *Reaver* before the first tug is attacked.



When the tugs are launched from both sides, you should both stay and guard, with Nym hitting fast-moving opponents and Jinkins taking out tugs with his laser.



Start attacking the *Reaver* early, as it is phenomenally tough to destroy. Stay far away so you aren't hit by capital turrets, and retreat when you get too close and take damage.



Two-Player Objective Met!

Make sure the *Reaver*'s armor is almost gone before the three Sabaoth frigates appear, then launch everything you have, including cruise missiles, mines, cluster missiles, energy bombs, and even Jinkins's drones. Destroy the *Reaver* to claim your objective. Once the *Reaver* is crippled, turn and free the *Titus* from its three-frigate tractor beam.



The *Tritus*'s engines are severely damaged, but it limps into hyperspace with Jinkins, Nym, and the Mere wingmen in tow. A squadron of Sabaoth fighters arrives too late to engage them.



Act 3: Mission 11
Escort to Geonosis

The planet Geonosis is being overrun by Count Dooku's confederate forces, and Obi-Wan Kenobi has been captured on the planet's surface. The *Aken* is loaded with clone fighter troops intent on rescuing Obi-Wan, and you are called upon to provide support.

Mission Information



A transport carrying the clone army is ambushed in the asteroid belt above Geonosis. Adi Gallia and Siri Tachi must escort the vessel to safety.

Pilot: Adi

Pilot (Player 2): Siri Tachi

Craft: Jedi starfighter

Craft (Player 2): Jedi starfighter

Friendly Craft:
Clone transport ship the *Aken*
Enemy Craft:
Droid starfighters
Geonosis fighters
Trade Federation lander
Missile frigate

Mission Overview

After swarms of droid starfighters intercept your convoy, turn and locate a Trade Federation lander. Make sure Siri guards the *Aken*, then tackle two missile frigates and another lander. Prepare for a barrage of attacks from an all-new enemy: the Geonosis fighters. Attack them before they strike. After the battle, the *Aken* struggles into empty space, and is greeted by eight missile frigates. Punch a hole in this octet by defeating a pair of frigates.

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:**
  Bonus Mission: Two Player "Droid Hunter"
  Bonus Movie: "My Day at Work"

MISSION OBJECTIVES

- ☒ 1. Escort the transport to Geonosis.
- ☒ 2. Destroy one group of missile frigates.
- ☒ 3. Destroy the pursuing missile frigates (bonus objective).
- ☒ 4. Destroy all Trade Federation landers (hidden objective).
- ☒ 5. Destroy all groups of missile frigates (two-player objective).



Use Force lightning to target and fire at five droid starfighters heading toward the *Aken*.



Before you engage any more hostiles, instruct Siri to guard the craft. This is her main task.



Another five droid starfighters are closing. Employ Force reflex to slow time and take out each craft before they break formation and become harder to hit.

TIP

When two Jedi are attacking in one unit, the Force flows stronger; if you successfully connect with Force reflex and get clarity, your companion fires twice as fast as you do. This works in two-player mode too!





After the third wave of starfighters, a Trade Federation lander appears behind the *Aken*!



Swing around and attack the Trade Federation lander at once; this is the only way to stop the swarm. Execute Force reflex to slow time and allow you to take out the craft with lasers.

NOTE

Master Yoda tells you to use the Force shock wave on the larger vessels. This is an expert's alternative to Force reflex.



Two missile frigates appeared in this ambush and move into firing range. Now three craft are behind you: two missile frigates and another lander.



While Adi learns from Siri that Obi-Wan is a prisoner of the separatist movement on the planet ahead, and that fighter clones are being dispatched to rescue him, choose the nearest missile frigate and fire!



Bonus Objective Met!

Instead of Force shock waves, use Force reflex to slow time, and take out the missile frigate. Now target the second missle frigate and destroy this one before it can launch more than one barrage at the *Aken*. When you succeed, you complete the bonus objective.



HIDDEN OBJECTIVE MET!

Turn your attention to the second lander, also arriving behind you. Target this, slow time with the Force reflex, and prevent any more droid starfighters from shooting the transport ship. Take the missile frigates out first.



As the second lander disintegrates, Geonosis fighters appear, intent on destroying you and the transport ship. They appear in groups of one or two.



When you see a Geonosis fighter's fire spiraling toward you, swing your craft left or right to avoid it, and attack the vessel as it passes and from behind.

NOTE

The Geonosis fighter's weaponry is impressive. It can pass through your Force shield, making your shield useless during this mission.



There are many Geonosis fighters, so attack from in front of the *Aken*. Use any Force powers you wish. As always, using Force reflex gets the job done.



Captain Toth has appeared on the planet below, and missile frigates have been sent to intercept you. As you clear the asteroid field, you spot three squadrons of three frigates each intercepting!

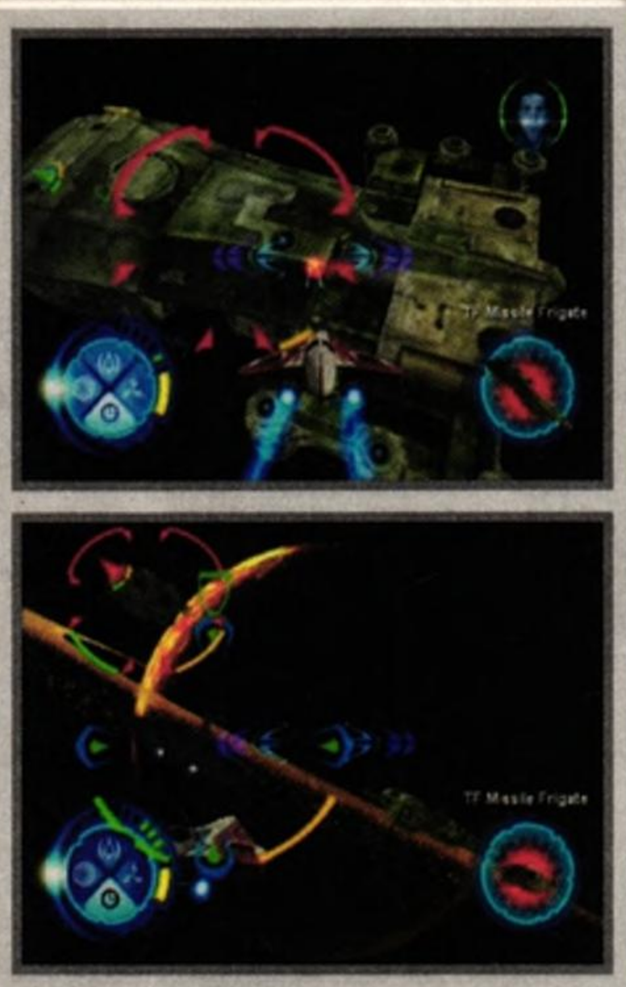


Remember Yoda's wise words to finish off the Geonosis stragglers, then target the nearest frigate, aim, and fire.



As the transport ship appears out of the asteroid field, the captain transfers all power to his deflector shields. Continue to blast the missile frigate until it explodes.





Objective 1 and 2 Met!

Target the missile frigate nearest the one you just defeated, and hit it with everything you have. This opens a wide gap through which the *Aken* can pass. If this doesn't happen, you destroyed a ship from an adjacent pair of frigates. There are four groups of two ships. Once a pair is destroyed, the mission is over!

NOTE

It's possible to destroy all eight missile frigates, an objective normally reserved for two players. Destroy the first frigate, then destroy one of each of the remaining pairs until four are left. Use Force reflex to prevent the frigates from firing missiles at the *Aken*. When four are left, whittle each one down to minimal energy. Then blow up one of the four, and as the *Aken* completes its mission, defeat the others with Force reflex.

Two-Player Tactics



Your two-player objectives are exactly the same, although the Geonosis fighters are a little tougher to aim at. You do, however, gain a human Jedi partner.



Siri has not fully mastered her Jedi powers, so she can conjure only Force shield and Force lightning. Have her concentrate on the small craft.



Adi should tackle the larger craft, and both Jedi should remain near the *Aken*. Remember that Adi's Force reflex benefits both players, so use it when either of you needs extra time.



Adi should help Siri with the Geonosis fighters. While Siri finishes off the final fighters, Adi should head for the frigates.



Two-Player Objective Met!

The missile frigates all must be destroyed, so do *not* target two adjacent craft and destroy them both, or your mission will end before you can dispatch the remaining frigates. Knock out one of each pair, and whittle the remaining four down to minimal energy. Then destroy them in seconds, using Force reflex to get the job done in time.



The *Aken* successfully flies to the next set of asteroids and down to the planet's surface. Siri is a little pessimistic about surviving the missions to come. She must learn to trust the power of the Force.

ACT 3: MISSION 12
CANNON FODDER

Nym returns to take back his base. The Lok Revenants, now near their homeworld and hopeful that the tide is turning, have brought the salvaged orbital defense cannon in four separate pieces. They hope to build the cannon at the base on Nym's moon. This moon has vital strategic importance to the rebels, and arming it with a devastating cannon may help in the battle to come.

Mission Information



Rebuilding the orbital cannon on the moon is Nym's last hope at regaining his crater base.

Pilot: Nym

Pilot (Player 2): Jinkins

Craft: *Havoc*

Craft (Player 2): *Freefall*

Friendly Craft:
Mere tugs
Cannon parts
Revenant craft
Capital ship (Juno)

Enemy Craft:
Capital turret
Heavy turret
Missile launcher
Droid starfighter
Trade Federation bomber
Trade Federation missiles
Trade Federation battle cruiser

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:**
  Bonus Craft: "Advanced *Havoc*"
  Bonus Movie: "Nym Comic Book Art"

MISSION OBJECTIVES

- ☒ 1. Defend tugs and cannon parts.
- ☒ 2. Clear the landing pad for cannon assembly.
- ☒ 3. Destroy the Trade Federation cruiser.
- ☒ 4. All tugs must survive (bonus objective).
- ☒ 5. Destroy all turrets (hidden objective).
- ☒ 6. Destroy cruiser without using orbital cannon (two-player objective).

Mission Overview

While your wingmen guard the tugs, attack the moon's surface and completely obliterate any traces of the Trade Federation's missile launchers and turrets. Once you spot the missile frigates' refueling bay, destroy the four frigates, then halt the waves of Trade Federation bombers from attacking the orbital cannon as it's being built. Finally, prevent any missiles from the cruiser from hitting the base, and destroy the cruiser with a cannon shot, courtesy of your HUD wingman controls.



As Nym's old stomping grounds looms large in the distance, point your craft at the moon's surface, and begin to destroy all the Trade Federation's defenses. Start with the missile launcher near the base.



Move up to the right and demolish your first turret. Three capital turrets are near each other as you climb up the moon's surface. Take care of them immediately or they'll blow apart your larger craft.



Some of your forces are stuck in hyperspace and cannot help you. Instruct those comrades who do arrive to defend the tugs carrying the orbital cannon parts to the moon base. Do this as soon as you can.



Move over the surface of the light side of the moon and destroy another capital turret. Two remain. Droid starfighters are also in this area, but ignore them for the moment. Use energy bombs on the capital turrets, but only from a safe distance.



Cycle through your targets until you find the next capital turret, and demolish it at once. Destroy the heavy turret behind it to help you meet your hidden objective later.



Head across the huge crater with the base in it, and take out the final capital turret. Then turn and tackle the two heavy turrets in this immediate area.



By now, the tugs should be bringing in parts, since the capital turrets are down. Instruct a wingman to guard the tug, then cycle through your remaining targets for another turret.



Destroy a heavy turret as you head for the base on the moon's dark side. Another heavy turret looms out of the dark, dusty ground. Destroy this, then head for the base.



After you destroy another heavy turret, inspect the adjacent base. It appears to be a refueling depot for missile frigates, and some of these are nearby.



Target the missile frigate, and blast toward it. Weaken it with a well-placed cruise missile, and finish it with lasers.



Turn and focus on the base. The two parked frigates are your next targets. Fly over and bomb them with energy bombs or a cruise missile.



OBJECTIVE 2 MET!

Once the first parked frigate is down, shoot the small turret on one corner of the landing pad. Now tackle the other frigate. Once this is destroyed, turn and locate the final frigate attempting to depart the base. With this out of the way, your cannon parts can land.



The base may be safe to land on, but walking droid starfighters still wander about. Take care of as many of these as you can.



Besides these droids, secure one more base on the dark side of the moon. It's flanked by two heavy turrets and has a walker droid on the landing bay. Take care of this base just as Jinkins spots multiple enemies closing. Don't forget the final ground missile launcher near this base, as well as any walking droids in the immediate area.



Switch to your cluster missiles, and look up. A squadron of Trade Federation bombers is closing in fast. Boost to intercept, and fire your cluster missiles at the lead bomber when you close in to destroy all five bombers!



Juno sends each piece of the cannon while more bombers close. As the third wave of five bombers hits, Jinkins spots a Trade Federation cruiser incoming. Its heading straight for the moon base!



After eight waves of bombers, no more are launched. Battle the bombers between the moon base where the cannon pieces are being built and the bombers' starting location.



The cruiser has fired missiles at the moon base with the cannon on it. Find this base and defend it. Instruct your wingmen to do the same. Take out a couple more walking droid starfighters before the cruiser appears.



Nym wants to let the cruiser keep coming, then shoot it with the orbital cannon. The rebels agree, giving you time to search for more walking starfighters.



Launch proximity mines between the cruiser and the base. These explosives take care of many missiles, leaving you extra time to stop all of them.



