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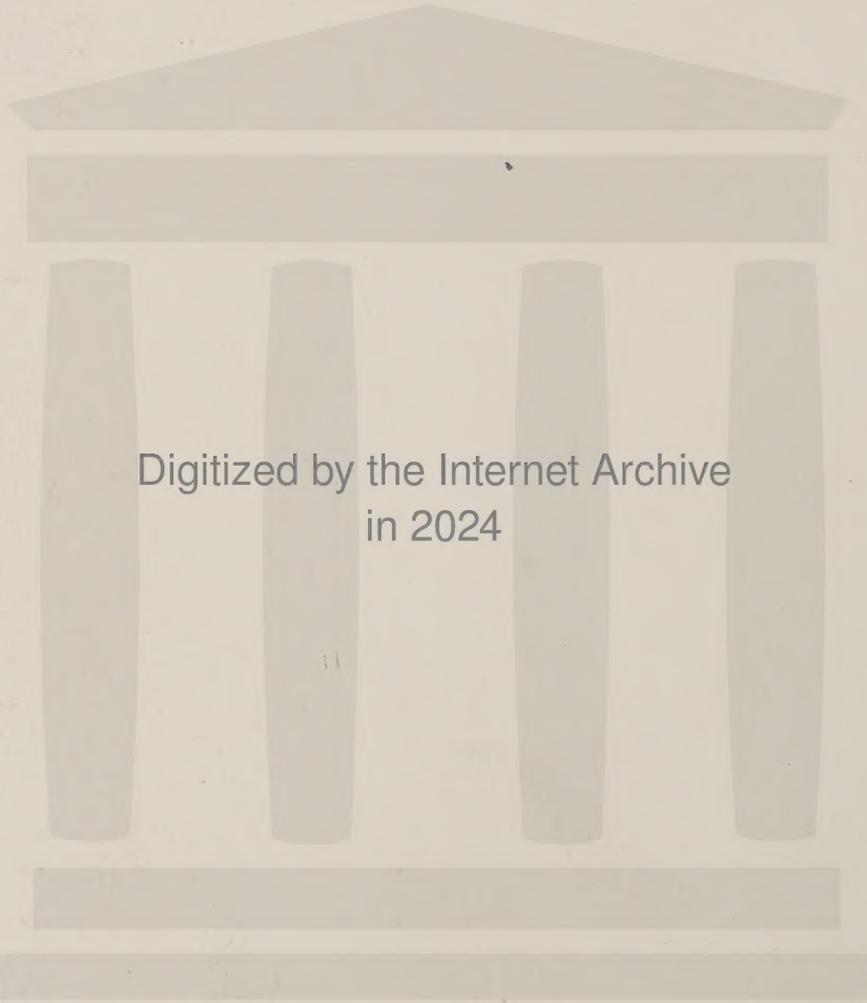
UNIVERSE

MASSIVELY MULTIPLAYER
ONLINE GAME



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CONTENT

OFFICIAL STRATEGY GUIDE



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MASSIVELY MULTIPLAYER
ONLINE GAME

Written by Michael Searle

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Prima Games

An Imprint of Random House, Inc.
3000 Lava Ridge Court, St. 100
Roseville, CA 95661
www.primagames.com

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Prima Games would like to thank the teams at NetDevil and The LEGO Group for their invaluable support and contributions to this guide. Thanks, everyone, for helping us fight back the Maelstrom!

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Mike Searle was born before regular, everyday people—not those scientist types—had computers in their houses. Some might say that makes him a dinosaur, but others think him a grizzled veteran of the gaming world. He's played 4,380 more video games than his lovely wife, Deb—she has no clue what the initials "FPS" stand for—but his kids Raina, Henry, Tristan, and Nate are quickly catching up to him.

We want to hear from you! E-mail comments and feedback to msearle@primagames.com.

ISBN: 978-0-307-47098-0
Library of Congress Catalog Card Number: 2010936592
Printed in the United States of America

10 11 12 13 LL 10 9 8 7 6 5 4 3 2 1

How To Use this Guide

In a galaxy full of strange creatures, ancient treasures, and enough LEGO bricks to build a whole world of your own, the thrill of exploration, collection, and construction are yours every time you jump into the boots of your favorite LEGO Minifigures. *LEGO Universe* is a MMOG (massively multiplayer online game) where you play with hundreds of other LEGO fans at the same time. You can hang out with other players at Nimbus Station, team up to beat the tougher quests in exotic worlds such as Forbidden Valley, or use your Imagination to create anything you fancy. Whether you venture forth alone or with friends, the following rundowns detail everything you need to master the secrets of *LEGO Universe*.

Introduction



Learn the story behind the evil Maelstrom and the heroes who will do everything in their power to stop it. Will you join the Nexus Force and battle back the darkness?

The Basics



achievements, and more.

Every player needs the basics, from Minifigure creation to combat tactics to socializing in the worlds of *LEGO Universe*. This chapter delivers info on MMOG terminology, game stats, fighting options, Quick Building, mission types,

Factions and Kits



Once reaching Nimbus Station which Faction and Specialty Kit should you choose? Assembly and its expert builders? Paradox with their powers to manipulate Maelstrom energy? The knights and samurai of Sentinel Faction? The Venture League's grand adventurers? Discover the differences among the Factions and what each rank and Specialty Kit gives you.

Pets



Get the clues to unlock all the tameable Pets in the game. Plus learn where to find each of the creatures and how to take them.

Enemies



Don't let stromlings or dragons ruin your day. Here you'll find all the enemies in the game, where they plan on ambushing you, and how to stop them when you come face to face.

Items



Gear up with a look at the most powerful items in *LEGO Universe*. After combing through all the worlds, these are the items you'll want at the top of your "things to do" list.

The Worlds



How many worlds are there, and which ones should you visit first? This chapter gives an overview on each *LEGO Universe* world and why you'd want to explore it, including a galactic map showcasing all the worlds around the Maelstrom.

Venture Explorer



Your starting "world" is actually a damaged spaceship. You must work to escape from the failing ship while receiving a tutorial on basic actions.

Avant Gardens



Your second world introduces you to combat and more complicated achievements and missions. By the time you complete Avant Gardens you will know the ins and outs of the game well.

Nimbus Station



The third world will prove home base for most of your time off of missions. Here you will choose your faction and class. Return often for valuable specialty class items.

Pet Cove



Visit Pet Cove to learn how to tame Pets and use them to complete Pet-related tasks. It's a small world with lots of Pet-related tasks.

Gnarled Forest



This pirate-themed world holds mysteries and rewards for experienced adventurers. It contains three dozen missions to help build up your coins and bricks.

Forbidden Valley



This ninja-themed world holds puzzles, treasure, and epic battles for experienced adventurers. It contains two dozen missions to help build up your coins and bricks.

Starbase 3001



Look for the special portal located in the Brick Annex in Nimbus Station to reach this mysterious starbase. The starbase has five flags and two binoculars to find, a rocket builder platform, a model vendor with some exotic items, amusing

Minifigures to interact with, and more!

LEGO Club



Hidden in the back corner of the Red Bricks area in Nimbus Station is this members only hideout for LEGO Club members. Inside the LEGO Club are launch pads to Avant Gardens, Gnarled Forest, and Forbidden Valley, making it a

convenient departing zone whenever you want to zip over to a mission-filled world. You'll have fun tracking down the area's five flags too; use the bouncers to leap sky high, or play around with the mysterious gravity well to grab more flags and soar through the station's floating rings.

Building and Properties



Stake claim to a Property all your own and start creating models with the bricks you've collected in your inventory. Get tips on how to build fun and wacky models and a full rundown on how behaviors work.

Parents

If your child is new to online gaming and *LEGO Universe*, you probably have a lot of questions. There are extensive resources available to parents online at <http://www.LEGOUniverse.com>. Here are a few important areas to check out:

Child Safety

The LEGO Group takes safety very seriously, and aims to provide a safe place for children to play at all times. *LEGO Universe* gives you the following tools to help ensure a safe online environment for your child:

Parental Controls

Parents are able to get involved in many aspects of their child's *LEGO Universe* experience and can adapt the game play to fit their child's capabilities.

Moderation

LEGO Universe is a moderated gaming environment, meaning that most content is checked before being made public. Chat is based on a dictionary of pre-checked words and is monitored for improper use. Utilizing some of the best and most sophisticated online moderation tools, a team of experienced moderators leads this effort and takes the safety of users very seriously. Ensuring a mix of safety, creativity and freedom of expression is at the forefront of what the LEGO Group hopes to achieve.

There are a number of ways you can reach the moderation team if you encounter any problems within the game. These include:

- Right-clicking on other users and objects within the game to report problems directly to the moderation team
- Send email to safetyreport@lego.com
- Find relevant safety contact information on the website at: <http://www.LEGOUniverse.com/Safety>

For More Information

Consult the User Guide included in your game box for detailed information about installing *LEGO Universe*, setting up and activating accounts, subscriptions, and customer support. The following areas on the website also contain lots of helpful information:

<http://www.LEGOUniverse.com/Userguide>

<http://www.LEGOUniverse.com/Community>

<http://www.LEGOUniverse.com/Help>

Introduction

The legendary power that created the Universe has become a force of destruction. It will consume the surrounding worlds if left unchecked, leaving everything void of Imagination and the spark of creation. Only the Nexus Force stands in the way of the impending disaster.



The tale began with the discovery of an ancient artifact that pointed to the Nexus, the last source of pure Imagination in the Universe. Four explorers joined together to seek out the Nexus: Duke Exeter, hero and dragon slayer; Dr. Overbuild, master builder; Hael Storm, explorer and treasure hunter; and Baron Typhonus, a mysterious scholar. The four explorers searched every corner of the Universe until at last they found the planet Crux, home to the Nexus.

On the planet, the four gathered around the Nexus and tapped into its power. The possibilities seemed endless, and each explorer had a vision. Duke Exeter imagined magnificent castles and glorious battles against dragons. Hael Storm envisioned a great sailing ship and many adventures on its mighty deck. With his powerful Imagination, Dr. Overbuild sparked the creation of a robot dog to assist in his work, and the dog sprang to life when a piece of the Nexus drifted over and touched his idea.

Worlds could have thrived with the power of Imagination, except Baron Typhonus had other plans. In his greed, he tried to control the power of creation himself. He imagined a powerful minion of darkness to do his bidding. Alas, the Baron had arrogantly assumed he could control the being of Chaos; when he could not, the minion attacked

Baron Typhonus and dragged him into the heart of the Nexus, where his dark ideas were consumed.

The Nexus became corrupted by the Baron's darkness and spawned a great Maelstrom that threatened to destroy everything around it. The three remaining explorers worked together to hold back the Maelstrom. Duke Exeter bravely held back the Maelstrom as Hael gathered bricks and Dr. Overbuild constructed a bulkhead that would seal the dark energy within the center of Planet Crux. Harnessing the strength of their collective Imagination, the three explorers sealed the Maelstrom within Crux.



For a moment, the evil was contained. However, the explorers underestimated the power of the Maelstrom and it tore the planet apart. The Maelstrom coalesced into a massive black hole of disorder and evil intent. Planet Crux had been shattered and its pieces now circled the Maelstrom as a system of fractured and diverse worlds.

Defying the odds, the three explorers survived the birth of the Maelstrom and the destruction of Planet Crux. They banded together, desperately searching for answers, and found one: The robot dog Dr. Overbuild had created still lived and contained a spark of the Nexus untouched by the Maelstrom. The three explorers added the power of their Imaginations to the spark and created a beacon of pure Imagination.

The light of this beacon has reached to the farthest edges of the Universe, inviting all Minifigures to join the struggle against the Maelstrom. Will you answer the call to save the Universe as a new member of the Nexus Force?

The Faction Leaders

Four champions for the forces of good lead the Factions into battle against Baron Typhonus and the Maelstrom. These four adventurers are the ultimate heroes for the Nexus Force, and they have kept the Universe from the brink of oblivion for many years.

Duke Exeter (The Sentinels)



Confident and charismatic, Duke Exeter wades into battle with a grin and a witty remark for every sword stroke. When Baron Typhonus corrupted the Nexus and evolved into the Maelstrom, Duke swore that he would not rest until the great evil was undone once and for all. He is the most powerful warrior in the Sentinel Faction and a role model for all knights and samurai.

Hael Storm (Venture League)



In times of danger, or an impending party, there's no one you'd want at your side more than the daring and cheerful Hael Storm. Adventure is his middle name, and Hael's natural curiosity drives him to explore every corner of every world surrounding the Maelstrom. The fearless and wisecracking leader of the Venture League invites anyone to join his Faction, as long as they love the mysteries of the unknown.

Dr. Overbuild (Assembly)



With a staggering Imagination to expertly craft the world around him, Dr. Overbuild fears very little, if anything. He believes that every problem has a solution so long as you think it through. He remains silently bitter over the betrayal of his former colleague, Baron Typhonus. As a master Quick Builder, Dr. Overbuild guides the Assembly with wisdom and justice.

Vanda Darkflame (Paradox)



Once the protégé of Baron Typhonus, Vanda Darkflame has relinquished her ties to her former master and opposes the Maelstrom with her ninja and sorceress powers. She studies the forbidden power coursing through the Maelstrom because she believes that to defeat an enemy, you must first understand it—and then turn its power against it. The mysterious and grim leader of Paradox allies with the other Factions, even if some are not comfortable with her dark and ruthless ways.

The Basics

Your adventures aboard the *Venture Explorer* serve as a great tutorial to your first steps as a Minifigure in the worlds of *LEGO Universe*. As you head out to Avant Gardens and then farther to the Gnarled Forest and Forbidden Valley you'll need more training. In this chapter, you'll learn everything from how to create a character to how to get reassembled after being smashed. How do you talk to other players at the Sentinel Faction Encampment? What does "Quick Building" mean? Where and how can you complete your battle achievements? Read through the following pages and you'll be one of the Nexus Force's shining stars before you see your first dragon.

What is an MMOG?



"MMOG" stands for "massively multiplayer online game," or a game where you play with lots of other people at the same time in a virtual world that exists even when you aren't playing the game. This "persistent world" evolves over time as your Minifigure (character) completes missions and gains better items. The world itself can change as the designers add even more content. As with other role-playing games, your adventures will give your Minifigure more abilities and items as you explore and complete missions. Unlike other games, *LEGO Universe* stresses creativity. You'll encounter fun puzzles to solve, earn hundreds of accessories to dress up your Minifigure, and build your own Property from the kajillion LEGO bricks and models you find along the way.

MMOG Words You Should Know

AFK: "Away from keyboard," a courtesy to let everyone know that you are not ignoring them.

AoE: "Area of Effect," a skill or ability that affects a radius, not just a single target.

Armor: Protects you from taking damage in the first place; if you have Armor, and an enemy damages you, the damage first comes off your Armor before affecting your Health.

Backpack: The place where you keep your equipment, symbolized by a yellow bag in the bottom right corner of your screen.

Bouncer: A pre-built or Quick Build structure that launches Minifigures up in the air from one point to another.

BRB: "Be Right Back," a phrase to let friends know you won't be long away from the computer.

Camp: To remain in one spot in order to smash an enemy, pick up an item, or trigger a certain mission event.

CYA: "See ya," shorthand for "see you later."

Emote: A special action or emotion performed by your Minifigure.

Health: How much damage you can take in combat; drop to zero Health and you smash apart. Each Life Point you gain increases your Health total.

Imagination: Energy to perform your Minifigure's various actions and skills. You can collect Imagination by gathering Imagination orbs that frequently pour forth from smashed objects.

IMHO: "In My Humble Opinion," a phrase to note that the following statement is an opinion and may not be accepted by all.

J/K: "Just Kidding," to let someone know that you did not mean any harm by your statement. In chat, it's common to have misunderstandings because you don't get the tone and facial expressions involved with face-to-face contact.

Lag: A slowdown in the game's framerate due to technical issues or internet connectivity.

Launch Pad: A place where you use your rocket model to travel from one world to another.

LOL: Stands for "Laughing Out Loud."

Loot: Another term for treasure or rewards.

Minifigure: A character you create in *LEGO Universe*.

Mission: A task given to you by an NPC that furthers the game's story and gives you one or several rewards upon successful completion.

Newbie: A new player who doesn't have much experience.

MMOG Words You Should Know (continued)

NPC: "Non-player Character," any Minifigure in the game not controlled by another player.

OMW: "On My Way," courtesy phrase to let someone know that you are meeting them soon.

Passport: Place where you look up your mission and achievement status, symbolized by the blue book in the bottom right corner of your screen.

Pet: An ally, such as a Goat or Green Dragon, that can dig up buried treasures, operate Pet Bouncers, and perform funny emotes for you.

Quick Build: To spend Imagination and assemble a pile of LEGO bricks that has a specific purpose in the game, such as building a bouncer or bridge.

ROFL: Stands for "Rolling on the Floor Laughing."

Root: To freeze an enemy in place with a special ability.

Smashables: Any item in the game that you can break apart for rewards.

Spam: A message to everyone or a series of nonsense messages, which are considered in poor taste.

Spawn Point: A spot where the game generates new enemies.

WTB: "Want to Buy," used when looking to acquire an item in the chat channel.

WTS: "Want to Sell," used when looking to sell an item in the chat channel.

WTT: "Want to Trade," used when looking to trade an item in the chat channel.

Vendor: An NPC who buys and sells items, such as accessories, bricks, and clothing.

Woot: A common term for expressing exhilaration.

World: A regional area. There are six main worlds in the game: *Venture Explorer*, *Avant Gardens*, *Nimbus Station*, *Pet Cove*, *Gnarled Forest*, and *Forbidden Valley*.

Creating Your Minifigure



Minifigure. You begin with a generic Minifigure that you can change and customize to be anything you like.

NOTE

Any time you press the creation die on the screen, your Minifigure will get a new, random look, and all changes that you made will be lost. Don't press this unless you want the computer to decide how you look!

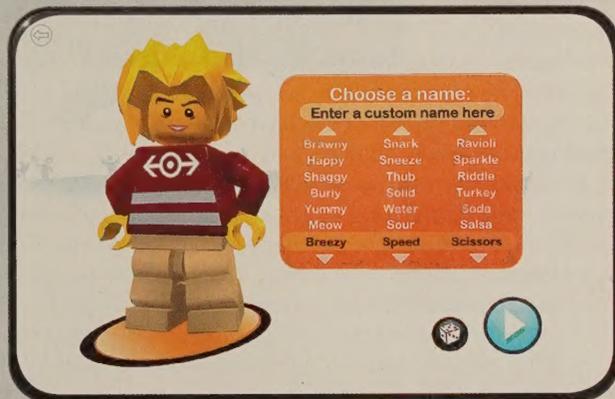


Once you have created a *LEGO Universe* account and logged into the game, you're ready to create your first *LEGO Universe* character, known as a

You can change your Minifigure's hair, face, torso, and legs. Left-click on the body part that you want to change, which brings up a selection of all the body part choices, and drag your cursor to either side to find the style you like the best. The face selection gives you even more



choices, as you can change eyebrows, eyes, and mouths. Experiment with different styles until you have the one that's right for your Minifigure. If you like, left-click on the color button to alter the color of your body part.



The last step is to name your Minifigure. The game's random name generator will give you some really funny choices such as "EcoBlunderBrick" or "WackyDragonCyclone," but you'll probably want to pick a name that best suits you and your Minifigure. If that particular name is already taken (or not acceptable), you'll be asked to choose another. Make sure you're happy with your name choice, as it will be with you for the long run and is unchangeable. Be sure to leave out any personally identifiable information such as your last name and any information that could upset others.

TIP

Be creative with your name choices, but remember that once you pick a name for your Minifigure and your Pets they cannot be changed.





You have room for four different Minifigures on your account. Feel free to create all four immediately or wait to create others later. Right now the only thing

you have to worry about when creating your Minifigures is how they look and their names. Later in the game, when you reach Nimbus Station, each Minifigure will go on missions to select a Faction and Specialty Kit. Choosing a different Faction and Kit for each of your Minifigures will really set them apart and allow you to enjoy the game in all-new ways!

Your Stats

Your Minifigure relies on three main statistics throughout your adventures: Health, Imagination, and Armor. When you begin on the *Venture*



Explorer, you only have health, represented by the four Life Points (heart symbols) in the top left corner of your screen. After completing Bob's first mission you will unlock your Imagination and earn six Imagination Points. Available Imagination is displayed as a light blue bar below the Action Bar in the lower central part of the screen. After reaching Avant Gardens you'll start to gain equipment that will grant you Armor, represented by a gray shield icon under your Life Points in the top left corner of your screen. Successfully completing missions and achievements, as well as wearing better items, will improve your main stat scores.



Health and Armor tell you how much damage you can take. Once your Health goes zero you smash apart. While you begin with four Life Points, you can reach a maximum of eight by finding all the flags in Avant Gardens, Gnarled Forest, and Forbidden Valley and completing the "Smash 'Em All 4" achievement. Your items can increase your Life Points even more.

Think of your Imagination Points as fuel for the special actions you want to perform as you explore worlds and beat up bad guys. Bob gives you six Imagination



Points to start with on the *Venture Explorer*, and then you can gain an additional Imagination Point at each of the next five worlds by collecting the hidden Imagination Brick in each world. Three missions reward you with Imagination Points, and four Specialty Kits give you one Imagination Point each, for a maximum of 18 Imagination Points.



Armor protects your Health from damage; if you have Armor, and are hit by an enemy, the damage first comes off your Armor before

affecting your Health. Armor varies widely based on the equipment that you are wearing. For example, a Buccaneer's pantaloons might only earn you +1 Armor, while a Panda Style Gi gives you +6 Armor.

As enemies and actions deplete your stats, find smashable items on your way (look for shimmering objects) and smash them apart to replenish your



Health, Imagination, and Armor. Enemies will also provide Health, Imagination, and Armor as you defeat them. Certain items, such as the Tiki Torches in Gnarled Forest, will grant you free Imagination orbs every time you spin them.

Depending on how you like to play the game, you'll want to search out missions, achievements, and items that power up your Health, Imagination, or Armor. Like to perform several actions in a row without resting, or be the first to Quick Build in an area? Stock up on Imagination Points. Want to absorb damage and wade through enemy after enemy? Armor is for you. Every Minifigure should build up Life Points. The less you have to rebuild, the more coins you save from being smashed and the less you have to worry about missing out on the action.

Factions and Kits



You don't have to worry about your Faction or Specialty Kit until you reach Nimbus Station and begin talking with the various Faction Representatives. There are four

Factions: Assembly, Paradox, The Sentinels, and The Venture League. Each offers two Specialty Kits, with unique abilities and skills that set them apart and make them fun to play. At Nimbus Station you'll be given missions for each of the Factions so you can test out which Faction is for you.

Assembly



Imaginative thinkers, ingenious engineers, and brilliant inventors join Assembly to build new creations that strike fear into the minions of

the Maelstrom. As an Assembly builder, you create mechanisms and creatures to fight for you and help all those around you. The Assembly Specialty Kits are the Engineer and the Summoner. As an Engineer, you wear construction clothes, like a hard hat and safety vest, and carry around a big wrench. You build gun turrets to aid in combat, create magnets to lift foes up in the air, repair Armor, and avoid interruptions while Quick Building. As a Summoner, you look like a white fantasy wizard and carry around an orb and staff. You call forth creatures to attack and defend, repair Armor, and avoid interruptions while Quick Building. If you like to build things, Assembly is the Faction for you.

Paradox



Paradox agents tap into darkness to battle evil. These mysterious outcasts merge the abilities of builders, warriors, and explorers, and they seek to

turn the Maelstrom's own power against itself. The Paradox Specialty Kits are the Sorcerer and Space Marauder. As

a Sorcerer, you look like a red fantasy wizard and wield a wand. You blast the enemy with various attacks that causes knockbacks and replenish your team's Imagination, and you can convert your own Health into Imagination for the team. As a Space Marauder, you wear a cool-looking space suit and carry a laser pistol. You toss energy balls that explode for massive damage against the enemy, fire rockets, and develop an ability to show dangerous enemies and collectibles on the mini-map. If you like to shoot your enemies with powerful ranged attacks and get a sneak peek at what's coming up on the map, Paradox is the Faction for you.

The Sentinels



The brave and bold warriors of The Sentinels protect those around them through their strength of Armor and conviction. Specialty Kits in the Sentinel

Faction are the Knight and Samurai. As a Knight, you wield a sword and shield. Your skills grant you a whirlwind attack that allows you to spin around and damage all nearby enemies. You gain enhanced Armor for your team and you cannot be interrupted during combat. You can charge at enemies and knock them up in the air and you can block certain enemy attacks. As a Samurai, you wear special Armor and battle with a katana and a bow that shoots flaming arrows. Your Samurai skills are similar to the Knight's: you can avoid being interrupted during combat, gain enhanced Armor for your team, and block enemy attacks. If you like to smash your enemies up close and use powerful Armor and weapons, then the Sentinel Faction is for you.

The Venture League



Daring explorers and fearless adventurers, members of the Venture League unlock mystery through puzzle-solving and discovery. Members of

the Venture League blaze a trail into the unknown as they uncover the hidden weaknesses of the Maelstrom. The Venture League Kits are the Buccaneer and Daredevil. As a Buccaneer, you dress up as a pirate and wield a pistol and cutlass. You get to see collectibles on your mini-map, increase the coin and item pick-up distance, fire powerful projectiles,

and gain short speed bursts that can knock down enemies. As a Daredevil, you look like a stylish stuntman holding a pair of pistols. You get to see enemies on your mini-map, increase the coin and item pick-up distance, somersault into the air and damage enemies when you land, and gain short speed bursts that set your enemies on fire for a few seconds. If you like more treasure, fancy combat moves, and the thrill of exploration, then the Venture League is for you.

The Interface

You have a lot to look at on the screen when you first start playing *LEGO Universe*. Don't feel overwhelmed. Absorbing all the information and clicking around will all become second nature after a few hours of play time. To get you started, here's a breakdown of the user interface and what all of the important parts mean.

- 1 **Main Stats:** The top left corner shows your Minifigure's profile, name, coins (marked with the gold coin), maximum Health (red number), current Health (red bar), maximum Armor (gray number), current Armor (gray bar), your Social button (yellow star), and Pet actions (blue paw print if you have a Pet active).
- 2 **Mission Recap:** Your current mission is displayed here with a picture and a tally showing you how far along you are toward accomplishing the mission. You can toggle missions with the left and right arrows if you have more than one active mission.
- 3 **Mini-Map:** Displays a top-down view of the area around where you're standing. The mini-map moves as you move around, and you can use the plus and minus buttons to zoom in and out. Icons appear on the mini-map when you approach points of interest, such as an orange exclamation point for mission givers and coin symbols for vendors.
- 4 **Chat and Emotes:** The red bar shows the local chat going on in the area. You can enter your own text messages by typing in the box and hitting return. The exclamation word balloon button opens your various actions and emotes. As you learn more actions and emotes they will appear here.
- 5 **Imagination and Action Bar:** The light blue numbers represent your current and maximum Imagination, while the light blue bar shows how much Imagination you have and how much more you can collect. Above the Imagination Bar, your Action Bar shows the special skills available, based on the gear you have equipped.
- 6 **Backpack:** The yellow bag holds all of your items. Click on it to view your inventory, which is divided by tabs for general items, models, bricks, and behaviors.
- 7 **Passport:** Displays all of your missions and achievements, as well as some fun Minifigure statistics, such as Total Smashables Smashed, Number of Rockets Used, Number of Power-ups Collected, Total Distance Traveled and more. Achievements are broken down in the following categories: Worlds, General, Battle, Build, Play, Racing, and World Builder League.
- 8 **Map:** This opens the current world map. If you click on the sun icon on the world map, it takes you to the galaxy map.
- 9 **News:** This screen shows you how to earn a powerful item, presents the "Tip of the Day," calculates the top properties of the day, and highlights the three achievements that you're closest to finishing so you can see exactly how much farther you need to go.
- 10 **Help Menu:** Includes tabs for popular questions, report a problem, a "Smash Me" button (in case you get stuck, lost, or just need to exit a certain area), and gameplay options for the keyboard and mouse.
- 11 **Game Options:** You can change video and audio settings here, view credits, switch Minifigures, logout to the introduction screen, or quit to your desktop.



The Worlds



It's fitting that you begin your *LEGO Universe* experience on the deck of the spaceship *Venture Explorer*, among the swirling planetary debris above the

Maelstrom. After leaving the spaceship you can travel to five main worlds: Avant Gardens, Nimbus Station, Pet Cove, Gnarled Forest, and the Forbidden Valley. Here's a quick rundown for each world. For more in depth information see the appropriate world walkthrough chapter later in this guide.



Avant Gardens is overrun with Stromlings and Dark Spiderlings. Here you'll ally with the Sentinel Faction forces to beat back the Stromlings and learn basic combat techniques. Don't miss out on climbing up the Monument, a huge LEGO statue with many paths to the secrets at the top.



Nimbus Station serves as the central hub with launch pads for all the *LEGO Universe* worlds. You'll choose your Faction and Specialty Kit at Nimbus Station after performing short missions for all of the Faction Reps. See the "Factions and Kits" chapter for complete details on what each Specialty Kit has to offer and which one is right for you.



Head to Pet Cove to learn how to tame Pets and how to use them to perform special tasks. After completing some missions for Coalessa, you'll learn the Pet taming ability, allowing you to collect all 19 Pets scattered around the *LEGO Universe* worlds.



Gnarled Forest is home to both good and evil pirates. Leap over a deadly ravine, cut through areas of heavy Maelstrom activity, chat with a gun-toting chimp, and discover the secret pirate beach. Also be sure to find the difficult-to-reach Keelhaul Canyon Racetrack while you explore and complete your missions and achievements.



The ninja-themed Forbidden Valley holds the game's deadliest creatures: the quick-slicing Dark Ronin, the imposing Maelstrom Horsemen, and the tough Maelstrom Dragons. The dangers are great, but the rewards are well worth the risk!



Launch pads, like the one you use to escape the *Venture Explorer*, lead to the various worlds. Simply drag a rocket model on top of the launch pad and you take off for your new destination. The galaxy map will show you the world to which you are headed.

When you arrive on a new world, press M or the map icon in the bottom right corner of your screen to call up the local world map.



Your Minifigure is represented by an orange dot, and the direction you're facing is the white fan angling out from the dot. Blue rockets indicate launch pads. A gold coin points out a vendor. Certain Specialty Kits, such as the Buccaneer, also show special collectibles on the map (represented by brick crates).



The same symbols appear on your mini-map in the top right corner of your screen. Glance at the mini-map to help with navigation; if you have Daredevil gear equipped you'll also spot enemies on your mini-map.

Each world has flags, plaques, binoculars, and Pets to discover. Collecting all of the flags on a world gives you an extra Life Point or more Backpack space.



Viewing all the world's plaques and binoculars fulfills achievements. Once you have the Pet-taming ability, each world also offers new companion Pets to collect: three in Avant Gardens, two in Nimbus Station, three in Pet Cove, six in Gnarled Forest, and five in Forbidden Valley. Become an achievement enthusiast to take advantage of each world's benefits and really power up your Minifigure to his or her maximum capabilities.

Properties

Once you reach the Launch Area in Avant Gardens, you'll find a launch pad to the first of the Property areas: the Block Yard. Rocket over to the Property world



and talk to the Property guard. He'll grant you access to build on your own Property outside of the main worlds. There are four Property areas: Block Yard (Avant Gardens), Nimbus Block (Nimbus Station), Chantey Shanty (Gnarled Forest), and Raven Bluff (Forbidden Valley). You must defeat the Maelstrom in the first Property area to unlock it and move onto the next, so you must open up Block Yard before you can unlock Nimbus Block, Nimbus Block before Chantey Shanty, and Chantey Shanty before Raven Bluff. Once you claim a Property you can populate it with models you've earned on your missions and build your own LEGO creations out of the bricks you've found. For complete details on Property see the "Building Your Property" chapter.

Playing in the Game

As you explore *LEGO Universe* you can keep busy for a long time, maybe even longer than it takes a star to cool down and wink out of existence. With all that fun time on hand, what should you do first?



but you might also want to smash apart a ton of enemies or win races or do some wacky things like get eaten by a shark! The more achievements you finish, the more rewards will pile up.

As with achievements, check all of your available missions and complete them one by one. Many missions open up additional missions with greater rewards. Be sure to complete all your missions as you cannot accept the second one until you complete the first. You don't want to skip past

Check out all of the available achievements on the world and plan your adventures accordingly. Of course, you'll want to collect flags and view binoculars,

too many mission givers (Minifigures with exclamation points over their heads) or you may miss out on entertaining stories and cool models and items.

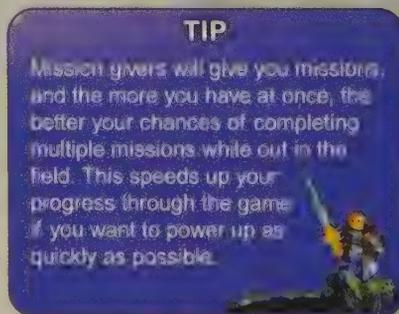


Out in the world, smash apart everything in sight: enemies, crates, lanterns, barricades, etc. Broken smashables release Health power-ups

(hearts), Armor power-ups (shields), Imagination orbs to fuel your Imagination, valuable coins, and sometimes special items or bricks. If you're low on Health or Armor, or just want some more coins for your pocket, smash away!



Talk to everyone you run across. You don't want to miss any missions, and some Minifigures will give you game tips if you talk to them. Minifigures with gold coins over their heads are vendors. Vendors buy and sell accessories, bricks, clothing, models, and may specialize in an area like racing. Visit vendors often to compare prices



on items you may want, and to save up for big items that cost a lot of coins. Some vendors will sell items required to complete missions, such as Party Pants or ninja outfits. When your Backpack fills up you can sell excess equipment and bricks to vendors for coins.



Keep your eyes open for objects you can interact with on your travels. A mailbox, for example, allows you to send and receive mail from other players.

The mailbox also gives you a special treat the first time you access it, so stop by as soon as you find a LEGO settlement that has one. Launch pads send you off on a rocket to different worlds or Property areas.

Quick Builds are various LEGO brick piles that can be assembled into an actual object, such as a bouncer, bridge, elevator, or even a mermaid that



makes Stromling Pirates fall in love with it. Each Quick Build requires a certain amount of Imagination to complete. If you don't have enough Imagination to complete the Quick Build, it will stall and give you a few seconds to gather the remaining Imagination (either through a quick potion or grabbing some nearby Imagination orbs) to complete it. Failing that, the Quick Build returns to its scattered state and you'll have to start all over again to build the object. Successfully building a Quick Build also spills forth some rewards, much like a smashable.

Missions



New mission givers will have an orange exclamation point over their heads to signify that a mission is waiting for you.

A gray question mark indicates that you're currently on a mission for that Minifigure; if you need a refresher to remember what you need to do, speak to the mission giver again and the original mission will pop back up. When you have completed a mission, a treasure chest icon will appear above the mission giver's head along with a column of white light that you can see from very far away.

Read the text when a mission dialogue box pops up to determine what kind of mission it is. You might need to smash enemies, collect items, build something, win a race, or

perform an action that furthers the story. At the bottom of the mission dialogue box are the rewards earned from that mission. Rewards can be



coins, Universe Points, or special items. When choosing between missions, check your rewards and go with the one that sounds the most fun or holds better rewards.



Missions are also categorized by how they affect your overall progress. Main missions are necessary to proceed through a world and learn about its story.

Side missions are optional. You can skip them and still move on to the next world or uncover the current world's main story. Side missions are fun and give great rewards, so don't skip them all! Advanced missions are usually missions that are Kit-specific and require you to return to a world you've already been to and complete a task that wasn't available to you the first time around. Racing missions require you to discover the world's racetrack and burn rubber on its course.

Combat



On the *Venture Explorer* you won't have to worry about enemies attacking you, but once you reach Avant Gardens all bets are off. Before you arrive at the

Sentinel Faction Encampment, you will have already received your first weapon from Epsilon Starcracker. From that point on you can flail away at every Stromling, Maelstrom Pirate, and Dark Ronin you see. Generally you want to move as you attack your enemy. If you strike on the sides and back to inflict damage you can avoid taking damage in return from frontal attacks. Some enemies can hit you for massive damage if you stand still. Staying on the move will keep you safe from the big blasts and usually prevent other enemies from hitting you with a sneak attack while you aren't looking. For more battle tips and information on specific creatures see the "Enemies" chapter.

TIP

Pay attention to your terrain. You don't want to get stuck on a rock while a Dark Spiderling lines up a cannon blast. Double-jump often in combat to stay on the move and avoid ground obstacles that might tie up your feet.



You'll gain some really cool weapons and combat items from completing achievements and missions. However, your best items will come from your Faction vendor. Whenever you get a chance to upgrade head over to Nimbus Station and plunk down the coins and Faction Tokens necessary for new Specialty Kit items. As you improve your gear, your stats and skills will increase and enemies will smash apart quicker than you can say, "See ya!"

Achievements



sometimes they are better. Be sure to check your Passport often to see what you need to do. The achievements listed here aren't tied to a particular world and can be accomplished as you play through all areas of *LEGO Universe*.

Weapons



Most weapons have numbers that show you how much damage the weapon can do for each successive strike in combat. The first number is how much damage you deal with a single hit, while the second number shows how much damage you deal if you strike your enemy with two hits in a row. The Summoner's Rank 3 Staff, for example has a 2+3 value, so it deals 2 damage with the first hit and 3 damage if you land a second successive hit in combat. If you strike with just single strokes, you will only deal the first number's damage score and won't be rewarded for pulling off a melee combo.

Ranged weapons can hit an enemy target without standing next to them. You fire some sort of projectile with a ranged weapon, which can come in handy for keeping you out of harm's way while dealing damage to your enemy. Ranged weapons are great too for blasting open objects that you can't reach with a melee weapon, such as the sharks hanging along the Pirate Camp or the crate in front of the Nimbus Station concert area.



If a weapon has a charge-up effect, you must build up the weapon's special power, generally by expending Imagination and waiting a few seconds for the effect. Charge-up effects might be a bigger ranged damage attack or an effect to aid your team, such as repairing everyone's Armor. Other special effects include speed boosts, fiery attacks, defensive blocking, gaining Imagination, and tons more.



NOTE

See each world chapter for the achievements specific to that world and how best to complete them. The achievements that apply to all worlds—General, Battle, Build, Play, and Racing—are listed here.

General Achievements

Name	Description	Universe Points	Special Rewards
A Feat of Imagination	Collect all the Imagination Bricks in Nimbus System	25	4 Backpack Slots
Friend of Bradford Rant	Help the Bradford Rant Institute of Cosmic Kinesis uncover the secret of the Pods!	10	Bradford Rant Shirt
Gem Collector 1	Collect 25 Amber and 10 Pink Gems	5	Light Blue Gem
Gem Collector 2	Collect 25 Pink and 10 Light Blue Gems	10	Flash Bulb
Gem Collector 3	Collect 20 Light Blue and 5 Green Gems	15	Gem Scepter
Gem Collector 4	Collect 10 Green and 3 Yellow Gems	20	Dark Red Gem
Join a Faction	Join any one of the Factions	15	None
Join Paradox	Join Paradox	5	None
Join Assembly	Join Assembly	5	None
Join Sentinel	Join The Sentinels	5	None
Join Venture League	Join Venture League	5	None
LEGO Club Member	Join the LEGO Club	10	LEGO Club Jumpsuit
Nexus Force Collector	Collect all the flags in Nimbus System	25	4 Backpack Slots
Nexus Force Explorer	Discover all points of interest	25	Yar Har Har Sextant
Rank 1 Buccaneer	Use the Rank 1 Buccaneer Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Daredevil	Use the Rank 1 Daredevil Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Engineer	Use the Rank 1 Engineer Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Knight	Use the Rank 1 Knight Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Samurai	Use the Rank 1 Samurai Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Sorcerer	Use the Rank 1 Sorcerer Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Space Marauder	Use the Rank 1 Space Marauder Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 1 Summoner	Use the Rank 1 Summoner Book	5	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Buccaneer	Use the Rank 2 Buccaneer Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Daredevil	Use the Rank 2 Daredevil Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Engineer	Use the Rank 2 Engineer Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Knight	Use the Rank 2 Knight Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Samurai	Use the Rank 2 Samurai Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Sorcerer	Use the Rank 2 Sorcerer Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Space Marauder	Use the Rank 2 Space Marauder Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 2 Summoner	Use the Rank 2 Summoner Book	10	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Buccaneer	Use the Rank 3 Buccaneer Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Daredevil	Use the Rank 3 Daredevil Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Engineer	Use the Rank 3 Engineer Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Knight	Use the Rank 3 Knight Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Samurai	Use the Rank 3 Samurai Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Sorcerer	Use the Rank 3 Sorcerer Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Space Marauder	Use the Rank 3 Space Marauder Book	15	Unlocks Specialty gear, +1 Imagination Point
Rank 3 Summoner	Use the Rank 3 Summoner Book	15	Unlocks Specialty gear, +1 Imagination Point Specialty gear
Shark Bite 1	Get eaten by a shark	5	Shark Model
Shark Bite 2	Get eaten by a shark 10 times	10	White First Mate Shirt
Shark Bite 3	Get eaten by a shark 100 times	15	Red Captain's Shirt

Battle Achievements

General Battle Achievements

Name	Description	Universe Points	Special Rewards
Imagine That!	Collect 1,000 Imagination power-ups	5	Fountain of Imagination: Drop a Fountain that slowly releases Imagination Power-ups
Smashing Success 1	Smash 25 smashables	5	Yellow Barricade Model x 4
Smashing Success 2	Smash 100 smashables	10	Super brick booster pack
Smashing Success 3	Smash 1,000 smashables	15	Smashable crate models
Smashing Success 4	Smash 10,000 smashables	20	Ninja Gate Model
Defeat the Maelstrom 1	Smash 10 elite enemies	5	No Robots Shirt
Defeat the Maelstrom 2	Smash 50 elite enemies	10	Fire Dance Emote
Defeat the Maelstrom 3	Smash 500 elite enemies	15	Shipwreck Hideout Model
Defeat the Maelstrom 4	Smash 5,000 elite enemies	20	Mega Helm
Medic!	Collect 1,000 Life power-ups	5	Cauldron of Life: Drop a Cauldron that slowly releases Life power-ups
Not the Boss of Me 1	Smash 5 mini-bosses	5	Basic Halberd of Knockback
Not the Boss of Me 2	Smash 25 mini-bosses	10	Pneumatic Drill of Blasting
Not the Boss of Me 3	Smash 100 mini-bosses	15	Superior Shortsword of Stunning
Not the Boss of Me 4	Smash 1,000 mini-bosses	20	Elite Force Blade of Lightning
Smash 'Em All 1	Smash 100 enemies	5	Lockjaw Helm
Smash 'Em All 2	Smash 250 enemies	10	Exceptional Katana of Shielding
Smash 'Em All 3	Smash 500 enemies	15	4 Backpack Slots
Smash 'Em All 4	Smash 1,000 enemies	20	1 Life Point
Smash 'Em All 5	Smash 10,000 enemies	25	Zippered Leather Jacket
Tanks Very Much!	Collect 1,000 Armor power-ups	5	Anvil of Armor: Drop an Anvil that slowly releases Armor power-ups

Avant Gardens Survival Mini-Game Achievements

Name	Description	Universe Points	Special Rewards
Battle Booster	Build the Buff Station 100 times	5	Net of Bees 1
Brains!	Smash 100 Survival Stromlings	5	Shield of Shielding
Crush the Uprising	Smash 100 Survival Stromling Mechs	5	Hood of Healing
Pest Control	Smash 100 Survival Dark Spiderling	5	Wizard's Hat of Whirlwind
Nothing Left for Dead 1	Smash 100 Survival enemies	5	T-Shirt of Protection
Nothing Left for Dead 2	Smash 1,000 Survival enemies	10	Armored Shirt, Exceptional Morning Star
Nothing Left for Dead 3	Smash 10,000 Survival enemies	15	Retro Movie Camera, Elite Long Sword
Unstoppable!	Survive 10 minutes	35	Castle Model Pack 5

Build Achievements

Name	Description	Universe Points	Special Rewards
A Collector's Dream	Complete 1,000 collection Quick Builds	5	Space Model Pack
A Worthy Builder 1	Complete 10 Quick Builds	5	Medieval Model Pack 1
A Worthy Builder 2	Complete 100 Quick Builds	10	Mega Brick Booster Pack
A Worthy Builder 3	Complete 1,000 Quick Builds	15	Basic Tree Model Pack
A Worthy Builder 4	Complete 10,000 Quick Builds	20	King Leo's Castle Model Reward
Behaviors Rank 1	Complete first behavior mission	5	Ability to use Rank 1 behaviors
Behaviors Rank 2	Complete second behavior mission	10	Ability to use Rank 2 behaviors
Behaviors Rank 3	Complete third behavior mission	15	Ability to use Rank 3 behaviors
Behaviors Rank 4	Complete fourth behavior mission	20	Ability to use Rank 4 behaviors
Reputation 1	Earn 100 Reputation	5	Mega Brick Booster Pack
Reputation 2	Earn 1,000 Reputation	10	Medieval Village Pack 2
Reputation 3	Earn 10,000 Reputation	15	Blue Double Breasted Uniform
Reputation 4	Earn 100,000 Reputation	20	Jester Hat
Reputation 5	Earn 100,000,000 Reputation	25	Jester Shirt

Play Achievements

General Play Achievements

Name	Description	Universe Points	Special Rewards
Beast Master 1	Tame 5 different Pets	5	Narwhal Shirt
Beast Master 2	Tame 10 different Pets	10	Crown on Checks Shirt
Beast Master 3	Tame 15 different Pets	15	Black Cowboy Hat
Beast Master 4	Tame 19 different Pets	20	Wolf Head Helmet
Green Thumb 1	Grow 10 flowers	5	Everlasting Hot Dog
Green Thumb 2	Grow 100 more flowers	10	Fancy Tree Model Pack
Green Thumb 3	Grow 1,000 more flowers	15	Backflip Emote, Hat of Sprouting Imagination
It's Truly Random!	Roll a 6 on the LEGO die 100 times	5	LEGO Dice Shirt
LEGO Universe Commendation 1	Complete 50 achievements	10	Wand of Freezing 2
LEGO Universe Commendation 2	Complete 100 achievements	20	Unlock 4 Backpack Slots
LEGO Universe Commendation 3	Complete 200 achievements	30	Russian Dance Emote
Nexus Force Commendation 1	Complete 50 missions	5	Dungarees
Nexus Force Commendation 2	Complete 100 missions	10	Dragon Helm
Speed Tamer 1	Tame a Pet in less than 14 seconds	5	Clod Chucking Shovel
Speed Tamer 2	Tame a Pet in less than 6 seconds	10	Fish Hat

