

LEGO STAR WARS™

THE VIDEO GAME



Prima Games

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LEGO STAR WARS™

THE VIDEO GAME

PRIMA OFFICIAL GAME GUIDE

Michael Littlefield



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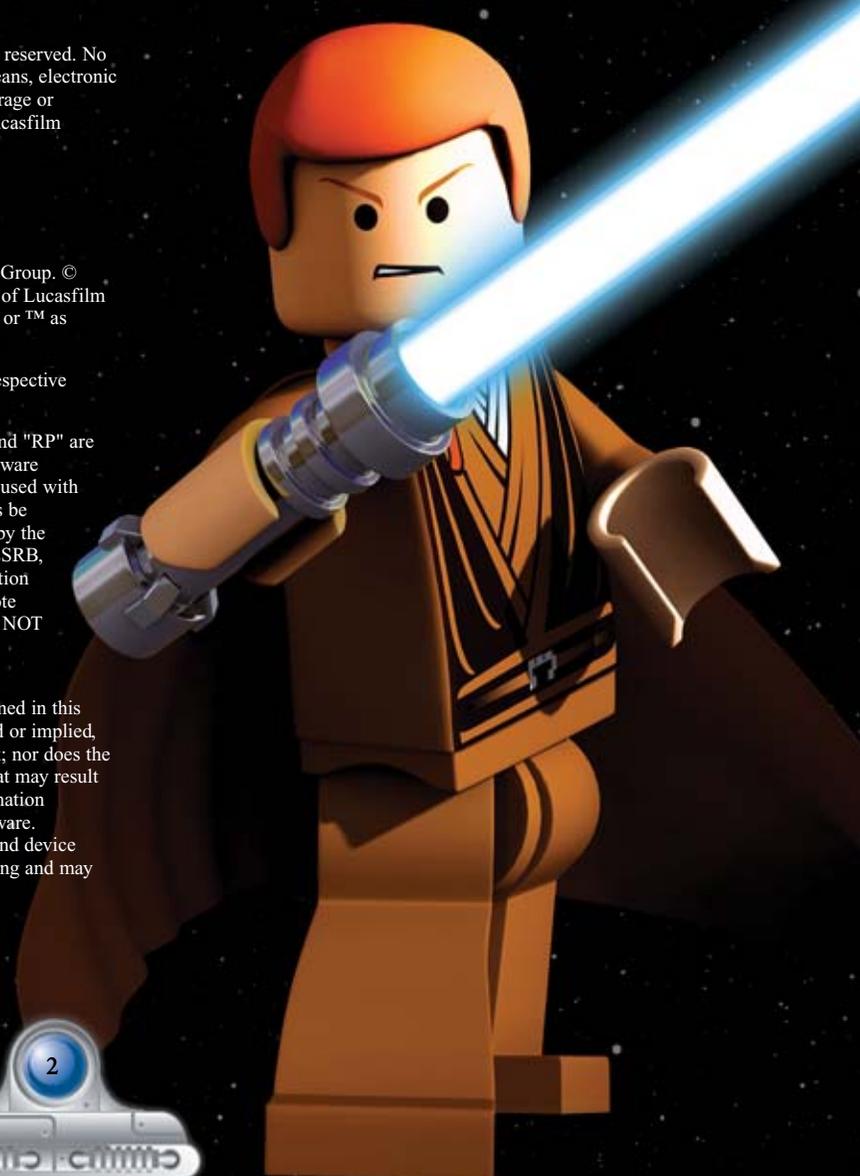
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Introduction

Right this very moment, in a toy box not too far away...

Little LEGO® Star Wars® figures battle it out for control of the galaxy. On one side you have the noble Jedi order, guardians of peace and justice throughout the galaxy. On the other side, you have the ancient evil Sith whose power grows greater every day. There is no more time to sit on the sidelines and merely watch. You must choose a side and go to war.

Experience the drama as it unfolds at your fingertips. In Episode I, go along with Obi-Wan Kenobi and Qui-Gon Jinn as they first get wind of the Trade Federation's evil intentions and discover the small child Anakin on the dusty world of Tatooine. In Episode II, control the Jedi as they fight to survive in the arena on Geonosis and fend off Count Dooku. And in Episode III, witness the sad ending to the Jedi Order and the rise of a powerful evil throughout the galaxy.

This guide takes you step by step through the different worlds and areas you encounter along the way. It helps you find hidden LEGO canisters and LEGO studs scattered about to add to your collection. You will also learn how to control the different characters of your party and how to take out any who oppose you. The Force is strong with you because you control the action. But will you use it for good or for evil?



Galaxy Basics

Game Modes

There are two different modes in which you can play. First you must play a chapter in Story mode. This mode follows the actual scene of the movie. Whatever characters were in that particular scene in the movie, you will find in the game. You cannot deviate from that in Story mode. Qui-Gon Jinn and Obi-Wan Kenobi fight Darth Maul at the end of Episode I, so you will also use those characters to fight him in Story mode.

After you finish the scene in Story mode, you can go back and play through it again in Freeplay mode. Here you can choose any character that is available from your character inventory. After you make your choice, the game chooses a cast of other characters from your inventory that will go with you; you can switch to any of them at any time. The game chooses characters with the different abilities you might need in order to reach all the areas of a mission. In this mode you can control the scene and can actually make Darth Maul fight himself at the end of Episode I.

Special Abilities

Every useable character has some special ability or movement that you might find helpful. Some have greater jumping abilities to access higher places, some might be able to hover above the ground, and some characters can use the Force to move objects. As you play, you will need to use all of your crews' special abilities in order to complete the game.

Ascension Gun



Any character that has a shooting weapon also has an ascension gun. As you travel around the different levels, look for red circle swirls on the ground—somewhere close by is a hook in the air. Stand on the circle swirl when you use your grappling ability and

you will go for a ride to an otherwise inaccessible location. The ascension gun will let you grapple to hard-to-reach places and can result in unexpected treasure.

Hover

The astromech droid can hover above the ground for a short period of time but can only travel *across* an area—not up. This droid is crucial to finding many hard-to-reach items along your missions. If you find an object that is just out of reach and floating in space, switch to the astromech droid; float out and get the item before returning to land again. Don't float around too long, though, because your hover jets only last for a certain amount of time—once they give out, you plummet.

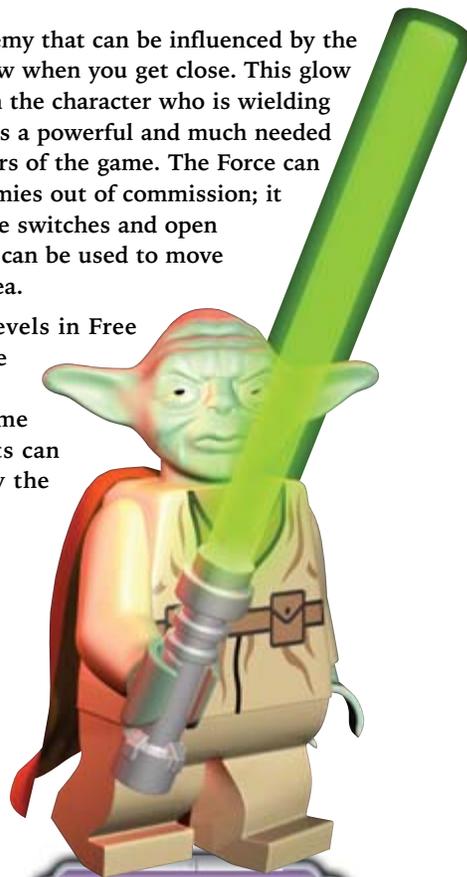
The Force

The Force is strong in some people in the *Star Wars* universe. If they use this power for good, they become Jedi; if they use this power for evil, they turn to the dark side known as the Sith. The Force works the same, whether its power is used for good or for evil.



An object or an enemy that can be influenced by the Force will start to glow when you get close. This glow changes depending on the character who is wielding the Force. The Force is a powerful and much needed ability in most chapters of the game. The Force can be used to knock enemies out of commission; it can be used to activate switches and open compartments; and it can be used to move objects around the area.

Run through the levels in Free mode, using someone who wields the dark side of the Force. Some darker-colored objects can only be influenced by the dark side.



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Hyper Jump

There are several characters in the game who can perform a super double jump—Jar Jar Binks, General Grievous, and General Grievous' bodyguards. All Jedi can double jump, but it is not as powerful as these two characters' jumping ability. If you ever find yourself under a ledge that seems just out of reach, switch to a character like Jar Jar to get that extra height to reach the area.

Activating Panels

There are many panels next to locked doors throughout the game. Walk up to the panel and you'll see a picture of a protocol or astromech droid on it. Only one of these droids can access the panel to open the door. These droids might not be good at fighting, but they are invaluable in exploring entire areas of a map.

Weapons

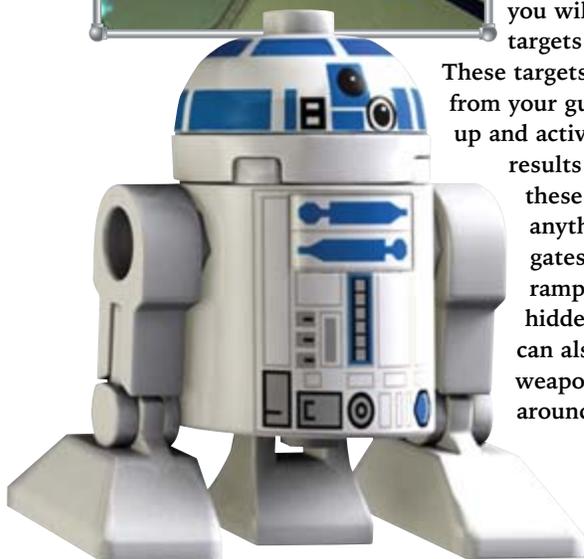
The *Star Wars* Galaxy is a rough place, and weapons are a part of life. You carry different weapons depending on who you are. Learn how to best use a particular weapon and it will help keep you alive.

Blasters/Bowcaster



There are several characters in the game that can use laser blasters. This weapon is mainly used to drop enemies. It is also an important tool throughout many of the levels. As you travel, you will see small targets in some areas.

These targets require a shot from your gun to light them up and activate them. The results of shooting these targets can be anything from raising gates, deploying ramps, or uncovering hidden treasures. You can also use these weapons to break items around the area.



Lightsaber



All the Jedi and Sith use a lightsaber as their weapon of choice, because they consider the blaster to be too clumsy to be effective. The lightsaber has proven to be a very versatile weapon. Up close, use it to hack

and slash at your enemies until they are mere spare LEGO parts on the ground. You can also perform a double jump attack into a group of enemies to cause massive damage on a large number of opponents at once.

The lightsaber is also effective for defense. Hold up your weapon and blaster fire will bounce harmlessly away from you, leaving all your health intact. Blocking enemy shots can also be used as an attack. When an enemy fires at you, wait for the blast to almost hit you. Before it does, bring up your weapon to block the shot; it is deflected back at the shooter where it can potentially break them to little bits.

Items

As you travel around the galaxy, look for collectible items. Some make you wealthy and others keep you alive.

LEGO Studs



Keep an eye out for different colored LEGO studs lying on the ground or hidden in secret compartments. Studs already on the ground stay there indefinitely until you touch them, but studs that spill out of hidden areas or from broken

containers only last a short period of time, so get them quickly before they disappear. There are three different studs you can collect, each worth different amounts: silver (10), gold (100), and blue (1,000). The gold and silver studs are pretty common, but the blue studs usually take some effort to find and collect.

Collecting studs on a level fills up your yellow True Jedi Status meter at the screen's top. Completely fill your True Jedi Status meter for every level to collect LEGO pieces, then in the parking lot near Dexter's Diner, check out what you built. If you reach Jedi status for every scene, you are rewarded with an entirely new bonus level.



In addition to filling up your True Jedi Status meter to collect the different LEGO pieces, you can also use the LEGO studs to purchase things at the diner. Talk to Dexter Jettster behind the counter to see what he is selling. You can buy helpful tips

and different characters for the game. Some characters cost a lot of studs, so search every part of a level and collect everything you find.

Hearts

Scattered about the area you will also find small red hearts. For every heart you pick up, a heart in your health meter is replenished. If your health meter is already full, those hearts will have no effect on you. Look in hidden areas to find these hearts if you are low on health.

LEGO Canisters



Hidden on each level are 10 LEGO canisters. These canisters are usually placed in areas that are a little more difficult to reach. Some canisters are hidden out of view and require a player to activate switches of some sort for the canister to

become available. If you collect all 10 canisters on a level, you get one step closer to opening up the bonus level, and you get a huge LEGO stud bonus to add to your total.

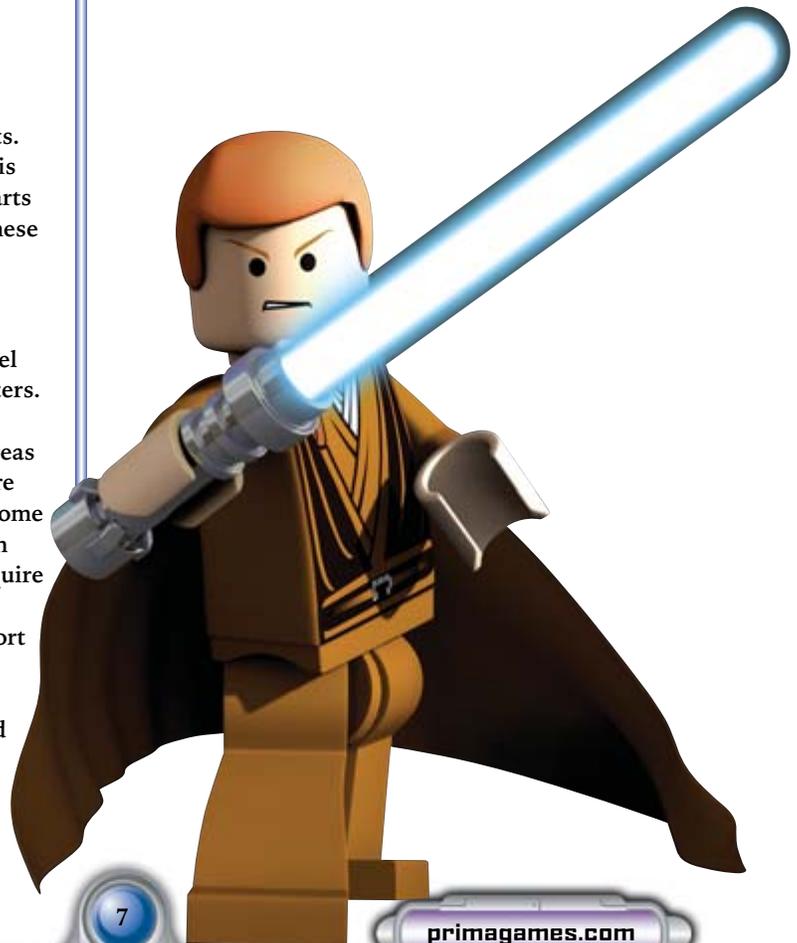
Environment

The environment is extremely interactive. Look for objects around the area that are made out of LEGO elements. Many of these objects you can chop apart with a lightsaber or blast apart with your gun. If a LEGO object seems impervious to destruction, you probably need to use the Force to either move it in some way or cause it to break apart. Interact with everything in the environment to try and find hidden items.

Multiplayer

This game is perfect for playing with friends. At any time during the course of the game, a second player can take control of the second character, making your attacks twice as strong. If at any time the second player wants to leave the game, they can quit and the game resumes control of the second character.

Everything you collect as you adventure together goes to the same pot, so there is no unnecessary competition. But it might be fun to see who can take out the most droids.



LEGO® Star Wars® Characters

There are 56 different characters you can play with as you adventure through the world of *LEGO Star Wars™*. Some you find throughout your adventures and some you can buy with the LEGO studs you collect. A character who was your enemy in Story mode can become one of your best allies in Freeplay mode. Experiment using each character during Freeplay mode to see which one is your favorite.

The different characters have unique attributes and abilities that will help you survive your enemies and explore new lands. When you start a game in Freeplay mode, you are randomly given a party of characters whose special abilities you might need in a mission. The following guide will help you understand the characters.

Jedi/Sith characters: Force attuned, double jump ability

Blaster/Bowcaster characters: Ascension gun ability

Children characters: Chute travel ability

Astromech droid: Activate panels, hover, and deactivate droid ability

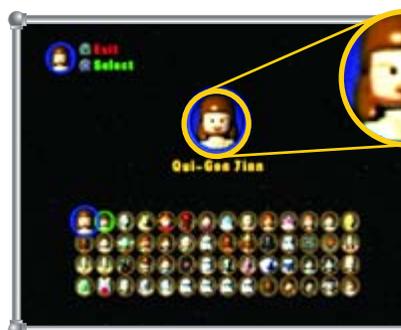
Protocol droid: Activate panels

Jar Jar/General Grievous: Super double jump ability



Jedi

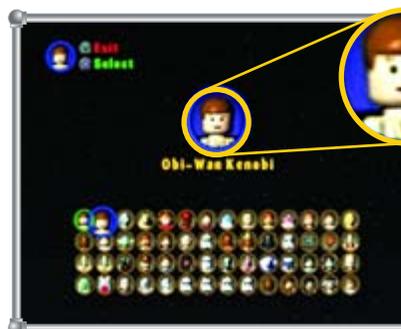
Qui-Gon Jinn



A Jedi Master and teacher to Obi-Wan Kenobi, Qui-Gon fights to protect the safety of the galaxy. To do this he must use his mastery of the Force. With the power of the Force, Qui-Gon can push his enemies around, move

heavy objects with ease, and can activate switches at his will. As a Jedi he also uses a powerful lightsaber for protection rather than a blaster (which many Jedi consider to be a clumsy weapon). And as far as mobility, Jedi are some of the best at accessing hard-to-reach places with their ability to double jump.

Obi-Wan Kenobi



Obi-Wan Kenobi is the Padawan of Qui-Gon Jinn. Not quite ready to be on his own, he learns the ways of the Force from his master. He has the same kinds of abilities as Qui-Gon. He can attack his enemies with his

lightsaber, he has great mobility, and he can use the Force to manipulate objects in the environment or push his enemies around.

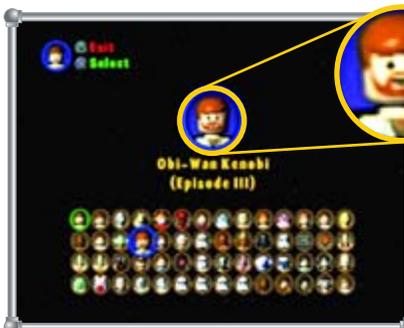
Obi-Wan Kenobi (Jedi Master)



No longer Obi-Wan the pupil, he is Obi-Wan the Jedi Master after the death of Qui-Gon Jinn. The powers of the Force continue to run strong through him. He can still attack enemies using the Force and can move objects that

would normally be too heavy to lift. His mobility with the double jump is great, and if caught in a battle, he can always rely on his lightsaber to get him out of trouble.

Obi-Wan Kenobi (Episode III)



This bearded Obi-Wan Kenobi has come a long way from a Padawan to Jedi Master, and he carries with him the same powerful skills. His sense of the Force is still just as strong as his ability to swing the lightsaber to

attack his enemies or defend himself from attack. He'll need all of these skills if he's to have any chance of surviving the dark Sith threat.

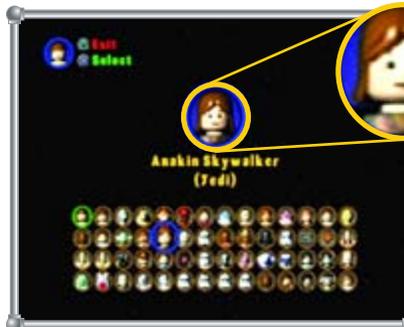
Anakin Skywalker (Padawan)



Anakin Skywalker has grown into a young Jedi warrior and as such can use the ways of the Force to do his bidding. Moving heavy objects and opening secret compartments are nothing to him. And like all Jedi, he equips

himself with a lightsaber to defend himself. He can also perform a double jump to access hard-to-reach locations or attack his enemies with brutal force.

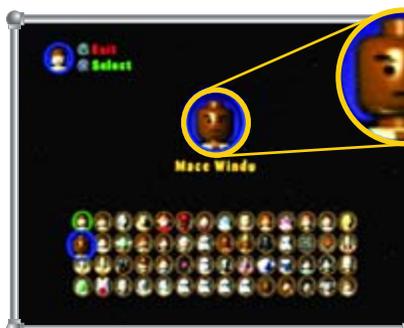
Anakin Skywalker (Jedi)



Dressed in black with a curious smirk on his face, this Anakin isn't the same little boy from Tatooine anymore. Something has changed within him. He still wields his lightsaber with the best of them and can

crash down on his enemies with his powerful double jump attack. And you can always count on his powers of the Force to help you out of a jam. But how long will he use his powers for good?

Mace Windu

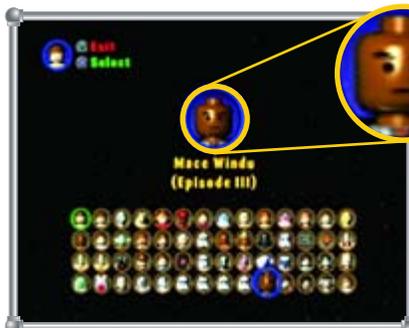


Mace is a powerful Jedi who is trusted by the Jedi Master Yoda. As with all Jedi, he wields his lightsaber with ease and skill and is capable of taking down the most fearsome opponents, including

Jango Fett. When fighting, Mace can double jump out of danger while using the Force and his lightsaber to keep the peace.



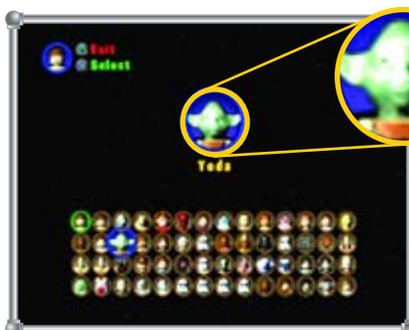
Mace Windu (Episode III)



He's not yelling, that's the way he talks. Mace Windu looks as angry as ever, but he carries his powerful purple lightsaber so it's wise not to say anything. Mace doesn't take too kindly to his enemies and can perform a

powerful double jump attack that will hurt any of his foes. His skills with the Force can't be beat.

Yoda

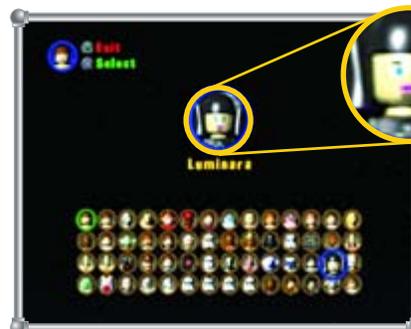


A true master, Yoda is small in stature but strong with the Force. He can use the Force to move objects, droids, and equipment. When his lightsaber is out, he is a little ball of energy bouncing this way and

that, and his double jump attack is one of the best. Just don't try to walk with this old creature because that's when he shows his age. Instead, have him put away his weapon, then jump forward; he'll land in his own little hover seat. This hover seat is the only way to travel when you play as Yoda.



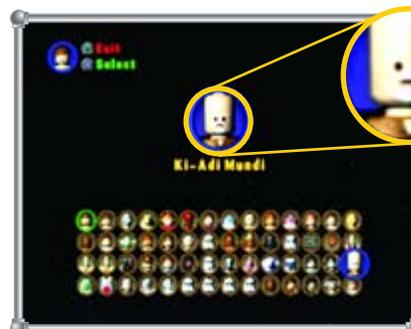
Luminara



This black robed figure has all the benefits of the Jedi from years of training. Luminara can manipulate objects in the environment by moving them around or destroying them using just the Force. And as with all Jedi, he has a

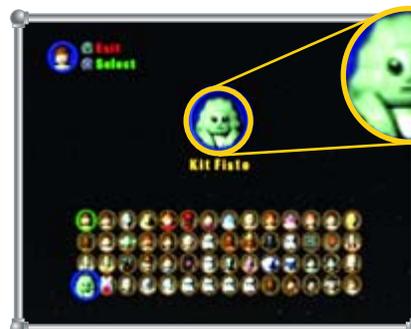
powerful lightsaber that he uses to hack his LEGO enemies to pieces.

Ki-Adi Mundi



Ki-Adi Mundi has long been a strong Jedi with a great command of the Force. He can use the Force at his will and can cut you to little bits with his lightsaber if your eyes wander above his brow.

Kit Fisto



To look at him, you might not think that Kit Fisto was a Jedi with his green head and large eyes. But don't let his looks fool you because he is a master of the Force and can move objects and activate equipment without

even breaking a sweat. Versatile with his lightsaber, he can strike his opponents or deflect enemy lasers to defend himself.

Shaak Ti



Shaak Ti is in full costume and is sure never to be lost in a crowd. And you don't want to forget about this Jedi because she can make you pay if you do. Fighting on the side of the good, Shaak Ti wields her lightsaber

to defend herself and destroys anyone associated with the Sith or Separatists.

Sith Characters

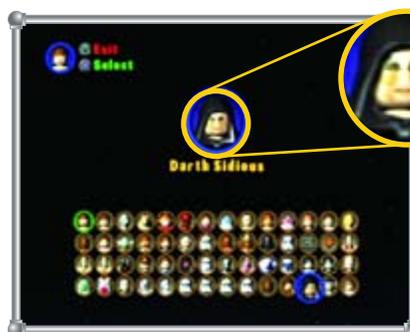
Anakin Skywalker (Darth Vader)



Vader...rise! Once the dark side of the Force has consumed Anakin, he is lost. Long gone is the Podracing boy from Tatooine. Vader uses his powers for the dark side. With the Force he can move objects, open

compartments, and send Rebel troopers smashing into walls. And Vader wouldn't be a true Force user if he didn't carry around a lightsaber with which to hack apart his enemies and anything else that gets in his way.

Darth Sidious



Darth Sidious is a true master of the Force and someone who knows what the dark side is all about. He twists his will among the people and abuses any power he is given. He can use the dark side of the Force to manipulate

objects and throw his enemies around. And don't get in front of his weapon because he will cut you down in an instant with his lightsaber.

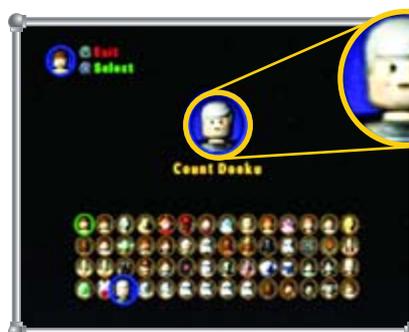
Darth Maul



Darth Maul is one scary-looking Sith. It's not just his wicked smile, the horns on his head, and the red and black face that make him frightening. It's also the fact that he has a two-sided lightsaber, and he knows how to use it!

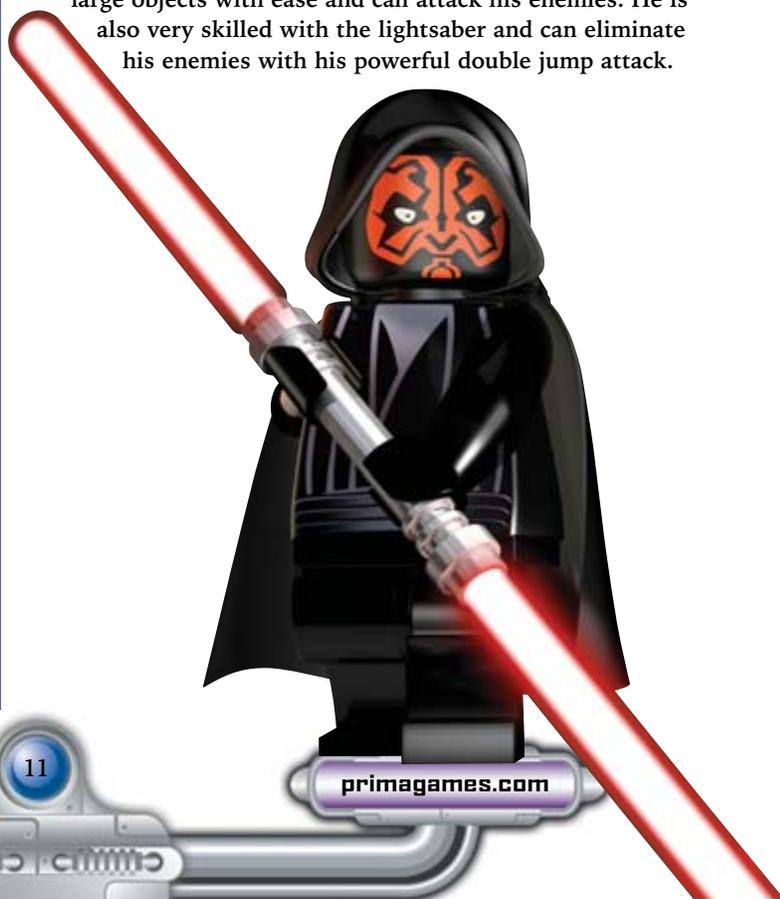
This Sith can use the powers of the dark side to put a hurt on his enemies. He can use the Force to move objects, break things, and hurt different creatures. Some objects can only be moved by the dark powers. The fact that he has great mobility and can use a double jump makes him even more dangerous.

Count Dooku



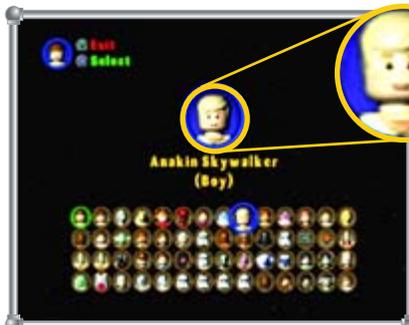
A once trusted Jedi, Dooku has been led astray and now plays a part in the evil plan to eliminate the Jedi. As one of the leaders of the Separatist movement, Dooku is a powerful figure. Strong with the Force, he can move

large objects with ease and can attack his enemies. He is also very skilled with the lightsaber and can eliminate his enemies with his powerful double jump attack.



Boy Characters

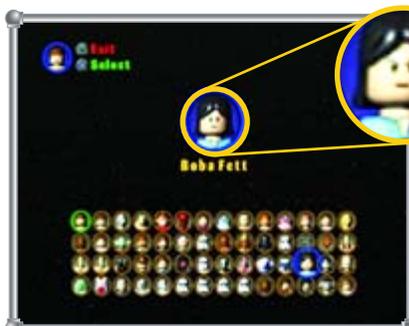
Anakin Skywalker (Boy)



As a young boy, Anakin is pretty worthless in battle. He doesn't move very fast and he doesn't carry a weapon. But his small size is his best advantage; he can travel through small metal chutes located

all over the land. Some areas can only be reached by traveling through these chutes, making young Anakin a valuable member of your party.

Boba Fett



Little Boba Fett is just a child, but he can be an invaluable asset to your group as you explore the different areas. Because he is just a boy, he can fit into areas that other fully grown creatures can't. Boba Fett can use

his small size to travel through metal chutes that are found in certain walls. Just don't count on this little guy to help you in battle because he doesn't have a weapon.

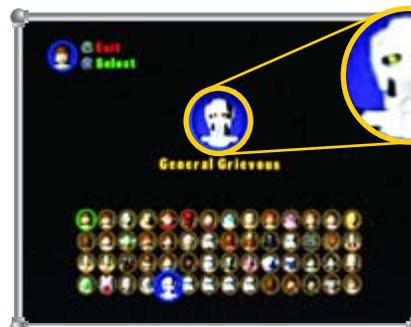
Hyper-Jump Characters

Jar Jar Binks



Jar Jar is a native of the world of Naboo. Although clumsy at times, and lacking a weapon, his super jumping ability will get you out of trouble time and time again. Whenever you get to an area that seems out of reach, look to Jar Jar.

General Grievous



General Grievous is probably one of the scariest characters you'll encounter.

Darth Maul has nothing on this guy who carries not one, not two, but four lightsabers at the same time. And he knows how to use them. He can slash this way and that and then block when he needs to. Making him even more dangerous is his super double jump, which is on par with that of Jar Jar Binks. But for all his skill with those lightsabers, he has no sensitivity to the Force.

Grievous' Bodyguard

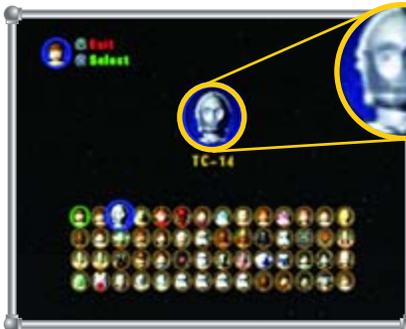


Grievous got these little characters to protect him for good reason. They are tough little warriors who carry a staff that they wield much like a lightsaber. They can hack apart their enemies and deflect shots with ease. They also have an incredible jump.