Kole manages to overload the targeting system of the orbital cannon, and Jinkins must repair it. More missiles are launched, so destroy them.



Keep shooting until Jinkins manages to rewire the cannon's targeting through your wingman controls. Once the cannon has powered up, order it to "Attack my Target" and it will blast the cruiser.



Fire your lasers frantically as the missiles descend.

Objective 1 and 3 and Bonus and Hidden Objective Met!

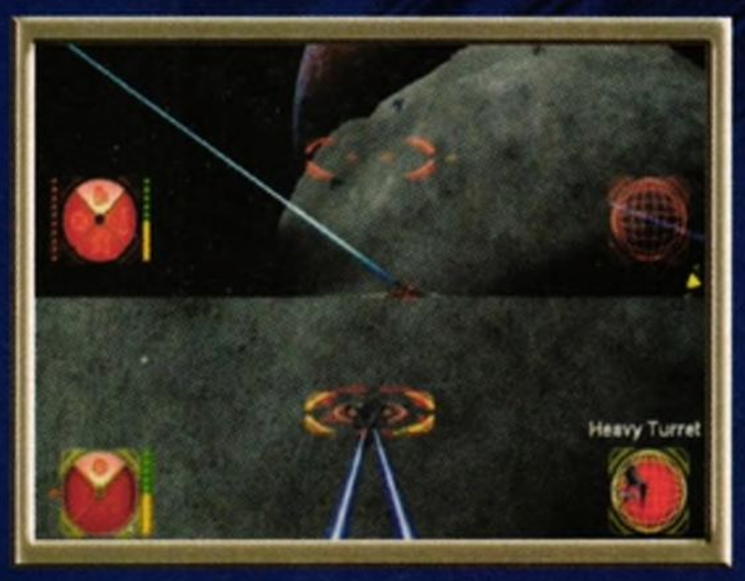




Stay to one side so your craft isn't hit by the cannon, and wait for the cannon crew to line up the cannon's systems. When you hear the command, use "Attack my Target." The orbital cannon fires, instantly wiping out the Trade Federation cruiser. This also takes out the cruiser's turrets, granting you your hidden objective, as long as the moon base's turrets and launchers were also destroyed. If none of the tugs were destroyed, you complete your bonus objective.



Two-Player Tactics



Your mission parameters are the same as when Nym handled this sortie alone. You gain the benefit of Jinkins in the *Freefall*. Both of you should take out turrets.



Attack the turrets, then send Nym to destroy the four missile frigates while Jinkins' lasers destroy any remaining turrets and droid starfighters.



Both characters should halt the incoming bombers. Nym can use cluster missiles if he wishes, although he should save all his secondary weapons for the cruiser battle.



Attack the cruiser as soon as the cruiser appears and the bomber squadrons are gone. Have both characters fly up to the cruiser and launch all available ordnance.



TWO-PLAYER OBJECTIVE MET!

Nym should fire all his energy bombs, then all five cruise missiles, all his remaining cluster missiles, then the proximity mines before firing his recharging energy bombs once again. With constant laser fire, and Jinkins taking out any missiles that are fired, the cruiser is crippled without using the orbital cannon. Don't get too close, ignore the cruiser's turrets, and keep firing!



The cruiser has been devastated, and the orbital cannon has been linked and synched. All systems are working. The revenants leave Nym's newly taken moon base and head for Lok.



Act 3: Mission 13
Attack of the Clones

The opportunity to crush the confederate forces under the command of Count Dooku has not come soon enough for the Jedi and the Lok Revenants. With the help of the Galactic Republic, a squadron of clones is being brought to the confederates' main military installation with one purpose—to win this thing and go home. In the process, they face odds only a Jedi can defeat.

Mission Information



Adi Gallia and Siri Tachi escort a group of clone troopers to destroy a Geonosian military infrastructure vital to the confederacy.

Pilot: Adi

Pilot (Player 2): Siri Tachi

Craft: Jedi starfighter

Craft (Player 2): Jedi starfighter

Friendly Craft:
Clone troopers
Clone speederbikes
Republic gunships

Enemy Craft:
Droid starfighters
Barracks (bunkers)
Battle droids
Super battle droids
Geonosis fighters
CG droids
IGB droid tanks
AATs
Core ship

Mission Overview

This mission is a dizzying array of attacks from all sides, and slowing down the action is a must, although abusing the Force is frowned upon. Start by taking out each bunker Siri mentions, attacking all enemies you see. Destroy the core ship, then spend the remaining time fending off confederate forces attacking from all directions as the clones slowly head to a far sand tower entrance.



Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:** Bonus Mission: One Player "The Lone Gunship"

MISSION OBJECTIVES

- ☒ 1. Protect all gunships until crew disembark.
- ☒ 2. Half of the clone troopers must survive.
- ☒ 3. Destroy the Trade Federation core ship (bonus objective).
- ☒ 4. Destroy all bunkers (hidden objective).
- ☒ 5. Lose no clones (two-player objective).



Continue on your flight path until Siri notices the southwest bunker opening. It comes up in your targeting scan and is to your right, past the sand tower. Target this and fire.

TIP

The Force reflex, although often used, is extremely helpful in this level. Use this when you become swamped or to hit craft while still in formation.



Destroy the bunker and the 10 or so droid starfighters launching behind it. If you miss any, keep firing because the starfighters will try to intercept the gunships deploying the clones.



Siri informs you that the west bunker has opened. Swing around to target and destroy this. Take out any droid starfighters you see. Galactic Republic gunships will back you.



After another dozen starfighters launch, Siri tells you the northwest bunker has opened. Target this and destroy it, along with another 12 starfighters.



Your craft may be buffeted by laser fire from Geonosis fighters or the turrets nearby. Use Force reflex to take out the fighters and the turrets quickly.



While the Galactic Republic craft deposit the clones on the ground, make sure no more airborne foes remain, then target the huge core ship in front of you. Order Siri to destroy it. The Galactic Republic craft can assist once they deploy their clones.



When you're halfway through destroying the core ship, another bunker opens and deposits troops near the clones. Swing around, destroy the barracks, the battle droid, and the super battle droid units.



Objective 1 Met!

As the clone speederbikes pass, turn and destroy another bunker and the battle droids that emerge from it. Then attack more droids firing at your clone units. They appear from the first sand tower you passed. During this time the final clones disembark. Excellent!



Order all available friendly craft to defend the clones, then tear through a new type of foe—the CG droid. Once the nearby enemy foot droids are downed, take out more droid starfighters from the air.



Move quickly and strike the north bunker, then destroy more droid starfighters launched from this hole. Now turn your attention to another sand tower entrance—IGB droid tanks have arrived. Shoot these first, then deal with infantry.



Deal with multiple enemies coming from the two sand tower entrances and waves of droid starfighters from in front and behind. Take out the ground troops first, then the starfighters.



Bonus Objective Met!

Focus all your firepower on the massive core ship and finish it off. Either have Galactic Republic gunships help you, or simply slow time and take care of it. Once it is destroyed, you've met your bonus objective.



If you missed a bunker, it sometimes opens again, but only rarely, so quickly destroy each bunker (also known as barracks). After the core ship explodes, expect starfighters, tanks, droids, and Geonosis fighters all to attack at once!



Slowing time with the Force reflex is necessary now. Two bunkers are now opening. Take out one, along with starfighters and Geonosis fighters.



More tanks (CG droids and AATs) appear from the second sand tower, with IGB droid tank backup from the first tower. Destroy all the tanks quickly before they fire missiles at the clones.



HIDDEN OBJECTIVE MET!

Multiple bunkers open. Destroy the other bunker, as long as you're high enough to target it. Destroy any Geonosis or starfighters that appear, then take out two IGB tanks. If you destroyed all eight bunkers, the hidden objective is yours!



Attack Geonosis fighters from one direction and IGB droid tanks from the first sand tower. Keep attacking, and don't let either enemy near the clones.



OBJECTIVE 2 MET!

CG droids and AATs continue to appear from the second sand tower, while IGB droid tanks trundle out of the first. These and Geonosis fighters are all that remain of the confederate forces in this sector. Your clones eventually gain entrance to the military compound, and you gain your final objective.

Two-Player Tactics



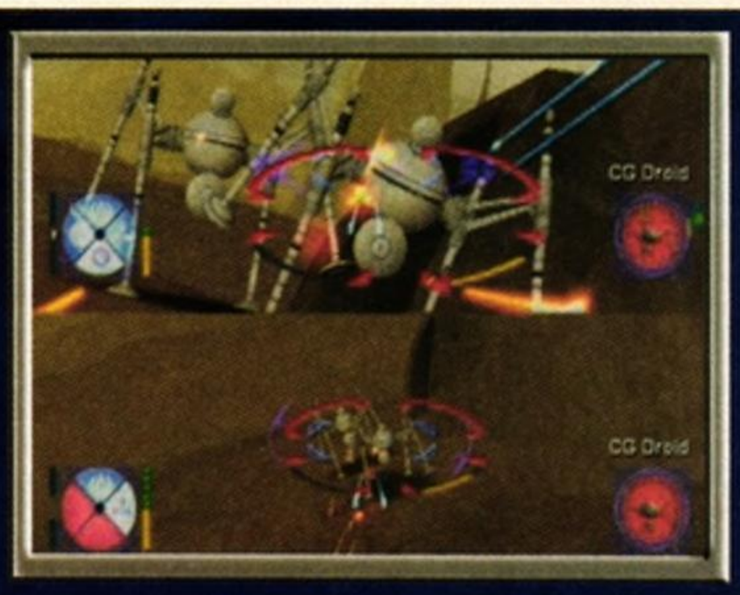
With both Adi and Siri attacking, Adi can concentrate the Force to slow time and take out the bunkers one after another.



Meanwhile, have Siri use Force lightning attacks on air targets. Use this attack often so you don't lose any clones.



One Jedi must go off and pepper the core ship with laser fire until it is destroyed. Use Adi because she can use Force shock wave or reflex to speed up the job.



Adi should use Force reflex to take out the bunkers and enemies on the sand.



TWO-PLAYER OBJECTIVE MET!

Pay attention to the clone troopers that disembark from the gunships. When tanks and aircraft move to attack, blast them before they get near the clones. With vigilance, and a little Force reflex, you can meet this objective.



A massive series of underground explosions rocks the confederate military base as the clones' demolitions provide a tide-turning victory in this conflict. Adi and Siri boost back into planetary orbit to deal with the remaining forces under Dooku's iron fist.

Act 3: Mission 14
Heart of the Storm

It's an emotional homecoming for Nym as he returns to the home base on Lok that he left during a previous saga. Ten years have passed, and Nym returns to a devastated base—now a Trade Federation refueling depot. His revenant forces, along with the unexpected help of an old friend named Vana Sage, must rout Captain Toth's forces.

Mission Information



Now in command of the orbital cannon, Nym returns to Lok to reclaim his base from the Trade Federation.

Pilot: Nym

Pilot (Player 2): Jinkins (gunner)

Craft: *Havoc*

Craft (Player 2): *Havoc* gun turret

Friendly Craft:
Revenant craft
Mere transports
Guardian Mantis (Vana Sage)

Enemy Craft:
Turrets
AATs
Droid starfighters
Refueling stations
Missile frigates
Dropships
Sabaoth cruiser (Bella)

Mission Completion Rewards

- **New Power/Weapon:** None
- **Bonus Features Unlocked:** Bonus Craft: "Republic Gunship"

MISSION OBJECTIVES

- ☒ 1. Destroy all missile frigates.
- ☒ 2. Destroy enemy fighters.
- ☒ 3. Escort the Mere transports.
- ☒ 4. Escort the revenant speeders.
- ☒ 5. Destroy all enemies inside dome.
- ☒ 6. Defeat Lieutenant Bella.
- ☒ 7. Destroy all escaping dropships (bonus objective).
- ☒ 8. All Mere transport ships must survive (hidden objective).
- ☒ 9. Remove Toth's shields (two-player objective).

Mission Overview

Begin by taking out ground targets with your lasers, but don't use any secondary weapons to destroy the eight frigates and dropships—your newly acquired orbital cannon does that work. Once Toth escapes, guard the descending Mere transports, provide covering fire by taking out tanks and turrets, and plug a recently opened hole with mines to prevent starfighters from escaping. Then mop up the base interior and save your remaining firepower for Bella.



While your team finds ground targets, locate and demolish a heavy turret ahead of you. Also destroy the two AATs on either side of it.



The moon base radios and offers this helpful plan: Lock on to any large, slow-moving or stationary target, and obliterate it using the orbital cannon. To use the orbital cannon, wait for the radio message letting you know the cannon is powered up, then target an enemy and select "Attack My Target."



Oblige by targeting the refueling station with the docked missile frigate. Target the station, not the frigate, and order the cannon fired. A second later, both the station and the frigate explode.

TIP

If you order the orbital cannon to take out a refueling station while an enemy frigate or dropship is docked for refueling, you can destroy both the station and craft.



Destroy another turret and two more AATs on the other side of the first crater where the refueling station stood. Do this while Vana remarks on the strength of the orbital cannon attack.



Two more refueling stations contain docked frigates and dropships. Order the orbital cannon to fire as soon as it recharges, targeting the farther station before the frigates and dropships escape.



OBJECTIVE 1 AND BONUS OBJECTIVE MET!