Cannon Cove Shooting Gallery Mini-Game Achievements

Name	Description	Universe Points	Special Rewards
Barnacle Blaster	Hit 10 Sea Monsters in Cannon Cove	10	Superior Trident
Crack Shot 1	Hit 15 targets in a row in Cannon Cove	5	Rounded Helm
Crack Shot 2	Hit 20 more targets in a row in Cannon Cove	10	Black Shako Hat
Crack Shot 3	Hit 25 more targets in a row in Cannon Cove	15	Red Imperial Shirt
Crack Shot 4	Hit 30 more targets in a row in Cannon Cove	20	Frog Model
Crack Shot 5	Hit 35 more targets in a row in Cannon Cove	25	Target Duck Shirt
A Hearty Score 1	Get 50,000 points in one game in Cannon Cove	5	Quality Spear
A Hearty Score 2	Get 125,000 points in one game in Cannon Cove	10	Tiki Torch Model
A Hearty Score 3	Get 250,000 points in one game in Cannon Cove	15	Clamshell Model
A Hearty Score 4	Get 500,000 points in one game in Cannon Cove	20	Fancy Captain Shirt
Pirate Sharpshooter 1	Get 1 million cumulative points in Cannon Cove Shooting Gallery	5	Starfish Model
Pirate Sharpshooter 2	Get 10 million cumulative points in Cannon Cove Shooting Gallery	10	Great Flintlock Rifle of Blasting
Pirate Sharpshooter 3	Get 100 million cumulative points in Cannon Cove Shooting Gallery	25	Hawaiian Shirt
Duck for Cover	Hit 25 ducks in Shooting Gallery Mini-Game	10	Duck Model
Uncanny Cannoneer	Hit 1,000 Maelstrom ships in Shooting Gallery Mini-Game	10	Jonesy's Fishing Pole

Racing Achievements

General Racing Achievements

Name	Description	Coins	Universe Points	Special Rewards
Complete Overhaul	Swap out every module on your car during a build session	0	5	Bolt Ox Front Bumper 1
Drive-Thru Dreamer 1	Collect 100 Imagination power-ups in any number of races	0	5	Thrust Bucket Side Panels
Drive-Thru Dreamer 2	Collect 500 Imagination power-ups in any number of races	0	5	Paragon Warp Front Bumper 2
Drive-Thru Dreamer 3	Collect 1000 Imagination power-ups in any number of races	0	5	Paragon Warp Front Bumper 4
Go Outside and Play 1	Complete 10 racing achievements	500	5	None
Go Outside and Play 2	Complete 20 racing achievements	1,000	10	None
Go Outside and Play 3	Complete 30 racing achievements	1,500	15	None
Go Outside and Play 4	Complete 34 racing achievements	2,000	25	None
Low Deductible 1	Complete 10 races without wrecking	0	5	Hyperstarter Rear Bumper
Low Deductible 2	Complete 25 more races without wrecking	0	5	Paragon Warp Front Bumper 2
Low Deductible 3	Complete 50 more races without wrecking	0	5	Paragon Warp Rear Panel 2
Racing Fanatic 1	Complete 25 races	0	5	Chase Cutter Rear Bumper 2
Racing Fanatic 2	Complete 50 races	0	5	Chase Cutter Rear Bumper 2
Racing Fanatic 3	Complete 100 races	0	5	Vertigo Blur Package
Street Sweeper 1	Smash 100 smashables in any number of races	0	5	Chase Cutter Rear Panel 3
Street Sweeper 2	Smash 250 smashables in any number of races	0	5	Paragon Warp Front Bumper 2
Street Sweeper 3	Smash 500 smashables in any number of races	0	5	Paragon Warp Rear Bumper 2
Try, Try Again	Finish in last place in any 10 races	0	5	White Rim Wheels
Five-Time Champion	Win any 5 races. Minimum of 3 players per race	0	5	Thrust Bucket Side Panels
Ten-Time Champion	Win any 10 races. Minimum of 3 players per race	0	5	Thrust Bucket Engine Panel 2
Twenty-Time Champion	Win any 20 races. Minimum of 3 players per race	0	5	Thrust Bucket Package

Vertigo Loop Racing Achievements

Name	Description	Coins	Universe Points	Special Rewards
Vertigo Loop Champion	Win a race at Vertigo Loop. Minimum of 3 players per race.	0	5	Hyperstarter Engine Panel
Vertigo Loop Flag Racer	Collect 10 flags on the Vertigo Loop racetrack.	0	5	Just Dashing Engine Panel
Vertigo Loop Pacesetter	Achieve a 1:05 lap time or better at the Vertigo Loop. Minimum of 3 players in the race.	0	5	Thrust Bucket Front Bumper 2
Vertigo Loop Racemaster	Complete all 7 Vertigo Loop Achievements.	0	25	Paragon Warp Package
Vertigo Loop Safe Driver	Complete a race at Vertigo Loop without wrecking.	0	5	Chase Cutter Front Bumper 3
Vertigo Loop Speed Demon	Achieve a 3:10 total time or better at Vertigo Loop. Minimum of 3 players in the race.	0	5	Hyperstarter Side Panels
Vertigo Loop Super Champ	Win 10 races at Vertigo Loop. Minimum of 3 players per race.	0	5	Chase Cutter Engine Panel 2
Vertigo Loop Winners' Circle	Place in the top three at Vertigo Loop. Minimum of 3 players in the race.	0	5	Hyperstarter Engine Panel

Keelhaul Canyon Racing Achievements

Name	Description	Coins	Universe Points	Special Rewards
Keelhaul Canyon Champion	Win a race at Keelhaul Canyon. Minimum of 3 players in the race.	0	5	Paragon Warp Side Panels 2
Keelhaul Canyon Flag Racer	Collect 10 flags on the Keelhaul Canyon racetrack.	0	5	Just Dashing Rear Panel
Keelhaul Canyon Pacesetter	Achieve a 1:30 lap time or better at Keelhaul Canyon. Minimum of 3 players in the race.	0	5	Bolt Ox Rear Bumper 1
Keelhaul Canyon Racemaster	Complete all 6 Keelhaul Canyon Racing Achievements.	0	25	Burst Tamale Package
Keelhaul Canyon Safe Driver	Complete a race at Keelhaul Canyon without wrecking.	0	5	Paragon Warp Side Panels 1
Keelhaul Canyon Speed Demon	Achieve a 4:45 total time or better at Keelhaul Canyon. Minimum of 3 players in the race.	0	5	Paragon Warp Side Panels 1
Keelhaul Canyon Super Champ	Win 10 races at Keelhaul Canyon. Minimum of 3 players per race.	0	5	Bolt Ox Engine Panel 1
Keelhaul Canyon Winners' Circle	Place in the top three at Keelhaul Canyon. Minimum of 3 players in the race.	0	5	Bolt Ox Side Panels 1

Social Features



Unlike other video games you might be used to, *LEGO Universe* has a lot of people playing it at once. The world is huge, and you can be racing up the Monument

in Avant Gardens while a hundred other players battle Maelstrom Pirates in the Gnarled Forest, or you could have dozens of other players racing up the Monument with you. It's exciting to play with all these other people at the same time; sometimes cooperating together to beat difficult opponents, such as the Maelstrom Dragons in Forbidden Valley, and sometimes competing against them in races or to smash the last Stromling on the battlefield.

When you meet players who you'd like to talk to and adventure with, you can invite them to be friends with you. If they're standing near you, simply press



CTRL. This pops up a menu on the far right side of your screen. If you click the plus Minifigure button you can ask them to be your friend. If you want to invite someone who isn't in your immediate area, click on the gold star in the top left corner of the screen next to the word "Social." This will bring up a dialogue box where you can type in the name of the person you want to be friends with to send them an invitation. Your new friend must be playing in the game at the same time to accept your invitation.



Once you have friends on your Friends list, you can send messages back and forth using the exclamation button on the Friends menu. If you want to chat with the players around you, who may or may not be on your Friends list, click on the box in the red Local Chat

window (lower left corner), type your message, and then hit the Return key. Chatting is a great way to keep in touch with your friends in the game. It's also a great way to ask other players for help if you're stuck on a mission or want to find an NPC Minifigure or location. Of course, if you ever have problems, you can use the chat feature to talk to someone about it and find some help. You can also use the Friends menu to report problems to game moderators.



While you can certainly play through most of *LEGO Universe* on your own, there will come a point when you'll need to interact with other

players. You might need other drivers to race against at the Vertigo Loop or Keelhaul Canyon Racetracks; to earn the better rewards, you'll have to beat these other players at the races. More commonly, you'll need to work together with other players in groups to defeat tougher challenges. The Survival mini-game in Avant Gardens requires multiple players as you battle increasingly large groups of Stromlings. Later in the game you'll encounter the Forbidden Valley's Maelstrom Dragons, which are so strong they are nearly impossible to defeat without help from other players.

You can really have fun with friends and help each other out when you start building on your properties. Sharing creations and spending time



on friends' properties to build up Reputation Points helps round out your Minifigures. You earn valuable Reputation Points when Minifigures spend time on your Property world (after the other player's Minifigure spends five minutes on your Property, you earn one point of Rep for each additional full minute that they spend on your Property), or through the Behavior achievements (Rank 1 gets you 100 Reputation Points, Rank 2 nets 200 points, Rank 3 gives you 300 points, and Rank 4 delivers 400 Reputation Points). If you want to stand out like a superstar, build up your own creations and invite everyone to your LEGO world!

Code of Conduct

It's not whether you win or lose but how you play the game that's really important. All players should honor the *LEGO Universe* code of conduct while in the game. Please remember:

- **It's cool to be kind.** Treat others as you would like to be treated!
- **Don't give out any personal information.** Your real name, address, and telephone number are private, do not share them! The same applies to your Facebook, Twitter, My Space and any other online ID that might identify you in real life.
- **Bad language is a no-no.** Think before you say or write something because there are consequences. Using bad language on the website or within the game may result in a warning, suspension, or even being banned from *LEGO Universe*.
- **Treat others with respect.** While chatting with other members, always keep in mind how you'd like to be treated. Name-calling, bullying, making threats, rude remarks, and any other form of disrespect toward other members will not be tolerated. If you are upset with another member, step away from your computer and take a deep breath before you do or say something you may regret. Disrespecting other members is unacceptable and you may be subject to moderation action. Likewise, it is not okay if someone else is treating you or others unkindly! You can choose to ignore other users to avoid future conflicts.
- **Stand up for your rights.** Alert a moderator if someone is not following the rules.
- **Cheaters never win.** We know it's tempting to find a way to get more points and awards, but it is not fair to other *LEGO Universe* players. We don't allow cheating or sharing tips on how to cheat. If you see someone cheating, please let us know.
- **Think before you click.** What you say and do online stays online and doesn't disappear, so be sure to think about your message before you submit it. Don't use language or make comments that you wouldn't be happy to say face to face.
- **Let's all just get along.** You'll be meeting new people in *LEGO Universe* from different cultures, countries, and with different backgrounds. We don't expect everyone to be best friends, but we do expect all members to respect each other. Please be understanding of other members' personal beliefs, likes, and dislikes. We should all be able to enjoy *LEGO Universe* together!

Smashed!



No matter how good you are at controlling your Minifigure, you are going to get smashed apart at some point. Everyone does. Don't worry, it's all part of the game.

When you get smashed, whether by an enemy cannon blast or by falling into a deadly ravine, a box will pop up asking if you want to rebuild.



Click on the rebuild button and you'll re-form at a safe location near where you smashed. You won't lose anything other than a few coins that spill around where you got smashed. If you collect these lost coins you won't lose anything, but you only have about a minute to get them before they fade away forever.



Smashing can be to your advantage in some cases. Once in a while, when you rebuild, you'll be in a better spot to complete a mission than before you broke apart. When

you rebuild, you are given four Health Points and 6 Imagination Points. Now you have the chance to fully prepare yourself to overcome whatever obstacle smashed you in the first place. Think of smashing as the life cycle of a LEGO Minifigure; it's all building, un-building, and re-building with your favorite bricks!

Factions and Specialty Kits

Strap on your pistols, grab your wand, put on your space helmet—once you choose a Faction in *LEGO Universe*, you transform from a regular Minifigure with a generic spear to a formidable warrior with a variety of powers to wield. You can hurl explosive balls of pure energy, charge at foes with super speed and set them on fire, summon combat-savvy creatures to fight at your side, and use tons of other abilities based on the Faction and Specialty Kit you ultimately choose.



There are four Factions in *LEGO Universe*: the builders of Assembly, the Maelstrom-investigating Paradox, the heavily armed champions of The Sentinels and the daring adventurers of the Venture League. Each Faction offers two Specialty Kits to start with: Engineer and Summoner for Assembly, Sorcerer and Space Marauder for Paradox, Knight and Samurai for The Sentinels, and Buccaneer and Daredevil for the Venture League. There's no going back once you choose a Faction, so make your selection very carefully!



You'll pick your Faction and first Specialty Kit once you reach Nimbus Station, the world after your adventures in Avant Gardens. One of the first Minifigures you meet just outside of Nimbus Plaza, Nexus Jay, gives you the mission that sets you up to choose your Faction. Before you do, though, several missions take you throughout Nimbus Station (and beyond) to try out all four Factions and see what they're about. After you've done your reconnaissance and completed the mission chain for Nexus Jay, you'll be able to pick a Faction and then a Specialty Kit within that Faction.



Your Specialty Kit gives you all of your powers, as well as bonuses to your Armor, Imagination and Life Points. When you choose a Specialty Kit, you automatically receive a special Book that unlocks the Kit's Rank 1 gear, including head gear, shirt, pants, and a weapon. You can buy more Specialty Kit items from your Faction vendor in Nimbus Plaza, but they will cost you lots of coins and Faction Tokens. You acquire Faction Tokens by smashing objects and enemies, as well as by completing missions and achievements. In order to wear any of the Rank 2 Specialty Kit items, you must first unlock your rank with a special Book available at the Faction vendor. After you earn all your Rank 2 gear, you can buy into the most powerful Rank 3 items.

These are the Armor bonuses you receive if you wear all of the items for a rank of your Specialty Kit.

Specialty Kit Armor Bonuses

Specialty Kit	Rank 1 Armor Bonus	Rank 2 Armor Bonus	Rank 3 Armor Bonus
Knight	2	2	3
Samurai	1	2	3
Space Marauder	1	2	3
Sorcerer	1	1	2
Engineer	1	2	3
Summoner	1	2	2
Buccaneer	2	2	3
Daredevil	2	2	3

These are the Imagination bonuses you receive if you wear all of the items for a rank of your Specialty Kit.

Specialty Kit Imagination Bonuses

Specialty Kit	Rank 1 Imagination Bonus	Rank 2 Imagination Bonus	Rank 3 Imagination Bonus
Knight	1	2	3
Samurai	2	3	3
Space Marauder	2	2	2
Sorcerer	2	2	2
Engineer	1	2	3
Summoner	2	2	3
Buccaneer	3	3	3
Daredevil	3	2	3



This chapter is organized alphabetically by Faction. First you'll read about the Assembly Faction, then Paradox, The Sentinels, and the Venture League. Within each Faction section, you get two pages on each Specialty Kit. The first page gives you the full rundown on the Kit, and the second page shows you a visual diagram of all the Rank 1, Rank 2, and Rank 3 Specialty Kit items.



Read through the following pages to get a feel for your favorite Kits. Look at the Kit's skills and bonuses. Check out how the Specialty Kit looks at the Rank 1, Rank 2, and Rank 3 stages. After learning the ins and outs of the Factions, ask yourself: Who do you really want to be for the rest of your Nexus Force career?



Once you choose a Faction and Specialty Kit, you'll find that certain mission-givers have missions specifically for your Faction. These Faction-only missions are generally more advanced and reward you better.



Assembly

Imaginative thinkers, ingenious engineers, and brilliant inventors join Assembly to build new creations that strike fear into the minions of the Maelstrom. As builder in the Assembly Faction, you create mechanisms and creatures to fight for you and help your allies. Take a look at the two Assembly Specialty Kits, Engineer and Summoner, and see which might be right for you.

Engineer



An Engineer wears construction clothes such as hard hats and safety vests, and carries around a big wrench. Engineers build gun turrets to aid in combat, create magnets to lift foes in the air, repair Armor, and avoid interruptions while Quick Building. The Engineer also has the best all-around Armor and Imagination stats. Out of the eight Kits, the Engineer ranks second in Imagination and fourth in Armor.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Ellgren Stackwell, the Assembly Rep, sends you to seek out Mardolf the Orange in the Brick Annex. Mardolf hands you a set of Nimbus rocket parts and asks you to create a new rocket. Head over to the rocket builder across from Mardolf and create a new rocket using at least one Nimbus part. Return to Mardolf with your new rocket and he gladly gives you the Assembly Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Assembly, choose one of the two Kits, Engineer or Summoner. This will unlock that Kit's Rank 1 Gear once you speak to Ellgren Stackwell again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as an Engineer:

- Automatically restore 3 Imagination when you run out
- Immune to interruptions while Quick Building
- Deploy a very fast firing turret that attacks enemies when built
- Deploy a fortified turret that protects you and repeatedly attacks enemies in front of you
- Repair Armor for your team
- Call in a magnet to lift an enemy helplessly into the air for a short amount of time

Specialty Items

You automatically receive all of your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Engineer Controller 2 first,



which gives you a new ability to call in a magnet and lift your enemy helplessly up in the air and out of combat for a short amount of time. At Rank 3, the Engineer Vest 3 gives you +2 Armor Points and +2 Imagination Points, plus the ability to deploy a fortified turret that protects you and repeatedly attacks enemies in front of you.

Rank 1



Rank 1 Specialty Kit Items

1 Engineer Helmet 1
 Deploys a moderately fast firing Quick Build turret that attacks your enemies when built
 1500 25

2 Engineer Wrench 1
 Damage Combo: 1+2
 Charge-Up: Repairs Armor for your team
 1500 25

3 Engineer Pants 1
 +2
 1500 25

4 Engineer Shirt 1
 +2 +1
 1500 25

Rank 2



Rank 2 Specialty Kit Items

1 Engineer Helmet 2
 Deploys a fast firing Quick Build turret that attacks your enemies when built
 3000 80

2 Engineer Wrench 2
 Damage Combo: 2+3
 Charge-Up: Repairs Armor for your team—charge longer for more Armor
 3000 80

3 Engineer Pants 2
 +1 +2
 3000 80

4 Engineer Shirt 2
 +2 +1
 3000 80

5 Engineer Controller 2
 +1
 Calls in a magnet to lift an enemy helplessly into the air for a short amount of time
 3000 80

6 Engineer Vest 2
 +1 +2
 3000 80

Rank 3



Rank 3 Specialty Kit Items

1 Engineer Helmet 3
 +1
 Deploys a very fast firing Quick Build turret that attacks your enemies when built
 7500 180

2 Engineer Wrench 3
 +2
 Damage Combo: 3+3
 Charge-Up: Repairs Armor for your team—charge longer for more Armor
 7500 180

3 Engineer Pants 3
 +2 +2
 7500 180

4 Engineer Shirt 3
 +2 +2
 7500 100

5 Engineer Controller 3
 +1 +2
 Calls in a magnet to lift an enemy helplessly into the air for a short amount of time
 7500 180

6 Engineer Vest 3
 +2 +2
 Damage Combo: 2x16
 Deploys a fortified turret which protects you and repeatedly attacks enemies in front of you
 7500 180

Multi-Item Bonus

4 Pieces

Rank 1 Automatically restores 4 health when you run out

Rank 2 Automatically restores 3 health when you run out

Rank 3 Automatically restores 3 health when you run out



5 Pieces

Rank 2 You are immune to interruption while Quick Building

Rank 3 You are immune to interruption while Quick Building



6 Pieces

Rank 2 +2 +2

Rank 3 +3 +3 +1

Summoner



A Summoner looks like a white fantasy wizard armed with an orb and staff. Summoners call forth creatures to attack, defend, and repair Armor. Summoners also avoid interruptions while Quick Building. Of the eight Kits, the Summoner ranks the best in Imagination but the worst in Armor.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Ellgren Stackwell, the Assembly Faction Rep, sends you to seek out Mardolf the Orange in the Brick Annex. Mardolf hands you a set of Nimbus rocket parts and asks you to create a new rocket. Head over to the rocket Build area across from Mardolf and create a new rocket using at least one Nimbus part. Return to Mardolf with your new rocket and he gladly gives you the Assembly Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Assembly, choose one of the two Specialty Kits: Engineer or Summoner. This will unlock your Kit's Rank 1 Gear once you speak with Ellgren Stackwell again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as an Summoner:

- Automatically restore 3 Imagination when you run out
- Immune to interruptions while Quick Building
- Summon a durable creature that attacks all nearby enemies
- Summon a second, fast-firing creature that attacks your enemies
- Summon a third creature that taunts and attacks enemies
- Repair Armor for your team

Specialty Items



You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Summoner Orb 2 first, which summons a critter with a medium amount of Life that taunts and attacks enemies. At Rank 3, the Summoner Shoulderpads 3 calls forth Scratch, a special creature who attacks all nearby enemies.

Rank 1



Rank 1 Specialty Kit Items

- 1 Summoner Hat 1**
Summons a slow firing critter who attacks your enemies
1500 25
- 2 Summoner Staff 1**
Damage Combo: 1+2
Charge-Up: Repairs Armor for your team
1500 25
- 3 Summoner Pants 1**
+2
1500 25
- 4 Summoner Robe 1**
+1 +2
1500 25

Rank 2



Rank 2 Specialty Kit Items

- 1 Summoner Hat 2**
Summons a moderately fast firing critter who attacks your enemies
3000 80
- 2 Summoner Staff 2**
Damage Combo: 2+2
Charge-Up: Repairs Armor for your team—charge longer for more Armor
3000 80
- 3 Summoner Pants 2**
+1 +1
3000 80
- 4 Summoner Robe 2**
+1 +2
3000 80
- 5 Summoner Orb 2**
+2
Summons a critter with a medium amount of Life who taunts and attacks enemies
3000 80
- 6 Summoner Shoulderpads 2**
+1 +2
3000 80

Rank 3



Rank 3 Specialty Kit Items

- 1 Summoner Hat 3**
+2
Summons a fast firing critter who attacks your enemies
7500 180
- 2 Summoner Staff 3**
+2
Damage Combo: 2+3
Charge-Up: Repairs Armor for your team—charge longer for more Armor
7500 180
- 3 Summoner Pants 3**
+2 +2
7500 180
- 4 Summoner Robe 3**
+2 +2
7500 180
- 5 Summoner Orb 3**
+1 +2
Summons a critter with a medium amount of Life who taunts and attacks enemies
7500 180
- 6 Summoner Shoulderpads 3**
+2 +2
Damage Combo: 3x8
Summons Scratch who attacks all nearby enemies
7500 180

Multi-Item Bonus

4 Pieces

- Rank 1**
Automatically restores 1 imagination when you run out
- Rank 2**
Automatically restores 2 imagination when you run out
- Rank 3**
Automatically restores 3 imagination when you run out



5 Pieces

- Rank 2**
You are immune to interruption while Quick Building
- Rank 3**
You are immune to interruption while Quick Building



6 Pieces

- Rank 2**
+2 +2
- Rank 3**
+2 +3 +1



Paradox

Paradox agents tap into the darkness of the Maelstrom to battle evil. These mysterious outcasts merge the abilities of builders, warriors, and explorers and seek to turn the Maelstrom's own power against itself. Take a look at the two Paradox Specialty Kits, Sorcerer and Space Marauder, and see which might be right for you.

Sorcerer



Sorcerers look like red fantasy wizards and wield wands. Sorcerers blast the enemy with attacks that cause knock-backs and replenish their team's Imagination. They can also convert their own Health into Imagination for the team. Out of the eight Kits, the Sorcerer has the worst raw numbers, ranking second to last in Armor and fourth in Imagination. However, the Sorcerer makes up for it with their strong attacks.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Silas Penumbra, the Paradox Rep, requires 10 Maelstrom Bricks. If you have them already in your Backpack, turn them in to Silas and the Paradox Faction Badge is yours. If you don't have enough Maelstrom Bricks, return to Avant Gardens and smash more Stromlings and Stromling Mechs outside the Sentinel Faction Encampment until you total 10 and then return to Silas. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Paradox, choose one of the two Specialty Kits: Sorcerer or Space Marauder. This will unlock your Kit's Rank 1 Gear once you speak with Silas Penumbra again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Sorcerer:

- Automatically restore 3 Imagination every time you smash an enemy
- Restore a medium amount of Imagination to your teammates when you smash a Maelstrom enemy
- Release a blast of energy that damages enemies around you and restores Imagination to your team
- Breathe a cone of Maelstrom energy at your enemies
- A pulse of sonic Maelstrom energy blasts enemies in front of you away with great force
- Transform your Health into Imagination for your team

Specialty Items

You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Sorcerer Orb 2 first, which helps

in combat as you can knock back enemies with your energy attack. At Rank 3, the Sorcerer Wand 3 not only gives you a great attacking weapon but it unlocks the power to transform your Health into Imagination for the team.



Rank 1



Rank 1 Specialty Kit Items

1 Sorcerer Hat 1

Damage Combo: 2
Breathes a cone of Maelstrom energy at your enemies

1500 25

2 Sorcerer Wand 1

Damage Combo: 1+1+1
Charge-Up: Turns your Life into a little Imagination for your team

1500 25

3 Sorcerer Pants 1

+2

1500 25

4 Sorcerer Breastplate 1

+1 +1

1500 25

Rank 2



Rank 2 Specialty Kit Items

1 Sorcerer Hat 2

Damage Combo: 3
Breathes a cone of Maelstrom energy at your enemies

3000 80

2 Sorcerer Wand 2

Damage Combo: 2+2+1
Charge-Up: Turns your Life into Imagination for your team—charge longer for more Imagination

3000 80

3 Sorcerer Pants 2

+1 +2

3000 80

4 Sorcerer Breastplate 2

+1 +2

3000 80

5 Sorcerer Orb 2

+1

A pulse of sonic Maelstrom energy flings enemies in front of you away

3000 80

6 Sorcerer Shoulderpads 2

+2 +1

3000 80

Rank 3



Rank 3 Specialty Kit Items

1 Sorcerer Hat 3

+1

Damage Combo: 4
Breathes a cone of Maelstrom energy at your enemies

7500 180

2 Sorcerer Wand 3

+1

Damage Combo: 3+3+2
Charge-Up: Turns your Life into Imagination for your team—charge longer for more Imagination

7500 180

3 Sorcerer Pants 3

+2 +2

7500 180

4 Sorcerer Breastplate 3

+2 +3

7500 180

5 Sorcerer Orb 3

+1 +2

A pulse of sonic Maelstrom energy blasts enemies in front of you away with great force

7500 180

6 Sorcerer Shoulderpads 3

+2 +2 +1

Damage Combo: 5
Releases a blast of energy that damages enemies around you and restores the Imagination of your team

7500 180

Multi-Item Bonus

4 Pieces

Rank 1
+1 +2
Automatically restores 1 Imagination every time you smash an enemy

Rank 2
+1 +1
Automatically restores 2 Imagination every time you smash an enemy

Rank 3
+1 +1
Automatically restores 3 Imagination every time you smash an enemy

+

5 Pieces

Rank 2
+1 +1
Restores a small amount of Imagination to your teammates when you smash a Maelstrom enemy

Rank 3
+2 +2
Restores a medium amount of Imagination to your teammates when you smash a Maelstrom enemy

+

6 Pieces

Rank 2
+1 +2

Rank 3
+2 +2 +1

Space Marauder



The Space Marauder wears a cool-looking space suit and carries a laser pistol. Space Marauders toss energy balls that explode for massive damage, fire rockets, are able to see dangerous enemies on the mini-map, and can see nearby collectibles. Out of the eight Kits, the Space Marauder ranks third in Armor and sixth in Imagination.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Silas Penumbra, the Paradox Rep, requires 10 Maelstrom Bricks. If you have them already in your Backpack, turn them in to Silas and the Paradox Faction Badge is yours. If you don't have enough Maelstrom Bricks, return to Avant Gardens and smash more Stromlings and Stromling Mechs outside the Sentinel Faction Encampment until you total 10 and then return to Silas. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Paradox, choose one of the two Specialty Kits: Sorcerer or Space Marauder. This will unlock your Kit's Rank 1 Gear once you speak with Silas Penumbra again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Space Marauder:

- Automatically restore 3 Imagination every time you smash an enemy
- Your mini-map displays the location of dangerous enemies and collectibles
- Leap in the air and toss spheres of Maelstrom energy down at your enemies
- Throw a sphere of pure energy that causes a medium-level explosion
- Transform your Health into Imagination for your team
- Launch twin rockets that explode on impact

Specialty Items



You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Space Marauder Pants 2 first, which gives you more defense with +2 Armor Points (and +1 Imagination Point). At Rank 3, the Space Marauder Launcher 3 fires two explosive rockets. And who doesn't like exploding rockets!?! ...

Rank 1



Rank 1 Specialty Kit Items

1 Space Marauder Helm 1

Damage Combo: 1

Tosses a sphere of pure energy that causes a medium explosion

1500 25

2 Space Marauder Blaster 1

Damage Combo: 1+2+1

Charge-Up: Turns your Life into a little Imagination for your team

1500 25

3 Space Marauder Pants 1

+1 +1

1500 25

4 Space Marauder Jacket 1

+1 +1

1500 25

Rank 2



Rank 2 Specialty Kit Items

1 Space Marauder Helm 2

Damage Combo: 2

Tosses a sphere of pure energy that causes a medium explosion

3000 80

2 Space Marauder Blaster 2

Damage Combo: 2+2+1

Charge-Up: Turns your Life into Imagination for your team—charge longer for more Imagination

3000 80

3 Space Marauder Pants 2

+2 +1

3000 80

4 Space Marauder Jacket 2

+1 +2

3000 80

5 Space Marauder Launcher 2

+1

Damage Combo: 3

Launches a rocket that explodes on impact

3000 80

6 Space Marauder Shoulderpads 2

+1 +1

3000 80

Rank 3



Rank 3 Specialty Kit Items

1 Space Marauder Helm 3

+1

Damage Combo: 3

Tosses a sphere of pure energy that causes a medium explosion

7500 180

2 Space Marauder Blaster 3

+1

Damage Combo: 3+3+2

Charge-Up: Turns your Life into Imagination for your team—charge longer for even more Imagination

7500 180

3 Space Marauder Pants 3

+2 +2

7500 180

4 Space Marauder Jacket 3

+3 +2

7500 180

5 Space Marauder Launcher 3

+1 +2

Damage Combo: 6

Launches two rockets that explode on impact

7500 180

6 Space Marauder Shoulderpads 3

+2 +2 +1

You leap into the air and toss spheres of Maelstrom energy down at your enemies

7500 180

Multi-Item Bonus

4 Pieces

Rank 1

+1 +2

Automatically restores 1 Imagination when you smash an enemy

Rank 2

+1 +1

Automatically restores 2 Imagination when you smash an enemy

Rank 3

+1 +1

Automatically restores 3 Imagination when you smash an enemy

+

5 Pieces

Rank 2

+1 +1

Shows the location of dangerous enemies and collectibles on your minimap

Rank 3

+2 +1

Shows the location of dangerous enemies and collectibles on your minimap

+

6 Pieces

Rank 2

+2 +2

Rank 3

+3 +2 +1



The Sentinels

The brave and bold warriors of the Sentinel Faction protect those around them through their strength of Armor and their strength of conviction. They are the best Faction for Armor bonuses, but the worst Faction for Imagination bonuses. Take a look at the two Sentinel Faction Specialty Kits, Knight or Samurai, and see which might be right for you.

Knight



A Knight wields sword and shield. Their skills grant a whirlwind attack that spins them around to damage all nearby enemies. They also gain enhanced Armor for their team, their attacks cannot be interrupted, they can charge at enemies and knock them in the air, and they can block certain enemy attacks. Out of the eight Kits, the Knight ranks first in Armor and second worst in Imagination.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Dirk Manleigh, the Sentinel Faction Rep, sends you back to Avant Gardens to speak with Melodie Foxtrot in the Sentinel Faction Encampment. Melodie challenges you to spend one minute in the Survival mini-game without getting smashed apart. Once you pull off that feat, she rewards you with the Sentinel Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing the Sentinel Faction, choose one of the two Specialty Kits: Knight or Samurai. This unlocks your Kit's Rank 1 Gear once you speak with Dirk Manleigh again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Knight:

- Reduce the amount of damage you take by 3, to a minimum of 1, when you reach 0 Armor
- Enemies cannot interrupt your attacks
- Spin around in a whirlwind attack that damages all nearby enemies
- Increase the maximum Armor Points of your team for a short time
- Rush at an enemy and deal heavy damage while lifting them into the air
- Block many incoming attacks

Specialty Items

You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Knight Helm 2 first, if you work with others a lot, because it increases the maximum Armor Points of the whole team by 4 for a short time. At Rank 3, the Knight Shield 3 provides your best defense (+3 Armor Points) and gives you the Knight's charging attack.



Rank 1



Rank 1 Specialty Kit Items

1 Knight Helm 1

Increases the maximum Armor of your team by 2 for a short time

1500 25

2 Knight Greatsword 1

Damage Combo: 1+2+2

Charge-Up: Blocks a few incoming attacks while held

1500 25

3 Knight Leggings 1

+2

1500 25

4 Knight Breastplate 1

+1 +1

1500 25

Rank 2



Rank 2 Specialty Kit Items

1 Knight Helm 2

+1

Increases the maximum Armor of your team by 4 for a short time

3000 80

2 Knight Greatsword 2

Damage Combo: 2+2+3

Charge-Up: Blocks several incoming attacks while held

3000 80

3 Knight Leggings 2

+2 +1

3000 80

4 Knight Breastplate 2

+1 +2

3000 80

5 Knight Shield 2

+2

Damage Combo: 3

You rush at an enemy dealing damage and lifting them into the air

3000 80

6 Knight Shoulderpads 2

+2

3000 80

Rank 3



Rank 3 Specialty Kit Items

1 Knight Helm 3

+2 +1

Increases the maximum Armor of your team by 6 for a short time

7500 180

2 Knight Greatsword 3

Damage Combo: 2+3+3

Charge-Up: Blocks many incoming attacks while held

7500 180

3 Knight Leggings 3

+2 +2

7500 180

4 Knight Breastplate 3

+2 +2

7500 180

5 Knight Shield 3

+3 +1

Damage Combo: 5

You rush at an enemy dealing heavy damage and lifting them into the air

7500 180

6 Knight Shoulderpads 3

+3 +1

Damage Combo: 4

You spin around dealing damage to all nearby enemies

7500 180

Multi-Item Bonus

4 Pieces

Rank 1

+2 +1

Reduces the amount of damage you take by 1, to a minimum of 1—activates when you reach 0 Armor

Rank 2

+1

Reduces the amount of damage you take by 2, to a minimum of 1—activates when you reach 0 Armor

Rank 3

+1

Reduces the amount of damage you take by 3, to a minimum of 1—activates when you reach 0 Armor

+

5 Pieces

Rank 2

+1 +1

Enemy attacks cannot interrupt your own attacks

Rank 3

+2 +1

Enemy attacks cannot interrupt your own attacks

+

6 Pieces

Rank 2

+3 +3

Rank 3

+3 +3

Samurai



A Samurai wears special Armor and battles with a katana and a bow that shoots flaming arrows. The Samurai's skills are similar to the Knight's skills: you can avoid interruption in combat, gain enhanced Armor for the team, and block enemy attacks. Out of the eight Kits, the Samurai has the second best Armor, but ranks the worst in Imagination.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Dirk Manleigh, the Sentinel Faction Rep, sends you back to Avant Gardens to speak with Melodie Foxtrot in the Sentinel Faction Encampment. Melodie challenges you to spend one minute in the Survival mini-game without getting smashed apart. Once you pull off that feat, she rewards you with the Sentinel Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing the Sentinel Faction, choose one of the two Specialty Kits: Knight or Samurai. This unlocks your Kit's Rank 1 Gear once you speak with Dirk Manleigh again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Samurai:

- When you reach 0 Armor, your team will be protected from 15 damage for a short time
- Enemies cannot interrupt your attacks
- Increase the maximum Armor Points of your team for a short time
- Shoot a flaming arrow that sets enemies ablaze, dealing damage over a short amount of time
- Block many incoming attacks

Specialty Items



You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Samurai Bow 2 first, which gives you a second weapon and, more important, flaming arrows! At Rank 3, pick up the Samurai Katana 3. With its awesome attack power and ability to block enemy attacks, it's a good idea to pick up this item as soon as possible!

Rank 1



Rank 1 Specialty Kit Items

1 Samurai Helm 1

Increases the maximum Armor of your team by 2 for a short time

1500 25

2 Samurai Katana 1

Damage Combo: 1+2+3

Charge-Up: Blocks a few incoming attacks while held

1500 25

3 Samurai Leggings 1

+2

1500 25

4 Samurai Breastplate 1

+1 +1

1500 25

Rank 2



Rank 2 Specialty Kit Items

1 Samurai Helm 2

+1

Increases the maximum Armor of your team by 4 for a short time

3000 80

2 Samurai Katana 2

Damage Combo: 2+3+2

Charge-Up: Blocks several incoming attacks while held

3000 80

3 Samurai Leggings 2

+2 +1

3000 80

4 Samurai Breastplate 2

+1 +2

3000 80

5 Samurai Bow 2

+1

Damage Combo: 3

Shoots a flaming arrow that sets enemies ablaze, dealing damage over a short amount of time

3000 80

6 Samurai Shoulderpads 2

+2

3000 80

Rank 3



Rank 3 Specialty Kit Items

1 Samurai Helm 3

+2 +1

Increases the maximum Armor of your team by 6 for a short time

7500 180

2 Samurai Katana 3

Damage Combo: 3+3+3

Charge-Up: Blocks many incoming attacks while held

7500 180

3 Samurai Leggings 3

+3 +2

7500 180

4 Samurai Breastplate 3

+3 +2

7500 180

5 Samurai Bow 3

+1

Damage Combo: 6

Shoots a flaming arrow that sets enemies ablaze, dealing damage over a short amount of time

7500 180

6 Samurai Shoulderpads 3

+3 +1

Damage Combo: 1+2+3

Smashes your enemies

7500 180

Multi-Item Bonus

4 Pieces

Rank 1

+1 +2

When you reach 0 Armor, your team will be protected from 8 damage for a short time

Rank 2

+1

When you reach 0 Armor, your team will be protected from 12 damage for a short time

Rank 3

+1 +1

When you reach 0 Armor, your team will be protected from 15 damage for a short time

+

5 Pieces

Rank 2

+1 +2

Enemy attacks cannot interrupt your own attacks

Rank 3

+2 +2

Enemy attacks cannot interrupt your own attacks

+

6 Pieces

Rank 2

+2 +3

Rank 3

+2 +3



The Venture League

Daring explorers and fearless adventurers, Venture League members blaze a trail into the unknown as they uncover the hidden weaknesses of the Maelstrom. Take a look at the two Venture League Specialty Kits, Buccaneer or Daredevil, and see which might be right for you.

Buccaneer



Buccaneers dress like pirates and wield a pistol and cutlass. Buccaneers see collectibles on their mini-map, get increased coin and item pick-up distances, fire powerful projectiles, and gain short speed bursts that can knock down enemies. Out of the eight Kits, the Buccaneer ranks sixth in Armor and third in Imagination.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to the Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Logan Moonshot, the Venture League Rep, sends you to the Red Blocks concert area to talk to Johnny Thunder. To gain the Venture League Faction Badge, Johnny asks you to collect three treasure chests for him: one next to him on the table, one in the Brick Annex in front of Rad Eccles, and one near the Nimbus Station Raceway. Return to Johnny with all three chests and the Badge is yours. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing the Venture League, choose one of the two Specialty Kits: Buccaneer or Daredevil. This unlocks your Kit's Rank 1 Gear once you speak with Logan Moonshot again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Buccaneer:

- Your mini-map shows the location of collectibles
- Increase your coin and item pick-up distance
- Release a monkey who mesmerizes your enemies
- Jump forward into the air and damage your enemies when you land
- Fire your pistol at enemies from range
- Gain a speed boost and knock down nearby enemies

Specialty Items

You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Buccaneer Pistol & Cutlass 2



first, which provides a four-hit damage combo, a charge-up that fires a damaging projectile, and a short speed boost to knock over nearby enemies. At Rank 3, the Buccaneer Coat 3 supplies a monkey who mesmerizes your enemies.

Rank 1



Rank 1 Specialty Kit Items

- 1 Buccaneer Scarf 1**
 Damage Combo: 2
 You jump forward into the air and damage your enemies when you land
 1500
- 2 Buccaneer Pistol & Cutlass 1**
 Damage Combo: 1+2+1+3
 Charge-Up: Fires a projectile that does 3 damage
 For a very short amount of time you gain a speed boost and knock down nearby enemies
 1500
- 3 Buccaneer Pantaloons 1**
 +1 +1
 1500
- 4 Buccaneer Shirt 1**
 +1
 1500

Rank 2



Rank 2 Specialty Kit Items

- 1 Buccaneer Scarf 2**
 Damage Combo: 3
 You jump forward into the air and damage your enemies when you land
 3000
- 2 Buccaneer Pistol & Cutlass 2**
 Damage Combo: 2+2+2+3
 Charge-Up: Fires a projectile that does 4 damage
 For a short amount of time you gain a speed boost and knock down nearby enemies
 3000
- 3 Buccaneer Pantaloons 2**
 +1 +2
 3000
- 4 Buccaneer Shirt 2**
 +1 +2
 3000
- 5 Buccaneer Coat 2**
 +1 +2
 1000

Rank 3



Rank 3 Specialty Kit Items

- 1 Buccaneer Hat 3**
 +1
 Damage Combo: 4
 You jump forward into the air and damage your enemies when you land
 7500
- 2 Buccaneer Pistol & Cutlass 3**
 Damage Combo: 2+3+3+3
 Charge-Up: Fires a projectile that does 5 damage
 For a medium amount of time you gain a speed boost and knock down nearby enemies
 7500
- 3 Buccaneer Pantaloons 3**
 +2 +3
 7500
- 4 Buccaneer Shirt 3**
 +2 +3 +1
 7500
- 5 Buccaneer Coat 3**
 +2 +3
 Releases a monkey who mesmerizes your enemies
 7500

Multi-Item Bonus

4 Pieces

- Rank 1**
 +2 +3
 Shows the location of treasure on your island
- Rank 2**
 +2 +2
 Shows the location of treasure on your island
- Rank 3**
 +3 +3
 Shows the location of treasure on your island



5 Pieces

- Rank 2**
 +2 +3 +1
 Increases Coin and Item pool capacities
- Rank 3**
 +3 +3 +1
 Increases Coin and Item pool capacities

Daredevil



The Daredevil looks like stylish stuntman wielding a pair of pistols. Daredeviles see enemies on their mini-map, get increased coin and item pick-up distances, gain short speed bursts that set their enemies on fire for a few seconds, and can somersault into the air and damage enemies when they land. Out of the eight Kits, the Daredevil ranks fifth in both Armor and Imagination.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Logan Moonshot, the Venture League Rep, sends you to the Red Blocks concert area to talk to Johnny Thunder. To gain the Venture League Faction Badge, Johnny asks you to collect three treasure chests for him: one next to him on the table, one in the Brick Annex in front of Rad Eccles, and one near the Nimbus Station Raceway. Return to Johnny with all three chests and the Badge is yours. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing the Venture League, choose one of the two Specialty Kits: Buccaneer or Daredevil. This unlocks your Kit's Rank 1 Gear once you speak with Logan Moonshot again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as a Daredevil:

- Your mini-map shows the location of dangerous enemies
- Increase your coin and item pick-up distance
- Jump forward into the air and damage your enemies when you land
- Fire your pistols at enemies from range
- Freeze your enemies, causing them to move slower
- Gain a speed boost and set nearby enemies on fire

Specialty Items



You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Daredevil Flareguns 2 first, which pack a four-hit punch, come with a charge-up attacks that shoot a projectile, and boost your speed temporarily so you can set nearby enemies on fire. At Rank 3, the Daredevil Shoulder pads 3 give you the ability to freeze enemies and cause them to slow down.

Rank 1



Rank 1 Specialty Kit Items

1 Daredevil Helmet 1

Damage Combo: 2
You jump forward into the air and damage your enemies when you land

1500

2 Daredevil Flareguns 1

Damage Combo: 1+2+1+2
Charge-Up: Fires a projectile that does 3 damage

For a very short amount of time you gain a speed boost and set nearby enemies on fire for 3 seconds.

1500

3 Daredevil Pants 1

+1

1500

4 Daredevil Jacket 1

+1 +1

1500

Rank 2



Rank 2 Specialty Kit Items

1 Daredevil Helmet 2

Damage Combo: 3
You jump forward into the air and damage your enemies when you land

3000

2 Daredevil Flareguns 2

Damage Combo: 1+2+2+3
Charge-Up: Fires a projectile that does 4 damage

For a short amount of time you gain a speed boost and set nearby enemies on fire for 4 seconds.

3000

3 Daredevil Pants 2

+2 +2

3000

4 Daredevil Jacket 2

+1 +2

3000

5 Daredevil Shoulderpads 2

+1 +2

3000

Rank 3



Rank 3 Specialty Kit Items

1 Daredevil Helmet 3

+1 +1

Damage Combo: 4
You jump forward into the air and damage your enemies when you land

7500

2 Daredevil Flareguns 3

Damage Combo: 2+3+2+3
Charge-Up: Fires a projectile that does 5 damage

For a medium amount of time you gain a speed boost and set nearby enemies on fire for 5 seconds.