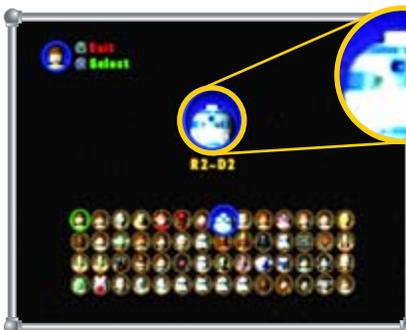
Access Panel Droid Characters

TC-14



TC-14 is a protocol droid that is very knowledgeable about things around the galaxy. While slow in movement and lacking any kind of weapon, this character is critical in the game. She can unlock doors where her picture is present on the lock.

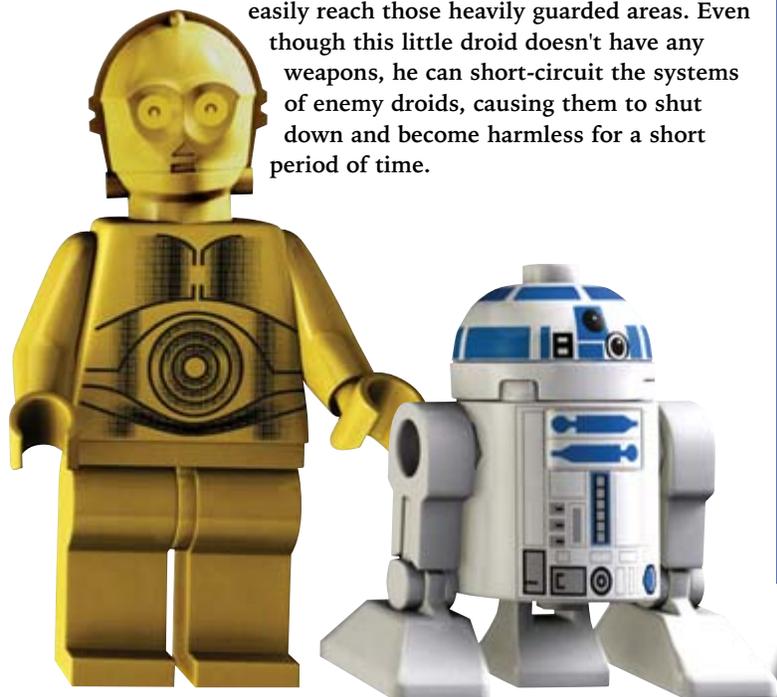
R2-D2



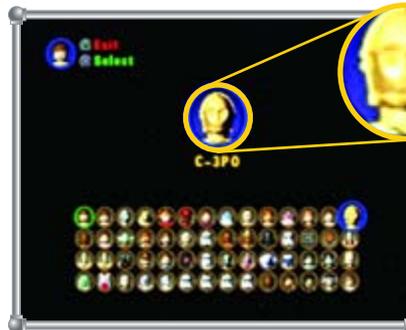
R2-D2 is a little astromech droid who can play a huge role in your party's success. He can open locked doors that only an astromech droid can open. R2-D2 can also float through the air for a short period of time before

falling back to the ground. He can't float up, but he can float across the screen pretty far before his jets give out. Use him to reach places that even Jar Jar can't jump to.

R2-D2 is great at dealing with enemy droids. Since enemy droids won't fire at other droids, this little astromech can easily reach those heavily guarded areas. Even though this little droid doesn't have any weapons, he can short-circuit the systems of enemy droids, causing them to shut down and become harmless for a short period of time.



C-3PO



C-3PO is a protocol droid who has a knack for getting through locked doors. Just look for his picture on the access panel near closed doors and you'll know he is right for the job. Just don't count on him to help you in

battle because he doesn't have any means to attack and he is extremely slow. But at least he is good for something.

R4-P17

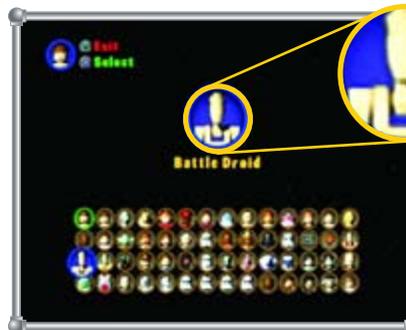


R4-P17 is an astromech droid like R2-D2 with only the different colors setting them apart. Use R4-P17 to open any locked doors that require the use of an astromech droid, and he can also hover through the air for a

short period of time. Like R2-D2, he can move past enemy droids unscathed and can deactivate them for short periods of time. This droid might not look like much, but it is key to your success.

Other Droid Characters

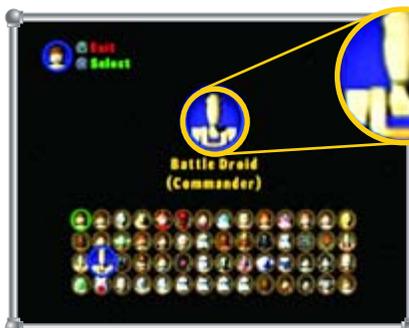
Battle Droid



The battle droid is the workhorse of the Trade Federation army. They are formidable, affordable, and expendable. This means that if you are fighting the Trade Federation, you are going to be fighting one of these

droids. They might not be alive, but don't take these guys for granted. If you aren't careful they will mow you down with their blasters. Luckily it takes one shot from a blaster or lightsaber to turn them into scrap parts.

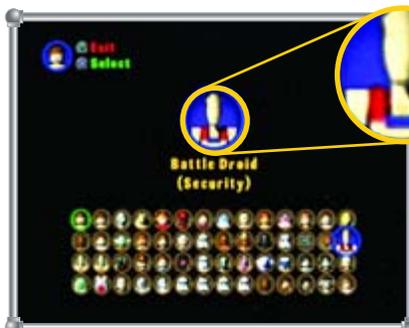
Battle Droid (Commander)



Where you find battle droids you will also find battle droid commanders directing them. The commanders look exactly like the normal battle droids except for the orange coloration on their chests. The

battle droid commander will fire blasters at you like the rest of the squad, but they are a bit tougher. It takes more than one shot to take these guys down.

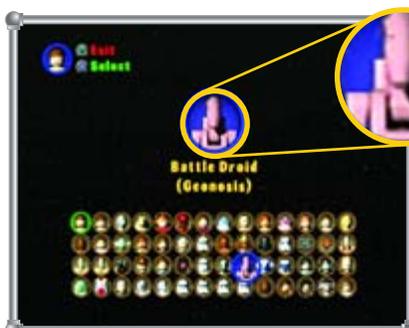
Battle Droid (Security)



Battle droids (security) tend to travel in packs for protection. They look exactly like the normal battle droids except for the red coloration on their chests. These security battle droids fire

blasters just like the other battle droids, so protect yourself and dismantle them with your weapon when you get the chance.

Battle Droid (Geonosis)



Found on Geonosis, these battle droids work just as hard and just like your typical battle droids. They are nonstop in their pursuit to shoot you with their blasters, so you must take them out.

Geonosian battle droids have darker color than the other droids in the family.

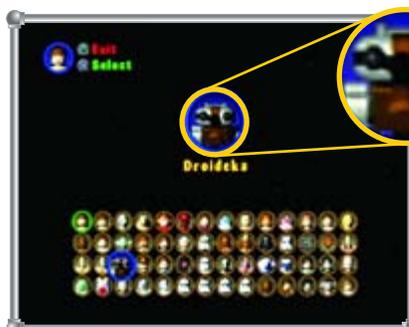
Super Battle Droid



This mighty blue droid is one of the tallest characters you'll find and requires quite a few hits to take down. The super battle droid is equipped with a blaster on its right arm. Just don't be in a hurry to shoot someone because

this droid is a little slow on the draw. And, as is the case with all droids, he can't jump.

Droideka



Another tool of the Trade Federation is the dangerous droideka. These droids roll in a ball to where they need to go and then plant themselves when they are ready to fire. If their heavy firepower wasn't bad enough,

they also create a shield around themselves to protect against enemy blasters. The droideka is great at attacking large targets but can find it hard attacking more mobile opponents. When you fight these droids, take out their shields with your lightsaber, then hack the metal part to pieces.



Blaster/Bowcaster Characters

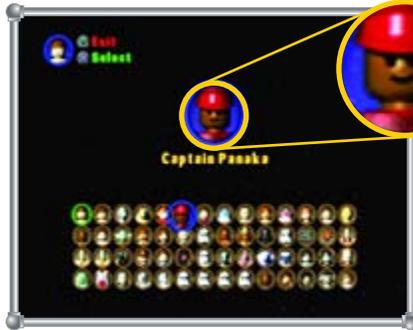
Queen Amidala



The royal ruler of Theed looks very regal in her ceremonial dress. But don't let her decorative looks fool you, because she is more than able to take care of herself. She can use an ascension gun to access those hard-to-

reach places, and she has a deadly blaster to take care of any would-be attackers.

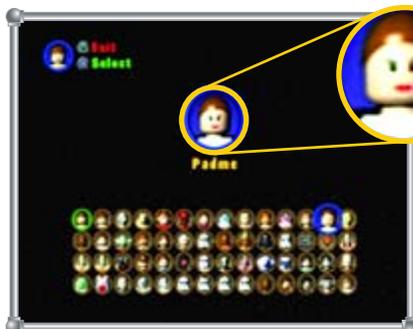
Captain Panaka



A trusted member of Queen Amidala's force, Captain Panaka will do anything to keep her safe. As a resident of Theed, he has the same grappling ability with his ascension gun that can get him to hard-to-

reach places. He also has a blaster that he uses to protect the innocent.

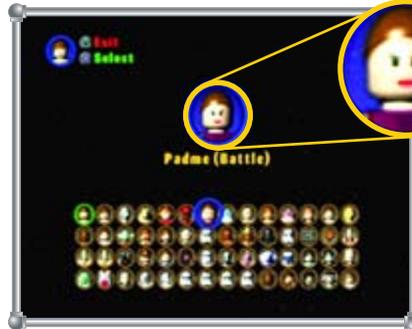
Padmé



No longer in the royal clothes of the queen, Padmé can wander around without the pressures and dangers of royalty. She possesses the same abilities as Queen Amidala with her ability to grapple and shoot her enemies with

her blaster. Any creature who fails to take her seriously will pay the price.

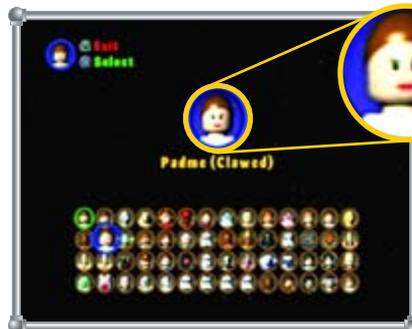
Padmé (Battle)



Padmé has seen more conflict recently than she has in her whole life. She might be a little more hardened, but she still has those skills that make her a good ally in battle. She can shoot her blaster with the best of them

and can use her ascension gun to explore unknown regions of the map.

Padmé (Clawed)

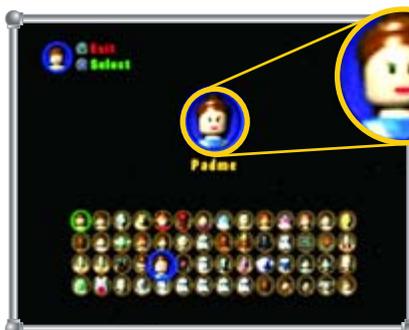


Padmé has seen a lot over her relatively short rule as a queen, and being hunted for Geonosian pleasure is just one such problem she has faced. Tougher than she looks, this Padmé can take down a coliseum full of droids

in a hurry. She can use her ascension gun to grapple if ever you find yourself under a grappling hook.



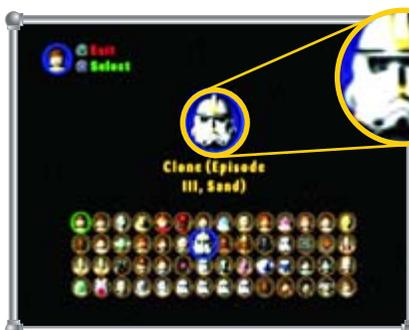
Padmé



Not shy to trouble, Padmé always seems to be in the thick of things. Luckily she is more than capable of handling herself and her enemies. She can shoot them at a distance or up close with her powerful

blaster. And if there is some grappling to be done, she is instantly ready with her ascension gun.

Commander Cody



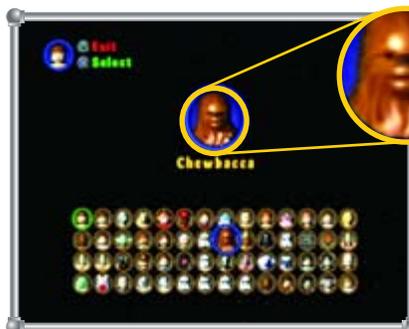
Those clones are all alike and have only slight physical differences.

Whether fighting for good or evil, he is a force to be reckoned with. He carries a powerful blaster with which he shoots enemies or targets on

the walls. He also carries an ascension gun to access those hard-to-reach places.



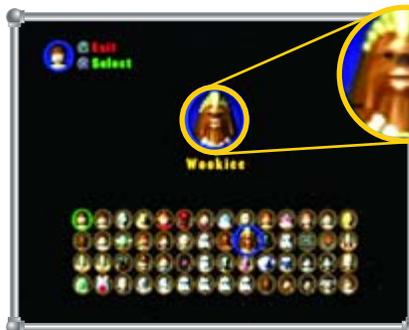
Chewbacca



Chewbacca is a brown furry Wookiee from the planet of Kashyyyk. Large and menacing, he also carries with him a bowcaster, which is used like a blaster. He can use it to shoot his enemies or objects

around the area. Chewbacca also has an ascension gun, making him a nice companion to have when you get to areas with a grappling hook.

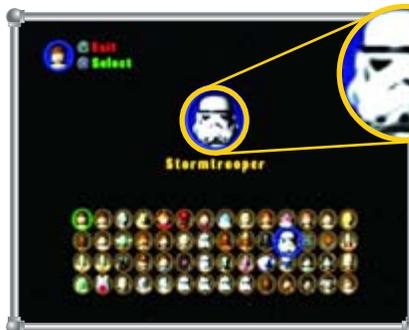
Wookiee



Wookiees are creatures that live on the planet of Kashyyyk. They are large creatures covered in fur from head to toe. Known for their strength, and tempers, Wookiees carry bowcasters, which they use to shoot their

enemies. If you find a grappling hook, these creature can use their ascension gun with ease.

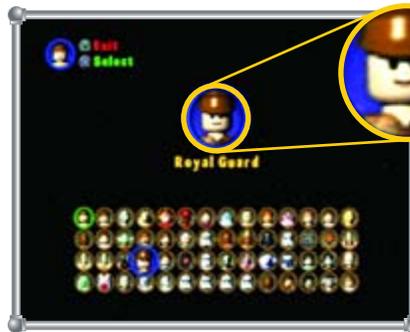
Stormtrooper



Loyal subjects of the Empire, these soldiers mindlessly follow. They can be found helping Vader do his dirty work by roughing up Rebel scum. Not skilled in the ways of the Force, they use a blaster to take down their enemies and

to break objects wherever they go. They also have an ascension gun to reach areas inaccessible to characters without one.

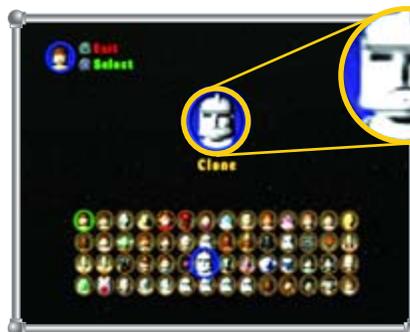
Royal Guard



The Royal Guard is always on hand to protect Queen Amidala no matter the cost—unless the attackers are droids. Then they seem to give up pretty easy. But if the opportunity to escape arises, they jump on it and can use

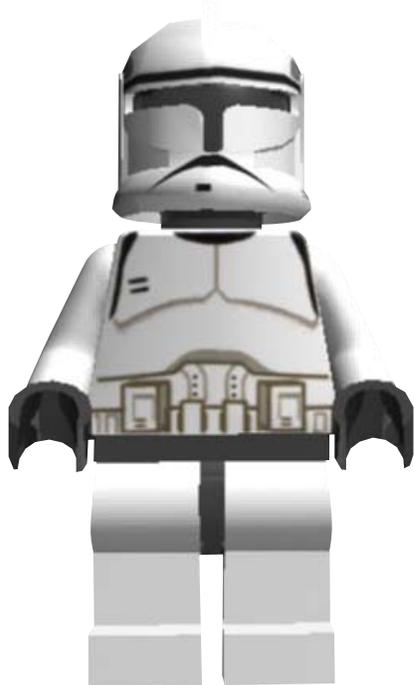
their blasters to clear the path to safety. And if they need to go off-road, they always have the ascension gun to grapple anywhere they find a hook.

Clone

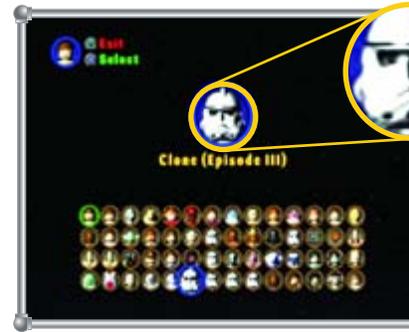


If you've seen one clone, you've seen them all. Whether this guy is fighting for good or evil, he is a force to be reckoned with. He carries a powerful blaster with him that he can use to shoot enemies or targets on the walls. He

also carries an ascension gun with him to access those hard-to-reach places.



Clone (Episode III)



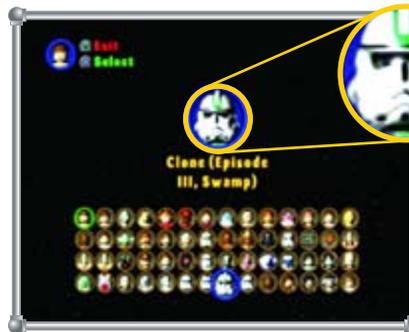
Different clones in different environments will have slight physical differences. These clones are tough fighters and carry powerful blasters that they use to shoot their enemies. They also have an ascension gun to access those hard-to-reach places.

Clone (Episode III, Pilot)



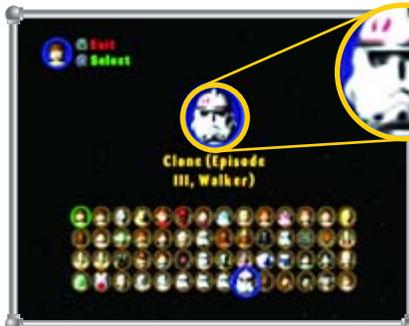
You'll find this clone piloting one of the crafts around the galaxy. His armor might look slightly different from the others, but he can be just as dangerous—especially when piloting something. On the ground, this clone can fire a blaster and use his ascension gun to grapple to hard-to-reach areas.

Clone (Episode III, Swamp)



You'll first find this clone in the swamps of Episode III. Not too much different from the other clones, this guy carries a blaster to destroy his enemies. He also has an ascension gun to grapple to hard-to-reach areas. This clone will serve you well wherever you travel.

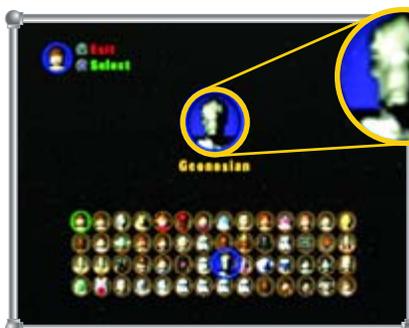
Clone (Episode III, Walker)



This clone is one of the drivers of the AT-ST walkers on the planet of Kashyyyk, trying to hunt down Wookiees. While more deadly when using the walkers, this clone is still dangerous on his own. He can use a

blaster to shoot his foes, and he has an ascension gun to grapple to inaccessible areas.

Geonosian



The Geonosian is a large winged creature that is not very fond of intruders. They can fly in close and blast away with their projectile weapons. If you are fighting one, use a blaster and shoot them down

because it's hard to chase them and hack them with your lightsaber.

Jango Fett



Jango Fett is one of the most fearsome bounty hunters in the galaxy. He is so impressive, a whole clone army was modeled after him. Jango Fett doesn't mess around when it comes to protecting himself and taking down

anyone he has to. He carries a blaster in each hand to get in even more firepower. He has a rocket pack on his back so he can hover off the ground as long as he wants. Will little Boba Fett grow up to be as good as his papa?

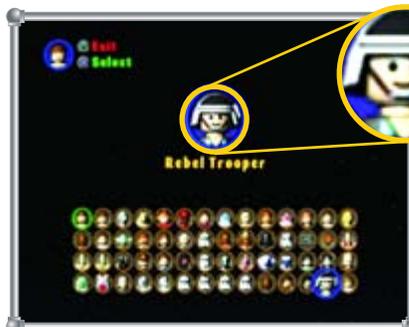
Disguised Clone



What do clones wear when they are out of rank and just trying to fit in? Why brown, hooded cloaks of course. They might not wear the same cool armor, but they act just like any other clone. They shoot their targets with

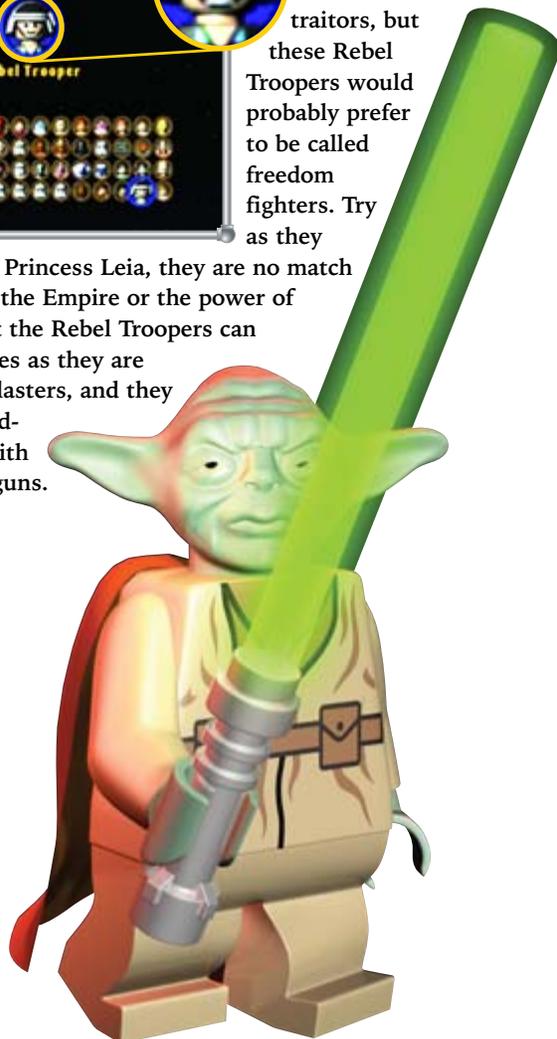
deadly blasts and use ascension guns when there is a grappling hook nearby.

Rebel Trooper

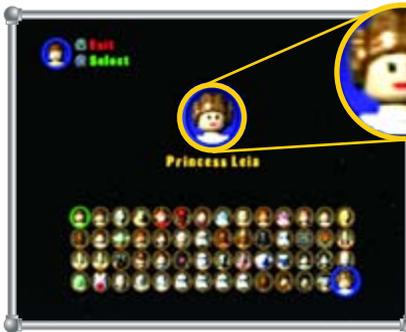


Those that oppose the Empire are considered traitors, but these Rebel Troopers would probably prefer to be called freedom fighters. Try as they

might to protect Princess Leia, they are no match for the forces of the Empire or the power of Darth Vader. But the Rebel Troopers can defend themselves as they are equipped with blasters, and they can travel to hard-to-reach areas with their ascension guns.

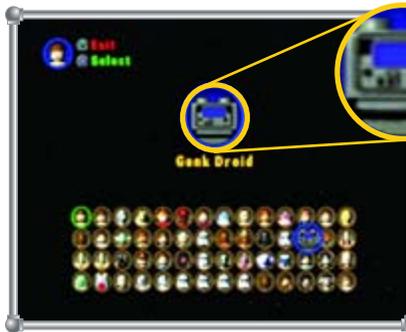


Princess Leia



Although dainty and not looking fit for battle, Princess Leia can more than take care of herself, and she has the blaster to prove it. If you come across a grappling hook, Leia carries an ascension gun to go wherever the grappling hook takes her.

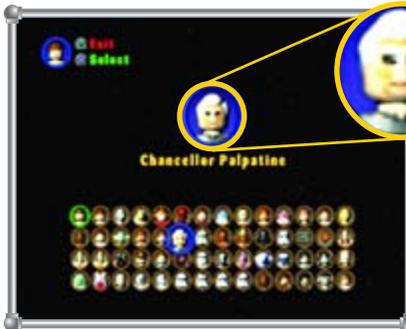
Gonk Droid



The gonk droid is extremely slow and has no means to defend itself, but it has the special ability of invulnerability. They make great target practice, but if you can avoid using this droid, by all means do so.

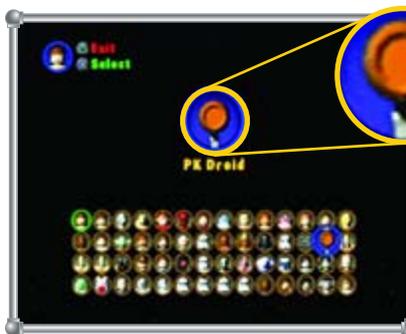
Other Characters

Chancellor Palpatine



If this old man has use of the Force, he isn't showing it. Slow and feeble, good old Palpatine won't do a lot for you. Avoid using him if you can.

PK Droid



This little droid can get you in trouble if you ever find yourself in a battle. They are not very quick, and they have no weapons. The best that they can do is hide until trouble goes away.



Dexter's Diner

You start your adventure at Dexter's Diner, a nice friendly place where everybody knows your name. You are Qui-Gon Jinn, Jedi Master and protector of the peace. And with you is your trusty Padawan, Obi-Wan Kenobi, who will be with you through thick and thin. Dexter's Diner is a safe place where everyone in the galaxy can come to relax and unwind. You can find both good and bad characters here.

The diner plays an important role in getting from place to place around the universe. You can go to the parking lot outside or enter the doors leading to scenes from the different episodes. Not all the doors are open at the beginning; they soon unlock when you start playing. There is even a bonus room waiting to be unlocked by only the best players.



Dexter's Diner is a nice cozy hangout.

As you play through the game, and more and more characters are unlocked, they start to frequent the diner. If you want to switch characters, just walk up to someone new and tag them to take control of them and add them to your party.

Before you start your first mission in Episode I, it is a good idea to explore the area. Use the Force on many of the items you find around the diner to uncover hidden goods. Use the Force to turn on lights, levitate benches, and destroy the table settings to cause LEGO studs to spill onto the floor for you to collect.



Choose any door that is unlocked in the episode room to start your adventure.

When you are finally ready for some action, head through the Episode I door. Each episode door leads to an episode room with doors leading to different scenes of that movie. After you reach the episode room, head into door number one and start the action. The furniture in all the episode rooms can also be messed with to reveal studs.

Dexter's Counter



There's a lot to buy at Dexter's Diner.

In the main hub of Dexter's Diner you can find Dexter standing behind his counter waiting to sell his goods. You can buy hints, characters, or even extras. The hints will give you bonus information about the game. The Characters option lets you buy characters that you won't be able to pick up by playing through the game. If you want Count Dooku on your side, you'll have to buy him. The Extras option lets you buy bonus features, such as giving everyone mustaches or getting invincibility. All the items in Dexter's shop range in price and can go anywhere from 10 studs to 1,000,000 studs. Use your studs wisely.

The Parking Lot



The more canisters you collect, the more you can build outside.

After you play through the game a bit and have collected some LEGO canisters, head out and visit the parking lot. Outside is a parking spot associated with each scene in the game. All the LEGO canisters you collected for a scene will be assembled in the appropriate spot. Check the parking spaces and see what you've built so far. There is even a special parking spot reserved for True Jedi Status parts you collect through your adventures.

Your Adventure Begins...

This is it. The moment of truth. As a Jedi you must begin your adventure in Episode I. There are Trade Federation conspiracies to uncover, Gungans to befriend, and a Queen to rescue. And a boy will come into your company who will alter the fate of the galaxy for years to come.

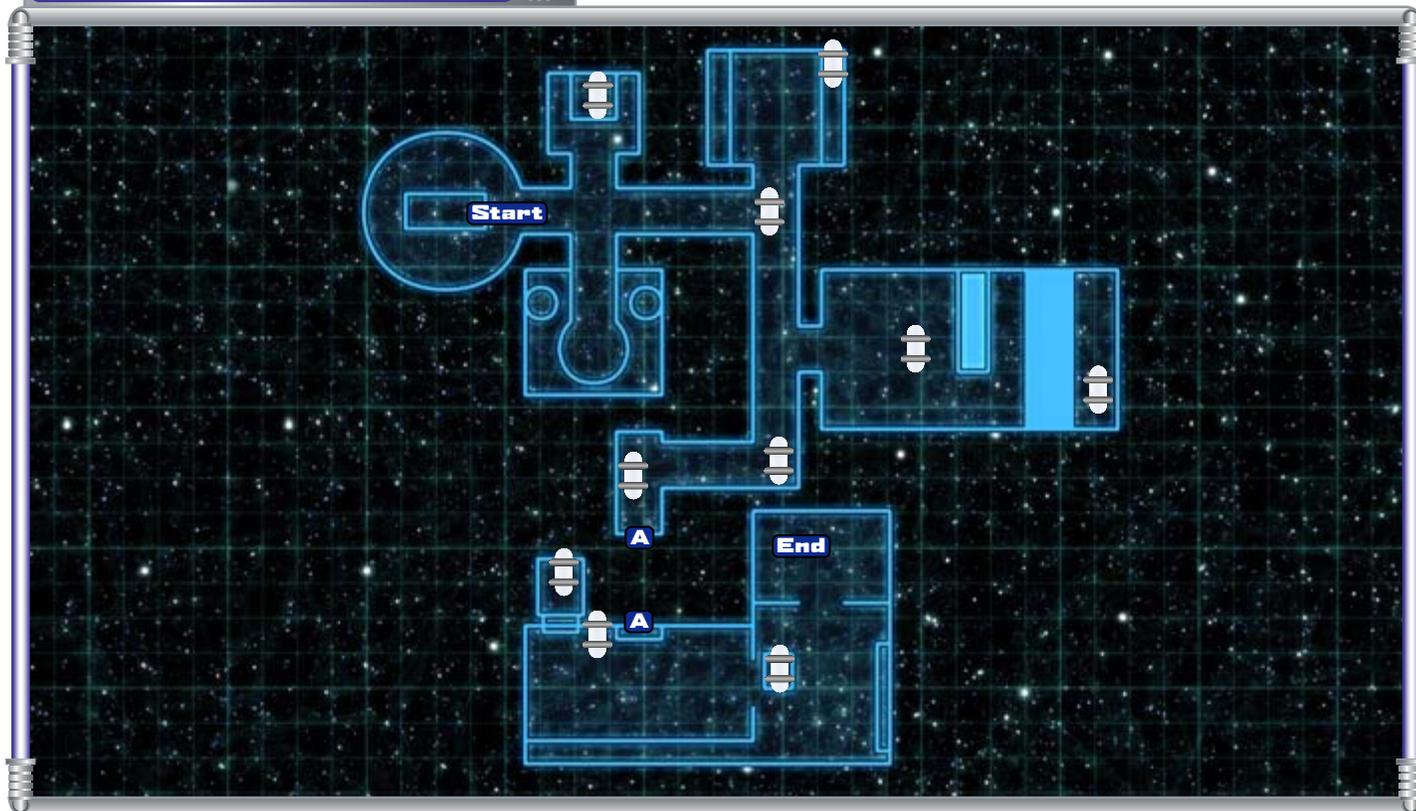
After your adventure begins new worlds and characters open up for you in Episodes II and III. Be there as the Separatist movement grows, the Sith plot is revealed, and the Jedi face their greatest threat. Find out the fate of that little boy who was filled with all that fear and hate.

Your adventure requires you to keep your senses alert. As a Jedi, the Force will be your best friend. It will get you to unexplored areas, fend off your enemies, and help you to discover untold amounts of LEGO studs. Get in there and collect everything you find, defeat your enemies, and you might live long enough to see what the future holds for the galaxy.



