

COMPLETE SAGA

OFFICIAL GAME GUIDE

Canister and Power Brick Locations Revealed



BASED ON A GAME RATED BY THE

g a m e s

LUCASARTS...



### Contents

| Galaxy Basics4              |
|-----------------------------|
| Game Modes4                 |
| Special Abilities4          |
| Weapons6                    |
| Items7                      |
| Environment8                |
| Characters9                 |
| Jedi9                       |
| Sith11                      |
| Small Characters 12         |
| Activation Panel Droids12   |
| Super Jump Characters 13    |
| Bounty Hunters13            |
| Ghost characters            |
| Blaster Characters          |
| Other Characters            |
| TRANSPORTATION24            |
| Spacecraft and Speeders24   |
| Anakin's Podracer24         |
| Naboo Starfighter24         |
| Anakin's Speeder24          |
| Republic Gunship24          |
| Jedi Starfighter (Yellow)24 |
| Jedi Starfighter (Red)24    |
| X-Wing 24                   |
| Y-Wing24                    |
| Snowspeeder 25              |
| Millennium Falcon25         |
| Sebulba's Podracer25        |
| Zam's Airspeeder25          |
| Droid Trifighter25          |
| Vulture Droid25             |
| Clone Arcfighter            |
| TIE Fighter25               |
| TIE Interceptor             |

|    | TIE Fighter (Darth Vader)        | 26         |
|----|----------------------------------|------------|
|    | TIE Bomber                       | 26         |
|    | Imperial Shuttle                 | 26         |
|    | Slave I                          | 26         |
| M  | DS EISLEY CANTINA                | <b>Z</b> E |
|    | Bar Counter                      | 27         |
|    | Create a Character Area          | 27         |
|    | Cantina Parking                  | 27         |
| Еp | isode I: The Phantom Menace      | 28         |
|    | Chapter 1: Negotiations          | 28         |
|    | Chapter 2: Invasion of Naboo     | 32         |
|    | Chapter 3: Escape from Naboo     | 36         |
|    | Chapter 4: Mos Espa Podrace      | 41         |
|    | Chapter 5: Retake Theed Palace   | 43         |
|    | Chapter 6: Darth Maul            | 49         |
|    | Episode I Bonus                  | <b>5</b> 3 |
|    | Super Story                      | <b>5</b> 3 |
|    | Character Bonus (Theed Palace)   | <b>5</b> 3 |
|    | Minikit Bonus (Tatooine)         | <b>5</b> 4 |
| Εp | isode II: Attack of the Clones   | 55         |
|    | Chapter 1: Bounty Hunter Pursuit | 55         |
|    | Chapter 2: Discovery on Kamino   | 58         |
|    | Chapter 3: Droid Factory         | 62         |
|    | Chapter 4: Jedi Battle           | 66         |
|    | Chapter 5: Gunship Cavalry       | 69         |
|    | Chapter 6: Count Dooku           | 72         |
|    | Episode II Bonus                 | 75         |
|    | Super Story                      | 75         |
| Еp | isode III: Revenge of the Sith   | 77         |
|    | Chapter 1: Battle Over Coruscant | 77         |
|    | Chapter 2: Chancellor in Peril   | 79         |
|    | Chapter 3: General Grievous      | 83         |
|    | Chapter 4: Defense of Kashyyyk   | 86         |
|    | Chapter 5: Ruin of the Jedi      | 90         |
|    | Chapter 6: Darth Vader           | 95         |
|    | Episode III Bonus                | 97         |
|    | Super Story                      | 97         |

Protected by copyright. Unauthorizer or unlawful copying or downloading expressly prohibited.

#### Contents

| Episode IV: A New Hope99                   |  |  |  |  |
|--|--|--|--|--|
| Chapter 1: Secret Plans99                  |  |  |  |  |
| Chapter 2: Through the Jundland Wastes 105 |  |  |  |  |
| Chapter 3: Mos Eisley Spaceport 113        |  |  |  |  |
| Chapter 4: Rescue the Princess             |  |  |  |  |
| Chapter 5: Death Star Escape 126           |  |  |  |  |
| Chapter 6: Rebel Attack131                 |  |  |  |  |
| Episode IV Bonus135                        |  |  |  |  |
| Super Story                                |  |  |  |  |
| Character Bonus (Mos Eisley)135            |  |  |  |  |
| Minikit Bonus (Death Star)135              |  |  |  |  |
| Episode V: The Empire Stirkes Back136      |  |  |  |  |
| Chapter 1: Hoth Battle136                  |  |  |  |  |
| Chapter 2: Escape from Echo Base140        |  |  |  |  |
| Chapter 3: Falcon Flight145                |  |  |  |  |
| Chapter 4: Dagobah148                      |  |  |  |  |
| Chapter 5: Cloud City Trap154              |  |  |  |  |
| Chapter 6: Betrayal over Bespin158         |  |  |  |  |
| Episode V Bonus                            |  |  |  |  |
| Super Story                                |  |  |  |  |
| Character Bonus (Cloud City)163            |  |  |  |  |
| Minikit Bonus (Hoth)163                    |  |  |  |  |
| Episode VI: Return of the Jedi165          |  |  |  |  |
| Chapter 1: Jabba's Palace165               |  |  |  |  |
| Chapter 2: The Great Pit of Carkoon171     |  |  |  |  |
| Chapter 3: Speeder Showdown177             |  |  |  |  |
| Chapter 4: The Battle of Endor182          |  |  |  |  |
| Chapter 5: Jedi Destiny190                 |  |  |  |  |
| Chapter 6: Into the Death Star195          |  |  |  |  |
| Episode VI Bonus                           |  |  |  |  |
| Super Story                                |  |  |  |  |
| Character Bonus (Endor)198                 |  |  |  |  |
| Minikit Bonus (Endor)199                   |  |  |  |  |
| Bounty Hunter Missions200                  |  |  |  |  |
| Mission 1: Qui-Gon Jinn                    |  |  |  |  |
| Mission 2: Queen Amidala200                |  |  |  |  |
| Mission 3: Jar Jar Binks200                |  |  |  |  |
| Mission 4: Mace Windu200                   |  |  |  |  |
| Mission 5: Kit Fisto                       |  |  |  |  |
| Mission 6: Luminara200                     |  |  |  |  |
| Mission 7: Ki-Adi-Mundi                    |  |  |  |  |
| Mission 8: Rebel Trooper200                |  |  |  |  |