7500

3 Daredevil Pants 3

+2 +3

7500

4 Daredevil Jacket 3

+2 +3 +1

7500

5 Daredevil Shoulderpads 3

+2 +2

Damage Combo: 4
Freezes your enemies causing them to move slower

7500

Multi-Item Bonus

4 Pieces

Rank 1
Shows the location of target from 3 meters in your direction

Rank 2
Shows the location of target from 2 meters in your direction

Rank 3
Shows the location of target from 1 meter in your direction

+

5 Pieces

Rank 2
Increases Coin and Item pick-up distance

Rank 3
Increases Coin and Item pick-up distance

Pets



A Minifigure's best friend is a Dog, or a Cat, or a Triceratops, or maybe the elusive Panda. There are many Pet choices in *LEGO Universe*, 18 in fact, plus a special Pet if you can tame them all. Each world has its own breed of Pets, such as the forest- and water-themed Pets in Gnarled Forest and the Asian-inspired Pets in Forbidden Valley. Set off for Pet Cove and speak with Coalessa as soon as you can. She will tell you all about Pet taming and start you off on your first Pet-related missions.

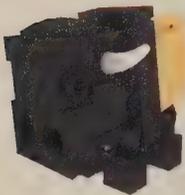


All Pets have the same set of abilities. They can activate special Pet Bouncers throughout the worlds that help you travel to hard-to-reach places. Pets can dig up buried treasure, marked by gold bricks or red Xs, as you journey around the worlds. Buried treasure supplies you with bricks and special rewards you can't get from regular smashables. Finally, Pets have several emotes, or cute actions, that they can perform for you, such as Howl, Scratch Ear, and Bow.

In general, you'll want to visit Pet Cove after exploring Nimbus Station and choosing a Faction. You could set off for Gnarled Forest or Forbidden Valley before heading to Pet Cove but you'd be missing out on Pet-taming opportunities. Once you have the Pet-taming ability you can stop and enjoy the Pet mini-game whenever you come across new Pets. You could be walking along the path in Forbidden Valley when you spot a Mantis—or, if you happen to set loose a Crab on the Pirate Camp beach, you certainly want to tame it right then and there.

Avant Gardens

Buffalo



Map Location: Near the Launch Area

Imagination Needed: 10

Puzzle Difficulty: 3

Capture Tip: As you descend the ramp into the Launch Area, jump over the right side and land on the grass plateau overlooking the ocean. The Buffalo Pets graze on the plateau. There's also a buried treasure hidden behind the boulder at the back of the Buffalo area.



Click on the correct model parts to tame your Pet, like the circled plant bricks shown here.

Doberman

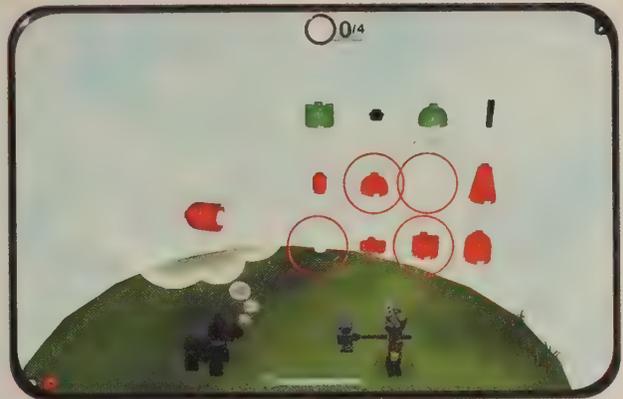


Map Location: Inside Sentinel Faction Encampment

Imagination Needed: 8

Puzzle Difficulty: 2

Capture Tip: There are plenty to tame at the Sentinel Faction Encampment, however if there are a lot of players running around the camp try looking for a Doberman who isn't busy so you can avoid the wait.



Click on the correct model parts to tame your Pet, like the circled dog bone bricks shown here.

Triceratops



Imagination Needed: 10

Map Location: Up on a secluded hill near the starting Rocket Pad

Puzzle Difficulty: 4

Capture Tip: Make sure your Imagination is full when you reach the Triceratops because there aren't any nearby smashables to recover spent Imagination. An item like the Boombox, which recovers Imagination for you when you use it, will prove useful to keep your Imagination total high enough for taming. You can reach the Triceratops by having another one of your Pets dig up the buried chest at the bottom of the Triceratops' plateau and using your newfound Pet Bouncer to vault up to the top.



Click on the correct model parts to tame your Pet, like the circled bricks shown here.

Nimbus Station

Robot Dog



Map Location: Brick Annex

Imagination Needed: 10

Puzzle Difficulty: 4

Capture Tip: After earning your Pet-taming skills and returning from Pet Cove, you'll encounter the Robot Dogs in the Brick Annex of Nimbus Station.

The puzzle is on the difficult side, but you'll have many opportunities to beat it.



Click on the correct model parts to tame your Pet, like the circled engine bricks shown here.

Skunk



Map Location: Nimbus Plaza

Imagination Needed: 8

Puzzle Difficulty: 2

Capture Tip: You'll need the Water Sprayer from Mardolf before you can attempt to tame a Skunk. Complete several missions with Mardolf to gain

the Water Sprayer, and then you can hose down a smelly Skunk and finally tame it.



Click on the correct model parts to tame your Pet, like the circled bricks shown here.

Pet Cove

Bunny

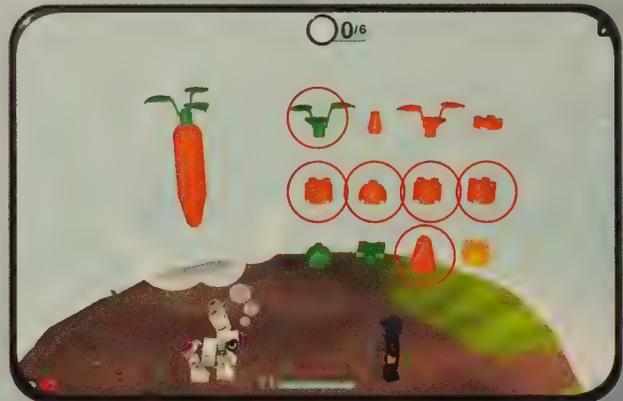


Map Location: Main island near Coalessa

Imagination Needed: 4

Puzzle Difficulty: 1

Capture Tip: This is an introductory Pet puzzle to help you learn about Pet taming. You can gain extra Imagination from smashing nearby fences if you need it.



Click on the correct model parts to tame your Pet, like the circled carrot bricks shown here.

Cat

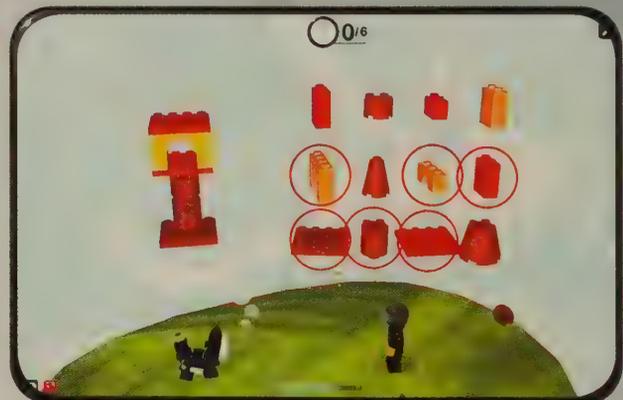


Map Location: Main island near Coalessa

Imagination Needed: 4

Puzzle Difficulty: 1

Capture Tip: This is an introductory Pet puzzle to help you learn about Pet taming. You can gain extra Imagination from Quick Building the nearby bird houses if you need it.



Click on the correct model parts to tame your Pet, like the circled birdhouse bricks shown here.

Terrier



Map Location: Main island near Coalessa

Imagination Needed: 4

Puzzle Difficulty: 1

Capture Tip: This is an introductory Pet puzzle to help you learn about Pet taming. You can gain extra Imagination

from smashing nearby dog houses and fire hydrants if you need it.



Click on the correct model parts to tame your Pet, like the circled wrench bricks shown here.

Gnarled Forest

Crab



Map Location: Buried treasure at Pirate Camp

Imagination Needed: 10

Puzzle Difficulty: 3

Capture Tip: To uncover a hidden Crab, journey to the Pirate Camp beach with one of your other Pets and dig up

a buried treasure on the beach. A Crab will scurry forth, and you have one shot to tame it—or else you'll have to dig up another buried treasure.



Click on the correct model parts to tame your Pet, like the circled bricks shown here.

Crocodile



Map Location: Crocodile Corner near the Keelhaul Canyon Raceway

Imagination Needed: 10

Puzzle Difficulty: 4

Capture Tip: You need the Pirate Hook to reach Crocodile Corner. See Captain Jack Knife and complete his Shooting Gallery mission to gain the Pirate Hook.



Click on the correct model parts to tame your Pet, like the circled frog bricks shown here.

Elephant



Map Location: Elephant Escarpment past the Maelstrom Trench

Imagination Needed: 10

Puzzle Difficulty: 2

Capture Tip: Elephants also require a Bag of Peanuts if you want to tame them. See Merciless Ned for a mission that rewards you with peanuts. You can also purchase them from Fermie LaBoosh at the Beach.



Click on the correct model parts to tame your Pet, like the circled chest bricks shown here.

Lion



Map Location: Next to the Keelhaul Canyon Raceway

Imagination Needed: 25

Puzzle Difficulty: 5

Capture Tip: You can only tame a Lion after you've tamed all other 18 Pets. Coalessa gives you a series of

Pet-taming missions, and if you complete them all, you can attempt the toughest Pet puzzle in the game. Head over to Gnarled Forest, next to the Keelhaul Canyon Raceway, and look for the lion statue by the trees. Interact with the lion statue to spawn a Lion Pet, and tame it to own all the Pets!



Click on the correct model parts to tame your Pet, like the circled bricks shown here.

Tortoise



Map Location: Tortoise Terrace past the brick vendor in the Ravine

Imagination Needed: 12

Puzzle Difficulty: 3

Capture Tip: To reach the Tortoise area, navigate the Ravine until you're standing in front of the Pirate Archway

leading into the main part of the forest. Turn left and jump along the rocks to the brick vendor, then use the bridge to cross to Tortoise Terrace.



Click on the correct model parts to tame your Pet, like the circled mechanical bricks shown here.

Warthog



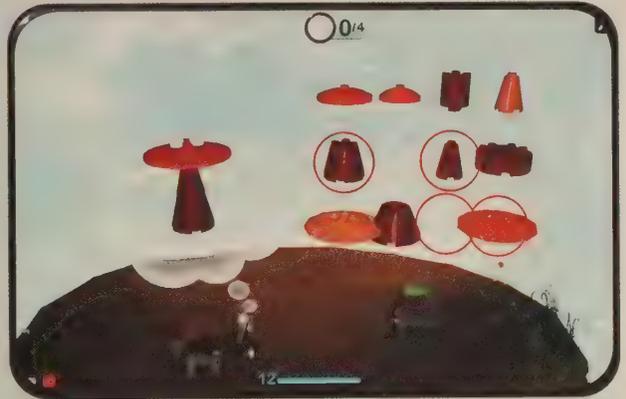
Map Location: Near the starting launch pad

Imagination Needed: 12

Puzzle Difficulty: 3

Capture Tip: You will find Warthogs wandering near the entrances to Brig Rock near Merciless Ned and on the hill above Pirate Camp.

above Pirate Camp.



Click on the correct model parts to tame your Pet, like the circled mushroom bricks shown here.

Forbidden Valley

Goat



Map Location: A plateau near Cavalry Hill

Imagination Needed: 15

Puzzle Difficulty: 2

Capture Tip: To reach the Goats, climb up to the gong in Cavalry Hill, hop over the nearby rocks (to the left if you're

facing the gong), and double-jump up the final cliff to land next to the Goats.



Click on the correct model parts to tame your Pet, like the circled bell bricks shown here.

Green Dragon



Map Location: In the mountains near the Forbidden Passage

Imagination Needed: 23

Puzzle Difficulty: 4

Capture Tip: Use the Quick Build bouncer at the base of the rocks to vault up to the Green Dragon area.



Click on the correct model parts to tame your Pet, like the circled plant bricks shown here.

Mantis

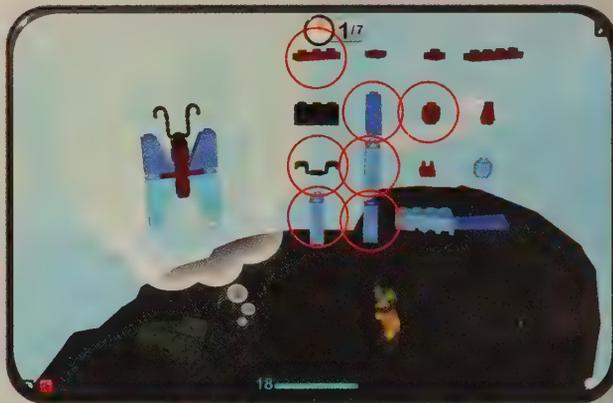


Map Location: On the rocks past the first updraft area

Imagination Needed: 18

Puzzle Difficulty: 3

Capture Tip: You can't miss the mantis Pets as you journey deeper into Forbidden Valley. It's one of the easiest Pet areas to find, but that doesn't mean the Mantis Mini-Game is easy!



Click on the correct model parts to tame your Pet, like the circled insect bricks shown here.

Panda



Map Location: Unlocks at the end of Brickmaster Clang's foot race

Imagination Needed: 15

Puzzle Difficulty: 2

Capture Tip: You can only tame the panda after you complete all the missions for Brickmaster Clang. Once you do, interact with the panda statue near Clang and complete the foot race to unlock the hidden panda.



Click on the correct model parts to tame your Pet, like the circled bamboo bricks shown here.

Red Dragon

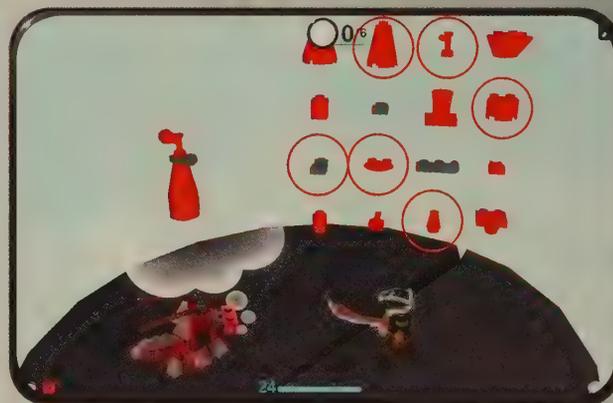


Map Location: Near the bouncers descending to the Paradox Refinery

Imagination Needed: 23

Puzzle Difficulty: 3

Capture Tip: Don't use the Paradox Refinery bouncers. Instead, carefully drop down on the floating rocks and land near the Red Dragons. Aim for the center of the rock so you don't smash from a perilous fall.



Click on the correct model parts to tame your Pet, like the circled fire extinguisher bricks shown here.

Enemies



Once you reach Avant Gardens the Maelstrom seeks to stop you with nine different enemies, challenging your combat skills. With three enemies on each of three dangerous worlds—Avant Gardens, Gnarled Forest, and Forbidden Valley—your missions get a bit more interesting as you chop through the Maelstrom-infected creatures or avoid them completely.

Each enemy has Life points, attack speed, and melee and/or ranged attacks, and most have special powers to cause you fits. Life points range from 1 point Stromlings that smash apart with a single hit to the 250 Life point Maelstrom Dragons that take a dedicated group to whittle down. Attack speed is either low (slow), medium, or fast (cut you apart if you're aren't quick to maneuver). Melee attacks happen up close, while ranged attacks can hit you from across the battlefield. Special powers might be exploding boulders, powerful cannon blasts, or deadly cones of fire.

At the end of each enemy section, read up on a battle tip that exposes at least one of the creature's weaknesses. The enemies in *LEGO Universe* can surprise you in many ways, so keep on your toes every battle, especially if it's your first time seeing a foe. And remember: The faster you become an expert at smashing apart enemies, the faster you'll reap all the rewards that spill out of them.

Stromling



World: Avant Gardens

Life Points: 1

Attack Speed: Low

Melee Attack: 1 damage per hit

Ranged Attack: None

Special Power: None

Battle Tip: The weakest enemy in the game, Stromlings have low attack speed and smash apart with a single hit. They're meant to introduce you to the art of combat and shouldn't cause you many headaches unless one sneaks up on you.

Stromling Mech



World: Avant Gardens

Life Points: 4

Attack Speed: Medium

Melee Attack: An attack that doesn't deal damage, but knocks players back

Ranged Attack: Fires a shot that deals 1 damage to all players in the blast

Special Powers: None

Battle Tip: After smashing a Stromling Mech, Quick Build the bricks into a friendly turret. The turret only lasts a few seconds, but it will shoot at other nearby enemies for you while active.

Dark Spiderling



World: Avant Gardens

Life Points: 15

Attack Speed: Fast

Melee Attack: 1 damage per hit

Ranged Attack: 1 damage per hit

Special Power: Cone attack that deals 3 points of damage to all players in front of it

Battle Tip: The toughest of the Avant Gardens enemies can mess you up very quickly if you stand in front of it. Rather, attack from the back or sides, and always move to prevent your target from swinging around to meet you or to avoid other Spiderlings from shooting you from across the cave.

Stromling Pirate



World: Gnarled Forest
Life Points: 8
Attack Speed: Medium
Melee Attack: 1 damage per hit
Ranged Attack: None

Special Power: A second melee attack that deals 2 damage but has a longer recovery time

Battle Tip: These pirates are slow moving, but tend to attack in packs. You can easily outflank one to avoid damage and deal your own; just watch out that others aren't creeping up on you. If you Quick Build any of the nearby mermaids, Stromling Pirates will be smitten by the female statue and unable to move.

Stromling Admiral



World: Gnarled Forest
Life Points: 12
Attack Speed: Medium
Melee Attack: None
Ranged Attack: Cone attack that deals 6 damage to all players in front of it

Special Powers: Fires five shots with each attack; each hit causes knockback

Battle Tip: You will smash to bits if you get caught in front of the Admiral's cannon. Instead, wait for the Admiral to fire, dodge to the side, and then attack until the fifth shot sounds. If the Admiral is still standing, back off, dodge the next¹ cannon blast, and attack from the side again.

Stromling Ape



World: Gnarled Forest
Life Points: 80
Armor Points: 25
Attack Speed: Medium
Melee Attack: Ground Pound attack

that deals 5 damage in a small radius around the player

Ranged Attack: Exploding Boulder Throw that produces a 5-damage explosion wherever the boulder lands

Special Powers: Attacks cause serious knockback

Battle Tip: The Ape is stunned after you deal 25 points of damage to it. This gives you time to Quick Build a nearby anchor that smashes it from above.

Dark Ronin



World: Forbidden Valley
Life Points: 12
Attack Speed: Fast
Melee Attack: 3 damage per hit (3-hit combo)
Ranged Attack: None

Special Power: Normally spawns from breaking out of statues

Battle Tip: A tough enemy with excellent melee skills; you can avoid some Dark Ronin by running quickly past them before they have a chance to break free from their statue cocoons.

Maelstrom Horseman



World: Forbidden Valley
Life Points: 21
Attack Speed: Fast
Melee Attack: Horse kick for 2 damage with a knockdown effect
Ranged Attack: 3 damage triple-spread shot

Special Powers: None

Battle Tip: Hit and run with this tough mounted Sorcerer enemy. Strike with your best weapon attack, watch its counterattack and dodge it, then strike again. Repeat until it's smashed and you're not.

Maelstrom Dragon



World: Forbidden Valley
Life Points: 100
Armor Points: 250
Attack Speed: Fast
Melee Attack: Ground Slam that shakes the ground around the dragon, deals 2 damage, and knocks players back

Ranged Attack: Cone of Fire that shoots up to long range, deals 1 damage, and has a heavy "pop up" effect

Special Powers: Fireball that deals 5 damage; Flap and Fire attack that blows a player back and launches an exploding Fireball that deals 5 damage

Battle Tip: A super-tough boss that can be defeated only after being stunned. You can stun the dragon by Quick Building a distracting Troll that exposes the dragon's "weak spot." Unless you are an expert player with advanced gear, defeating a Maelstrom Dragon will require a group effort.

Items

NOTE

The following item lists contain all the usable items, plus car and rocket model pieces, at the game's initial launch. Because a game like *LEGO Universe* is always changing and adding new content, information is subject to change and you might find new items added to the game that are not in these lists. For the most updated *LEGO Universe* item lists, see Prima Games' website at www.primagames.com.



You get your power from items in *LEGO Universe*. Without items, you're just like anyone else, but grab an Engineer's Wrench or carry along a Telescope and suddenly you look and play different from the next guy.



Pets. Occasionally you will find items that will grant you a Life Point and improve your Health score.



Items may have a special ability attached to them. Some abilities happen automatically, but most must be activated with an action button above your Imagination score in the bottom center portion of your screen. While Armor and Imagination are extremely useful, it's your special abilities that make you unique. They're also super-fun to play around with, so examine items carefully before you decide on a Faction or pay for items at a vendor.

The general items presented in this chapter are organized by name, abilities, rarity, location, and source. Mission items, car models, and rocket models don't have abilities, so you just see how easy they are to get and where to find them. Within each section, items are listed in alphabetical order. The location indicates whether the item is found in a world, specific achievement, race, or other portion of the game. The source narrows it down so it's easier to find the item by telling you if the item is from a mission, vendor, randomly generated in smashables, or some other location.



NOTE

For a complete list of all Specialty Kit items for the four Factions, see the "Factions and Kits" chapter. Each Kit section shows all available items in rank order.



While searching in this chapter, look for items from the head down as if you might wear them on your Minifigure. The chapter starts with items you wear: head gear, shirts, neck/back, right-hand, left hand, and pants. It continues with items you activate or consume and wraps up with mission items, car model pieces, and rocket model pieces. Now you can accessorize like a fiend and find that perfect pair of pants to match that Mega Helm you've been wearing. Or maybe you just want to track down the greatest slashing weapon in the game, the Elite Force Blade of Lightning? With hundreds of items at your fingertips, it's time to shop for what you want most!

Head Gear

Admiral's Hat



Abilities: 2 Armor Points, 3 Imagination Points, Secret Passage

Rarity: Very Rare

Location: Gnarled Forest

Source: Achievement

Armored Viking Helmet



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Rare

Location: Gnarled Forest

Source: Random

Astronaut Helmet



Abilities: None

Rarity: Uncommon

Location: *Venture Explorer*

Source: Achievement

Aussie Hat



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Aviator Hat with Goggles



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

Aviator Helmet



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Mission

Black Aussie Hat



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Black Baseball Cap



Abilities: None

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Black Cowboy Hat



Abilities: 4 Imagination Points

Rarity: Very Rare

Location: Play

Source: Achievement

Black Hood



Abilities: 3 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Black Knit Cap



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Black Ninja Hood



Abilities: 3 Armor Points, 3 Imagination Points, AoE Emote

Rarity: Rare

Location: Forbidden Valley

Source: Mission

Black Pirate Hat



Abilities: 1 Armor Point, Emote, Secret Passage

Rarity: Rare

Location: Gnarled Forest

Source: Vendor

Black Pirate Scarf



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Black Racing Helmet



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Race

Source: Activity

Black Shako Hat



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Play

Source: Achievement

Blue Baseball Cap



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Random

Blue Kepi Hat



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Very Rare

Location: Nimbus Station

Source: Random

Blue Pirate Scarf

Abilities: 1 Imagination Point
Rarity: Uncommon
Location: Gnarled Forest
Source: Mission

Dark Grey Racing Helmet

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Race
Source: Activity

Flower Hat

Abilities: 1 Imagination Point
Rarity: Uncommon
Location: Nimbus Station
Source: Vendor, Random

Blue Racing Helmet

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Race
Source: Mission

Dragon Helm

Abilities: 1 Armor Point, 1 Imagination Point
Rarity: Rare
Location: Play
Source: Achievement

Green Racing Helmet

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Nimbus Station, Gnarled Forest
Source: Vendor, Activity

Blue Space Helmet

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Gnarled Forest
Source: Vendor

Dwarf Helmet

Abilities: 1 Armor Point, 2 Imagination Points
Rarity: Rare
Location: Gnarled Forest
Source: Random

Grey Kepi Hat

Abilities: 1 Imagination Point
Rarity: Uncommon
Location: Nimbus Station, Gnarled Forest
Source: Vendor, Activity

Brown Pirate Hat

Abilities: 1 Armor Point, Emote, Secret Passage
Rarity: Rare
Location: Gnarled Forest
Source: Mission

Fedora

Abilities: 2 Imagination Points
Rarity: Uncommon
Location: Gnarled Forest
Source: Vendor

Hard Hat

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Nimbus Station
Source: Vendor, Random

Cadet Helm

Abilities: 1 Armor Point, 1 Imagination Point
Rarity: Very Rare
Location: Avant Gardens
Source: Random

Firefighter Helmet

Abilities: 1 Armor Point
Rarity: Uncommon
Location: Gnarled Forest
Source: Achievement

Hat of Sprouting Imagination

Abilities: AoE Imagination Point Spawn
Rarity: Rare
Location: Forbidden Valley
Source: Mission

Chef Hat

Abilities: 1 Imagination Point
Rarity: Uncommon
Location: Nimbus Station
Source: Vendor, Random

Fish Hat

Abilities: 1 Armor Point
Rarity: Rare
Location: Play
Source: Achievement

Helm of Entrapment 1

Abilities: Root Enemy
Rarity: Uncommon
Location: Battle
Source: Achievement

Hood of Healing



Abilities: AoE Heal

Rarity: Rare

Location: Battle

Source: Achievement

Lockjaw Helm



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Battle

Source: Achievement

Pharaoh's Hat



Abilities: 1 Armor Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Jester Hat



Abilities: 3 Armor Points, 4 Imagination Points

Rarity: Very Rare

Location: Build

Source: Achievement

Mega Helm



Abilities: 2 Armor Points, 3 Imagination Points

Rarity: Very Rare

Location: Battle

Source: Achievement

Pirate Captain Hat



Abilities: 1 Armor Point, 2 Imagination Points, Emote, Secret Passage

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Kettle Helmet



Abilities: None

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Morion Helmet



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor, Random

Pith Helmet



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Mission

King's Crown



Abilities: 3 Armor Points, 4 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Random

Nemesis Helm



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Police Hat



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Knit Cap of Stunning



Abilities: 2 Armor Points, Stun

Rarity: Rare

Location: Forbidden Valley

Source: Mission

Nexus Astronaut Helmet



Abilities: None

Rarity: Rare

Location: Promo

Source: Promo item

Prismatic Baseball Cap



Abilities: Color Change

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Light Grey Racing Helmet



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Race

Source: Activity

Orange Baseball Cap



Abilities: None

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Red Ninja Hood



Abilities: 4 Armor Points, 4 Imagination Point Tiger Kata

Rarity: Rare

Location: Forbidden Valley

Source: Achievement

Red Pirate Scarf**Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Gnarled Forest**Source:** Mission**Scoundrel Cap****Abilities:** 1 Armor Point, 1 Imagination Point**Rarity:** Uncommon**Location:** Gnarled Forest**Source:** Random**Squire's Helm****Abilities:** 3 Armor Points, 2 Imagination Points**Rarity:** Rare**Location:** Forbidden Valley**Source:** Vendor, Random**Red Racing Helmet****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Race**Source:** Mission**Sentinel Faction Helmet****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Avant Gardens**Source:** Mission**Sun Headdress****Abilities:** 1 Armor Point**Rarity:** Rare**Location:** Promo**Source:** Promo item**Red Shako Hat****Abilities:** 3 Armor Points**Rarity:** Rare**Location:** Gnarled Forest**Source:** Vendor, Random**Sideways Pirate Hat****Abilities:** 1 Imagination Point, Secret Passage**Rarity:** Rare**Location:** Gnarled Forest**Source:** Achievement**Tan Aussie Hat****Abilities:** 1 Imagination Point**Rarity:** Uncommon**Location:** Avant Gardens**Source:** Mission**Reinforced Pith Helmet****Abilities:** 1 Armor Point, 1 Imagination Point**Rarity:** Rare**Location:** Avant Gardens**Source:** Random**Skater Helmet****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Nimbus Station**Source:** Vendor, Random**Thinking Hat****Abilities:** Used for Building**Rarity:** Uncommon**Location:** *Venture Explorer***Source:** Mission**Rounded Helm****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Play**Source:** Achievement**Space Headgear****Abilities:** 1 Armor Point, 1 Imagination Point**Rarity:** Rare**Location:** Avant Gardens**Source:** Random**Turban of Healing****Abilities:** AoE Heal**Rarity:** Rare**Location:** Battle**Source:** Achievement**Sailor Hat****Abilities:** 3 Imagination Points, Emote**Rarity:** Rare**Location:** Gnarled Forest**Source:** Random**Speedy Cap****Abilities:** Speed Boost**Rarity:** Rare**Location:** Avant Gardens**Source:** Achievement**Viking Helm****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Nimbus Station**Source:** Random

Warlord Helm



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

White Top Hat



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Mission

Wizard's Hat of Whirlwind



Abilities: AoE Damage

Rarity: Uncommon

Location: Battle

Source: Achievement

White Conical Hat



Abilities: 3 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Mission

Witch Hat



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Wolf Head Helmet



Abilities: 2 Armor Points, Emote

Rarity: Very Rare

Location: Play

Source: Achievement

White Ninja Hood



Abilities: 3 Armor Points 3 Imagination Points, AoE Emote

Rarity: Rare

Location: Forbidden Valley

Source: Mission

Wizard Hat



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Yellow Racing Helmet



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Race

Source: Mission

White Racing Helmet



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station, Gnarled Forest

Source: Vendor, Activity

Shirts

Armored Shirt



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Battle

Source: Achievement

Belted Ninja Shirt



Abilities: 4 Armor Points, 3 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Random

Black Pirate Ship Shirt



Abilities: None

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Aviator Shirt



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Beta Tester Shirt



Abilities: None

Rarity: Very Rare

Location: Promo

Source: Promo item

Black Soccer Shirt



Abilities: None

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor

Blue Captain Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Bradford Rant Shirt

Abilities: None

Rarity: Very Rare

Location: Promo

Source: Promo item

Chef Jacket

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Blue Double Breasted Uniform

Abilities: 2 Armor Points, 1 Imagination Point

Rarity: Uncommon

Location: Build

Source: Achievement

Brown First Mate Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Classic Rocket Shirt

Abilities: None

Rarity: Rare

Location: *Venture Explorer*

Source: Achievement

Blue Imperial Shirt

Abilities: 2 Armor Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Card Shark Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Concert Superstar Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

Blue Kimono

Abilities: 3 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Cattle Rustler Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Confederate Shirt

Abilities: 3 Armor Points

Rarity: Rare

Location: Gnarled Forest

Source: Random

Blue Striped Crew Shirt

Abilities: 1 Armor Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Cavalry Shirt

Abilities: None

Rarity: Common

Location: Gnarled Forest

Source: Vendor

Cool Car Shirt

Abilities: None

Rarity: Uncommon

Location: Race

Source: Race Reward

Blue Uniform

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: LEGO Club

Source: Vendor

Checkered Flag Shirt

Abilities: None

Rarity: Uncommon

Location: Race

Source: Race Reward

Crown on Checks Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Dark Blue Princess Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor

Diver Wetsuit



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Double Striped Skunk Shirt



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Dragon Style Gi



Abilities: 6 Armor Points, 8 Imagination Points, Shuriken Throw, Dragon Style Unarmed

Rarity: Very Rare

Location: Forbidden Valley

Source: Mission

EMT Shirt



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Random

Fancy Captain Shirt



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Gnarled Forest

Source: Vendor

Female Pirate Shirt



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Fire Brick Shirt



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

Firefighter Coat



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

First Mate's Vest



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Fish Skeleton Shirt



Abilities: None

Rarity: Uncommon

Location: Avant Gardens

Source: Achievement

Flower Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Gothic Paradox Shirt



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random, Vendor

Green Dragon Shirt



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Green Soccer Shirt



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

Hanbock



Abilities: 2 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Hawaiian Shirt



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Play

Source: Achievement

Inmate Shirt



Abilities: 2 Imagination Points

Rarity: Rare

Location: Gnarled Forest

Source: Random

Jester Shirt

Abilities: 4 Armor Points, 1 Imagination Point

Rarity: Very Rare

Location: Build

Source: Achievement

Lounge Lizard Shirt

Abilities: Emote

Rarity: Uncommon

Location: Avant Gardens

Source: Achievement

Narwhal Shirt

Abilities: 1 Armor Point

Rarity: Uncommon

Location: Play

Source: Achievement

Kung Fu Master Shirt

Abilities: 4 Armor Points, 3 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Achievement

Mail Shirt with Belt

Abilities: 1 Armor Point

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor

New Western Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: LEGO Club

Source: Vendor

LEGO Club Jumpsuit

Abilities: None

Rarity: Rare

Location: LEGO Club

Source: Available only to LEGO Club members!

Mail Shirt with Gorget

Abilities: 3 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random, Vendor

Nexus Astronaut Shirt

Abilities: None

Rarity: Rare

Location: Promo

Source: Promo Item

LEGO Dice Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Play

Source: Achievement

Mantis Style Gi

Abilities: 6 Armor Points, 8 Imagination Points, Shuriken Throw, Dragon Style Unarmed

Rarity: Very Rare

Location: Forbidden Valley

Source: Mission

No Ninjas Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Gnarled Forest

Source: Mission

LEGO Universe Shirt

Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Monument Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Achievement

No Pirates Shirt

Abilities: 4 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Forbidden Valley

Source: Achievement

Light Blue Princess Shirt

Abilities: None

Rarity: Uncommon

Location: LEGO Club

Source: Available only to LEGO Club members!

Musical Notes Shirt

Abilities: None

Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

No Robots Shirt

Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Battle

Source: Achievement

Old Skool Shirt



Abilities: Money Magnet

Rarity: Rare

Location: Promo

Source: Promo item

Overalls



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Panda Style Gi



Abilities: 6 Armor Points, 8 Imagination Points, Shuriken Throw, Dragon Style Unarmed

Rarity: Very Rare

Location: Forbidden Valley

Source: Mission

Pet Buffalo Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Bunny Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Cat Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Crab Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Crocodile Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Doberman Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Elephant Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Goat Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Green Dragon Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Lion Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Mantis Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Panda Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Red Dragon Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Robot Dog Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Skunk Shirt



Abilities: 1 Imagination Point

Rarity: Very Rare

Location: LEGO Club

Source: Vendor

Pet Terrier Shirt**Abilities:** 1 Imagination Point**Rarity:** Very Rare**Location:** LEGO Club**Source:** Vendor**Pod 1 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Pod 7 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Pet Tortoise Shirt****Abilities:** 1 Imagination Point**Rarity:** Very Rare**Location:** LEGO Club**Source:** Vendor**Pod 2 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Pod Rocket Shirt****Abilities:** None**Rarity:** Rare**Location:** *Venture Explorer***Source:** Achievement**Pet Triceratops Shirt****Abilities:** 1 Imagination Point**Rarity:** Very Rare**Location:** LEGO Club**Source:** Vendor**Pod 3 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Police Jacket****Abilities:** 1 Armor Point**Rarity:** Uncommon**Location:** Nimbus Station**Source:** Vendor**Pet Warthog Shirt****Abilities:** 1 Imagination Point**Rarity:** Very Rare**Location:** LEGO Club**Source:** Vendor**Pod 4 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Queen Shirt****Abilities:** 1 Armor Point, 3 Imagination Pointst**Rarity:** Uncommon**Location:** Forbidden Valley**Source:** Random**Pink Kimono****Abilities:** 2 Armor Points, 2 Imagination Points**Rarity:** Rare**Location:** Forbidden Valley**Source:** Random**Pod 5 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Race Ace Shirt****Abilities:** 2 Imagination Points**Rarity:** Uncommon**Location:** Race**Source:** Race Reward**Pirate Princess Dress****Abilities:** 2 Armor Points, 1 Imagination Point**Rarity:** Rare**Location:** Gnarled Forest**Source:** Random**Pod 6 Captain Shirt****Abilities:** None**Rarity:** Very Rare**Location:** Promo**Source:** Promo item**Red Brick Shirt****Abilities:** 1 Imagination Point**Rarity:** Uncommon**Location:** Avant Gardens**Source:** Achievement

Red Captain Shirt



Abilities: 3 Armor Points

Rarity: Rare

Location: General

Source: Achievement

Referee Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Promo

Source: Promo item

Shirt of Armor



Abilities: 4 Armor Points, 3 Imagination Points

Rarity: Very Rare

Location: Battle

Source: Achievement

Red Double Breasted Uniform



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Retro Daredevil Shirt



Abilities: 2 Armor Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Soccer Uniform



Abilities: Imagination Point Recovery

Rarity: Rare

Location: Promo

Source: Promo item

Red Imperial Shirt



Abilities: 2 Armor Points

Rarity: Uncommon

Location: Play

Source: Achievement

Ruffled and Striped Shirt



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random, Vendor

Steampunk Rocket Shirt



Abilities: None

Rarity: Rare

Location: *Venture Explorer*

Source: Achievement

Red Ninja Gi



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Ruffled Bodice



Abilities: None

Rarity: Common

Location: Gnarled Forest

Source: Vendor

Striped Skunk Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Red Striped Crew Shirt



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Sensei Shirt



Abilities: 3 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Stromling Defeater Shirt



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Red Uniform



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Shabby Ninja



Abilities: 4 Armor Points

Rarity: Rare

Location: Forbidden Valley

Source: Random

Target Duck Shirt



Abilities: 2 Armor Points, 1 Imagination Point

Rarity: Uncommon

Location: Play

Source: Achievement

Throwing Star Shirt



Abilities: 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Weightlifter Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Promo

Source: Promo item

Witch Robe



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Random

T-Shirt of Protection



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Battle

Source: Achievement

White First Mate Shirt



Abilities: 2 Armor Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Wizard Tunic



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Twin Dragons Kimono



Abilities: 4 Armor Points

Rarity: Rare

Location: Forbidden Valley

Source: Achievement

White Ninja Gi



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Wolves Shirt



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Pet Cove

Source: Mission

Union Shirt



Abilities: 3 Imagination Points

Rarity: Rare

Location: Forbidden Valley

Source: Random

White Pirate Ship Shirt



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Yellow Striped Crew Shirt



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Vampire Shirt



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Winged Wrench Shirt



Abilities: None

Rarity: Uncommon

Location: Race

Source: Race Reward

Zippered Leather Jacket



Abilities: 4 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Battle

Source: Achievement

Viking Barbarian Shirt



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random, Vendor

Neck and Back

Black Neck Scarf



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Epaulets of Extravagance



Abilities: 1 Armor Point

Rarity: Uncommon

Location: LEGO Club

Source: Vendor

Messenger Bag



Abilities: 1 Armor Point, 3 Imagination Points

Rarity: Rare

Location: Forbidden Valley

Source: Random

Blue Shoulder Parrot



Abilities: 1 Imagination Point

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Explorer Air Tank



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Obsidian Armor



Abilities: 1 Armor Point

Rarity: Uncommon

Location: LEGO Club

Source: Vendor

Breastplate of Armor 1



Abilities: 1 Armor Point

Rarity: Uncommon

Location: Battle

Source: Achievement

Green Shoulder Parrot



Abilities: 2 Armor Points, 1 Imagination Point

Rarity: Rare

Location: Gnarled Forest

Source: Random

Orange Shoulder Parrot



Abilities: 1 Armor Point

Rarity: Rare

Location: Gnarled Forest

Source: Random

Breastplate of Armored Inspiration



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Avant Gardens

Source: Achievement

Imagination Tanks



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Very Rare

Location: Avant Gardens

Source: Achievement

Powered Armor



Abilities: 3 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Random

Dox Shoulderpads



Abilities: 3 Imagination Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Vendor, Random

Knapsack



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Quiver



Abilities: 3 Imagination Points

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Epaulets of Authority



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Mega Chest Armor



Abilities: 3 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Achievement

Red Shoulder Parrot



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Tabby Cat in a Bag



Abilities: 3 Imagination Points

Rarity: Very Rare

Location: Forbidden Valley

Source: Achievement

Utility Harness



Abilities: 2 Armor Points, 1 Imagination Point

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Yellow Shoulder Parrot



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Rare

Location: Gnarled Forest

Source: Random

Tech Armor



Abilities: 3 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Right Hand

Basic Dagger



Abilities: 1/1/1 Slashing

Rarity: Common

Location: Avant Gardens

Source: Vendor, Random

Basic Halberd of Stunning



Abilities: 1/1/1 Smashing + Knockback charge-up

Rarity: Uncommon

Location: Battle

Source: Achievement

Basic Pickaxe



Abilities: 1/1/1 Smashing

Rarity: Common

Location: Avant Gardens

Source: Vendor, Random

Basic Drumstick of Repulsion



Abilities: 1/1/1 Smashing + repulsion charge-up

Rarity: Uncommon

Location: Avant Gardens

Source: Achievement

Basic Hammer



Abilities: 1/1/1 Smashing

Rarity: Common

Location: Avant Gardens

Source: Mission, Vendor, Random

Basic Shortsword



Abilities: 1/1/1 Slashing

Rarity: Common

Location: Avant Gardens

Source: Mission, Vendor, Random

Basic Flintlock Pistol



Abilities: 1/1/1 Ranged

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Basic Javelin



Abilities: 1/1/1 Piercing

Rarity: Common

Location: Avant Gardens

Source: Vendor, Random

Basic Shortsword of Knockback



Abilities: 1/1/1 Slashing + Knockback charge-up

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor, Random

Basic Force Blade



Abilities: 1/1/1 Slashing

Rarity: Common

Location: Avant Gardens

Source: Vendor, Random

Basic Longsword of Stunning



Abilities: 1/1/1 Slashing + Stun charge-up

Rarity: Uncommon

Location: Avant Gardens

Source: Achievement

Basic Shovel



Abilities: 1/1/1 Smashing

Rarity: Common

Location: Avant Gardens

Source: Random

Basic Spear



Abilities: 1/1/1 Piercing

Rarity: Common

Location: Avant Gardens

Source: Mission, Vendor, Random

Dragon Style Maelstrom Hammer



Abilities: 2/2/3 Smashing

Rarity: Rare

Location: Forbidden Valley

Source: Mission

Elite Ice Saw



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Basic Spear of Stunning



Abilities: 1/1/1 Piercing + Stun charge-up

Rarity: Uncommon

Location: Avant Gardens

Source: Random

Elite Battle Axe



Abilities: 3/3/3 Smashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Elite Katana



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Captain Jack's Volleygun



Abilities: 3/3/3 Ranged + 4 AoE damage

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Elite Cleaver



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Elite Long Sword



Abilities: 3/3/3 Slashing

Rarity: Very Rare

Location: Battle

Source: Achievement

Captain's Cutlass



Abilities: 2/2/2 Slashing + Root charge-up

Rarity: Very Rare

Location: Gnarled Forest

Source: Achievement

Elite Fang



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Elite Oar



Abilities: 3/3/3 Smashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Celebration Wand



Abilities: 1 + Restores 4 Imagination Points

Rarity: Very Rare

Location: Avant Gardens

Source: Achievement

Elite Force Blade of Lightning



Abilities: 3/3/3 Slashing + 1 damage AoE Lightning charge-up

Rarity: Very Rare

Location: Battle

Source: Achievement

Elite Pickaxe



Abilities: 3/3/3 Smashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Crossbow



Abilities: 1/2/3 Ranged + 3 damage charge-up

Rarity: Uncommon

Location: Forbidden Valley

Source: Mission

Elite Halberd



Abilities: 3/3/3 Smashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Elite Saw of Drowsiness



Abilities: 3/3/3 Smashing + Sleep charge-up

Rarity: Very Rare

Location: Forbidden Valley

Source: Random

Elite Blade of Knockdown



Abilities: 3/3/3 Smashing + Knockdown charge-up

Rarity: Very Rare

Location: Forbidden Valley

Source: Random

Exceptional Flintlock Pistol



Abilities: 2/2/2 Ranged + 3 damage charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Exceptional Katana



Abilities: 2/2/2 Slashing

Rarity: Common

Location: Forbidden Valley

Source: Random

Elite Scimitar



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Exceptional Flintlock Rifle



Abilities: 2/2/2 Ranged + 3 damage charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Exceptional Morning Star



Abilities: 2/2/2 Smashing

Rarity: Rare

Location: Battle

Source: Achievement

Elite Shortsword



Abilities: 3/3/3 Slashing

Rarity: Rare

Location: Forbidden Valley

Source: Random

Exceptional Flintlock Rifle of Blasting



Abilities: 2/2/2 Ranged + 3 damage projectile charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Exceptional Pipe Wrench



Abilities: 2/2/2 Smashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Ladle



Abilities: 2/2/2 Smashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Force Blade



Abilities: 2/2/2 Slashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Spear



Abilities: 2/2/2 Piercing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Axe



Abilities: 2/2/2 Smashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Hatchet



Abilities: 2/2/2 Smashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Great Club



Abilities: 2/2/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Exceptional Dagger



Abilities: 2/2/2 Slashing

Rarity: Rare

Location: Gnarled Forest

Source: Random

Exceptional Ice Saw of Freezing



Abilities: 2/2/2 Slashing + 2 damage freeze/ slow AoE

Rarity: Very Rare

Location: Avant Gardens

Source: Achievement

Great Composite Axe



Abilities: 2/2/3 Slashing

Rarity: Common

Location: Forbidden Valley

Source: Random

Great Corseque



Abilities: 2/2/3 Piercing

Rarity: Common

Location: Forbidden Valley

Source: Vendor, Random

Great Crescent Wrench



Abilities: 2/2/3 Smashing

Rarity: Common

Location: Forbidden Valley

Source: Random

Great Fang



Abilities: 2/2/3 Slashing

Rarity: Common

Location: Forbidden Valley

Source: Random

Great Flintlock Rifle of Blasting



Abilities: 2/2/3 Ranged + 5 damage projectile charge-up

Rarity: Uncommon

Location: Play

Source: Achievement

Great Halberd



Abilities: 2/2/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Great Katana



Abilities: 2/2/3 Slashing

Rarity: Common

Location: Forbidden Valley

Source: Mission

Great Katana of Freezing



Abilities: 2/2/2 Slashing + 1 damage per sec for 3 sec damage over time charge-up

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Great Longsword of Lightning



Abilities: 2/2/3 Slashing + 4 damage AoE lightning charge-up

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Great Mattock



Abilities: 2/2/3 Smashing

Rarity: Common

Location: Forbidden Valley

Source: Random

Great Scimitar of Rooting



Abilities: 2/2/3 Slashing + Root charge-up

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Great Shortsword



Abilities: 2/2/3 Slashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Improved Bass Guitar