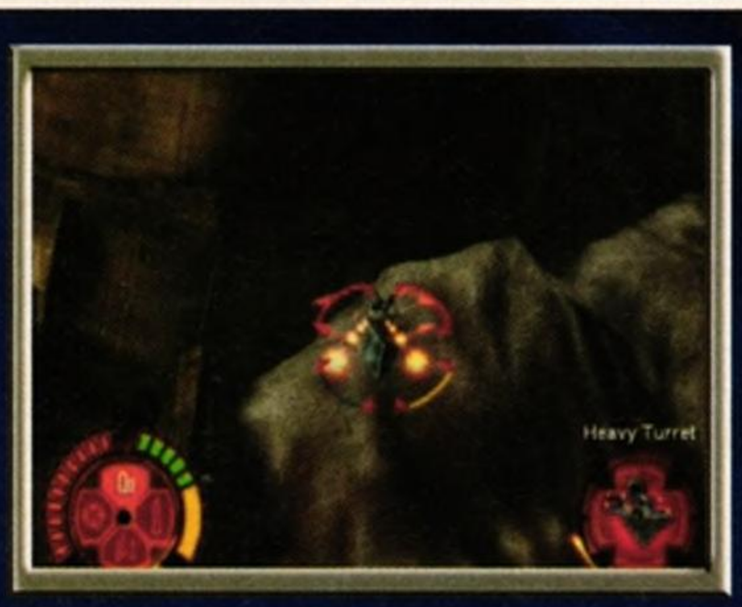




Six refueling stations house frigates and dropships, and these begin to depart into orbit. As this occurs, instruct the orbital cannon to destroy the craft, not the refueling station. Don't allow any craft to depart. Once the last ship disintegrates, you meet your bonus and first objectives without firing your secondary salvos!



When you defeat all of the missile frigates and dropships, tell the orbital cannon to fire on any remaining refueling stations.



Meanwhile, take out the four turrets lining the entrance to the base interior. Droid starfighters swoop about, but deal with those in a moment.



Objective 2 Met!

Pick out the remaining turrets, and blast a number of starfighters from the sky until the base's first line of defense gives way. Continue to fire on any AATs, starfighters, and other units until this objective is complete.



Captain Toth is escaping aboard his ship from the back of the base. It isn't necessary to attack him from extreme range, but if you note where he launches from (behind a refueling station behind the base), your two-player bonus will be easier to accomplish.



Droid starfighters are dogfighting with the three revenant transport ships attempting to land near the base. Meanwhile, AAT battle tanks emerge from the base entrance to guard it. Ignore the tanks and head for the convoy.

Objective 3 and Hidden Objective Met!





Now engage numerous droid starfighters in a frantic dogfight. If you ignore the convoy, one or more transport ships may be detroyed before they land. Fire at the starfighters until the three craft land. Once they land, you complete your third objective. If all Mere transports survive, you earn your hidden objective.



When the transports are about to touch down, destroy around eight AATs. Hit them with energy bombs and laser fire. Continue until all are downed.



Objective 4 Met!

Two speederbikes launch from one of the transports in an attempt to blow the base's main doors. Sol Sixxa asks for covering fire. You should have already taken out the tanks and the four turrets near the door. Once he reaches the door, you complete the fourth objective.



After a tense couple of seconds, Sol Sixxa blasts the door apart and retreats back into the transport ship. A second later, more than 20 droid starfighters pour out of the destroyed door and engage you in battle!

TIP

As soon as Sol Sixxa blasts the doors, drop two or three proximity mines at the doorway. These explode as the starfighters ascend, and with careful aiming, you can destroy *every single one* of them! If you're out of mines, stay on the roof behind the door, and aim at the ascending fighters with your cluster missiles before they break formation. This is much less impressive, but still destroys starfighters quickly.



Finish destroying the starfighters, then head inside the base. Stay in front of the doorway, and peer inside. From here, destroy almost all of the eight turrets and dome interior structures.



OBJECTIVE 5 MET!

When you enter the base, complete strafing the area, switch to cluster missiles, and take down all the ground targets. Then take out the droid starfighters using lasers. Your fifth objective is now complete.

Warning! Incoming Enemy!

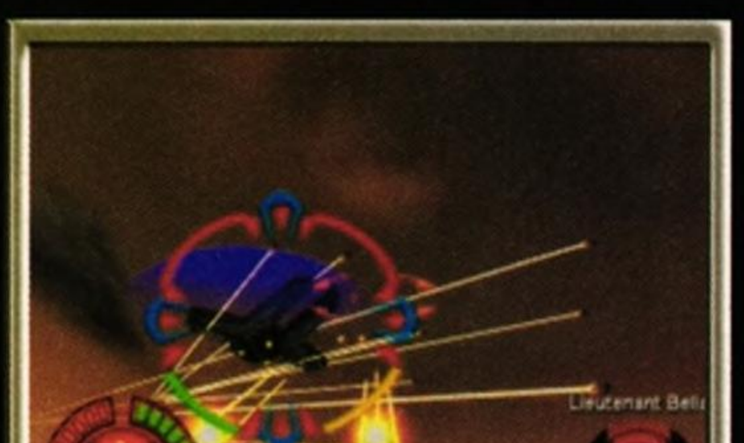
Lieutenant Bella



As you complete your objective, a Sabaoth cruiser (Bella) exits the dome's center. She heads for the exit blast door and fires a salvo of missiles in your direction before challenging you to combat outside!

TIP

Make the combat easier for the revenants by launching all your cluster missiles the moment you gain visual contact with Bella. You can destroy her craft before she jets out, or at least cripple her energy.



Once outside, Bella mocks you for a while, then passes you in her craft. Don't give chase—remain still and target her.

NOTE

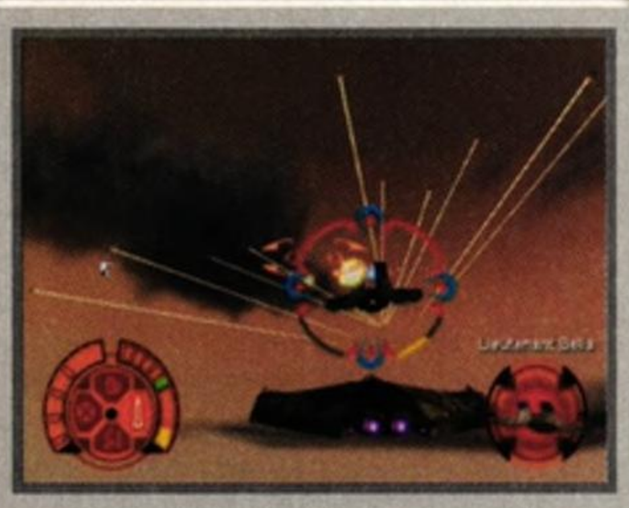
Most of the time, Bella is moving too quickly for the orbital cannon to make an accurate shot. However, you can inform the orbital cannon to fire so the energy beam hits Bella just as her craft turns. This is difficult to time, but not impossible, and instantly destroys her craft!



Use some proximity mines to catch Bella as she circles you. Once she begins to feel the heat, switch to cruise missiles.



Bella fires a missile salvo. Jet to one side of it, and keep her in your visual sights. She then attempts to ram you. When she charges in, dumb fire a cruise missile into her hold.



Objective 6 Met!

Hit Bella two or three times with cruise missiles to disintegrate her craft. Keep slowly turning, looking at her, dodging the missiles she fires from range and firing your cruise missiles just before she hits you with a charge. If you have no cruise missiles, try cluster missiles.



Two-Player Tactics



Once again, both players are squeezed into Nym's trusty *Havoc*. However, this time, Jinkins sits by the turret.



This enables both players to take out twice the number of enemies. However, manning the turret is disorientating for Jinkins, so hit the same targets Nym is aiming at until you become accustomed to the turret's movements.



Nym has all his weapons from the one-player game, and his tactics remain unchanged. Wherever possible, Jinkins provides supporting fire. This is Nym's mission.



Two-Player Objective Met!

Fly to the back of the base and learn where Toth emerges (near the back refueling station, on the opposite side of the door). Both of you must fire at Toth's escaping craft. Miss by a second, and Toth escapes. Continue to fire until Toth leaves the vicinity, and hope for the best!



Captain Toth may have lost a lieutenant, but his forces are still a threat. His fleet is heading to Geonosis. Nym and his force head there to help Adi win the final confrontation with evil.

Act 3: Mission 15
The Jedi Master

Toth's force of hex battle craft is heading to the planet Geonosis, where a struggle to free Obi-Wan is occurring. The rebels, with the help of the Jedi, are beginning to gain the upper hand. Captain Toth's last-ditch attempt to thwart the rebel's progress and appease Count Dooku involves an all-out assault from the outer atmosphere. It is fortunate then, that Adi Gallia, Siri Tachi, and a small force of Jedi pilots are sent on an interception course to confront Toth and destroy his evil weapons once and for all.

Mission Information



Adi and Siri must stop Captain Cavik Toth and his war fleet before he reaches Geonosis with the secret weapon.

Pilot: Adi

Pilot (Player 2): Siri Tachi

Craft: Jedi starfighter

Craft (Player 2): Jedi starfighter

Friendly Craft:

Jaisen Suel (Jedi)
The Dark Woman (Jedi)
Bant Eerin (Jedi wingman)
A'Sharad (Jedi wingman)
Saesee Tiin (Jedi Master wingman)
Mere cruisers
Rana (Jedi wingman)
Nym (incoming)
Revenant fighters (incoming)

Enemy Craft:
Hex deployers
Hex bombers
Sabaoth fighters
Sabaoth defenders
Sabaoth destroyers
Captain Toth in Sabaoth defender

Mission Completion Rewards

- New Power/Weapon: Force shock wave (Adi)
- Bonus Features Unlocked:
  - Bonus Mission: One Player "Jango Fett"
  - Bonus Movie: "Team Commentary" (if all 1 Player Hidden Objectives completed)

MISSION OBJECTIVES

- ☒ 1. Destroy all hex deployers.
- ☒ 2. Destroy all enemy fighters.
- ☒ 3. Destroy Toth's fleet.
- ☒ 4. Protect Mere cruisers.
- ☒ 5. Defeat Toth.
- ☒ 6. Destroy all hex bombers and missiles (bonus objective).
- ☒ 7. All Mere cruisers must survive (hidden objective).
- ☒ 8. Destroy all turrets on destroyers and flagship (two-player objective).

Mission Overview

With Siri Tachi by your side, instruct her and the Jedi to take out hex deployers while you demolish three waves of hex bombers. Once all the craft and any launched missiles are destroyed, crush the first wave of Sabaoth fighters and defenders. Then, two gigantic Sabaoth destroyers hyperspace in, just as Nym and his Mere forces arrive. Detonate all the capital turrets aboard both destroyers, letting the Mere cruisers fire and explode the destroyers. Repeat the process when Captain Toth's flagship arrives. Then get ready for a final battle with Toth.



Heed Master Windu's advice: race forward and attack the hex deployers and bombers ahead of you. Ignore the Sabaoth fighters for the moment.



Instruct your wingmen either to defend you or attack a deployer or two, depending on how much time you wish to spend attacking these craft. Target the hex bombers first.



Three groups of four hex bombers fly in formation. Wipe them out. By the time you take out the second group of bombers, your Jedi friends should have demolished their first deployer.



Instruct your wingmen to attack another deployer, and locate the final group of hex bombers yourself. Destroy all 12 bombers before finding another target.



The eight hex deployers take time for your forces to destroy, so use Force reflex. Try to destroy four to five deployers before they launch missiles.



Once they launch those missiles, these are your priority. Three or four groups of missiles usually head straight for Geonosis, so locate the first group and fire on them.



Bonus Objective Met!

The missiles travel quickly. Don't let any hit the planet, so slow time once again. There are three (or sometimes four) groups of five missiles to destroy. Once all the missiles are gone, Adi mentions this fact, and your bonus objective is awarded.



While Mace Windu sends Jedi reinforcements to your location, instruct all craft to finish off the remaining deployers, but do not destroy the final deployer yet.



Objective 2 Met!

By now, the Sabaoth fighters, plus the all-new defenders, should be causing you problems. Dodge out of their firing range, and tackle each ship from a distance or from behind. Defenders have better armor and larger missiles than the fighters. The squad of Sabaoth craft must be destroyed. Fortunately, Windu sends your Jedi teacher, Master Saesee Tiin to your aid. Instruct him to defend you, and finish off the final fighters to complete objective two.



Objective 1 Met!

You can simply watch as the final hex deployer is destroyed by Jedi starfighters. Or, you can help out and dispatch the deployer in seconds.



Siri Tachi has spotted more incoming enemies: Sabaoth fighters and defenders. Two gigantic Sabaoth destroyers have also arrived. While the Jedi seek the destroyers' weak spots, fire at the escort fighters.



Nym's fleet arrives just in time. Jinkins conducts a sensor sweep and finds capital and heavy turrets dotted throughout each destroyer. Turn to the first destroyer, and locate a capital turret.



There are six capital turrets—two above and two beneath the center of the vessel, and two on top of the craft near the bridge. Attack these as soon as you can.



The craft also has 12 heavy turrets: two on the bridge, another two near the four guns, two at each end of the craft, two between the engine and the superstructure, and two farther back from the engine. These do *not* need to be targeted in the one-player mission.

NOTE

Sabaoth destroyers are deadly! You have turrets, capital turrets, and Sabaoth fighters to contend with. It's wise to approach the craft directly from above or below, and from range. Call your wingmen to defend you!



Juno hyperspaces in with three Mere cruisers armed with massive laser arrays. They intend to take out the destroyers, but first the capital turrets must be destroyed. Head to the second destroyer and take out the six capital turrets.