| Mission 9: Shaak Ti                | 201 |
|------------------------------------|-----|
| Mission 10: Commander Cody         | 201 |
| Mission 11: R2-D2                  | 201 |
| Mission 12: Ben Kenobi             | 201 |
| Mission 13: Chewbacca              | 201 |
| Mission 14: Princess Leia          | 201 |
| Mission 15: Admiral Ackbar         | 201 |
| Mission 16: Yoda                   | 201 |
| Mission 17: C-3PO                  | 201 |
| Mission 18: Lando Calrissian       | 201 |
| Mission 19: Luke Skywalker         | 202 |
| Mission 20: Han Solo               | 202 |
| Multiplayer                        | 202 |
| Traditional Multiplayer            | 202 |
| Two Player Arcade                  | 202 |
| Bonus Missions                     | 202 |
| Podrace (Original)                 | 202 |
| Anakin's Flight                    | 203 |
| Gunship Cavalry (Original)         | 203 |
| A New Hope                         | 203 |
| Lego City                          | 204 |
| New Town                           | 204 |
| Super Secret Star Wars Stuff       | 205 |
| Power Up Pick Up Locations         | 205 |
| Episode I: The Phantom Menace      | 205 |
| Episode II: Attack of the Clones   | 205 |
| Episode III: Revenge of the Sith   | 205 |
| Episode IV: A New Hope             | 205 |
| Episode V: The Empire Strikes Back | 205 |
| Episode VI: Return of the Jedi     |     |
| Character Level Pick Up Cheats     | 205 |
| Vehicle Level Pick up Cheats       | 205 |
| Achievements                       | 206 |
| 100 Percent Completion             | 207 |



# The Phantom Menace

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...





#### Episode I: The Phantom Menace

Use the Force to lift all the levers in the first hallway.



Use the Force to lift all the levers in the second hallway.



Stand on a red floor switch so your partner steps on the other to open the glass door.



Use the Force to stack the crates from largest to smallest so you can jump to the ledge along the



Use the Force to fix the equipment by the wall then use the Force again to stack the crates from largest to smallest. Jump to the top of the stack and onto the moving platform.



Use a small character to climb into the chute in the left wall to get to the ledge above. Step on the red floor switch at the top to deactivate the force field nearby as you run along the ledge.



Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode

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.

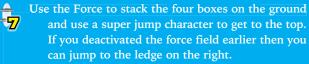
White gas is seeping into the room—it's time to leave. Head for the locked door heading out of that place and use the Force to demolish it. Collect the valuable studs from around the room, then use your powerful lightsaber to destroy the equipment to the left of the door. Keep hacking the equipment until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

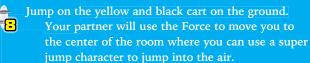


Once LEGO studs spill onto the ground from their secret locations, they don't last long. Quickly collect them before they disappear.

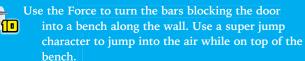
When you get into the hallway beyond the door, battle droids move in to destroy you. Use your lightsaber to deflect their shots back at them after they fire at you. Add a few slashes with your weapon to finish off any stragglers. After you turn the battle droids into scrap, use the Force to move the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

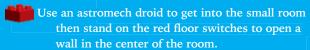
#### LEGEND













**Challenge Mode Canisters** 

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 stand near the platform to the walkway's left and use the Force to fix the gears. Immediately jump on the fixed



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

platform as it rises into the air high enough for you to double jump and grab the blue token above your head. Do the same for the other platform on the other side of the walkway.