Abilities: 1/1/2 Smashing

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Improved Composite Axe



Abilities: 1/1/2 Smashing

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor, Random

Improved Crescent Wrench



Abilities: 1/1/2 Smashing

Rarity: Uncommon

Location: Avant Gardens

Source: Random

Improved Crescent Wrench



Abilities: 1/1/2 Smashing

Rarity: Common

Location: Nimbus Station

Source: Vendor

Improved Firefighter Axe



Abilities: 1/1/2 Smashing

Rarity: Common

Location: Nimbus Station

Source: Vendor, Random

Improved Fishing Pole



Abilities: 1/1/2 Piercing

Rarity: Uncommon

Location: Avant Gardens

Source: Vendor, Random

Improved Frying Pan



Abilities: 1/1/2 Smashing

Rarity: Common

Location: Nimbus Station

Source: Vendor, Random

Improved Hatchet



Abilities: 1/1/2 Smashing
Rarity: Uncommon
Location: Avant Gardens
Source: Random

Improved Scimitar



Abilities: 1/1/2 Slashing
Rarity: Uncommon
Location: Avant Gardens
Source: Random

Mantis Style Maelstrom Hammer



Abilities: 2/2/3 Smashing
Rarity: Rare
Location: Forbidden Valley
Source: Mission

Improved Ice Saw



Abilities: 1/1/2 Slashing
Rarity: Uncommon
Location: Avant Gardens
Source: Vendor, Random

Improved Scythe



Abilities: 1/1/2 Smashing
Rarity: Uncommon
Location: Avant Gardens
Source: Vendor

Monkey Style Maelstrom Hammer



Abilities: 2/2/3 Smashing
Rarity: Rare
Location: Forbidden Valley
Source: Mission

Improved Ladle



Abilities: 1/1/2 Smashing
Rarity: Uncommon
Location: Nimbus Station
Source: Vendor, Random

Improved Trident



Abilities: 1/1/2 Piercing
Rarity: Uncommon
Location: Avant Gardens
Source: Vendor, Random

Net of Bees 1



Abilities: 1/1/1 Smashing
 + 1 damage per
 sec for 3 sec
 damage over time
 charge-up
Rarity: Uncommon
Location: Battle
Source: Achievement

Improved Longsword



Abilities: 1/1/2 Slashing
Rarity: Uncommon
Location: Avant Gardens
Source: Vendor, Random

Improved Witch Broom



Abilities: 1/1/2 Smashing
Rarity: Common
Location: Nimbus Station
Source: Vendor, Random

Numb Chuck's Maelstrom Staff



Abilities: 2/2/3 Smashing
 + Money Magnet
 passive skill
Rarity: Very Rare
Location: Forbidden Valley
Source: Mission

Improved Prismatic Wrench



Abilities: 1/1/2 Long
 Smashing
Rarity: Uncommon
Location: Avant Gardens
Source: Achievement

Jonesy's Fishing Pole



Abilities: 1/2/3 Piercing
Rarity: Common
Location: Play
Source: Achievement

Panda Style Maelstrom Hammer



Abilities: 2/2/3 Smashing
Rarity: Rare
Location: Forbidden Valley
Source: Mission

Improved Push Broom



Abilities: 1/1/2 Smashing
Rarity: Rare
Location: Nimbus Station
Source: Vendor, Random

Katana of Shielding



Abilities: 1/2/2 Slashing + 4
 damage Shielding
 charge-up
Rarity: Very Rare
Location: Battle
Source: Achievement

Pirate Hook



Abilities: 1/1/2 + Use pirate quickbuilds

Rarity: Common

Location: Gnarled Forest

Source: Mission

Pneumatic Drill of Blasting



Abilities: 2/2/2 + 3 damage projectile charge-up

Rarity: Rare

Location: Battle

Source: Achievement

Quality Corseque



Abilities: 1/2/2 Piercing

Rarity: Rare

Location: Avant Gardens

Source: Random

Quality Cutlass



Abilities: 1/2/2 Slashing

Rarity: Rare

Location: Avant Gardens

Source: Random

Quality Dirk



Abilities: 1/2/2 Piercing

Rarity: Rare

Location: Avant Gardens

Source: Random

Quality Flintlock Pistol of Blasting



Abilities: 12/2 Ranged + 5 damage projectile charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Quality Guitar



Abilities: 1/2/2 Smashing

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Quality Shortsword



Abilities: 1/2/2 Slashing

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Quality Spear



Abilities: 1/2/2 Piercing

Rarity: Common

Location: Play

Source: Achievement

Quality Woodsman's Axe



Abilities: 1/2/2 Smashing

Rarity: Rare

Location: Avant Gardens

Source: Random

Shiver Me Timbers Axe



Abilities: 2/2/2 Smashing + Freeze charge-up

Rarity: Very Rare

Location: Gnarled Forest

Source: Achievement

Super Bobbejaan Spanner



Abilities: 2/3/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Super Composite Axe



Abilities: 2/3/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Vendor, Random

Super Corseque



Abilities: 2/3/3 Piercing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Super Dirk



Abilities: 2/3/3 Piercing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Super Hairbrush



Abilities: 2/3/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Vendor, Random

Super Hatchet



Abilities: 2/3/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Super Shortsword



Abilities: 2/3/3 Slashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Super Shovel



Abilities: 2/3/3 Smashing

Rarity: Uncommon

Location: Forbidden Valley

Source: Random

Superior Hammer



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Superior Pirate's Scimitar



Abilities: 1/2/3 Slashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Super Spear



Abilities: 2/3/3 Piercing

Rarity: Uncommon

Location: Forbidden Valley

Source: Vendor, Random

Superior Huge Axe



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random, Vendor

Superior Push Broom



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Superior Composite Mace



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Superior Katana



Abilities: 1/2/3 Slashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Superior Shortsword



Abilities: 1/2/3 Slashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random, Vendor

Superior Cutlass



Abilities: 1/2/3 Slashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Superior Lance



Abilities: 1/2/3 Piercing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random, Vendor

Superior Tiki Staff



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Superior Fish on a Stick



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Superior Long Axe



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Superior Trident



Abilities: 1/2/3 Piercing

Rarity: Rare

Location: Play

Source: Achievement

Superior Halberd



Abilities: 1/2/3 Smashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Superior Mate's Cutlass



Abilities: 1/2/3 Slashing

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Superior Shortsword of Stunning



Abilities: 1/2/3 Slashing +
Stunning add on

Rarity: Uncommon

Location: Battle

Source: Achievement

Wand of Freezing 1



Abilities: 1 damage Wand AoE + 1 damage freeze/slow AoE

Rarity: Rare

Location: Battle

Source: Achievement

Wand of Freezing 2



Abilities: 2 damage Wand AoE + 4 damage freeze/slow AoE

Rarity: Rare

Location: Play

Source: Achievement

Wand of Knockback



Abilities: 2 Wand damage + AoE knockback charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Random

Wand of Sleep



Abilities: 2 Wand damage + AoE Sleep charge-up

Rarity: Rare

Location: Gnarled Forest

Source: Random

Water Sprayer



Abilities: Sprays water and cleans things

Rarity: Rare

Location: Nimbus Station

Source: Mission

Worthy Butterfly Net



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Corseque



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Force Blade



Abilities: 1/1/3 Slashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Ice Saw



Abilities: 1/1/3 Slashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Javelin



Abilities: 1/1/3 Piercing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Knife



Abilities: 1/1/3 Slashing

Rarity: Common

Location: Gnarled Forest

Source: Vendor

Worthy Large Axe



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Vendor

Worthy Morning Star



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Random, Vendor

Worthy Shovel



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Worthy Wrench



Abilities: 1/1/3 Smashing

Rarity: Common

Location: Gnarled Forest

Source: Random

Left Hand

Binoculars



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

Grease Can



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Forbidden Valley

Source: Random

Ninja Flag



Abilities: AoE Imagination Point restore up to 20 points

Rarity: Rare

Location: Forbidden Valley

Source: Achievement

Briefcase



Abilities: 1 Armor Point, 2 Imagination Points

Rarity: Very Rare

Location: Gnarled Forest

Source: Random

Heater Shield



Abilities: 3 Armor Points

Rarity: Rare

Location: Gnarled Forest

Source: Random

Pirate Flag



Abilities: AoE Imagination Point restore up to 20 points

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Buckler Shield



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Vendor

Jack Knife's Treasure Map



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Mission

Retro Movie Camera



Abilities: 3 Imagination Points + restore 4 Imagination

Rarity: Very Rare

Location: Battle

Source: Achievement

Bullhorn



Abilities: AoE Stun

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Key of Imagination



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: LEGO Club

Source: Vendor

Scutum Shield



Abilities: 3 Armor Points, 1 Imagination Point

Rarity: Rare

Location: Forbidden Valley

Source: Random

Compass



Abilities: 1 Armor Point, 1 Imagination Point

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Money Magnet



Abilities: Attract coins and rewards

Rarity: Rare

Location: Avant Gardens

Source: Mission

Shield of Armor



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Rare

Location: Battle

Source: Achievement

Gem Scepter



Abilities: 4 Armor Points, 3 Imagination Point

Rarity: Very Rare

Location: General

Source: Achievement

Ninja Buckler Shield



Abilities: 2 Armor Points

Rarity: Uncommon

Location: Forbidden Valley

Source: Achievement

Shield of Blocking



Abilities: 2 Armor Points
 Rarity: Rare
 Location: Gnarled Forest
 Source: Random

Spanner



Abilities: 1 Imagination Point
 Rarity: Uncommon
 Location: Forbidden Valley
 Source: Vendor, Random

Walkie Talkie



Abilities: 1 Armor Point, 1 Imagination Point
 Rarity: Uncommon
 Location: Nimbus Station
 Source: Vendor, Random

Shield of Shielding



Abilities: Bubble Shield
 Rarity: Rare
 Location: Battle
 Source: Achievement

Telescope



Abilities: 1 Imagination Point
 Rarity: Uncommon
 Location: Gnarled Forest
 Source: Achievement

Yar Har Har Sextant



Abilities: 3 Imagination Points + AoE Stun
 Rarity: Very Rare
 Location: General
 Source: Achievement

Ship Blueprint



Abilities: 1 Imagination Point
 Rarity: Uncommon
 Location: Gnarled Forest
 Source: Achievement

Troll Shield



Abilities: 1 Armor Point
 Rarity: Uncommon
 Location: Forbidden Valley
 Source: Vendor, Random

Pants

Bell Bottoms



Abilities: 2 Armor Points, 2 Imagination Points
 Rarity: Uncommon
 Location: Forbidden Valley
 Source: Vendor, Random

Bright Blue Pants



Abilities: None
 Rarity: Common
 Location: MiniFigure Creation
 Source: Game Start

Capris



Abilities: 2 Armor Points, 1 Imagination Point
 Rarity: Rare
 Location: Gnarled Forest
 Source: Random

Black Pants



Abilities: None
 Rarity: Common
 Location: MiniFigure Creation
 Source: Game Start

Bright Orange Pants



Abilities: None
 Rarity: Common
 Location: MiniFigure Creation
 Source: Game Start

Cargo Pants



Abilities: 1 Armor Point, 1 Imagination Point
 Rarity: Rare
 Location: Avant Gardens
 Source: Random

Brick Yellow Pants



Abilities: None
 Rarity: Common
 Location: MiniFigure Creation
 Source: Game Start

Bright Red Pants



Abilities: None
 Rarity: Common
 Location: MiniFigure Creation
 Source: Game Start

Chaps



Abilities: 1 Armor Point, 2 Imagination Points
 Rarity: Uncommon
 Location: Gnarled Forest
 Source: Random

Clam Diggers



Abilities: 1 Imagination Point
Rarity: Uncommon
Location: Avant Gardens
Source: Random

Earth Blue Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Jeans



Abilities: 1 Armor Point, 1 Imagination Point
Rarity: Rare
Location: Avant Gardens
Source: Vendor

Creative Pants



Abilities: 3 Armor Points, 2 Imagination Points
Rarity: Very Rare
Location: Battle
Source: Achievement

Earth Green Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Jodhpurs



Abilities: 1 Armor Point
Rarity: Uncommon
Location: Avant Gardens
Source: Random

Dark Green Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Flash Pants



Abilities: Pants with panache!
Rarity: Uncommon
Location: Nimbus Station
Source: Achievement

Khakis



Abilities: 2 Armor Points
Rarity: Uncommon
Location: Gnarled Forest
Source: Vendor

Dark Red Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Gauchos



Abilities: 3 Armor Points, 2 Imagination Points
Rarity: Very Rare
Location: Forbidden Valley
Source: Random

Medium Blue Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Dark Stone Grey Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Hammer Pants



Abilities: 2 Imagination Points
Rarity: Uncommon
Location: Forbidden Valley
Source: Random

Medium Stone Grey Pants



Abilities: None
Rarity: Common
Location: MiniFigure Creation
Source: Game Start

Dungarees



Abilities: 1 Armor Point, 1 Imagination Point
Rarity: Rare
Location: Play
Source: Achievement

Iron Legs



Abilities: 3 Armor Points, 2 Imagination Points
Rarity: Rare
Location: Forbidden Valley
Source: Random

Metal Legs, Solid



Abilities: 1 Armor Point
Rarity: Uncommon
Location: Avant Gardens
Source: Achievement

Nexus Astronaut Pants



Abilities: None

Rarity: Uncommon

Location: Promo

Source: Promo Item

Sand Green Pants



Abilities: None

Rarity: Common

Location: MiniFigure Creation

Source: Game Start

Sweat Pants



Abilities: 1 Imagination Point

Rarity: Uncommon

Location: Avant Gardens

Source: Random

Party Pants



Abilities: These pants would make a nice gift

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Splendid Pants



Abilities: Restores 1 Imagination Point

Rarity: Very Rare

Location: Promo

Source: Achievement

Tights



Abilities: 2 Armor Points, 1 Imagination Point

Rarity: Rare

Location: Gnarled Forest

Source: Random

Reddish Brown Pants



Abilities: None

Rarity: Common

Location: MiniFigure Creation

Source: Game Start

Steel Legs



Abilities: 2 Armor Points, 2 Imagination Points

Rarity: Uncommon

Location: Gnarled Forest

Source: Random

White Pants



Abilities: None

Rarity: Common

Location: MiniFigure Creation

Source: Game Start

Sand Blue Pants



Abilities: None

Rarity: Common

Location: MiniFigure Creation

Source: Game Start

Activatables

Anvil of Armor



Abilities: Spawn armor power-ups, everlasting

Rarity: Common

Location: Battle

Source: Achievement

Cauldron of Life



Abilities: Spawn health power-ups, everlasting

Rarity: Rare

Location: Battle

Source: Achievement

Enchanted Dragon's Tooth



Abilities: Freeze enemies in fear

Rarity: Very Rare

Location: Forbidden Valley

Source: Mission

Bubble Blower



Abilities: Bubble Shield, everlasting

Rarity: Rare

Location: Avant Gardens

Source: Achievement

Clod Chucking Shovel



Abilities: AoE Imagination restore, everlasting

Rarity: Rare

Location: Play

Source: Achievement

Everlasting Hiccup Tablets



Abilities: Restores 3 Imagination points, everlasting

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Everlasting Hot Dog



Abilities: 3 AoE damage, everlasting

Rarity: Rare

Location: Play

Source: Achievement

Funky Horn



Abilities: Emote, Restore Imagination, everlasting

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Portable Drumset



Abilities: Emote, AoE Imagination restore, everlasting

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Flash Bulb



Abilities: AoE Stun

Rarity: Very Rare

Location: General

Source: Achievement

Garden Shovel



Abilities: Sprout flowers, everlasting

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor, Random

Rhymn' and Buildin' Boombox



Abilities: AoE Emote, AoE Imagination Restore, everlasting

Rarity: Rare

Location: Nimbus Station

Source: Achievement

Fountain of Imagination



Abilities: Spawn imagination power-ups, everlasting

Rarity: Rare

Location: Battle

Source: Achievement

LEGO Dice



Abilities: Roll a LEGO Die, everlasting

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Yo Ho Ho Mug



Abilities: Restore 5 Health, 10 Armor, 10 Imagination, + Emote, everlasting

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Consumables

Amber Gem



Abilities: A valuable gem that can be sold!

Rarity: Common

Location: All

Source: Random

Armor Polish



Abilities: Restore 2 Armor

Rarity: Common

Location: All

Source: Various

Assembly Awesome Apple



Abilities: Heals 8 Life, 10 Armor, 16 Imagination

Rarity: Uncommon

Location: Nimbus Station

Source: Faction Vendor

Armor Gleem



Abilities: Restores 1 Armor

Rarity: Common

Location: All

Source: Various

Armor Shine



Abilities: Restores 7 Armor

Rarity: Common

Location: All

Source: Various

Assembly Token



Abilities: Faction token

Rarity: Common

Location: All

Source: Various

BBQ Blast Hot Dog



Abilities: AoE 3 damage

Rarity: Common

Location: All

Source: Various

Blue Imaginite Crystal



Abilities: Purchase extra Backpack slots

Rarity: Very Rare

Location: Nimbus Station

Source: Rad Eccles

Boom Trap Kit



Abilities: Drops a boom trap rebuildable at your feet

Rarity: Common

Location: Gnarled Forest

Source: Mission

Bradford Rant Book



Abilities: Promo item to distribute rewards

Rarity: Rare

Location: Promo

Source: Achievement

Brick Booster Pack



Abilities: Produces 20 bricks

Rarity: Common

Location: All

Source: Various

Buttery Croissant



Abilities: Restore 4 Imagination, 4 Health

Rarity: Common

Location: Gnarled Forest, Forbidden Valley

Source: Mission

Cloud Burst



Abilities: Summons a thunderstorm that restores 6 Imagination

Rarity: Common

Location: Forbidden Valley

Source: Mission

Cup of Yo



Abilities: Restore 10 Health, 10 Armor, 10 Imagination, + Emote

Rarity: Rare

Location: Gnarled Forest

Source: Mission

Dark Red Gem



Abilities: A valuable gem that can be sold!

Rarity: Very Rare

Location: General

Source: Achievement

Firecracker



Abilities: AoE 1 damage

Rarity: Common

Location: All

Source: Various

Flash Bang



Abilities: Knockback

Rarity: Common

Location: All

Source: Various

Fluorescent Yellow Gem



Abilities: A valuable gem that can be sold!

Rarity: Very Rare

Location: Gnarled Forest, Forbidden Valley

Source: Mission

Green Gem



Abilities: A valuable gem that can be sold!

Rarity: Rare

Location: All

Source: Various

Green Imaginite Crystal



Abilities: Spend on mini-games

Rarity: Common

Location: All

Source: Various

Hardtack Biscuit



Abilities: 2 Health buff

Rarity: Common

Location: Gnarled Forest

Source: Mission

Healing Apple



Abilities: Restores 6 Health

Rarity: Common

Location: All

Source: Various

Healing Banana



Abilities: Restores 2 Health

Rarity: Common

Location: All

Source: Various

Healing Cherry



Abilities: Restores 4 Health

Rarity: Common

Location: All

Source: Various

Healing Drumstick



Abilities: Restores 4 Health

Rarity: Common

Location: Gnarled Forest, Forbidden Valley

Source: Mission

Paradox Power Potion



Abilities: Heals 8 Life, 10 Armor, 16 Imagination

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Quicksicle



Abilities: Speed Boost

Rarity: Common

Location: All

Source: Various

Hiccup Tablets



Abilities: Restores 3 Imagination + Emote

Rarity: Common

Location: All

Source: Various

Paradox Token



Abilities: Faction token

Rarity: Common

Location: All

Source: Various

Rank 2 Buccaneer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Hot Chocolate



Abilities: Restores 4 Health

Rarity: Common

Location: All

Source: Various

Picnic Basket



Abilities: Random consumables

Rarity: Common

Location: All

Source: Various

Rank 2 Daredevil Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

LEGO Club Book



Abilities: Promo item to distribute rewards

Rarity: Rare

Location: Promo

Source: Achievement

Pink Gem



Abilities: A valuable gem that can be sold!

Rarity: Common

Location: All

Source: Various

Rank 2 Engineer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Light Blue Gem



Abilities: A valuable gem that can be sold!

Rarity: Uncommon

Location: All

Source: Various

Notion Potion



Abilities: Restore 6 Imagination

Rarity: Common

Location: All

Source: Various

Rank 2 Knight Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Mega Brick Booster Pack



Abilities: Produces 200 bricks

Rarity: Rare

Location: Promo

Source: Achievement

Potion of Shielding



Abilities: Protects from 10 Damage

Rarity: Common

Location: Gnarled Forest, Forbidden Valley

Source: Mission

Rank 2 Samurai Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 2 Sorcerer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Engineer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Summoner Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 2 Space Marauder Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Knight Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Red Imaginite Crystal



Abilities: Used in wishing well

Rarity: Uncommon

Location: All

Source: Various

Rank 2 Summoner Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Samurai Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Sentinel Healing Kit



Abilities: Restores 4 Health

Rarity: Common

Location: Avant Gardens

Source: Mission

Rank 3 Buccaneer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Sorcerer Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Sentinel Super Soda



Abilities: Heals 8 Life, 10 Armor, 16 Imagination

Rarity: Uncommon

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Daredevil Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Rank 3 Space Marauder Book



Abilities: Unlocks Rank

Rarity: Common

Location: Nimbus Station

Source: Faction Vendor

Sentinel Token



Abilities: Faction token

Rarity: Common

Location: All

Source: Various

Shuriken**Abilities:** 3 Damage**Rarity:** Common**Location:** Forbidden Valley**Source:** Mission**Super Notion Potion****Abilities:** Restores 20 Imagination**Rarity:** Common**Location:** All**Source:** Various**Tough Buff Sauce****Abilities:** 2 damage reduction**Rarity:** Common**Location:** Forbidden Valley**Source:** Mission**Stinky Fish****Abilities:** Emote**Rarity:** Common**Location:** Gnarled Forest**Source:** Mission**Super Picnic Basket****Abilities:** Random consumables**Rarity:** Uncommon**Location:** All**Source:** Various**Un-Stink Potion****Abilities:** Removes Skunk's Stink**Rarity:** Common**Location:** Nimbus Station**Source:** Vendor**Strong Notion Potion****Abilities:** Restore 10 Imagination**Rarity:** Common**Location:** All**Source:** Various**Sushi****Abilities:** Restores 6 Health**Rarity:** Common**Location:** Forbidden Valley**Source:** Mission**Universe Veteran Book****Abilities:** Promo item to distribute rewards**Rarity:** Rare**Location:** Promo**Source:** Achievement**Subscription Renewal Book****Abilities:** Promo item to distribute rewards**Rarity:** Rare**Location:** Promo**Source:** Achievement**Tasty Fish****Abilities:** Restores 4 Health**Rarity:** Common**Location:** Gnarled Forest**Source:** Mission**Venture League Token****Abilities:** Faction token**Rarity:** Common**Location:** All**Source:** Various**Super Brick Booster Pack****Abilities:** Produces 50 bricks**Rarity:** Uncommon**Location:** All**Source:** Various**Thirst Quencher****Abilities:** Restores 12 Imagination over time**Rarity:** Common**Location:** All**Source:** Various**Venture Vitality Vial****Abilities:** Heals 8 Life, 10 Armor, 16 Imagination**Rarity:** Uncommon**Location:** Nimbus Station**Source:** Faction Vendor

Mission Items

Assembly Package



Rarity: Common
Location: Nimbus Station
Source: Rad Eccles

Assembly Stamp



Rarity: Common
Location: Nimbus Station
Source: Mardolf

Bag of Peanuts



Rarity: Common
Location: Gnarled Forest
Source: Merciless Ned

Banana



Rarity: Common
Location: Gnarled Forest
Source: Banana Trees

Broken Pirate Rocket Cockpit



Rarity: Common
Location: Forbidden Valley
Source: Captain Jack Knife

Broken Pirate Rocket Engine



Rarity: Common
Location: Forbidden Valley
Source: Captain Jack Knife

Broken Pirate Rocket Nosecone



Rarity: Common
Location: Forbidden Valley
Source: Captain Jack Knife

Cannonball



Rarity: Common
Location: Gnarled Forest
Source: Sharks in Pirate Camp

Coalessa's Flying Disc



Rarity: Common
Location: Pet Cove
Source: Silly Seagull Nest

Concert Flyers from Johnny Thunder



Rarity: Common
Location: Nimbus Station
Source: Johnny Thunder

Dragon's Tooth



Rarity: Common
Location: Forbidden Valley
Source: Numb Chuck

Hammer Brick 1



Rarity: Common
Location: Forbidden Valley
Source: Gathermaster Klex

Hammer Brick 2



Rarity: Common
Location: Forbidden Valley
Source: Gathermaster Klex

Hammer Brick 3



Rarity: Common
Location: Forbidden Valley
Source: Gathermaster Klex

Hammer Brick 4



Rarity: Common
Location: Forbidden Valley
Source: Gathermaster Klex

Headless Mannequin



Rarity: Common
Location: Forbidden Valley
Source: Gathermaster Klex

Johnny Thunder's Autograph



Rarity: Common
Location: Nimbus Station
Source: Johnny Thunder

Maelstrom Infected Anchor



Rarity: Common
Location: Gnarled Forest
Source: Maelstrom Ape

Map Piece 1



Rarity: Common
Location: Forbidden Valley
Source: George Timbershivers

Map Piece 2



Rarity: Common
Location: Forbidden Valley
Source: Gary Grogowitz

Map Piece 3



Rarity: Common
Location: Forbidden Valley
Source: Robbie Jibhanger

Mermaid Head



Rarity: Common
Location: Gnarled Forest
Source: Head Crates

Ninja Clothes (Pirate-Sized)



Rarity: Common
Location: Forbidden Valley
Source: Vendor

Numb Chuck's Treasure



Rarity: Common
Location: Forbidden Valley
Source: Numb Chuck

Paradox Stamp



Rarity: Common
Location: Nimbus Station
Source: Silas Penumbra

Venture Stamp



Rarity: Common
Location: Nimbus Station
Source: Johnny Thunder

Water Sprayer Module 2



Rarity: Common
Location: Nimbus Station
Source: Milo Snackpigeon

Picture of Jack Knife's Mom



Rarity: Common
Location: Gnarled Forest
Source: Captain Jack Knife

Water Sprayer Module 1



Rarity: Common
Location: Pet Cove
Source: Coalessa

Water Sprayer Module 3



Rarity: Common
Location: Nimbus Station
Source: Rad Eccles

Sentinel Stamp



Rarity: Common
Location: Avant Gardens
Source: Melodie Foxtrot

Car Model Pieces

Black Rim Wheels



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Engine Panel 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Bolt Ox Rear Bumper 1



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Steel Rim Wheels



Rarity: Common
Location: Nimbus Station,
Source: Vendor

Bolt Ox Engine Panel 2



Rarity: Rare
Location: Nimbus Station
Source: Vendor

Bolt Ox Rear Bumper 2



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Engine Panel 1



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Bolt Ox Engine Panel 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Bolt Ox Rear Panel



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Engine Panel 1



Rarity: Rare
Location: Nimbus Station
Source: Vendor

Bolt Ox Front Bumper 1



Rarity: Common
Location: General Racing
Source: Achievement

Bolt Ox Rear Panel



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Engine Panel 1



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Front Bumper 2



Rarity: Rare
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Rear Panel



Rarity: Common
Location: Nimbus Station, Gnarled Forest
Source: Vendor

Bolt Ox Side Panels 1



Rarity: Uncommon
Location: Nimbus Station
Source: Vendor

Bolt Ox Side Panels 1



Rarity: Common
Location: Nimbus Station
Source: Vendor

Bolt Ox Side Panels 1



Rarity: Common
Location: Nimbus Station
Source: Vendor

Bolt Ox Side Panels 2



Rarity: Uncommon
Location: Gnarled Forest
Source: Vendor

Bolt Ox Side Panels 2



Rarity: Common
Location: Gnarled Forest
Source: Vendor

Burst Tamale Engine Panel



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Burst Tamale Front Bumper



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Burst Tamale Rear Bumper



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Burst Tamale Rear Panel



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Burst Tamale Side Panels



Rarity: Common
Location: Gnarled Forest
Source: Achievement

Car Chassis



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Engine Panel 1



Rarity: Uncommon
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Engine Panel 1



Rarity: Uncommon
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Engine Panel 1



Rarity: Uncommon
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Engine Panel 2



Rarity: Rare
Location: Nimbus Station
Source: Vendor

Chase Cutter Engine Panel 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Chase Cutter Engine Panel 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Chase Cutter Engine Panel 2



Rarity: Rare
Location: Gnarled Forest
Source: Vendor

Chase Cutter Engine Panel 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Chase Cutter Engine Panel 3



Rarity: Common
Location: Nimbus Station
Source: Vendor

Chase Cutter Engine Panel 3



Rarity: Rare
Location: Nimbus Station
Source: Vendor

Chase Cutter Front Bumper 1



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Front Bumper 1



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Front Bumper 1



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Chase Cutter Front Bumper 2

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Bumper 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Panel 2

Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Front Bumper 2

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Bumper 2

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Panel 2

Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Front Bumper 2

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Bumper 2

Rarity: Rare



Location: General Racing

Source: Achievement

Chase Cutter Rear Panel 3

Rarity: Common



Location: General Racing

Source: Vendor

Chase Cutter Front Bumper 3

Rarity: Uncommon



Location: Nimbus Station

Source: Achievement

Chase Cutter Rear Bumper 2

Rarity: Common



Location: General Racing

Source: Achievement

Chase Cutter Rear Panel 3

Rarity: Rare



Location: General Racing

Source: Vendor

Chase Cutter Front Bumper 3

Rarity: Uncommon



Location: Nimbus Station

Source: Achievement

Chase Cutter Rear Panel 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Side Panels 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Front Bumper 3

Rarity: Common



Location: Nimbus Station

Source: Achievement

Chase Cutter Rear Panel 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Side Panels 1

Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Bumper 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Panel 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Side Panels 1

Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Bumper 1

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Rear Panel 2

Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Chase Cutter Side Panels 2

Rarity: Common



Location: Nimbus Station

Source: Vendor

Chase Cutter Side Panels 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Chase Cutter Side Panels 2



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Engine Panel



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Engine Panel



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Engine Panel



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Engine Panel



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Engine Panel



Rarity: Uncommon
Location: Nimbus Station
Source: Vendor

Hyperstarter Front Bumper



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Front Bumper



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Front Bumper



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Rear Bumper



Rarity: Common
Location: Nimbus Station
Source: Achievement

Hyperstarter Rear Bumper



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Rear Bumper



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Rear Bumper



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Rear Bumper



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Rear Panel



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Rear Panel



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Rear Panel



Rarity: Common
Location: Nimbus Station,
Gnarled Forest
Source: Vendor

Hyperstarter Side Panels



Rarity: Common
Location: Nimbus Station
Source: Achievement

Hyperstarter Side Panels



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Side Panels



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Side Panels



Rarity: Common
Location: Nimbus Station
Source: Vendor

Hyperstarter Side Panels



Rarity: Common
Location: Nimbus Station
Source: Vendor

Just Dashing Engine Panel



Rarity: Common
Location: Nimbus Station
Source: Achievement

Just Dashing Front Bumper



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Achievement

Paragon Warp Engine Panel 2



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Rear Bumper 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Just Dashing Rear Bumper



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Achievement

Paragon Warp Front Bumper 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Rear Bumper 1



Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Just Dashing Rear Panel



Rarity: Common

Location: Gnarled Forest

Source: Achievement

Paragon Warp Front Bumper 1



Rarity: Rare

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Rear Bumper 2



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor, Achievement

Just Dashing Side Panels



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Achievement

Paragon Warp Front Bumper 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Rear Bumper 2



Rarity: Uncommon

Location: General Racing

Source: Vendor, Achievement

Paragon Warp Engine Panel 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Front Bumper 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Rear Panel 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Engine Panel 1



Rarity: Uncommon

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Front Bumper 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Rear Panel 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Engine Panel 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Front Bumper 4



Rarity: Common

Location: General Racing

Source: Achievement

Paragon Warp Rear Panel 1



Rarity: Rare

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Engine Panel 2



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Rear Bumper 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Rear Panel 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Rear Panel 2



Rarity: Rare

Location: General Racing

Source: Vendor

Paragon Warp Rear Panel 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Rear Panel 2



Rarity: Common

Location: General Racing

Source: Vendor

Paragon Warp Side Panels 1



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Paragon Warp Side Panels 1



Rarity: Common

Location: Gnarled Forest

Source: Achievement

Paragon Warp Side Panels 1



Rarity: Common

Location: Gnarled Forest

Source: Achievement

Paragon Warp Side Panels 2



Rarity: Common

Location: Gnarled Forest

Source: Achievement

Paragon Warp Side Panels 2



Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Paragon Warp Side Panels 2



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Red Rim Wheels



Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Thrust Bucket Engine Panel 1



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Engine Panel 1



Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Thrust Bucket Engine Panel 1



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Engine Panel 2



Rarity: Common

Location: General Racing

Source: Achievement

Thrust Bucket Front Bumper 1



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Front Bumper 2



Rarity: Uncommon

Location: Nimbus Station

Source: Achievement

Thrust Bucket Rear Bumper



Rarity: Common

Location: Gnarled Forest

Source: Vendor

Thrust Bucket Rear Panel



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Rear Panel



Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Thrust Bucket Rear Panel



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Side Panels



Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Side Panels

Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Side Panels

Rarity: Common

Location: Nimbus Station

Source: Vendor

Thrust Bucket Side Panels

Rarity: Uncommon

Location: Nimbus Station

Source: Vendor

Thrust Bucket Side Panels

Rarity: Common

Location: Nimbus Station

Source: Vendor

Vertigo Blur Engine Panel

Rarity: Common

Location: Nimbus Station

Source: Achievement

Vertigo Blur Front Bumper

Rarity: Common

Location: Nimbus Station

Source: Achievement

Vertigo Blur Rear Bumper

Rarity: Common

Location: Nimbus Station

Source: Achievement

Vertigo Blur Rear Panel

Rarity: Common

Location: Nimbus Station

Source: Achievement

Vertigo Blur Side Panels

Rarity: Common

Location: Nimbus Station

Source: Achievement

White Rim Wheels

Rarity: Common

Location: Nimbus Station

Source: Vendor

Yellow Rim Wheels

Rarity: Common

Location: Nimbus Station,
Gnarled Forest

Source: Vendor

Rocket Model Pieces**Classic Cockpit**

Rarity: Common

Location: Venture Explorer

Source: Crates

Classic Engine

Rarity: Common

Location: Venture Explorer

Source: Crates

Classic Nosecone

Rarity: Common

Location: Venture Explorer

Source: Crates

Nimbus Cockpit

Rarity: Common

Location: Nimbus Station

Source: Mardolf or Vendor

Nimbus Engine

Rarity: Common

Location: Nimbus Station

Source: Mardolf or Vendor

Nimbus Nosecone

Rarity: Common

Location: Nimbus Station

Source: Mardolf or Vendor

Ninja Dragon Cockpit

Rarity: Common

Location: Forbidden Valley

Source: Brick Fury

Ninja Dragon Engine

Rarity: Common

Location: Forbidden Valley

Source: Vendor

Ninja Dragon Nosecone

Rarity: Common

Location: Forbidden Valley

Source: Bill Shido

Pirate Cockpit



Rarity: Very Rare

Location: Gnarled Forest

Source: Captain Jack Knife

Pod Cockpit



Rarity: Common

Location: Venture Explorer

Source: Crates

Steampunk Cockpit



Rarity: Common

Location: Venture Explorer

Source: Crates

Pirate Engine



Rarity: Common

Location: Gnarled Forest

Source: Captain Jack Knife

Pod Engine



Rarity: Uncommon

Location: Venture Explorer

Source: Crates

Steampunk Engine



Rarity: Common

Location: Venture Explorer

Source: Crates

Pirate Nosecone



Rarity: Very Rare

Location: Gnarled Forest

Source: Captain Jack Knife

Pod Nosecone



Rarity: Common

Location: Venture Explorer

Source: Crates

Steampunk Nosecone



Rarity: Common

Location: Venture Explorer

Source: Crates

The Worlds

The Nexus Force explores the new worlds that emerged from the Maelstrom and fights back against the minions of the Maelstrom in an heroic effort to keep peace in the galaxy. Your missions for the Nexus Force will take you through each of the following worlds, from the damaged *Venture Explorer* spaceship to the wilds of Forbidden Valley.

Exploring the Worlds

Most explorers will proceed through the main worlds in the following order:

- Venture Explorer** (starting point)
- Avant Gardens** (basic training)
- Nimbus Station** (Factions and main home base)
- Pet Cove** (Pet Taming)
- Gnarled Forest** (exploration and new missions)
- Forbidden Valley** (exploration and new missions)



Venture Explorer



Huge chunks have been blown off the *Venture Explorer*, and the floor shakes beneath your feet as you take your first steps as a Minifigure. You begin your exploration of the worlds around the Maelstrom on this damaged spaceship. You'll need the help of Bob and Sky Lane, crew members of the *Venture Explorer*, to escape the crippled ship before it explodes. Don't rocket off too quickly, because once you leave you're not coming back! Make sure you complete all three missions and seven achievements.

Avant Gardens



When you first arrive in Avant Gardens nightmarish creatures have overrun the Paradox Research Facility, and the brave forces defending the Sentinel Faction Encampment need your help. Exterminating the hordes of Stromlings, Stromling Mechs, and Dark Spiderlings is only part of your duty as you train in the ways of combat. You must also climb to the top of the dizzying Monument and recover supplies for the besieged encampment. You'll be spending a lot of time in Avant Gardens, and even when you leave you'll be back to tame three Pets and visit curious attractions like the Survival mini-game.

Nimbus Station



The main hub world for the Nexus Force, Nimbus Station has everything you need—Faction vendors, mission givers, and launch pads to all the main worlds. There's also plenty to explore, including a racetrack and a concert to rock out at! Nimbus Station is the place where you join your Faction and choose your Specialty Kit, but make sure you study up before you make the final decision as there's no going back once you choose a Faction and Kit! You'll find yourself back at Nimbus Station often as you bounce from world to world, so save up those coins for equipment upgrades as you pass through.

Pet Cove



Though Pet Cove is a small world, you'll want to visit as soon as possible after reaching Nimbus Station as it's the only place you can learn how to tame Pets. With three Pets of its own and several Pet-related missions, Pet Cove offers a lot for anyone interested in those entertaining animal companions. You'll even have to deal with a handful of crazy bouncers to jump around the islands, as well as a mischievous flying thief that's grabbed an important disc. Once you've fully explored Pet Cove and tamed a Pet to trot by your side you're ready to dig up buried treasure on all of the worlds.

Gnarled Forest



Avast, explorers! The Gnarled Forest is a pirate-themed panorama that brings you face to face with crocodiles, Maelstrom-infected admirals, superstrong apes, and crabs if you can find them! There's also a shooting gallery that has you blast cannonballs at enemy ships and sea monsters for prizes. Of course there is more buried treasure than you can shake a peg leg at. Don't forget to earn Captain Jack Knife's Pirate Hook so you can use the special pirate-only builds and reach areas not accessible to the average landlubber.

Forbidden Valley



Learn the ways of the ninja in the land of floating rock islands and discover the Hidden Dojo in the world's gigantic central tree. The journey is treacherous: one false step off the rocky path or one failed jump over windy updrafts can spell doom. Once you manage to reach the master ninjas, you'll be sent off to complete their tasks to gain some of the best rewards in the game: The Maelstrom Hammer, the Great Katana, various fighting style Gis, the Great Club, and the Great Scimitar of Rooting. Earn the Ninja Hood and gain the ability to pass through forbidden barriers.

Galaxy Map



Venture Explorer

- 6 Imagination Points
- Classic, Pod, Steampunk Rockets
- Thinking Hat

Avant Gardens

- 1 Life Point (Flags)
- 1 Imagination Point
- 3 Pets (Buffalo, Doberman, Triceratops)
- First Weapon and Armor

Nimbus Station

- Join Faction/Choose Specialty Kit
- Extra Backpack Space (Flags)
- 1 Imagination Point
- 2 Pets (Robot Dog, Skunk)
- Basic Racing Car Model

Pet Cove

- Learn Pet Taming (Flags)
- 2 Imagination Points
- 3 Pets (Bunny, Cat, Terrier)

Gnarled Forest

- 1 Life Point (Flags)
- 2 Imagination Points
- 4 Pets (Crocodile, Elephant, Tortoise, Warthog)
- Crab (exclusive Pet)
- Lion (exclusive Pet)
- Pirate-Themed Items

Forbidden Valley

- 1 Life Point (Flags)
- 2 Imagination Points
- 5 Pets (Goat, Green Dragon, Red, Dragon, Mantis, Panda)
- Ninja-Themed Items

Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
5	Bob	Your Creative Spark	Find 6 Imagination power-ups	6 Imagination Points	100	5
5	Bob	Bounce to Sky Lane	Speak to Sky Lane	None	25	5
17	Sky Lane	Not Enough Lifepods?	Collect 3 rocket parts	Thinking Hat	100	5

Venture Explorer Achievements

Name	Description	Rewards
Astro Nut	Find all three Classic Rocket modules	Classic Rocket Shirt, 5 universe points
Pod Person	Find all three Pod Rocket modules	Pod Rocket Shirt, 5 universe points
Rocket Roundup	Collect all of the modules for the Steampunk, Classic, and Pod Rockets	Astronaut Helmet, 10 universe points
Spaceship Observer	Use all 5 of the binoculars in the spaceship	100 coins, 5 universe points
Steam Punk	Find all three Steampunk Rocket modules	Steampunk Rocket Shirt, 5 universe points
The <i>Venture Explorer's</i> Story	Read all the message plaques in the spaceship	100 coins, 5 universe points
Your Creative Spark	Complete Bob's mission to unlock your Imagination	5 universe points

World Walkthrough



1 You enter the *Venture Explorer* in the blue section at the top of a series of steps. Follow the light blue arrows down to the circular platform while practicing basic movements. You want to be able to navigate the ship properly without falling over the edge to your (temporary) doom.



2 You'll spot a pile of LEGO bricks at the end of the light blue arrows. After you speak with Bob and complete the "Your Creative Spark" mission you can return and use your Imagination to build a bouncer out of the bricks. This bouncer shoots you straight towards Bob. It can be used as a shortcut if you don't feel like running back up to the red section again.



3 Circle around the edge of the platform and smash your first crate. The crates are color coded inside the *Venture Explorer*: red (rocket cockpit parts), yellow (rocket nosecone parts), and green (rocket engine parts). You'll want to smash any that you see to collect all the rocket parts, plus gain coins and Imagination.

TIP

Smash any crates in reach and fuel up on Imagination. You never know when you'll want to Quick Build a bouncer to catapult you to the right location.



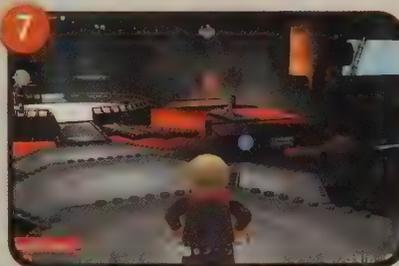
4 Read the message plaque in front of the orange steps. You need to read all three plaques to complete “The Venture Explorer’s Story” mission. The other two plaques are located at map positions 8 and 17.



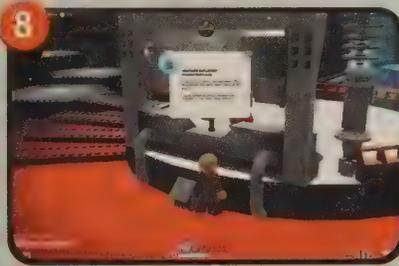
5 Bob runs the ship at this main control area and helps you to unlock your Imagination. Accept the “Your Creative Spark” mission and return to Bob once you’ve collected all six Imagination power-ups (map positions 6 and 7). After you’ve completed the mission he will give you the “Bounce to Sky Lane” mission that will eventually lead you off the ship.



6 Turn right and jump up the shifting platforms to collect the three Imagination power-ups on this side. Be very careful not to jump too far or you’ll plummet over the edge and smash deep below in the ship.



7 Cross to the other side and collect the final three Imagination power-ups on this side. Again, be careful not to fall over the edge as you make your way back to Bob.



8 Read the second message plaque behind Bob’s instrument panels. Before entering the final section of the ship you’ll want to double back to finish collecting rocket parts and interacting with binoculars.



9 Look through the first of five binoculars scattered around the ship. View all five and you complete the “Spaceship Observer” achievement.



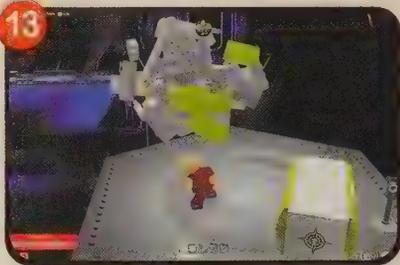
10 Return to the ship’s blue section and take the ramp to your right. You’ll find a pile of LEGO bricks at the far corner. Smash the nearby crates to collect more Imagination then Quick Build a bouncer out of the LEGO bricks. The bouncer vaults you to the platform at map position 11. It’s the only way to reach the crates and binoculars there.



11 When you land, smash open the green crates and collect any coins, Imagination, and engine parts that fall out. Green crates are scarce on the floor below, so stick around on the platform and keep smashing new crates that appear until you have Classic, Pod, and Steampunk engines. Use the binoculars before you jump down to the blue section below.



12 Search out another LEGO brick pile at the opposite corner of the blue section pathways and build a new bouncer. Use the bouncer to leap up to a second hidden platform in the blue section.



Just as you did with the previous hidden platform, smash open the green crates and collect any coins, Imagination, and engine parts that fall out. Continue smashing new crates that appear until you have Classic, Pod, and Steampunk engines. Use the third binoculars before you return to the ground floor.



Return to the orange steps descending to the escape pod section of the ship. If you haven't collected your rocket nose cones yet, now's a great chance to get them from the four yellow crates in the area.



Check out the fourth pair of binoculars near the yellow crates. You only have one more to go.



Quick Build a bouncer to vault up to Sky Lane's platform above. One the wall behind Sky Lane you can find a red, yellow, and green crate. It's a great spot to gather any rocket parts you may be missing.



Leap up to talk to Sky Lane with the help of the bouncer you quickbuilt. She will complete the "Bounce to Sky Lane" mission and give you the "Not Enough Lifepods?" mission which asks you to collect a rocket cockpit, engine, and nose cone. You only need one of each rocket part to complete the mission and leave the *Venture Explorer*, and it doesn't matter if you mix and match the Classic, Pod, and Steampunk parts. However if you want to complete all four of the rocket achievements you'll need three complete sets, which you should have if you followed the walkthrough carefully.