Instruct your Jedi wingmen to defend the Mere transport with the weakest shields, and engage enemy Sabaoth fighters and defenders in a vicious dogfight!

NOTE

Taking out capital turrets and Sabaoth defenders is easier when you're using Force reflex. Use shockwave on the turrets and lightning on the fighters if you're feeling tough.



The Mere transports continue to fire on the Sabaoth destroyer until it starts to go supernova. Master Windu informs the Jedi that they are needed on the planet's surface. You still have Siri, however.

Warning! Incoming Enemy!

Captain Cavik Toth



While the Mere transports take out the second destroyer, Toth's flagship destroyer arrives. Its capital turrets are a menace. Keep your wingman guarding the Mere transports, and take out the four turrets on the flagship.



Once the capital turrets are down, the Mere cruisers can keep firing on the ship until its shields crumple. Meanwhile, flit about the ship, hiding from fighters and taking out the 10 turrets.

Objective 3 and 4 and Hidden Objective Met!





Nym's craft is disabled, leaving you to fight Captain Toth with only Siri to help you. Once the Mere transports stop firing, finish off the flagship with laser fire. Now Captain Toth jettisons from his exploding destroyer in a Sabaoth defender. The final battle is about to begin!



Toth's enhanced defender fires horribly devastating red missiles. Dodge them by swiftly moving to one side and jetting away.



Sabaoth fighters also help Toth, but let Siri handle them. Toth flies quickly and weaves expertly. It takes a good couple of minutes to whittle his shields down. Keep tracking and firing at him.



Execute Force lightning. This damages his shields irrevocably and lowers his health. Finish him with lasers.



You could employ Force reflex to end combat in seconds, but since he's never met a pilot as impressive as you, show him your skills without the benefit of the Force.

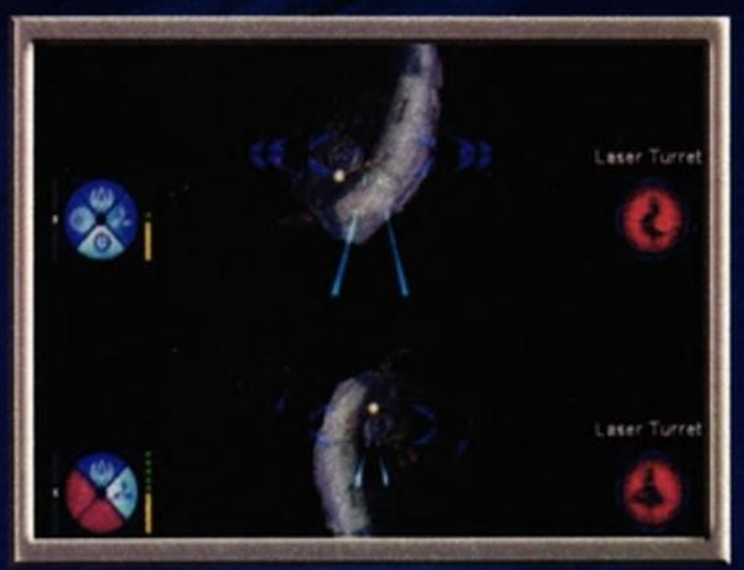


Objective 5 Met!

Your lasers strike Toth's craft in a punishing display of Jedi dogfighting, and his craft loses power and begins to spin through space. Both Toth and his flagship destroyer are doomed, and balance has been restored to the galaxy. Your quest is complete!



Two-Player Tactics



Both Jedi can use different powers to great effect during this mission. Equip Adi with Force reflex and Siri with Force lightning.



Let Siri target the hex bombers with lightning while Adi slows time and tackles the bigger deployers. After this, Siri can provide support and take out fighters. Both Jedi should fire on the missiles.



Once the destroyers hyperspace in, all turrets on the destroyers must be taken out to win the two-player objective.



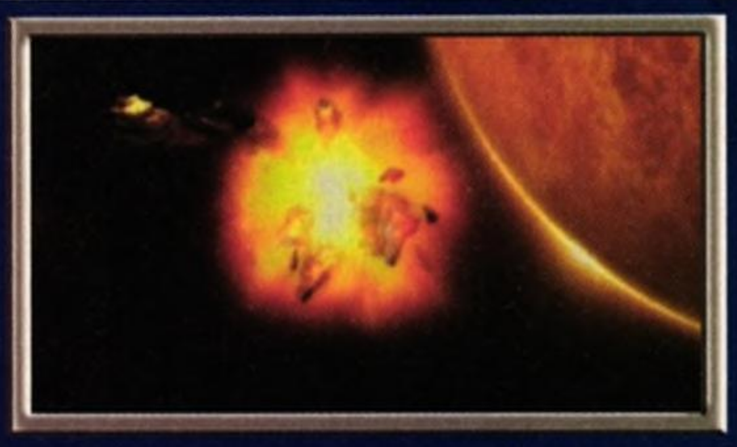
Both players should watch their energy levels: avoid crashing, bouncing off destroyers, or being peppered by heavy turrets and Sabaoth fighters.



Two-Player Objective Met!

Slow time and systematically target the six capital and 12 heavy turrets on the first ship, then the five capital turrets on the second. This gives you enough time to take out the remaining heavy turrets on the second destroyer. Now destroy the final capital turret. With the flagship, slow time and check all your available targets until a turret is found, destroy it, and continue to the next turret until no more are seen on your scanners. Then this objective is complete.

ACT 3: FINALE



Tumbling out of control, Captain Toth's Sabaoth defender explodes in a shower of starfighter laser fire. As Adi Gallia flies through the debris, Toth's flagship detonates, sending a wave of energy through the outer atmosphere.



Mace Windu contacts Gallia from Geonosis where a battle has raged. The confederacy has been routed, and although the losses were heavy, Obi-Wan is safe. Count Dooku appears to have escaped.



Meanwhile on Coruscant, Adi meets her master at the Jedi council chamber. Everyone is proud of how things went. Nym is offered the position of Commander of Karthakk system, but Nym refuses. He's keeping his options open.



Gallia considers Nym a valuable ally, and she leaves to spend a resting vacation being the personal Jedi advisor to Nym. Nym grudgingly accepts, all too aware of what a disagreement with Gallia and Mace Windu will incur.



Deep in backwater space, Vana Sage informs Nym that the sensors aboard the *Guardian Mantis* have picked up Reti's signature, but she cannot raise him.



As Adi Gallia and Nym depart the orange skies of Coruscant, Vana Sage flies off to investigate Reti's whereabouts. May the Force be with her.



BONUS FEATURES

In this chapter, the many hidden, secret, and bonus features of this game are unveiled, along with necessary tactics and information on how to unlock every single secret in the game.

One Player Bonus Missions

Bonus Mission: Escort Duty

MISSION INFORMATION

Pilot: Adi

Craft: Jedi starfighter

Friendly Craft:
Havoc (Nym)
Pirate transports
Mere transports
Mere cruisers

Enemy Craft:
Droid starfighters
Scarabs
Daggers
Morningstar Cs
Geonosis fighters
Sabaoth fighters
Dianogas
Missile frigates
Armed freighters

Randomly generated enemies threaten peaceful vessels as Adi Gallia and Nym scramble to protect them.

MISSION ACTIVATION SEQUENCE: This mission is available from the start.

MISSION OBJECTIVES

- ☒ 1. Protect all friendly craft.
- ☒ Bonus objective: None
- ☒ Hidden objective: None







You and Nym break out of hyperspace to protect a Mere convoy of eight different vessels. You have around eight minutes until they gain enough power to make the jump to hyperspace.



Until then, protect them from waves of randomly appearing enemies. Between one and three waves of enemy craft appear at once.



Around eight minutes after the mission begins, the friendly craft (or remnants thereof) actually make the jump to hyperspace, and the mission ends.



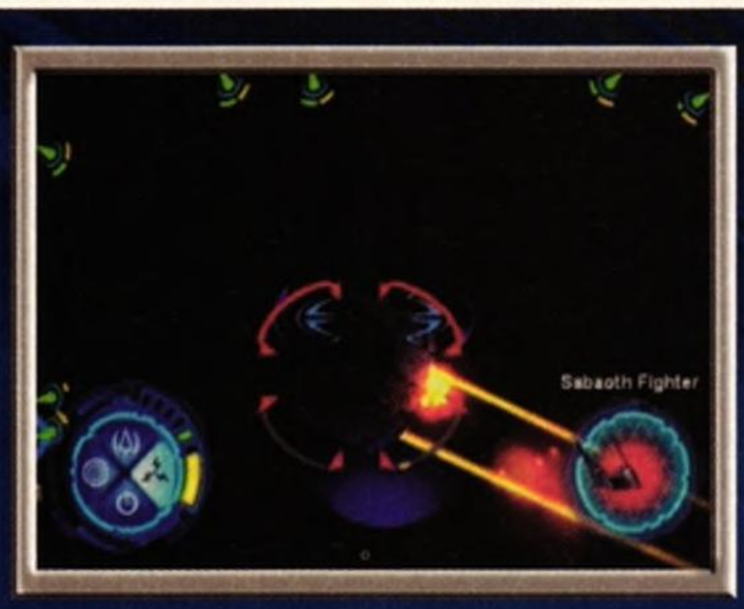
Force lightning is great for tearing droid starfighters apart.



Scarabs usually follow you if they spot you, so lead them away from the friendly craft and tackle them with lasers or lightning.



Dianogas are quad-winged craft with medium-strength lasers and green bodywork. They don't take Force lightning well.



Avoid the Sabaoth fighters' missile fire, get behind them, and strike back. Lightning also works well for these craft.



Geonosis fighters are a nightmare if they strike you with their missiles, and one flurry could end your days as a Jedi. Weave around them and tackle them from behind.



The daggers are almost identical to the Geonosis fighters but not quite as vicious with their firing. As with all the enemy craft during this mission, nothing works as well as Force reflex.



Morningstar C craft are to be feared. Their devastating weaponry can defeat you in one pass. When you spot one, move out of their missile path and attack from the side or behind.



The mission is nearly complete when five missile frigates appear. Attack these with Force reflex and laser fire until the friendly craft escape.



Objective 1 Met!

Sometimes, instead of the missile frigates, an armed freighter appears, releasing dozens of swarming droid starfighters. Slow time, and tag as many starfighters as you can before the friendly craft leave. As long as one or more craft make the jump, you meet your objective.

Bonus Mission: Advanced Prototype Test

MISSION INFORMATION Guided by Saesee Tiin, Adi Gallia tests the prototype Jedi starfighter's performance under extreme conditions.

Pilot: Adi

Craft: Jedi starfighter

Friendly Craft:
Saesee Tiin
Republic transport

Enemy Craft:
Daggers (holograms)
Morningstar Cs (holograms)

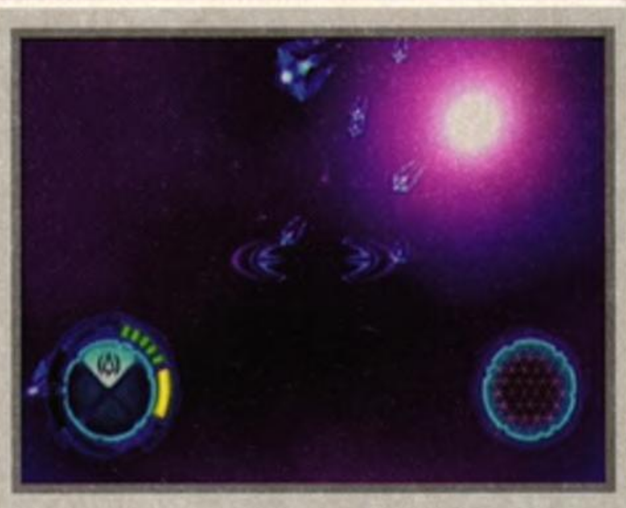
MISSION ACTIVATION SEQUENCE: This mission is available once the Act 1: Mission 1—The Informant bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. Survive fighter swarm for 45 seconds.
- ☒ 2. Destroy all enemy targets near the convoy.
- ☒ 3. Damage no convoy craft.
- ☒ 4. Stay between the platform and the rings.
- ☒ 5. Destroy all enemy fighters.
- ☒ 6. Complete all tests on the first attempt (bonus objective).
- ☒ Hidden objective: None



Listen to Saesee Tiin describe the three tasks you must perform. The first is to survive a wave of morningstar C missiles for 45 seconds.



OBJECTIVE 1 MET!

The trick is to dive below the landing pad as soon as you can. Don't even try to find the enemy, or you'll be hit. Execute Force shield to stop some of the daggers' lasers, then flit around the enclosed area. Don't hit or pass the circular perimeter bubbles. Your mission is in this space. Vary your thrust and turning, and keep moving! If you survive for 45 seconds, you meet your objective.



Now you must fire at extreme range, taking out two groups of three morningstar Cs that are flying about two friendly vessels.







You'll fail if you hit a friendly craft or smash into the bubble's perimeter. Slow down as soon as you can. Take your time. Turn around, fly to the far side of the area, then turn and fire at the morningstars only when they are above or below the destroyers. Do not hit a friendly craft!



Now comes the tricky part. Master Tiin releases a wave of six morningstar C fighters and six daggers. Remain in this arena and dispatch them all before they destroy you.