In order to access all the areas of a level, you will have to go back and play it in Freeplay mode. It is a good idea to first play through the first few episodes so you can unlock different characters to play with or buy at the cantina. Before you start playing in freeplay mode, be sure you have all the different types of characters such as a Sith, bounty hunter, and stormtrooper that are listed at the start of the character section. If you have every different type of character unlocked, you can safely and easily play through any level in Freeplay mode. And don't forget to purchase a TIE fighter for those flying missions.

## PRIMA OFFICIAL GAME GUIDE

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

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.

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.

Another LEGO canister is also in this room, but it is behind a protective shield. Step on the red 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.

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.



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

#### 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, 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 droids have been playing cards at the back table and are waiting for you to deactivate them with your lightsaber.

#### Episode I: The Phantom Menace

#### Freeplay Area (Continued)

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 force field 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.

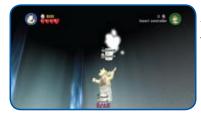
Next, use an astromech droid to cross the large abyss and reach the platform on the other side.

Activate the switch on the wall to disable the force field 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. Assemble the LEGOs that spilled on the floor into an activation panel for a protocol droid. 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.

#### Freeplay Area



Jump on the newly formed ledge and use a super jump character to jump into the air to get another LEGO canister.

With the area clear, enter the dark grate. 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 side wall 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. Jump 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 Red Power Brick 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.

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



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

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. As you run across the area, assemble the pieces on the ground to make a small vehicle that you can ride. Then continue to the right and smash the orange bricks on the conveyer belt and 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 valuable studs. Collect all the studs in the area, and use TC-14 to activate the switch next to the brown vehicle. The hatch opens nearby for you to enter.



Protected by copyright. Unauthorizer or unlawful copying or downloading expressly



Chop down the LEGO tree you assembled.



Jump from the broken chunk of vehicle to the left of the path into the air.



Smash the base of the vehicle to uncover a hole in the ground.



Use Jar Jar to jump from the small ledge on the wall high into the air.



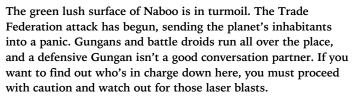
After you use the Force to move some rock, use Jar Jar to jump on top of the ledge in the corner.



Use the Force to pull the LEGO pieces from the wall. Jump down to the ledge you just created.



Please note that Lego Canisters with a Yellow number can only be gotten in Freeplay Mode



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. 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.

#### LEGEND



Use the Force to move the LEGO logs blocking the mouth of the cave.



Assemble the three parts of the Naboo statue.



Use the Force to stack the rocks on the ground then use a blaster to shoot the target on the tree in the distance. Double jump in the air while still on top of the stack of rocks.



Use a small character to enter the chute in the wall.



Use a bounty hunter to access the activation panel that was hidden in the cliff wall, then enter the small cave that open to the right.



**Challenge Mode Canisters** 

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.

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.



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

## WARS GAME GUIDE

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.



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



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 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.

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 studs 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.

#### Freeplay Area



Once the small platform lowers, a cave is revealed with an activation panel. Use a bounty hunter to access the panel and a wall opens up to the

right with a red power brick for you to collect.

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 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. Smash the LEGO statue in the wall for some goodies, then follow the walkway through the next entryway.



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

#### Episode I: The Phantom Menace

#### 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, grab all the studs 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.

#### Freeplay Area



Nearby, a transport vehicle is stuck. Stand back and use a thermal detonator on the shiny metal part of the vehicle to blow it up. With the vehicle gone, proceed into the next area. Stand on the box along the left wall. Your partner will use the Force to lift the box in the air where you can collect a blue stud. While still in the air, use an astromech droid to fly to a small corner in the back for some more studs. Grab the blue studs above the statue head lying in the water. After you collect all the studs in the area, return through the entryway.

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 and studs.

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.

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.





The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States. Prima Games is a division of Random House, Inc.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2007 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & ® or ™ as indicated. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from LucasArts.

Senior Product Manager: Donato Tica

Editor: Alaina Yee

GAMES

Design & Layout: Calibre Grafix Manufacturing: Stephanie Sanchez

All other trademarks are the property of their respective owners.

Please be advised that the ESRB Ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

#### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 978-07615-5843-9

Library of Congress Catalog Card Number: 2007938086

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1

#### **Acknowledgements:**

I would like to thank my beautiful wife Jennifer Littlefield for all her love and support through this fun and challenging adventure. I would also like to thank the next generation of adventurers: Parker True, Spencer True, and Journey Simunich.

Special thanks to Andrew Bell at LucasArts, Donato Tica (a true Jedi master) and Alaina Yee at Prima, Asha Johnson, and Scott Watanabe at Calibre Grafix, Inc. Without their help this book could not have been completed.

#### PRIMA GAMES

A Division of Random House, Inc. 3000 Lava Ridge Court, Ste. 100 Roseville, CA 95661 1-800-733-3000 www.primagames.com



## Step up your game

- · Be one of the first to know about game launches
- Be in the know about Xbox 360 Live competitions
- · Get inside scoop direct from the Community team
- · Learn about amazing discounts from retailers
- Find out about free themes, wallpapers, ringtones, videos and more

Sign up for the Xbox Newsletter today!