Once you complete the "Not Enough Lifepods?" mission Sky Lane will hand you the powerful Thinking Cap, allowing you to build your rocket and future models. View the platform's binoculars and message plaque to complete your final two achievements.



Jump back down to the escape pod area and approach the translucent rocket floating above the floor. Put on your Thinking Cap and you can use this area to build your first rocket. Drag a nosecone, cockpit, and engine part from your backpack to the translucent rocket to create a new rocket model. You can go with the Classic, Pod, or Steampunk looks, or mix and match for cool, funky variations.

CAUTION!

Don't place your rocket model on one of the escape pods unless you are fully prepared to exit the spaceship. Once you leave, you cannot come back to finish up any achievements.



With your new rocket model in your backpack, walk up to any of the four escape pods. Drag the rocket model to the escape pod and you'll automatically climb aboard your rocket and blast off for the next world, Avant Gardens. Prepare for more challenges, more puzzles, and your first taste of enemy combat!

Avant Gardens



World Overview

- Imagination Bricks: 1
- Flags: 10
- Missions: 27
- Pets: 3
- Enemies: 3
- Achievements: 36

When you first arrive in Avant Gardens nightmarish creatures have overrun the Paradox Research Facility, and the brave forces defending the Sentinel Faction Encampment need your help. Exterminating the hordes of Stromlings, Stromling Mechs, and Dark Spiderlings is only part of your duty as you train in the ways of combat. You must also climb to the top of the dizzying Monument and recover supplies for the besieged encampment. You'll be spending a lot of time in Avant Gardens, and even when you leave you'll be back to tame three Pets and visit curious attractions like the Survival mini-game.



LEGEND

- | | | | |
|--|---------------------------|--|------------------|
| | Key Location | | Minifigure (NPC) |
| | Buried Treasure | | Vendor |
| | Flag | | Quick Build |
| | Mission Giver | | Plaque |
| | Pet | | Smashable Item |
| | Binoculars | | Enemy |
| | Launch Pad | | Mailbox |
| | Special Point of Interest | | |

Enemies on this World



Dark Spiderling



Stromling Mech



Stromling

Pets on this World



Buffalo



Triceratops



Doberman

Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
2	Wisp Lee	Get Help!	Talk to the Sentinel Faction Scout Epsilon	Choice of basic weapons: hammer, sword, spear	100	5
5	Epsilon	To Arms	Equip the weapon Epsilon gave you, and swing it	4 Backpack slots	100	5
5	Epsilon	Smash or Be Smashed	Smash 10 Stromlings	2 Quicksicles	100	5
5	Epsilon	Report In	Talk to the Sentinel Faction Commander	Salute Emote	200	5
5	Epsilon	Bug Hunter	Smash 5 Dark Spiderlings	Castle Model Pack 6 or House Model Pack 6	100	5
5	Epsilon	My Shields Are Down!	Bring Epsilon 3 cans of Armor Polish	Tent Model	200	5
5	Outpost Console	Radio Free LEGO	Quick Build a communications beacon	4 Backpack slots	100	5
7	Commander Beck	Respect My Authority	Use Salute Emote on Sentinel Faction Commander	4 Backpack slots, 5 Sentinel Faction's Healing Kits	100	5
7	Commander Beck	Fortify the Front	Quick Build 5 infected Maelstrom Mechs into turrets	Sentinel Helmet	100	5
7	Theo Balfour	Talk to Rusty	Talk to Rusty at the Monument	Castle Model Pack 1 or House Model Pack 1	100	5
10	Rusty Steele	A Monumental View	Reach the top of the Monument and talk to Vector Longview	Castle Model Pack 3 or House Model Pack 3	100	5
12	Kit Wanderwhere	Securing Property	Talk to Crash Helmut in the Launch Area	Castle Model Pack 5 or House Model Pack 5	100	5
12	Vector Longview	Finish Line	Quick Build the finish line object	Castle Model Pack 4 or House Model Pack 4	100	5
14	Sky Lane	Faction Time	Use your rocket to fly to Nimbus Station. Find Nexus Jay, the Nexus Force Recruiter	None	200	5
15	Crash Helmut	Property Pioneer	Talk to Property guard in your private Property	Unlocks private Property, Proud Emote	200	5
15	Vance Bulwark	Clear the Frontier	Free the Imagination orb trapped on your Property	None	200	5
15	Vance Bulwark	Model Mania	Place 4 models	None	100	5
15	Vance Bulwark	Model Movers	Rotate models and place them back in your Backpack	None	100	5
15	Vance Bulwark	Stake a Claim	Claim Avant Gardens Property	Pine Tree Models 1 and 2, Green Tree Model 3, Red Tree Model 3	100	5

Side Missions

(map on page 108)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
1	Melodie Foxtrot	Earn Your Sentinel Badge	Last for 1 minute in the Survival Mini-Game	Sentinel Faction stamp, 3 Green Imaginite Crystals	100	5
2	Crash Helmut	Check in with Sky Lane	Talk to Sky Lane in the Launch Area	Choice of hats: Pith Helmet, Aviator Helmet, or Tan Aussie Hat	100	5
3	Commander Beck	The Sentinel Shield	Purchase a Sentinel Shield	None	100	5
3	Commander Beck	Your Action Bar	Equip and use the Sentinel Shield's skill	None	100	5
4	Fitz Vanderbuilt	Brick Collection	Gather 6 bricks for the broken bulwark wall	Castle Model Pack 2 or House Model Pack 2	100	5
4	Fitz Vanderbuilt	A Real Hole in the Wall	Quick Build the broken bulwark section	4 Backpack slots	100	5
5	Wisp Lee	Know Thy Enemy	Gather 25 Maelstrom Bricks from smashed enemies	Money Magnet	100	5
5	Wisp Lee	Hazmat Cleanup	Talk to Echs Ray in Forbidden Valley	None	200	5

Avant Gardens Achievements

Name	Description	Rewards
3-2-1 Liftoff!	Discover the Launch Area	100 coins, 5 Universe Points
A Creative Opportunity	Collect the Imagination Brick in Avant Gardens	Imagination Point, 5 Universe Points
Avant Gardens Achiever 1	Complete 10 missions or achievements in Avant Gardens	Red Brick Shirt, 5 Universe Points
Avant Gardens Achiever 2	Complete 20 missions or achievements in Avant Gardens	Card Shark Shirt, 10 Universe Points
Avant Gardens Achiever 3	Complete 30 missions or achievements in Avant Gardens	LEGO Universe Shirt, 15 Universe Points
Avant Gardens Achiever 4	Complete 40 missions or achievements in Avant Gardens	Imagination Tanks, 20 Universe Points
Avant Gardens Explorer	Find all 5 points of interest in Avant Gardens	Super Brick Booster Pack, 5 Universe Points
Avant Gardens Flag Hunter	Collect 10 Heart Flags in Avant Gardens	Life Point, 5 Universe Points
Avant Gardens Observer	Use all 9 of the binoculars in Avant Gardens	Backpack, 5 Universe Points
Avant Gardens Pet Tamer	Tame Buffalo, Doberman, and Triceratops Pets	Bubble Blower, 5 Universe Points
Avant Guardian 1	Smash 50 Stromlings	Firecracker, 5 Universe Points
Cobwebs	Find the Spiders' lair	100 coins, 5 Universe Points
Avant Guardian 2	Smash 100 Stromlings	Solid Metal Legs, 10 Universe Points
Avant Guardian 3	Smash 1,000 Stromlings	Improved Prismatic Wrench, 15 Universe Points

Avant Gardens Achievements (continued)

Name	Description	Rewards
Avant Guardian 4	Smash 5,000 Stromlings	Breastplate of Armored Inspiration, 25 Universe Points
Discover the Green Path	Discover the Monument's Green path	100 coins, 5 Universe Points
Discover the Orange Path	Discover the Monument's Orange path	100 coins, 5 Universe Points
Discover the Yellow Path	Discover the Monument's Yellow path	100 coins, 5 Universe Points
Get Fit!	Try the Monument Obstacle Course challenge	Thirst Quencher, 5 Universe Points
It's Monumental	Discover the Monument	100 coins, 5 Universe Points
Making Friends	Talk to the ninja, pirate, and monkey in the Launch Area	Fish Skeleton Shirt, 5 Universe Points
Making More Friends	Talk to the robot, cowboy, and astronaut in the Launch Area	Lounge Lizard Shirt, 5 Universe Points
Monument Bronze Medal	Earn a bronze medal in the Monument Obstacle Course	Monument Shirt, 5 Universe Points
Monument Gold Medal	Earn a gold medal in the Monument Obstacle Course	Celebration Wand, 15 Universe Points
Monument Silver Medal	Earn a silver medal in the Monument Obstacle Course	Speedy Cap, 10 Universe Points
Paradox Protector 1	Smash 25 Stromlings, 25 Stromling Mechs, and 25 Dark Spiderlings	Quality Shortsword, 5 Universe Points
Paradox Protector 2	Smash 125 Stromlings, 125 Stromling Mechs, and 125 Dark Spiderlings	Basic Longsword of Stunning, 10 Universe Points
Paradox Protector 3	Smash 625 Stromlings, 625 Stromling Mechs, and 625 Dark Spiderlings	Tired Emote, 15 Universe Points
Paradox Protector 4	Smash 1,625 Stromlings, 1,625 Stromling Mechs, and 1,625 Dark Spiderlings	Stromling Defeater Shirt, 20 Universe Points
Robo-Repair 1	Quick Build 10 smashed Stromling Mechs into turrets	Prismatic Baseball Cap, 5 Universe Points
Robo-Repair 2	Quick Build 60 smashed Stromling Mechs into turrets	Basic Drumstick of Repulsion, 10 Universe Points
Robo-Repair 3	Quick Build 160 smashed Stromling Mechs into turrets	Exceptional Ice Saw of Freezing, Robot Dance Emote, 15 Universe Points
Safe Haven	Discover the Sentinel Faction Encampment	100 coins, 5 Universe Points
Speedy Scout	Discover all 3 paths up the Monument	Backpack, 5 Universe Points
The Avant Gardens Story	Read all 5 message plaques in Avant Gardens	Chase Cutter Side Panels 2, 100 coins, 5 Universe Points
Weird Science	Discover the Paradox Research Facility	100 coins, 5 Universe Points

World Walkthrough



Your escape from the *Venture Explorer* lands you on the Avant Gardens launch pad outside the Paradox Research Facility. Up ahead you'll begin your adventures in Avant Gardens, but don't run off too fast as you might miss out on some of the nearby points of interest. Your first flag rests behind the launch pad platform. Collect all 10 flags and you'll complete the "Avant Gardens Flag Hunter" achievement, gaining an extra Life point. There's also a pair of binoculars on the launch pad, giving you one of the nine binoculars necessary to complete the "Avant Gardens Observer" achievement and earning some additional Backpack space. Up the hill to your right there's a secluded plateau where Triceratops Pets graze. After visiting Pet Cove, return here to tame your Triceratops.



Head straight out from the launch pad and you'll see Wisp Lee, a Paradox researcher and your first mission giver in Avant Gardens. He tells you that the Paradox Research Facility is under attack from Stromlings and their mech buddies, and he directs you to a Sentinel Faction scout, Epsilon, out on the battlefield (map position 5). When you're ready for some action, say goodbye to Wisp and continue toward the facility.



Collect your second flag and look through the second set of binoculars on the front steps of the facility. Behind the flag is a message plaque, reading it completes the first of five parts for "The Avant Gardens Story" achievement. You can smash the pile of bricks that looks like a collection of robot parts, on the steps in the purple area corrupted by the Maelstrom. You could pick up some extra Health, Imagination, coins, and maybe some bricks.

TIP

Break open as many searchable items as you can find. Typical items that burst out include red hearts that replenish Health, gray shields that increase Armor, blue Imagination orbs, coins, and sometimes bricks or models to increase your LEGO building power.



Cross the field toward Epsilon's hill. You'll likely run into your first enemies here, the Stromlings. Even without a weapon, Stromlings aren't too tough to take out with your bare hands. One punch will smash it into an explosion of goodies: coins, Health and Armor powerups, and maybe other rewards. Just make sure you face toward the

Stromling when you swing and move away if more than one Stromling attacks. You can run back toward the launch pad to lose any Stromlings chasing you and return when you can line up one Stromling at a time with a solid punch.



Epsilon stands on a little hill and vigorously defends the perimeter. Throughout your battles against the Stromlings you can always retreat here and let Epsilon help you out, though keep in mind you won't get credit for smashing a Stromling if Epsilon lands the final blow. Speak to Epsilon and he'll give you a choice of Basic Shortsword, Basic Spear, or Basic Hammer. Now that you're armed with your first weapon it will be easier to battle the Stromlings and Stromling Mechs. After you've successfully used your weapon once you can return to Epsilon and he will reward you with some extra Backpack space. Epsilon will then give you a mission to smash 10 Stromlings. There's no shortage of them milling about and you'll have another mission completed in no time flat.



Don't forget about the Outpost Console next to Epsilon. It gives out a mission to rebuild a communications beacon. There are several Quick Builds around

DISCOVER THIS!

Quality Shortsword



In Avant Gardens, the "Paradox Protector" achievement rewards you with a potent weapon for this early in the game: the Quality Shortsword. To gain the shortsword, smash 25 Strolmings, 25 Strolming Mechs, and 25 Dark Spiderlings.

the battlefield that build these communications beacons for you, including one on the hill behind the shack at map position 6. The reward for completing this mission is extra Backpack space and some coins. There's also another pair of binoculars nearby for the "Avant Gardens Observer" achievement.

Eventually Epsilon will send you on a mission to report to Commander Beck at the Sentinel Faction Encampment. The Sentinel Faction Encampment is your next staging ground, but don't say goodbye to Epsilon forever as you'll eventually return to battle the Dark Spiderling infestation.



You'll run into plenty of Strolmings and Strolming Mechs on the hills behind Epsilon's little fortified area. Hunt through these areas to smash enemies and fulfill your combat missions. You'll find a Quick Build for the Outpost Console mission around map position 6 as well as the third flag hidden inside the broken shack.



You must successfully cross the battlefield to reach the Sentinel Faction Encampment, a field filled with Strolmings and Strolming Mechs (map position 8). Run for the encampment and don't stop until you're inside. The main gate is a white mobile home connected to a crane. If you're caught outside the gate while the main gate is lowered you can sneak into the camp through the hole in the wall to the left, by the pine tree. The camp guards will keep you safe from any enemies that try to follow.



Proceed to Beck Strongheart, Sentinel Faction Commander of the encampment, and he rewards you with a new emote, Salute. Once you perform the Salute action in front of the Commander he'll provide you with some healing kits and more Backpack spaces.



Commander Beck next sends you out to battle the Strolming Mechs that are storming the encampment gate. Not only are you to smash them, but also rebuild them into turrets. Attack Strolming Mechs from the side as you don't want to be standing in front of them when their big laser cannons go off. Once you drop a Strolming Mech you should immediately Quick Build a turret from its brick remains. This not only gives you credit toward the mission but also sets up a friendly stationary gun to blast the surrounding enemies. While the turret only lasts a few seconds before another Strolming Mech respawns, the extra firepower really helps. Return to the Commander after Quick Building the five turrets and he hands over your first piece of Armor, the Sentinel Helmet (+1 Armor).



Return to Epsilon at map position 5. He sends you on a mission for some Armor Polish. Head back to the Sentinel Faction Encampment and buy three Armor Polish items from the gear vendor in camp and run back to Epsilon to complete the mission. Double back to the encampment and finish up anything still outstanding in the area. Read the message plaque by the gate, speak to Fitz Vanderbuilt for a gathering mission in the Monument area, check your mail at the mailbox



(and earn a Brick Booster Pack), talk to Theo Balfour for a mission to seek out Rusty Steele at the base of the Monument, shop at the gear vendor, and look through the camp binoculars. Later in the game you'll return to tame the Doberman Pet and play the survival mini-game, but for now it's onto places with more missions and achievements!



After you return with the Armor Polishes, Epsilon gives you one last mission: clear out five Dark Spiderlings from the eerie spiders' cave (map position

9). He'll reward you with a Castle Model Pack 6 or a House Model Pack 6 for your efforts. As with the Stromling Mechs, you don't want to fight the Dark Spiderlings head on. One blast from a spider cannon can take you out. Constantly circle each Dark Spiderling while whacking at its side and rear bricks. There are usually several Dark Spiderlings skittering around the area, so be careful you don't engage more than one at a time or you'll get smashed unexpectedly by a spider cannon blast. Be sure to pick up the flag in the back of the cave and don't forget to read the message plaque near the cave entrance.



10



Head out of the back exit of the Sentinel Faction Encampment and travel through the tunnel towards the Monument to explore the rest of Avant Gardens.

Once at the top of the steps you can take a peek through the binoculars and then Quick Build a bridge across the gap leading towards Monument. Double jump from the edge of the new bridge to the rocks beyond. There is another message plaque to read before descending the pass to Rusty Steele. Rusty explains that although the road to the Launch Area has been destroyed, you can still reach the Launch Area by climbing the Monument via any one of the three mountain paths: Green, Orange, or Yellow.

11



Each of the three paths up the Monument begins at Rusty Steele. In general, the Green path winds you around the outskirts of the Monument, the

Orange path takes you through the middle, and the Yellow path brings you to the top of the Monument. No matter the path, you can reach the top of the Launch Area if you successfully navigate your chosen path. Here's a breakdown for each colored path.

The Green Path



The easiest path up the Monument costs you very little Imagination for Quick Building, which means less time stopping and smashing objects if you come up

short on Imagination. Run up the hill behind Rusty, hop over the first laser, and step on the red button at the corner. This deactivates the first fan and allows you to pass to the

second laser. Jump over the laser beam (or else it will set your pants on fire and cost you one Health) and follow the green objects around the outside of the Monument.



At the next bend you'll run into the second fan. Quick Build the red button (smash the nearby green barricades for extra Imagination if you need it), run over the button, and race up the hill before the fan turns back on. Wind up the stone ramp, continuing to follow green objects, and you'll eventually spot the green stairs.



Jump up the green stairs until you reach the upper platform.

TIP

Be sure to collect the two flags at the back of the monument. You can reach both from the upper green platform. The first rests on the ledge as you climb the green stairs to the upper platform. The second is hidden inside a sealed cave. Jump up on the high platform with the Imagination orb, jump again to the small ledge on the cliff wall, and then smash open the cave for your prize.



Race across the upper platform, careful not to fall off, and Quick Build the bouncer in the corner.

The bouncer will catapult you up to the main ledge that runs up to the top of the Monument.





Jump up the ledge, staying near the inner wall so you don't stray too close to the edge. Smash the plentiful green barricades guarding the outside ledge if you need Imagination.



Continue to the top of the ledge where a pre-built bouncer awaits. Jump on this bouncer and it vaults you far across to the top of the

Launch Area. You've just used one of the paths to beat the Monument maze.

The Yellow Path



Start at Rusty and pass the first three obstacles on the Green path: the first green laser, the first green fan, and the second green laser. Instead of going straight on the Green path, turn left and follow the ramp up to another red button. Step on the button to temporarily shut down the fan at the corner ahead, jump over the yellow laser, and turn the corner past the fan.



Continue along the ledge (you'll see the beginning of the Orange path on your left) and hop up another ledge on your right. Two yellow barricades mark a sealed cave entrance. Smash open the cave entrance and cut through the inside of the mountain. Collect as much Imagination as you can to power up to full.



Smash open the cave entrance on the other side. Quick Build the yellow elevator in front of you (it requires six Imagination to activate). Don't waste any time jumping on the elevator when it's ready; it blinks out very quickly. Ride up the elevator to the top of the Monument and hop over to the platform behind the statue's head before the elevator self-destructs.



Once on top of the Monument statue there are many things to do: leap off the yellow platform to collect the Imagination Brick in the statue's left hand,

grab a flag along the statue's right sleeve, or jump down onto either of the other two paths and continue to climb. If that's all too much you can simply catch a fantastic view of the entire area from here.



When you want to reach the Launch Area via the Yellow path, navigate down the yellow platform near the Imagination Brick and jump over to the central platform in front of the statue's chest. Hop on the pre-built bouncer, which launches you to the Green path's upper bouncer, and you double-bounce to the top of the Launch Area.

The Orange Path



Start at Rusty and take the first section of the Green path, turn on the ramp, pass the first two yellow obstacles, and reach the first orange platform. Ride the moving platform across to the far side and hop up the short ice shelves to reach the next main level below the orange elevator.



Avoid the orange laser and jump up the ice shelf to the next level alongside the orange elevator. You can also go under the elevator, through the mountain, and around the back—but that's the long way around. Quick Build the orange elevator and ride it up to the next level.



Quick Build the pile of bricks next to the pre-built bouncer first. This creates a second bouncer up on the mountainside to launch you across the area. Without this second bouncer, you smack into the mountainside and go nowhere fast. Jump on the first bouncer when you're ready for a ride.



The double-bounce lands you on a central orange platform. Your first trip through here automatically collects the suspended flag in front of the statue's sword as you fly by.



Collect the Imagination orbs dispersed on the platform and Quick Build the moving platform. The platform slides over and connects to the main ice ledge on the Green path. From here you can climb to the top and use the green bouncer to blast you over to the Launch Area.





12 After vaulting over to the Launch Area from the Monument bouncers, catch your breath and take a look around. On the top of the broken road,

there are smashable items, a pair of binoculars, and a flag to collect (if you leap off the broken road and back down to the base of the Monument). Speak to Vector Longview next to where you land. He'll reward you for making it to the top of the Monument and give you a mission to build the finish line. Once assembled, Vector will hand you a new mission to speak with Rusty Steele and race up the Monument. You're now able to unlock the various Monument race achievements. Kit Wanderwhere, the Minifigure standing on the broken road next to Vector, gives you a mission to see the Property guard down the road in the Launch Area.



13 You have a lot of socializing to do in the Launch Area. Speak with all the Minifigures on the stage to complete two achievements, "Making Friends" and "Making More

Friends." Chat up the three vendors on the far side if you're looking to buy or sell bricks, accessories, or models. There are three binoculars in the area, as well as a message plaque in front of the stage, and a flag behind it. If this is your final flag then you've just earned another Life Point (giving you a total of 5). You can check mail at the mailbox or create a new rocket with the modular build area. Once you reach Pet Cove and learn Pet taming you can return and tame a Buffalo Pet over on the thin strip of land running between the broken road and the sea.

DISCOVER THIS!

Bubble Blower



You have to return to Avant Gardens for this one, but it's worth it. After you earn your Pet-taming ability in Pet Cove, come back to Avant Gardens and tame Buffalo, Doberman, and Triceratops Pets. You get three awesome sidekicks, plus the Bubble Blower, which inflates a protective bubble around you that shields you from 4 damage.



14 The Nimbus Station launch pad stands opposite the stage. When you're ready to leave Avant Gardens and continue your epic journey, speak with Sky Lane to get

the "Faction Time" mission. Pull out a rocket model and place it on the launch pad. Before you know it you'll be jetting off to Nimbus Station.



15 You can also talk to Crash Helmut in front of the Property launch pad. Crash will give you a mission to clear the Block Yard of evil Maelstrom

influence. Once you've cleared the Maelstrom the Block Yard becomes a Property area where you can build your own models and play around with fun behaviors for your LEGO creations. For more information on Property see the "Building Your Property" chapter near the end of the guide.

Side Missions



Avant Gardens Side Missions



1 Your first return trip to Avant Gardens will be for your Sentinel Faction stamp after you speak with Nexus Jay on Nimbus Station. Jay sends you to

talk to the Sentinel Faction Representative in Nimbus Plaza, Dirk Manleigh, and he sends you to Melodie Foxtrot in the Sentinel Faction Encampment in Avant Gardens. Beat the Survival Mini-Game and Melodie awards you the Sentinel Faction stamp. For more complete details, see the "Nimbus Station" chapter.

Here's an easy one: First speak with Crash Helmut in the Launch Area, and he sends you to Sky Lane a few steps away. Now, why can't more missions be a walk in the park like that?



3 When you're ready for your Sentinel Shield, return to Sentinel Faction Encampment and speak with Commander Beck. He'll ask you to purchase

a Sentinel Shield from Klaus Zett, the vendor in Sentinel Faction Encampment. Save up 700 coins and purchase the shield as soon as you can. When activated the Sentinel Shield protects you from 3 damage for a medium amount of time—an excellent defensive combat move in your arsenal. After returning with the shield to Commander Beck he wants you to show him that you know how to use it. Once you show him how to use your new shield he will give you a small reward for your efforts.



4 Fitz Vanderbuilt is in charge of defending the Sentinel Faction Encampment wall. Unfortunately there's a big gaping hole in it right now. To

repair the hole he needs you to gather six bricks from the Monument and return them to him. The bricks look like stacked white planks and can be found sporadically throughout the Monument area. Collect six and return to Fitz. His followup mission will have you Quick Build the new bricks into a wall to patch the hole and keep the Stromlings out. Once completing the mission you'll gain four extra Backpack slots.



5 Wisp Lee, the very first Minifigure you meet in Avant Gardens when you arrive from the *Venture Explorer*, offers you some more advanced

missions after you've chosen a Faction and returned to Avant Gardens. He sends you to speak with Echs Ray for additional side missions in Forbidden Valley.

Pets on this World



Robot Dog



Skunk

Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
2	Nexus Jay	Choose a Faction	Earn a stamp from each Faction	Nexus Force Commendation	0	0
3	Ellgren Stackwell	Find Mardolf the Orange	Talk to Mardolf	Nimbus Rocket Parts	0	5
3	Ellgren Stackwell	Get your Assembly gear	Choose a Specialty Kit (Assembly only)	Engineer or Summoner Specialty Kit	0	5
4	Mardolf	Rocket Builder	Use your new rocket part to build a rocket	Assembly Badge	250	5
5	Logan Moonshot	Find Johnny Thunder	Talk to Johnny Thunder	None	0	5
5	Logan Moonshot	Get your Venture League gear	Choose a Specialty Kit (Venture League only)	Buccaneer or Daredevil Specialty Kit	0	5
6	Johnny Thunder	A Thunderous Collection	Collect 3 treasure chest collectibles for Johnny Thunder	Venture League Badge	250	5
8	Silas Penumbra	Secrets of the Maelstrom	Collect 10 Maelstrom Bricks	Paradox Badge	250	5
8	Silas Penumbra	Get your Paradox Gear	Choose a Specialty Kit (Paradox only)	Sorcerer or Space Marauder Specialty Kit	0	5
9	Dirk Manleigh	Find Melodie Foxtrot	Talk to Melodie Foxtrot in Avant Gardens	Green Imaginite Crystals (Unlocks Avant Gardens Survival Mini-Game)	100	5
9	Dirk Manleigh	Get your Sentinel Gear	Choose a Specialty Kit (Sentinel Faction only)	Knight or Samurai Specialty Kit	0	5
10	Velocity Lane	Get Ready to Race	Buy a Car Chassis	Hyperstarter Package (Red, Yellow, or Blue)	0	5
10	Velocity Lane	Build Your Ride	Assemble a car to race	3 Green Imaginite Crystals	100	5
15	Kendrix Starfish	Clear Nimbus Rock	Clean out Maelstrom enemies to own your Property	Nimbus Rock Property unlock	100	5

Side Missions

(map on page 120)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
1	Nexus Jay	An Apple a Day	Retrieve an Assembly Awesome Apple	None	100	5
1	Nexus Jay	Notion for a Potion	Retrieve a Paradox Power Potion	None	100	5
1	Nexus Jay	Thirsty Work	Retrieve a Sentinel Super Soda	None	100	5
1	Nexus Jay	Of Vital Importance	Retrieve a Venture Vial of Vitality	None	100	5
1	Nexus Jay	Gate Keeper	Talk to the Nexus Tower Gate guard, Kurt Tussle	None	0	5
2	Ellgren Stackwell	Assembly Specialty Kit	Equip every piece of your Specialty Kit	Special	0	5

Side Missions (continued)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
3	Mardolf	Yay for Spray!	Get 3 Water Sprayer parts by doing various missions in Nimbus	Water Sprayer	0	5
3	Mardolf	Make a Stink	Tame a Skunk Pet	None	100	5
4	Rad Eccles	Crate Job	Shoot the hanging crate outside Red Blocks	Water Sprayer Module 2	100	5
4	Rad Eccles	Unlock Backpack Space	Bring Blue Imaginite Crystals to Rad	Backpack slots	0	0
5	Logan Moonshot	Venture League Specialty Kit	Equip every piece of your Specialty Kit	Special	0	5
5	Logan Moonshot	Head to Gnarled Forest	Talk to Hugo First in Gnarled Forest	None	0	5
6	Milo Snappigeon	Party Pants	Bring Milo some Party Pants from Red Blocks accessory vendor	Water Sprayer Module 3	100	5
7	Johnny Thunder	Heartthrob	Talk to 4 female fans at the Concert	Johnny Thunder's Autograph	100	5
7	Johnny Thunder	Sophie Loves Thunder	Talk to Sophie Cushion	None	0	5
7	Johnny Thunder	DeeDee Loves Thunder	Talk to DeeDee Light	None	0	5
7	Johnny Thunder	Brockley Loves Thunder	Talk to Green Brockley	None	0	5
7	Johnny Thunder	Krista Loves Thunder	Talk to Krista Clear	None	0	5
7	Johnny Thunder	Avant Gardens Treasure Hunter	Find 5 treasure chests in Avant Gardens	Bag of 5 Faction tokens	100	5
7	Johnny Thunder	Gnarled Forest Treasure Hunter	Find 5 treasure chests in Gnarled Forest	Bag of 5 Faction tokens	100	5
7	Johnny Thunder	Pet Cove Treasure Hunter	Find 5 treasure chests in Pet Cove	Bag of 5 Faction tokens	100	5
7	Johnny Thunder	Forbidden Valley Treasure Hunter	Find 5 treasure chests in Forbidden Valley	Bag of 5 Faction tokens	100	5
7	Johnny Thunder	Starbase 3001 Treasure Hunter	Find 5 treasure chests in Starbase 3001	Bag of 5 Faction tokens	100	5
8	Skee Daddle	Bust a Move	Perform a dance emote	Breakdance Emote	100	5
9	Bjorn Fjord	Heavy Metal	Quick Build a guitar for Bjorn Fjord	Metal Dance Emote	100	5
10	Silas Penumbra	Paradox Specialty Kit	Equip every piece of your Specialty Kit	Special	0	5
10	Silas Penumbra	Hammer and Anvil	Find a Maelstrom Hammer in Forbidden Valley	None	250	5
10	Silas Penumbra	Exchange City	Smash the anvil, rebuild it, and activate it (using up 20 infected bricks)	Paradox Control Panel	0	5
11	Dirk Manleigh	Sentinel Specialty Kit	Equip every piece of your Specialty Kit	Special	0	5
12	Peppy Slapbiscuit	Peppy's Ugly Mug	Buy Handsome Mug	Handsome Mug	13	0
12	Peppy Slapbiscuit	Find the Snake!	Break smashables in Nimbus Plaza	Snake Model	13	0
12	Peppy Slapbiscuit	Dark Beat	Buy 2 Healing Drumsticks	White Top Hat	13	0

Nimbus Station Achievements

Name	Description	Rewards
A Creative Opportunity	Collect the Imagination Brick in Nimbus Station	Imagination Point, 5 Universe Points
A Licensed Technician	Quick Build all 4 concert effects into the same type at the same time	Improved Bass Guitar, 5 Universe Points
A Real Roadie	Quick Build all the concert instruments and the concert effects	Portable Drumset, 5 Universe Points
Boogie Down	Dance with 3 different concert fans	Flash Pants, 5 Universe Points
Building to Last	Discover Brick Annex in Nimbus Station	125 Coins, 5 Universe Points
Front Row Seats	Discover Red Blocks in Nimbus Station	125 Coins, 5 Universe Points
Hidden Track	Jam out on the concert's secret platform	Funky Horn, 5 Universe Points
In The Round	Discover Nimbus Plaza in Nimbus Station	125 Coins, 5 Universe Points
Musical Repair 1	Quick Build all four instruments at the concert	Boombox, 5 Universe Points
Musical Repair 2	Quick Build all four instruments at the concert 10 times each	Quality Guitar, 10 Universe Points
Nimbus Station Achiever 1	Complete 10 missions or achievements in Nimbus Station	Fire Brick Shirt, 5 Universe Points
Nimbus Station Achiever 2	Complete 20 missions or achievements in Nimbus Station	Green Soccer Shirt, 10 Universe Points
Nimbus Station Achiever 3	Complete 30 missions or achievements in Nimbus Station	Vampire Shirt, 15 Universe Points
Nimbus Station Achiever 4	Complete 40 missions or achievements in Nimbus Station	Red Double Breasted Uniform, 20 Universe Points
Nimbus Station Explorer	Discover all 4 points of interest in Nimbus Station	Bolt Ox Side Panels 2, 5 Universe Points
Nimbus Station Flag Hunter	Collect 10 flags in Nimbus Station	4 Backpack slots, 5 Universe Points
Nimbus Station Observer	Use all 10 binoculars in Nimbus Station	Aviator Hat with Goggles, 5 Universe Points
Nimbus Station Pet Tamer	Tame a Skunk and Robot Dog Pet	Sneeze Emote, 5 Universe Points
Race Place	Discover Race Place in Nimbus Station	125 Coins, 5 Universe Points
Solo Artist 1	Play any concert instrument for at least 20 seconds	Concert Superstar Shirt, 5 Universe Points
Solo Artist 2	Play each of the concert instruments for at least 30 seconds	4 Backpack slots, 10 Universe Points
Stagecraft	Quick Build all 4 concert effects	Musical Notes Shirt, 5 Universe Points
The Nimbus Station Story	Read all 5 message plaques in Nimbus Station	Chase Cutter Front Bumper 2, 1000 Coins, 5 Universe Points
Quit Yer Bellyachin' 1	Eat 5 BBQ Blast Hot Dogs	Hiccup Tablets, 5 Universe Points
Quit Yer Bellyachin' 2	Eat 25 more BBQ Blast Hot Dogs	Everlasting Hiccup Tablets, 10 Universe Points

Mission Walkthrough



1 You arrive in Nimbus Station looking to join a Faction and choose a Specialty Kit. It won't be long, but first you should check out the station and run some short missions for the various Faction Representatives to get a feel for what each Faction has to offer. Leave the Rocket Pad from Avant Gardens behind and proceed down the grassy hill to Nimbus Plaza. Be sure to view the plaque and use the binoculars as you walk down the hill. Make sure you pick up the first of your 10 Nimbus Station flags in the alcove to your left as you near the bottom. Collecting all 10 flags will new you four extra slots in your Backpack.



2 Nimbus Plaza is the central hotspot for the station. All the Faction Representatives and Faction vendors circle the area, and you can access a ton of smashables in the form of trash cans, benches, and more. Tamable Pet Skunks wander around the outskirts of Nimbus Plaza. Watch out for their stinky cloud as it slows you down if you are caught in it. Later you can return and tame one to add to your collection of Pets. See Nexus Jay at the entrance to Nimbus Plaza when you're ready for some more missions.



Nexus Jay hands you the mission that sets you on the path towards choosing a Faction and Specialty Kit. He asks for you to get a stamp from each of the Faction Representatives and then to return to him. See the "Factions and Kits" chapter for more information on which Faction and Specialty Kit you would like to play. Nexus Jay gives out more missions later, be sure to check back with him often to see what else you can do for the Nexus Force.



3 For your Assembly Faction stamp, enter Nimbus Plaza and speak with Ellgren Stackwell. Ellgren is to your left and in front of the Assembly vendor. Ellgren sends you off to the Brick Annex to speak with Mardolf the Orange. Head off toward the Brick Annex after you have the mission.



4 Mardolf gives you a Nimbus rocket part as a reward for finding him. He wants you to build a new rocket using

the Nimbus rocket part he gave you. Turn around and you'll see a modular build area behind you in the grass. Head over there, build your rocket, and return to Mardolf for the Assembly Faction stamp. Check back with Mardolf and his pal Rad Eccles later for a bunch of side missions.

TIP
Besides the plaque, two binoculars and Robol Dog Pets in the Brick Annex, there are two Nimbus Station flags. The first one is easy to find in the alcove that holds the portal to Starbase 3001. The second flag, however, hides on the other side of the wall past the Nimbus Station Rocket Pad, on a small slice of grass next to the water.

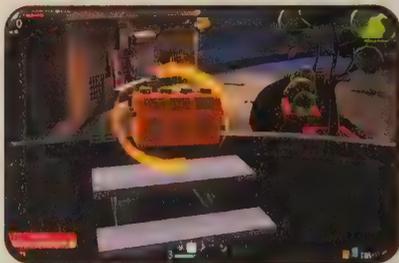


5 Return to Nimbus Plaza and seek out the Venture League Representative, Logan Moonshot, in front of the Venture League Vendor. True to the exploration nature of the Venture League, Logan asks you to find Johnny Thunder, a fellow Venture League adventurer.



6 The treasure hunter with an Australian accent, Johnny Thunder, stands out in front of the Red Blocks concert area.

To earn the Venture League stamp from Johnny you must prove that you're a treasure hunter yourself. Find the three mission chests in Nimbus Station and Johnny will award you the Venture League Faction stamp.



The first missing treasure chest is a giveaway: It's floating above the table next to Johnny Thunder. This gives you a picture of what the other two look like. Touch the floating chest to get credit for finding it.



Return to the Brick Annex and find the second chest in front of Rad Eccles.



The third chest floats out in the main area of Race Place (map location 11). Retrieve the third chest and return to Johnny Thunder for the Venture League stamp.

DISCOVER THIS!

Improved Bass Guitar



To complete the "A Licensed Technician" achievement, Quick Build all four concert effects at the front of the stage into the same type at the same time. You'll have to hurry before they break apart and reset, so stock up on full Imagination before attempting it. If you do manage the feat, you earn the Improved Bass Guitar, a very excellent 1/1/2 basic weapon attack.



You might want to take a few moments out of your stamp gathering to work through some of the more important achievements that focus on Red Blocks. The Nimbus Station's Imagination Brick rests atop the tall column behind the concert instrument platforms. Get up there for another permanent Imagination Point. You can also Quick Build any of the four concert effects at the front of the stage and the four instruments to unlock various achievements.

To reach the Imagination Brick you must solve the puzzle on stage. It's easier if you work with at least one other player, but if you're fast enough you can do it on your own. You must build all four stage effect Quick Builds into the same model at the same time. All four must be active at the same time (if one falls apart before you finish you will have to rebuild it). To get all the Quick Builds to be the same type you must smash the boxes at the right time, as they cycle through the four possible Quick Builds.

After all four are built into the same stage effect the gray portion of the DJ's platform will move to form stairs, allowing you to climb them and reach the Imagination Brick. You'll also receive the

"Rocking Out" achievement for accessing the secret platform. Any number of players can climb these stairs and grab the Imagination Brick while the stairs are active. The stairs will remain in place for about 30 seconds—plenty of time to climb up and get the brick.

For example, you and a friend could watch each stage effect box, and smash it when the speaker icon is displayed. This spawns the speaker Quick Build. Then, Quick Build one, use a Notion Potion or Boombbox for more Imagination if necessary, and move to the next. With two players, you should be able to get all four stage effects built before one falls apart. Climb the platforms and newly materialized stairs, and grab your prize.



You can play any of the four instruments on stage: guitar, bass guitar, keyboard, and drums. Play any concert instrument for at least 20 seconds and you complete the "Solo Artist 1" achievement and gain the Concert Superstar Shirt. Play for 30 seconds in a row and you finish off "Solo Artist 2" and gain four more Backpack slots.

TIP

Minifigures with higher imagination will do better on the “Solo Artist” achievements. Gear up with your best imagination bonus items before jamming on stage.

Get busy Quick Building all the objects in the concert area. If you Quick Build all the concert instruments and effects you’ll complete the “A Real Roadie” achievement and gain a Portable Drumset. You also finish the “Stagecraft” achievement and the “Musical Repair 1” achievement.

What would any good concert be without food? Raid the Nimbus Station vendors for BBQ Blast Hot Dogs, as many as you can afford to quaff down. Eat five BBQ Blast Hot Dogs to complete the “Quit Yer Bellyachin’ 1” achievement for some consumable Hiccup Tablets. Eat 25 more BBQ Blast Hot Dogs and you earn the Everlasting Hiccup Tablets, which restore three imagination upon use but may have a side effect.



When you’re ready to collect the Paradox Faction stamp, return to Nimbus Plaza and see Silas Penumbra. Depending on how much fighting you did in Avant Gardens this might be an easy mission. Silas wants 10 Maelstrom-Infected Bricks for his research. You might already have these purple bricks in your backpack. If you do, turn them into Silas to complete the mission and earn your stamp.

DISCOVER THIS!

Boombox



To complete the “Musical Repair 1” achievement, Quick Build all four instruments at the Red Blocks concert, and you’ll earn one of the most useful activatables in the game. Carry around your Boombox and break it out whenever you want to dance around and party. Not only is it fun, but you can pull it out when you’re in a spot without readily available smashables and gain 10 Imagination just by dancing around.



If you don’t have enough Maelstrom-Infected Bricks, head back to Avant Gardens to smash Stromlings and Stromling Mechs. The best place to do this is in front of the Sentinel Faction Encampment. Once you have all 10 bricks, return to Silas for your stamp.

TIP

Stop by the Sentinel Faction Rep, Dirk Manleigh, before heading back to Avant Gardens for Maelstrom Bricks. Dirk gives you a mission to seek out Melodie Foxtrot, who is also in the Sentinel Faction Encampment in Avant Gardens.



Stop by Dirk Manleigh, representative for the Sentinel Faction, in front of the Sentinel Faction vendor inside Nimbus Plaza. Dirk offers you a mission to seek out Melodie Foxtrot in the

Sentinel Faction Encampment in Avant Gardens. Melodie will give you the Sentinel Faction stamp if you can stay unsmashed for a minute in the Survival mini-game.

TIP

Look for another Nimbus Station flag high up on the building next to the Sentinel Faction Rep. Quick Build the nearby platform to gain enough altitude to reach it.



Once back in Avant Gardens, speak with Melodie and she will give you Green Imaginite Crystals to play the Survival mini-game. Access the Battle Tower next to her when you’re ready to start the game.



You and several other players will appear in a battle arena that looks similar to the area out in front of

Sentinel Faction Encampment near the spider cave. Your job is to work together as a team with the other players and destroy any enemies that attack. You begin with Stromlings, then Stromling Mechs, until the more powerful Dark Spiderlings arrive. More and more enemies spawn to attack you as time goes by.



While you want to help out the other players, your ultimate goal is to survive for at least one minute in the arena. Surviving longer will unlock other achievements, but you will need at least 60 seconds to earn the Sentinel Faction stamp from Melodie. Heal up with a consumable when you find yourself in trouble and retreat to the barricade at the top of the hill. Put your right side against the barricade so you have protection on that flank, then swing at anything that runs up the hill at you. Rarely will an enemy sneak around the barricade and strike at you from behind, so you have really good cover as long as you stand your ground.



Keep smashing enemies until you can smash no more. If you fail before the minute time limit you can start the game and continue to try until you succeed. Return to Melodie for your stamp after you've survived for a full minute.



By now you should have all four Faction stamps. Return to Nexus Jay in Nimbus Plaza and he will let you pick your Faction. After picking your Faction you must pick one of the two Kits offered by that Faction. Once you've done that speak to your Faction Representative to receive your Rank 1 Specialty Kit. See the "Factions and Kits" chapter for more details on the Factions and Specialty Kits.



Ready to spend a few hours racing around the *Vertigo Loop Raceway*? Enter the Race Place when you're ready to jump behind the wheel of your first LEGO racecar. Make sure you also check the area out for two flags, binoculars, and a plaque message inside the guard shack at the top of the hill. You might even want to spend some coins at the consumable, clothing, accessory, and, of course, racing vendors inside Race Place.



Velocity Lane is the racing trainer in Race Place, she also has all of the racing missions for Nimbus Station. See her when you're ready to get behind the wheel. First she sends you off to purchase a car chassis from Ludwig Clutchburn.



Ludwig Clutchburn is the vendor located to the right of the raceway in Race Place. After you've bought a car chassis from him, return to Velocity Lane to complete the mission.



Velocity Lane will reward you with a Hyperstarter car model set. Her next mission will send you to build a racecar from your parts in the modular build area to the left of the racetrack. Assemble your new car and get ready to race it on the *Vertigo Loop Raceway*.



Nimbus Station Race Missions

Name	Coins	Universe Points	Special Rewards
Get Ready to Race!	0	5	Hyperstarter Car Package
Enter a Race	100	5	Unlocks <i>Vertigo Loop Raceway</i>
Build Your Ride!	100	5	Green Imagination Crystals x3
Speed Boost!	100	5	Red, Yellow, or Blue Racing Helmet
Max Velocity	100	5	None
Vertigo Loop Top 3	100	5	None
Vertigo Loop Champion	100	5	None
Find Swifty McGurk	150	5	None



Once Velocity Lane gives you the go ahead, drag your new car model onto the Race Activator next to Velocity Lane to start your first race. You have to wait until at least two other players enter the race before it will begin.



Use your first race as a chance to get a feel for the course and for the car's controls. Your second race mission requires you to collect nine Imagination Orbs during the race. After that you must earn a place in the winners' circle and place in the top three. Next, Velocity will challenge you to beat her best lap time of 1:15 in a race. Your final mission will require you to finish in first place and become the *Vertigo Loop Raceway* champion. Once you have completed the final race mission Velocity congratulates you and sends you off to find Swifty McGurk at the *Keelhaul Canyon Raceway*.

Vertigo Loop Raceway



The *Vertigo Loop Raceway* course is three laps long. In front of the starting line is a short straightaway and a sharp turn to your left. It's important to rev your engine and get off the starting line at full acceleration. You don't want to trail other drivers into the turn. Better to be out in front so you can take advantage of Imagination Orbs and not have to worry about slamming into any other cars.



Avoid the LEGO traffic cones as you drive as tight as you can to the left wall while rounding the first big turn. Try to pick up as many Imagination Orbs as you can after coming out of the turn and onto the straightaway. The course quickly banks the opposite way; don't pick up too much speed or you'll crash trying to navigate the tricky S-turn.