Episode I: The Phantom Menace

Chapter 1: Negotiations



Story Characters



Turmoil has engulfed the Galactic Republic! With a blockade of deadly battleships, the Trade Federation has stopped all shipping to the small planet of Naboo. The Supreme Chancellor has secretly dispatched Jedi Knights Qui-Gon Jinn and Obi-Wan Kenobi to settle the conflict...



The Jedi's ship docks at the Trade Federation facility and Qui-Gon Jinn and Obi-Wan Kenobi head inside.



A turret gun appears and blasts the ship to pieces.



Those pilots might know how to fly a ship, but floating in space sends them to pieces.

Chapter 1: Negotiations

Jedi know when something is wrong, and something is definitely wrong around here. Maybe it's the blank stare of the droids that is giving you an uneasy feeling. Or maybe it's the empty room you're waiting in. Or maybe it's the fact that your ride just got blown apart! The Trade Federation is up to something fishy, and it's time to investigate what's going on.

You start in a room with a large conference table and several chairs. Run across the table to collect the studs on the surface. Use the Force on every chair to reveal hidden studs and hearts for you to collect.

White gas is seeping into the room—it's time to leave. Head for the locked door heading out of that place and use the Force to demolish it. Immediately collect the valuable blue stud to the door's right. Next, use your powerful lightsaber to destroy the equipment to the left of the door. Keep hacking the equipment until it is destroyed; collect all the studs hidden inside it.

TIP

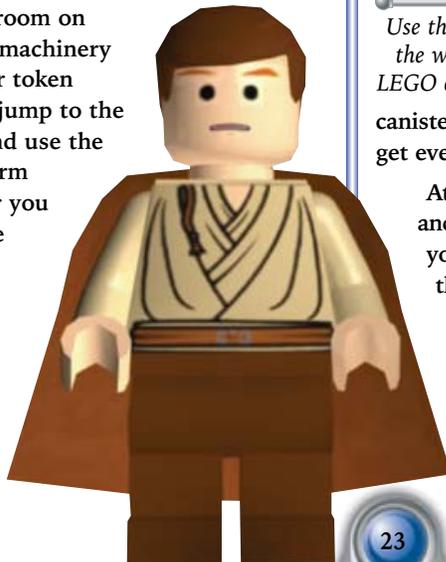
Once LEGO studs spill onto the ground from their secret locations, they don't last long. Quickly collect them before they disappear.

When you get into the hallway beyond the door, battle droids move in to destroy you. Use your lightsaber to deflect their shots back at them after they fire at you. Add a few slashes with your weapon to finish off any stragglers. After you turn the battle droids into scrap, use the Force to move the broken door parts to the side walls, revealing more studs to collect.



Use the Force on all the furniture in the room to get lots of LEGO studs.

In the hall, turn into the first room on your right. Use the Force on the machinery at the room's end for some major token spillage. Collect the goods, then jump to the platform to the walkway's left and use the Force to fix the gears. The platform rises into the air high enough for you to double jump and grab the blue token above your head.



Freeplay Area

The platform on the walkway's other side has a gear you can fix with the Force. After you've done this, use Jar Jar's super jumping ability to reach the blue stud overhead.



Return to the main hall and get ready to face more battle droids. Use your lightsaber to deflect their shots back at them to make short work of those walking machines!

The other doors in this hallway are locked for now, but you come back shortly. As you walk through the main hallway, use your Force powers to open all the secret compartments to get the hidden studs and hearts. Also located along the hall's walls are six blue switches. Activate all of them to make a LEGO canister appear where the hallway bends to the right in the distance.



The hallway is crawling with enemy battle droids. Use your lightsaber to deflect their shots back at them.



Use the Force to activate the switches on the walls and you are rewarded with a LEGO canister at the bend in the hallway.

More enemy battle droids await you after the hallway bends to the right. Head down the passage and turn all of them into scrap LEGO parts. When the area is secure, use the Force to open more secret compartments for hidden studs. You must also activate six purple switches in the hall to reveal another LEGO canister at the hall's end. Smash the equipment on the floor to get even more valuable studs.

At the hall's end, you find TC-14 ready to join your team and assist you. Switch to your new team member and waddle your way back to the hall's beginning. Use TC-14 to unlock the first door you skipped.

After you open the door, use Obi-Wan Kenobi to collect all the studs on the ground. Use the Force to put the gears lying on the ground back on the lifter in the corner. With gears in place, step on the crate next to the lifter. Use the Force on the machinery to have it grab the crate and lift you into the air high enough to get the blue studs floating overhead.



You found a friend.

Another LEGO canister is also in this room, but it is behind a protective shield. Step on the gray floor switch to the shield's left and your partner automatically steps on the other one. After both switches are activated, the shield disappears, but some battle droids next to the LEGO canister come to life. Put them down with your lightsaber and add another LEGO canister to your collection.



After the shield is gone, the battle droids come to life and the fun begins.

Use TC-14 to open the locked door at the hall's bend, then enter the room with Qui-Gon Jinn and collect the studs scattered about the floor. The other areas in the room are off limits for now, so you must come back at another time.

Freeplay Area



The metal chute in the back left wall is just big enough for a child—such as Anakin Skywalker (boy) or Boba Fett—to travel through. Jump into the chute to reach the walkway above. When you reach the second level,

Freeplay Area (cont'd)

step on the ground switch next to you; you can't see it, but it's there. After you step on the switch, the shields in the room disappear. Collect the studs on the upper walkway, then jump down.

Switch to a character who can use the Force and stack all four boxes in the room. Next, use a character who has good jumping ability, such as Obi-Wan or Jar Jar, and jump to the stack's top. From there, jump to the walkway and grab a LEGO canister.

Freeplay Area



A doorway from the main hall can only be opened by an astromech droid such as R2-D2 or R4-P17. Once inside, smash the equipment to the door's side to get some hidden studs. Use the Force to fix the craft on the ground and it flies off to the next room. Grab more studs under the showers along the wall and get ready for action. Some battle broids have been playing cards at the back table and are waiting for you to deactivate them with your lightsaber.



With the droids gone, snoop around the room with ease. Stand on the yellow and black cart in the room. After your partner moves it using the Force, jump into the air to collect a LEGO canister. After you collect the canister, use the Force to move the gear on the ground and the tools on the nearby storage container to reveal some hidden studs.

A forcefield prevents you from going into the next room, so take another route. Jump on the ledge to the tool container's left. From there, use the Force to pull the grate from the vent above. Use Jar Jar to double jump into the vent and cross to the next room.

Next, use an astromech droid to cross the large abyss and reach the platform on the other side.

Freeplay Area (cont'd)

Activate the switch on the wall to disable the forcefield that was blocking your path. Jar Jar jumps on the dark brown sides of the craft floating on the ledge; double jump in the air to grab a floating LEGO canister. Switch to R2-D2 or R4-P17 and fly back the way you came and exit to the main hallway.

Head back to the hall's end to find TC-14 once again waiting for you; use him to open the next door. The short hallway beyond has a few compartments that only the Force can open. When the area is loot free, have TC-14 open the next door.

Inside the next room, smash the equipment in the corner and collect all the studs on the floor. Use the Force to open the grate in the wall and form a ledge next to the wall. Get your lightsaber ready and destroy the two battle droids that run through the open grate. Before you go anywhere, jump on the newly formed ledge and jump into the air to get another LEGO canister. With the area clear, enter the dark grate.



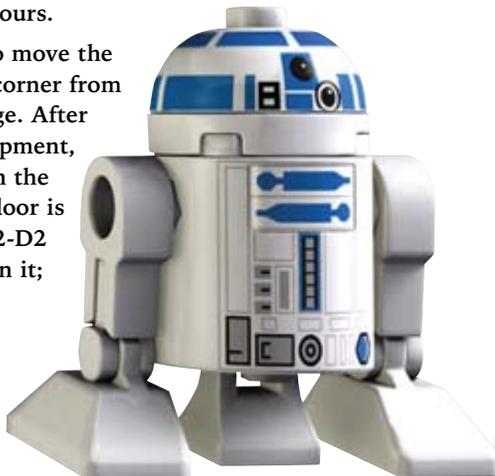
Using the Force to create a bench lets you reach another LEGO canister.

Drop into the next large room and get your lightsaber ready for some battle droids. Deflect incoming blasts and make short work of those guys. Another battle droid from the sidewall fires down at you. Deflect his shot back at him, and you're temporarily safe to collect the studs

scattered about area. Grab the two blue studs on the lower walkway across from the open vent you came through.

With studs collected, switch to Obi-Wan Kenobi and use the Force to stack the three crates in the middle of the area, starting with the large one. After you stack all three, jump to the top and then double jump to the ledge against the wall for some studs. Double jump straight into the air and another LEGO canister is yours.

Use the Force to move the equipment in the corner from under another ledge. After you move the equipment, jump on it to reach the studs above. The door is locked and only R2-D2 or R4-P17 can open it; you must move on for now.



Freeplay Area

Open the door using R2-D2 or R4-P17. Once inside the next room, step on the gray circle on the floor. When your partner steps on the red switch, the platform you're standing on rises into the air. Jar Jar jumps into one of the circular walls next to you. Step on the floor switch inside to open part of the wall and get out.



Repeat this same process with the other circular wall so you can see the red floor switches in the newly revealed areas. Stand on one and your partner stands on the other, lowering a wall in the room's center. Grab the LEGO canister hidden behind the last wall and get out of there.

Run down the ramp to the lower level where you must face your biggest challenge yet. A large squad of battle droids is making its rounds when you're spotted. Some quick lightsaber hits will do the trick. Two droidekas roll in to fight you as well. Their protective shield makes them an even more dangerous enemy. Move in close to get them to fire at you. Bring your lightsaber up to deflect their shots back at them. After a few hits, the shield disappears; after a few more hits, it breaks into LEGO pieces. Take out both droidekas the same way.



The droidekas are tough customers, so keep your lightsaber up to block their shots. Take out their shields to expose them to your blasts.



After you stack the crates and activate the switches, ride the platform to pick up another LEGO canister.

Use the Force to stack more boxes on the lower level. Start with the large box first, then add the three smaller ones on top. With the crates stacked, use the Force to activate the nearby switch on the ground and the switch on the wall; this causes a ledge above your head to move. Scale the stacked crates and jump to the

moving ledge; ride it until you collect the LEGO canister floating in the air.

On the area's other side is a conveyer belt that you can activate; collect the studs above it. Next to the conveyer belt is a broken-down vehicle. Use the Force to shake loose all the studs hidden inside the vehicle; jiggle a switch inside the vehicle for even more loot. Use the Force to move the debris on the ground to form a ledge next to the wall nearby.

Freeplay Area

Jump on the ledge next to the wall. High in the air is a blue token that Jar Jar can reach with his super jumping abilities.



A short ramp leading to the next area is blocked by a shield. Use the Force on both sides of the shield to create ledges you can jump on and over to reach the other side. When battle droids charge in

and fire at you, deflect their shots to take them out. Secure the area, then step on one of the red floor switches near the small ramp. Your partner automatically steps on the other switch and the shield blocking the way disappears, allowing TC-14 to enter.

Scour the area for studs. Jump on the brown transport vehicle to get a valuable blue token. Collect all the tokens in the area, and use TC-14 to activate the switch next to the brown vehicle. The hatch opens nearby for you to enter.

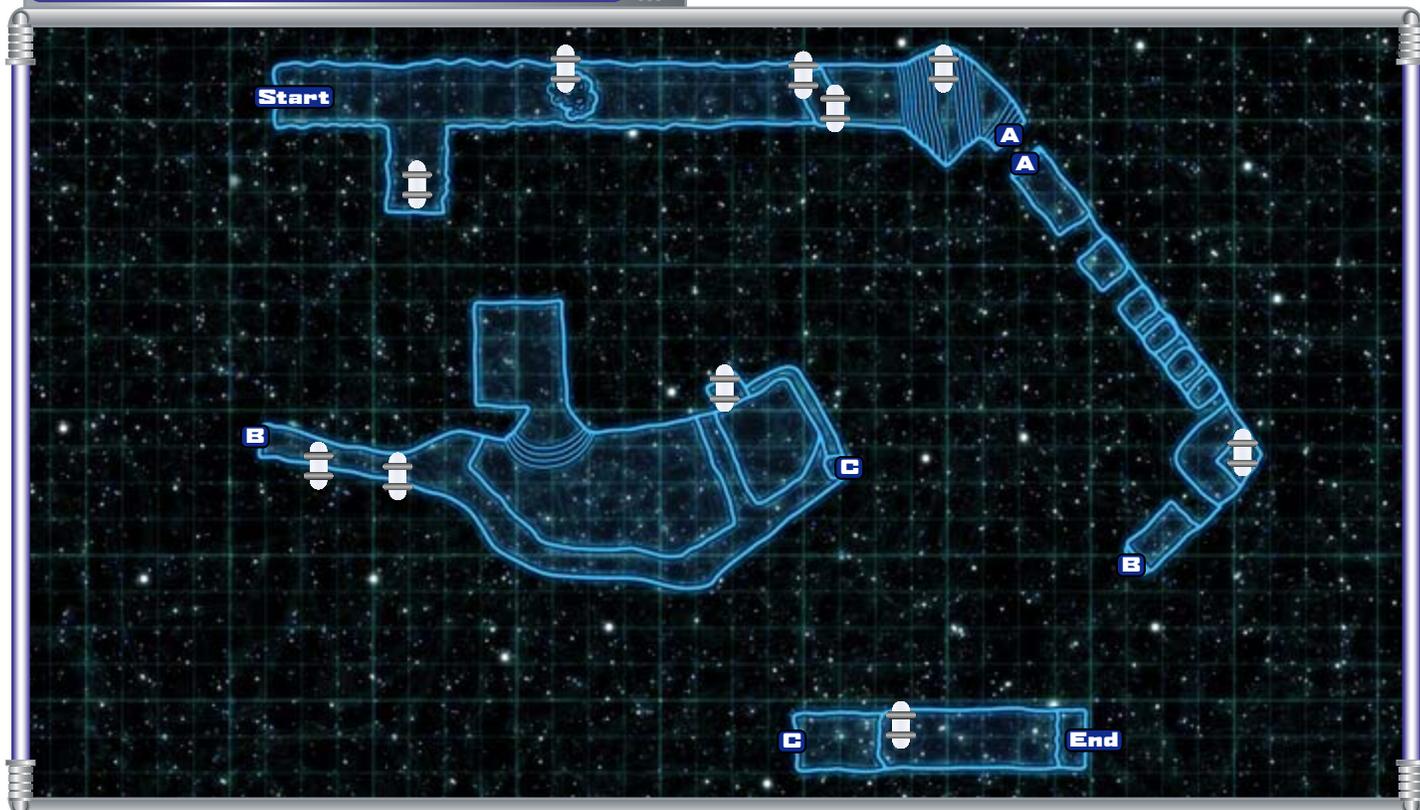


Obi-Wan seems satisfied with himself for making it into the transport vehicle, but Qui-Gon looks less than impressed.



By hiding in the transport vehicle, they can leave the Trade Federation Battleship undetected.

Chapter 2: Invasion of Naboo



Chapter 2: Invasion of Naboo

Story Characters



The Trade Federation has launched a full-scale attack on the peaceful world of Naboo. Hiding aboard one of the landing craft, Qui-Gon Jinn and Obi-Wan Kenobi have escaped from the Trade Federation flagship. Now they must make contact with local forces...



Trade Federation craft are landing on Naboo in preparation for war.



Qui-Gon and Obi-Wan make it to the surface safely ... for the moment.

The green lush surface of Naboo is in turmoil. The Trade Federation attack has begun, sending the planet's inhabitants into a panic. Gungans and battle droids run all over the place, and a defensive Gungan isn't a good conversation partner. . If you want to find out who's in charge down here, you must proceed with caution and watch out for those laser blasts.

Take the path ahead that cuts straight through the forest. Before you run off, however, use the Force to uproot the flowers and plants nearby that might be hiding LEGO studs. Use your lightsaber to dismantle any battle droids that stop their attack on the planet to attack you.



These Gungans don't have time to talk—they're being attacked!

After you find all the studs nearby, head down the trail.

Freeplay Area

Shortly after the trail begins, you find a little clearing to the path's right. Use the Force to stack the three LEGO pieces together. Jump to the stack's top and switch to a character with a blaster, such as Captain Panaka to fire at the target on the tree. After you get a direct hit, a LEGO canister appears near the tree; collect it.



Follow the main trail; use the Force on the plants as you go. If a battle droid takes a potshot at you, take him down. When you reach a fallen tree blocking your path, a large group of battle droids run out to greet you. Do a double jump attack in the center of their group. Use your lightsaber to pick off any stragglers.

After you defeat the group of droids, use the Force to put the fallen tree back together. When the tree is whole again, use your weapon to chop it down. Hidden inside is a LEGO canister for you to collect.



Use the Force to get that fallen tree out of your way and in a better location to chop down.

Down the path, an enemy transport blocks your way. And where there's an enemy transport, there are enemies. Battle droids stream around the vehicle's side. Use a double jump attack in their midst to send a large number to an early grave. Keep your weapon ready and slice the rest to pieces.

The droids are gone for the moment, but you still have the transport vehicle in your way. Use the Force to damage the vehicle's side. After you use the Force on it three times, the big brown transport goes boom, so don't stand too close.

Jump on the left pile of leftover transport scrap parts. Jump high into the air to grab another LEGO canister floating above you. Before you move on, destroy the flat gray LEGO piece on the ground. Hidden in a hole underneath is one more LEGO canister.



Get rid of the attacking droids, then use the Force to blow up the transport vehicle.



Use part of the wreckage to jump in the air and grab a LEGO canister.

CAUTION

As you work on destroying the transport vehicle and finding the hidden LEGO canisters, more battle droids show up to try to stop you. Be prepared to stop what you're doing and demolish them.

With the area clear again, move on. Use the Force on the plants nearby and head down the trail. You find Jar Jar stopping to smell the flowers. Jar Jar is now part of your group.

You arrive near some stairs. With the Force, uproot the plants near the left of the stairs' base to reveal a LEGO piece. Using the Force one more time, move it where you need it. Have Jar Jar jump on the piece and into the air to get a nice LEGO canister.

Before you move on, check the forest behind you for any plants you might have missed. If everything is clear, head up the stairs and grab all the LEGO studs lying about. Next, head through the passageway at the stairs' top to enter the next area.



Uprooting plants and flowers can reveal lots of hidden studs, but it can also reveal LEGO parts you can move with the Force.

Run along the stone walkway until you see the large Gungan mural on the wall. Use the Force to turn that picture into LEGO pieces that can be turned into a walkway over the nearby chasm. Collect the studs hidden behind the picture, then jump on the mural and over to the droid waiting on the next landing. Use your lightsaber to slice up your enemy when you hit the ground.

Use your lightsaber to slice up your enemy when you hit the ground.

Collect the studs on the ground and use Jar Jar to jump to the next high ledge ahead. The weight of his body lowers the landing enough for your companions to follow. Use one of the Jedi to activate the switch on the wall, and use the Force to lower a new platform overhead. Control Jar Jar again and collect the studs below the platform, then jump on the platform and grab the blue stud in the air above it.

Jump to the next landing and it lowers, allowing your Jedi friends to continue. Use the Force to pull some LEGO pieces out of the wall, and collect the studs that fall to the ground. Now jump to the next platform to lower it as well. Collect the studs hidden in the alcove of the cliff wall and on the ground.

Using Jar Jar, jump to the next platform to lower it for your friends. When it starts to lower, jump back the way you came because battle droids are waiting to light you up. Use one of the Jedi to cut your enemies to pieces and smash the equipment in the cliff alcove. Collect all the LEGO studs when it is clear.

Use the Force to move the stone wall from the corner. Hidden behind the wall are a LEGO canister and some LEGO studs. Use Jar Jar to get the valuable items, then switch back to a Jedi to cross the next chasm. When you reach the walkway after the chasm, some droids come out to greet you. Use your lightsaber to give them a greeting of your own. After you dust them, follow the walkway through the next entryway.



Jar Jar's great jumping ability is necessary to get to those hard-to-reach places.



Use the Force to move the LEGO wall to create a usable platform and reveal another LEGO canister.

Follow the stone walkway until you reach the gray LEGO pieces in the wall. Use the Force to move them below you, creating a ledge where you can grab another LEGO canister. Moving the LEGO elements from the wall also caused a wooden ramp to crash down over the next chasm; cross this. Collect the studs as you work your way along the walkway. Get ready for more enemies. Take them down just like the last ones.

Get ready for more enemies. Take them down just like the last ones.

Chapter 2: Invasion of Naboo

Freeplay Area

A little chute is located in the cliff wall. Switch to Anakin Skywalker (boy) or Boba Fett to travel through this chute. The short trip takes you to a lower ledge where you can pick up a LEGO canister. Jump back into the chute to return to the walkway above.



More battle droids wait for you in a muddy pond. Use your lightsaber to deflect any gun blasts back at the shooter. When the droids are gone, use the Force to investigate what's hidden in the flowers. Grab all the studs and hearts you find. Use the Force to move some scraps on the ground to form a platform on the nearby tree; Jar Jar can now jump into the air and grab a blue stud.

Nearby, a transport vehicle is stuck. Stand back and use the Force on it a few times to create a huge explosion. With the vehicle gone, make your way into the next area. Grab the blue stud above the statue head lying in the water. Next, have Jar Jar jump up to get the studs above the pillar in the area's other corner. After you collect all the studs in the area, return through the entryway you came from.



Blow up that transport vehicle to reach the other side.

Retreat back outside and use Jar Jar to jump to the ledge to the right. Follow the walkway above, collecting studs as you go. At the walkway's end, step on the stone platform to lower it, revealing the cave entrance to the next area; go through.

Follow the cliff wall until you reach a lower area guarded by three battle droids. Your lightsaber makes quick work of those guards. Use the Force to move the LEGO elements blocking a small alcove entrance in the cliff. Move inside the little alcove and collect the LEGO canister.



Run along the upper walkway for more LEGO studs and to reveal the entrance to the next area.

Once you move through the cave, collect the studs on the ground nearby. Next, move to the LEGO elements on the area's left side and use the Force to stack them together. Start by moving the legs, then the torso, and put the head on last. As you try to put the LEGO creature together, waves of battle droids attack you. Keep your weapon handy and deflect any shots that come your way. Always stop what you're doing and protect yourself when enemies attack. After all three LEGO parts are stacked together in the correct order, a LEGO canister appears for you to collect.

After you collect that LEGO canister and the droids are momentarily gone, move about the area and use the Force on the plant life to reveal more studs. Collect all the LEGO studs in the area, then run for the water ahead and into safety.



After you stack the LEGO creature together, a canister is revealed.



As aloof as Jar Jar seems, he does know the way back to his home city.



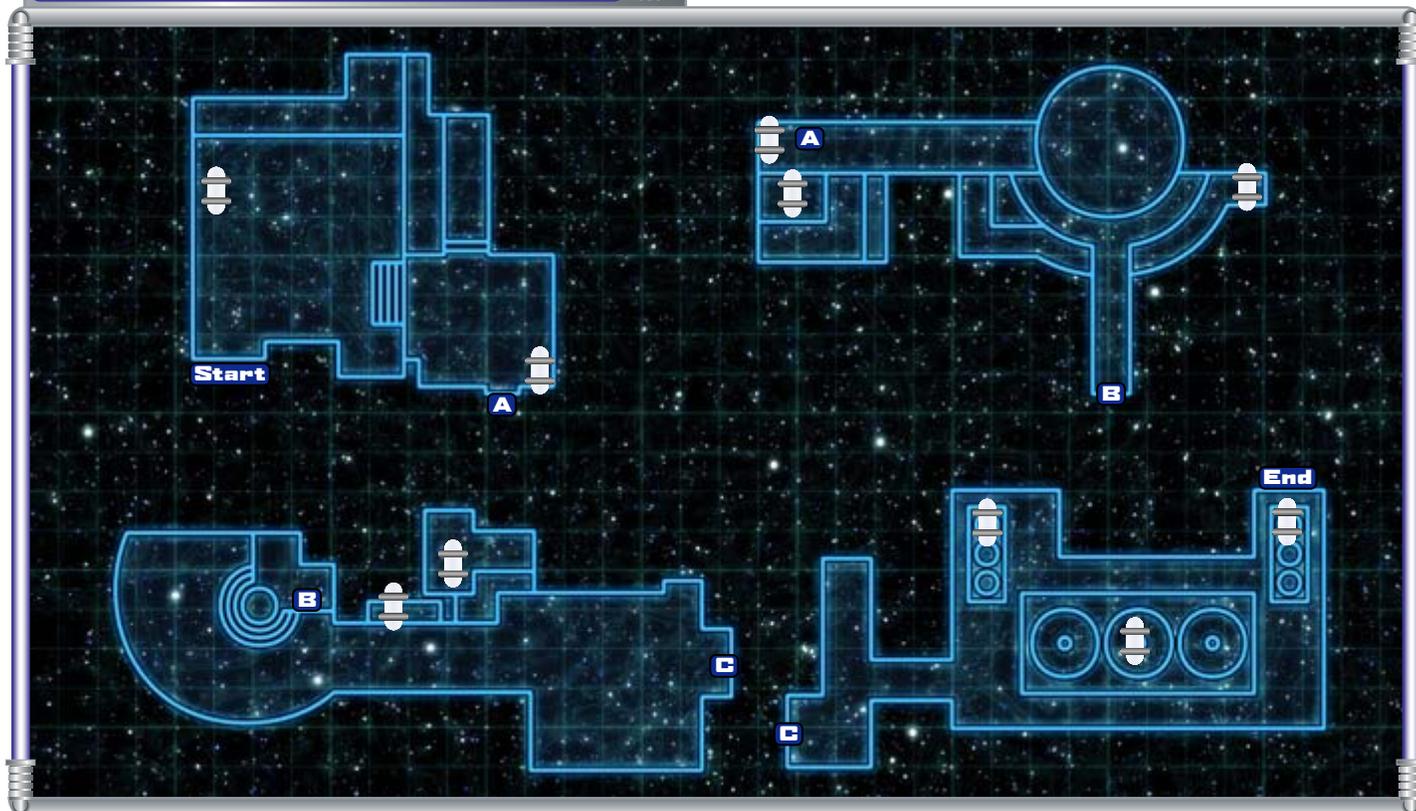
Unfortunately, the people of his hometown are not too happy to see him.



With a little Jedi Force, Qui-Gon manages to convince Boss Nass to give up a ship so you can continue on your journey.



Chapter 3: Escape from Naboo



Story Characters

Queen Amidala



Captain Panaka



Qui-Gon Jinn



Obi-Wan Kenobi



The Gungan ruler Boss Nass has refused to help the people of Naboo. Qui-Gon Jinn and Obi-Wan Kenobi have left his underwater city for the Royal Palace in Theed. As Trade Federation battle droids seize control of the Naboo capital city, Queen Amidala and Captain Panaka, her head of security, are powerless to repel the invasion...



The Trade Federation assault on the large city of Theed has begun.



Trade Federation battle droids have entered the Royal Palace and are taking the queen and her people captive.



Qui-Gon Jinn, with a little help from Obi-Wan Kenobi, is able to free Queen Amidala from her captors, but they aren't safe yet.

Chapter 3: Escape from Naboo

After the queen is freed, Qui-Gon, Obi-Wan, and Jar Jar split from the group. Queen Amidala and Captain Panaka might have been safer in the custody of the battle droids because at least they weren't shooting at them. You must get out of the Royal Palace and off of Theed if you want to stay alive.

The courtyard where you start your escape already has droids shooting at you, but you are joined by some more of Theed's security force. Use your blaster to make short work of them. Shoot the flower parts nearby to get some hidden studs, then run to the courtyard's other side. More battle droids await you, but after you blast them, collect the LEGO studs in the corner and up the stairs next to the building.

In the distance you find four large doors in the wall. Shoot every part of the door to find several hidden studs. Shooting the doors also reveals a room with even more studs for you to collect.



Shoot the doors in the Royal Palace to find valuable LEGO studs.

CAUTION

Battle droids on the walkways above keep shooting at you, so don't stay in one spot for too long.

Freeplay Area

As a Jedi, you can use the Force to move the three sets of LEGO pieces stuck in the wall to create three boxes on the ground. When you have three boxes, use the Force to make a stack against the wall. Have Jar Jar jump to the stack's top and into the air to get a LEGO canister.



Next to the doors is a red circle on the ground; this lets any of the Theed inhabitants use their special grappling hook ability to reach higher levels. Stand in the circle and grapple to the next walkway where you can shoot the battle droids shooting at you. Shoot the guard rails along that walkway to find more hidden studs. When you reach that walkway's end, more droids run out to greet you. Put them down, grab the studs on the ground, and grapple to the next level.

Destroy the two battle droids trying to toast you before you collect the LEGO studs on the ground. Shoot the potted plants to cause some major stud spillage. Clear the ground of valuables, then shoot the glass windows along the wall. The breaking glass gives you hidden goods, and you can jump into the room beyond for even more studs.



Use the grappling hook to get to hard-to-reach areas of the Royal Palace.



The droids bust the windows to get hidden LEGO studs.

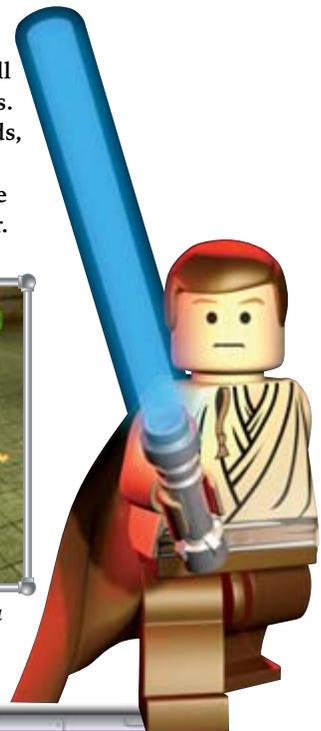
Before you grapple up from the next red circle, jump down to the balcony below and shoot the droids. Collect the studs, then grapple back up to the walkway you just left. Stand on the red circle and grapple up one more level. Quickly shoot all three battle droids; if you're low on health, collect any hearts

they might drop. Next, shoot the potted plants for studs and the two windows in the area. Clear out any more studs you find in the back room.

Another red circle lets you grapple to the next area, which is crawling with enemy droids. You don't have any means to block the shots, so go on the offensive. Charge in, blasting away, and grab the hearts that spill from the droids' broken body parts. Shoot the pots in the area for studs, then blast two more droids that charge in from the entrance on the right—which you're about to enter.



The odds don't look good, but if you press the offense you can prove that man is better than machine.



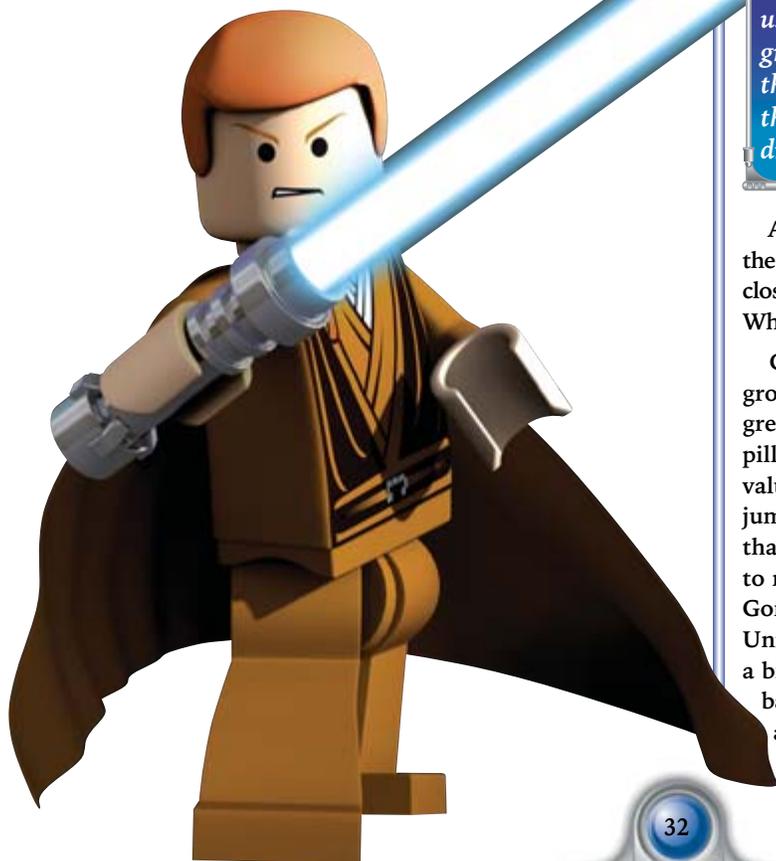
Freeplay Area

Before you move through the next entrance, use the Force to move two sets of LEGO pieces stuck in the wall to create two floating platforms. Use Jar Jar to jump to the top one. From there, have one of the astromech droids hover out to the right where you can nab a floating LEGO canister.