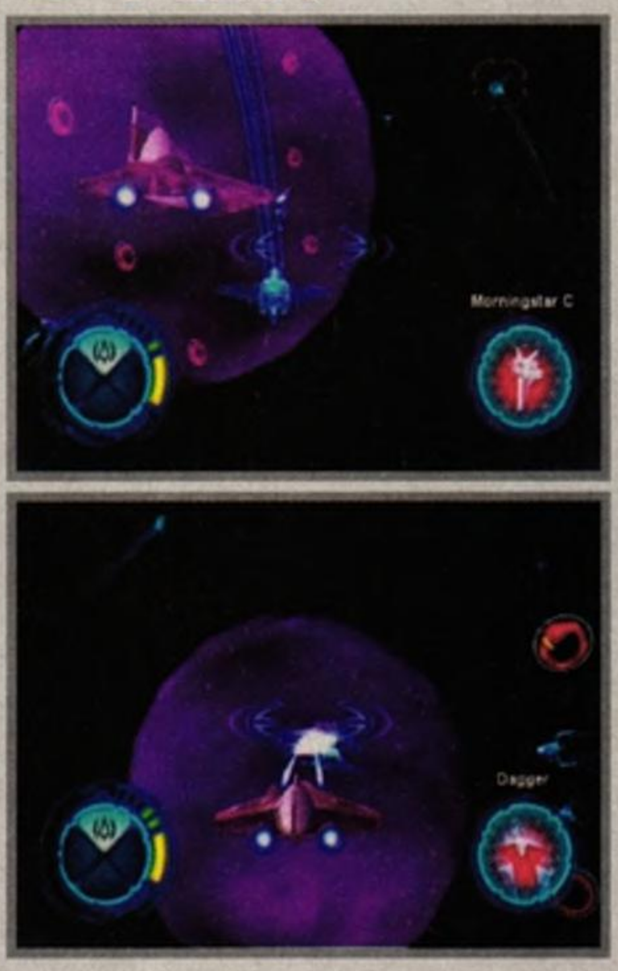


Dive out of the way of the morningstar missiles, and execute a Force shield. This affords minor protection, but not from morningstar missiles.

Objective 2, 3, and 4 Met!

As you fire, monitor your position. When you're near the perimeter, turn around, retreat, turn and aim again, and continue to hit the enemy holograms. Predict where the enemy will be in a second's time. You meet your objectives once all six are downed, as long as you didn't hit the arena sides and neither friendly craft was harmed.

Objective 5 and Bonus Objective Met!



Swing around and take out a morningstar from the side or behind. Take out the morningstars first, or attack any enemy that's on its own. This final objective requires expert maneuvering and the use of the entire arena (along with retreating and zipping behind foes). Complete all three tasks without replaying any of them to win the bonus objective—and bragging rights.



Bonus Mission: Riding Shotgun

MISSION INFORMATION As Nym streaks toward the Mountain Base, his turret gunner must be on the lookout for trouble.

Pilot: Nym (Kole as gunner)

Craft: *Havoc*

Enemy Craft:
Troop transports
AATs
Scarabs
Droid starfighters
Ski droid

MISSION ACTIVATION SEQUENCE: This mission is available once Act 2: Mission 2—Mount Merakan bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. Destroy 90 points' worth of enemy craft.
- ☒ 2. Nym reaches the landing pad.
- ☒ 3. Destroy 120 points' worth of enemy craft (bonus objective).
- ☒ 4. Destroy 150 points' worth of enemy craft (hidden objective).



To complete this mission, score 90 points or more before Nym moves from his starting position, over the left part of the mountain, to a landing bay on the other side.



To maximize your score, rely on your zoom function and targeting capabilities. As soon as the mission starts, swarms of enemies appear.



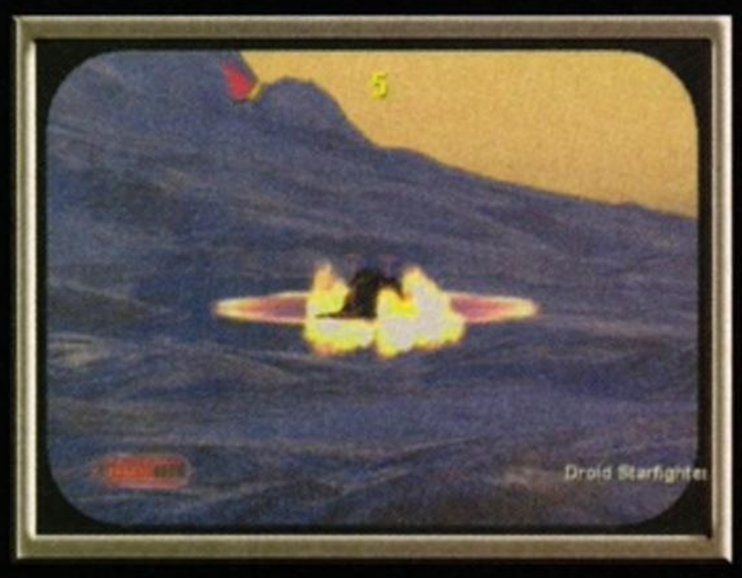
The enemy craft appear alone or in groups, fly forward, then execute turns. When they are turning, they are easier to hit. Once one group is destroyed, move to another, quickly.



You have four types of enemies—airborne scarabs and droid starfighters worth one point each. AATs are worth a point, and troop transports are worth five points.



Use your target system to locate enemies, and fire on groups of them. This takes some skill, as some enemies are far away, and you must fire at where they will be in a second's time—when the laser bolt reaches them.



Start the mission by swinging left and right, and launch four missiles (your secondary weapon) at each troop transport on the snowy ground. You gain 10 points for defeating these two.



Objective 1 Met!

You can score 90 points here at the base of the mountain. Hit enemies from behind and from afar.



Do not shoot the AATs on the ground. These take too long to destroy and are difficult to aim at. You have plenty of air-based foes to tackle. In addition, AATs sometimes hit your craft, slightly knocking Nym off course. This is actually lucky—it gives you extra time!



Once you head over the mountain, more scarabs and starfighters appear. Destroy even the most distant ones. If you knock an enemy down and it crashes on the ground, you do not receive a point.



Secret Uncovered!

The Trade Federation is executing an extremely sensitive "arctic environment"-style maneuvering exercise using their latest droid creation-the ski battle droid. The ski droid is designed to zip down mountains and incapacitate enemies with uncontrollable laughter. The ski droid starts at the top of the mountain and skies down. He's monumentally difficult to spot. If you glimpse him, shoot him on sight—he's worth 20 points!



Objective 2 and Bonus and Hidden Objectives Met!





Shooting scarabs takes longer because they have shields. Shooting enemies moving quickly or at distance requires you to predict their differing movements. If you keep plugging away, it's possible to gain more than 150 points and claim the hidden objective. The record stands at 165 points without ski droid demolition. Can you beat this?

Bonus Mission: The Lone Gunship

MISSION INFORMATION Cut off from the main Galactic Republic battle group; a single gunship stumbles onto a confederate counterattack.

Pilot: Unknown

Craft: Republic gunship

Enemy Craft:
Battle droids
Super battle droids
AATs
IGB droid tanks
STAPs
Droid starfighters
Scarabs
Trade Federation landers
Geonosis fighters

MISSION ACTIVATION SEQUENCE: This mission is available once the Act 3: Mission 4—Attack of the Clones bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. Destroy all confederate forces.
- ☒ 2. Gunship takes no hull damage (bonus objective).
- ☒ Hidden objective: None



First learn to use your gunship correctly. It's a monstrous craft, large and bulky, but it packs some serious firepower. It has an independent turret (which fires on its own), lasers, missiles, and a special beam weapon. This is your second secondary weapon. Select it.



The beam weapon allows you to demolish foes instantly. Use this often, but remember, it needs to charge after a constant firing.



Cut apart four IGB droids, a group of STAPs, another IGB droid, then head toward a single STAP ahead of you. More STAPs and IGB droids await to be cut down. Use regular lasers for the STAPs.



Stay low to the ground, target some distant starfighters, and simply cut through them. Destroy more behind you. Mop up any IGB droids on the ground. Cut through the squads of starfighters and scarabs at extreme range.



Four Trade Federation landers deposit random ground troops to destroy. Fire your lasers, and aim your beam weapon at a Trade Federation lander. You'll destroy it in five seconds!





Stay low to the ground and at range to mop up any ground forces from the first Trade Federation lander you exploded. You may have scarabs to dogfight during this time. Once the cutting laser has re-energized, move to the next Trade Federation lander.



Two Geonosis fighters speed in randomly while you are destroying the Trade Federation landers. These can knock out your shields and cause hull damage, so use the cutting laser on them from range. Once the final Trade Federation lander and its contents have been destroyed, your objectives are met.

Bonus Mission: Jango Fett

MISSION INFORMATION Jango Fett, the galaxy's most feared bounty hunter, has finally tracked down the infamous smuggler Race Kartan. Jango knows that Race won't give up easily.

Pilot: Jango

Craft: *Slave I*

Enemy Craft:
Dianogas
Daggers
Missile frigates
Space station turrets
Duergo (Race Kartan)

MISSION ACTIVATION SEQUENCE:
This mission is available once the Act 3: Mission 6—The Jedi Master bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. Disable the *Duergo*.
- ☒ 2. Defeat all enemies.
- ☒ 3. Destroy the station shield generators (bonus objective).
- ☒ Hidden objective: None



Jango Fett's mission is extremely difficult, but if you use *Slave I*'s weapons effectively, and approach the enemy with caution, you can complete this without incurring a single torpedo burn.



Jango Fett's craft is a marvel—it can outmaneuver any ship of a similar size. It has lasers with a large target area, 10 torpedoes for taking out larger craft, and special depth charges that blast all enemies within their radius.





The gigantic space station ahead of you launches six waves of craft, alternating between dianogas and daggers. Bring your lasers to bear at once.



Slave I's primary lasers can wipe out asteroids, so they slice through enemy defenses in seconds. Watch your shield energy however; your craft is not well-armored.



Do not use secondary weapons on the waves of fighters. Instead, move to the sides to avoid their laser fire, master speeding up or slowing down and turning, and scoot behind your foe. Then blast them!



Once the fighters have been demolished, stop at the edge of the asteroid belt, and look ahead. Four missile frigates orbit the giant space station. The *Duergo* is behind here.



From this range, wait for your shields to replenish, slow down completely, and target the nearest missile frigate. Fire at it with your lasers until it explodes. Now do the same for the second frigate.



If you venture too close to a frigate, it launches its payload—this can destroy you in seconds. Retreat to the asteroid belt immediately if you see those red streams coming at you.

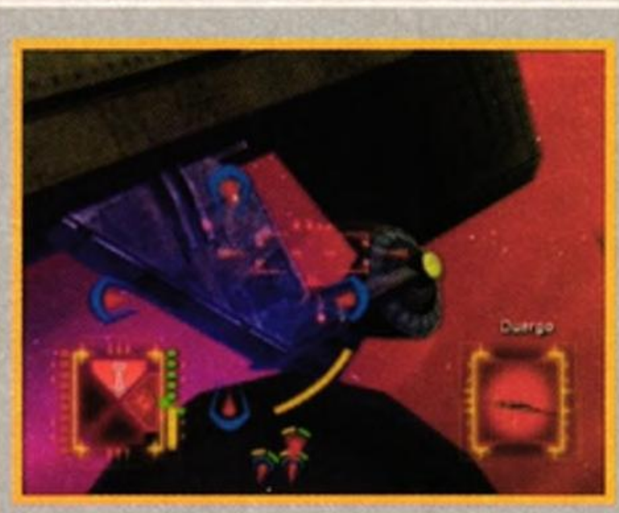




Once the first two frigates are demolished, scan the massive space station ahead. Each of its eight arms has a turret on top and underneath. In addition, two shield generators are fixed to the structure—one underneath the top arm, and the other atop the bottom arm.



Fly too close to the space station, and you'll activate its shields. You'll be trapped inside the structure in a red shield casement, at the mercy of the *Duergo* and all the station's turrets.



Bonus Objective Met!

To free yourself from the station's shields, fire a couple of missiles from your secondary weapon at it. As the arms of the station are constantly turning, make sure you have an unobstructed shot. If you're playing it safe, take out both generators from near the asteroid belt using laser fire. This meets your bonus objective.



Objective 2 Met!

Skirt the station and focus on the next frigate. Stay away from the *Duergo*, and fire at the frigate with lasers until it is destroyed. Now look for the final frigate, target it (possibly spot it through the space station), and take it down. The *Duergo* may start firing at you. If so, back up, turn, and finish destroying the frigate. A couple of missiles will finish it. This completes another objective.

WARNING

Race Kartan



Engaging the *Duergo* in close combat is a bad idea: the well-armored *Duergo* withstands barrages of your laser fire. Locked-on concussion missiles are your best bet.



Don't get too close to this space station, as the turrets are destructive. Destroying all the turrets isn't a mission parameter—you're after Kartan in the *Duergo* !





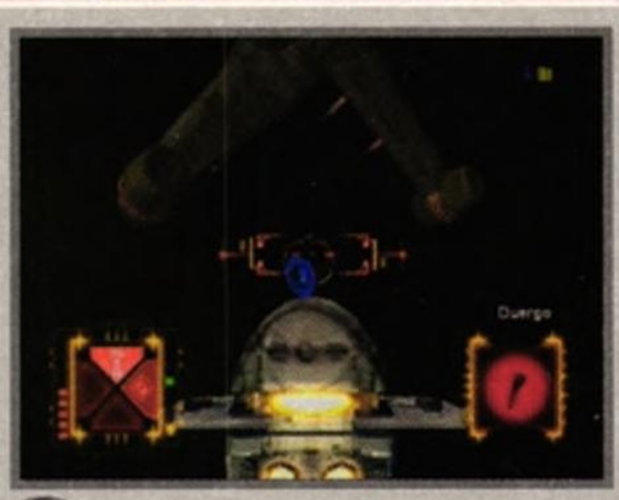


Secret Uncovered!