Pick up speed as the course tilts upward. The green ramp is about to shoot you into a long jump that lands you farther down the track. Veer to the left side or right side and boost if you can. Two sets of three Imagination Orbs float just beyond the lip of the ramp, and you want to collect the set on either side when you launch into the jump.



Control your landing from the jump so you don't crash, and try to suck up a couple more Imagination Orbs as the track slopes up into a vertical climb. The next turn makes an upside down "U" shape, so prepare to bank left twice in a short distance.



Continue to follow the green section of track, picking up Imagination Orbs and race flags when you can. Don't risk crashing to grab a flag, but if you can snatch one it will get you closer to completing another race achievement.



Follow the twisty bends and bank to the right when you enter the blue area.



For an extra boost, hit your turbo energy when you pass over the dark blue area on the course track.



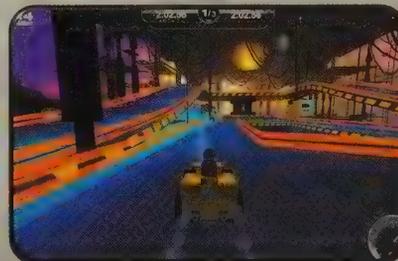
Shift to the middle of the track when you see the long blue turbo area.



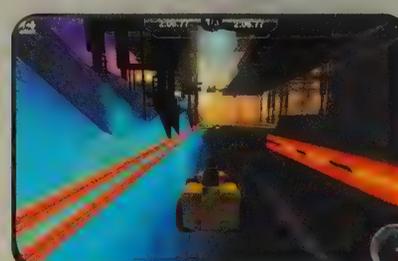
Imagination Orbs dot the center of the track in this area, and if you can scoop up every one, you can keep a continuous turbo boost through this whole section of the course.



The track ramps up for another long jump at the end of the long turbo stretch. Look for the Imagination Orbs floating in front of the ramp's end and steer toward whichever side looks more promising for boosting power.



You have a choice when you make this last jump. You can play it safe and land in the middle or you can take a risk and stay to the outside. The middle has construction obstacles, but if you stay wide of these you have a straight run at the finish line and can pick up Imagination Orbs to go faster. If you stay to the outside on the jump you'll have to use one of the exterior ramps on either side. These ramps also hold Imagination Orbs, but you must make two sharp turns at the top of the course to avoid crashing. If you can pull off the sharp turns you'll get a slight time advantage on the cars beneath you when you jump back down to the track in front of the finish line.



If you stay on the lower track heading into the finish line straightaway, watch

out for competitors who might drop down from the jump above or who might suddenly swerve out from the other side of the center obstructions.



Put the pedal to the metal as you shoot for the finish line. Continue around the course for three laps, keeping your mind on your mission criteria while racing. Sometimes you have to risk going faster to complete your goal, but other times you might want to play it safe and avoid a crash that might knock you out of the race.



The far end of Brick Annex holds the portal to Starbase 3001 and the Rocket Pad to Pet Cove. You can find some smashables on either side of the Pet Cove Rocket Pad, a flag next to the Starbase 3001 portal, and binoculars hidden out on the coastline near the Rocket Pad looking out at the sea.

NOTE

You must join a Faction before you can use any Rocket Pad except the one back to Avant Gardens.



The side path between Brick Annex and Red Blocks leads out to a small island with the Gnarled Forest Rocket Pad on it. One of the Nimbus Station flags hides behind the Rocket Pad.



The small path between Race Place and Red Blocks winds up to the Forbidden Valley Rocket Pad. Follow the torches up the hill as you interact with binoculars halfway up and pick up another flag at the top.



There is another Property area, Nimbus Rock, in the far corner of the Brick Annex. Keep in mind that if you want to claim a Nimbus Rock Property you must have already defeated the Maelstrom at the Block Yard Property off Avant Gardens.



Tucked away on a small strip on land on the far side of Red Blocks is the portal to the LEGO Club. Become a member and you can use this special portal to access the exclusive space station area. See the "LEGO Club" chapter for complete details.



Side Missions



1 The Minifigure who hooked you up with a Faction and Specialty Kit, Nexus Jay, also explains Faction Tokens to you. See Jay after you have accepted a Faction and Specialty Kit, he'll hand you a mission to bring him a Faction-only item from your Faction vendor. While you run this task for him, you learn that Faction Tokens are another component to buying your Faction gear. Each Faction item requires coins and Faction Tokens to purchase. The higher ranked the item is, the more it costs in tokens. Faction tokens drop from any number of smashables and enemies. Nexus Jay also has a mission for everyone that sends you to speak with Kurt Tussle, the Nexus Tower Gate guard over in Race Place.



2 If you joined the Assembly Faction, Ellgren Stackwell will give you a mission to use the Rank 1 Book and then equip all the Specialty Kit items. It's best to see Ellgren immediately after you leave Nexus Jay so you can start using your Kit items as soon as possible.

Nimbus Station Side Missions



3 After you've chosen a Faction, speak with Mardolf the Orange and he will help you to tame a Pet Skunk. Mardolf sends you to find three party of a Water Sprayer. The first party is from completing the "Crate Job" mission from Rad Eccles. The second is from delivering Party Pants to Milo Snackpigeon outside of Red Blocks.

The third can be obtained by heading to Pet Cove and doing missions for Coalessa. Once you have all three pieces, return to Mardolf and he will send you on a mission to tame one of the Skunks around Nimbus Plaza.



4 Rad Eccles offers you a side mission to return a downed package. The package in question is a crate hanging in a tree in front of the Red Blocks concert area. Shoot the crate with a ranged weapon and return the Assembly item to Rad Eccles. Completing this mission helps with Mardolf's Skunk missions and it also unlocks Rad Eccles's missions that allow you to unlock more Backpack space by bringing him Blue Imaginite Crystals.



5 Logan Moonshot teaches Venture League Minifigures how to use the Rank 1 Book and then equip all the Specialty Kit items. If you aren't a member of the Venture League and can't gain that mission, Logan still has a mission for everyone to seek out Hugo First in Gnarled Forest.



6 Milo Snackpigeon hides in the bushes outside Red Blocks concert area. He's lost his pants again! Milo sends you on a mission to retrieve his pants, though he isn't sure where they are. You can buy the missing Party Pants from the Red Blocks accessory vendor. Return to Milo and he rewards you with the third part of the Water Sprayer.



7 Johnny Thunder has a bunch of side missions. The first involves handing out flyers to four fans in the Red Blocks concert area. Johnny's rather large ego thinks that the fans can't get enough of him, but you find out quickly that he might be a little wrong about that assumption when you hand out the four flyers. Johnny also has a series

of missions to retrieve five treasure chests from each of the worlds. Start with Johnny's "Avant Gardens Treasure Hunter" mission, then progress to Gnarled Forest, Pet Cove, Forbidden Valley, and finally Starbase 3001. He rewards you with a Bag of five Faction Tokens each time you complete a treasure hunter mission.



8 In front of the Red Blocks concert stage, Skee Daddle wants to see your fancy footwork. To complete his side mission, perform a dance move of any kind and he rewards you with the Breakdance emote.



9 If you want the Metal Dance emote, go see Bjorn Fjord on the side of the Red Blocks concert stage. Quick Build a guitar for Bjorn to gain his appreciation and your new emote.



10 Silas Penumbra has a few side missions. First, if you're of the Paradox Faction, Silas teaches you how to use your Rank 1 Book and equip all the Specialty Kit items. Later in the game

when you return to Nimbus Station, Silas will ask you to find a Maelstrom Hammer in Forbidden Valley to smash the Maelstrom Anvil in Nimbus Plaza. After you smash the Maelstrom Anvil you'll need 20 Maelstrom-Infected Bricks to activate the device you Quick Build from the ruins of the anvil.



11 See Dirk Manleigh for the Sentinel Faction-only mission to learn how to use your Rank 1 Book and equip all the Specialty Kit items.



12 See Peppy in the concert area for three fun side missions. The first sends you in search of a Handsome Mug, which you can collect from the gear vendor in the Avant Garden's Launch Area. In the second mission, you must find Nate the Snake. After you receive the snake mission, return to Nimbus Plaza and keep breaking open smashables until you release Nate. The third mission sends in search of two Healing Drumsticks, which you can pick up from the consumable vendor in Race Place.

Pet Cove

World Overview

Imagination Bricks: 1

Flags: 5

Missions: 6

Pets: 3

Enemies: 0

Achievements: 7

Though Pet Cove is a small world, you'll want to visit as soon as possible after reaching Nimbus Station, as it's the only place you can learn how to tame Pets. With three Pets of its own and several Pet-related missions, Pet Cove offers a lot for anyone interested in those entertaining animal companions. You'll even have to deal with a handful of crazy bouncers to jump around the islands, as well as a mischievous flying thief that's grabbed an important disc. Once you've fully explored Pet Cove and tamed a Pet to trot by your side, you're ready to dig up buried treasure on all of the worlds.

Pet Cove



LEGEND

- | | | | |
|--|---------------------------|--|------------------|
| | Key Location | | Minifigure (NPC) |
| | Buried Treasure | | Vendor |
| | Flag | | Quick Build |
| | Mission Giver | | Plaque |
| | Pet | | Smashable Item |
| | Binoculars | | Enemy |
| | Launch Pad | | Mailbox |
| | Special Point of Interest | | |

Pets on this World



Bunny



Terrier



Cat



Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
2	Coalessa	Tame a Pet	Use the pet emote to play the Pet Mini-Game	Pet	125	5
2	Coalessa	Fetch!	Retrieve the Flying Disc from the silly seagull	Water Sprayer Module 1	125	5
2	Coalessa	Master Pet Tamer	Tame 7 pets	Imagination Point, Wolves Shirt	500	10
2	Coalessa	King of Beasts	Tame every pet on every world	Nancy the Lion	1,000	25
7	Bella Pepper	Lost Tags	Find the 5 lost dog tags (flags) in Pet Cove	None	125	5
7	Bella Pepper	Can You Dig It?	Dig up a buried treasure with your pet	Pets' recover buried treasure ability	125	0

Pet Cove Achievements

Name	Description	Rewards
A Creative Opportunity	Collect the Imagination Brick in Pet Cove	Imagination Point, 5 Universe Points
Pet Cove Explorer	Discover all locations in Pet Cove	Birdhouse Model, 5 Universe Points
Pet Cove Observer	Use all 4 binoculars in Pet Cove	Chicken Dance, 5 Universe Points
Pet Cove Pet Tamer	Tame a Terrier, Bunny, and Cat	Trip, 5 Universe Points
Pet Cove Treasure Hunter	Collect 5 dog tags (flags) in Pet Cove	5 Universe Points
Pet Excavator	Dig up 6 different buried treasures in Pet Cove	Worm Dance, 5 Universe Points
The Pet Cove Story	Read both message plaques in Pet Cove	250 coins, 5 Universe Points



You arrive in Pet Cove at the top of a tall island overlooking the larger central island. A wooden bridge descends to the central island, with one of the world's two message plaques on the left side of the bridge entrance and one of the world's four binoculars on the right side. Later, after you speak with Bella Pepper and gain the "Lost Tags" mission, you can find a Pet token flag by the trees near the launch pad.

NOTE

The "flags" in Pet Cove are actually floating Pet tokens. You can't see these Pet tokens until you accept the "Lost Tags" mission from Bella Pepper (map position 7).



Jump down the bridge and use the second pair of binoculars when you reach the central island. Veer to your right and go talk to the Pet tutor, Coalessa, just below the Bunny Pet corral. She first gives you the "Tame a Pet" mission. Choose any of the three nearby Pets and play the Pet Mini-Game to tame a Pet for yourself. See the "Pet Puzzles" sidebar for details on how to play the Pet Mini-Game.

Pet Puzzles



After speaking with Coalessa for the first time, you receive the Pet emote, which allows you to tame Pets to accompany you on your journeys. Make sure you have the necessary Imagination ready, walk up to a potential Pet, and use the Pet emote (or press shift) to start the Pet Mini-Game. The Pet will imagine one of its favorite things, such as a carrot for the Bunny, and it's up to you to figure out which model parts make up the item. Click on the correct parts before time expires, build the imagined item, and, if you're successful, you now own the Pet. The puzzle changes each time you whistle to one of the Pets, so if you miss, keep trying until you beat the puzzle and collect your Pet model.



After taming your first Pet, Coalessa will send you to retrieve Nancy's missing Flying Disc, stolen by that silly seagull. Hold onto the "Fetch!" mission and wait until you reach the third island. You'll need to use the Pet Bouncers to slingshot up to the top of the tower where the seagull's nest sits (map position 11).



Once you return from the "Fetch!" mission, Coalessa will reward you with a water sprayer part and the "Master Pet Tamer" mission. You need to tame seven Pets to complete this mission, which means you'll have to tame Pets on other worlds to finish it off. If you return to Nimbus Station and Avant Gardens, it shouldn't take too long to tame all the Pets you've met to date. Once you head back to Pet Cove and speak with Coalessa again, she rewards you with a Wolves Shirt, an Imagination Point, and 10 Universe Points.



Finally, Coalesa gives you the “King of Beasts” mission. If you can tame every Pet on all the worlds, you can gain the special Lion Pet. Head to the Lion statue next to the *Keelhaul Canyon Racetrack*. Summon a Lion by interacting with the Lion statue and complete the Lion puzzle for your new Pet!



The Cat corral spreads out on the hill closest to the bridge back to the launch pad. Unlike the Bunny and Terrier areas, if you need extra imagination here you must Quick Build the nearby LEGO bricks to spit forth a clump of Imagination orbs. To learn how to tame your new Pets, see the “Pet Puzzles” sidebar.



The Bunny pen rests up the hill from Coalesa. If you need extra Imagination, break open the fences around the bunnies. To learn how to tame your new Pets, see the “Pet Puzzles” sidebar.



The Terrier retreat can be a little hard to spot behind the trees on the opposite side of the islands from the Cats and Bunnies. If you need extra Imagination, smash open the nearby dog houses and fire hydrants. To learn how to tame your new Pets, see the “Pet Puzzles” sidebar. One Pet token flag for Bella Pepper’s “Lost Tags” mission hides inside the first dog house on your left. A second Pet token flag hovers high up in the sky above the third fire hydrant and out of jumping range. To reach it, smash the fire hydrant and ride the water that gushes up. You also have the second message plaque on the ocean rocks next to the Terrier area.



When you’re ready to tackle the third island, walk over to first Pet Bouncer, with your Pet following, and stand on the red square. Position your Pet so that it steps on the green button and press shift to launch the two of you over to the next island.



On the slopes of the third island, you meet Bella Pepper. She gives you the “Lost Tags” mission and has you hunt around the islands for five blue Pet tokens. It only rewards you with 5 Universe Points and 125 coins; but, more importantly, it opens up Bella’s next mission, “Can You Dig It?” The second mission allows your Pets to dig up buried treasure on any world, a Pet ability well worth learning. One of the gold bricks you need to uncover for the “Can You Dig It?” mission is tucked away on a tuft of grass atop the cliffs to the right of Bella. It won’t take you long to dig that one up and return to Bella. Check the map for the locations of the other buried treasures.



The closest Pet token flag for “Lost Tags” lies in the rocks next to the bridge at map position 8.



The second Pet token flag floats in the sky between the fourth and fifth Pet Bouncers. You can double-jump off the ledge near the fifth bouncer’s activation button to stretch for it, or you can

drop onto it from above by jumping off the tower with the seagull's nest.



Look for the third Pet token inside the first dog house on your left. Smash the dog house open for the prize.



The fourth Pet token flag floats up in the sky and out of reach unless you use the nearby fire hydrant. Smash the fire hydrant and ride the water that gushes up to score the flag.



You can find the fifth Pet token near the launch pad where you entered Pet Cove. It's an easy one to pick up; unfortunately, you have a little bit of a run back to Bella Pepper to earn your rewards.



To cross to the next section of the island, you must cross the white

brick bridge that spans the wide gap between map positions 8 and 9. You may get lucky and have the bridge standing already from someone else's Quick Building effort. Since the bridge collapses quickly, you may have to Quick Build it again yourself. If the bridge is down, look for the Quick Build on the rocks beneath where the bridge normally spans. Before you cross the bridge, speak with Wally Radish. Each time you talk with him, he gives you another Pet tip that you may find useful later in the game.



Cross the bridge with your Pet in tow and use the second Pet Bouncer to leap up to the next area.



Use the third Pet Bouncer to launch straight up high into the sky. You'll land on the top of the tower with the seagull nest.



The silly seagull perches atop the tower. Smash the seagull's nest to retrieve the Flying Disc for Coalessa's "Fetch!" mission. If there are a lot of players in the area, someone might

have smashed the nest recently and you'll have to wait a few seconds for the nest to respawn. Don't forget to look through the fourth pair of binoculars near the rooftop edge before jumping back down off the tower.



When you fall off the tower, make sure you land near the fourth Pet Bouncer. You can use this Pet Bouncer to reach the island's final area. A Pet token also floats in this area if you haven't already grabbed it.



The fifth Pet Bouncer shoots you up to the small terrace where the hidden Imagination Brick shimmers. This Pet Bouncer, however, is tricky to use. First, stand on the red button near the ledge back down to the area with the fourth Pet Bouncer. Now, carefully slide over the edge; enough to fall down on the bouncer platform below, but not enough to drag your Pet with you. If you do it right, you can interact with your Pet to activate the bouncer and catapult you over to the balcony. Even easier, if there are a lot of players in the area, stand on the square platform and wait patiently until someone else activates the red button on the cliff above.

With the Imagination Brick increasing your creative powers, feel free to leave Pet Cove for further adventures. You'll be back again once you've tamed your share of exotic creatures or if you just want some peace and quiet listening to the ocean waves.

Gnarled Forest

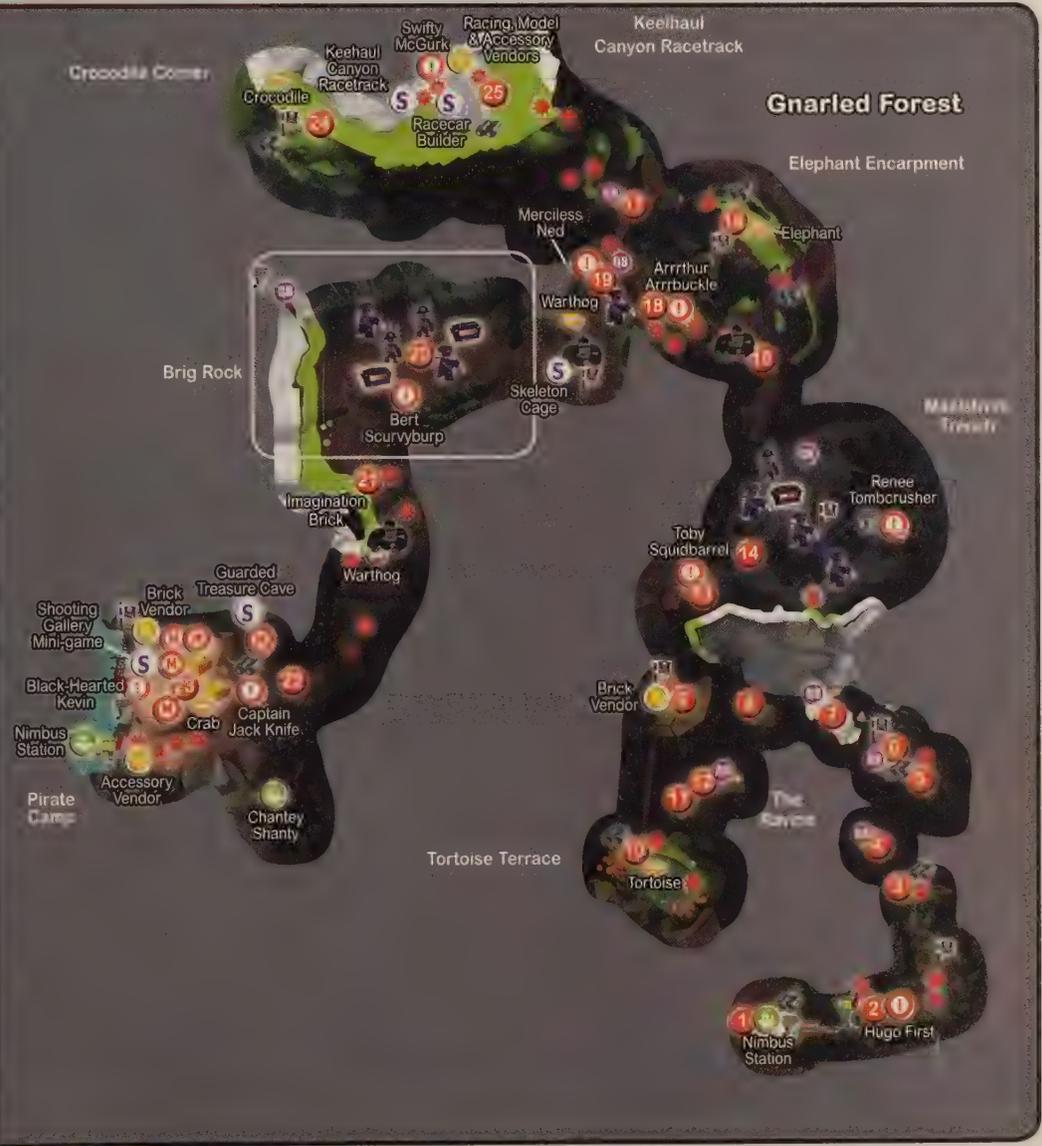
Avast, explorers! Gnarled Forest is a pirate-themed panorama that brings you face to face with Crocodiles, Maelstrom-infected admirals, superstrong apes, and Crabs if you can find them! There's also a shooting gallery that has you blast cannonballs at enemy ships and sea monsters for prizes. Of course there is more buried treasure than you can shake a peg leg at. Don't forget to earn Captain Jack Knife's Pirate Hook so you can use the special pirate-only builds and reach areas not accessible to the average landlubber.

World Overview

- Imagination Bricks: 1
- Flags: 10
- Missions: 29
- Pets: 5
- Enemies: 3
- Achievements: 53

LEGEND

- Key Location
- Buried Treasure
- Flag
- Mission Giver
- Pet
- Binoculars
- Launch Pad
- Special Point of Interest
- Minifigure (NPC)
- Vendor
- Quick Build
- Plaque
- Smashable Item
- Explosive Crate
- Mailbox
- Stromling Ape
- Stromling Admiral
- Stromling Pirate



Enemies on this World



Stromling
Admiral



Stromling Ape



Stromling Pirate

Pets on this World



Crab



Tortoise



Crocodile



Warthog



Elephant

Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
2	Hugo First	Bridge Out!	Talk to Toby Squidbarrel	None	0	5
13	Toby Squidbarrel	Prove Yarr Self	Smash 10 Maelstrom Pirates	Choice of 3 crewman shirts	150	5
13	Toby Squidbarrel	Find Renee Tombcruiser	Talk to Renee Tombcruiser	3 Hot Chocolates	0	5
14	Renee Tombcruiser	Just Stunning	Quick Build a mermaid statue	Picnic Basket	150	5
14	Renee Tombcruiser	Lily-Livered	Find Arrrthur Arrrbuckle	3 Tasty Fish	0	5
14	Sunny Rayburn	Clear Chantey Shanty!	Defeat the Maelstrom on the Chantey Shanty Property	None	150	5
18	Arrrthur Arrrbuckle	Siren Song	Collect the required bricks and Quick Build the mermaid statue	Choice of 3 crewman headscarves	150	5
18	Arrrthur Arrrbuckle	What's the Commotion?	Talk to Bert Scurvyburp	Superior Cutlass, 5 Boom Trap Kits	0	5
19	Merciless Ned	Working for Peanuts	Smash 5 Maelstrom crates	Big Bag o' Peanuts	150	5
20	Bert Scurvyburp	Trigger Happy	Talk to Swabbie the Monkey	None	0	5
20	Ralphie Brig-Eyes	Jailkeep	Feed 4 ninjas	Imagination Point	250	5
20	Ninja Prisoner Hashi	Feed Ninja Hashi	Give banana to a ninja	None	0	5
20	Ninja Prisoner Mashi	Feed Ninja Mashi	Give banana to a ninja	None	0	5
20	Ninja Prisoner Steve	Feed Ninja Steve	Give banana to a ninja	None	0	5
20	Ninja Prisoner Zashi	Feed Ninja Zashi	Give banana to a ninja	None	0	5
20	Swabbie the Monkey	Ooh Ooh Eee Eee	Gather 5 bananas	Basic Flintlock Pistol, 3 Health Bananas	150	5
22	Captain Jack Knife	Monarch of the Sea	Get 25,000 score in Cannon Cove	Pirate Hook	150	5
23	Black-Hearted Kevin	Collect Cannonballs	Gather 5 cannonballs	Green Imaginite Crystal, Unlock access to Shooting Gallery Mini-Game	150	5

Side Missions

(map on page 143)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
1	Renee Tombr crusher	Name Dropper	Get an autograph from Johnny Thunder on Nimbus Station	Pirate Fort Module Pack 2	150	5
2	Bert Scurvyburp	Fight the Admirals	Smash 3 Darkling Admirals	5 Stinky Fish	150	5
2	Bert Scurvyburp	Block the Maelstrom	Build 3 walls to block enemies from spawning in the jail area	3 Hardtack	150	5
3	Ninja Prisoner Hashi	Free Ninja Hashi!	Free a ninja	None	0	5
4	Ninja Prisoner Mashi	Free Ninja Mashi!	Free a ninja	None	0	5
5	Ninja Prisoner Steve	Free Ninja Steve!	Free a ninja	None	0	5
6	Ninja Prisoner Zashi	Free Ninja Zashi!	Free a ninja	None	0	5
7	Captain Jack Knife	X Marks the Spot	Get 3 map pieces	Treasure Map, No Ninjas Shirt	150	10
7	Captain Jack Knife	Jack Knife's Treasure	Go to Avant Gardens and use a Pet to dig up his mom's picture	Pirate Fort Model Pack 1	150	5
8	Betty Hatchesbatten	Arrr is for Rocket!	Go to Forbidden Valley and find 3 missing barrels	Pirate Rocket Parts	150	5

Gnarled Forest Achievements

Name	Description	Rewards
6 Pound Barrage	Fire Captain Jack's cannon 25 times	Panic Emote, 5 Universe Points
A Creative Opportunity	Collect the Imagination Brick in Gnarled Forest	Yo Ho Ho Mug, Imagination Point, 5 Universe Points
A New Parable	Tame a Tortoise and Warthog Pet	Crab Model, Jump Dance Emote, 5 Universe Points
A Real Zoologist	Tame a Crab, Elephant, and Crocodile Pet	Sit Down Emote, 5 Universe Points
A Wretched Hive	Discover the Pirate Camp	150 coins, 5 Universe Points
Boom Boxes 1	Smash 25 Explosive Crates	Superior Tiki Staff, 5 Universe Points
Boom Boxes 2	Smash 125 Explosive Crates	Exceptional Flintlock Pistol, 10 Universe Points
Boom Boxes 3	Smash 1,125 Explosive Crates	Shiver Me Timbers Axe, 15 Universe Points
Don't Look Down!	Discover the Ravine	150 coins, 5 Universe Points
Dizzy Tikis	Spin the tiki torches 25 times	Curtsey Emote, 5 Universe Points
Everybody's Chum, Chief Brody 1	Smash 25 Sharks	Mini Galleon Model, 5 Universe Points
Everybody's Chum, Chief Brody 2	Smash 125 Sharks	Parrot Model, 10 Universe Points
For Pirates Only 1	Use the "Pirates Only" Builds 10 times	First Mate Shirt, 5 Universe Points
For Pirates Only 2	Use the "Pirates Only" Builds 110 times	Blue Captain Shirt, 10 Universe Points
Gnarled Forest Achiever 1	Complete 10 missions or achievements in Gnarled Forest	Ship Blueprint, 5 Universe Points
Gnarled Forest Achiever 2	Complete 20 missions or achievements in Gnarled Forest	Pirate Fort Module Pack 4, 10 Universe Points
Gnarled Forest Achiever 3	Complete 30 missions or achievements in Gnarled Forest	4 Backpack slots, 15 Universe Points
Gnarled Forest Achiever 4	Complete 40 missions or achievements in Gnarled Forest	White Pirate Ship Shirt, 20 Universe Points

Gnarled Forest Achievements (continued)

Name	Description	Rewards
Gnarled Forest Achiever 5	Complete 50 missions or achievements in Gnarled Forest	Admiral Hat, 25 Universe Points
Gnarled Forest Achiever 6	Complete 60 missions or achievements in Gnarled Forest	Blue Shoulder Parrot, 30 Universe Points
Gnarled Forest Explorer	Discover all 7 points of interest in Gnarled Forest	Compass, 10 Universe Points
Gnarled Forest Observer	Use all 9 binoculars in Gnarled Forest	Telescope, 5 Universe Points
Gunner's Mate 1	Collect 25 cannonballs	Large Cannon Model, 5 Universe Points
Gunner's Mate 2	Collect 125 cannonballs	Sideways Pirate Hat, 10 Universe Points
My, What a Big Nose You Have!	Discover Elephant Escarpment	150 coins, 5 Universe Points
Pirate Arch-itect 1	Quick Build the Pirate Archway	Brick Booster Pack, 5 Universe Points
Pirate Arch-itect 2	Quick Build the Pirate Archway 26 times	Super Brick Booster Pack, 10 Universe Points
Pirate Duelist 1	Smash 10 Stromling Admirals	Superior Long Axe, 5 Universe Points
Pirate Duelist 2	Smash 60 Stromling Admirals	Exceptional Flintlock Rifle of Blasting, 10 Universe Points
Pirate Duelist 3	Smash 560 Stromling Admirals	Captain's Cutlass, 15 Universe Points
Pirate Firefighter	Put out 10 tiki torches with the watergun	Firefighter Hat, 5 Universe Points
Pirate Flag Hunter	Collect 10 flags in Gnarled Forest	Pirate Flag, Life Point, 5 Universe Points
Pirate Legend 1	Gather 10 bananas, smash 10 Stromling Pirates, destroy 10 explosive crates	Crab Model, Rat Model, 5 Universe Points
Pirate Legend 2	Gather 25 bananas, smash 25 Stromling Pirates, destroy 25 explosive crates	Pirate Fort Module Pack 3, 10 Universe Points
Pirate Legend 3	Gather 75 bananas, smash 75 Stromling Pirates, destroy 75 explosive crates	4 Backpack slots, 15 Universe Points
Pirate Legend 4	Gather 150 bananas, smash 150 Stromling Pirates, destroy 150 explosive crates	Paragon Warp Rear Panel 1, Paragon Warp Rear Bumper 2, 20 Universe Points
Pirate Legend 5	Gather 250 bananas, smash 250 Stromling Pirates, destroy 250 explosive crates	Just Dashing Front Bumper, Just Dashing Side Panels, Just Dashing Rear Bumper, 25 Universe Points
Pirate Swashbuckler 1	Smash 5 Stromling Apes	Superior Pirate's Scimitar, 5 Universe Points
Pirate Swashbuckler 2	Smash 30 Stromling Apes	Exceptional Flintlock Rifle, 10 Universe Points
Pirate Swashbuckler 3	Smash 130 Stromling Apes	Captain Jack's Volleygun, 15 Universe Points
Rattle the Bones	Spin the skeleton in the cage 25 times	LEGO Dice, 5 Universe Points
That's Appealing 1	Collect 25 bananas	First Mate Shirt, 5 Universe Points
That's Appealing 2	Collect 125 bananas	4 Backpack slots, 10 Universe Points
The Gnarled Forest Story	Real all 5 message plaques in Gnarled Forest	1,000 coins, 5 Universe Points
The Phantom	Play the pirate organ 25 times	Air Guitar Emote, 5 Universe Points
Toast!	Get burnt by a campfire 25 times	Knapsack, 5 Universe Points
The Lockup	Discover Brig Rock	150 coins, 5 Universe Points
Tick-Tock	Discover Crocodile Corner	150 coins, 5 Universe Points
Turtles on the Half-Shelf	Discover Tortoise Terrace	150 coins, 5 Universe Points
Venture League Privateer 1	Smash 25 Stromling Pirates	Superior Mate's Cutlass, 5 Universe Points
Venture League Privateer 2	Smash 125 Stromling Pirates	Quality Flintlock Pistol of Blasting, 10 Universe Points
Venture League Privateer 3	Smash 1,125 Stromling Pirates	Pirate Captain Hat, 15 Universe Points
What an Incredible Trench You've Discovered	Discover the Maelstrom Trench	150 coins, 5 Universe Points

Mission Walkthrough



You land in Gnarled Forest on a launch pad high above the wooded ground. Take a look through the binoculars to your left and read the message plaque on your right before jumping down to explore this land of pirates.



Hugo First greets you at the bottom of the launch pad area. He gives you a mission to find the missing pirates and lend them a hand against the Maelstrom-infected pirates and apes that plague the forest. You complete the mission when you find Toby Squidbarrel in front of the Maelstrom Trench (map location 13). You can also tame a Warthog Pet in the area around Hugo. Once you have at least one Pet to dig up buried treasure, look for the red X treasure spots to uncover hidden flags, like the one at the top of the dead-end path behind Hugo.



Follow the path until you discover the Ravine and are faced with a sharp

drop to the rocks far below. The old plank bridge that once stretched over the Ravine has long frayed away and you're left with nothing but tatters. Find another route across, but first take a peek through the nearby binoculars and fuel up by smashing the crates to your right.



Your goal is to reach the Pirate Archway on the rocks past the waterfall. Approach the Ravine edge carefully and look to your left. You'll spot a rock platform with a Quick Build atop it. Leap over the edge and double-jump in midair to land in the middle of this rock platform. Assembling the Quick Build creates a bouncer to propel you high up to a ledge near the waterfall. If you don't have enough Imagination to fully Quick Build the bouncer, spin one of the tiki torches and pick up the Imagination Orbs that fall out.

TIP

Tiki torches light the forest in many areas. If you're in need of extra Imagination, spin a tiki torch to pop out Imagination Orbs.



The bouncer catapults you up on the rocks to the right of the waterfall.

Smash the pile of crates on this ledge and look through the binoculars for another spectacular view. Turn and face the waterfall.



One of the Gnarled Forest flags floats between your current ledge and the ledge adjacent to the waterfall. Execute a double-jump to reach the waterfall ledge below. Your first concern is to reach your rocky target. Miss it, and you'll plummet to your doom. Ideally you will want to flip through the flag during your jump to pick it up, but don't worry if you miss it as you'll have plenty of opportunities to grab it as you go to and fro in Gnarled Forest.



Perform another double-jump off the waterfall ledge to land on the main ledge with the Pirate Archway. Wait for the Pirate Archway to smash apart if someone else has already built it, then Quick Build the arch back into place. This completes the "Pirate Arch-itect 1" achievement and rewards you with a Brick Booster Pack and 5 Universe Points. If you Quick Build the Pirate Archway 25 more times, you receive a Super Brick Booster and 10 Universe Points.

You'll reach the main part of Gnarled Forest once you continue through the arch. However, before you do that, take a side trip to discover Tortoise Terrace.



To reach Tortoise Terrace, double-jump off the Pirate Archway ledge to a rock platform to your left. Double-jump again to reach the ledge in the far corner of the Ravine where you'll find Burky Urchin, a gear vendor.



This might be a curious place to set up shop, but this gear vendor has items that will make navigating through Gnarled Forest a breeze. Smash the crates and chests behind the brick vendor to discover a hidden flag.



Walk very carefully across the plank bridge connecting the brick vendor ledge and Tortoise Terrace. One misstep and you'll fall off the side and rebuild at the start of the Ravine. Once you cross the bridge, you discover Tortoise Terrace. Smash the mushrooms around the pool if you need more Imagination to tame one of the Tortoises. Make sure you take a look through the binoculars near the bridge before you leave.



The only way back to the Pirate Archway ledge is to find the Tortoise Terrace bouncer. Climb up the rocks to the right of the bridge (if you're looking back toward the gear vendor) and double-jump to the next ledge above a hidden Quick Build.



Double-jump down to the platform with the Quick Build, and spend the four Imagination to assemble the bouncer. Use tiki torches if you don't have enough Imagination. The Quick Build bouncer launches you across the Ravine and lands you safely on the Pirate Archway ledge. You've just made a complete circle!



Head through the Pirate Archway and enter the cave tunnel beyond. You'll find Toby Squidbarrel at the far end of the cave. Toby is a bit of a coward and shakes in his boots while inside a wooden barrel, but he gives you a mission to smash 10 Stromling Pirates. Head out of the cave and into the Maelstrom Trench once you've accepted Toby's mission.



Maelstrom energy bubbles out of the huge trench in front of you. Stromling Pirates, Stromling Admirals, and explosive crates terrorize the area. This is the place to be if you like combat!

DISCOVER THIS!

Shiver Me Timbers Axe



Got a ranged weapon to blow up explosive crates without smashing apart yourself? Get busy blowing those crates before they blow up someone else! If you smash 1,125 of them—and that's a lot of smashing!—you earn the Shiver Me Timbers Axe, a 2/2/2 weapon with a charge-up power that deals light damage but slows down an enemy. If you come up short and only crush 125 explosive crates, you still pick up the 2/2/2 Exceptional Flintlock Pistol that fires a charge-up projectile.



Start smashing Stromling Pirates to complete Toby's mission, but keep a close eye out for explosive crates as you run around and attack. When you get too close to one of the crates it will vibrate and then explode a few seconds later. You don't want to be near the crate when it explodes as one blast will probably smash you to pieces. Always make sure the spot you are fighting in is clear of explosive crates before you attack anything else.



Stay on the move as you attack the Stromling Pirates. It's best to strike them in the back or on the sides if possible. Try to engage them one at a time to avoid having a gang of them following you around. Stay on guard with the Stromling Admirals. Their powerful cannon blasts mean certain smashing if you try an all out frontal assault. If you get into trouble you can always run back through the cave next to Toby and you'll be safe until you are ready to enter the trench again.

TIP

Amidst the island battle in the Maelstrom Trench, don't forget about the flag hovering in the middle of the trench itself. Run from one side of the trench, double-jump to snatch the flag, and land on the other side to avoid taking damage from Maelstrom energy in the trench or Stromling Pirates spawning down there.



Smash the 10 Stromling Pirates and return to Toby. He gives you another mission to speak with Renee Tombr crusher. She's up on the rocks at the back of the trench. Renee asks you to help Quick Build a mermaid statue to put the love whammy on the local pirates. Before you leave for that task, read the message plaque next to Renee.



The mermaid Quick Build rests on the ground on the opposite side of the Maelstrom Trench from Renee. Quick Build the mermaid statue and all enemies around here pause and stare at the statue with hearts floating around their heads. It's true love for the few seconds the mermaid lasts! Return to Renee and she will give you a mission to seek out Arrrthur Arrrbuckle deeper in the forest.

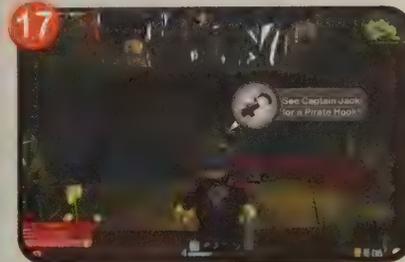


Follow the dirt path until it forks. The right fork leads to Elephant Escarpment and eventually loops around toward Brig Rock. The left leads to Arrrthur Arrrbuckle. Watch out for a Stromling Ape who likes to patrol the area near

the fork. Stromling Apes are very powerful and can throw rocks from a long distance to smash anyone in the impact area. It's best to attack Stromling Apes in a group if you don't have a potent weapon. A Quick Build will appear near the Stromling Ape once you've significantly wounded it. The Quick Build creates a LEGO anvil over the Stromling Ape's head; the anvil will drop and smash the ape to bits.



Heading into Elephant Escarpment, look for binoculars inside the cave before the Elephant pond area. Plenty of Elephants mill about for you to tame, but unlike other Pets you'll need a Bag of Peanuts in addition to Imagination to tame an Elephant. You can obtain a Bag of Peanuts from a Merciless Ned mission (map location 19). A second pair of binoculars looks out on the overhang, and you can find a hidden flag in the small alcove next to the pond if you have a Pet dig up the red X.



This pirate-only Quick Build can be operated only after you have the Pirate Hook from Captain Jack Knife (map location 22). The Quick Build creates a rope platform to haul you up to the *Keelhaul Canyon Racetrack*. Come back and visit once you own the Pirate Hook.



When you go left at the fork, you meet Arrrthur Arrrbuckle standing up on a wooden platform. He asks you to repair another mermaid statue just down the path.



Unlike the statue back at the Maelstrom Trench, this one has a missing piece. Smash nearby crates to collect a mermaid head then Quick Build the statue to mesmerize nearby enemies with her beauty. Return to Arrrthur and he will ask you to head down to Brig Rock (map location 20) and see what all the commotion is about. Once you do, you're rewarded with a 1/2/3 Superior Cutlass and 5 Boom Trap Kits to use on your Property.



Merciless Ned stands at the top of the path winding down to Brig Rock. His mission is optional, but you'll want to do it if you're interested in taming a Pet Elephant. Ned sends you to smash five explosive crates in Brig Rock. Once you've done so, return to Ned and he will reward you with a Bag of Peanuts.

DISCOVER THIS!

LEGO Dice



You'll find the skeleton cage just past Merciless Ned and before Brig Rock. A Stromling Ape likes to guard the area, so be careful when you get close enough to spin this cage. Rotate the cage 25 times and you win the LEGO Dice activatable item. Roll 100 "6s" with the LEGO Dice and you earn the Rolling Dice shirt from the "It's Truly Random" achievement.

DISCOVER THIS!

Pirate Captain Hat



Start hacking apart Stromling Pirates if you want this comfy hat. You'll need to smash 1,125 pirates to earn the "Venture League Privateer 3" achievement, which gives you the +1 Armor, +2 Imagination Pirate Captain Hat. Wearing the hat also enables you to rocket directly to Pirate Camp from Nimbus Station, and it makes your friends dance around you while restoring 3 Imagination when you activate it.



You'll see a skeleton cage hanging from the trees once you head down the path, and a red X to your left. The X holds another hidden flag if you command your Pet to dig it up. However, a Stromling Ape calls this area home; unless you run past the big ape, you're in for a fight. It can throw rocks all the way up the path, so don't think you're safe by standing up near Merciless Ned.



You can spin the skeleton cage once the Stromling Ape has been dispatched. Spin the cage 25 times and you complete the "Rattle the Bones" achievement and earn the LEGO Dice as a reward.



Maelstrom enemies run around Brig Rock like crazed lunatics escaped from the pirate loony bin. Stromling Pirates challenge you as soon as you step into Brig Rock territory, and they may even chase you back up the path out of Brig Rock. There are more Stromling Admirals here than in Maelstrom Trench. Of course you'll also have to dodge exploding crates while running around the lower part of Brig Rock.



If you've picked up the mission from Merciless Ned, fight through the Stromling Pirates and Admirals and smash five exploding crates. You might want to shoot them with a ranged weapon to avoid being smashed

yourself. Once you've smashed five crates you can return to Ned for your reward. Otherwise hug the left side of the area and speak with Bert Scurvyburp up out of harm's way on the wooden platform.



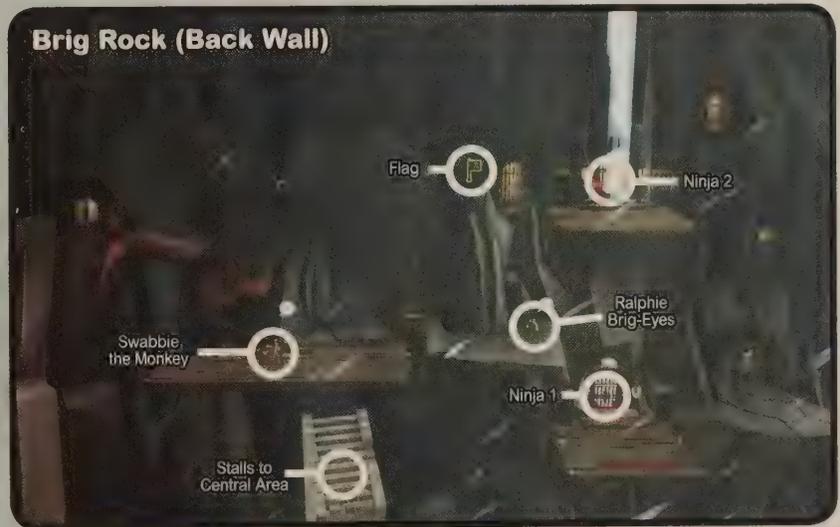
Bert hands you the Superior Cutlass and asks you to stop a mad "gunman" up on the back wall. It's up to you to put an end to this mysterious shooter's rampage.



To reach the back wall (and the plateau leading to the rest of Gnarled Forest), look for the first part of the stairs sticking out of the ground. It's in the middle of Stromling Pirates and Admirals, so make your way up the stairs quickly if you don't want to battle for a long time.

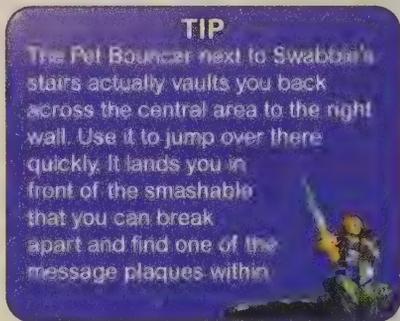


Leap across to the second section of stairs. To your right is a platform with a Quick Build in the center. Building that creates a mermaid statue down on the ground level and slows down the Stromling Pirates and Stromling Admirals. Turn left and leap across to the third section of stairs.





The fourth section of stairs is actually broken in half. To reach the second half, you need to Quick Build a platform in between the two sections. Double-jump from the first half of the stairs to the new platform to the second half of the stairs, and then double-jump up to the wooden platform above.



The mysterious shooter turns out to be Swabbie the Monkey, and Bert was right—who would trust a crazy monkey with a pistol? To get the Basic Flintlock Pistol (1/1/1, plus ranged attack) away from Swabbie, find five bananas to feed to him. You might have already collected these from the banana trees in the area, or you can run back down to the entrance area and collect bananas easily there.