After you enter the next area, run toward the screen to find a LEGO canister and studs. While you're there, shatter the potted plants just for fun. After you clean out that area, head down the stairs and shoot the battle droids at the bottom. Collect the LEGO studs on the ground as you go.

Collect studs in the next room and shoot out the windows for even more hidden treasure. Jump out one of the open windows and put down the battle droids guarding the area. After the guards are dead, shoot all the potted plants you see.



This area has many LEGO studs. You just have to destroy all the battle droids in the area first.

Run to the area's left side and drop to the walkway below. Grab the LEGO studs on the ground and in the small alcove, then shoot the potted plants for more studs. Fall to the next walkway below you and get ready for some action. Destroy the three battle droids that charge you, then blast the ones that are on the ledge in the distance to the left. After all is clear, follow the walkway to the left and right to collect all the LEGO studs scattered about.

Freeplay Area

To reach the ledge across the way, you must fly, and that means using R2-D2 or R4-P17. When you reach the other side, switch to a Jedi with a lightsaber. Use your powerful weapon to put down the two droidekas that are around the corner. After your enemies are scrap parts, collect the loose studs on the ground and use someone from Theed, such as Captain Panaka, to grapple to the level above you. Grab the LEGO canister, then smash the flower pots and collect all the studs on the ground. With the area cleared, use the astromech droid to get back to the other side.



After you clear the bottom area of enemies and studs, return to the top level using your grappling hook. Follow the walkway to a closed gate. Shoot the target on the wall next to the gate to open it. When the way is clear, run through the opening to the next area.

Grab the studs on the ground and shoot the green cage between the pillars. Grab the valuable blue stud and jump through the hole that was under the cage to rejoin Jar Jar, Qui-Gon, and Obi-Wan.

Unfortunately, they're in a big battle with more battle droids, so you're also in for a fight.

When you get a clear shot, blast the droids until the last one falls to pieces.



Shoot the green cage, then grab the blue stud and drop to the next level.

NOTE

If you need to get back to the top level, shoot the two targets on the platform with the pillars. After you activate both targets, stand on the red switch on the middle platform. The switch turns green and the platform raises you up.

Run to the area left of the pillars from which you just dropped to find a battle droid guarding a LEGO canister and some studs. Drop the guard and then grab his loot. Canvas the area nearby and shoot the planter boxes to get more goodies.

Follow the raised walkway running along the back wall, collecting the LEGO studs on the ground and in the air as you go. Use your grappling hook to reach a higher walkway when you get to the red circle on the ground. Run to the left, grab the blue stud, and pass the small chute in the wall, then head down the short flight of stairs. Use your grappling hook again to reach a balcony above you. Knock out the two droid guards with your blaster and collect the valuables on the ground.

Freeplay Area

The small chute in the wall is only big enough for Anakin Skywalker (boy) or Boba Fett. Use one of the small children to enter the chute to reach a balcony high above the Royal Palace. Climb the stairs and grab the LEGO studs and canister at the top before returning through the chute.



Drop down to the main walkway and follow the trail of studs to the right. This leads right into ... a large group of battle droids! Switch to a Jedi and use your lightsaber to protect yourself from incoming blasts. Chop down your enemies when the laser fire dies down. After the last droid falls, scour the area to smash the potted plants and pick up loose studs on the ground.



Ride the lifts up so you can shoot the targets to open the gate.

At the walkway's end are some large white containers. Smash the containers on both sides of the gate to get the lifts rising again. Both Queen Amidala and Captain Panaka must shoot a target on each side of the gate to continue on. Ride the lifts up so you can shoot the targets. After

you hit all four targets and light them up, the gate opens and you can proceed.

Freeplay Area

There is a small ledge above the left lift littered with valuable LEGO studs. Use Jar Jar with his super jumping ability to jump off the left lift after it rises up to reach the ledge above.



In the next area, smash the flower pots and collect the studs on the ground nearby. Cross the narrow walkway to the right and fight the squad of battle droids on the other side. There are more dangerous droids around the area that you must take out before you can explore with ease. Walk along the area's back wall and take out another large group of droids. Work your way slowly around the area and take out a few more little groups of battle droids that you encounter. When the last droid falls, you can roam freely.

In the area's center is a raised area with three large domes. All four corners of the raised area have small trees you can destroy. Underneath each tree is a small gray LEGO piece. Stand between each piece and the center domes and use the Force to move the LEGO objects. They pick you up and carry you to an area near the center dome. Move each gray LEGO piece the same way. After the fourth one is stacked on top, jump in the air and reach a prized LEGO canister.



The area is large and there are a few pockets of enemy droids that you must take out.



Use the Force and surf that LEGO piece through the air.

LEGO canister. Break open the white equipment nearby and grab any loose studs on the ground.

The three large domes that cover the area's middle all have red switches at their tops. Step on each one to turn them green and open the three small domes on each side of the area. Run to the area's left side to find three green cages where the domes used to be. Smash the cages to get valuable studs and a

Work your way to the area's right side and use the Force on all the potted plants to search for more hidden studs. When you reach the right side, smash the white equipment in the back for hidden goods. Next, smash all three green cages and grab the studs underneath. The last thing you should go for is the LEGO canister. After you grab the canister, you fall through the hole underneath it to the level below and to the exit.



Grab the LEGO canister under the third cage last because the way out is right underneath it.



You drop in on some battle droids just as one was telling the joke about why the Wookiee crossed the road. Now you'll never know why.

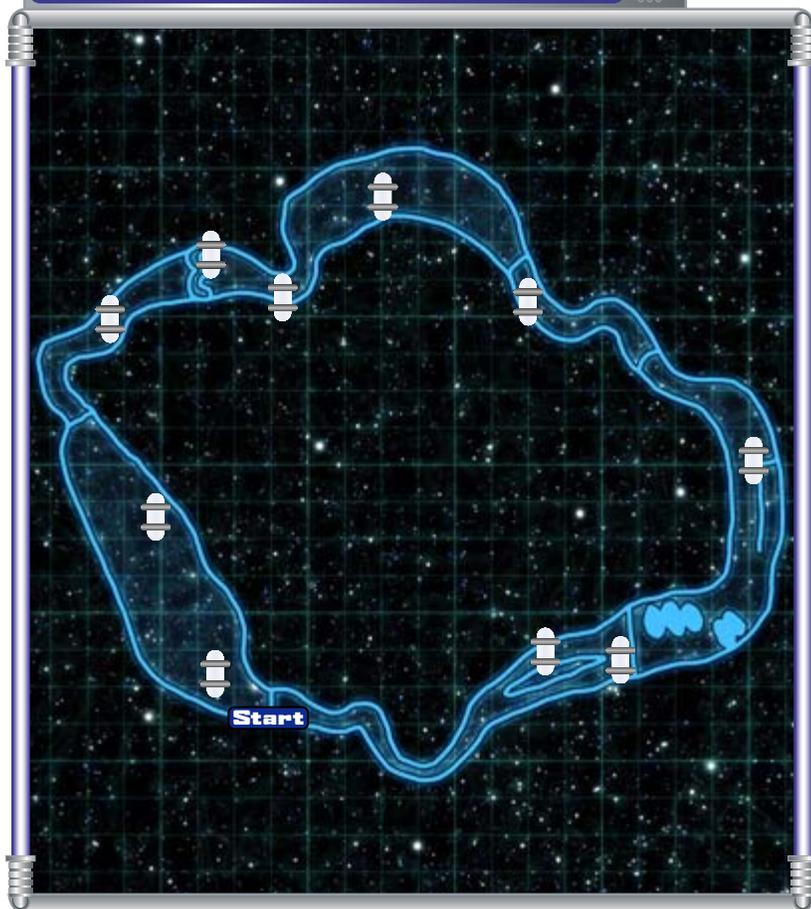


No time to think about jokes now because there's the escape craft that will get you off this planet.



Off to safety and hopefully to some answers.

Chapter 4: Mos Espa Podrace



Queen Amidala and her Jedi protectors have fled Naboo, heading for Coruscant. They plan to inform the Galactic Senate of the Trade Federation invasion. However, the Royal starship's hyperdrive is damaged in the escape, and they have been forced to divert to the remote planet of Tatooine for repairs...



The Jedi and Queen Amidala have to make a pit stop on Tatooine.



Watto might have the part you need, but it is too expensive to buy.



With the help of the young slave Anakin Skywalker and his Podracer, you might just get that part yet.

Chapter 4: Mos Espa Podrace

Story Vehicle



Podracer

NOTE

It's time for Anakin to step up and win this Podrace. There are three laps in this race, and each lap consists of three timed sections. If you don't complete a section of the lap in the allotted time, then you fail and must restart at the section's beginning. Keep your speed up and activate your speed boost, especially when the clock starts to count down.

Lap 1



Follow the boost pads to the right; stay on the path as you head past the pits in the ground.

Head up the ramp; when you reach the top, steer left to grab your first LEGO canister.



NOTE

Finding enough LEGO studs to fill up the meter at your screen's top is a little harder on this mission. Crash through all the poles and fences you encounter.

Smash the purple crystals as you speed through the cave, then collect the LEGO canister along the left wall before you exit.



It might be scary to have those Tusken Raiders firing at you, but stay close to the right cliff wall and collect the next LEGO canister.



The trail bends to the right where you can smash some posts for studs and pick up another LEGO canister.

After you race over the next hill, steer through the right arch to pick up another valuable LEGO canister.



After you run through the series of arches, keep right and the next LEGO canister is yours.



Time is almost running out. Keep your speed up to reach the last stretch of the first lap!

After you hit the open area, move right to hit the first boost pad; then move right a little more to hit some posts and another green pad. Quickly steer left to run down more posts, followed by a LEGO canister.



CAUTION

The final stretch is covered with mines, which slow you down if you hit them.



Steer right and follow the boost pads into more posts and a LEGO canister.



Lap 2

Podracing is an unfair sport, and sometimes racers send others crashing against the rocks. When you see this happen, collect the LEGO canister that appears in front of the boost pad before you.



Lap 3



A new path has opened up for you as you speed through the canyon. Keep right and grab the LEGO canister before you drop down to the area with the dangerous pits.



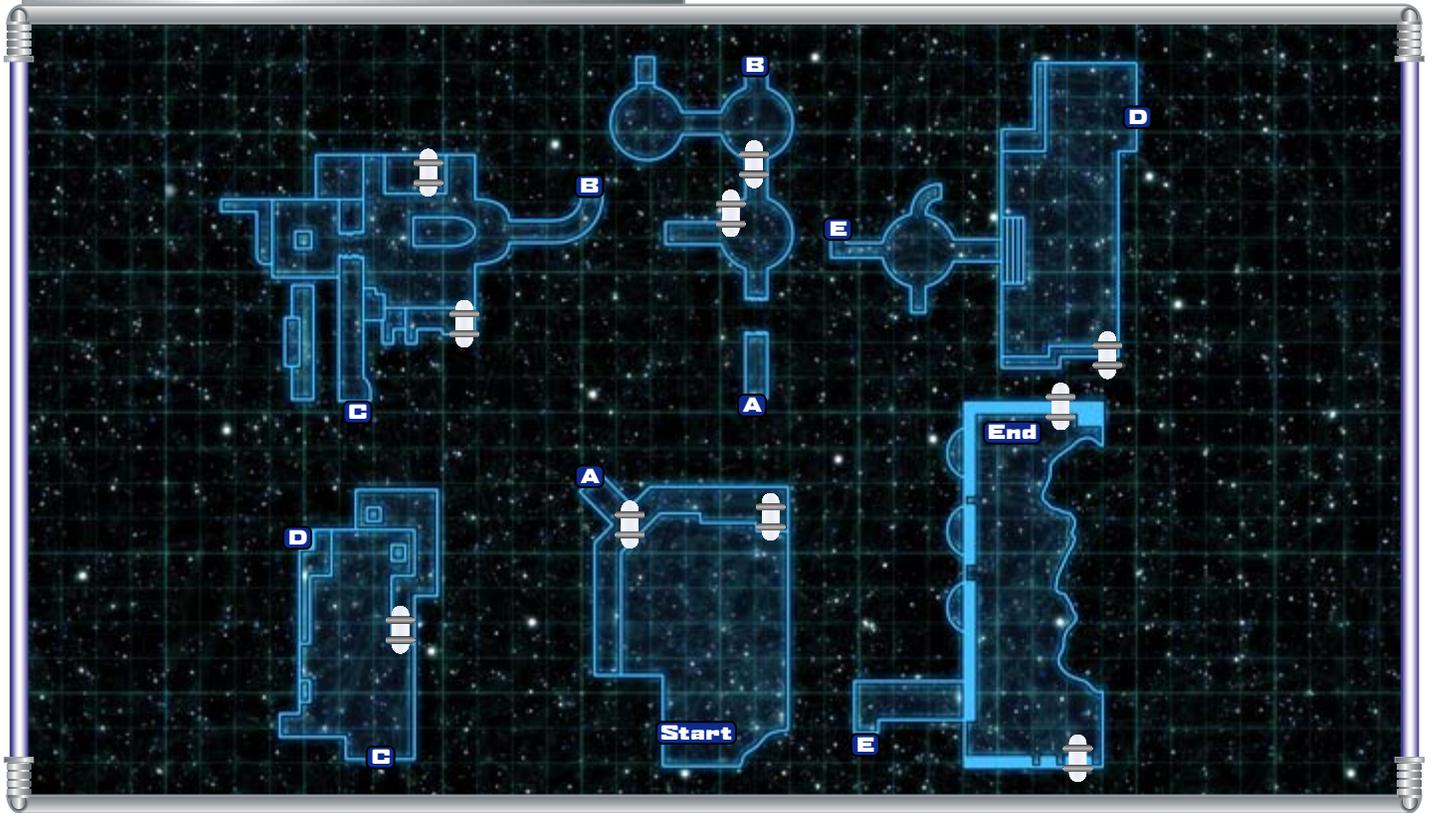
The last section is a race to the finish. Hit all the green boost pads, then steer toward the right wall as you near the finish line to win.



Anakin won the race and got you the money you needed.

Now to get off this dusty old world.

Chapter 5: Retake Theed Palace



Story Characters



Queen Amidala



Captain Panaka



Qui-Gon Jinn



Obi-Wan Kenobi



Anakin Skywalker (Boy)



R2-D2

On Coruscant, Queen Amidala has found the Galactic Senate corrupted by the Trade Federation, and mired in bureaucracy. Frustrated, she has returned home to Naboo. Together with Qui-Gon Jinn, Obi-Wan Kenobi, Captain Panaka, the astromech droid R2-D2, and the young Podracer from Tatooine, Anakin Skywalker, Queen Amidala now plans to infiltrate the Theed palace and capture the Trade Federation viceroy.



Queen Amidala returns to Naboo to beg for help from Boss Nass and the Gungans.



Boss Nass agrees to help, and the Gungans try to fight off the powerful Trade Federation army.



Queen Amidala and her crew are ready to bring the battle to the Trade Federation in her palace.

The battle to infiltrate the Royal Palace on Theed has begun. While the Gungans battle the Trade Federation outside, Queen Amidala and her loyal subjects attack the Royal Palace. Their group might seem overwhelmed, but it doesn't hurt to have a few Jedi on your side.

Before you go looking for trouble around the palace, collect all the LEGO studs lying around on the ground nearby. Bust open the two large white containers in the corner for more loot, then use the Force to turn the brown LEGO elements on the ground into a high platform. Use Obi-Wan to scale the platform and jump into the air to collect a few floating studs.

Jump back to the ground and use the Force again on the broken green vehicle to uncover some more studs. And since you're having so much fun with the Force, use it to shake down the two trees in the area for hidden loot. After the trees drop their goodies, chop them down with your lightsaber to collect the rest of the loot.



Using the Force can be fun and rewarding. Thanks, Force!

There is one more area to reach before you move on. Switch to Captain Panaka and use his special grappling ability in the red circle on the ground to reach the windowsills above. Jump from sill to sill and collect all the silver and gold studs you find.



The beginning area is a treasure trove of studs. Clean out the area before you head into battle.

After you pick the starting alcove clean, head into the main courtyard...and into a whole mess of trouble! The area is swarming with enemy droids, and they all want a piece of you. Use one of the Jedi and keep your lightsaber up to block the barrage of laser blasts heading your way.

The battle droids on the ground rush your position and shoot at you. Because your enemies are so close, many of the deflected shots bounce back and take them out. Two droideka also roll in for the attack, but deflected laser blasts help take them out as well. When you have only a few enemies left on the ground, use

your lightsaber to cut them down to size. A few droids are still firing at you from walkways above the area, so bounce their shots back at them to take them out.



When good droids go bad, keep your defenses up.

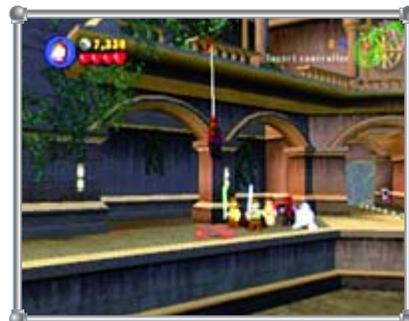
Now that the area is enemy-free, you can search the ground floor for studs hidden in the corners. A ramp leading to the upper walkway has been damaged, but a little Force fixes it up nicely. Search the walkway, collecting studs and smashing flowerpots for even more studs. After the walkway is clear, use Queen Amidala and her ascension gun to grapple to the second floor of the area from one of the red circles on the ground.



After deflecting laser blasts back at the shooters, the crowd of enemies thins out.

From the second floor, follow the walkway to the left, breaking pots and collecting loot on the ground as you go. Jump from windowsill to windowsill and collect all the studs you find. From the last sill, jump to a nearby ledge to collect more goodies.

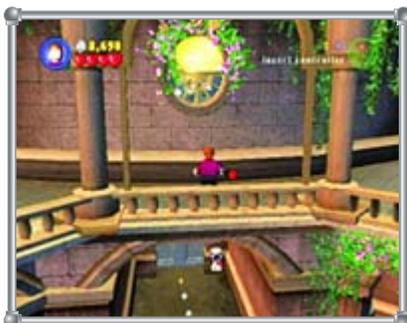
Backtrack over the windowsill you came from and follow the second floor to the right. A small round window rests in the wall near the floor's middle. Jump on the railing across from it to get some height and then shoot out the glass. Collect the LEGO studs that spill out; you can't get the LEGO canister just yet.



Use your grapple to reach higher levels and more goods.

Continue to follow the second floor and smash all the pots to find hidden studs. Continue to pick up the loose studs that litter the ground. Finally, you reach the end of the second-floor walkway; pick up your first LEGO canister here.

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Shoot out the round window so one of the Jedi can jump in and get it later.

to raise the other one and quickly jump on top of it. From the top crate, jump to the ledge of the second floor.

Follow the ledge to the main walkway and head left toward the shattered window. With your Jedi's jumping ability, jump through the circular opening and grab the LEGO canister inside. Fall into the tunnel in the right wall to travel back down to the walkway below, grabbing some valuable studs along the way. Collect more studs on the ground and head for the nearby locked door, which leads to the next area; only R2-D2 can open this door.



Stand on one of the crates while you use the Force on the other.

NOTE

After you use the Force to raise the second crate, quickly jump on it because the raised crates fall back to the ground after a short period of time.

The next area has been damaged by the battle occurring in the palace, and there is a huge chasm in your path. Use the Force to open the chute in the wall, move the hook on the ground over the chasm, and turn some rubble into a floating platform, over the hole in the ground. After you fix everything, everyone can get across. As Queen Amidala, use your ascension gun to safely reach the area's other side; the rest of your crew will follow.

When you run into the building on the walkway's other side, battle droids and droidekas rush in for the kill. Keep your guard up and deflect their shots back at them. When there are only a few left, cut them to pieces with your weapon. Collect the studs on the ground and smash the gray statue in the wall. Step on the floor switch that was under the statue to reveal a LEGO canister hidden in the wall in front of you.

Run down the open corridor to the left and collect the studs on the ground. Smash out the windows as you go to find even more studs. The hallway is a dead end and contains a statue. Break the statue and jump in the air above it to retrieve a valuable blue stud.



The floor switch was hidden under the statue but you found it.

Return to the room where you broke your first statue; stand on one of the floor switches on the ground. Your friends stand on the other, and one of the doors near you opens. Unfortunately, more droids spill out, so have your guard up. Go to town with your lightsaber until every last battle droid is history.



After everyone stands on the floor switches, the nearby door opens and some unfriendly droids enter.

Head down the newly opened hallway, collecting studs on the ground and smashing windows as you go. You don't get very far down the hall when another group of droids come charging in. Break them to pieces with your weapons to eliminate the threat.

Freeplay Area

Some crates litter the hallway. Use the Force to move the largest crate first. After the big one is placed, stack the two small ones on top of it. Use Jar Jar to jump from the top crate to the ledge above your head; from there you can add another LEGO canister to your collection.



The round room at the hall's end has two more passageways leading off from it; one is locked and the other is wide open. Use the Force to shake some loot free from the picture on the wall; then head down the open passageway, stopping only to defeat the two droidekas that roll in to stop you. Collect the loot on the ground and head into the room at the end. There's not much you can do in here for now except kill the droids defending the area.

Freeplay Area

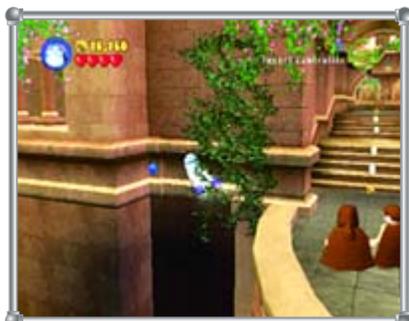
Collect some valuable studs from the high ledge in the wall. Use Jar Jar to get up there and collect what is rightfully yours.

Or, if you play as a Sith, use the dark powers of the Force to move the black equipment on the ground over to the high ledge. Stand on the equipment and double jump into the alcove with all the LEGO studs.



Return to the circular room and use R2-D2 to open the locked door. Follow the next walkway, but stop before you go up the stairs because a blue stud is floating off to the left. Use R2-D2 to get it for you.

As you go up the stairs, collecting the studs, a group of battle droids run out to greet you. Use your lightsaber to deflect their shots back at them until you destroy all of them. When you get halfway up the stairs, smash the lattice work on the right wall and collect the studs that fall to the ground; get the ones hidden in the alcove behind it too.



R2-D2's floating ability comes in handy to fetch hard-to-reach studs.

You have more enemies to deal with in the large courtyard at the top of the stairs. Slice through the droids on the ground and use your lightsaber to deflect enemy lasers back at the ones firing from the walkways above. Grab the studs in the fountain, then run to the area's left corner and smash the white equipment for more studs. Use the Force to erect a small tower out of loose LEGO bricks. Climb to the top and jump to the ledge under the window and smash the glass. Collect the studs that come from the window, then clean out the small area behind the window.

Return to the ground and use young Anakin Skywalker to jump in the chute in the wall. The chute takes him to a ledge high above the ground where you can collect some hard-to-reach studs. Fall to the ground and follow the wall around the area. As you move, fight off another wave of droids that charge in for the attack.

To the chute's right are some pillars. Jump in-between the pillars to reach the alcove behind them and to get more studs.

You have more enemies to deal with in the large courtyard at the top of the stairs. Slice through the droids on the ground and use your lightsaber to deflect enemy lasers back at the ones firing from the walkways above. Grab the studs in the fountain, then run to the area's left corner and smash the white equipment for more studs. Use the Force to erect a small tower out of loose LEGO bricks. Climb to the top and jump to the ledge under the window and smash the glass. Collect the studs that come from the window, then clean out the small area behind the window.

Return to the ground and follow the wall to the right. You disappear from view when you reach the corner, but you pick up some out-of-sight valuables to add to your collection.



You can't see the studs behind the wall but they're there.

Follow the wall to the right and around the corner to the next area. Use your lightsaber to fight off the next wave of droids. When the droids are scrap parts, collect the studs from the ground in the back of the area. Use Anakin Skywalker to ride the chute in the wall to the ledge above. Follow the

ledge around to the right and collect all the studs, including a valuable blue one; return back to the group.

Follow the outer wall around the area to a pile of LEGOs. Use the Force on the rubble to fix the spiraling staircase. Ignore the staircase for now and jump onto the raised porch. Smash the pots and collect the studs on the ground. Farther along the wall, in the area's corner, are more pieces of white equipment for you to smash. Collect the items that spill out, then return to the fixed staircase.

Climb the stairs; at the top, jump to the ledge on the right. Smash all the lattice work to reveal hidden studs. Now you can reach the area behind the lattice for some goodies, including a LEGO canister.

Backtrack to the spiraling stairs, but jump to the other side this time. Grab the studs on the ground, and use the Force to fix the hanging bridge across the gap in the walkway. Fixing the bridge causes studs to spill out and onto the ground below. Fall to the ground to pick up the goods, then return to the bridge.



Transform the pile of bricks into a spiraling staircase that everyone can use to access the second floor.

Destroy the droids on the other side and smash the flowerpot on the walkway. Jump to the roof to the destroyed flowerpot's left to get more studs. Follow the hanging ivy to jump to the next ledge above you. Collect the studs on the ground, and use the Force to create a floating platform from the LEGO elements stuck in the wall.

Jump from the floating platform to the ledge above. Follow the ledge to pick up a lot of LEGO studs and a LEGO canister at the end. To the area's left, where you grabbed the canister, is a ledge

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just below the walkway you're standing on. Fall to the ledge and use a double jump attack on the ground to smash the window in the wall. Climb inside the alcove and collect the blue stud inside before returning to the ground.



Use the Force on the LEGO bricks in the wall to create a floating platform.

With the gate open, Anakin can enter the metal chute. The passageway takes him to the ledge across the way. On the other side, Anakin can enter another chute to reach a higher ledge; here he collects more studs and steps on a floor switch to open the main gate back where you left your friends.



Fall off the side of the ledge to get to the circular window and the blue stud inside.

Backtrack to your friends and have Obi-Wan jump across the gap to the ledge where Anakin just came from; here he can use the Force to destroy the large piece of equipment for some hidden studs. Collect the studs, then jump back across the gap and enter the main gate Anakin opened.



Use the chutes to travel to the high ledge across the way; open the main gate.

for studs, a group of battle droids confronts you. Use your lightsaber to make short work of them. Another group of droids guards the back of the area. Charge in and take them out before they cause you any trouble.

Climb the stairs again to return to the hanging bridge. Cross the bridge and smash the flowerpots as you head down the walkway; collect the loose studs on the ground. After you smash the last pot in the corner, step on the now-revealed floor switch to open the small gate nearby.

A wall near the area where you fought those last droids is covered with ivy. Jump over the wall to the walkway below. Grab a LEGO canister and some studs on the ground. Smash the flowerpot for more goodies. Follow the walkway to the right and step on the gray square; ride the elevator up. Jump back to the area where you fought those droids, now a richer person.

With the area enemy-free, scour the area and smash all the vegetation. Use the Force on the pile of LEGO elements to fix the gray lift nearby, then use it again on the back wall to open the metal chute for Anakin. As Obi-Wan, stand on the gray box next to the wall near the area's start.



The lower area near the ivy-covered wall is hard to spot. Don't miss it.

When Qui-Gon Jinn stands on the other box, use the Force to raise him into the air, and he does the same for you. When you reach the level of the ledge above your head, jump for it and collect the studs.

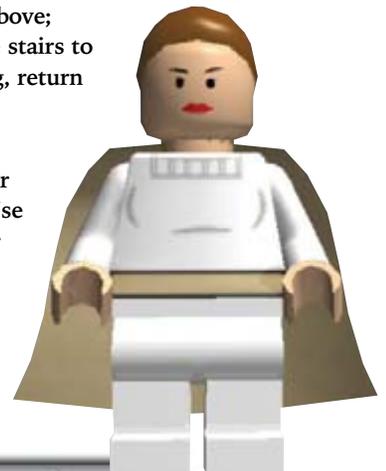


It takes teamwork to move those boxes in the air.

Jump across the platforms at the top and head to the right along the building. You eventually find your friends standing on floor switches in the ground. Use the Force to open the guardrails for hidden loot; then stand on one of the switches to open the nearby door. Head on through to the other side.

The large area you enter has lots of droids in the distance. Before you face them, head to the right to pick up loose studs in the corner. Next use the Force on the cups on the two tables to spill out the loot. With the cups spilled, break up the tables; there's a red circle for a grappling hook under one. Use Captain Panaka to grapple to the walkway above; collect studs to the right and up the stairs to the left. After you collect everything, return to your party back on the ground.

When you start to head into the room, the droids are alerted to your presence and rush in for the kill. Use one of the Jedi so you can use your lightsaber against all the laser blasts. Perform a double jump attack in their midst to take out a large number of droids, then cut down the rest.



Follow the large windows into the room and collect the silver studs. Use the Force to set up the table and chairs. Smash the statue nearby and step on the floor switch that was under it. Stepping on the switch reveals glasses and plates that you can use to set the table, using the Force. After you set the table, smash it apart and collect the valuables that spill out.



Everyone needs to step on a floor switch to open the way to the next area.



More droids who want to kill you.



After you move the furniture around, smash it.

arrange the tables next to the side wall; use them to jump to the alcove above that wall and collect more studs.

Across the large room from the windows is a large staircase. Use the Force on the tables set to the staircase's right. Continue to move the furniture with the Force until it starts to dance on its own. That's a little too creepy, so smash everything to pieces. With the furniture set gone, have Queen Amidala grapple to the alcove above (where the furniture was first located) and collect the stud treasure. Move to the staircase's left to find another set of furniture. Use Obi-Wan to jump from the tabletop to the alcove above it for some studs. Next, use the Force to

Freeplay Area

Switch to someone with an ascension gun, like Queen Amidala, who can use the special ability to access the ledge above. Run along the ledge to collect studs and a LEGO canister to the far left.



Head up the main staircase and into the circular room at the top. After you smash the statue on the left, step on the switch to open the hidden door in the wall. Destroy the two droidekas that roll out to greet you. Smash another statue on the room's other side so you can step on a floor switch and destroy the two battle droids that greet you next. Run up the short flight of stairs to get some valuable studs, then return to the circular room.

There is one more statue; smash it to pieces and step on the floor switch to reveal a secret passage. Follow the passage to reach the next area.

As you head down the hallway to the next room, run between the pillars to get some hidden studs. When you reach the hangar, there are six friendly pilots who are being held captive. You must save them.



What's behind door number one? Dangerous droids for you to fight off!

Head to the left to smash some equipment and collect some studs.

When the equipment is gone, grapple to the ledge above. Then jump across a couple of ledges to the right and jump to the ledge above the doorway you just came from to free the first pilot by touching him.

Drop to the ground and use the Force to stack the three crates, starting with the largest one. From the top of the stacked crates, jump to the nearby ledge and grab some studs; then use the Force on the LEGOs on the wall to create a platform above your head. Don't jump on the newly formed platform just yet, because there are other things to do first.

Jump to the floor and follow the wall to the left. Open the door in the wall and destroy the nasty droids inside. With the ground enemy-free, use the Force to stack the crates on the ground, starting with the largest. From the top of the crate, jump to the landing and take out the droid guard, then set the pilot free.



You save your first pilot, who was above the hangar entrance.

Chapter 5: Retake Theed Palace

Freeplay Area

The platform where you freed the second pilot has a grappling circle on the ground. Use a character who has a grappling hook, such as Captain Panaka, to reach a ledge near the hangar's ceiling. There you can grab another LEGO canister.



You hit the end of the hangar's left side, so head to the right to explore the other side. To the right of the hangar entrance is a yellow Naboo starfighter. Use the Force on the LEGOs in the wall to the craft's left to form some steps. Climb the steps to reach a ledge; from here, jump to get a blue stud. Fall to the ground and jump from the tan containers behind the aircraft to the small ledge in the wall. Work your way along the small ledges, collecting the studs as you go. Only after you have all the studs from the wall can you smash the equipment.

Use the Force to move the LEGO's in the wall to the starfighter's right to get some hidden studs. As you walk to the Naboo starfighter in the next alcove, you are attacked by a large group of battle droids and droidekas. Chop them into little pieces, but keep your lightsaber ready to deflect the laser blasts from the droids along the wall. After the lasers stop coming, explore the area and pick up loot on the ground behind the second craft.

As a Jedi, stand on one of the crates to the second craft's right. Use the Force to lift the second craft after the other Jedi is on it, and he automatically does the same for you. Jump to the ledge at the top and collect a stud from around each side of the ledge. Next jump to the alcove above and free two more pilots, then return to the ground.



Be careful of enemy droids when you make your way around the hangar.