Notice the lone asteroid on the far side of the space station? Head directly for this rock, and when you reach it, Jango Fett is met by a strange apparition! Reti's craft, the *Zoomer*, appears from nowhere and buzzes *Slave I*, while Reti barks and screams comments! He hyperspaces out and cannot be hit.



The *Duergo* fires highly damaging yellow laser fire at you, but it saves its most dangerous weapon—the homing missiles—for close assaults. If you spot two red missiles approaching, scramble to avoid them! These lock on to your craft and attempt to collide with you. The ensuing explosion can crush you in two hits!



Objective 1 Met!

Remain at range to easily take out Kartan and collect your bounty. Target the *Duergo* with concussion missiles, wait for the lock-on, and fire. Repeat this four more times. Disable the *Duergo* and collect those galactic credits!

Two Player Bonus Missions

Xbox Bonus Mission: Coruscant Cloudtops

MISSION INFORMATION

Pilot (Player 1): Reti

Pilot (Player 2): Jango Fett

Craft (Player 1): The Zoomer

Craft (Player 2): Slave 1

Additional Craft

Wingmates (Player 1): Jedi Starfighter (Basic), Republic Gunship (Advanced)

Wingmates (Player 2): Sabaoth Fighter (Basic), Sabaoth Defender (Advanced)

Vie with your opponent to control three territories by flying near them unopposed. Earn points for each territory you control and for each enemy destroyed. Spend points to buy wingmates to protect the territories, or harass your opponent. First player to 100 points wins.

MISSION ACTIVATION SEQUENCE: This mission is available from the start.

MISSION OBJECTIVES

- ☒ 1. Earn 100 points by capturing Territories or destroying enemies.
- ☒ Bonus objective: None
- ☒ Hidden objective: None

NOTE

This Bonus Mission is specific to the Xbox, you won't find it in the PS2 version of *Star Wars*® **Starfighter**™.



The three pylons represent three territories the players vie to control. To gain control of a territory, fly near it. The territory changes color and the controlling player accumulates points. The more territories a player controls, the faster points accumulate. The first player to 100 points wins.



When opposing craft are close to the same territory, neither team gains control of that territory.



Each team can employ a maximum of two wingmates. Purchase them by flying through these rings at each player's base. A basic wingmate costs 10 points, while an advanced wingmate costs 25 points. The rings for purchasing each craft look identical, so manually target them to figure out which ring provides the wingmate you want.



All of your wingmates act as a squadron and follow each new order given as such. You must choose between having them defend a certain territory, or sending them to harass the opposing player.



After gaining control of a territory, manually target it and order your wingmates to defend it, thus keeping control away from your opponent.

TIP

Your main priority is taking control of multiple territories while your wingmates resort to the dogfights. Only engage the enemy yourself if the match is at a standstill.



OBJECTIVE 1 MET!

Launch the Slave I's depth charges and The Zoomer's proximity mines near the territories to ensure massive damage to approaching craft. Drop a proximity weapon near the opposing player's base to wreak havoc.

Bonus Mission: Escort Duty

MISSION INFORMATION

Randomly generated enemies threaten peaceful vessels as Adi Gallia and Nym scramble to protect them.

Pilot: Adi
Pilot (Player 2): Nym
Craft: Jedi starfighter
Craft (Player 2): *Havoc*
Friendly Craft:
Mere transports
Capital ship
Enemy Craft:
Droid starfighters
Scarabs
Daggers
Morningstar Cs
Geonosis fighters
Sabaoth fighters
Dianogas
Missile frigates
Armed freighters

MISSION ACTIVATION SEQUENCE: This mission is available from the start.

MISSION OBJECTIVES

- ☒ 1. Protect all friendly craft.
- ☒ Bonus objective: None
- ☒ Hidden objective: None







This mission is almost identical to One Player Bonus Mission 1. The exact same tactics work well here. Remember to coax scarabs away from the ships you're defending.



Pay special attention to Geonosis fighters and morninstar Cs—they can rip a friendly freighter apart in one attack run! When yellow missiles appear, slow time with Force reflex and stop those fighters.



The only major difference, aside from having Nym along as an asset, is that you're defending far fewer friendly craft. These are randomly selected, but are usually either two freighters or one capital ship.



This means all the enemies target one or two large craft. Split the attacks and each take out separate waves of fighters.



OBJECTIVE 1 MET!

If too many enemies appear, use Force reflex to slow everything down to a manageable rate. Also, Nym has a host of secondary weapons. Cluster missiles can take out large groups before they split formation. Once the missile frigates are destroyed (or the swarms of droid starfighters), this mission is over.

Bonus Mission: Classic Dogfight

MISSION INFORMATION Dogfight as an X-wing vs. a TIE fighter in an abandoned Trade Federation training facility in the Ruby Nebula.

Pilot: Unknown
Pilot (Player 2): Unknown
Craft: X-wing fighter
Craft (Player 2): TIE fighter
Additional Craft X-wing fighters (2) TIE fighters (7)

MISSION ACTIVATION SEQUENCE: This mission is available once the Act 1: Mission 2—Unlikely Allies bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. First player to five kills wins.
- ☒ Bonus objective: None
- ☒ Hidden objective: None



For the first time, two players fight *against* each other, rather than for the same goal. Player 1 is part of a three-man X-wing squadron investigating an abandoned space station.



Player 2, meanwhile, is one of eight TIE fighters roaming the area on the lookout for rebel scum. You start on opposite ends of the playing arena and engage in combat quickly.



Both sides have their own strengths and weaknesses. The X-wings have fewer forces (meaning they'll be targeted more often), but tougher ships and more targets to choose from. The opposite is true for the TIE fighters.



Both players should attack all enemies they see. Reinforcements continuously arrive to replenish fallen comrades. Look for an X-wing or TIE fighter that's moving differently from the others—that's likely to be the human player.



When you encounter an enemy, get behind them and fire, calling upon your wingmen to attack. When you're being attacked from behind, request back-up and execute sharp turns to lose your attacker.

TIP

Professional dogfighters will learn the various spawn points (areas where players reappear after being defeated), and wait for their victims here.



OBJECTIVE 1 MET!

It takes more than one shot to take out a TIE fighter, so on balance, the X-wing is the preferred fighter in this confrontation. You can't differentiate between human and drone enemies, so fire at all of them. When one player defeats five humans, the objective is met, and combat ends.

Bonus Mission: Droid Hunter

MISSION INFORMATION Destroy swarms of enemy craft before they can enter the teleportation orb.

Pilot: Adi
Pilot: Jinkins (Player 2)
Craft: Jedi starfighter
Craft: *Freefall* (Player 2)
Enemy Craft: Droid starfighters Scarab fighters Sabaoth fighters

MISSION ACTIVATION SEQUENCE: This mission is available once the Act 3: Mission 2—Escort to Geonosis bonus objective is complete.

MISSION OBJECTIVES

- ☒ 1. No more than 25 craft reach the orb.
- ☒ 2. Fewer than 10 craft reach the orb (bonus objective).
- ☒ Hidden objective: None



Adi Gallia and Jinkins work together as a team to stop increasingly large waves of droid starfighters from entering a blue central orb.



The droid starfighters appear from one of five red spatial teleport areas. They then fly directly to the central blue orb. They do not engage you in combat. Their directive is simply to escape.



The counter at the top of the screen represents the number of enemy craft escaping. Keep this number as low as possible. Fire at all enemies you see until the mission ends.



There are more subtle ways to ensure that enemies do not escape. Adi has all her Force powers, so employ Force lightning on close groups of droid starfighters, or Force reflex when you have too many starfighters to hit at once. The waves come with an increasing number of enemies. Also make use of Jinkins' secondary weapon—drones can destroy single targets, while his primary weapon destroys one enemy per hit.



If you place one player at the blue orb, guarding it from all sides, and the other patrolling the red teleports around the perimeter, you can destroy all the incoming starfighters. Let fewer than 10 escape to meet both objectives.



Bonus Mission: Showdown over Geonosis

MISSION INFORMATION Two of the galaxy's top pilots—Jango Fett and Obi-Wan Kenobi—face off in the asteroid belt over Geonosis.

Pilot: Obi-Wan Kenobi
Pilot (Player 2): Jango Fett
Craft: Jedi starfighter
Craft (Player 2): *Slave I*

MISSION ACTIVATION SEQUENCE: This mission is available once all 2 player hidden objectives are complete.

MISSION OBJECTIVES

- ☒ 1. First player to five kills wins.
- ☒ Bonus objective: None
- ☒ Hidden objective: None



Jango Fett has a distinct advantage over the Jedi Master—his craft is more maneuverable, and he has three different weapons: lasers, concussion missiles, and depth charges.



Slave I can demolish the Jedi starfighter in minutes by locking on from a distance and firing missiles. Have Obi-Wan respond by blasting behind an asteroid and taking evasive maneuvers.



Obi-Wan meanwhile, must rely on his pilot skills and the starfighter's lasers, shields, and lightening.



Jango fires missiles at long range and throws down a blanket of depth charges when Obi-Wan attempts to close. Jango must be frugal with his secondary weapons, as they are never replenished.



Obi-Wan must get in close (ideally behind *Slave I*), and pepper the craft with laser fire. Also dodge around and behind asteroids to confuse Jango.



OBJECTIVE 1 MET!

Once one player defeats five players, the confrontation ends. To even up matches, have the expert pilot be Player 1, and the novice control Jango.

TIP

As Jango, use mines when Obi-Wan closes in on you. Use missiles when you have a clear shot. Save your weapons. Don't shoot when Obi-Wan has his shields on. As Obi-Wan, hit-and-run, and use lightning from long range. Use shield at short range. Survive until Jango runs out of weapons.

Bonus Mission: The Lone Gunship

MISSION INFORMATION A single gunship, who is cut off from the main Galactic Republic battle group, stumbles onto a confederate counterattack.

Pilot: Unknown

Pilot (Player 2): Unknown (Gunner)

Craft: Republic gunship

Enemy Craft:
Battle droids
Super battle droids
AATs
IGB droid tanks
STAPs
Droid starfighters
Scarabs
Trade Federation landers
Geonosis fighters

MISSION ACTIVATION SEQUENCE: This mission is available once all 2 Player hidden objectives are complete.

MISSION OBJECTIVES

- ☒ 1. Destroy all confederate forces.
- ☒ 2. Gunship takes no hull damage (bonus objective).
- ☒ Hidden objective: None



Good news for those players already familiar with One Player Bonus Mission 4—this is exactly the same mission, with an identical number of enemies.



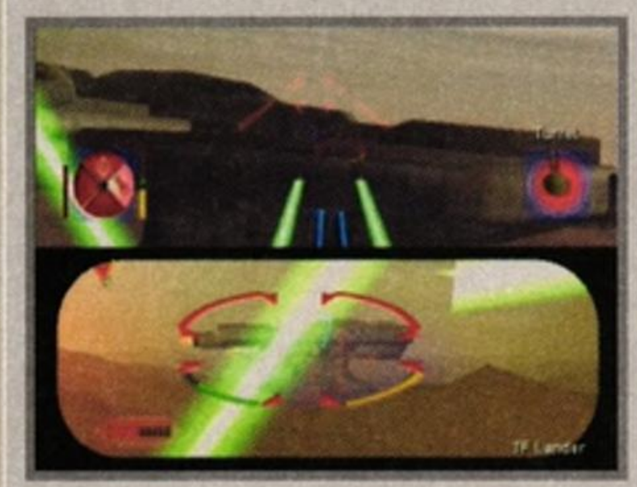
This entire mission can be completed without the turret gunner ever firing—just follow the directions set forth in the one-player bonus game. The turret is useful for adding firepower and taking out Trade Federation landers in seconds.



Player 1 controls the gunship, the primary laser, the secondary cutting laser, and the missiles. Player 2 is inside one of the turrets. In addition, a drone turret on the gunship also fires.



Objective 1 and Bonus Objective Met!





Stay low to the ground, watch for two Geonosis craft during the final attack on the four Trade Federation landers, and be sure that the gunner aids the pilot–have the gunner focus on smaller enemies while the pilot fires at the landers. When all four landers are destroyed, and any troops that disembarked are dispatched, the mission is over. A bonus objective is awarded if the gunship took no hull damage.

BONUS CRAFT

If you meet the activation requirements during the story missions, you can fly any of the one-player story missions again using an all-new or maxed-out craft. Your tactics must change—can you adapt?

X-Wing

This Bonus Craft is available once the Act 1: Mission 3—Prison Break bonus objective is complete.



The mainstay of the rebel army, this engineering marvel has four linked blasters that fire a quartet of extremely damaging laser bolts. These take out most small craft in two or three shots.



The X-wing has a poor turning radius—it's slow and can be outmaneuvered. Its second secondary weapon, when activated, locks the attack foils in a defensive position, but does not allow the craft to fire! Flick to missiles to release the foils. Locking them is useful for fleeing only.



The secondary weapon has a poor heat-seeking capacity and a defensive posture without offensive capabilities. The X-wing is not as impressive as the latest starfighters and the *Havoc*. However, in missions with many small targets, such as Poisoned Skies or Unlikely Allies, the X-wing is a reasonable alternative.

TIE Fighter

This Bonus Craft is available once the Act 1: Mission 4—Turning the Tides bonus objective is complete.