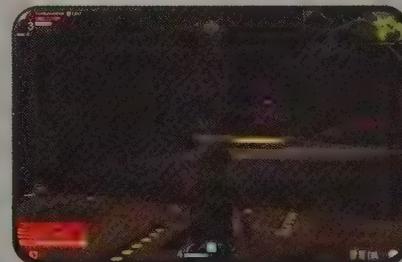
Jump over and down from Swabbie the Monkey's platform to talk to Ralphie Brig-Eyes. He's pinned down by Swabbie's careless aim and needs you to feed his four ninja prisoners. They too eat bananas! The first two ninjas are on the back wall, one above Ralphie and one below him. You can drop to the lower ninja platform simply by falling off the edge behind Ralphie. To reach the ninja on the upper platform, look for the Quick Build bouncer on the rocks between the first ninja and the right wall. When assembled, this bouncer shoots you up to the upper platform, where you can talk to the second ninja or jump off the side and pick up another Gnarled Forest flag.



To reach the third and fourth ninja on Brig Rock's right wall, return to the entrance and hug the terrain until you can jump up on a small pile of rocks below where the jail cells begin. A Quick Build moving platform connects these rocks with the rock ledge on the other side of the large gap. Build the platform, hop on, and ride it to the far ledge. Double-jump off the rock ledge and onto the wooden platform beyond.



Talk to the third ninja on the wooden platform. If you jump out to one of the elevated central platforms and then back over to the right wall past the third ninja's wooden platform, you end up on the rock ledge with the message plaque (the same spot to which the Pet Bouncer catapults you). Continue on and in the corner is another pirate-only Quick Build. If you climb up here with the Pirate Hook you'll wind through a cavern, find another message plaque, and end up outside in front of Crocodile Corner.



To reach the fourth ninja and the Gnarled Forest flag floating high up on the right side, jump back to the stone platform with the moving platform. Look up and you should see the flag and an angled, broken plank bridge halfway up the cliff face. Quick Build the bouncer on this stone platform, and hop on it. You shoot skyward and land on this sloping plank bridge. Run up the bridge and leap off to catch the flag. Otherwise, turn around and leap off to the upper wooden platform that holds the fourth ninja.

Now that you know how to navigate the complex ins and outs of Brig Rock, future missions should be as easy as eating a banana around here.



When you're ready to set off for the rest of Gnarled Forest, take the stairs up toward Swabbie the Monkey, but instead of climbing the final stairs continue straight on the plateau. At the back of the plateau is a steep cliff guarded by a Stromling Ape. You can't climb the cliff but you can Quick Build a bouncer to launch your Minifigure up the cliff.

TIP

To nab the Imagination Brick floating in the middle of the plateau, bounce up to the cliff and back up a little bit, then turn to face the Imagination Brick. You can't reach the Imagination Brick with a normal double-jump. Instead, gain a speed boost from an activatable item, then sprint off the cliff and double-jump for the prize.



You can't sneak around this Stromling Ape to build the bouncer. Smash away at the ape with other players if you can. If not, hit the Stromling Ape with quick blows as you stay on the move so it won't clobber you. When the Stromling Ape smashes apart, you can use the bouncer to vault up to the entrance to the Pirate Camp.



Walk down the path until you come out on the Pirate Camp beach. Captain Jack Knife stands on the rocks next to his pirate organ.



Speak with Captain Jack Knife and he will challenge you to score 25,000 points in the Shooting Gallery Mini-Game. If you can pull off that feat he will reward you with the Pirate Hook, allowing you to use the pirate-only Quick Builds.



Explore the beach thoroughly. There's a ton to do here, including finding the flag under the rock shelf in the corner,

taming the hidden Crabs (call them up out of the sand by having one of your other Pets dig up a buried treasure), viewing the binoculars, reading the message plaque, buying and selling at the vendors, and playing the Shooting Gallery Mini-Game.

CAUTION!

You can't enter the guarded treasure cave until you have Numb Chuck's "Return the Stolen Treasure" mission from the Forbidden Valley.



Before you can enter the Shooting Gallery, talk to Black-Hearted Kevin. He requires five cannonballs to load up the Shooting Gallery cannon. Look for the hanging sharks above the accessory vendor and blast them apart with a ranged weapon. Cannonballs will fall out of each shark's stomach, and it should only take a few shots to gather enough. Return to Kevin for your Green Imaginite Crystals and play the Shooting Gallery Mini-Game.

DISCOVER THIS!

Large Cannon Model



Once you reach the Pirate Camp, blast away at the hanging sharks and catch all the cannonballs that fall down. You need to collect them anyway for the Shooting Gallery Mini-Game; however, if you keep collecting and reach 25 cannonballs, you complete the "Gunner's Mate" achievement and score a nifty Large Cannon Model to display proudly on your Property. While you're at it, smash 25 sharks and you gain the Mini Galleon Model from the "Everybody's Chum, Chief Brody" achievement, too!



It may take you several rounds to earn enough points in the Shooting Gallery. Watch the ship speeds and lead your shots ahead of the targets so that they arc directly on top of them. If you see two ships converging, time your shot to land at that exact point to sink two ships with a single shot.



Rack up the points while avoiding hitting friendly ships that sail through. Score bonus points if you hit sea monsters that get introduced later in the session. If you don't gain at least 25,000 points, stay in the mini-game and keep trying until you do.



Return to Captain Jack Knife once you beat the Shooting Gallery Mini-Game. The good Captain hands you the Pirate Hook as your reward, and you can now gain access to the final Gnarled Forest area. Head back to map location 17 or use the pirate-only Quick Build on Brig Rock's right wall.



If you take the pirate-only Quick Build in Brig Rock, it swings you up to a short cave (with a message plaque) that drops you off next to Crocodile Corner. Tame your Pet Crocodile here, and be sure to pick up the flag floating in midair over the grassy shore next to the Crocodile pond.



Once you're at *Keelhaul Canyon Racetrack*, you have a lot to do. You can build new cars with the modular build area, buy and sell at the three vendors, look through a pair of binoculars, break up a ton of smashables, and race on the course by talking to Swifty McGurk.



Got your car all polished and ready to drive? Speak with Swifty and he will give you the first *Keelhaul Canyon* racing mission: Finish a race without wrecking your car. It's a perfect mission to be on when learning this track. Drive slowly through the course to get a feel for all the tough spots and avoid obstacles to complete your mission.



When you're ready to zip through three laps in a regular *Keelhaul Canyon* race you'll want to get off to a quick start. If you can get ahead of your competition you can gobble up more Imagination Orbs, leading to more speed boosts and allowing you to avoid smashing into a competitor's car.

Gnarled Forest Race Missions

Name	Coins	Universe Points	Special Rewards
Keelhaul Canyon Top 3	150	5	None
Swifty's Best Lap	150	5	None
Swifty's Best Time	150	5	None
No Wreckin'	150	5	None
Keelhaul Canyon Champion	150	5	None
That's Velocity Lass	150	5	None

Keelhaul Canyon Racetrack



If you fall behind the competition, stay close to them and strategically pick up any Imagination Orbs that the cars ahead of you miss. When you see an opportunity, hit a speed boost and move up a position.



The first turn on the course is more a wiggle than a turn. Lean right slightly when you see the yellow arrows on the cliff to your left.



On the second part of the wiggle, lean back to the left. You'll see a stone divider at the bottom of the hill in the middle of the track, and you need to plan which way you're going around that divider.



Most of the time you want to stay close to the right side and drive through the waterfall. Yes, through the waterfall! It's a secret passage and offers a shortcut to the track's next section.



If you take the waterfall shortcut, zoom through the tunnel and look for the speed boost pads on the track's left side.



Accelerate up the ramp at the end of the speed boost area. You jump over the main track at the end of the ramp.



Get airborne as you fly over the regular track! If you're collecting racetrack flags, you can nab one on the right side of the shortcut after the landing.



As you enter the shortcut's last turns, avoid any Maelstrom chests in the track. Hit one of those and you wreck your car.



At the end of the shortcut you'll spot a barricade closing off the track. Smash through it at full speed! It won't damage your car.



Now you're back on the main track after the shortcut.



Pick up speed and make the long jump onto the next section of track. Land to either side. If you land in the middle you'll probably fall through one of the holes in the middle of the track.



Weave around the Maelstrom chests while avoiding the gaping holes in this part of the track.



Stick to the left wall as you enter the hairpin curve next to the beach. If you take it too wide, you'll shoot over the edge and have to drive up the beach, which is the longer route.



Catch the speed boost pads on the track's left side and they will rocket you out of the hairpin curve.



On the boardwalk section, pick up whatever speed boosts you can and avoid more Maelstrom chests.



Veer right as you zip around a rock outcropping on the sandy stretch.



Veer back to the left and either cut it close to the rock wall or stay out wider and smash through the fence.



On the final stretch of sand, speed boost toward the jump at the end. The more speed, the farther you'll glide through the air as you attempt to land farther down the next section of track.



Once in the air, guide your car to land on the right side. If you can take the upcoming sharp turn on the outside, you can take advantage of the speed boost pads.



Use the speed boost pads on the curve or pick up loose Imagination Orbs on the inner part of this turn.



You get to see an awesome ship battle unfold along the ocean side section of track. Watch for different events as you race through on subsequent laps.



If you have extra Imagination building up, spend it at the end of the ocean side section where you can blast through the long straightaways and wide turns.



A jungle canopy invades the next section of track. Weave through the trees as fast as you can without crashing. Watch out for the hidden Maelstrom chests in the "open" spaces.



Stay to the left out of the jungle and ride over more speed boost pads.



Shoot up out of the final tunnel toward daylight.



You've made it one whole lap around. Now see if you can survive two more!



Back at the beginning of the course, if you don't take the waterfall shortcut (which is the recommended route) and go straight instead, you can cruise around the stone divider either way.



Pick up speed as you hit the downhill; careful to avoid the Maelstrom chest in the center of the course.



Just in case you don't have any, there are plenty of Imagination Orbs prior to the fire jump. Grab some and speed boost before the jump.



With enough speed you can clear the fire pit!



Concentrate on a safe landing and don't worry about the skull's teeth poking out of the racetrack. You can smash right through them without penalty.



Stick to the left side of the track when entering the big turn to pick up more speed boost packs.



Slow down when you see the purple pillars. It's dangerous to race through this area; you have a small space on either side of the pillars, and more Maelstrom chests sit as impassive obstacles in your way.



Weave around as you exit the purple column section to pick up any Imagination Orbs in your path.



You're now passing where the waterfall shortcut comes out. Hit your speed boost and leap off the ramp.



Keep going around the track as previously mentioned, avoiding the holes in the track, taking advantage of speed boost pads and eliminating crashes at all costs.



Don't go too fast in the hairpin curve near the beach. If you do, you'll fly off into the beach area.



Follow the beach up the hill toward the main track.



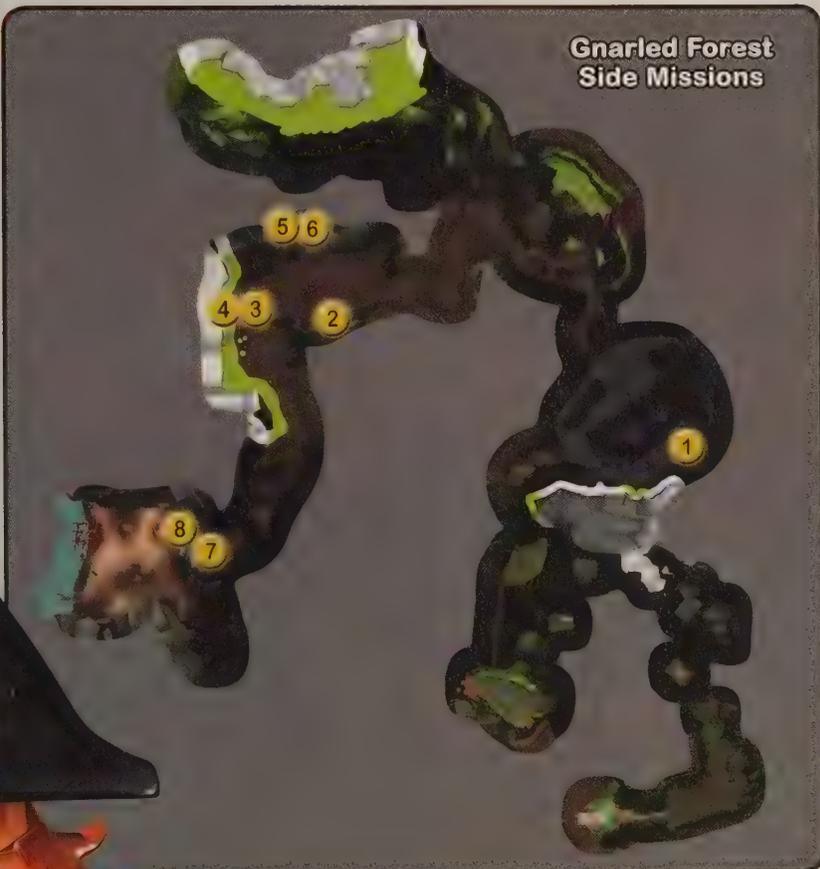
Avoid the giant rocks and stay to the left unless you want to comb the beach for more racing flags.

You rejoin the main track at the top of the beach. You'll lose a lot of time if you take the beach route, but with some skillful turns and speed boosts you can get back into the race before the end of the lap.

Side Missions



Renee Tombcrusher is a big, big fan of Johnny Thunder. She gives you a side mission to get an autograph from Johnny on Nimbus Station. You know Johnny loves to give out autographs, so it won't be hard to get the reward from Renee.



Gnarled Forest Side Missions



Bert might be scared up on his wooden platform, but he's still fighting the zombie pirates. He has two side missions in the Brig Rock battle. First, he needs you to smash three Stromling Admirals. Second, he wants you to Quick Build three walls in the jail area to slow down the Stromling attack. You receive some fish consumables for the effort, and you can take satisfaction that you did your part against the Stromling invasion.



3 Free Ninja Hashi with a mannequin you get from the “Behind Enemy Lines” mission in the Forbidden Valley. Once you have the decoy mannequin you can smash open the ninja’s cell and free him.



5 Free Ninja Steve with a mannequin you get from the “Behind Enemy Lines” mission in the Forbidden Valley. Once you have the mannequin you can smash open the ninja’s cell and free him.



4 Free Ninja Mashi with a mannequin you get from the “Behind Enemy Lines” mission in the Forbidden Valley. Once you have the mannequin you can smash open the ninja’s cell and free him.



6 Free Ninja Zashi with a mannequin you get from the “Behind Enemy Lines” mission in the Forbidden Valley. Once you have the mannequin you can smash open the ninja’s cell and free him.



7 Captain Jack has lost his most prized possession—a picture of his mom. Head to Avant Gardens and have your Pet dig up the picture at the red X behind the Buffalo Pet area. Return to Captain Jack Knife and he rewards you handsomely with the Pirate Fort Module (Pack 1).



8 Betty Hatchesbatten stands along the trail next to the secret treasure area in Pirate Camp. Betty gives you a side mission to head to Forbidden Valley and find three missing rocket parts. You can find these rocket parts inside the three wooden barrels hidden throughout the world. After you’ve collected all the rocket parts you can return to Betty. Betty will turn the rocket parts over to you and you’ll be able to build a rocket truly worthy of Gnarled Forest.

Forbidden Valley

World Overview

- Imagination Bricks: 1
- Flags: 10
- Missions: 25
- Pets: 5
- Enemies: 3
- Achievements: 38

Learn the ways of the ninja in the land of floating rock islands and discover the Hidden Dojo in the world's gigantic central tree. The journey is treacherous. One false step off the rocky path or one failed jump over windy updrafts can spell doom. Once you manage to reach the master ninjas, you'll be sent off to complete their tasks and gain some of the best rewards in the game: the Maelstrom Hammer, Great Katana, and various fighting style Gis. Earn the Ninja Hood and gain the ability to pass through forbidden barriers.

LEGEND

- | | | |
|-----------------|---------------------------|--------------------|
| Key Location | Launch Pad | Smashable Item |
| Buried Treasure | Special Point of Interest | Explosive Crate |
| Flag | Minifigure (NPC) | Mailbox |
| Mission Giver | Vendor | Dark Ronin |
| Pet | Quick Build | Maelstrom Dragon |
| Binoculars | Plaque | Maelstrom Horseman |



Enemies on this World



Dark Ronin



Maelstrom Horseman



Maelstrom Dragon

Pets on this World



Goat



Panda



Green Dragon



Red Dragon



Mantis

Standard Missions

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
1	Ninja Tashi	Ravencloud Gate	Find a way past Ravencloud Gate	None	0	5
2	Kenjin the Wise	Yes Sense!	Speak with Master Fong Shader	None	0	5
3	Knuck Brassels	Claim Raven Bluff Property	Defeat the Maelstrom on the Raven Bluff Property	None	0	5
9	Brickmaster Clang	Stop the Horsemen!	Build 3 Maelstrom Turrets from smashed crypts	White Conical Hat	200	5
9	Gathermaster Klex	Bell Buster	Gather 4 hammer pieces from the Bell Shrines	Maelstrom Hammer	200	15
9	Master Fong	The Ninja Masters	Complete a mission for Brickmaster Clang, Gathermaster Klex, and Smashmaster Foom	Choice of Dragon Style, Mantis Style, Panda Style Gis	500	15
9	Master Fong	Talk to Numb Chuck	Talk to Numb Chuck	Black or White Ninja Hood	0	5
9	Numb Chuck	The Way of the Dragon	Smash a Dragon	Enchanted Dragon's Tooth, Roar! Emote	200	5
9	Smashmaster Foom	Pwnin' the Ronin	Smash 10 Dark Ronin	Crossbow	200	5
14	Bill Shido	Vapor Where?	Talk to Vapor Overcast in the Paradox Refinery	None	0	5
17	Vapor Overcast	Leading the Herd	Lure 3 Horsemen into Brick Fury's range	3 Potions of Shielding	200	5

Side Missions

(map on page 125)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
1	Ninja Tashi	Fearless Guards	Use the Roar! Emote in front of the guards to scare them	Knit Cap of Stunning	200	5
2	Georgie Timbershivers	Where Arrr We?	Bring ninja clothes to the lost pirate	Treasure Map Part 1	0	5
3	Master Fong	Study the Maelstrom	Talk to Wisp Lee in Avant Gardens	None	0	5
4	Numb Chuck	Return the Stolen Treasure	Recover Numb Chuck's treasure from the Pirate Camp	Numb Chuck's Maelstrom Staff	250	15
4	Numb Chuck	Slayer of Dragons	Defeat all three Maelstrom Dragons	Large Bag of Faction Tokens	500	5

Side Missions (continued)

Map Location	Mission Giver	Mission Name	Description	Item Rewards	Coins	Universe Points
5	Smashmaster Foom	The Cursed Cavalry	Smash 5 horsemen	Great Katana	200	5
6	Gathermaster Klex	Sixteen Bricks	Collect 16 bricks to make dummy ninjas	4 Headless Mannequins	200	5
6	Gathermaster Klex	Hatching a Plan	Talk to Brickmaster Clang about freeing ninjas in Gnarled Forest	None	200	5
7	Brickmaster Clang	Behind Enemy Lines	Free 4 ninjas in Gnarled Forest	Imagination Point	500	10
7	Brickmaster Clang	The Way of the Panda	Complete the foot race, then tame the Panda Pet	Panda Pet	200	5
8	Robbie Jibhanger	Pajama Parrrrty	Bring ninja clothes to the lost pirate	Treasure Map Part 3	0	5
9	Bill Shido	Challenge of the Ronin	Smash 20 Dark Ronin statues before they turn into Dark Ronin	Ninja Rocket Nosecone	200	5
10	Gary Grogowitz	Ninja Disguise	Bring ninja clothes to the lost pirate	Treasure Map Part 2	0	5
11	Vapor Overcast	Power Pack	Collect 30 Maelstrom Bricks for Brick Fury	Ninja Rocket Cockpit	250	5
12	Echs Ray	The System Is Down	Repair all the pipes at the same time	3 Tough Buff Sauces	200	5
12	Echs Ray	Something in the Maelstrom	Talk to Master Fong Shader	None	0	5

Forbidden Valley Achievements

Name	Description	Rewards
A Creative Opportunity	Collect the Imagination Brick in Forbidden Valley	Imagination Point, 5 Universe Points
Bang a Gong	Smash 100 Dragon gongs	Ninja Fortress Module Pack 1, 5 Universe Points
Crypt Keepers	Discover Cavalry Hill	100 coins, 5 Universe Points
Dragon Tamer	Tame a Red Dragon Pet and a Green Dragon Pet	Green Dragon Shirt, 5 Universe Points
Fear of Heights	Discover the Perilous Path	200 coins, 5 Universe Points
Forbidden Valley Achiever 1	Complete 10 missions or achievements in Forbidden Valley	Hanbock, 5 Universe Points
Forbidden Valley Achiever 2	Complete 20 missions or achievements in Forbidden Valley	Large Ninja Arch, 10 Universe Points
Forbidden Valley Achiever 3	Complete 30 missions or achievements in Forbidden Valley	Great Shortsword, 15 Universe Points
Forbidden Valley Achiever 4	Complete 40 missions or achievements in Forbidden Valley	No Pirates Shirt, 20 Universe Points
Forbidden Valley Achiever 5	Complete 50 missions or achievements in Forbidden Valley	Mega Chest Armor, 25 Universe Points
Forbidden Valley Achiever 6	Complete 60 missions or achievements in Forbidden Valley	What??? Emote, 30 Universe Points
Forbidden Valley Explorer	Discover all 7 points of interest in Forbidden Valley	Sway Dance Emote, 5 Universe Points
Forbidden Valley Observer	Use all 10 binoculars in Forbidden Valley	Floor Dance Emote, 5 Universe Points
Forbidden Valley Firefighter	Extinguish 100 candles	Potion of Shielding, 5 Universe Points

Forbidden Valley Achievements (continued)

Name	Description	Rewards
Friend of the Ninja	Pass through the Great Ninja Gate	White Ninja Gi, 5 Universe Points
Gate Crasher	Find both ways around the Great Ninja Gate	Ninja Buckler Shield, 5 Universe Points
Insect Music	Discover Mantis Rock	200 coins, 5 Universe Points
Lead the Charge	Lead 100 Maelstrom Horsemen to Brick Fury so he can smash them	Great Scimitar of Rooting, 5 Universe Points
Lights Out	Smash 100 ninja lanterns	Ninja Garden Model Pack 1, 5 Universe Points
Ninja Acolyte 1	Smash 25 Dark Ronin	Student Bow Emote, 5 Universe Points
Ninja Acolyte 2	Smash 125 Dark Ronin	Red Ninja Hood, 10 Universe Points
Ninja Acolyte 3	Smash 1,125 Dark Ronin	Bat Model, 15 Universe Points
Ninja Flag Hunter	Collect 10 flags in Forbidden Valley	Ninja Flag, Life Point, 5 Universe Points
Ninja Initiate 1	Smash 10 Maelstrom Cavalry	Blue Kimono, 5 Universe Points
Ninja Initiate 2	Smash 100 Maelstrom Cavalry	Sensei Bow Emote, Ninja Fortress Model Pack 2, 10 Universe Points
Ninja Initiate 3	Smash 1,000 Maelstrom Cavalry	Spider Model, 15 Universe Points
Ninja Warlord 1	Smash 1 of each Maelstrom Dragons	Great Katana of Freezing, 5 Universe Points
Ninja Warlord 2	Smash 30 Maelstrom Dragons	Twin Dragons Kimono, 15 Universe Points
Ninja Warlord 3	Smash 300 Maelstrom Dragons	Kung Fu Master Shirt, 25 Universe Points
No Trespassing!	Discover the Forbidden Passage	200 coins, 5 Universe Points
Preemptive Strike	Smash 100 stone ronin statues before they wake up	Great Halberd, Black Hood, 5 Universe Points
Pyrophobia	Discover the Dragon's Den	200 coins, 5 Universe Points
The Forbidden Valley Story	Read all 7 message plaques in Forbidden Valley	1000 coins, 5 Universe Points
The Way of the Hammer	Smash 25 glowing anvils, 25 Dragon statues, 25 horse statues, and 25 Mantis statues	Great Club, 5 Universe Points
Tree Climber	Discover Numb Chuck's location	Sigh Emote, 5 Universe Points
Weird Science II	Discover the Paradox Refinery	200 coins, 5 Universe Points
What Tree?	Discover the Hidden Dojo ¹	200 coins, 5 Universe Points
Zen Tamer	Tame Mantis, Panda, and Goat Pets	Red Ninja Gi, 5 Universe Points

Mission Walkthrough



You arrive on one of the many the rocky, floating islands that comprise the Forbidden Valley. The rocks stretch out before you, and dozens of candles light the path. You can extinguish the candles. Extinguish 100 candles to complete the "Forbidden Valley Firefighter" achievement and earn a Potion of Shielding as a reward.



With your back to the Nimbus Station launch pad, turn left and you'll find Ninja Tashi. He gives you a mission to find a way past the Great Ninja Gate just ahead. There are two ways to bypass the gate, but you only need to discover one to complete the mission.

Look through the binoculars near Ninja Tashi before you climb up the Perilous Path toward the Great Ninja Gate.

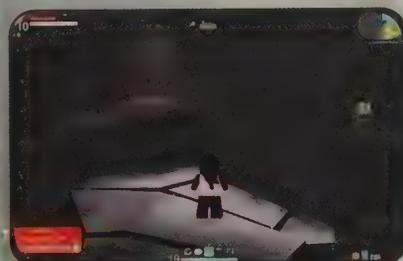


Your first major obstacle in Forbidden Valley is the Great Ninja Gate, which you can't pass through without the Ninja Hood (which you'll earn later).

For now you're going to go around the gate instead of through it. You have two options.



Look to your right for the easiest option. On the rocks down the slope from the ninja gate guards are two small temple structures. Smash them to get a red Quick Build to appear. Quick Build the bouncer. It will vault you over the mountain wall and past the Great Ninja Gate.



If you look out to the left of the Perilous Path, a string of floating rock islands arcs around to the far left side of the Ninja Gate. Hop out on these rocks carefully one by one and you can reach a secret gate through the mountain-side and past the Great Ninja Gate. The rock islands move, so wait for the next island to inch closer before you make each leap. You'll clearly see the first Forbidden Valley flag on the lower ledge of the main Perilous Path as you hop along these exterior islands; once you know where it is, scoop it up on your next visit along the Perilous Path.



In the small village beyond the Great Ninja Gate, you have some exploring to do. You can buy and sell at the brick vendor, break open multiple smashables, read your mail at the mailbox, use the Wishing Well (if you have Red Imaginite Crystals), and even check out the Raven Bluff Property area if you've unlocked it.



Speak with Kenjin the Wise before you continue deeper into the Forbidden Valley. Kenjin congratulates you on your wise ways in figuring out how to sneak past the Great Ninja Gate and tells you to seek out Master Fong in the Great Tree. You'll find Master Fong in the Hidden Dojo at the valley's central crossroads area.



TIP
Before you jump over the first updraft, search the rock outcropping to the right. Hidden inside the gray rock smashable is another Forbidden Valley flag.

After you leave Kenjin behind it won't be long until you run into what looks like a dead end. Before you is only barren stone and a single smashable barricade. Where do you go?



You've already discovered that Forbidden Valley is a collection of floating islands, some tiny and some quite large. The gaps between the larger islands have constant updrafts. You can see the swirling winds if you look closely. These updrafts will actually carry you from one island to the next. Smash the barricade, collect the items that pour out, and double-jump out into the updraft. It's a leap of faith, but if you catch the updraft, it lifts you effortlessly to the other side.

CAUTION!
If you begin to lose altitude in an updraft, you can double-jump to catch more lift and land safely on the other side. You only get one chance to double-jump to be sure to time it just right.



On the other side of the first updraft is Mantis Rock. If you need to refuel you can start whacking the lanterns for Health, Imagination, Armor, coins, and possibly other treats.



As the name suggests, Mantises mill about on a rock shelf to the left of the main path. You can try taming a Mantis if you have enough Imagination before you head off to the top of the hill. There's also a message plaque at the hill top.



What you might not expect is to find a pirate-only build in the middle of ninja territory. Yet, at the top of the hill, there is one that leads up to a higher rock ledge if you have the Pirate Hook equipped. Georgie Timbershivers hides up on this rock ledge and starts you on the "Strangers in a Strange Land" mission to aid him and two other pirates stuck in Forbidden Valley.



Dark Ronin enemies fill the main courtyard in Mantis Rock. Dark Ronin initially appear as inert stone statues, but stand next to one and they quiver awake and bust out of the stone cocoon. Because they are armed with deadly katanas you want to avoid facing more than one at a time.



The key is to not stand still and instead circle the Dark Ronin while shooting at them with a ranged weapon. Remember to avoid the statue Dark Ronin unless you want more to join in on the fight. If you don't have a ranged attack, only activate one Dark Ronin at a time and try to hit it on the sides or back while staying wide of its returning swing.



A model vendor sells his wares from up on the steep hill in the back of Mantis Rock. One of the four Bell Shrines necessary for the "Bell Buster" mission rests on the rocks behind the Dark Ronin, and there's also another flag hidden behind the Bell Shrine. When you're ready to head toward the Hidden Dojo, talk the long path up and out of Mantis Rock and leave the Dark Ronin behind.



You come to the second updraft after the long stairs leading up from the Dark Ronin courtyard. Read the message plaque and look through the binoculars before you smash apart the barricade and double-jump into the strong winds.



You land on the rock outcropping with the Mantis statue. Once you earn the Maelstrom Hammer from completing missions for the ninja masters you can smash the Mantis statue (as well as the horseman and Dragon) and work toward "The Way of the Hammer" achievement. Smashing a statue also reveals a Quick Build bouncer that you can use for shortcuts around the Great Tree. The Mantis statue outcropping is also the spot where the Panda foot race ends and where you can finally tame a Panda Pet if you complete that race.

DISCOVER THIS!

Great Club



This powerful melee weapon comes at a price: You have to smash a whole lot of stuff! If you can complete "The Way of the Hammer" achievement by smashing 25 glowing anvils, 25 Dragon statues, 25 horse statues, and 25 Mantis statues, you earn the Elite Club. It doesn't have any special abilities other than a 2+2+3 combo. Not bad for a hunk of LEGO wood, huh?



9
The impressive Great Tree soars up into the sky in front of you. Lights from Master Fong Shader's house glow in the mist that surrounds the massive, twisting tree. It takes a while to get used to the different levels of the Great Tree, so start exploring and learn the paths to Cavalry Hill and Forbidden Passage, as well as the locations in the tree for the five ninja masters.

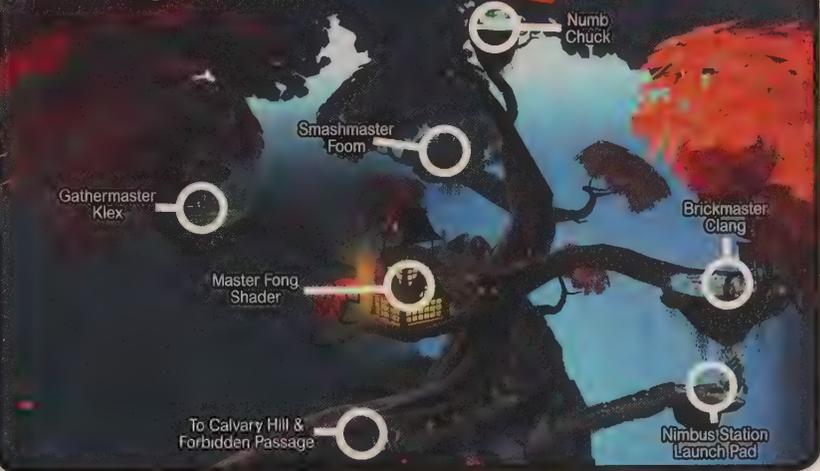


Wind your way up the Great Tree toward the main level in front of Master Fong Shader. You'll pass the Nimbus Station launch pad offshoot and the right branch up to Smashmaster Foom as you climb toward Master Fong. Once you reach Master Fong's level, you can check the mailbox, catch a view through binoculars, buy and sell at the accessory vendor, and retrieve another Forbidden Valley flag near Master Fong's house. There's also a Bell Shrine and the anvil to reach Numb Chuck in the area.



Speak with Master Fong and he explains that you must prove yourself to three ninja masters in the Hidden

Hidden Dojo Overview



Master Fong's Level



Dojo: Smashmaster Foom, Gathermaster Klex, and Brickmaster Clang. Each have a mission for you. Return to Master Fong once you have completed them all for your choice of a powerful ninja-style gi.

DISCOVER THIS!

Ninja Style Gi

The ninja-style gis turn your hands into weapons of mass destruction, all without an item in hand! Each grants you a formidable melee attack, and all three gis offer slightly different bonuses: The Dragon Style Gi gives +6 Armor and +8 Imagination; the Mantis Style Gi gives +6 Armor and +8 Imagination; and the Panda Style Gi gives +6 Armor and +8 Imagination. Prove yourself to the three master ninjas, and Master Fong will award you this super ninja uniform.





After speaking with Master Fong, search out Smashmaster Foom. He asks you to smash 10 Dark Ronin and will reward you with a special Crossbow once you've done so, giving you a nice ranged attack.



Talk to the other master ninjas, then return to Mantis Rock and smash apart 10 Dark Ronin. Use the same tactics as the first time you passed through the area on your way to the Hidden Dojo. It shouldn't take you long to register 10 broken Dark Ronin and win the Crossbow from Smashmaster Foom.



Next, speak with Gathermaster Klex. He needs you to find four special bricks inside the four Bell Shrines scattered about Forbidden Valley. You passed one in Mantis Rock on the trip to the Hidden Dojo. A second Bell Shrine stands in the courtyard in front of Master Fong.



DISCOVER THIS!

White Conical Hat

What's the big deal about a white hat? Well, the +3 Armor for head gear is a sizeable boost for Minifigures who like to mix it up in combat a lot. To earn the White Conical Hat, complete Brickmaster Clang's mission to build three Maelstrom Turrets and block the crypts in Cavalry Hill. Too bad you don't get the hat first, because you just might need it against the powerful Maelstrom Horsemen swarming Cavalry Hill.



Hop on the elevator and take the leisurely trip up through the tree branches. At the highest point, double-jump off and land on Numb Chuck's platform before the Quick Build elevator breaks apart. Numb Chuck rewards you with a Black Ninja Hood or a White Ninja Hood for your efforts so far, plus he gives you a mission to slay a Maelstrom Dragon. Achieving that task will earn you the Enchanted Dragon's Tooth, an activatable item that summons the spirit of a Dragon!

DISCOVER THIS!

Maelstrom Hammer



This 2+2+3 hammer smashes foes hard and smashes certain Maelstrom statues even harder. You need this weapon to smash apart the Dragon, Mantis, and Panda statues, as well as the anvil to reach the master ninja Numb Chuck and the Dragon gongs in the Dragon's Den. Gathermaster Klex rewards you with your choice of Maelstrom Hammer (Mantis, Panda, Dragon, and monkey styles) when you complete his mission to collect the four bricks within the Bell Shrines.



The third Bell Shrine hides up a rock path in Cavalry Hill.



There's one more thing you can do in this area so be sure to come back later. Once you've completed the missions for Smashmaster Foom, Brickmaster Clang, and Gathermaster Klex, return to Master Fong for your gi and a new mission to study with the mysterious Numb Chuck.



Finally, seek out Brickmaster Clang and accept his mission to defeat the Maelstrom Horsemen in Cavalry Hill and build three Maelstrom Turrets to block the crypts. Upon completion Clang will reward you with the heavily armored White Conical Hat.



The final Bell Shrine stands in the Forbidden Passage in the middle of the Dark Ronin and Maelstrom Horseman enemies. Return to Gathermaster Klex once you've collected all four and choose a Maelstrom Hammer that fits your style.



Head out to the anvil in Master Fong's courtyard and equip your new Maelstrom Hammer if you don't already have the big weapon out. Smash the anvil, collect the items that burst out, and Quick Build the elevator.



The path to Cavalry Hill starts with a tree branch out to the platform with the horseman statue. Four lanterns at the corners provide plenty of smashable opportunities if you feel like breaking things apart.

DISCOVER THIS!

Ninja Hood



Numb Chuck rewards you with your choice of a White Ninja Hood or a Black Ninja Hood, which allow you to pass through the Forbidden Passage barrier and rocket directly back to the Hidden Dojo when accessing a launch pad from Nimbus Station. Both give you +3 Armor and +3 Imagination, but the black one makes those around you strike a Mantis pose, while the white one makes those around you strike a crane pose. Smash the anvil in front of Master Fong with your Maelstrom Hammer and take the Quick Build elevator up to Numb Chuck to put on your Ninja Hood.



The platform after the horseman statue has several Dark Ronin in their statue state. When you cross the platform they will animate and attack. Be prepared to battle it out or run through at full speed and leave them in the dust.



Jump into the updraft that crosses you over to the Cavalry Hill island. There's a flag high up in the center of the updraft. Try to reach up for it. If you miss, double back and try again. A few trips across should net you the flag.



Land on the Cavalry Hill side and Quick Build the bouncer to vault up

to the two terraces above you. Read the message plaque to your right, then prepared to either attack the Dark Ronin and Maelstrom Horsemen or skirt them by sticking close to the perimeters. If you stay to the left, you can wind up the rocks to a gong, and then back up the rocks to a small ledge with a pair of Goat Pets ready to be tamed. If you stay to the right, you can take the stone stairs up to the third Bell Shrine.



Jump down into the main courtyard when you're ready to face the Dark Ronin. Be careful as occasionally a Maelstrom Horseman will stray from guarding the crypts. It's best to clear out all the Dark Ronin before assaulting one of the crypts, allowing you to not have to worry about them sneaking up behind your back while battling the Maelstrom Horsemen.



The Maelstrom Horsemen guard the crypt portals. To succeed at

Brickmaster Clang's mission to build three turrets, you must smash a Horseman in front of one of the crypts, smash the statue above the crypt portal, and Quick Build the turret from the parts that fall out of the crypt statue. Expect a huge fight if you attack the Maelstrom Horsemen at the top of the hill. There may be three crypts, but there are also three Maelstrom Horsemen guarding those crypts, making it difficult to fight up there without a group.



Instead, try one of the crypts on either side of the hill. Each of these crypts is guarded by a single Maelstrom Horseman, and it's possible to take one out yourself if you hit it with a powerful weapon and move quickly to the side when the Maelstrom Horseman counterattacks. Once it goes down, quickly smash the statue face above the crypt and Quick Build the turret before other enemies find you. Build three turrets and you can return to Brickmaster Clang for your White Conical Hat reward.



As you tread the path from the Hidden Dojo to the Forbidden Passage, beware of Dark Ronin springing to life along the perimeter. Either fight one at a time or run through the area and try to leave them all behind.



The area in front of the Forbidden Passage packs a lot into a small space. Dark Ronin and Maelstrom Horsemen patrol around the final Bell Shrine along the left wall. A Quick Build bouncer next to the Bell Shrine vaults you up to a rock shelf where you can tame a Green Dragon and discover another Forbidden Valley flag.



Near the entrance, a Maelstrom Horseman guards another crypt. You can build Maelstrom Turrets here if you don't want to travel up to Cavalry Hill. The second pirate for the "Strangers in a Strange Land" mission, Robbie Jibhanger, stands almost out of sight on a small ledge next to the crypt.



Bill Shido, a mission giver near the Forbidden Passage entrance, has misplaced his Ninja Hood. He asks you to carry a scroll to Vapor Overcast at the Paradox Refinery. Accept the mission to earn some coins and Universe Points, and to receive another mission from Vapor when you reach the refinery.



You'll need to be wearing the Black or White Ninja Hood in order to pass through the Forbidden Passage barrier. Keep it on if you want to move freely back and forth.



Pass through the Forbidden Passage and watch for Dark Ronin statues as you weave down to the Paradox Refinery bouncers. Unless you plan on running through and immediately jumping on the first bouncer, take it slow and fight the Dark Ronin one at a time.



Enjoy a fantastic view through the nearby binoculars when you reach the cliff with the Paradox Refinery bouncer. Jump on the bouncer to go on a crazy ride down to the Paradox Refinery far below.



You may not want to go directly to the Paradox Refinery at first. The floating rocks next to the bouncer hold Red Dragons to tame and the third pirate, Gary Grogowitz. To reach them, avoid the bouncer, step close to the edge, look down and carefully aim your fall to land on the closest rock below.



The bouncer drops you off on the ground below, and in the distance you see the Paradox Refinery. Read the nearby message plaque and view the new pair of binoculars before you climb the stairs up to the Refinery.



Speak to Vapor Overcast when you arrive at the refinery. She tells you about Brick Fury's battle prowess

DISCOVER THIS!

Great Scimitar of Rooting



Brick Fury destroys any enemy that sets foot or hoof near him. You're going to be a busy Minifigure luring Maelstrom Horsemen toward Brick Fury in droves to earn the "Lead the Charge" achievement. Pull 100 horsemen into Brick Fury's destructive range and you win the Super Scimitar of Rooting, a 2+2+3 weapon with a charge-up power to root enemies in place. A powerful attack with a great ability should sound good to anyone who likes to cut through enemies.

and asks you to lure three Maelstrom Horsemen toward Brick Fury so that he can smash them.



Enter the battlefield in front of Brick Fury, get one or more Maelstrom Horsemen mad at you, then retreat to Brick Fury. He smashes any enemies that approach, giving you credit for each horseman he breaks apart. Three down and you finish Vapor Overcast's mission.

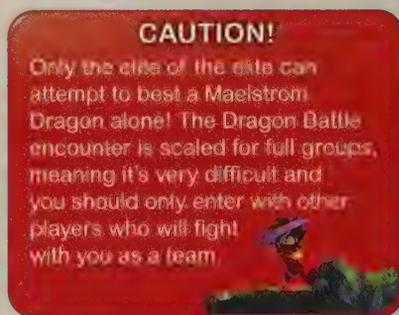


Maelstrom Horsemen and Dark Ronin swarm the path between the Paradox Refinery and the Dragon Battle entrance statue. Tread carefully through here unless you can handle more than a single foe at once. Look for another Forbidden Valley flag up on the rocks to your left as you enter the battlefield area.



Enter the Dragon Battle by interacting with the Red Dragon statue outside the sealed gate. This takes you inside the Dragon Battle along with several other players. If you can organize your own

group to enter, so much the better—you're going to need all the help you can get!



Inside the Dragon Battle you begin on the platform on the other side of the sealed gate. Look through the binoculars, and then double-jump through a series of updrafts to reach the three Dragon platforms. Along the way, you can capture the final Forbidden Valley flag.



You will encounter the toughest fight in the game when you take on the Maelstrom Dragons inside the Dragon Battle. Unlike other Maelstrom foes, the Maelstrom Dragon has enough Health to battle against four players for a long period of time. For complete details on its strengths and weaknesses, see the "Enemies" chapter.



Dark Ronin guard the Maelstrom Dragon. First, your group should clear the Dark Ronin so that they don't distract you while battling the Dragon. Periodically you'll hear a roar overhead and scorch marks will appear on the courtyard. Watch out when this occurs as more Dark Ronin will spawn to guard the Dragon. You'll have to back up and fight through the lesser foes each time this occurs.



Dodge the Maelstrom Dragon's fearsome breath attacks as you move in to deal damage. It's more important defend against a Dragon attack than it is to risk an ill-timed attack of your own. If you're smashed you will reappear near the entrance. It will take you some time to get back into the fight.



If you can get in close without perishing, hit the Maelstrom Dragon with your best series of attacks. Your barrage won't last long before the Dragon counterattacks with a defensive move that will either toast you, brush you back to the courtyard, or knock you over the edge—forcing you to rebuild.

DISCOVER THIS!

Ninja Fortress Module



So you've decorated your Property with castle towers and house walls, and now you're in the mood for something different. How about your very own ninja fortress? If you complete the "Bang a Gong" achievement by smashing 100 dragon gongs, you get the first module pack for the ninja fortress. Now all you have to do is avoid Maelstrom Dragons and Dark Ronin for a few hours while you smash away!



When you need a breather to regain Armor and Health, or if you want to wait for your group to all get back to the battlefield, retreat to the dragon gong. Smash the gong with your Maelstrom Hammer if you need more Armor, Health, and Imagination. The Dark Ronin can't reach you up on the gong platform, giving you time to recover.



Keep dodging Dragon attacks and moving in to deal damage. It might not seem like you're dealing any damage at all, but stick with it.



The Maelstrom Dragon has a lot of Health! It will take several minutes of constant attacks with your best weapons to bring down the beast.



When the Maelstrom Dragon succumbs to the final blow, you complete Numb Chuck's mission. Return to him for your Enchanted Dragon Tooth reward, and accept his next mission to slay three Dragons! There's still much to do in Forbidden Valley, and it doesn't get more challenging than a triple Dragon contest.

Side Missions



Back at the original Nimbus Station launch pad outside the Great Ninja Gate, Ninja Tashi has a side mission for you. Dance in front of the ninjas guarding the Great Ninja Gate and make them laugh. For more than chuckles, return to Ninja Tashi and he rewards you with a Knit Cap of Stunning.

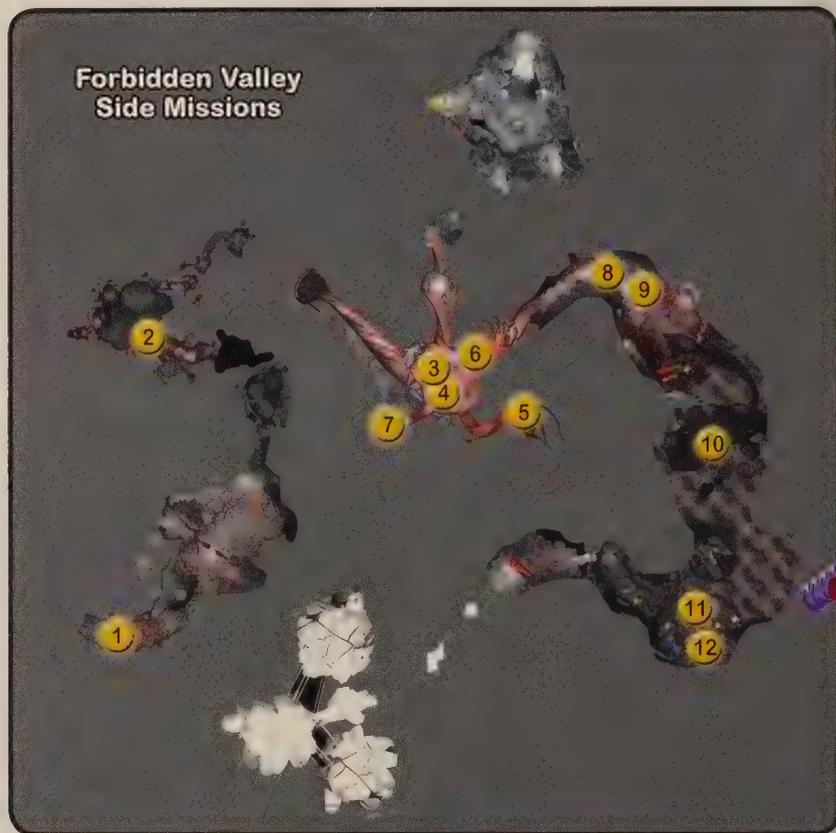


Meet up with Georgie Timbershivers for the "Where Arrr We?" mission. To receive the first part of the missing treasure map, Georgie asks you to bring him some ninja pajamas.