Move right some more to touch and free the last two pilots in the hangar. Releasing all the pilots brings up the lock to the hangar door to exit this place. Smash the equipment that was behind the pilots, then use the Force to move the LEGO's in the wall to the craft's right. The LEGO's turn into steps; climb them to reach some studs in the wall. Next, jump from the back of the last spacecraft to the small ledges in the wall to collect a few more studs.

Next to the third and final Naboo starfighter is the giant hangar door. You have a few things to take care of before you open it, though. Run to the door's right, past the boxes, and jump to the platform above for some studs. Double jump around the wall to the right to reach another platform for more hard-to-reach treasures.



The last four pilots that you must free are around this area.

Freeplay Area

After you jump to the upper ledge, use Captain Panaka and his grappling hook to access an even higher ledge to fill your pockets with more studs.



The side of the hangar opposite the spaceships has broken apart. Run along the edge and collect all the valuable LEGO studs as you head back through the hangar. Return to the first stack of crates you put together near the hangar entrance and jump to the platform you created. Use Obi-Wan and jump to the right ledge; follow it around the room. Double jump over the breaks in the ledge so you don't fall to the ground. Collect the studs as you go and you'll be rewarded with a LEGO canister at the ledge's end. Use R2-D2 to float out and get the items floating in the air. Finally, fall to the ground and have R2-D2 open the main hangar door.



The broken edge of the hangar has a lot of valuable LEGO studs to collect.



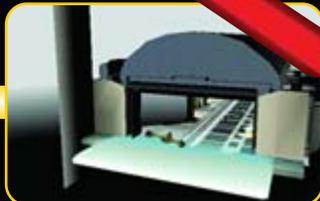
Right before the ledge hits the wall, perform a double jump to reach the next ledge in the distance. Follow that ledge to get the final LEGO canister.



You made it to the hangar, but those droids aren't going to let you leave quietly.



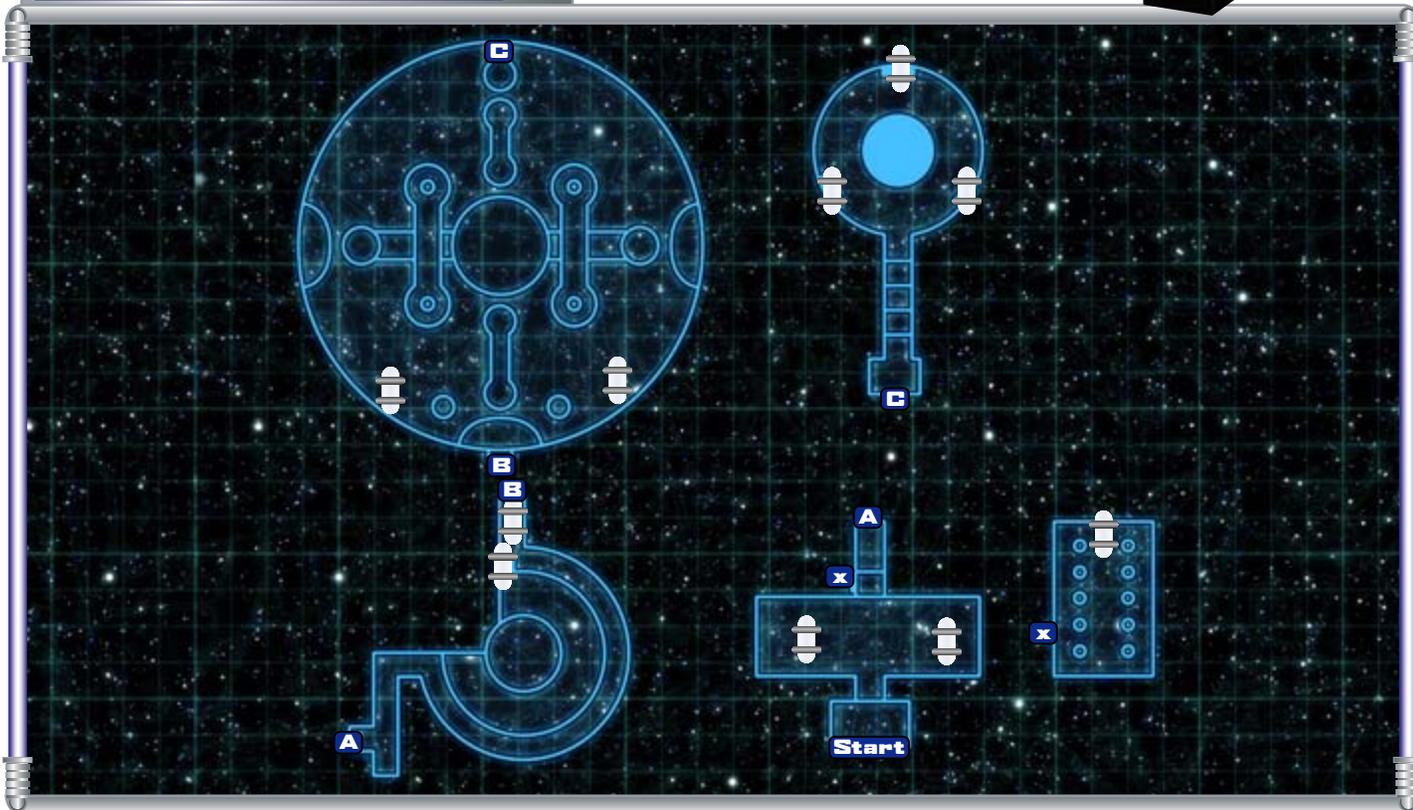
Anakin jumps into one of the spacecraft and saves the day.



Hey, where's he going? Does that little kid know what he's doing?



Chapter 6: Darth Maul

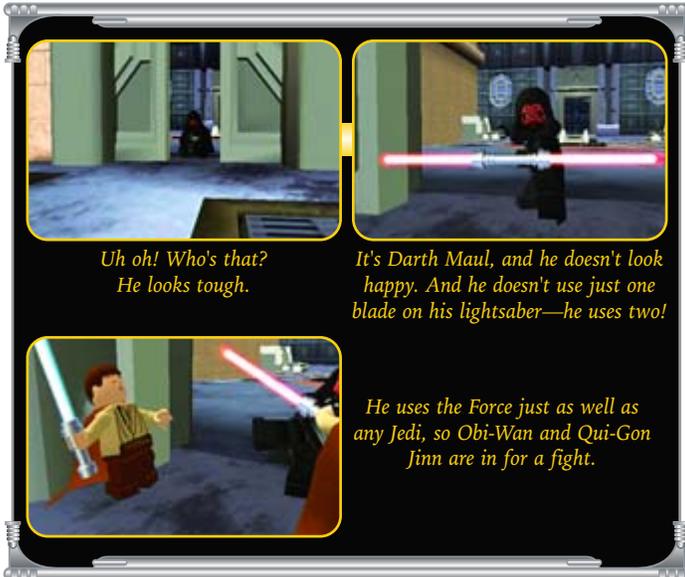


Story Characters



The Trade Federation army has been neutralized, but the battle continues in Theed Palace. Qui-Gon Jinn and Obi-Wan Kenobi have one more enemy to face...

Chapter 6: Darth Maul



Darth Maul isn't a very nice guy. He crosses a bridge, then destroys it so you can't follow him. To make matters worse, he has his battle droid buddies next to him firing blasters at you. This battle will separate the Jedi from the Padawans. May the Force be with you.

Stand on the edge of the chasm where the bridge used to be. You see Darth Maul and those battle droids on the other side. Use your lightsaber to deflect the fire from those droids back at the shooters until you destroy all of them. Darth Maul doesn't like his droids being destroyed, so he uses the Force to hurl a yellow canister at you. Use your own Force powers to catch the canister in midair and send it crashing back into Darth Maul.



After you destroy the battle droids, use the Force to send the barrels hurling your way back to Darth Maul.

Darth Maul's horny head. Repeat this one more time until Darth runs for the door behind him.

Before you fix the bridge, turn around and grab the LEGO studs on the ground. Use the Force again on the two wall levers on either side of the area to open secret doors. Two droids are released from each door; use your lightsaber to cut them down with ease. Always be ready to use the Force on all the lights on the walls, because turning them on can lead to a lot of studs. Chu-ching!

Run to the chasm's edge and use the Force to reassemble the bridge that Darth Maul broke apart. After you cross to the other side, use the Force again on the little car on the ground to make it drive in circles and release some of its loot. To the left is a broken yellow Naboo starfighter. Use the Force to put it back together again.



Use the Force to activate the levers on the wall and you get ... more droids to fight!

Freeplay Area

After you put the broken Naboo starfighter back together again, use Jar Jar to jump on top of it. Once he's on top, jump high into the air to grab a floating LEGO canister.



The floor near the starfighter is littered with studs. Pick them up and use the Force to activate the switches on the wall. On the hangar's other side is another Naboo craft that you can lift into the air with the Force. Jump on top of the craft and into the air to retrieve a LEGO canister. Collect the valuables on the ground behind the Naboo starfighter and use the Force on the switches on the wall.

The wall opposite the bridge opens into a long hallway. Before you enter, open the little box to the right for some hidden items, then jump on the yellow platform nearby. The other Jedi jump on another platform on the hallway entrance's other side.

When both of you are in place, use the Force on the platform your buddy is standing on, and he does the same for you. Your yellow platforms rise into the air until they reach an alcove in the wall above; quickly jump into it before your platform falls. Collect all the studs on the ground for your collection.



If you work together, you can achieve anything ... like levitating boxes in the air.

Freeplay Area

The door in the alcove is locked, and only an astromech droid can open it. Head through the open door and get ready for a fight. Battle droids and droidekas stream into the area. Fight them off with your partner until more waves of enemies appear. When the area is clear, head to the back of the room. Stand on the red floor button and your partner stands on the one across from you. Run down the line toward the screen, stepping on all the buttons; your partner does the same. After all the buttons have been stepped on and have turned white, a LEGO canister appears in the back. Grab the canister and return to the hangar you came from.



After you clean out the area, fall to the ground and head down the hallway to the next area; Darth Maul awaits you here. As you charge at him, he jumps to a higher walkway and runs off. Instead of chasing after him, follow the bottom walkway and jump over the gaps as it wraps around the area. Grab the LEGO canister at the bottom walkway's end, then backtrack to the beginning of the area where you can jump to the higher walkways.



Follow the bottom walkway as it wraps around the central core to get a hidden LEGO canister.

Freeplay Area



After you start to climb across the walkways, you find a red circle on the ground and a hook above that. Use a resident of Theed, such as Queen Amidala, to grapple

Freeplay Area (cont'd)

to the ledge above. From there, only Jar Jar can jump high enough to reach the next walkway above. When you reach the top, you are rewarded with a sea of LEGO studs. However, a wave of enemy droids comes at you, first from the right and then from the left. Take a break from filling your pockets to put them down before you finish collecting.

Follow the walkway all the way to the right; you find a yellow platform on the ground. Use the Force to turn the gear next to it, which raises the platform in the air. Use the Force and then turn the gear about seven or eight times, then jump to the platform's top. From the raised position, jump again and reach the LEGO canister high above in the air. Backtrack to the hook where you first grappled to reach the top.

Jump from walkway to walkway around the area. When you reach an area where there isn't any place to jump to, use the Force on the wall nearby to pull out a hidden platform. Jump from the hidden platform to another piece of the walkway. Again, use the Force to pull a hidden platform out of the wall to access the walkway a short distance away. Follow the last walkway into the next area.



Finally you can continue your chase of Darth Maul.

NOTE

Before you run down the area's final stretch, you can fall to a small walkway below you for some hard-to-reach studs; then backtrack to your previous location.



The next area is a very dangerous place. You must jump across a few floating platforms to reach the other side. One false step and you fall into the abyss—and instant death. But before you go hopping anywhere, grab the silver LEGO studs around you.

Chapter 6: Darth Maul

Freeplay Area

There are two panels on the starting platform that only an astromech droid can access. Use R2-D2 or R4-P17 to access the panels and start some side platforms moving. Jump on each small platform and ride it out to grab the LEGO canisters floating in space.



From your starting location, double jump to the narrow platform leading to the center area. When you get close to Darth Maul, he takes off running and lowers the connecting platform so you can't even chase him. And if that wasn't bad enough, battle droid commanders to the left and right start releasing battle droids into the area to attack you.

First things first—take out those annoying droids. Run down the walkway to the left and fight through the droids trying to mow you down. Keep up your attack until you reach the battle droid commander at the walkway's end; he keeps dropping more droids in to fight you. Eliminate him, and the rest of his friends jump to the small platform on the outer wall that contains some valuable LEGO studs.

Jump back and take out any more droids that might have charged in when your back was turned. Backtrack down the walkway, then head down the other walkway to get the second battle droid commander; he is releasing droids to attack you. Fight your way through the battle droids, then use your lightsaber to split him in two. Take out any leftover droids, then jump to another small platform (connected to the outer wall) that has multiple studs.



Take out the droid commanders so they stop dropping battle droids on your head.

Defeating all of the droids brings up two small platforms in the direction Darth Maul took off running. Each new platform has a switch—and a droideka. Stand on the large center platform and block enemy lasers with your weapon. Keep deflecting the lasers back at the shooters until both droidekas are eliminated. Jump to one of the platforms and stand on the switch. Your Jedi buddy does the same on the other platform. When both switches are activated at the same time, a walkway rises up from below; this connects to the platform where Darth Maul has been waiting.

Before you chase Darth again, clean the area of studs. There are four platforms around the large center one that have a blue beam shooting through them. Collect the studs around the bottom platform, then step into the beam; ride it into the air above a higher platform. Step out of the beam to fall to the second platform; use the Force to activate buttons and release studs. Collect the studs from every platform in the area, then chase after Darth Maul into the next area.



Defeat the droidekas on each platform, then step on the red switch.



Ride the blue beam to reach the higher platforms and more LEGO studs.

farther down the hallway and hides behind another one. Keep using the Force to move the wall switches and deactivate the shields; keep up the chase into the next room.



Those shields will only help Darth Maul for so long.

down, because a second later he comes flying back to try and catch you unaware. Block his attack again and then move in to eliminate him. After Darth Maul loses all his health, he disappears ... but only for a second.

The next hallway has impenetrable pink shields. Use the Force on the walls to open compartments and move equipment to find hidden studs. Then use the Force to move a switch on each wall to make the pink shield disappear. Every time you get rid of a shield, Darth Maul moves

This is it, the big showdown. Darth Maul comes flying in for the attack, so keep your lightsaber up to protect yourself. After he does his attack moves, go on the offensive and slash away. A solid hit leaves him with less health and causes him to fly across the room in pain. But don't let your guard



Wait until after Darth Maul is done attacking before hacking at him with your lightsaber.



Ride the platforms into the air where you can jump up to grab the LEGO canisters.

CAUTION

As you use the Force to lower the platforms, Darth Maul might stand on top of them and use the Force to hurl objects at you. When he does this, use your own Force power to hurl them right back at him.

TIP

If you aren't careful in the final battle, Darth Maul will make you lose a lot of health. Use the Force on the lights around the room to reveal hidden studs and hopefully some hidden hearts to refill your health.

After you have all three LEGO canisters, smash the platform you were riding. This really irks Darth Maul, who swoops in for the attack again. After you block his initial attack, you get surrounded by an eerie red glow. That glow is bad news, because it means Darth Maul is using the Force on you! If you don't do anything, you're lifted helplessly into the air and some of your health is taken away.

After you defeat Darth Maul the first time, he comes back meaner than ever. He uses the Force to create three moveable platforms around the walls of the circular room. Stand near one of the platforms and use the Force to lower it down. Bring the platform down just enough to jump on top of it, because bringing it down all the way destroys it. Jump on the platform, then ride it back to the top and jump in the air to grab a LEGO canister. Do this for all three platforms to get a canister above each one.

To prevent becoming Darth Maul's plaything, quickly get in close to him and perform a double jump attack on the ground near him. The attack on the ground hits Darth, disrupting his powers and causing him to take some damage. After that, he starts swinging his weapon again; block his shots. When he tries to use the Force, double jump attack again to stop him. Keep up this defense-and-attack method until all his health is gone.



If you don't hit Darth Maul quick enough, you get trapped by his Force and take some damage.



Just when you thought it was over, Darth Maul goes and puts a lightsaber through Qui-Gon Jinn!



Obi-Wan resists the temptation to react with anger. He masters his emotions in order to defeat the enemy.



Qui-Gon Jinn was a good teacher, but his lifeless LEGO body can't help you now. Now you must be the Jedi Master.



Thanks to the efforts of Boss Nass, Queen Amidala is able to fend off the Trade Federation attack.



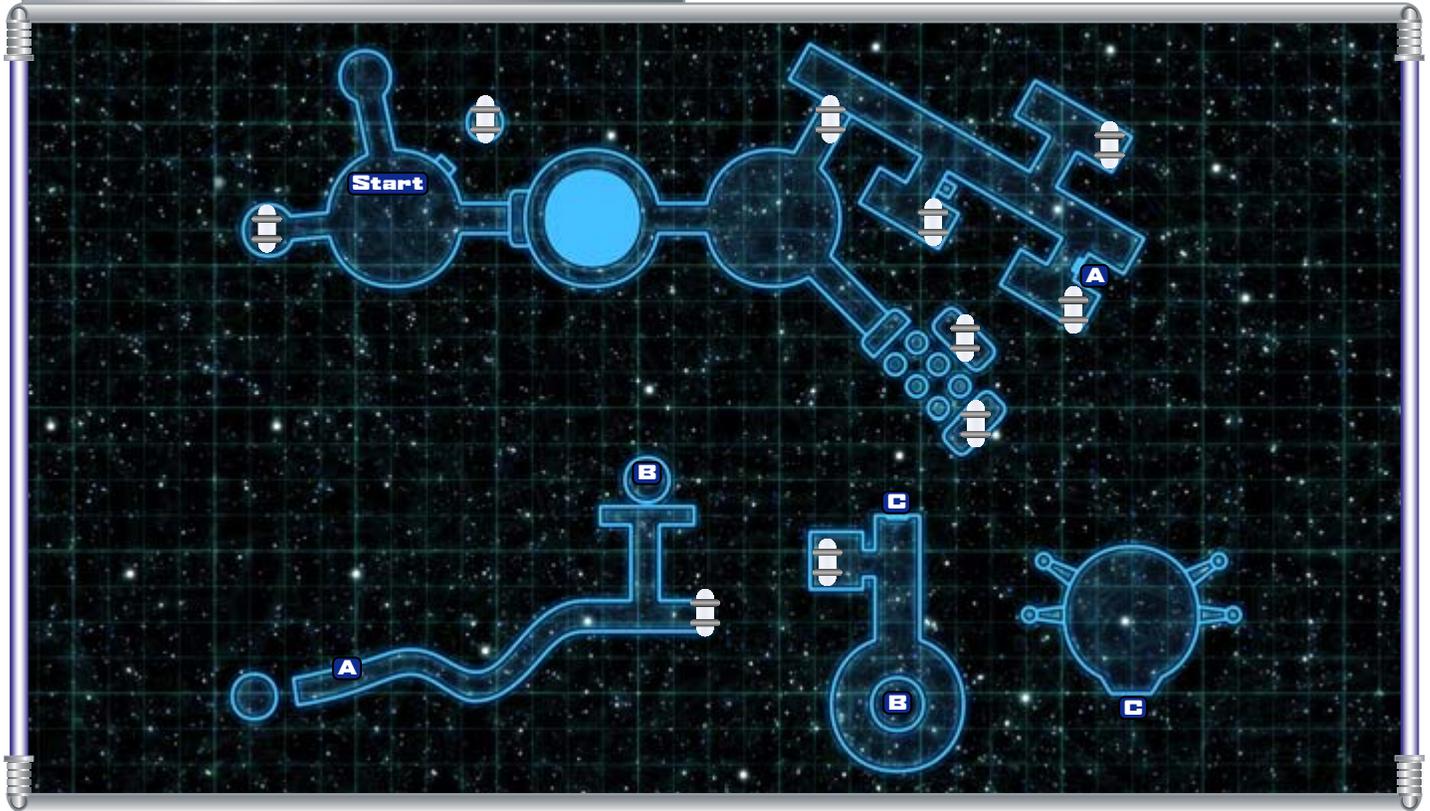
There is excitement in the streets as the Gungans celebrate.



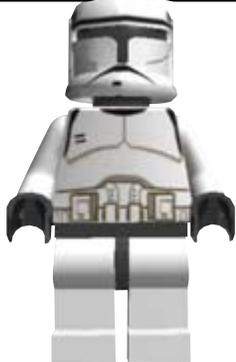
The heroes stand together during their victory.

Episode II: Attack of the Clones

Chapter I: Discovery on Kamino



Story Characters



The Galactic Senate plunges ever deeper into crisis. The mysterious Count Dooku leads a separatist movement which threatens the future of the Republic. In this time of turmoil, Obi-Wan investigates the attempted assassinations of Senator Padmé Amidala. With his astromech R4-P17, the Jedi Knight tracks the source of the poisoned dart to the remote world of Kamino...



Obi-Wan Kenobi arrives in space at the planet he was looking for.



He manages a safe landing at a facility on the planet's wet surface.



It's time to figure out what is happening on this planet.

The planet's surface is covered in nothing but water, and the rains keep coming. Luckily, the facility you're on is high above the ocean and the waves won't get you. Unfortunately, you're getting soaked from the rain, so take care of business outside so you can find someplace a little drier.

The large circular landing pad you start on has a few smaller platforms connected to it. Run straight ahead; you find one of the local inhabitants and a piece of broken machinery. Use the Force to fix the problem and the walkway leading to the main facility becomes usable.

Another small platform to the right of the first one you explored has been disconnected from the landing pad. Switch to R4-P17 and float across the gap to reach the other side. After you reach the small platform, a compartment opens up; grab the LEGO canister. Float back to the main landing pad and grab the studs along the edges and on your ship.



Fix the equipment in the distance so you can get inside the facility.



Only an astromech droid like R4-P17 can make it across the gap.

There are some gears lying on the small platform connected to the landing pad. Use the Force to return them to where they need to go. After you fix the problem, the small platform at the end rises into the air.

Freeplay Area

When the platform rises into the air, switch to Jar Jar Binks. He has the jumping ability to grab the LEGO canister floating in the air.



With the area clear, follow the Kaminoan down the main walkway and into the main facility, collecting studs as you go. Inside, follow the hallway to the left until you reach a locked gate in the outer wall. Use your droid to open it, and use the Force to empty the bucket. Next, use the Force in the hall to brush up some studs with the mop. If you stop using the Force on the mop, it returns to the closet, so only stop long enough to grab the studs and run forward before using the Force on the mop again. Next, run around the circular corridor; use the Force to turn on all the lights around the center. Collect the goods that spill onto the floor, then follow the Kaminoan through the next door.

Use the Force on the red lights on the walls to spill LEGO studs on the ground. Collect everything from the hallway, then run into the next room. Run along the circles in the room's center until all of them light up. A piece of machinery rises from the room's center. Activate it with the Force, and the facility comes to life and the two closed doors nearby open.

Collect the loose studs around the room. As you go, use the Force on all the red lights on the walls to find hidden items behind them. You also find two sets of explosive containers that you can activate by using the Force or by striking. After you activate the pieces of equipment in the room, hit them one more time; this causes them to explode and scatters loot on the ground. You lose a little health from the blast, so make sure you are close to full. Head down the corridor that the Kaminoan isn't standing in front of. Collect more studs on the ground and activate more red lights on the wall. Collect everything that falls to the ground.



Light up all the circles to bring up the needed machinery.

Freeplay Area

The door at the corridor's end is locked; only a protocol droid can open it. After you get through the door, scour the area near the door for studs.

Next, jump to the small platform floating nearby. Step on the red floor switch and another small platform rises up next to you. Keep standing on your switch and your partner will stand on the red floor switch on the new platform. When both switches have been stepped on and have turned green, a new platform rises in front of you. Jump to that platform and repeat the process of stepping on the red floor switches.

Chapter 1: Discovery on Kamino

Freeplay Area (cont'd)



After you and your partner have stepped on six switches on six different platforms, you reach a white landing area. Use the Force on the latches in the center of the platform holding down the elevator.



When the elevator rises into the air, jump on top of it to reach a LEGO canister. Before you leave, step on the four black LEGO elements around the corners. Each one boosts you into the air, where you can grab a blue stud.

Backtrack across the small circular platform you used to cross the area, but stop on the middle one. Use someone with a blaster to shoot the target on the wall in the distance, causing a ramp to extend toward you. Jump to the white ramp and collect the studs on the ground. Next, have Boba Fett or young Anakin Skywalker jump into each chute on the back wall to get studs and another LEGO canister from the containers above. Retreat back across the floating platforms; then, using the protocol droid, head through the door you came in.

Head back the way you came and follow the Kaminoan inside the next corridor. Collect the studs on the ground as you go and use the Force to turn the six dials on the wall. After you turn the last one, a LEGO canister appears near the locked door. Grab the canister, then use R4-P17 to unlock the door so you can follow the Kaminoan to the other side.



After you turn the dials on the wall, you get a nice LEGO canister for your trouble.

The Kaminoan runs down the hall in the distance. Before you chase after him, head the other way to collect some valuable studs near the window. Then follow him into the next room.

The Kaminoan led you right to Jango Fett, and he's not happy to see you. He takes off running with his son Boba Fett, leaving you to defend yourself from attack droids. Keep your lightsaber up to protect yourself, and hack them to pieces when there is a break in the blaster fire.



Use your lightsaber to defend yourself from those attack droids.

Now search the room. Use the Force on the pot and the filing cabinet to the room's left for some hidden goodies; then jump in the air to get a blue stud. Move the chairs onto the table to find more studs. Make sure you have enough health, then hit the explosive containers in the room for some valuable treasure. Use your droid to open the locked door in the room, then protect yourself from the missile that comes flying out. Grab the studs that spill to the ground and the valuable one that was behind the closed door.



Search Jango's room carefully to find a LEGO canister, LEGO studs, and a nice picture of Jango.

Next, use the Force four times on the vending machine to the room's right to produce studs and puzzle pieces. Collect all the pieces, then use the Force to attach them to a picture on the wall. It turns out to be a pretty picture of Jango himself. The good news is that the vending machine opens up; grab the LEGO canister inside.

After the room is clear, head into the hallway and follow the Fetts. Jango is behind a protective shield, and two laser turrets near the ceiling start shooting at you. Use your lightsaber to deflect their blasts back at them, knocking them out of commission. When you do this, the shield disappears. Before you go chasing Jango, slip into the room in the left wall.



Use the turrets' own laser blasts to destroy them and disable the shield.

Turn the levers on the wall to pour some studs on the ground. Collect all the goodies on the floor as you head into the room. Grab the studs from the shelves to the left, then use the Force on the speakers on the wall. Use the Force to flip the switch on the console some of the aliens are watching. Use R4-P17 to disable the lock on the room's other side. This deactivates the nearby shield so you can collect the blue stud.

There are circles on the floor in the room's center. Step on a lit one, and your droid does the same, turning the circle from red to green. After it changes color, two more circles light up. Step on the next set to turn them green as well. Keep stepping on the circle until all of them are lit up. After the last one turns color, the disco party begins, and those working aliens get freaky on the dance floor. A LEGO canister also appears along the wall near the speakers.



After you step on all the floor circles, the party starts and a LEGO canister appears.



With your droid, step on the floor circles shown on the nearby wall to get the LEGO canister behind the protective case.

Step on another circle. Step on the next circle as shown on the wall and the droid does the same. After you and your companion step on all three circles in each set, the case in the wall opens. Grab the LEGO canister. Finally, head through the small exit you saw Jango go through.

Outside, follow the path to the left. When the walkway ends, use R4-P17 to float out over the sea. It eventually reaches a small platform covered with valuable studs. Collect the blue, gold, and silver studs, then float back to the walkway.

Switch to Obi-Wan and head back the other way to find Jango Fett waiting for you. He has planted little explosives along the walkway. Head toward them until they start to shake,

then run away and let them explode. The explosion is extremely powerful and causes part of the walkway to fall apart, but you can easily jump across to the other side. Continue following Jango while setting off the mines and keeping clear of the explosion. Jango heads down a walkway in the distance; before following him, run to the end of your walkway to get some more studs.



Set off the mines first, then jump over the holes in the walkway.

Freeplay Area



At the walkway's end, on the ground, is a red circle with a hook above—just perfect for an ascension gun to grapple to the upper walkway. When you reach the walkway above, use a protocol droid to open the lock on the wall, bringing down the elevator to the right. Jump on the elevator, using someone with a blaster. Stand on the elevator next to you and you'll see three targets placed vertically on the wall. Ride the elevator up and shoot all three targets as you go. A glass case on the walkway below opens up.

Jump to the upper ledge when the elevator stops and collect the valuable studs. Jump down to the walkway you came from and collect the LEGO canister from the case to the left. Next, travel down the unexplored left walkway to collect several valuable studs. Head back to the hook where you grappled up and fall to the walkway below.

After you collect all the studs, continue your pursuit of Jango down the last bit of walkway. When you get close, he flies across the sea and enters the building. Step on the red floor switch to extend part of the walkway near you. Switch to your droid and float across the sea to the other side. When you get there, step on another red floor switch to extend the walkway over to Obi-Wan so he can cross.

Chapter 1: Discovery on Kamino

Use the Force on the LEGOs to the door's left to move them, revealing a lock that only your astromech can access. Before you unlock the door, jump in front of the door to get the studs from the ledge above. Then use R4-P17 to unlock the way and head inside.



Step on the red floor switch so R4-P17 can float to the other side and extend the walkway.



Take out those attack droids until you can get close enough for R4-P17 to close the drop chutes.

Take an elevator to a top floor. Use the Force to move the two objects behind you and grab the studs on the ground. Attack droids come down the hall and shoot at you. Switch to R4-P17 so the droids will ignore you and roll down the hallway. Access the control panels down the hall and on the right wall.

This closes the chutes in the ceiling that those droids came out of, so no more can enter the area. Switch back to Obi-Wan and destroy those attack droids. Use the Force on the pile of LEGOs at the end of the hallway to reveal an access panel in the wall. Use your astromech droid again to access the panel and unlock the door.

Freeplay Area

The door in the left wall is locked. To open it you need someone who controls the dark side of the Force. Only the dark side can use the Force to bust open the locks. Inside the room, run to the back and use the Force to pull the switches on the wall. Grab the LEGO canister that opens up in front of you, then fight off the attack droids that get released into the room. After you destroy the droids, collect the studs from around the room, then head back to the hallway.



The door at the hall's end leads you outside again...and to Jango Fett trying to escape. Little Boba prepares their ship while big papa intends to take care of you. Keep your lightsaber handy and deflect Jango's lasers back at him after he fires at you. You must deal with his blasters, and little Boba fires up the lasers from their ship to pound you too. Switch to R4-P17 and roll to the back of the platform where you can access the control panel; turn on the large turret guns nearby to fire at Boba. This distracts the ship long enough for you to concentrate on Jango.



First you have to deflect Jango's lasers back him.



Then you have to use the Force to send his rockets back with explosive consequences.

After Jango has had enough of his own medicine, he switches weapons and fires rockets at you. Run in close to Jango and use the Force to catch the rockets and send them back at him. When he has only one heart of health left, he takes off running around the circular platform while Boba Fett can only watch from the ship. Chase him down and hit him one more time to defeat him.



You have Jango Fett just where you want him...