Taking to the skies in a TIE fighter is a foolish proposition—these craft work well only in squadrons; single TIE fighters are usually not powerful enough to cause much havoc. The TIE's lasers however, are quite powerful.



The TIE fighter has no shield. It also lacks secondary weapons. Choose this craft if you're out to prove your worth.



Although none of the missions benefit from using the TIE fighter, the craft can improve your piloting skills. You must dodge gunfire and scoot behind foes in combat, instead of using fancy Force powers. Try Escort to Geonosis in this craft.



Advanced Zoomer

This Bonus Craft is available once the Act 2: Mission 3—Hammer and Anvil bonus objective is complete.



Reti's pride and joy is a great ship to pilot, especially when it is fully stocked with a variety of secondary weapons. The triple lasers are excellent for tackling a variety of foes, the chain gun hits precisely, and Nym's cluster missiles, mines, and cruise missiles equip you for every combat.



None of the *Zoomer*'s weapons recharge! If you're on an extended mission with a number of enemies (such as The Jedi Master), you may run out of larger weapons and have to resort to the lasers. The heavy cannon also seems to lack the power to damage larger vessels.



To punch a hole in the Trade Federation's defenses, use this slightly faster, more lightweight version of the *Havoc*. Its chain gun is useful for picking out targets, such as turrets in Demolition Squad, or missiles in Poisoned Skies.

Advanced Jedi Starfighter

This Bonus Craft is available once Act 2: Mission 4—Demolition Squad bonus objective is complete.



Imagine piloting a super-maneuverable starfighter with a full complement of Jedi powers. Aside from a quick laser, you have the Force powers of shield, lightning, reflex, and shockwave to fall back on.



Despite some overwhelming advantages, the Jedi starfighter lacks much shield and hull energy, leaving it open to deadly attacks, such as a barrage of missiles from Harro Ruuk or Bella.



Retry missions where Nym controlled the *Havoc*, using the Jedi starfighter instead. In Heart of the Storm, blast Toth as he escapes by slowing time, but watch Bella's missile flurries because the starfighter's shields and hull are weaker than the *Havoc*'s.

Sabaoth Fighter

This Bonus Craft is available once the Act 2: Mission 5—Dragon's Den bonus objective is complete.



The Sabaoth fighter is a marvelously maneuverable craft, and it carries a devastating primary laser weapon. This cuts through almost any flying craft in seconds—try it out on missile cruisers and dropships. The fighter's shields also regenerate quickly.



The drawback is the Sabaoth fighter's lack of secondary weapons. Like the TIE fighter, the Sabaoth lacks missiles or bombs of any kind, meaning bombing missions (such as The Dragon's Den, where a refinery reactor must be bombed) are next to impossible.



If your mission doesn't involve bombing well-defended targets or firing at long range, the Sabaoth fighter is an excellent craft. Its flying capabilities and lasers make up for a weak hull.

Advanced Freefall

This Bonus Craft is available once the Act 3: Mission 1—Tug of War bonus objective is complete.



Jinkins' craft has a unique secondary weapon—the drones. These are phenomenal for taking out large or stationary targets such as capital turrets. And this craft comes with a complement of cruise and cluster missiles, plus proximity mines.



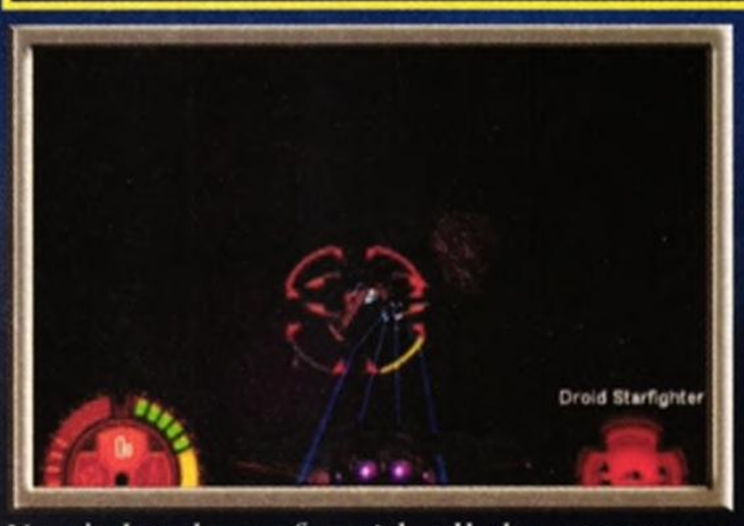
The primary weapon is powerful but slow, and the *Freefall* turns ponderously. If you're being attacked by numerous swarming enemies, this is not the craft for you.



Pilot the *Freefall* in missions where numerous slow or stationary targets must be tackled, such as Dragon's Den. The *Freefall*'s laser is not designed to strafe craft in dogfights, so avoid this kind of confrontation.

Advanced Havoc

This Bonus Craft is available once the Act 3: Mission 3—Cannon Fodder bonus objective is complete.



Nym's battle craft, with all the necessary secondary weapons, is a hunk of various parts. It moves quickly and has a tremendous amount of firepower. It also has reasonably tough shields, making combat against both slow and fast-moving opponents exciting and straightforward.



It doesn't turn particularly quickly however, and it's larger than the Jedi starfighter, so it is easier to target and hit than smaller craft. No weaponry regenerates (except bomblets), and when you're replaying the missions that Adi fought through, you can't use Force reflex, so superior shooting is required!



Levels such as Attack of the Clones take on a sense of urgency when you can't slow time. Employing energy bombs on bunkers and turrets, taking out droid starfighters with cluster missiles, and destroying the core ship using cruise missiles makes parts of this mission easier, and other parts more strenuous.

Republic Gunship

This Bonus Craft is available once the Act 3: Mission 5—Heart of the Storm bonus objective is complete.



This hulking brute of a craft—by far the most powerful non-Jedi craft in your fleet—has all of the latest offensive weaponry. It has not only powerful primary lasers, but also 10 devastating heat-seeking missiles, a beam weapon, and even a computer-controlled turret!



This craft's only weaknesses are its large size and inability to turn quickly. However, these shortfalls are outweighed by the tremendous power of the beam weapon. It's almost as powerful as an orbital cannon, and it regenerates energy too!



Use the gunship in the later missions, to cruise through them. The beam weapon can almost destroy Toth in Heart of the Storm and smaller craft only need a glancing blow for you to defeat them. This ship can fully brake.

Slave I

This Bonus Craft is available once all 1 Player hidden objectives are complete.



Slave I is the most maneuverable ship in your collection and can come to an almost complete standstill. It has concussion missiles for taking out foes from range, and depth charges to fire at large enemies or those encroaching on territory.



Slave I's shields do not regenerate quickly, and it has no rechargeable weapons (only 10 charges and missiles), meaning lengthier missions can be tough—you must rely on the laser fire.



The consummate dogfighting craft, *Slave I* is ideally suited for combat against quickly moving, lightly armored targets. Demolition Squad is a great level in which to pilot *Slave I*, as it can devastate smaller foes. Only when a number of larger vessels need to be destroyed does *Slave I*'s small ordnance collection cause problems.

Bonus Movies

Xbox Bonus Movie: Gladius

Dare to enter the arena. A new Xbox game from LucasArts.

ACTIVATION SEQUENCE: This Bonus Movie is available from the start (Xbox only).



The Xbox gets its own coliseum game. Strap on the helmets, grab your sword, and listen to the crowds.

Xbox Bonus Movie: Indiana Jones and the Emperor's Tomb

Indy's back in an all-new adventure. The hat and whip will soon be available on the Xbox.

ACTIVATION SEQUENCE: This Bonus Movie is available from the start (Xbox only).



Your favorite archaeologist is in another adventure. Fall 2002.

PS2 Bonus Movie: Special LucasArts Video

Special video for upcoming LucasArts PlayStation 2 game.

ACTIVATION SEQUENCE: This Bonus Movie is available from the start (PS2 only).



Slave I is seen approaching a distant planet with fierce electrical storms raging about its surface. It seems Jango Fett, a feared bounty hunter with impressive weapon skills and techniques, is coming to a PlayStation 2 near you.

PS2 Bonus Movie: Star Wars® Racer Revenge™ Trailer

Preview the trailer for *Star Wars* Racer Revenge on PlayStation 2.

ACTIVATION SEQUENCE: This Bonus Movie is available from the start (PS2 only).



Sebulba is back to challenge a taller, leaner Anakin Skywalker, and a host of old favorites and newcomers, in the galaxy's most dangerous spectator sport—Podracing!

Bonus Movie: Vehicle Concept Art

View a slide show of vehicle concept art for this game.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 2: Mission 1—Poisoned Skies bonus objective is complete.



Craft such as the Mere space tug, Trade Federation cruisers, Toth's flagship, Bella's craft, orbital defense platforms, hex bombers, and many others are presented in a series of still slides.

Bonus Movie: In-Game Concept Art

Watch a slide show of in-game concept art for this game.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 2: Mission 2—Mount Merakan bonus objective is complete.



A series of concept art, including desert environments from the planet Lok (including Nym's dome interior), the oceanic grasslands of Maramere, and various objects and buildings (such as the hex refinery) are shown in a series of still slides.

Bonus Movie: Movie Concept Art

Enjoy a slide show of movie concept art for this game.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 2: Mission 3—Hammer and Anvil bonus objective is complete.

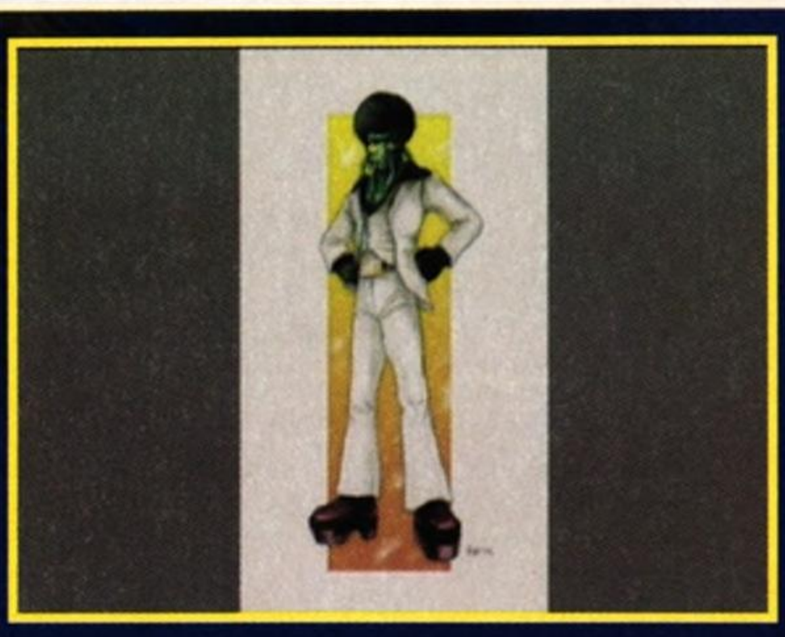


Movie stills from the rendered computer-generated cinemas show the painstaking detail and incredible workmanship going into the various scenes, including the Jedi council, the shield bunkers, and the exterior of the *Guardian Mantis*.

Bonus Movie: Movie Concept Art 2

This slide show depicts movie concept art for this game.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 2: Mission 4—Demolition Squad bonus objective is complete.



The gradual change in design of Cavik Toth, a special "disco Nym," various commanders in Nym's forces, Bella, Neimoidians, and 3D facial characters for the movies (including Bella, Toth, Neimoidians, and Nym) are some of the goodies on show here.

Bonus Movie: Team Photos

Get a glimpse of the Jedi Starfighter team.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 3: Mission 1—Tug of War bonus objective is complete.



A fearsome collection of leads, programmers, level designers, in-game artists, cutscene team members, sound team members, and test team members await to frighten and delight you. They are also seen in the interview chapter.

Bonus Movie: My Day at Work

View a completely accurate account of a typical day of work at LucasArts.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 3: Mission 2— Escort to Geonosis bonus objective is complete.



Join Amy Beth Christensen as she braves a day inside the LucasArts office. Watch for the Greedo homage and the name of the LucasArts cantina.

Bonus Movie: Nym Comic Book Art

Take a look at the Dark Horse Comics miniseries "Crossbones," starring Nym.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 3: Mission 3—Cannon Fodder bonus objective is complete.



Including a fearsome cover of "Crossbones," this features an intriguing chapter from the Dark Horse comic starring Nym the Feeorin.

Bonus Movie: Movie Outtakes

Enjoy comical outtakes from Jedi Starfighter actors. See a few examples here.

ACTIVATION SEQUENCE: This Bonus Movie is available once the Act 3: Mission 6—The Jedi Master bonus objective is complete.

This Scene is Lacking Polish



Toth and a Neimoidian try to struggle through a scene despite some battle droid tomfoolery.

Boom, Shake the Room



Mace Windu fails to keep it together as Adi Gallia is mercilessly assaulted by a large, furry microphone.

Bonus Movie: Team Commentary

Listen in on team members discussing the development process of this game.

ACTIVATION SEQUENCE: This Bonus Movie is available once all 1 Player hidden objectives are complete. This does not include bonus game objectives.



The final piece of Bonus Movie gives an interesting behind-the-scenes look at the making of the game. Inside, you'll find out exactly what sound the audio guy was attempting when he took a water canister to task. Plus discover how many layers of transparencies the water on Maramere has!