To further study the Maelstrom, Master Fong sends you to Wisp Lee in Avant Gardens after you've completed the main ninja master missions in the Hidden Dojo. It's only a small reward for doing so, but this mission does open up some more missions in Avant Gardens.

Forbidden Valley Side Missions



Picking up from the main ninja master missions, Numb Chuck gives you a mission to defeat all three Maelstrom Dragons. You earn a Large Bag of Faction Tokens if you smash all three Dragons. Numb Chuck also demands retribution on the pirates, and insists that you steal back the treasure in Pirate Camp that is rightfully Property of the ninjas. Head over to the Pirate Camp once you receive this mission. Put on your Ninja Hood so you can sneak past the parrots and into the secret treasure chamber for the ninjas' treasure. Return to the Hidden Dojo for Numb Chuck's Maelstrom Staff.



To earn the Great Katana, accept Smashmaster Foom's mission to smash five Maelstrom Horsemen. This mission doesn't become available until after you finish the main ninja master missions.



To free the four ninja brethren imprisoned in Gnarled Forest's Brig Rock,

begin the series of missions between Gathermaster Klex and Brickmaster Clang. Klex needs you to gather 16 special bricks to build mannequins to place in the ninja cells and fool the pirate guards. You can gain these bricks from smashables and enemies, but it's much easier to go to brick vendor Shu Fitts in the Paradox Refinery. Once you have all 16 bricks talk to Gathermaster Klex again and he will send you to Brickmaster Clang.



To free the four ninja brethren imprisoned in Gnarled Forest's Brig Rock, begin the series of missions between Brickmaster Clang and Gathermaster

Klex. Clang has you take the four mannequins and head to Gnarled Forest. Speak with each ninja in Brig Rock (see the "Gnarled Forest" chapter for how best to navigate Brig Rock) and free the ninjas for an extra Imagination Point reward. In addition to the "Behind Enemy Lines" mission, once you have all your other Brickmaster Clang missions complete, Clang will unlock the Panda foot race for you. Complete the crazy run through and around the Hidden Dojo to earn an attempt at taming a Panda. If you fail, you must redo the race to get another shot at taming the Panda.



Meet up with Robbie Jibhanger for the "Ninja Disguise" mission. To receive the second part of the missing treasure map, Robbie asks you to bring him some ninja clothes.



If you want the Ninja Dragon Rocket Nose Cone, talk to Bill Shido after you complete the main ninja master missions. He offers you a mission to smash 20 Dark Ronin statues. To get credit for a smash, you must destroy the Dark Ronin as a statue before it animates into its normal enemy form.



Meet up with Gary Grogowitz for the "Pajama Parrrrty" mission. To receive the third part of the missing treasure map, Gary asks you to bring him some ninja pajamas.



Vapor Overcast has a repeatable side mission to collect 30 Maelstrom Bricks for Brick Fury. You earn the Ninja Dragon Rocket Cockpit for completing the mission the first time. Collect Maelstrom Bricks from the Dark Ronin and Maelstrom Horsemen in the Forbidden Passage.



Echs Ray has a job for you: Repair three sets of pipes in the Paradox Refinery. Sounds easy, right? Not quite. You have to Quick Build all three sets at once; if any one set gets reset while you're working on the others, you must start all over again. After you earn your three Tough Buff Sauces reward, Echs Ray gives you a second mission to speak with Master Fong about "Something in the Maelstrom."

Starbase 3001

World Overview

Imagination Bricks: 0

Flags: 5

Missions: 0

Pets: 0

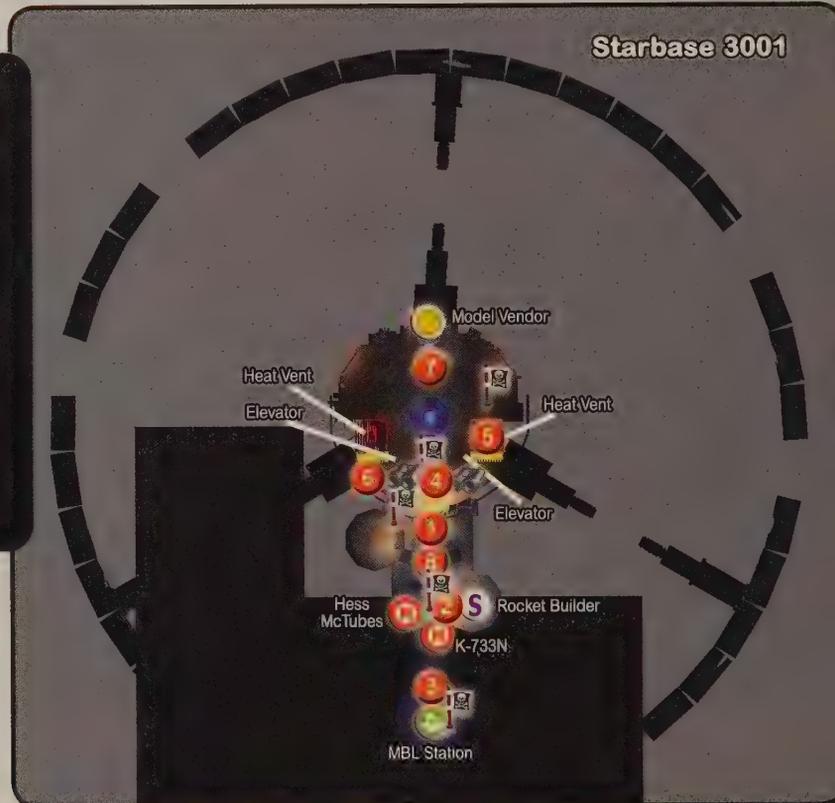
Enemies: 0

Achievements: 2

Floating out in space, Starbase 3001 serves as a gateway to other LEGO bases. To reach the mysterious starbase, look for the special portal in Nimbus Station, near the Pet Cove launch pad past Brick Annex. The starbase has five flags, two binoculars, a modular build area for rockets, a model vendor with some exotic items, amusing minifigures to interact with, and a launch pad to the Master Builders League Station (currently under construction). It's a quick side trek from the bigger worlds and a small secret getaway when you just want to do some stargazing.

LEGEND

-  Key Location
-  Flag
-  Binoculars
-  Launch Pad
-  Special Point of Interest
-  Minifigure (NPC)
-  Vendor



Starbase 3001 Achievements

Name	Description	Rewards
Starbase 3001 Flag Hunter	Collect all 5 flags on the station	Space Crane, 5 Universe Points
Starbase 3001 Observer	Use both binoculars in Starbase 3001	100 coins, 5 Universe Points



You enter Starbase 3001 atop the outside section of the upper platform, in front of the transportation beam that sends you back to Nimbus Station (map location 8). Take a good look around from up on the platform and get your bearings.



Jump down to the lower section once you've taken in enough of the view. If you line up your jump in the middle of the platform pointing toward the MBL Station launch pad at the far end, you'll snag one of the five flags that you need to complete the "Starbase 3001 Flag Hunter" achievement. The flag floats along the upper platform a few feet out from the LEGO planet sign. Don't forget to visit the modular build area on the side platform if you would like to construct a new rocket, and be sure to speak with Hess McTubes to see her crazy, aerial antics.



The platform at the far end holds the launch pad to MBL Station. It's currently under construction, so you'll have to return when it's operational. The second flag rests off to the side of the launch pad.



Double back the way you came and enter the station interior. As you enter, the third flag hides to your left in the corner. The fourth flag floats above you as you walk into the interior space. You can grab that flag by climbing up to the platform above and jumping off with a well-timed leap.



On the side walls are two elevators that automatically rise and descend. You can ride these to reach the upper

platform easily. Near the elevators are two sets of heat vents. Jump into these for some fun as you puff up on the air currents and float weightlessly. If you jump into the heat vent on your right, you can rise to the top and then jump out of the air current to snatch the final flag and complete the "Starbase 3001 Flag Hunter" achievement.



Take the elevator up to the upper platform and look through both binoculars here. This completes the "Starbase 3001 Observer" achievement and earns you some coins and Universe Points.



Nova Starbeam, the model vendor, stands on the far end of the station interior. He sells all sorts of exotic oddities to display on your Property. See the "Starbase 3001 Models" chart on the next page for Nova Starbeam's complete item list.

Starbase 3001 Models

Item	Cost	Item	Cost	Item	Cost
AC Unit	320			Playground Pig Ride	240
Anvil	190	Flamingo	60	Playground Ride	200
Armchair	170	Flower Statue	120	Record Player	380
Bathtub	330	Flower	70	Rickshaw	90
Birdhouse	240	Fountain	80	Sand Castle	170
Bird Bath2	60	Fridge	650	See Saw	260
Bird Bath3	90	Furnace	550	Sink	150
Bird Post	210	Generator	340	Small Plant	30
Black Silver Chair	90	Gnome	70	Sofa, Red and White	270
Black Silver Dining Table	130	Grandfather Clock	190	Sofa Table	100
Blue Polka Dot Chair	140	Green Flames	160	Step Stool	210
Brown Chair with Arms	170	Guide	70	Sun Dial	30
Brown Chair	130	Gum Dispenser	140	Table Saw	420
Brown Couch	340	Ice Cabinet	340	Tan Chair	70
Brown Dining Table with Chair	410	Ice Cooler	280	Throne	350
Brown Dining Table	410	King Bed	360	Toilet	90
Brown Silver Chair	80	Lamp	40	Toy Duck	110
Brown Silver Dining Table	120	Large Plant	30	Toy Excavator	180
Brown Table	200	Lime Blue Table	220	Toy Push Car	110
Brown Table 2	200	Lime Polka Dot Chair	140	Toy Tractor	110
China Cabinet	410	Lounge Chair	130	Tread Mill	390
Coffee Table	70	Lounge Chair	160	TV Set	110
Crane Game	470	Love Seat 2	150	Warning Sign	200
Deck Chair	100	Love Seat	100	Water Heater	290
Deer Head	280	Mushroom	20	Water Pump	100
Dollhouse	220	Newspaper Stand	90	Water Well	400
Double Bed	380	Park Bunny	50	Wooden Chair	70
Drinking Fountain	80	Phone Booth	210	Wooden Dining Table	390
Dumpster	660	Picnic	120	Workbench	430
Electric Radiator	140	Pink Polka Dot Chair	140	Yellow Polka Dot Chair	140
Evergreen Plant	40	Pirate Steering Wheel Toy	60		
Espresso Machine	100	Plant	140		

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Once you've fully explored Starbase 3001, return to the outside upper platform. A transportation beam will send you back to Nimbus Station, and a return trip is but a portal away.

LEGO Club

World Overview

Imagination Bricks: 0
 Flags: 5
 Missions: 0
 Pets: 0
 Enemies: 0
 Achievements: 2

Hidden in the back corner of the Red Bricks area of Nimbus station is this hideout for LEGO Club members. The LEGO Club holds launch pads to Avant Gardens, Gnarled Forest, and Forbidden Valley, making it a convenient departing zone whenever you want to zip over to a mission-filled world. You'll have fun tracking down the area's five flags too. Use the bouncers to leap sky high, or play around with the mysterious gravity well to grab more flags and soar through the station's floating rings. You receive a special shirt when you join the LEGO Club, giving your minifigure a new salute emote that is unique to members.

LEGO Club



LEGEND

- Key Location
- Flag
- Launch Pad
- Special Point of Interest
- Minifigure (NPC)
- Vendor

LEGO Club Achievements

Name	Description	Rewards
LEGO Club Flag Hunter	Collect all 5 flags on the station	5 Universe Points and Extra Backpack Space
LEGO Club Member	Join the LEGO Club	LEGO Club Jumpsuit, 10 Universe Points



You arrive on LEGO Club station from the portal in the Nimbus Station concert area. Max stands in front of you when you land at the LEGO Club. He has lots of play tips for you if you stay and chat long enough.



The second platform holds a launch pad to Avant Gardens. Use this to blast off to that world if you need to complete some more missions there or just want to do some more exploring.



There are two bouncers on the straight-away leading into the interior section of the station. Jump on these bouncers to reach the first two flags high up in the air. The bouncer closest to the entrance shoots you toward the interior section, while the bouncer near the fourth orange arrow fires you back toward the Avant Gardens launch pad platform.



The third platform holds a launch pad to Gnarled Forest. Use this to blast off to that world if you need to complete some more missions there or just want to do some more exploring.



The fourth platform holds a launch pad to Forbidden Valley. Use this to blast off to that world if you need to complete some more missions there or just want to do some more exploring.



The inside of LEGO Club station is filled with a mysterious gravity well. Jump into the gravity well and get airborne! The anti-gravity field floats you up in the air, where you can jump through the station's floating hoops or land on the moving platform that crosses over the gravity well. If you land on the moving platform, you can wait until it hovers near the main entrance and leap off to grab the third flag.



Use the gravity well to jump through the floating hoops. You can smash the hoops and earn goodies such as Life powerups, Armor powerups, Imagination powerups, or coins. Time your jump right and you can spin through the far hoops and snatch the fourth flag in the process.



The main part of the station will definitely keep you busy for a while. The fifth LEGO Club flag is in the back corner, plus you can interact with two minifigures: Nails Henrik, a diminutive starfish, and Vegan Steven, the dancing dinosaur. If you feel like spending some of your hard-earned coins, visit Cog Blammo, the LEGO Club vendor and check out his unique inventory. See the LEGO Club items chart for Cog's complete list.

LEGO Club Items

Item	Cost	Item	Cost
Blue Uniform	1,925	Pet Goat Shirt	5,650
Epaulets of Extravagance	1,425	Pet Green Dragon Shirt	5,650
Green Imaginite Crystal	25	Pet Lion Shirt	5,650
Key of Imagination	925	Pet Mantis Shirt	5,650
LEGO Club Jumpsuit	3,750	Pet Red Dragon Shirt	5,650
Light Blue Princess Shirt	425	Pet Robot Dog Shirt	5,650
New Western Shirt	925	Pet Skunk Shirt	5,650
Obsidian Armor	1,425	Pet Terrier Shirt	5,650
Pet Buffalo Shirt	5,650	Pet Tortoise Shirt	5,650
Pet Bunny Shirt	5,650	Pet Triceratops Shirt	5,650
Pet Cat Shirt	5,650	Pet Warthog Shirt	5,650
Pet Crab Shirt	5,650	Pharaoh's Hat	2,750
Pet Crocodile Shirt	5,650	Red Imaginite Crystal	100
Pet Doberman Shirt	5,650	Super Notion Potion	200
Pet Elephant Shirt	5,650	Troll Shield	1,425

The LEGO Club station is a great hangout spot for you and your buddies. You're only a step away from gravity well gymnastics or the turf of the three main mission worlds. Depending on where you are in Nimbus Station, it might be easier to hop into the LEGO Club for a quick visit and then exit out with the launchers to Avant Gardens, Gnarled Forest, or Forbidden Valley. Now that's convenience!

Building & Properties

After getting a taste of building with Quick Build and Modular Build in *LEGO Universe*, you might be itching to do a little building of your own with the bricks you've collected. You can't just reach into your Backpack, pull out bricks and start building...yet. Once you have Property you can build anything your imagination conjures up. After unlocking the various property areas, you can practice placing models you've been rewarded with, learn basic brick behaviors, and build your own custom models. It's worth the extra effort to gain the freedom of freeform LEGO creation.



Properties

There are four property worlds in the game: Block Yard off Avant Gardens, Nimbus Rock off Nimbus Station, Chantey Shanty off Gnarled Forest, and Raven Bluff off the Forbidden Valley. You must unlock the Property worlds in order by completing their Maelstrom events. Nimbus Rock is unlocked by completing the Maelstrom event in Block Yard. Next, you can unlock Chantey Shanty by completing the Maelstrom event in Nimbus Rock. Once the Block Yard and Nimbus Rock Maelstrom events are complete, unlock Raven Bluff by completing Chantey Shanty's Maelstrom event.



Speak with Crash Helmut in Avant Gardens' Launch Area to gain a mission to claim your first Property. After arriving in Block Yard you see that it has fallen victim to the Maelstrom. Speak with the Property guard who gives you a mission to fight back against the Maelstrom. Once it's complete, you are awarded your own Property area that's separate from everyone else's. After you claim this Property you can rename it and change

its sharing characteristics using the nearby Property Console.

TIP
You can visit other players' worlds when you enter a property area. Check out what other players are creating, and remember that the more time you spend on a person's property, the more Reputation Points you give that player.



Cleaning up the Maelstrom-infected Property requires you to defeat the Stromlings inside, smash the Maelstrom Generator, Quick Build a platform, and jump into the Imagination orb. Speak with the Property guard again once you've completed this mission. He'll continue to give you tutorial missions so you can start building on your very own property and earn some valuable model rewards.

There are different Maelstrom forces at each Property area. There are Stromlings at Block Yard; Dark Ronin and Stromling Pirates at Nimbus Rock; Stromling Admirals and Stromling Pirates at Chantey Shanty; and Dark Ronin and Maelstrom Horsemen at Raven Bluff. Expect heavy resistance from the Maelstrom forces as you fight to clear the Property worlds from their grasp.



Watch for the enemies that spawn out up out of the ground. You may have to smash a dozen or more before you can reach the platform that holds the imagination imprisoned. Keep on the move and hack at enemies' sides and back. Don't stand still for too long or the enemies might gang up on you or hit you from behind.



Avoid the purple Maelstrom-infected spots on the ground. These shoot up energy that deals one point of damage if you touch it, and the energy causes you to pop up in the air, which could drop you into an even worse tactical position. You'll have to practice weaving between these purple spots during combat.



If you lose too much health or armor during a property fight, seek out the smashable items along the perimeter. Break open these to refuel with health and armor power-ups, plus a few extra coins and miscellaneous bricks to boot.



Battle to get into range of the central platform and hit it with your best attacks. Deal enough damage and it splits open and spills out a quickbuild. The quickbuild will get you to the trapped imagination, but don't quick-build until you've cleared the area of enemies again or you might succumb to damage before you finish building.



When you've cleared the enemies and you have enough imagination, Quick Build the circular elevator and ride it up to the imagination sphere. Hop on the elevator, careful to stay within the railings so you don't fall off when it rises, and take the ride up.



Before the elevator breaks apart, when you're in jumping range of the imagination sphere, double-jump off the elevator and land in the sphere. Once you touch the imagination sphere, you release the energy and clear the area of Maelstrom influence.



Return to your property guard and finish up the mission. Interact with the Property Console next to the guard to officially claim your property. While the Block Yard property is free, the other properties cost 500 coins per month to maintain. Only claim the additional Properties if you're willing to pay the extra coins every month. Now that you've pushed back the Maelstrom, you can begin to place models and bricks in the area and create a world of your own!



Models and Behaviors



The Property guard will give you several tutorial missions once you claim Block Yard. Put on your Thinking Hat and proceed to your property. You first need to place four models.



Open your Backpack and click the "Models" tab. Click on the model you want to place and walk to the spot where you want to place the model. Turn and rotate the model to get the angle right, then press SHIFT to place the model. Repeat with three more models to complete the mission.



Return to the Property guard and he'll ask you to pick up already placed models, rotate them, and return them to your Backpack. Follow the tutorial directions. If you get confused, you can use the building buttons at the bottom center of your screen.



You've now earned your first four basic behaviors. Behaviors are actions that you can prescribe to your LEGO creations based on certain conditions. For example, the Basic Smash Behavior

will cause a LEGO creation to smash apart when attacked, wait 10 seconds, then rebuild itself. The four Rank 1 behaviors are Basic Smash Behavior, Basic Platform Behavior, Spin Right Behavior, and Circular Patrol Behavior. You gain the Rank 2 behaviors by unlocking Nimbus Rock, the Rank 3 behaviors by unlocking Chantey Shanty, and the Rank 4 behaviors by unlocking Raven Bluff. It's exciting to get new behaviors. Be sure to experiment with all of your behaviors so you can bring your LEGO creations to life.

Building Brick by Brick



Now that you have your own property build your own models with the bricks you've collected. Enter Brick Mode by standing in the property area and putting on your Thinking Hat on. Click on the button labeled "Brick Build" at the bottom of your screen above your imagination bar (the white 2x2 brick icon), then click on the ground.



Choose the Brick tab in your Backpack and you'll see all your bricks in basic white. The number next to the brick shows you how many of that particular brick you currently own. If you want more of a brick, or different kinds of bricks, see one of the brick vendors. Each brick costs 10 coins.



To place a brick, double-click on a brick in your Backpack and then left-click on the ground. If you want to move that brick, left-click the brick and drag it to a new position. You can also color the brick (using the Color Picker box in the top right of the screen) or even clone the brick by selecting the appropriate action button from the bottom center of your screen.



If you want to flip or rotate a brick, select the brick and use the arrow keys on your keyboard to reposition it. If you want to view the brick from a different angle without moving the brick, simply hold the right mouse button down and drag the mouse to rotate your view.



Stacking bricks is important when building 3-D models. To stack, left-click

on a brick and move it atop an already placed brick. Left-click the brick again to snap it into place.



Sometimes you will want to redo a part of your creation and need to “delete” a brick or two. No problem. Select the X button at the bottom of your screen and click on the bricks you want removed. The removed bricks are returned to your Backpack so you can use them again. More advanced users can left-click on the ground and then click and drag your mouse over multiple bricks to select them all. When you release the mouse button, you will automatically delete all the selected bricks at once.



Remember to save your creations. When you have something you like, click the blue disk in the upper left-hand corner of the screen. Your creation will be saved in your Backpack under the “Models” tab. If you finish a model and don’t want to leave it on the current property but also don’t want to disassemble it, click the Put Away button at the bottom of your screen to place your model in your Backpack under the “Models” tab.

Working with Behaviors



Now that you have a model ready, let’s add some personality to it. Click on the Behaviors button (the cog icon) on the bottom of your screen. Stand close enough to the model that you see the SHIFT bubble pop up and press SHIFT to bring up the Behaviors menu.



Choose whether you want this model to be a ground creature, flying creature, or static. Click the empty square at the top of the Behavior menu and you’re ready to go.



The blank window in front of you now is where you set the sequence of individual behavior actions, sometimes called “blocks.” Behaviors can be a single block or a long series of blocks to form complex actions. Explore all the blocks to get a feel for what’s possible and the combination of actions that make your LEGO creations behave in unexpected and fascinating ways.



The first of the seven Behavior tabs (yellow) starts your block sequence. You can begin by pressing SHIFT, smashing the object, setting an action to occur at a certain distance away from your model, responding to a text phrase, and more.



The second Behavior tab (green) determines movement. You can move up, down, left, right, forward, and backward. You can also set the exact unit measurement for how far the model will go with each movement.



The third Behavior tab (green) gives the model spins if you like. You can spin left, right, up, down, and all around. You can set the exact degree amount for how long the model will spin.



The fourth Behavior tab (green) sets movement actions such as chasing Minifigures and targeting an exact spot. Between the three green movement tabs, you can make your model go almost anywhere.



The fifth Behavior tab (red) performs actions such as playing sounds, smashing, repairing, displaying dialogue, and looping actions.



The sixth Behavior tab (blue) produces items or enemies out of your models. Items can be imagination orbs, health hearts, and armor shields. Enemies can be Stromlings, Stromling Pirates, and Dark Ronin.



The seventh Behavior tab (orange) ends your block sequence and finishes off your model's actions.



Let's take a look at a simple Behavior example. We begin with a shift starting block. When we get near the model and press SHIFT, our behaviors will activate. We then add the block that produces an imagination orb, followed by the loop block, which sends us back to the beginning again. Now when we hit SHIFT near our model, it will shoot forth an imagination orb and reset itself. We can also add two more imagination orb blocks to the sequence so that it shoots out three imagination orbs each time you hit SHIFT.



The following section shows you how to build different types of LEGO creations from start to finish, from assembling your bricks to programming behaviors that bring them to life. Don't be afraid to jump right in and, before you know it, you'll be creating your own LEGO city!

Creating a Castle



Here are the steps for putting together a full castle from the model pieces in your Backpack. Early missions will reward you with castle or house model pieces. You can also purchase more model pieces from Brutus Speck in Avant Gardens. Once you have the pieces you want, rocket back to your property and starting laying them out to get a feel for what you have to work with.



Start by placing the front gate. Position it directly in front of your property, where the model and launch pad areas connect. This way when future visitors arrive, your main gate will be the first thing they see. You can even program the front gate with a behavior to open only if someone gives the secret password, or maybe you want it to smash apart if someone gives it a good whack. The choice is yours.



Build out from the front gate. Throw in wall pieces until you reach the corner of your property. Position a corner

piece to curve and connect both sets of straight walls that you're building. You could opt for a tower instead of a corner piece, but for this castle look, we want each corner to be different, so we chose a simple corner piece for this section.



Continue building your wall on this side of the castle facing. You can put in whatever wall pieces that you have. Here we're mixing it up with stairs up to the outside of one wall to give access to the outer grounds on this side of the castle.



You can even widen it out with a medium wall segment to give your visitors more space to maneuver. Get creative with your designs and use whatever pieces you have at the moment. You can always change your design later on.



At the second corner, we'll place a tower this time instead of using a corner piece. Once you place your

tallest tower, it's likely to be the focal point of your castle, so think about the overall design as you lay things out.



We're about halfway through with the castle's outer wall at this point. Continue to shuffle pieces around as you work. You may want to move pieces into the general area where they'll go and make room for your wall segments as you build around the perimeter.



Let's build an open wall segment along the back wall so Minifigures can go in and out as they please. It's also a new wall design to give our castle another aesthetic dimension.



Feel free to place fun models such as the castle chess board in the open areas of your castle. Visiting Minifigures can check out the knight and pawn pieces on the black-and-white board.



Place a ramp with steps leading down to the central courtyard in the center of the back wall. It's another access point to reach wall height or exit the castle.



The castle outhouse hides nicely in the corner next to the ramp. It's best back here where no one can smell your occasional visits.



We'll position some more castle weaponry out on the perimeter beyond the castle walls. Since you can't squeeze the castle walls directly up against the build area perimeter, you might be tempted to leave it empty and boring. Instead, populate it with interesting models that visiting Minifigures may not have seen before.



Continue to build the back wall toward the corner. In this back courtyard corner, we'll place the castle catapult and point it toward the front gate (just in case of Stromling attack, you know!).



We're going to try something different for the final wall. Position a corner piece about where the front walls and final side walls will meet. Now you know how much space you have to work with and can plan accordingly.



Position the final wall segment against the last remaining gap to close the perimeter. You can now wander around the castle and fine tune wherever you feel necessary.



We're about three quarters of the way through the castle design now. Place another tower at the back corner before working on the final sections of wall leading to the main gate.



Let's use building facades instead of more wall segments for the final side. Now it appears as if you've got some stores in your castle. Because most visitors will be looking at your castle from the front or inside the main courtyard, rotate the store pieces so that they face inward.



Move back to the launch pad area and take a look at all your hard work. Your impressive new castle stands out against the sky like a shining haven for champions. Now get out there and slay some dragons already!

Creating a Flying Machine



Now that we've played around with model pieces and rewards, it's time to take it to the next level. Let's build a model from scratch and combine it with behaviors. We'll begin with the concept of a flying machine that we can use to zip around our property. The first step is building the base, which we'll create with a Plate 6x6 piece.



Place the Plate 6x6 piece on the ground. We'll snap our other LEGO pieces onto this base and keep the design simple: A few design flourishes and a wide base to stand on when we're ready for a ride.



Look for the Wedge Plate 2x3 Right piece next. Rotate it and snap it along the top side to give the flying machine a small wing.



Pull out another Wedge Plate 2x3 Right piece. Rotate it so that it fits in the same direction as the first wing and snap it in behind the first wing to give the flying machine two wings along the top edge.



Grab two more wedges and snap them in place along the bottom edge. To keep things interesting, we'll put the bottom-edge wedges going in the opposite direction. You can use two Wedge Plate 2x3 Left pieces to keep things symmetrical if you like.



Next, we'll widen the base with the ironically named Boat Bow Plate 6x7 piece. Snap it into place halfway into the original base piece.



Click on another boat piece and rotate it to go the opposite direction. Snap it into place on the second half of the original base. Now we have a funky styled base that multiple Minifigures could ride on if we want them to join in the fun.



Remember that you can use the Color Picker box to change the color of any of your bricks. If you don't like a blue flying machine, change it to yellow, yellow with red highlights, or a rainbow combination.



Snap a Tail Fin on the back of the craft to give it a futuristic look. We've also created a personal flying machine for one Minifigure to hover around on, with just the original base piece and Tail Fin piece.



We're ready for behaviors. Click on the Behaviors button, then click on either the larger flying machine or smaller machine (they both get the same behaviors) and choose "Basic Movement" from the initial object options. Click on the empty box above the Options menu to start programming your behaviors.



Begin with a shift key starting block. Our flying machine will stay on the ground until we press SHIFT while standing near it. Remember to stand on the base if you want to go for the ride.



Program your various movements for the flying machine. It can be any movement combination that you desire. Here we have it rise into the air 20 units, move left, move right, move forward, and then move backward.



Finish up the behavior blocks by lowering the flying machine by 20 units. The machine will rest back on the ground where it originally began after its aerial tour of your property.



Save your behaviors and exit out of Brick Mode. Walk over to your flying machine, jump on board if you want to see the sights from above, and press SHIFT when you're ready to begin.



Just as we programmed, the flying machine lifts off into the air and moves around the property! Take the aerial tour a few times and adjust your behavior so your flying machine hovers over the best parts of your property.



This is one small example of the power of LEGO models and behaviors. Practice with simple models and behaviors until you've got the hang of it. Then move on to complex behaviors like a T-Rex that chomps on visitors, a fountain that gushes out hearts if you answer a riddle, or house that picks up and moves around your property when it gets bored. The possibilities are limited only by your imagination!



Model Rewards

Who doesn't want a really cool object to place on their property, one that doesn't require you to build it or paint it? Model rewards sometimes pop out of smashables, but more likely you'll find them at model vendors or as achievement and mission rewards. The more model rewards you collect, the more you can make your property look like your own and keep it different from your neighbors' Properties. Look through the following list if you want to find that certain something you've been searching for. Maybe a Banana Crate, Ninja Gate, or Train Station is what you need to make your Property complete! With more than 400 choices, you can redecorate your real estate like a Hollywood mogul or theme it like your favorite film genre.

Antique Chair



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Bass Guitar



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Big Red Magnet



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Anvil



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Bat



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Bird House



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Armchair



Rarity: Common
Location: Random or vendor
Source: Random or vendor

BBQ Grill



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Bottle Rack



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Axe Cart



Rarity: Common
Location: Build
Source: Achievement

Beehive



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Box of Cups



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Bamboo



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Bench



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Box of Pistols



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Barricade



Rarity: Common
Location: Build
Source: Achievement

Big Door



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Brig



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Brown Bench

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Castle Barrel Gun

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Outhouse

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Burno's Cart

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Catapult

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Ramp

Rarity: Common

Location: Avant Gardens

Source: Mission

Cabinet

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Castle Chessboard

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Staircase

Rarity: Common

Location: Avant Gardens

Source: Mission

Café Table

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Corner Inner

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Tower

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Candle Holder

Rarity: Uncommon

Location: Random or vendor

Source: Random or vendor

Castle Corner Outside

Rarity: Common

Location: Avant Gardens

Source: Mission

Castle Wall Bridge

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Cart

Rarity: Uncommon

Location: Random or vendor

Source: Random or vendor

Castle Corner Small

Rarity: Common

Location: Avant Gardens

Source: Mission

Castle Wall End

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Cash Register

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Crossing

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Wall Medium Spikes

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Arbalist

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Gate

Rarity: Common

Location: Avant Gardens

Source: Mission

Castle Wall Small 1

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Castle Wall Small 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall Small 3



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall Small 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall Straight



Rarity: Common
Location: Avant Gardens
Source: Mission

Castle Wall Straight Medium



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall T



Rarity: Common
Location: Avant Gardens
Source: Mission

Castle Wall Tower No Top



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall Tower With Top



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall Widening



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Wall With Stairs



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Castle Weapon Rack



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Cat



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Clamshell



Rarity: Rare
Location: Play
Source: Achievement

Classical Corner



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Exterior Gate



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Gate



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 3



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 5



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Short Wall 6



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Classical Wall



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Computer



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Concert Cooler

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

DJ Table

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Dustbin

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Console

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Dock Module

Rarity: Uncommon

Location: Random or vendor

Source: Random or vendor

Engine

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Cot

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Dolly

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Farm Barn Back

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Crab

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Double Lamppost

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Farm Barn Front

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Crate of Bananas

Rarity: Common

Location: Gnarled Forest

Source: Shooting Gallery

Double Trash Can

Rarity: Uncommon

Location: Random or vendor

Source: Random or vendor

Farm Barn Middle

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Danger Cone

Rarity: Common

Location: Build

Source: Achievement

Drill Press

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Farm Fence Gate

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Deluxe Raft

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Drumset

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Farm Fence Short

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Desk

Rarity: Rare

Location: Gnarled Forest

Source: Random

Duck

Rarity: Rare

Location: Play

Source: Achievement

Farm Fence Tall

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Farm Silo 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Farm Silo 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Farm Tractor 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Farm Trailer



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fence



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery

Fire Extinguisher



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Fire Hydrant



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Fish Statue



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Corner



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Gate



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Guardshack



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Jail



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Stable



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Stairs



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Tower



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Walkway



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Wall Rock



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Wall Small 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fort Wall Small 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Archway



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Big Bonsai



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Big Lizard Shrine



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Cart



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Dojo Part



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Fortress Dragon Kite

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Pond

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 1

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Dragon Statue

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Ramp

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 2

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Elevator

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Small Outside Corner

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 3

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Gong

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Small Wall

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 4

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Inside Corner

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Sun Dial

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 5

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Lantern

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Wall Gate

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 6

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Large Outside Corner

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Wall Gate Sliding Door

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 7

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Large Wall

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Watch Tower

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 8

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Fortress Zen Garden 9



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Hat Stand 2



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery

House Door 1 Closed



Rarity: Common
Location: Avant Gardens
Source: Mission

Fountain



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Hat Stand 3



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery or vendor

House Door 1 Open



Rarity: Common
Location: Avant Gardens
Source: Mission

Frog



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Headstone 1



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Door 2 Closed



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Garden Tool Rack



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Headstone 2



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Door 2 Open



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Goblet Box



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Hotdog Cart



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Door 3 Closed



Rarity: Common
Location: Avant Gardens
Source: Mission

Green Tree 3



Rarity: Common
Location: Build
Source: Achievement

Hotdog Stand



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Door 3 Open



Rarity: Common
Location: Avant Gardens
Source: Mission

Guitar



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Bathtub 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

House Kitchen 1



Rarity: Common
Location: Avant Gardens
Source: Mission

Hat Stand 1



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery

House Bathtub 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

House Kitchen 2



Rarity: Common
Location: Avant Gardens
Source: Mission

House Kitchen 3

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Vanity 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Wall Blank 2

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Laundry 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Vanity 2

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Wall Blank 3

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Laundry 2

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Vanity 3

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Wall Corner 1

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Library 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Vanity 4

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Wall Corner 2

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Library 2

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Wall Arch

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Wall Corner 3

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Library 3

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Wall Art 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Wall Fireplace 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Library 4

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Wall Art 2

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Window 1

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Toilet 2

Rarity: Common
 Location: Avant Gardens
 Source: Mission

House Wall Blank 1

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Window 2

Rarity: Common
 Location: Random or vendor
 Source: Random or vendor

House Window 3



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Island Plant



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Lookout Post



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

House Window 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Jet Ski



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Mailbox



Rarity: Common
Location: Random or vendor
Source: Random or vendor

House Window 5



Rarity: Common
Location: Random or vendor
Source: Random or vendor

King Leo's Castle



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Mantis Butterfly



Rarity: Common
Location: Random or vendor
Source: Random or vendor

House Window 6



Rarity: Common
Location: Avant Gardens
Source: Mission

Lantern



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Medieval Vendor



Rarity: Common
Location: Build
Source: Achievement

Hut



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Large Arch



Rarity: Common
Location: Forbidden Valley
Source: Achievement

Medieval Village Forge



Rarity: Common
Location: Build
Source: Achievement

Island Fort



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Large Cannon



Rarity: Uncommon
Location: Gnarled Forest
Source: Achievement

Medieval Village House



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Island Jail



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Large Mushroom



Rarity: Uncommon
Location: Gnarled Forest
Source: Shooting Gallery

Medieval Village Inn



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Island Piano



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Life Guard Tower



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Medieval Village Stable



Rarity: Common
Location: Build
Source: Achievement

Medieval Wagon

Rarity: Common

Location: Build

Source: Achievement

Modular Dock 3

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Oil Drum

Rarity: Uncommon

Location: Gnarled Forest

Source: Shooting Gallery or vendor

Medium Mushroom

Rarity: Uncommon

Location: Gnarled Forest

Source: Shooting Gallery

Mushroom 5

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Organ

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Mini Galleon

Rarity: Uncommon

Location: Gnarled Forest

Source: Achievement

Ninja Fence Blue

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Pagoda

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Mini Raft

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Ninja Fence Red

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Pallet

Rarity: Common

Location: Random or vendor

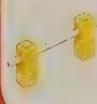
Source: Random or vendor

Mini Train

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Ninja Fence Yellow

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Palm Tree

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Mini Windrunner

Rarity: Uncommon

Location: Random or vendor

Source: Random or vendor

Ninja Gate

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Palm Tree 2

Rarity: Common

Location: Play

Source: Shooting Gallery or Vendor

Modular Dock 1

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Ninja Platform

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Parrot

Rarity: Rare

Location: Gnarled Forest

Source: Achievement

Modular Dock 2

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Ninja Vendor Hut

Rarity: Common

Location: Random or vendor

Source: Random or vendor

Pavilion

Rarity: Rare

Location: Random or vendor

Source: Random or vendor

Picnic Blanket



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Picnic Table



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Pine Tree 1



Rarity: Common
Location: Build
Source: Achievement

Pine Tree 2



Rarity: Common
Location: Build
Source: Achievement

Pipestack



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Barrel Hut 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Barrel Hut 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Barrel Hut 3



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Captain's Hut



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Corner Lookout



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Duck



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Pirate Gate



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Idol



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Lantern



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery

Pirate Ship 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Ship 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Ship 3



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Ship 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Ship 5



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Staircase



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate T Wall



Rarity: Common
Location: Gnarled Forest
Source: Mission

Pirate T Wall with Stairs



Rarity: Common
Location: Gnarled Forest
Source: Mission

Pirate Tower



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pirate Wall 1



Rarity: Common
Location: Gnarled Forest
Source: Mission

Pirate Wall 2

Rarity: Common
Location: Gnarled Forest
Source: Mission

Pod 3

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Red Tree 3

Rarity: Common
Location: Build
Source: Achievement

Pirate Wall 3

Rarity: Common
Location: Gnarled Forest
Source: Mission

Pod 4

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Rover 1

Rarity: Common
Location: Build
Source: Achievement

Pirate Wall Bridge

Rarity: Common
Location: Gnarled Forest
Source: Mission

Pod 5

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Rover 2

Rarity: Common
Location: Build
Source: Achievement

Pirate Wall Corner

Rarity: Common
Location: Gnarled Forest
Source: Mission

Pod 6

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Shack

Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Pirate Wall End

Rarity: Common
Location: Gnarled Forest
Source: Mission

Pod 7

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Shark

Rarity: Rare
Location: General
Source: Achievement

Pirate Wall with Gunport

Rarity: Common
Location: Gnarled Forest
Source: Mission

Radar Truck

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Shipwreck Hideout 1

Rarity: Common
Location: Battle
Source: Achievement

Pod 1

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Raft with Sails

Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Shipwreck Hideout 2

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Pod 2

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Rat

Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Shipwreck Hideout 3

Rarity: Common
Location: Random or vendor
Source: Random or vendor

Shipwreck Hideout 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Small Table



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery or Vendor

Starbase 3001 Armchair



Rarity: Common
Location: Vendor
Source: Vendor

Sleek Sofa



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Small Yellow Tree 1



Rarity: Common
Location: Play
Source: Achievement

Starbase 3001 Bathtub



Rarity: Common
Location: Vendor
Source: Vendor

Small Arch



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Small Yellow Tree 2



Rarity: Common
Location: Play
Source: Achievement

Starbase 3001 Bird Bath



Rarity: Common
Location: Vendor
Source: Vendor

Small Cannon



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Snake



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Bird Bath & Feeder



Rarity: Common
Location: Vendor
Source: Vendor

Small Mushroom



Rarity: Uncommon
Location: Gnarled Forest
Source: Shooting Gallery

Space Command Center



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Bird Post



Rarity: Common
Location: Vendor
Source: Vendor

Small Red Tree 1



Rarity: Common
Location: Play
Source: Achievement

Spider



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Black Silver Chair



Rarity: Common
Location: Vendor
Source: Vendor

Small Red Tree 2



Rarity: Common
Location: Play
Source: Achievement

Starbase 3001 AC Unit



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Black Silver Dining Table



Rarity: Common
Location: Vendor
Source: Vendor

Small Shrine



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Anvil



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Chair



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Chair With Arms

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 China Cabinet

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Drinking Fountain

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Couch

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Coffee Table

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Dumpster

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Dining Table

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Crane Game

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Electric Radiator

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Dining Table With Chair

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Deck Chair

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Espresso Machine

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Silver Chair

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Deer Head

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Evergreen Plant

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Silver Dining Table

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Dog House

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Fireplace

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Table

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Dollhouse

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Flamingo

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Brown Table 2

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Double Bed

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Flower

Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Flower Statue



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Green Flames



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Lime Blue Table



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Fountain



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Guide



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Lounge Chair



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Fridge



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Gum Dispenser



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Love Seat 1



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Fruit Cart



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Ice Cabinet



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Love Seat 2



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Furnace



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Ice Cooler



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Mushroom



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Generator



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 King Bed



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Newspaper Stand



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Gnome



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Lamp



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Park Bunny



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Grandfather Clock



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Large Plant



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Phone Booth



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Picnic



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Record Player



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Space Crane



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Plant



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Rickshaw



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Step Stool



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Playground Pig Ride



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Sand Castle



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Sun Dial



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Playground Ride



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 See Saw



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Table Saw



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Polka Dot Chair Blue



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Sink



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Tan Chair



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Polka Dot Chair Lime



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Small Plant



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Throne



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Polka Dot Chair Pink



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Sofa Red White



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Toilet



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Polka Dot Chair Yellow



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Sofa Table



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Toy Duck



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Toy Excavator



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Water Heater



Rarity: Common
Location: Vendor
Source: Vendor

Submarine



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Toy Push Car



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Water Pump



Rarity: Common
Location: Vendor
Source: Vendor

Swamp Tree



Rarity: Common
Location: Play
Source: Achievement

Starbase 3001 Toy Tractor



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Well



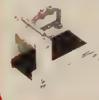
Rarity: Common
Location: Vendor
Source: Vendor

Sword Barrel



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery or Vendor

Starbase 3001 Tread Mill



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Wooden Chair



Rarity: Common
Location: Vendor
Source: Vendor

Table



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Trough



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Wooden Dining Table



Rarity: Common
Location: Vendor
Source: Vendor

Tank Palette



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Starbase 3001 TV Set



Rarity: Common
Location: Vendor
Source: Vendor

Starbase 3001 Workbench



Rarity: Common
Location: Vendor
Source: Vendor

Television



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Starbase 3001 Warning Sign



Rarity: Common
Location: Vendor
Source: Vendor

Starfish



Rarity: Rare
Location: Play
Source: Achievement

Temple 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Temple 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Torch Cart



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Tree 5



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Tent



Rarity: Uncommon
Location: Avant Gardens
Source: Mission

Tractor



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Troll Cart



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Tiki Torch



Rarity: Uncommon
Location: Play
Source: Achievement

Traffic Light



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Vendor Rack



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Tiny Mushroom



Rarity: Uncommon
Location: Gnarled Forest
Source: Shooting Gallery

Train Station



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Volley Gun



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Timeclock



Rarity: Common
Location: Gnarled Forest
Source: Shooting Gallery

Trash Can



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Wagon



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Toolchest 1



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Treasure Chest



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Water Cooler



Rarity: Uncommon
Location: Random or vendor
Source: Random or vendor

Toolchest 2



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Tree 4



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Weapon Rack



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Welder



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Workbench with Toolbox



Rarity: Rare
Location: Random or vendor
Source: Random or vendor

Zen Bamboo Large



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Wood Pile



Rarity: Uncommon
Location: Gnarled Forest
Source: Shooting Gallery

Yellow Barricade



Rarity: Common
Location: Battle
Source: Achievement

Zen Bamboo Medium



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Workbench



Rarity: Common
Location: Random or vendor
Source: Random or vendor

Yellow Tree 3



Rarity: Common
Location: Build
Source: Achievement

Zen Bamboo Small



Rarity: Common
Location: Random or vendor
Source: Random or vendor



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FACTION GUIDES

Assembly

Rank 1 Rank 2 Rank 3

Specialty Kit

Specialty Items

...COVERING EVERY SPECIALTY KIT!

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Venture Explorer

World Overview

Venture Explorer Missions

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...AND IN-DEPTH WALKTHROUGHS FOR EVERY MISSION IN THE GAME!

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How to create and construct both...
How to create and construct both...
How to create and construct both...

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ISBN 978-0-307-47098-0



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P9-DZX-431