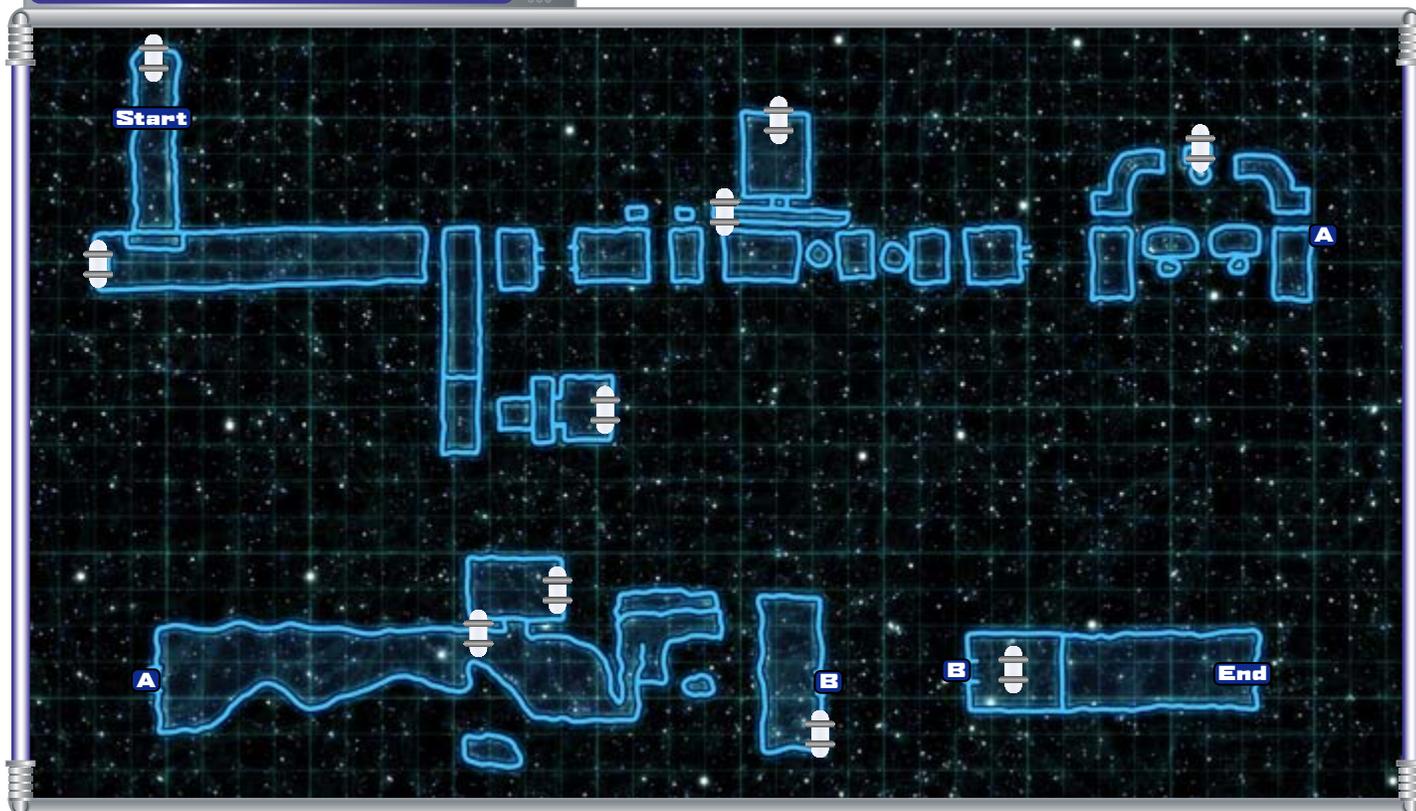


...until Boba Fett blasts you away from him.



They might think they escaped, but a homing device will make sure you know exactly where they are going.

Chapter 2: Droid Factory



Story Characters



Obi-Wan Kenobi has tracked the bounty hunter Jango Fett to the planet of Geonosis. This rocky world is known for its droid production facility, and forms the base of operations for the Separatist movement.

While Anakin Skywalker guards Senator Padme Amidala to protect her from further assassination attempts, Obi-Wan lands his Jedi Starfighter on the planet's surface...



Obi-Wan is able to follow Jango Fett to the world of Geonosis.



Judging by the communications he sends to Anakin, Obi-Wan probably shouldn't have followed Jango Fett to Geonosis.

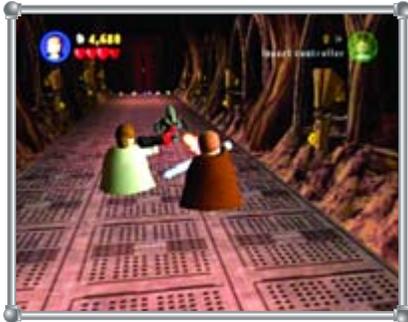


Anakin and Padmé arrive on Geonosis to try to save poor Obi-Wan Kenobi.

Chapter 2: Droid Factory

A long tunnel stretches ahead of you, but before you go forward you must go back. Run in the opposite direction to find a stash of studs and a LEGO canister. Head back toward the tunnel's opposite end, using the Force on the lights to find hidden loot.

As you head to the end, nasty Geonosians come out to shoot you. Use Padmé and her blaster to easily take them down. Continue down the tunnel, checking the lights for studs and fighting the locals. Grab the studs on the ground at the tunnel's end and head through the door.



Your lightsaber will send those Geonosians to an early grave.

Step out onto the platform in front of the door. The platform starts to retract, so quickly run and jump to a small platform to the left; grab those hard-to-reach LEGO studs.

Freeplay Area

After you reach the small platform, you see a metal chute in the wall. Use young Anakin Skywalker or Boba Fett to slide through the chute to the platform above; he grabs a LEGO canister for your collection.



Fall to the conveyer belt below and run to the right. Wait for the pressing machine to slam onto the belt before running past it. Collect the studs as you run. Directly after the press are red pipes to the side. Use the platforms on the side of the pipes to jump your way to the top. When you reach the top, drop the droid guards with your lightsaber and grab the studs.



Watch out for the pressing machine; you lose your life if it hits you.

Drop back to the conveyer belt and follow it to the right. At the break in the conveyer belt a droideka is waiting for you. Jump through the yellow partition and attack that thing with your lightsaber until it's nothing but junk.

Get back on the conveyer belt on the landing's other side and run for it. Run under the pressing machine after it rises into the air and collect the studs as you go. Step through another yellow partition at the end of the belt and use your lightsaber to take out the evil droids that greet you.



Jump through the yellow partition to take out the droideka waiting for you.

Move around the large canister blocking the path; then use the Force on the three fans along the back wall to get them working again. Step on the first fan and ride the breeze high into the air; grab the blue stud. Step out of the breeze to fall back to the ground.



Use the Force to turn the walkway so you can get Padmé to the target near the door above.

Jump to the walkway in front of the second fan and follow it toward the screen. Use the Force to move the gear at the path's end, then use the Force on it again to turn part of the walkway. Switch to Padmé, who can use the hook on the wall to grapple to the ledge above and shoot the target on the wall,

revealing a lock. Wait for R2-D2 to come over, then have him open the door and head inside.



Create the right color combinations to get the LEGO canister in the room.

There's a red, yellow, and blue pump along the back wall and an empty cylinder to the right. Look at the color of the button on the empty cylinder to find out what colored pumps R2-D2 should activate. The purple button activates the red and blue pumps. The green button activates the yellow and blue pumps. The orange button activates the red and yellow pumps. After you activate all three colored buttons, the glass case protecting the LEGO canister in the room rises to the ceiling; grab the canister before leaving.

Freeplay Area

A valuable blue stud sits on top of the container that was holding the LEGO canister. Use Jar Jar and his great jumping ability to get it.



Grapple to the ledge above to start the pot moving.

When you're back outside, have Padmé grapple the hook near the ledge so you can swing toward the large fans in the distance. Ride the fan to the ledge in the wall above and collect the studs before heading through the door.

Run down the walkway, collecting studs; then grapple to the ledge above. Shoot the equipment on the ledge to activate a large pot rising to the level below you. Jump down into the pot. From there, jump to the next ledge while collecting the LEGO studs. Grapple to the ledge above and shoot the equipment you find; this causes that pot you raised to move up and pass you.

Fall to the ledge below and wait for the pot to return. After it comes back to your level, jump in it. After it drops you on the next walkway, collect all the studs littering the ground, and break the equipment to the right. Have Anakin use the Force on the lever that was behind the equipment to cause the pot nearby to lower.



Yee-haw! Ride that pot!

Jump in the pot and ride it up. When you reach the top, jump on the walkway and defend yourself from all the laser blasts. Take out the droideka first, then get rid of the annoying droids. After you destroy your enemies, run past the door and up the ramp to get a LEGO canister.

Backtrack to the door and have R2-D2 open it for you; head inside.

Checkerboard platforms move back and forth through the air in front of you. Wait for the first one to get close, then jump over to it. When the next one gets close, step over to it. Make your way across all five moving platforms to reach the LEGO canister on the room's other side. When you have the canister, move back across the platforms and out the door.

Head down the walkway to the right; jump to the area below when you see the hook to the side. Grab the studs; then, as Padmé, jump in the pot when it comes by to the right. Quickly jump out of the pot to the next platform before it takes you to certain doom.



Take the long grapple ride to the next platform.

Use your grapple hook to swing to another platform farther to the right. Collect loose studs and shoot the equipment blocking the door. Have R2-D2 unlock the door by accessing the panel on the wall, then head through to the next area.

You find your buddy C-3PO in the next room. Use Anakin to jump to the platform floating to the walkway's right. Use the Force on the axis to move the platform you're standing on. It stops in front of C-3PO so he can step on. Use the Force two more times on the axis to move your platform around the room. Jump to another platform and use the Force three times on the axis holding your new platform so it swivels you around the room. Switch to C-3PO when you reach the landing on the room's other side, and have him unlock the door.



Watch your step while you cross the platforms. One false step and you're galactic history.

Chapter 2: Droid Factory



Use the Force on the axis in the room's center to swivel the small platforms around the room to C-3PO to the otherside.

When the rest of your crew comes over to join you, switch to Padmé. Collect the studs on your landing, then follow the walkway behind you and the trail of studs. Use your grappling hook in the red circle at the end of the walkway to swing yourself to a higher ledge; grab a LEGO canister. Use the grapple hook again to

move farther to the left where you find yourself back on the lower walkway.

Switch to R2-D2 when he comes over, grab the studs on the ground, and float to the platform under the area where you got the canister. From there, hover back to the landing where C-3PO waits and head out the door.

After you enter the dark cave, move to the door's left to find a valuable blue stud. Grab it, then use Padmé to head slowly into the cave. Blast the Geonosians when they come flying out of their little cubbyholes in the wall. Clear the hole, then have Anakin grab the loot inside.



Use your ascension gun to get the hard-to-reach LEGO canister.

Freeplay Area

A few of the Geonosian holes are too high to reach. Only Jar Jar can get there. Use him to jump into the top cubbyholes for gold studs and a LEGO canister.



Use your weapon to break apart a LEGO fence blocking one of the holes. Run inside the hole to find a secret room. Use R2-D2 and follow the pathway to find the switch on the wall that you can access. More walls then come down, opening a new pathway for you to follow to another access panel. Move down each new pathway, collecting studs, until you finally get the LEGO canister in the room.

Go outside and use the Force on the broken pieces of door on the ground to create two ledges in the cliff wall. Fight off any Geonosians who come out to greet you, then head for the narrow piece of land across from where the fence used to be. Use R2-D2 to float toward the screen and he lands on a tiny floating island. Pick up the valuables on the ground, then float back to the others.



You can't see the floating island at first but it's out there.

Clean out the holes that the last set of Geonosians came from, then follow the trail to the right. When the trail goes under the stone archway, head around the outside toward the screen. As you move around the outside rock pillar, jump in the air to get a blue stud.

Run down the dirt steps on the archway's other side to get a blue stud. From the second step, use R2-D2 to hover to the right to reach another floating island. Collect the goodies on the ground, then float back the way you came. Have Padmé use the hook on the back wall to grapple to the ledge above where she can collect more studs and shoot the LEGO object at the ledge's end.

Return to get Anakin and follow the trail to the right. Use the Force on the LEGO bricks floating to the right to turn them into a ledge. Now R2-D2 can hover to the ledge and then continue over to the trail on the other side of the lava. When he's over there, have him tinker with the lock on the back wall; this extends a bridge across the gap so the rest of the crew can come over.



After Anakin creates the ledge using the Force, R2-D2 can hover across to reach the other side.

Switch to Anakin and head down the trail to find two droidekas blocking your path. Use your lightsaber to dismantle them in a hurry. Continue to the trail's end and have C-3PO access the lock to open the door. Before you run off, have Anakin run around the rock pillar the lock is on to get another LEGO canister. When you have everything, head through the door.

In the next room, gather the loose studs scattered on the floor. Next have R2-D2 access the two panels in the back of the room to have the conveyer belt spit forth some equipment. Use the Force to move both sets of junk from the left belt. The scrap parts form an elevator that you can lift up by using the Force.

Freeplay Area

Stand on the elevator and raise it into the air using the Force. After it goes as high as possible, quickly switch to Jar Jar and jump straight up to get a floating LEGO canister.



Use the Force to move the second piece of equipment over to the shield at the right blocking your path. Destroy the equipment and the shield disappears. Head down the path to the right and collect the piles of studs. Tear through the wave of Geonosian battle droids that charge in. As you fight off the droids, a second attack wave of Geonosians enter the fray. Keep your cool and blast them as well.

After you defeat the attackers, continue your journey to the right and you encounter two droidekas. Have Anakin use his

lightsaber to reflect their laser blasts back at them until each one is history. With all the enemies eliminated, scour the ground for studs and you see Obi-Wan being held captive. Use the Force to explode the four pods holding him in place. After the fourth one is destroyed, he is set free.

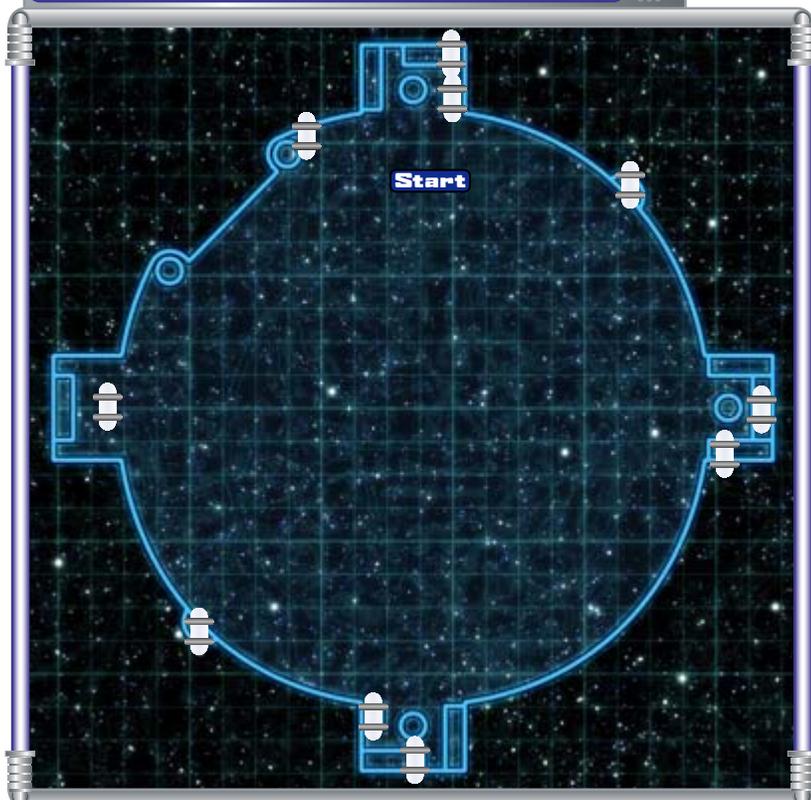


Once Obi-Wan is free, make a break for it!



Unfortunately, Jango Fett arrives with backup, and you don't make it very far.

Chapter 3: Jedi Battle



In an attempt to rescue Obi-Wan Kenobi on the planet of Geonosis, Anakin Skywalker and Padme Amidala have been captured by Jango Fett. Obi-Wan Kenobi has sent a distress signal to the Jedi Council. But hopes of rescue seem remote, as the evil Separatist leader Count Dooku oversees their execution...



Things aren't looking so cheery for the young Jedi and Padmé.



Luckily Mace is here to save the day.



First Mace and the other Jedi must fight off a huge army.

Story Characters



All the Jedi have come to Geonosis to try to save Obi-Wan and his crew and to put down the Separatist movement headed by Count Dooku. To do this, they must fight the Geonosians and a droid army. It's going to be a tough fight, but with a little luck and a lot of Force, they just might be able to pull it off.



Those droids guarding Padmé mean business!

After the battle starts, get your lightsaber up to block because you are about to get bombarded with enemy fire. Droidekas and Geonosian battle droids appear right behind. They are guarding Padmé, who is chained to the tower. Keep your lightsaber in a blocking position and get in close. Most of their shots will be reflected back, killing the shooters. When there are only a few left, use your weapon to do the talking.



Someone tried to hide this LEGO canister from you.

After all those droids guarding the area are history, follow the arena wall to the left. As you move, jump around to avoid enemy blasters. Located behind the first pillar is a LEGO canister. Grab it and add it to your collection. Now head back to the tower where Padmé is still being held.

CAUTION

As you take care of business along the arena's outer walls, participants battling in the center will sometimes shoot at you. Deflect their shots back to break them into little pieces. After you get a break in dodging blaster fire, continue what you were doing.

Freeplay Area

Use Jar Jar and his jumping ability to reach the ledge on the left wall. From there, jump to the ledge on the back wall and grab a LEGO canister. Run to the ledge's right side and double jump to the next ledge in the right wall. There you can grab another LEGO canister.



With the area temporarily free of blaster fire, you can free Padmé. Get in close and use the Force to break her chains. With your lady friend free, gather the LEGO studs around the tower. Anakin is being held captive on another tower, so follow the arena wall to the right past the caged LEGO canister. As you run, jump around to avoid enemy fire coming from inside the arena.

When you reach Anakin's tower, you find the place crawling with super battle droids and droidekas. This is going to be a dangerous battle, so keep your weapon up. As you get pounded by enemy fire, deflect many of the shots back at the shooters. Use this technique to take out several of your enemies. After you've cleared the area a bit, get to work hacking those fools to pieces.

After you defeat all your enemies, set Anakin free with the Force. Clear the area of studs, then switch to Padmé. Move to the red circle on the ground to the left and grapple to the ledge above. Grab the studs and use the grapple at that ledge's end to reach the stud on the back wall and a LEGO canister. Grapple one more time at that ledge's end to reach an even higher one where there's another LEGO canister. Head back to the ledge against the back wall; from there, jump to the top of the tower that was holding Anakin. Grab a valuable blue stud.



Those powerful droids are holding Anakin captive, but not for long.



Padmé can use her grappling hook to reach the ledges on the walls; get the LEGO canisters.

When Anakin is free, head back the way you came and follow the arena wall to the left, back toward that caged LEGO canister. With the Force, pull one of the red switches on the wall, and Anakin uses his powers to pull the other one. When both switches have been pulled, the cage opens up; grab the canister inside.

CAUTION

Don't stand too close to the small LEGO mounds with the red flashing lights around the arena. If they get hit, they blow up and take you along with them.



One more person needs your help. Follow the arena wall to the right again, jumping as you run to avoid enemy fire. As you get close to Obi-Wan's location, super battle droids and droidekas come out to greet you. Keep your distance and use your lightsaber to bounce their shots back at them. With only a few enemies left, create scrap LEGO parts with your weapon. After you defeat all the droids, use the Force to lower Obi-Wan down from the tower. With the Force, turn the LEGO scraps in the corner into a moving elevator.



Shoot the target on the back wall so you can ride the elevator up to get a LEGO canister.

Collect the LEGO studs on the ground, then use Padmé to grapple to the top of ledge on the left. Shoot the target on the back wall; jump on the elevator that rises up next to you. This takes you to the second ledge; grab a LEGO canister there. Jump on another elevator to the right and ride it up to a third ledge and to another LEGO canister. Fall back to the second ledge, then jump and get a blue stud on top of the tower. When you get back to dry land, follow the arena wall to the right.

Freeplay Area

Along the arena wall to the right of Obi-Wan's tower are some loose LEGO elements on the ground. With the Force, turn them into a small box against the wall. Above the box is a metal chute that a small child can fit in, such as young Anakin. Have the child travel through the chute to get behind the cage to the right. There he can grab the LEGO canister and then step on the red floor switch to get out.



After you free Obi-Wan Kenobi, six Geonosian battle droids enter the arena. Before you chase after them, head to the next alcove along the arena that has a broken tower in the center. Use the Force to place the small brown piece back into the tower. Next, use the Force to reassemble the pile of LEGO pieces back into a whole chunk, then stack it on top of the first piece you moved. The brown and white piece to the left goes on next, followed by the brown and white piece to the right.

After you stack all four parts in the correct order, a LEGO canister appears at the tower's top. Use the Force again to remove the top two pieces of the tower. Jump on top of the half tower; from there, jump into the air to grab that canister. Jump toward the back wall to get close enough to the ledge; grab the studs up there.



After you put the tower back together properly, a LEGO canister appears above it.



That droid doesn't have any red on it, so you know it's a Geonosian battle droid.

Now it's time to find those Geonosian battle droids and put a stop to their evil activities. The Geonosian battle droids have a purplish hue to them; the other battle droids have red chest plates.

Head to the arena's center so you can have a better view of the droids around you. Use your lightsaber to block incoming blasts as you search out your targets. When you find a Geonosian battle droid, dismantle it. After you defeat one of your targets, its icon at the top of the screen fades. Check the icons to see how many targets you have left.

Chapter 4: Gunship Cavalry

After you destroy all six droids, more enemies join the fray. This time you must hunt down and destroy three Geonosian battle droids and three super battle droids. The Geonosian battle droids are still hard to see, so keep a sharp lookout. Use the same technique you did before to take out the competition, and hunt down your enemies until all of them are garbage.

After you defeat those six droids, you get one more wave of enemies to take care of. This last group consists of three super battle droids and three droidekas. Hunt them down among the Jedi, Geonosians, and battle droids, and destroy every last one. Block with your lightsaber as you go.



Those super battle droids and droidekas are easy to pick out of the crowd.



This is the final showdown with Jango Fett. Time to give him what he deserves.

After you defeat the droids, Jango Fett figures he better take care of business and flies down to take you on. Stay close to the arena wall to avoid taking too much fire from the battle droids and Geonosians still fighting. Wait for Jango to fire at you, then use your lightsaber to deflect his shots back at him. You can take a lot of Jango's health away by using his own blaster shots against him. After he takes enough hits, he switches to rockets. Block the slow rockets just before they hit you to send them back. Finally, Jango loses his head...and his life.



Just when things were looking kind of scary, Yoda comes to save the day.

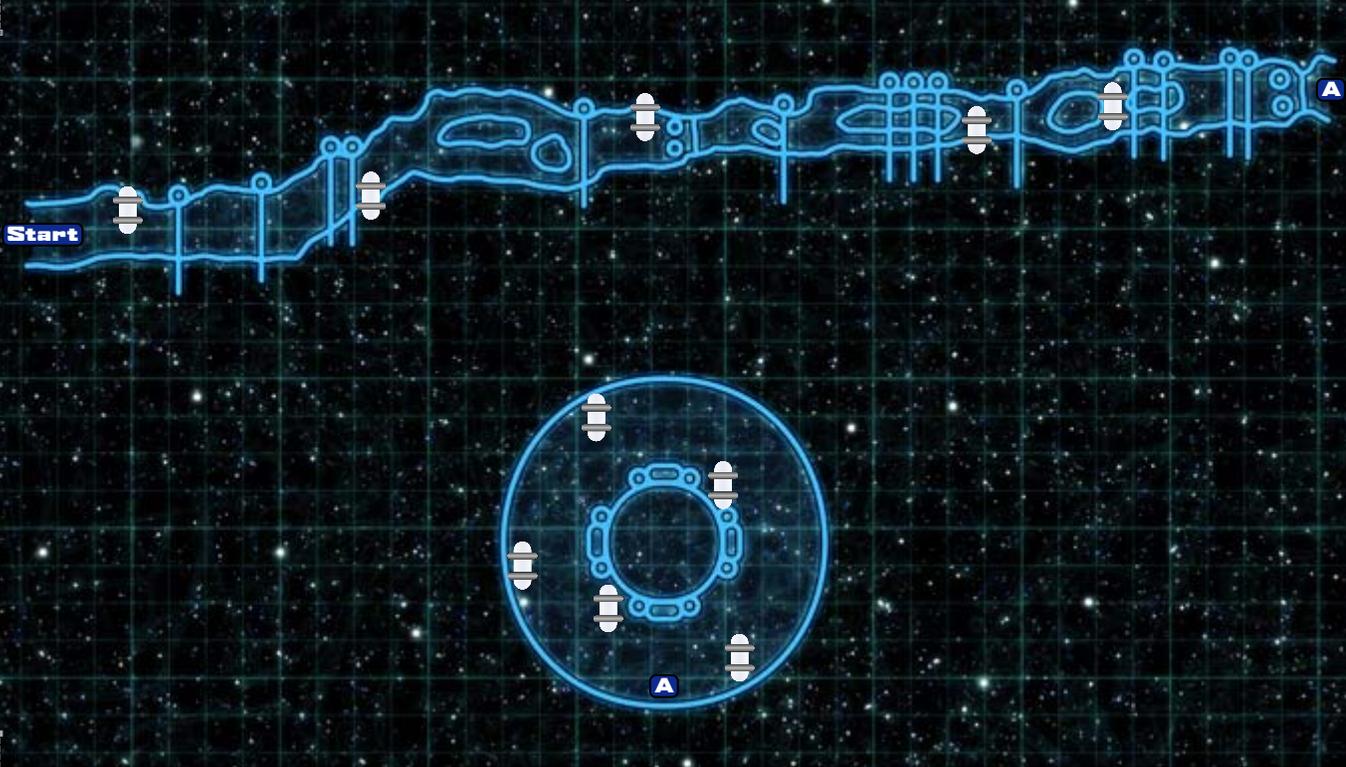


Count Dooku knows when it's time to retreat.



Boba Fett was at the battle of the Jedi and all he got was this stupid hat. But he will never forget.

Chapter 4: Gunship Cavalry



Story Vehicle

Gunship



The Grand Army of the Republic has been called into action. Led by Mace Windu and Yoda, the new Clone forces clash with the Separatist Droid Armies on the planet Geonosis. Obi-Wan Kenobi and Anakin Skywalker engage with the enemy, as they pursue Count Dooku in their Republic Attack Gunship...



Here comes the cavalry!

NOTE

As you move the cavalry along, be aware that there is no stopping. You can speed up and slow down where you are, but the screen moves along with you, so there is no going back.

CAUTION

The path you're on is rugged and treacherous. Watch out for the cliff's edges; if you go over the side, you're history. Also watch out for the orange fire blasts shooting across the screen. Time your flights so you don't fly into one of the blasts. Wait for the blast to end, then speed forward and out of danger.

NOTE

This level has 10 containers scattered around the area that contain LEGO canisters. Shoot the containers for the canister inside. For this walkthrough, the containers you see will be referred to as LEGO canisters.



After the mission starts, head to the screen's top and shoot the first LEGO canister next to the left wall.



Move to the right and follow the trail's edge until you find your next LEGO canister.

Follow the top trail when your path splits, then keep to the left when both sides join again. After the trail becomes one again, shoot the next canister at the screen's top.



A red wall blocks your path. Shoot the two generators in front of it to disable the wall.



Chapter 4: Gunship Cavalry



When the trail splits again, stay to the bottom. After the trail merges again, pick up a LEGO canister close to the screen's bottom, near the cliff's edge.



Swing your craft to the right and shoot your first LEGO canister in the new area a little ways in front of you.

After you shoot that last canister, race to the screen's front as you go around the left of a large rock formation.



NOTE

You don't have many move options here. You can either go left or right as you circle the dome in front of you. You must destroy all the parts that encircle the dome before it can lift off and fly away.



After you pass the rock formation, swing right and shoot another LEGO canister. Continue down the right side of the broken trail.



Wait for the orange blast to stop coming from the sphere, then destroy the gun so it can't fire anymore. Shoot the generators next to the guns after their protective shields disappear.



After the paths meet again, shoot the two generators to knock out the red barrier blocking your path.

Keep flying to the right until you can shoot the next LEGO canister in the distance next to the dome.



Finally you reach the trail's end and see the dome rising out of the ground in the distance.



Keep going around the place; blast your next LEGO canister.



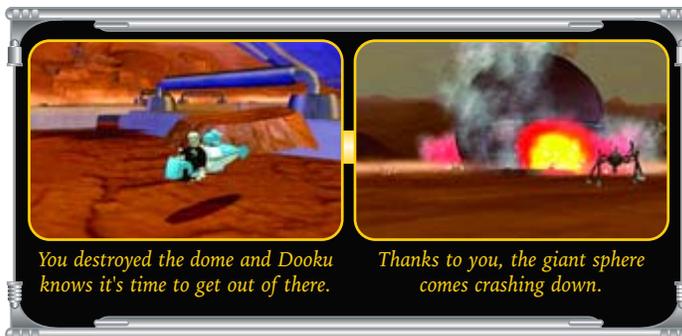


Continue flying to the right and shoot the LEGO canister next to the dome in the distance.



Hurry and shoot all the equipment before the dome can lift off!

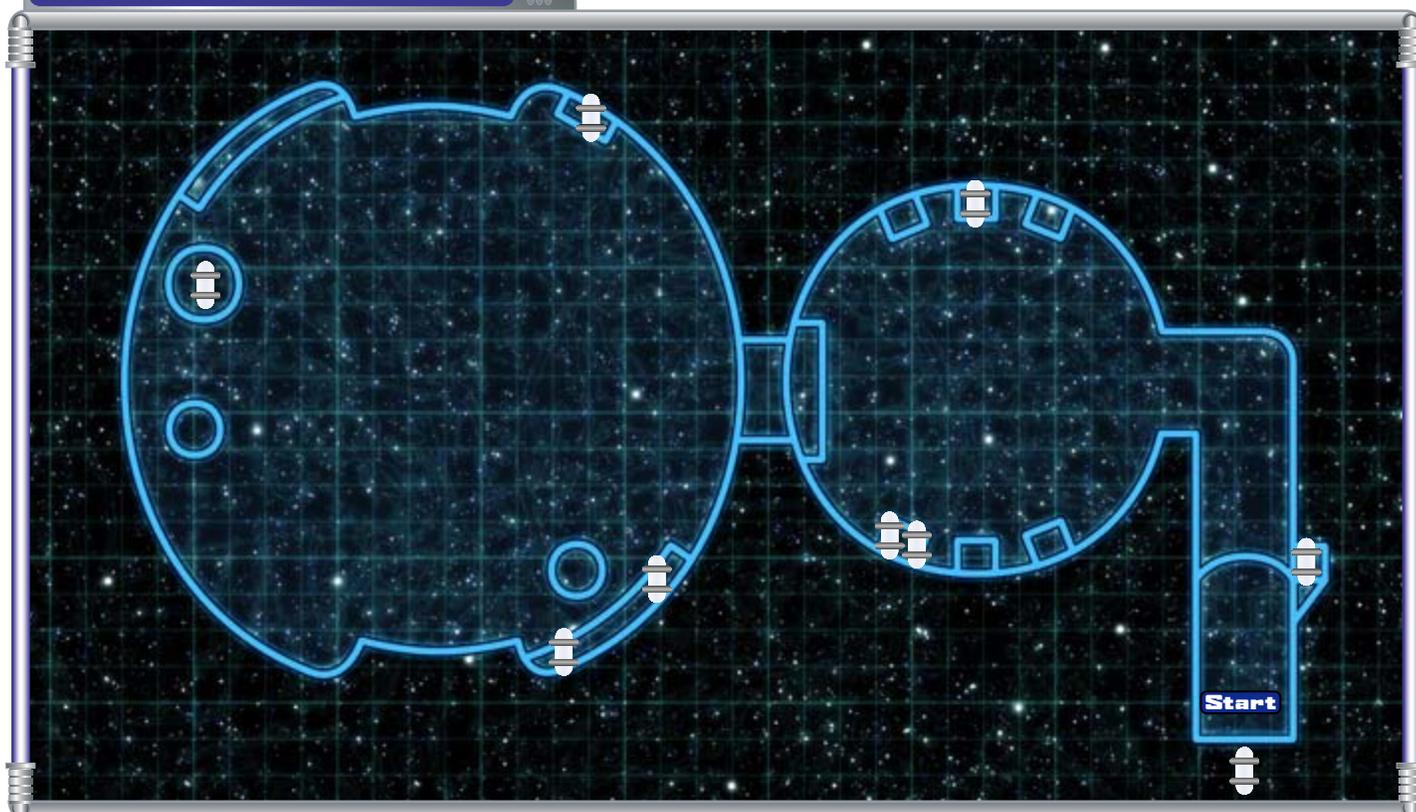
The last LEGO canister is directly to your right and is located near your flight path.



You destroyed the dome and Dooku knows it's time to get out of there.

Thanks to you, the giant sphere comes crashing down.

Chapter 5: Count Dooku



Story Characters



The army of the Republic has been called into action, led by Mace Windu and Yoda. The new clone forces are engaging the Separatist droid armies on the planet Geonosis. As the battle rages, the Separatist leader Count Dooku flees to his secret hangar. Obi-Wan Kenobi and Anakin Skywalker give chase...



Your flying transport vehicle finds Dooku's secret hangar. Obi-Wan and Anakin get off the transport just in time.



Obi-Wan might be down, but he's not out.

It's time to make Count Dooku pay for his crimes against the Republic, and you know two Jedi who are up for the challenge. The fact that he tried to have you killed is also a motivating factor. Now that you have reached his hideout, you just have to catch him and teach him a thing or two about why the dark side of the Force is so bad.

Freeplay Area

Before you go running into the mountain, head to the left until you reach the edge of the landing strip. Use an astromech droid to hover off the edge and grab the LEGO canister floating in the air. Quickly head back to the landing strip before your booster gives out and you plummet to your doom.