CHEAT CODES



Lurking in the Options menu screen, beneath the menu for tweaking the sound, lies a menu named "Code." As you'd imagine, here you can unlock strange and wonderful hidden surprises by typing in the proper codes. Read on to see what this game offers.

Invincibility



Type in "QUENTIN" to become more powerful than you can possibly imagine...all enemy laser fire causes no damage. Shots that strike you still shake your craft, however.

No Radar



Typing in "NOHUD" releases you from the confines of the computer radar heads-up display. Turn the HUD back on when you're unceremoniously attacked from all angles. Veteran pilots should play this game without a HUD.

Reversed Controls



Type "JARJAR" and you'll find that pitching, yawing, and any other ship movements are reversed.

Fly-by Mode



Turn this game into an ongoing (and full-screen) demonstration mode by typing in "DIRECTOR." Choose your game as usual, and when the mission begins, you are greeted by an external view of your ship. Soon after, the camera switches to different enemies, craft, and level objects. When you are watching a first-person camera on a ship, press R1 or B to zoom in. Press SELECT or BACK to pause the camera while the action continues.

Developer's Progeny

Brett has two little boys. He says hello to them when you input the word "MAGGIE."

INTERVIEW
THE FORCE BEHIND THE GAME



Behold the Lead Producers, Designers, Artists, and Directors responsible for *Star Wars* Jedi Starfighter.

Front Row: Lieutenant Bella, Haden Blackman, Rebecca Perez, Mike Terpstra, Yoda, Rachel Bryant

Middle Row: Captain Cavik Toth, Daron Stinnett, Brett Douville

Back Row: Lynne Gura, Jason Patnode, Tim Longo (with lightsaber), Ben Norman

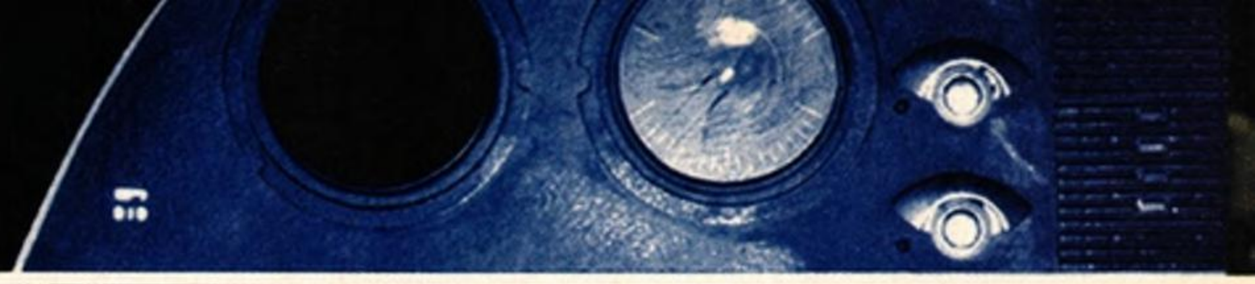
Hovering: Greg Land

So, you've destroyed Toth and taken back your home base, and now you're itching for more behind-the-scenes information? Then sit back and relax, as we interview Daron Stinnett, Director of ***Star Wars*** **Jedi Starfighter**, about working for George, his favorite moments, and what the future holds for Adi and Nym.

Q. Following the success of *Star Wars*® Starfighter™, when did you decide on a sequel?

A. As the first ***Star Wars*** **Starfighter** was wrapping up in late 2000, we started to see the potential for the product and felt that it was just screaming for a sequel. We were very happy with the gameplay and had a lot of ideas for how to make it even better. And we were pleased with the characters we'd developed, so we were eager to continue their adventure.

Tim Longo was ***Star Wars*** **Starfighter**'s lead level designer and had taken a significant amount of the design responsibility. So it was natural to promote Tim to the role of Designer on **Jedi**



Starfighter. Tim and I got together with Haden Blackman [Writer and Voice Director], very early in 2001, and agreed that Force powers would be our major focus. That was an easy decision.

From there, Tim, Haden, and I just locked ourselves in a conference room for a few weeks to develop the story. We had some key pieces to the puzzle such as having a Jedi pilot, Nym and his base, and the need for a sinister villain. We kept refining the story until we had something that was compelling, concise, and would lend itself to fun missions. It was sometime after we had settled on our story outline that we went back to incorporate more *Episode II* events. That was a real challenge, but in the end, our *Episode II* plot elements really added a great twist to our story.

Q. How large was the staff on this project? Did it include any others from the previous *Star Wars* Jedi Starfighter or other LucasArts games? What are some of the past credentials of the staff working on this game?

A. Well over 100 people contributed directly to **Jedi Starfighter**. But of course, not all those team members contributed full time and throughout the project. I think we peaked at somewhere close to 40 full time team members at any one time. A necessarily big team for a tight schedule.

Many of the **Jedi Starfighter** team members were also on ***Star Wars*** **Starfighter**. We built more new assets for **Jedi Starfighter** than we did on ***Star Wars*** **Starfighter**. And without so many talented people with experience with how to build the game, we couldn't possibly have accomplished so much. Our team included many long-time LucasArts employees as well as many whose first game-making experience was **Jedi Starfighter**.

Q. Why was the character of Adi Gallia chosen? Did you have any other Jedi types in mind when creating a central character?

A. Good question! We really struggled with this issue. When we started, we knew we wanted to find a good complement to Nym. We considered many candidates including Obi-Wan, Anakin, Saesee Tiin, Luminara, and Adi. While there were a lot of strong arguments for Obi and Anakin, we really wanted to develop our own characters who were not limited by the movie plots. Saesee was also a good choice because he is known as a pilot. But we felt his hulking alien appearance would compete with Nym. So it came down to Luminara and Adi. In the end, we felt like Adi was the most dynamic choice.

Developing Adi's character was really fun. We wanted to develop the same close friendship that Nym had with Vana. But Adi comes across as more of a strong complement to Nym without competing with Nym's impulsive and over-the-top personality.

Q. What were some of the guidelines that you used to ensure that this game tied in with *Episode II*? How closely did you work with Lucasfilms? What bits and pieces are in the game that appear in the movie?

A. Lucasfilm gave us a lot of latitude to work with *Episode II* places, characters, vehicles, and plot points. We were really pleased to get such access, especially given that the game is to be released before the movie. Once we became an official *Episode II* game, Lucasfilm opened up the kimono and we were able to access the extensive digital library of detailed imagery and information about *Episode II*. They also invited team members to see early screenings. There are some amazing scenes in *Episode II* that are going to thrill gamers. I know even the early shots thrilled us and we couldn't wait to put some of them into the game.

We worked hard to craft a story and set of missions that tie into the movie without giving away too much. There is a lot of subtext to Haden's dialog that gives hints about the movie plot. I think players are going to really appreciate the subtle references after seeing the movie. And of course, there are a few overt references to *Episode II* elements. Mace, Dooku, the battle at Geonosis, Yoda, clones, the list goes on. *Episode II* introduces some really great hardware too. I think players are going to be pleasantly surprised that **Jedi Starfighter** will give them their first chance to fly some amazing new vehicles. Vehicles that even rival the classic ***Star Wars*** ships we all know and love.

Q. How long did this project take to complete, and what were the most difficult and pleasing aspects of it?

A. **Jedi Starfighter** took less than one year. That's measuring the time from when Tim put the first word in the design document to when we got approval from Sony. Subtracting out the design and QA periods, we built the game in about seven months. A truly amazing accomplishment and a tribute to a very dedicated, experienced, and organized team.

The most difficult part of building this game was the schedule. We had the ability to create an enormous amount of new content, and we did. Sometimes it was just overwhelming trying to deal with all the new artwork, vehicles, missions, features, etc., all coming in at the same time. But we powered through it. It's pretty scary when you realize that there isn't a lot of time to fix things if your ideas don't pan out. Fortunately, Tim was right on target with the design, so it turned out very well. That was the fun part, seeing all of it come together the way we hoped it would.

Q. Were there elements of the game that could not be placed into the final product? If so, what were these elements? Were these ideas not implemented because of time or hardware constraints?

A. Sure, there always are. Making a game is a constant process of re-evaluating the content. Some of this is because of schedule constraints. For instance, if something takes longer than expected, something else has to give. That is why accurate planning is so important. Other times, there is a new idea or we want to develop a minor feature into a major feature. For example, the two-player turret missions were a last-minute addition. Dealing with these trade-offs is just part of the fun of making games.

And of course, there is a lot that we didn't do because of time and hardware constraints! We've got to save something for ***Star Wars*** **Starfighter 3** and **4**. [laughs!]

Q. Is there likely to be another *Star Wars* Starfighter game after this one? And will this game appear on any other platforms? If so, what differences are there likely to be?

A. You'll definitely see **Jedi Starfighter** on other platforms. And like ***Star Wars*** **Starfighter** we'll be adding some enhancements to take advantage of each

platform's individual strengths. I certainly hope to see future sequels in the ***Star Wars*** **Starfighter** series. We built the characters, story, and gameplay from the beginning to be a series of games. We even purposely left a few unresolved plot points in **Jedi Starfighter** that can be worked out in the next sequel.

Q. Which of the bosses in the game are your favorites, and what bosses from the *Star Wars* universe would you like to fight against?

A. I'd want to be a Dark Jedi and fight against Yoda! We've never seen him in action (yet), but I'd love to explore the reasons why he's the top Jedi.

In **Jedi Starfighter**, my favorite boss is Bella. I really enjoy the dogfight with her. There's a technique that has to be developed to take her out while avoiding her missiles. Learning how to defeat a boss is the essence of good boss design. And Bella delivers.

Q. Combat takes place on land and in space. Which of these types of environments were most difficult to create, and why?

A. Land missions are the biggest challenge. From a production point of view, they invariably include a larger number of assets, and all of those assets (models) are competing for frame-rate. The level designers can find it very challenging to balance the beauty of terrain environments with the need for exciting gameplay. Both are very important but a balance is required to stay within our frame-rate goals. Space missions get an honorable mention though. They are challenging because there is no breath-taking terrain to keep the players' attention. It's all gameplay. In that respect, designing a unique and fun space experience is the ultimate game design challenge.

Q. Does the team have a favorite level?

A. Our favorite level tends to be Poisoned Skies. Rich Davis, one of our most seasoned level designers, really created a very interesting and new dynamic with that mission. And it is visually spectacular seeing those missiles dropping down from space over such an amazingly attractive landscape. Playing that level, I feel like I'm transported to some sunny beach in the Caribbean....

Q. What music was used in the creation of the game, and were any original pieces commissioned? What movies would we have heard these pieces in?

A. Creating music for ***Star Wars*** games is always a challenge. Whereas John Williams has to fill two hours with music, our composers have to fill 20+ hours and keep it interesting. Our traditional approach is to re-edit music from the various movies in a way that is still very ***Star Wars***, but has a lot of variety to cover so much time. But in **Jedi Starfighter**, Mark Griskey, our composer, decided to break with that tradition. He composed an entirely new theme for Nym that does not rely on any of the traditional John Williams ***Star Wars*** compositions. Nym's theme has more of a spaghetti western feel to it, while still meshing well with the traditional ***Star Wars*** themes used for Adi missions. I'm really pleased with Mark's results and excited that **Jedi Starfighter** marks a first for ***Star Wars*** gaming music.

Q. Has the latest hardware enabled you to create levels without having to worry about draw-in distances, numbers of enemies, and how detailed everything is, or is this still a problem? Give us some specific examples.

A. That is always a concern and it always will be. No matter what the limits are, we want to push them. Maximizing the power of the PS2 or any other platform is primarily about drawing a level of detail that is required in each scene and no more. There is always a trade-off between the amount of stuff we draw, and the detail of the worlds. However, the power of the PS2 allows us to devote more of the platform's capability to the visuals, that's for sure. For example, we had the luxury of using fog for effect instead of having to use it for performance reasons.

Q. If you had to create this game again, what would you do differently?

A. I'd do fewer features, but do them better. We always struggle with the desire to put in a lot of new features, and the reality that we can't do it all. But I probably would say that about every game I've worked on. Hindsight is 20/20. And it would be great to use that clear vision to go back and really develop our best features to their fullest.

Q. Has George Lucas seen this product, and has he made any remarks about it?

A. George is a big fan of the ***Star Wars*** **Starfighter** games. He gets a chance to see its progress regularly and has been really supportive of what we're doing. Of course, he has a say in how we use various aspects of the movies, and he keeps an eye on the liberties we try to take sometimes. But as a rule, he understands that making games is a discipline unique from making movies, and he conveys a lot of trust in the choices we make.

Q. This game will become infamous for the number of "easter eggs" hidden inside. Which one is your favorite, and were you ever tempted to include any popular "boy bands" in order to encourage more females to enjoy the *Star Wars* universe?

A. Ha! We all love poking fun at ***Star Wars***. We can't always take it seriously! My favorite is the "old fashioned go-cart race" [hidden in Dragon's Den]. And there are a few I won't mention that didn't make the cut, but might have been a top candidate. And yes, we've got our fair share of boy bands hidden here and there.

Q. What is the team working on next? What does the future hold for the team?

A. Team **Jedi Starfighter** is going to spread its talent to the other great new products coming out from LucasArts. We all enjoy getting the opportunity to create different types of games and those unique experiences make our teams stronger.

Q. Is it likely that we'll see any of the characters in this game in future titles?

A. For the time being, there is nothing on the immediate horizon in the **Jedi Starfighter** series. But personally, I'd love to do a Nym first-person action game someday.

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Games/Action
Platform: PlayStation®2 computer entertainment system/Xbox™

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