Freeplay Area

Before you chase Dooku into the mountainside, head to the red circle to the entrance's side. Use someone with an ascension gun to grapple to the ledge above; grab the LEGO canister.



Head into the entrance and you see Dooku running for it. Before you get a chance to follow, a group of Geonosian battle droids come out and attack you. Use your lightsaber and chop them to little bits. With the droids gone, use the Force to move the equipment in the back of the tunnel. After you move both pieces, chop them to bits until part of the back wall gets knocked away. Grab the LEGO canister that is inside the hole.



Destroy the equipment you moved over to the wall to get the hidden canister.

Head into the next room, and Dooku sends in some Geonosians to take you down. Keep your distance from them, and don't go any farther into the room. When they fire at you with their weapons, use your lightsaber to reflect their shots back at them for some easy kills.

Run to the left wall and step on the red ground switch. A platform extends from the wall; Anakin uses this to jump to a higher platform where he then steps on another red switch. Don't get off of your switch until he steps on the next one. When he does, use the platforms to reach a LEGO canister along the wall.

Freeplay Area

While your partner is standing on the upper switch, use Jar Jar to jump to the platform above the ledge on which you found the last canister. From there, use an astromech droid like R2-D2 to access the ledge on the left; get the LEGO canister.



Run around to the room's other side, and use the Force to lift the blue vehicle off the ground. Before it falls to the ground, run under it and grab the valuable studs. After you run under the vehicle, use the Force again to keep it off your head so you can continue collecting the studs.

Step on the red floor switch nearby, and a platform emerges from the wall. Your partner jumps up there and stands on the red switch. After he makes it there, jump to the new platform that came from the wall and step on yet another switch. When you do, a third platform emerges and your partner will once again stand on the red switch he finds.

After all the red switches have been stepped on, the platforms stay in place and you can jump from the last platform to the ledge on the left. Stand next to the second lever on the wall; activate it with the Force. Your buddy will use the Force on the second lever. After both levers have been pulled, the large door below you opens; go through it.



You'll need teamwork and a little Force to open the giant door that Dooku went through.

Freeplay Area

Before you go through the door, backtrack to the ledges you came from. Switch to Jar Jar, and from the top ledge jump to the right. With his super jumping ability he can access a hard-to-reach ledge with a LEGO canister.



Dooku is good at protecting himself, but the double jump attack gets him every time.

After a few hits, he retreats to the end of the room and puts up a force field so no one can get near him. While he is protected, he uses the Force to hurl objects at you. When they get close to hitting you, use your own Force to send them right back at Dooku—his force field may keep you away from him, but those objects can sail right through.



Send Dooku's garbage right back at him.

Just when things were looking good, Count Dooku sends Obi-Wan flying and cuts off Anakin's hand! Thank goodness Yoda arrives or those Jedi would have been toast. Use Yoda's double jump attack on Dooku when the old bearded guy runs in for the attack. After a few hits, Dooku realizes again that that plan isn't going to work and retreats to the back of the room.

Dooku puts up another protective force field to keep his attackers away from him, and he fires blue energy balls at you. Use the Force to send them right back at him. After getting tagged three times by his own energy balls, he comes at you with his lightsaber. Use the double jump attack on him again to take away the last of his health.



Those blue energy balls will hurt if you don't use the Force to send them right back.

Freeplay Area



The final chamber where you battle Count Dooku has many hidden areas. Before you start your battle, run to the back of the room and use the Force to reassemble the pillar that was broken during the Story Mode battle. Use Jar Jar to jump to the top of the pillar and then to the ledge in the wall above you; grab the LEGO canister. Switch to someone with a blaster and shoot the case surrounding another LEGO canister to the left. After you shoot away most of the case, jump over to it and grab the canister.

Drop to the floor and run to the room's other side. There you find a LEGO canister on the ground behind a protective case with two targets on either side. Shoot

Freeplay Area (cont'd)

both targets and the case goes away, allowing you to grab the canister.

Farther along the wall to the left of the targets is a metal chute. Send young Anakin or Boba Fett through the chute to reach the ledge above; collect the valuable loot. At the ledge's end, use someone with an ascension gun to grapple to a higher ledge, where you find a LEGO canister. After you clean out the room, it's time to take down Dooku.



Dooku tries to crush Anakin by collapsing a pillar on him, but Yoda is there to save the day again.



Padmé arrives, but she is too late to stop Count Dooku from fleeing.



What does one hand clapping sound like, Anakin?



Episode III: Revenge of the Sith

Chapter 1: Battle over Coruscant

Story Vehicle



Starfighter

The Republic is crumbling under a Separatist assault led by Count Dooku and General Grievous. In a stunning move, Separatist forces have swept into the Republic capital and kidnapped Chancellor Palpatine, leader of the Galactic Senate. As the droid army attempts to flee from Coruscant with their hostage, Obi-Wan Kenobi and Anakin Skywalker lead a desperate mission to rescue the Chancellor...



Anakin gets a little crazy with his flying and almost takes Obi-Wan out for good.



Anakin doesn't seem to be taking this rescue too seriously at the moment.



After you start the mission, you fly along the length of a long enemy ship and then dive toward the planet's surface. Shoot the LEGO canister to the right of the ship below you.

NOTE

In this flying level, the game takes you where you need to go. You just worry about avoiding enemy fire and shooting what needs to be hit.

CAUTION

A space battle is raging all around you. Ships fly by and laser blasts will be directed your way. Move your ship around to avoid enemy fire, and use your own lasers to take out anyone foolish enough to get in your way.

NOTE

This level has 10 hidden containers scattered around the area; each contains a LEGO canister. Shoot the containers or run into them and the canister inside is yours. For this walkthrough, the containers you see will be referred to as LEGO canisters.



You keep diving down before you start to fly across another large Separatist ship. Shoot the LEGO canister to the ship's right.

Chapter 1: Battle over Coruscant



After your ship levels out, you see five red circles on the ship in front of you. Shoot the circles from right to left to break that ship open; fly through it.



On the ship's other side is the bridge of another long ship. As you fly by its left, take out the LEGO canister floating in space.

Your path takes you under the belly of another space cruiser and to another LEGO canister.



Your flight takes you away from those larger ships for a bit and into more open space. But, as you start to approach the Separatist ships, blast another LEGO canister.



Your flight path takes you around a few more space cruisers before veering to the left. Fly close to the hull of the large ship to get a LEGO canister on the other side.



Your little starfighter dips toward the planet's surface, then runs the length of one of the long cruisers. Shoot the red circle on the bridge at the cruiser's end to break it off.

Halfway to the next large Separatist ship, you find another LEGO canister floating out in space.



Shoot the red circles on the next ship to open the doors so you can shoot the LEGO canister inside and fly through to the other side.



After you fly the length of another enemy ship, you see the yellow jets of another one. Pick up the LEGO canister right next to it.

Your flight path takes you around a few more ships until you see one of the large Separatist ships in the distance. As you fly toward it, blast the final LEGO canister to add to your collection.



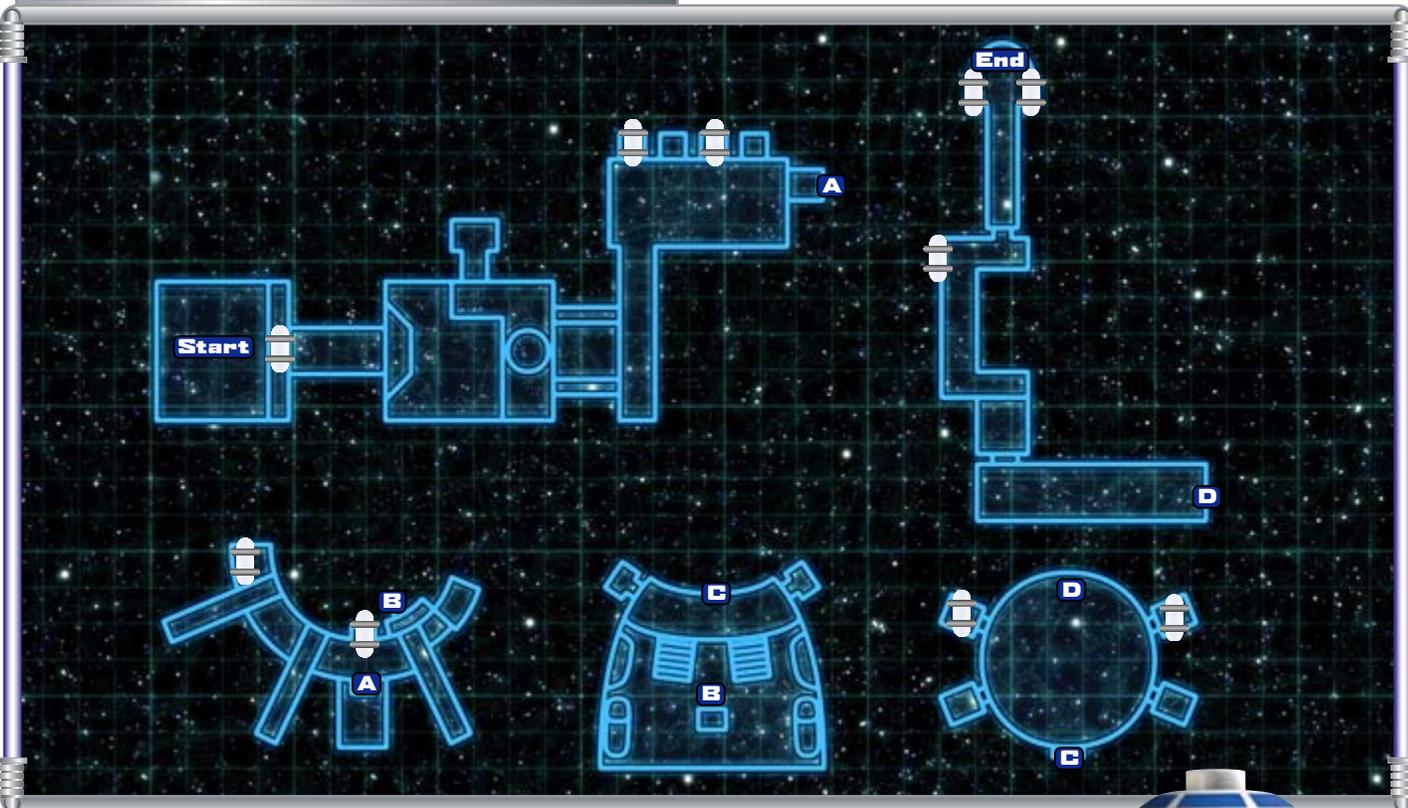


As your starcraft levels off, you see a blue screen in the craft ahead. Shoot the two blue circles on both sides of it to open the landing bay.



It's a bumpy ride, but you make it safely inside.

Chapter 2: Chancellor in Peril

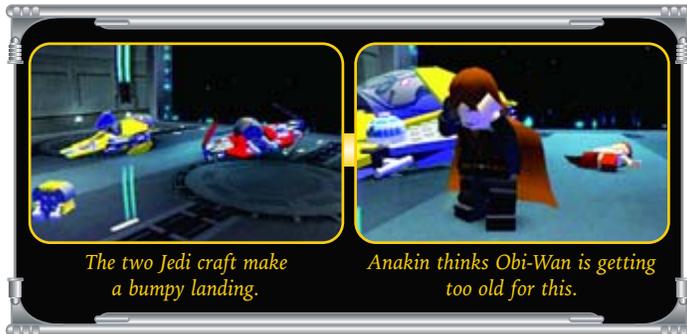


High above the planet Coruscant, a deadly battle rages between Separatist forces and an army of the Republic. On the Separatist flagship Count Dooku and General Grievous hold Chancellor Palpatine captive. Crashing their Jedi Starfighters into the main hangar Obi-Wan Kenobi and Anakin Skywalker are surrounded by hostile forces...



Chapter 2: Chancellor in Peril

Story Characters



Flying those starships out in space was dangerous business. You could have been killed. The landing in Dooku's hangar wasn't any safer, thanks to Anakin and his erratic behavior. Hopefully you can find Palpatine without too much trouble.

Search the corners of the hangar near the two starships for some LEGO studs. While you're collecting, smash the yellow box in the hangar's middle for more valuables. Before you run down the hallway in front of you, use the Force on the secret compartments to the left and right of the hallway entrance. Collect all the good stuff that spills out.

Freeplay Area

In the corner to the hall's right is a red circle on the ground. Switch to a character who can grapple, such as Queen Amidala, to reach the ledge above. Collect the LEGO canister and all the studs before returning to the floor below.



After you enter the hall, Grievous takes off running, and a whole mess of security battle droids come out to stop you. Stay back and use your lightsaber to deflect their shots back at them until all the droids are junk. Use the Force on the red levers to reveal hidden loot. Use the Force on the blue levers to open an overhead compartment near the hall's end, spilling garbage and more studs. The door at the end is closed, so use that Force on it to bust it open and continue.

Use the Force on the levers at the start of the new hallway and collect all the studs that spill to the ground. More droid guards try to stop you as you head forward. Use your lightsaber again to make short work of them. Pull two more levers in the hallway, then fall to the area at the end. Use your lightsaber to deflect more enemy shots back at the shooters. The super battle droids take a few extra hits, but they eventually crumple just like the others.



The levers on the hall's sides have hidden treasure, but first you must take out those droids.

Collect the LEGO studs under the walkway you just fell from, then head to the room's other side. On the walls to the left and right of the next pile of studs are some loose LEGO blocks. Use the Force on each set to create platforms above the stud pile. Now collect the studs and jump up the newly created platforms to reach the upper walkway.



Use the Force to create platforms out of the loose LEGO elements in the side walls.

You're quickly greeted with enemy blasters. Block those shots with your lightsaber, then disassemble the shooters. Collect the studs on the ground, and use the Force on the nearby yellow grates to reveal the tunnels behind. Before you go that way, follow the walkway as it curves around to the right; drop the droideka at the end. Run into the room it was guarding and use the Force a couple of times on the equipment at the end to get some major loot. Jump on top of the equipment for a LEGO canister as well.

Backtrack along the walkway and head through one of those tunnels you exposed. It doesn't matter which one you choose; they both head to the same place. Unfortunately, that place is crawling with battle droids and droidekas, so get ready for a fight. Deflect all the enemy shots back at the shooters until the hallway is clear.



Don't forget the hard-to-see LEGO canister on top of the equipment.



Never give up. Never surrender. All those droids will not win.

Run into the next room, and two more large squads of battle droids greet you. Use your weapon to take out these fools the same as the last. After the last one is turned into broken parts, R2-D2 comes out of his hiding place to join you.

It's time to use your new friend. Use R2-D2 to open the door to the left of his hiding spot. There you find a small room that has LEGO studs and a LEGO canister. Have R2-D2 open the last door on the right. Now, as one of the Jedi, use the Force to move the equipment from that small room to the room in the right wall. Grab the studs along the right wall, then use the Force on the equipment you just moved to create a huge explosion and cause a ramp to fall down ahead.



Use the Force on the equipment in the room to create a mighty bang.

Freeplay Area

There is one more door in the large room that must be opened but only a protocol droid like TC-14 can do it. Switch to that droid and open the door to find more LEGO studs and a canister.



Head up the ramp you just created and block the laser blasts from the two droids you find. Break them into pieces and jump on the raised walkway to the left. From there, double jump along the wall to grab a blue stud floating in the air. Pick up the lesser studs on the ground as you head left. Run until the walkway ends and grab the LEGO canister before heading back to the ramp's top.

CAUTION

Watch your step. Falling off the walkways leads to an early death.

Freeplay Area

Jump up to one of the sides of the ramp. From there, use Jar Jar to reach the alcove in the wall behind you. Pocket the valuable LEGO canister.



Now it's time to check out what's on the area's right side. Collect the studs on the walkway and use the Force on the loose LEGO in the wall to create a platform nearby. Use the platform to jump to the ledge above. Use the Force on the switch on the wall to turn on the fans in the area.

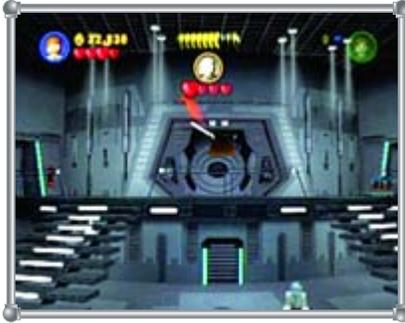


After you use the Force to turn on the fans, everyone can ride the breeze to the top walkway.

Step to the right and a blast of air carries you to a walkway above. Use your lightsaber to put the droideka down, and grab

Chapter 2: Chancellor in Peril

the studs around you. Use R2-D2 to access the lock on the wall and run through the door that opens to the left.



Dooku is a quick one and will fly across the room; hunt him down like the dog he is.

You finally found Chancellor Palpatine—and Count Dooku and his droids! Before you have time to free Palpatine, Dooku charges you. Block his lightsaber hits, then use your double jump attack to land on his head and take away some of his health. He can't take it and flips away to the room's other side,

leaving his droids to deal with you. Deflect their shots back at them until none are left standing.

Without any droids to interfere, scour the bottom area for studs. Use the Force to blow up the small pieces of equipment lying around the area, leaving behind more studs. Just don't stand too close or you explode with them.

After the bottom area is stud-free, run up the center stairs to confront Dooku again. Let him charge in, then get him with another double jump attack. He flies across the room where you must hunt him down and hit him again. Keep up the attack until he flees and Chancellor Palpatine is set free. To the left or right of where Palpatine was held captive are small platforms you can jump on. From there, jump to the ledges along the wall to load up on studs.



Use the small posts on the room's side to reach the ledges loaded with studs.

Run into the room at the top of the stairs and collect the studs on the ground. Use the Force to detonate the box in the room for some treasure, then have R2-D2 unlock the door in the left wall. Collect the valuables, then head into the unlocked door on the room's other side for a LEGO canister.

Freeplay Area

The room still has two locked doors that only your protocol droid can open. Use C-3PO or TC-14 to open both doors in the room to get a large collection of studs and a LEGO canister.



With the room clean, head through the door at the room's end. As the damaged cruiser tumbles onto its side, you're forced to run up a lift shaft, pursued by the rising lift; run for it! As you run, vents in the ground bust open, releasing steam. Don't step on the vents or you get pushed to the ceiling and lose your life. Don't let the lift catch up with you or you lose your life. Just run toward the screen and follow the trail of LEGO studs. Take your time as you run because the wall behind you doesn't move that quickly. Finally, you reach a door at the hall's end that is safe from the moving wall. Use R2-D2 to activate the switch on the wall, grab the studs on the floor, and go through the door.



Follow the studs. They'll lead you to safety.

Follow the next hallway, collecting studs until you reach the next room and a sharp drop-off. Luckily there is a ledge along the right wall you can use to cross to the other side. Use the Force on the first two yellow knobs you find to release some studs in front of you. Continue down the ledge until you reach the steam blocking your path. To shut off the steam, turn the yellow knob using the Force, then continue.



Turn the knob to turn off the steam so you can cross.

Follow the ledge until you reach more steam. The shut-off knob is on the other side of the steam, so use R2-D2—he can move under the steam without getting hurt and can access the shut-off switch. Everyone can now cross. Change back to Anakin and hack the wall behind the switch R2-D2 just accessed to get some hidden goods.



Stand back—that tank is going to blow!

Jump over the beam blocking your path and use the Force to turn the yellow knob. After you do, stand back because the orange tank above it explodes, revealing a LEGO canister in the wall behind it. Grab the canister and the rest of the studs along the walkway. After you have R2-D2 unlock the next door, then head on through.



Those bodyguards aren't so tough.



Pull the levers on the control panel to get out of there.

You finally find General Grievous and his bodyguards. He's not too happy to see you and runs away, leaving his bodyguards to fight you. Those two guys look impressive with their spinning weapons, but they aren't too hard to defeat. Start hacking them with your lightsaber, and they fall to pieces in a hurry.

Head down the hall, picking up studs as you go. When you reach the control room, a swarm of battle droids greets you. Deflect their shots and take them down with ease. Run to the left and right of the control

room entrance and grab the LEGO canisters in the air. Run to the main controls of the ship and use the Force to activate one of the levers. As you do so, the other Jedi will use the Force on the other lever.



Obi-Wan Kenobi and Anakin Skywalker try to stop the ship from plummeting into the surface of Coruscant.

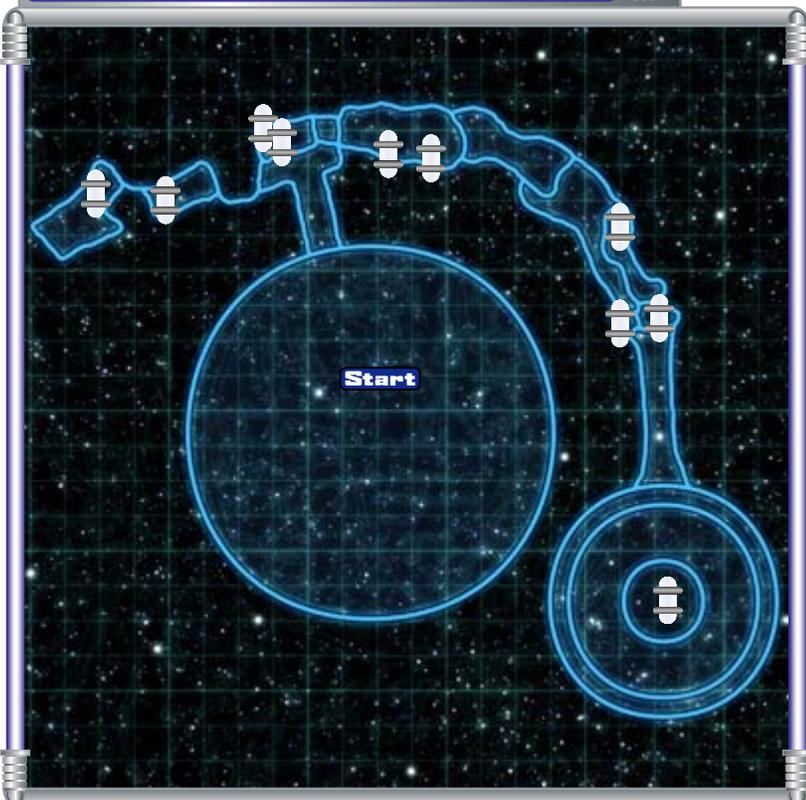


It was a bumpy landing but at least everyone is safe.



Is Mace Windu ever happy?

Chapter 3: General Grievous



Obi-Wan Kenobi and Anakin Skywalker have saved Chancellor Palpatine, but his captor, General Grievous has escaped. The Jedi Council assigns Obi-Wan Kenobi the task of hunting down Grievous, and the Jedi Knight tracks him to the sinkhole world of Utapau...



That's the sinkhole world of Utapau where you'll find Grievous.



The clones aren't perfect, but you can use all the help you can get.



General Grievous, I presume.

Story Characters



You don't have much time after you spot General Grievous, because he whips out his four lightsabers and rushes in for the attack. Quickly hit him with a double jump attack. If you get a successful hit and deplete his health, he flies to a ledge on the far wall across the chasm.



Shoot the containers next to Grievous to create some LEGO debris.



This guy has a lot of weapons to shield himself with, but the double jump attack will get to him.

on him again when he's not trying to hack you with his weapons. After he takes a few hits, he again flies across the area to safety.



Double jump around the large stone to reach the LEGO canisters on the other side.

Switch to your clone friend and fire at the two explosive containers on the ledge next to Grievous. When they explode, LEGO debris flies everywhere, including the round platform you're standing on. Quickly switch back to Obi-Wan because Grievous wants some more punishment. Use your double jump attack

After Grievous leaves the second time, use the Force on the spilled LEGO bricks to create a bridge to the area's outer walls. After you cross the bridge, walk to the large boulder blocking your path to the left. Double jump around the stone and over the chasm to reach a ledge on the

other side. Grab the two LEGO canisters and the loose studs on the ground. Head back the way you came and double jump again to get around the stone blocking your way.

CAUTION

This double jump can be hard to pull off. If you come up short, you fall to your doom. You might want to wait until Freeplay mode and come back with a character who has a great jumping ability, like Jar Jar Binks.

After you get back to the bridge, climb the large steps nearby to reach the ledge that was behind you. Use the Force to pull some LEGO bricks out of the wall and create some platforms above you. Jump up the newly created platforms to get a LEGO canister overhead.

Freeplay Area

A second LEGO canister is above the first, but it is too high for Obi-Wan to reach. Use someone who has great jumping ability, such as Jar Jar, to get it.



After you collect the canister, follow the ledges along the wall to the right until you find General Grievous again. Use the Force to pull some LEGO bricks out of the wall nearby to create a box on the ground. Switch to the clone and have him jump on the box. From there, jump in the air and shoot the container next to General Grievous. After a direct hit, LEGO bricks go flying and so does Grievous. He heads back to the large platform you originally fought him at.



After you stand on the box, jump just high enough to shoot the container.

Use the Force to stack the spilled LEGO elements into stairs, then climb to the ledge's top. From there, break the tan LEGO bricks in the wall to reveal a hole. Using the Force, pull an explosive container out of the hole and move it to a ledge farther to the right. Have the clone shoot the container after you move it.

Drop down to the trail to the ledge's right and gather all the loose studs on the ground. Follow the path to the left and shoot the LEGO barrier on the side of the ledge that you just came from. Behind the LEGO bricks is a hole in the wall with a LEGO canister inside. Use Obi-Wan to double jump to the hole and collect the goods. Return to the trail and follow it to the right. When you reach the trail's end, drop down to a lower ledge and collect another LEGO canister.



After you shoot the LEGO bricks in the side of the cliff, you see a hole with a LEGO canister inside.

Freeplay Area



The ledge you moved that last container to is too high for most characters to reach, but not for Jar Jar. Jump to the top and grab the LEGO canister. Follow the ledge along the wall to the right and collect the studs and the LEGO canister along the wall. You eventually come to a stone bridge. Halfway across the bridge, switch to an astromech droid and quickly hover out to grab the LEGO canister floating off to the side.



Follow the bridge into a room at the right. The floor inside is covered with proximity mines that explode when you get too close, instantly ending your life. To safely set them off, run in a little circle right next to them. As they explode, you're running away from them and free of danger. As you detonate the mines, collect the LEGO studs they leave behind as well as the gold studs that ring the room.

Freeplay Area (cont'd)

After you've detonated all the mines, head to the room's center. Use the Force to pull all the levers around the central pillar. After you pull the last one, the pillar rises into the air, revealing a LEGO canister. After the area is clear, backtrack along the trail.

Return to the hole in the cliff's side where you grabbed the LEGO canister. From there, double jump to the ledge on the right and return to the LEGO bridge you crossed earlier. Cross the bridge back to the platform you started on and head to the final showdown with Grievous.

General Grievous might know how to use a lightsaber—or four—but he is no match for the power of a Jedi. Use your double jump attack to hit him and take away his health. After a few hits, he flies away to a back wall but quickly comes back for more punishment. Keep up your attack until Grievous loses all his health.



You almost have him. Keep up the double jump attack.



Your clone friend tries to take out Grievous. Bad mistake.

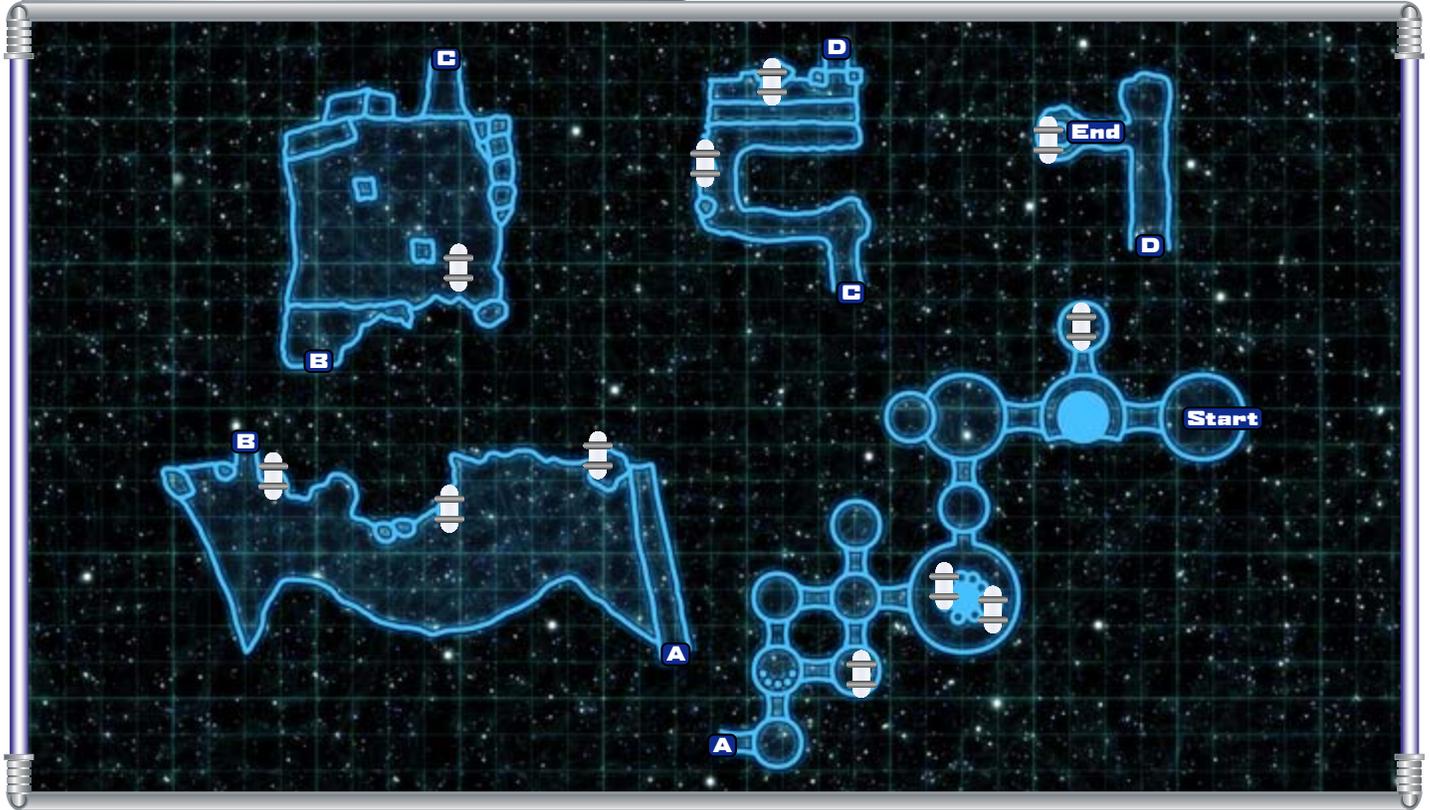


Things aren't looking much better for you!



Luckily, with the help of the clone's gun and some sharp shooting, you put General Grievous down for the count.

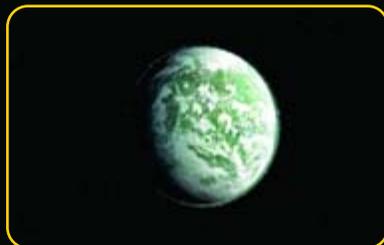
Chapter 4: Defense of Kashyyyk



Story Characters



Obi-Wan Kenobi has neutralized General Grievous, but the Clone Wars continue across the galaxy, and Jedi Knights lead the army of the Republic into battle against Separatist forces. Jedi Master Yoda fights on the Wookiee planet of Kashyyyk, but the Sith Lord Darth Sidious is about to reveal himself and draw a new darkness over the galaxy...



Something is brewing on the lush planet of Kashyyyk.



The transport vehicle makes a smooth landing, and Yoda is greeted by Chewbacca.

Yoda arrives on Kashyyyk to take care of some business. His host is the Wookiee Chewbacca. Everything is calm for the moment, but anything can change in an instant. For now, relax and explore your surroundings.

The large landing area you start on is a good place to begin your exploration. Head around the landing and use Chewbacca to shoot each light twice. After the second hit, the light breaks open, spilling studs on the ground. Be sure to gather all the studs in the area. Now have Yoda use the Force on the square activation panel near the right wall. After both panels light up, a bridge is lowered to the next area.



Use the Force on the lights to bring down the bridge so you can reach the other platform.

NOTE

Yoda walks extremely slow. Instead of walking, have him jump forward when his weapon is put away; he'll jump into his own little hover chair that zips him around in a hurry.

Cross the bridge and follow the trail of studs. When the trail splits, take the right fork for now. At the trail's end are copper pipes that make for some nice target practice using Chewy's bowcaster. Collect the studs as they spill onto the ground from each busted pipe.



Break the copper pipes to get what you deserve.

After all the pipes are gone, have Yoda use the Force to move the center tubes. A LEGO canister appears where the tubes used to be. Break the tubes with your lightsaber to get more valuables, then backtrack to the trail.

Follow the studs to another platform where you see a hooded figure telling the clones to kill someone. After the clones start shooting at you, it's apparent that hooded figure meant you. Luckily Yoda is a master with the lightsaber. Use your weapon to quickly take down those clones and block any incoming blaster fire. What is going on here?



Hey, weren't those clones supposed to be on your side?

After the clones are gone, scour the platform. Shoot each light in this area twice to reveal hidden studs; collect any loose ones off the ground. Search the small platform to the side for a few more. Use the Force on the scattered LEGOs to fix the controls to the bridge. With everything in place, use the Force on the controls and the bridge lowers for you to cross.

Those wicked clones are holding some Wookiees captive, and you must free them. Cross the bridge to the walkway around the tree ahead. Two sets of clones run out to greet you; quickly chop them into little pieces with your lightsaber.

Stand in the red circle on the ground next to the tree and use Chewbacca's ascension gun to reach the ledge above. Clean the ledge of studs. Continue to grapple along the ledges until you find the first Wookiee hostage. Blast the two guards to free the prisoner, then collect the studs on the ground.



Use Chewbacca's ascension gun to get high into the treetops.

Freeplay Area

A ledge farther to the left is out of the Wookiee's reach, but an astromech droid can reach it. Use your droid again to hover to the next platform along the tree. From there, use someone with an ascension gun to reach the next ledge. There you find a LEGO canister on the ledge above you; use Jar Jar to jump up and get it.



Chapter 4: Defense of Kashyyyk

Head back and regroup with Yoda. Run around the giant tree to the left to find a lot of goodies. When you get around the tree, follow the trail of studs over another bridge. The small platform you find has three more bridges hanging off it. Before you pick which way to go, shoot the clones that come over to stop you.



After Yoda uses the Force to create a grapple hook, Chewbacca can reach the platform overhead and free another Wookiee.

Now head over the bridge to the right where you can grapple to a ledge overhead and grab a LEGO canister. Destroy the containers on the ground for some loot, then head across the way to another small platform and more containers to destroy. Use the Force on the piece of machinery there to create a grapple hook

overhead. Use the ascension gun to access the platform above; from here, take out two more clones and free another Wookiee. Destroy the container and pick up the loot before joining up with Yoda below.

Time to head down the last bridge, where you find the last hostage. Blast the guards and set the Wookiee free. More lights line the large area. Shoot them twice and collect the goods from the floor. Head down the bridge to the left, collecting more studs as you go. Stand on the floor buttons; the Wookiees you set free do the same. After all the buttons are stepped on at the same time, a bridge lowers next to you. Follow the bridges to the next area.

It looks like a full-scale invasion of Kashyyyk has begun by the clone forces! You better see what you can do. As you hit the beach, an endless amount of clones and battle droids stream across the sand and head into the jungle. You must make it to the beach's other side in one piece to continue. Run to the burning wreckage in the water for some valuable studs first. Next, head along the forest line to collect studs, and use the Force to uproot plants for even more loot.



Kashyyyk is under attack!

Freeplay Area

The plants you really want to pull are the hidden carrots. The first is under a plant to the forest's far right edge. The second is under a plant to the left of the large tree at the area's center. And the third is to the area's far left. Collect all three carrots, and a LEGO canister appears on a rock near the area's entrance. Use Jar Jar to get it.



CAUTION

An AT-ST walker helps out in the invasion on the beach. It has a powerful gun and strong armor. Yoda must take several swings at its thick hull to bring it down. The good news is that you can defeat it. The bad news is that another will come back.

NOTE

As you head across the beach, the clones and battle droids stop to attack you. Defend yourself when they attack before you go about any other business.

Freeplay Area

On the beach's edge at the area's center is an extremely large tree with some wooden ledges built overhead. Use Jar Jar to jump to the lowest one on the left and from there to the next highest on the right. Switch to R2-D2 and hover to a platform to the right to grab another LEGO canister.



On the beach's other side is more wreckage and more valuables lying around. Fill your pockets, then use the Force on the plants in the corner to get more studs and reveal a red grappling circle. Use the Wookiee's ascension gun to reach the small walkway overhead. Shoot the targets on the back wall to lower the gate below, then continue to the right to get a LEGO canister at the walkway's end.

Jump down to the ground and run through the open gate. Battle droids charge at you from across the swamp. Before you can explore and before you can really take out those droids, you must stop them from dropping into the area. Run to the back wall and jump up to the rock ledge and break the droid you find there. Next, head to the right wall and do the same to the droid over there.



Take out the two droids in the back of the area to stop any more battle droids from dropping into the area.

After those two droids are history, no more battle droids will drop into the area. But you must still defeat the ones that were already there. Run around with your lightsaber and dismantle the rest. Explore the area only after it's clear.

Run back to the area's start and collect the studs. Use the Force on all the plants in the area to reveal more studs and some brown LEGO pieces. After you reveal all the pieces, use the Force again to create a raft in the water. A trail of studs also appears in the water, so jump on the raft and take it for a ride, collecting the studs as you go.

Freeplay Area

In the area's corner, an X-wing fighter is submerged in the water. Use the Force to raise it up. Switch to Jar Jar to get on board the craft, then double jump in the air to grab a LEGO canister.



Cross to the water's other side and use the Force to pull the plants out of the ground from the left side. Grab the loot that comes out. Climb the stonework nearby and collect more studs. Head to the right and climb the stonework over there to collect even more valuables. After the area is clear, head into the next area.

Follow the line of studs until a large group of clones and battle droids tries to stop you. Use Yoda's double jump attack at the group's center to take out a large number of them. Hack the survivor to pieces with your lightsaber. Use the Force on the plants to the right to uncover a hidden post. Jump on top of the post, then double jump into the air to collect two blue studs.



Pull the plant in the ground to reveal a hidden post for you to jump on.

Follow the trail and collect more studs along the way. As you go, destroy the plants along the trail by either using the Force or by breaking them to pieces to uncover hidden goods. The trail eventually leads you to more opposition. Hack those clones to little bits with your lightsaber.

Freeplay Area

As the trail starts to wrap around to the right, you find a black plant to the path's left. Switch to a character who can use the dark side of the Force to break it apart, revealing a grappling area. Switch to a character with an ascension gun to reach the ledge above. From there, use an astromech droid to access a ledge to the right and a LEGO canister.



Follow the trail, collecting studs on the ground and destroying the vegetation for hidden goods. When the trail turns to the right along the cliff wall, head left. Use your double jump ability to climb up the rocks and grab the blue stud at the top. Fall to the ground and follow the trail to an AT-ST vehicle. Stay back and fire at it with a blaster; it won't hit you from that far away and you can easily take it down. Use the Force on the plants behind the AT-ST to uncover some steps to the ramp next to you. Scour the trail for more studs or plants you might have missed.

Climb the steps and work your way up the dirt ramp. Use the Force or a blaster to break those gray boulders rolling down at you into pieces before they hit you. When you see the red circle on the ground, have Chewbacca use his ascension gun to reach a LEGO canister on a ledge high above. Follow the ramp to the top and have Yoda use the Force to assemble

the loose LEGOs into some steps. Climb the steps and step on one of the switches on the floor. One of your teammates steps on the other and the gate in front of you opens.



After you use the Force to create some steps, stand on the floor switches.

Another large walker is waiting to greet you. Stay near the entrance to the next area, and use your blaster to take it down without worry of being hit. Turn it into scrap, then run down the trail and fight off a wave of enemy clones and droids. Smash the plants where the AT-ST fell; collect the studs that spill to the ground.

Follow the line of studs as they lead down a side trail, and smash all the plants you find. Destroy the squad of clones that runs out to stop you. Use the Force to activate the four latches on the ground near the trail's end. After you activate all the latches, smash them with your lightsaber; a secret ship rises from the ground. Use the Force to open the craft, then run inside to get off this crazy world.

CAUTION

As you work the area to reveal the hidden spacecraft, more clones come out to greet you. Take them out before you go about your business so they don't shoot you in the back.

Freeplay Area

Before you go jumping into the rocket for a fun trip, jump on top of it and use Jar Jar to grab the last LEGO canister.

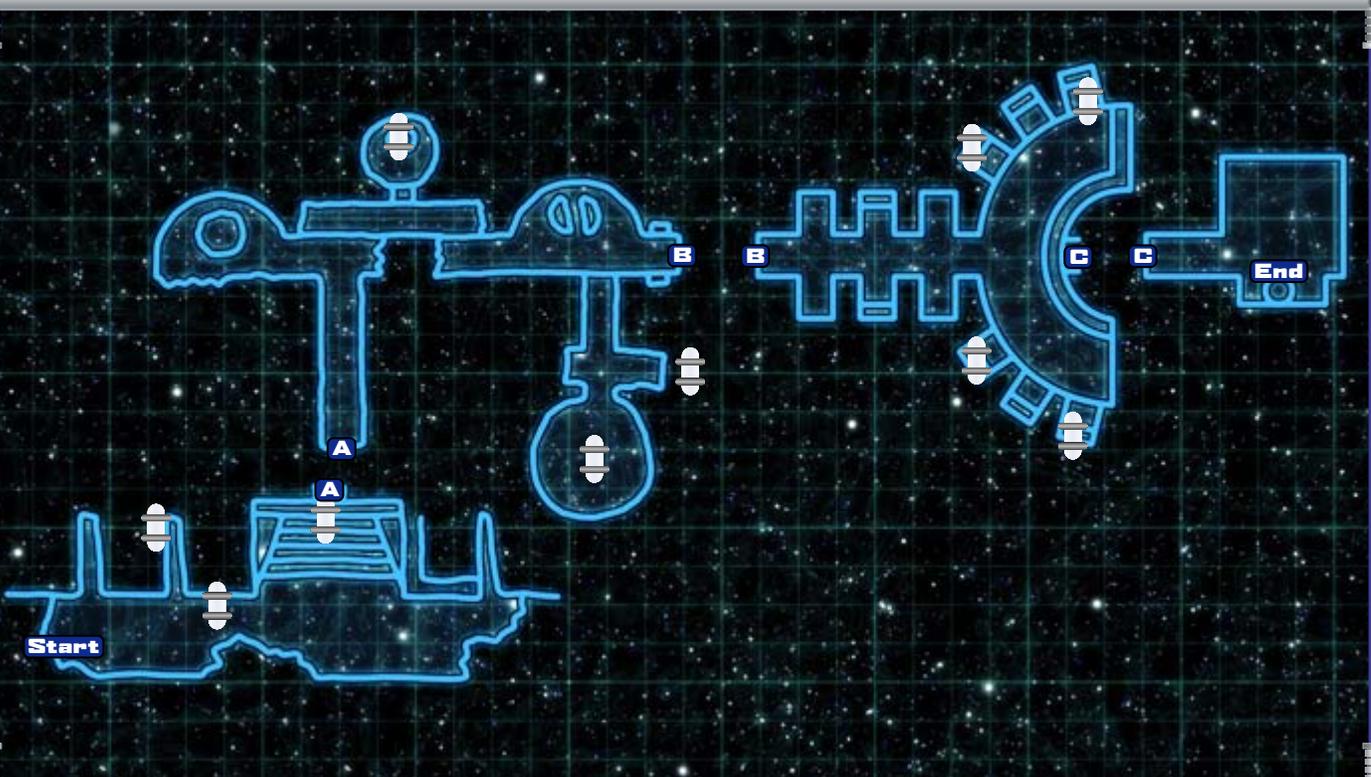


Yoda made it to his secret spacecraft, thanks to Chewbacca.



It's time for Yoda to hightail it out of there.

Chapter 5: Ruin of the Jedi



Story Characters



Palpatine has issued Order 66, turning the clone army against the Jedi. Across the galaxy, clones have gunned down their Jedi generals. Yoda and Obi-Wan Kenobi have survived and head for the Jedi temple on Coruscant. They hope to find some answers to this shocking turn of events within the Jedi archives...



Obi-Wan returns to the broken Jedi building.



At least Yoda survived.



They might look like Jedi from behind, but don't be fooled.

You're back on Coruscant, hoping to find more Jedi who might have survived Palpatine's trickery and the attack of the clones. Well, if you want one Jedi by your side, Yoda is a good one to pick. He is a master of the Force and a good ally. You can trust his instincts when he says those hooded figures are not Jedi.

Get your lightsaber out and follow the walkway to the right toward those people. Yep, Yoda was right. They were disguised clones, and they start shooting at you when you get close. Use your weapon to deflect their blaster shots until every rotten clone is scrap parts. Run under the building to the side and collect the multiple piles of studs that are lying around. Return to the area where you fought those clones, and smash the container near the building for more hidden goods.



Deflect the shots of those disguised clones until the area is enemy free.

Freeplay Area

The ledge across from the building is busted and LEGO pieces stick out. Pull them out of the wreckage with the Force, then stack three chunks next to the building. Jump to the stack's top; switch to Jar Jar and grab the LEGO canister.



Continue along the walkway to the right and pass the main stairwell for now. Smash the containers to find hidden loot, then go under the building and pick up the loose studs.

Freeplay Area

Use Jar Jar to climb up the red starship at the walkway's end, and double jump high into the air to pick up a LEGO canister.



Freeplay Area

A container you smash near the building has a red circle underneath it, which means there is a hook somewhere above. Use a character with an ascension gun that can get you to the ledge above. Once there, follow the ledge to the back wall, collecting studs along the way. Use your double jump attack to smash out the window above the large door so you can collect more studs and a LEGO canister. Drop down to a lower ledge to the left to find more valuables.



Chapter 5: Ruin of the Jedi

Time to head for the stairs. Use your lightsaber to deflect enemy shots back at those disguised clones, then pick up the studs on both sides of the stairs. Use the Force to pull the giant doors off these hinges and lay them on the ground. Smash them to bits and collect the loot, then head through the door.



Those heavy doors are no problem for the Force.

Run down the broken hallway and collect the studs as you go. Use the Force to move debris out of your way, revealing hidden loot. When you reach the hall's end, chop up the clones. Use the Force on the brown LEGOs at the hall's end to create stairs to the next level.



Create some stairs out of the loose LEGO studs.

stud. Stand as far back as possible; with your lightsaber ready, use the Force to lift the giant sphere. As soon as the three training balls underneath become active, drop the sphere and block the lasers coming from the balls. After you destroy each training ball, continue moving the giant sphere with the Force until you place it on the broken pillar.



Kill the guards and clean the area of its valuables.

on all the items on the ground to reveal lots of studs; pick them up, then exit the way you came in.

Before you climb the stairs, grab the loose studs to the right. Then head onto the platform to the left and get more loose studs. Use the Force to move some debris in the back to reveal some valuables, and use the Force on the gray LEGO beams sticking out of the floor to the left to find a blue

Run up the stairs and drop the clone before grabbing the valuables on the ground. Head through the open door in the wall to find a room filled with enemies. Deflect the shots back at most of the shooters and chop down the rest. When the room is clear, search for hidden treasure. Use the Force

Follow the upper walkway until it ends, then drop back down to a lower one. Run to the right and take out those clones. Use the Force on half the sphere behind you, and your partner will use it on the other half. Together you make it whole again; use a double jump attack underneath it to break it into tiny pieces.

Grab the studs at the end of the hall to the right, and use the Force to remove the red LEGO knob caps to the side. Use the Force on the knobs and a doorway opens in the wall to the right. Before you go in, turn around and head down the stairs and down another hallway. Grab the loose studs and use the Force to move the debris for even more loot, then head into the open door.

Freeplay Area

The LEGO canister by the door's side is just out of reach. Use an astromech droid to hover out there and get it, then make it back safely to the ledge.

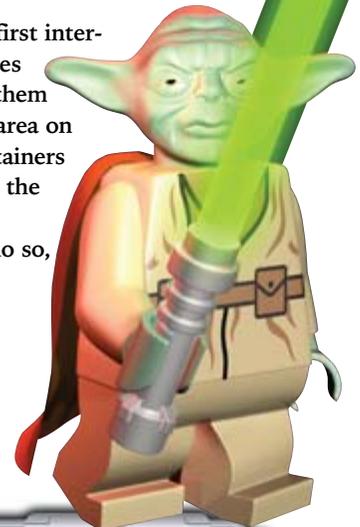


This room is where the Jedi Council used to sit. Kill the clones in the back of the room, then clear the floor of loose studs. Next, use the Force to stack all the chairs into a high pile. Climb the stack of chairs to reach a LEGO canister. Backtrack out of the room, down the hall, up the stairs, and through the door you revealed a second ago.



Stack the chairs in the room so you can reach the LEGO canister above.

Walk down the hall to the first intersection where a group of clones come out to greet you. Hack them to pieces, then head into the area on the left. Smash the small containers on the ground, then return to the hallway and collect the studs littering the ground. As you do so, more clones come around the next intersection and start shooting at you. Deflect their shots and take them all out.



Freeplay Area

Head into the left area of the second intersection to find a red circle on the ground. Switch to a character with an ascension gun and grapple to the ledge overhead to collect some major studs. Drop to the ground and head to the area across the way; use your ascension gun again to reach a ledge high above. Fill your pockets with studs before going on.



NOTE

Use the dark side Force powers to pull out the red shelves you find along the way. This reveals some more hidden loot.

After you head down the hall again, more enemies come around the corner of the next intersection. Once again, use your weapon to deflect their shots back at the shooters to take them out. Collect the studs on the ground, then smash the box around the corner to the right for more valuables. Return to the hall and follow it into the next room.

When the hallway widens, look to the left and right for valuable blue studs on the ground. Run into the room and smash all containers on the ground for hidden goods. Head into the room in the back right. Use the Force to pull out all the shelves and collect all the studs that fall to the ground.

After you clean the room, use the Force to pull out the two bottom rows of shelves. Jump on the first shelf and pull out the next highest shelf closest to the back wall. Quickly jump to it before the shelf you're standing on goes back into the wall. From the second shelf, jump to the platform in the back of the area and use the



From the bottom shelves, jump to the next highest one and from there jump to the platform in the back.

Force to pull the switch. Use the Force to pull out the shelf in the wall at your level. From there, jump the ledge above the switch to get a LEGO canister.

Drop to the ground and run to the room next door. Use the Force to pull out the first set of shelves and jump on top of them. Use the Force to pull out the next set of shelves above, and jump across the room to the shelf on the opposite wall. Use the Force again to pull out another set above you, then jump to the shelf above you on the opposite wall. Continue to pull out shelves until you can jump to the top platform against the back wall. Step on the red floor button to get rid of the shield on the platform below you. With the shield gone, drop to that platform and use the Force on the switch.

Head into the third room and use the Force to pull out the shelves in the wall; collect the loot hidden inside. Now pull out the shelves again and jump from the one on the bottom to the higher one on the opposite wall. From there, jump to the platform in the back wall and use the Force to pull the switch. Pulling all the switches opens a door in the main room.

Freeplay Area

The LEGO canister above your head is too high to reach; use Jar Jar's great leaping ability.



Freeplay Area



After you've pulled the first three switches, a small platform lowers near the first room with shelves you entered. Switch to Jar Jar and jump on top of it. From there, jump to the walkway on the left. Follow the walkway to the end and collect the studs as you go.



Jump on the railing at the walkway's end, then jump over the shield blocking the room to the left. Use the protocol droid in your party to access the control panel on the wall and deactivate the shields in the area.

Chapter 6: Darth Vader

Freeplay Area (cont'd)

Switch to a Jedi and pull the shelves out of the walls. Now use Jar Jar again to jump to the shelf and then to the platform on the back wall. Use the Force again to pull the switch there.

Move into the next room and use the Force to pull out the shelves in the wall for hidden treasure. Switch to a character with an ascension gun, and use the red circle on the ground to grapple to the ledge above. Switch to Jar Jar and jump to the next ledge; step on the red floor button to deactivate the small shield below you. Drop back down to the previous platform and use the Force to activate the switch on the wall.

Run into the last room and use the Force to pull out the shelves for even more loot. While the shelves are still out, use Jar Jar to jump from there to the platform in the back wall. Use the Force again to activate the switch on the wall and lower a platform in the area where you jumped over the shield. Backtrack to the upper walkway, then jump to the new platform and into the air to grab a LEGO canister.

After you clear out the room, head through the open door. In the next room, you are immediately greeted with enemy blasters. Deflect the shots back at those clones, giving them a little taste of their own medicine. Head to the room's right and use the Force on the control panel.



You finally get to check the Jedi archives.



Unfortunately, you get some news that neither Obi-Wan nor Yoda likes.



Chapter 6: Darth Vader



Story Characters



Anakin Skywalker, once the young Podracing champion of Tatooine, Padawan to Obi-Wan Kenobi and hero of the Clone Wars, has finally given in to his secret emotions and fallen to the Dark Side. His wife Padme rushes to the volcanic world of Mustafar hoping to turn Anakin back from his dark path. She has no idea that Anakin's former master Obi-Wan Kenobi is hiding aboard her ship...



On the world of Mustafar, Padmé pleads with Anakin.



Obi-Wan Kenobi reveals himself, and he doesn't look too happy. It's time for a showdown.



Jump over the holes in the floor or you'll end up in the lava below.

All that time trying to train and teach Anakin on the ways of the Force and what does he do? Use it for evil and to cut down your Jedi friends. You're on the world of Mustafar to teach him that the dark side of the Force doesn't pay.

Unfortunately, before you can dole out your justice, Anakin takes off running down the hallway.

After you enter the hall, Anakin has another reason to run. The hallway you're in starts to collapse into the molten lava below you. Follow Anakin along the left wall as he runs toward the screen and away from danger. Some of the floor in front of you has already fallen into the lava, so be careful and double jump over those parts. As you run, parts of the ceiling and wall give way, spilling studs on the ground; collect them as you go. Near the hall's end, quickly grab the LEGO canister next to the left wall. Don't stop running and jumping until you reach the next room or you fall in the lava and are cooked alive.

The next room you find yourself in is a mess. Parts of the ceiling have collapsed, and there is a timer at the screen's top telling you how much more time you have until the rest of the place is destroyed. The first thing you must do is use the Force on the four support beams lying on the floor. Fixing each beam gives you an extra 20 seconds in the room.

Use the Force to activate the four levers along the left wall. After you activate the center two, the screen above shatters, spilling studs on the ground for you to collect. Activating the last lever on the left opens a secret alcove behind it where you can fill your pockets with LEGO studs and a LEGO canister.

Near the back of the room is a LEGO canister behind some protective glass. Smash the yellow and gray LEGO cover with your lightsaber to create an opening. Grab the canister inside. Continue to the back of the room for a large stash of studs and another LEGO canister.

Head along the room's right side and activate all the switches. Grab the studs that spill out from the shattered screens. Around the room are consoles that have little red knobs; use your double jump attack on these to find even more loot.



Get those support beams up to give yourself extra time to explore the room.



Activate the switches around the room to break the screens for hidden loot.

Freeplay Area

Only an astromech droid can open the door in the left wall. Have the droid access the control panel and the door in the wall opens. Go inside to collect LEGO studs and a LEGO canister.



The room's exit is in the right wall but it's blocked. Make sure you have at least 20 seconds before you attempt to flee. Use the Force to remove the four beams blocking the door. When the door is clear, use the Force on one of the locks on the door's side, and your partner does the same on the other. When the door is open, run through.



Make sure you have enough time to open the door.



Smash the equipment to access the floor buttons.

The battle with Anakin continues after you make it back outside—until Anakin gets frightened again and runs for it. Grab the LEGO canister next to you and follow him, because the walkway you're on is about to collapse. If you don't go fast enough, you plunge to a fiery demise.

Run to the right and use the Force on the LEGOs in the wall to reveal some loot. Next, smash the equipment in the wall so both you and Anakin can step on the floor buttons that were under the equipment. Jump on the platform that lowers, and grab the LEGO canister that was behind it; then jump to the walkway on the other side.



Fix the giant dial on the wall so you can bring up the walkway to the next area.

After you reach the walkway, use the Force to turn the yellow knob on the wall to cut off the steam blocking your path. With the steam gone you can continue to the right until you find two red bolts on the ground. Use the Force to reattach the bolts to the large dial in the wall. Then use the Force to turn the fixed dial, which brings up a new part of the walkway to the right; cross it.

Your fight with Anakin takes you to a piece of the building that's going under. Jump across the beams still sticking out of the lava and jump to one of the small rocky platforms floating at the end. When you land on one of the platforms, keep moving because they slowly slip into the lava. Jump on the platforms to the right until you get the LEGO canister.



Don't stand on an island for too long because it sinks into the lava.



Jump up the chunk of building as it slips away.

After you grab the canister, follow the remaining platforms to the left. Jump from platform to platform until you find a solid chunk of metal sticking out of the lava. Jump to the floating platform to the left for another LEGO canister.

Jump back to the chunk of metal you came from and hop your way to the large chunk of building still sticking out of the lava. It starts to collapse into the fiery substance, making it easy for you to jump up its side. As the bottom sinks away, keep jumping until you reach the top. From there, jump to a tiny stone island in front of you.



Freeplay Area



Follow the platforms until you reach an area that is too far to cross by double jumping. Switch to an astromech droid and use its hover ability to fly to the next platform. Aim more to the island's left side. There, pick up a LEGO canister. Hover to the floating island behind it, then from there to the rocks near the back wall. Try to land more to the right on this chunk of rock.

This is it, the final showdown. Unfortunately, you don't have much time to battle it out because parts of the island keep slipping into the lava. You must work fast. As soon as the battle starts, hit Anakin with a jump attack. Don't let up; just keep using the jump attack against him. After a few hits, move to the island's rear because that is the last part that will fall away. This gives you more time to fight. Keep hitting Anakin until all his health is gone.



Hit Anakin with nothing but jump attacks to take away his health.

NOTE

You can play the final battle as Anakin, but the final results will be the same ... Anakin gets cooked.



Obi-Wan comes out the victor and Anakin goes to pieces.



Having won, Obi-Wan leaves Anakin to his own fate.



Obi-Wan finds Padmé...



...and another generation of Jedi.



Well look who found Anakin. What does he have up his evil sleeve?



Anakin Skywalker is dead! Vader... Rise...

Episode IV: A New Hope

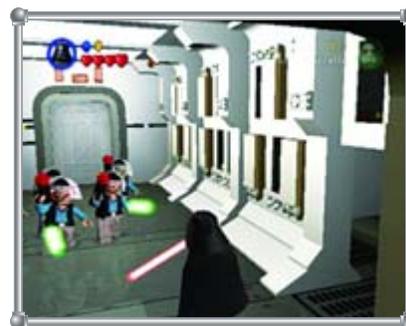


It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. Princess Leia Organa now has the blueprints for the Empire's new weapon, called the Death Star, but her ship is intercepted and boarded by Darth Vader and his stormtroopers...

The small Rebel craft tries to outrun the larger Galactic starcruiser.

Things don't look so good for the Rebels.

Story Characters



Take care of the Rebel traitors before you smash the hallway.

The Rebel scum thought they could steal the plans to the Death Star. Then they thought they could get away from you, Darth Vader. But they thought wrong. Now you've caught them and you're going to make them pay. Who do you have to choke around here to get some answers?

The room you start in is empty, so head through the door in front of you. You don't get very far before Rebel troops enter the hall from the other end and start shooting at you. Deflect their blasts back at them until every one of them has felt the might of the Empire. After the hallway is clear, use the Force to search the overhead compartments for any valuables. Before you leave, smash all the side walls and collect the blue studs hidden behind them.

NOTE

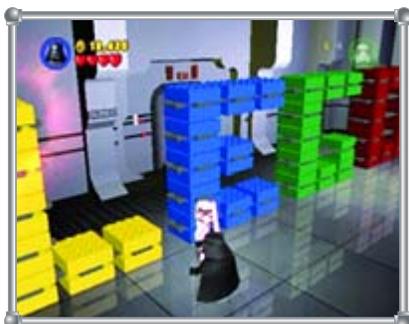
When you have only one more Rebel to deal with, show him the true power of the Force and send him flying backward to his doom.



Breaking Rebel stuff is fun and rewarding!

When you reach the hall's other side, more Rebels come streaming through the door. Put them down with your lightsaber. After you reach the next room, head down the hall to the right and take care of more guards. Move down the hall and break all the equipment on the sides to uncover hidden goods.

Use the Force on other pieces of equipment and collect the LEGO studs that spill onto the floor.



Hey, you spelled LEGO!

Head into the room at the hall's end and smash the equipment on either side of the doorway to find hidden studs. Now it's time to play with some giant LEGOs. Using the Force, stack each color in the right order and you spell LEGO. Here's how you should stack them:



Yellow: 3 piece, 1 piece, 1 piece, 1 piece, 1 piece

Blue: 3 piece, 1 piece, 2 piece, 1 piece, 3 piece

Green: 3 piece, connected piece, 1 piece, 1 piece, 3 piece

Red: 3 piece, connected piece, connected piece, connected piece, 3 piece

Backtrack down the hall you just came from and head into the small room. Only a protocol droid can access the door to the right; skip it for now and head through the door across the way. You are greeted by more Rebel resistance in the next hall. Destroy them with your lightsaber, then smash the equipment on the sides and collect the studs. Use the Force on more equipment on the back right wall for more studs, then head into the next room.



After you turn every floor button green, the case at the room's center lifts up, freeing C-3PO.

Use your weapon and smash the tanks on the room's sides; you are rewarded with some valuable blue studs. Next break the small glass domes over the floor switches around the center area. After each dome is broken, run around the center area, stepping on each floor button to turn them green for a short period of time. When all are green at the same time, the glass case in the room's center rises up and you add C-3PO to your party.



Smash the walls to little bits to get what's hidden behind them.

Backtrack down the hall and head for the door with the protocol droid control panel. After C-3PO interacts with it, the door opens; go through it. Put down the resistance on the door's other side, then use the Force on the side compartment to reveal hidden treasure. Clean out the compartments, then smash the side walls to get the valuable blue studs behind. Use C-3PO to access the next door and head on through.

Bonus Level

As you might have suspected, there are more Rebels. Give them some punishment with your weapon, then head down the hallway to your left. Take care of more guards before you destroy the side of the ship. Collect the studs that litter the ground, then use the Force on the equipment halfway down the hall for more goods. Move into the room at the hall's end.



First you must fix the machinery at the center of the room...

Smash the tanks on the room's sides and collect the studs that spill out. Next, use the Force on the parts scattered on the floor to reassemble the machinery at the room's center. After you fix the machinery, use the Force to make the sides of it spin around. As the machinery spins, the fans in the corners of the room start



...then ride the cool breeze into the sky for some good loot.

to work. Stand on one of the fans and ride the breeze into the air to collect some valuable blue studs. The fans don't run for very long, so you must use the Force on the center machinery every time you want a ride. After you collect the studs from every corner, backtrack down the hall to the other door.

Put down the guards in the hallway and smash the equipment along the walls. Use the Force on the equipment on the back left wall to shatter it into tiny LEGO pieces. Use your double jump attack to break the tanks in the hall's back left corner to reveal a control panel. Have C-3PO access the panel and head through the open door.



What in the world is Princess Leia giving to R2-D2?



C-3PO looks as confused as ever.

To be continued...

Where does the story go from here?



More LEGO Fun

Your little LEGO friends aren't the most solid characters around and have a tendency to go to pieces if they get hit a few times. Still, the little guys are tough and come right back to life for even more punishment. This gives you the opportunity to have a little extra fun with your favorite *Star Wars* characters.

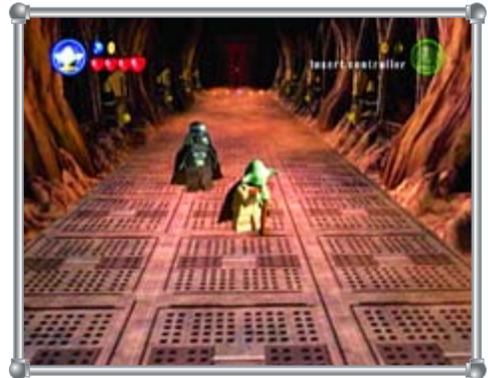
After you unlock many of the characters, use Free Play mode to explore the different episodes. There you can create your own story line. You can have little R2-D2 turn to the dark side and cause problems for the Jedi. You can use a Battle Droid and have him turn on his fellow droids and wipe them out with his blaster. You can take out Jar Jar Binks for messing up one too many times. Experiment with all the different possible scenarios and have some fun!



More LEGO Fun



That little green guy looks awfully familiar. But did he have a mustache before?



Yoda and Darth Vader make such a great team. Too bad they are separated by the laws of good and evil!

What's better than one Padme? Two Padmes, of course!



The parking lot can be a dangerous place. Can't the Jedi and Sith all get along?



Hey Anakin, it's your future self!



With their trusty brushes, the Jedi plan on sweeping away crime from the galaxy.



Chewbacca! What is he doing on the Trade Federation Battleship?



