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**VOLUME 38**

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LUCASARTS ENTERTAINMENT COMPANY PRESENTS

# STAR WARS



**JEDI KNIGHT® II: JEDI OUTCAST™**

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# HOW TO USE THIS GUIDE

## Section Analysis



### Walkthrough

The walkthrough section is filled with Jedi wisdom. You'll find a numbered to-do list that takes you step by step through each level, and solutions to the more difficult puzzles in the game. You'll also find detailed maps to assist your travels in each level. Each time you encounter a new enemy, weapon, or Force power, you'll be treated to a thorough analysis of its utility. Lastly, we've included a number of screenshots that highlight the game's finer moments. **Note: There is more than one way to skin a Kowakian monkey-lizard, and likewise, sometimes there is more than one way to travel through a level. We've provided the easiest or most efficient route through each map.**



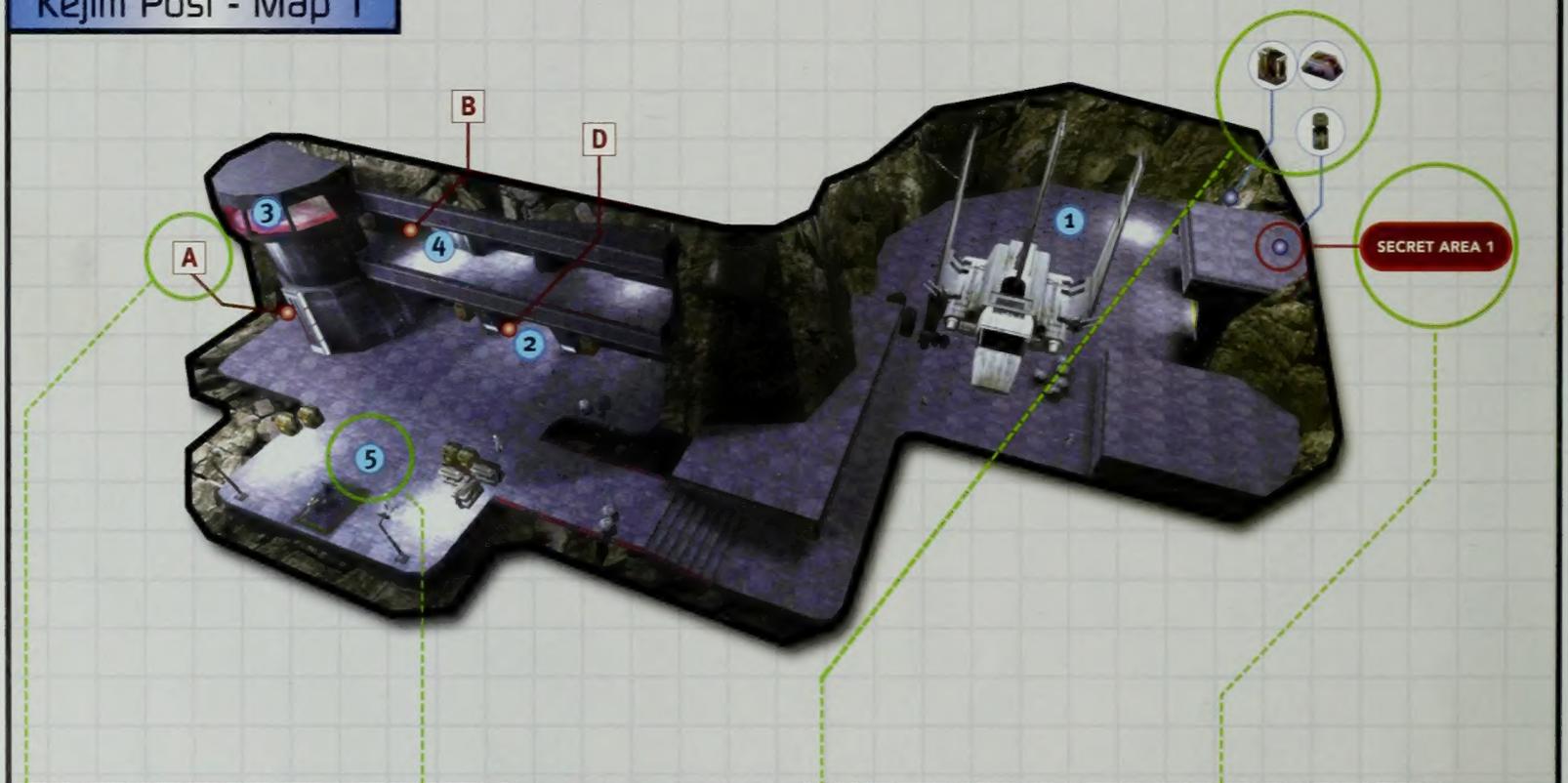
### Maps



Each level of the game has at least one corresponding map in the walkthrough. The map is your center of information for each "stage" of a walkthrough level. In addition to helping you navigate, maps indicate weapon/item placements, the locations of secret areas, and the "hot spots" for that level.

Occasionally, you'll also encounter a map cutaway, showing a portion of the bigger map in more detail. These areas on the main map are outlined with a dotted red line, and the corresponding cutaway section is outlined with a red border.

### Kejim Post - Map 1



#### 1 Map Connections

Often, more than one map is needed to show an entire level. In those instances, the points where the maps connect are labeled (for example, point A on Kejim Post Map 1 connects to point A on Kejim Post Map 2).

#### 2 Numbered Callouts

The numbers on each map correlate to the to-do list for each level. In each level, we've noted the major points that you must complete before you can move on. We've left the enemies up to you. If you have trouble with certain enemies, check out the "Enemies" section on pages 16–19.

#### 3 Items

These icons indicate where you can find a particular weapon or item. If you need some bacta or a medpac, or if you need to quickly charge up your blaster, these icons guide the way. See the following page for a complete legend of all map icons.

#### 4 Secret Areas

Secret areas are highlighted for your convenience.



## Map Legend

### WEAPONS

	Lightsaber		DEMP 2
	Stun Baton		Golan Arms Flechette
	Bryar Blaster Pistol		Merr-Sonn Missile System
	E II Blaster Rifle		Thermal Detonator
	Tenloss Disruptor Rifle		Trip Mine
	Wookiee Bowcaster		Detonation Pack
	Imperial Heavy Repeater		

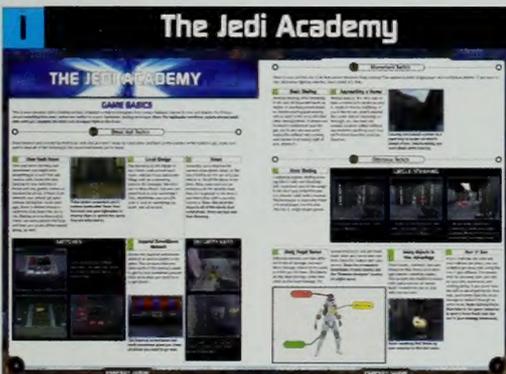
### ITEMS

	Ammo Power Converter		Personal Shield (Small)
	Assault Sentry		Personal Shield
	Bacta Canister		Rocket Pack
	Battery Pack		Shield Power Generator
	Blaster Pack		Thermal Goggles
	Force Crystal		Personal Shield (Large)
	Inquisitor		Stationary Shield
	Security/Supply Key		Ysalamiri
	Medpac		
	Metallic Bolts		
	Power Cell		

\* Items in red are only available in multiplayer.

## Supplemental Sections

In addition to the standard walkthrough for *Jedi Outcast*, we've added some really cool information, including:



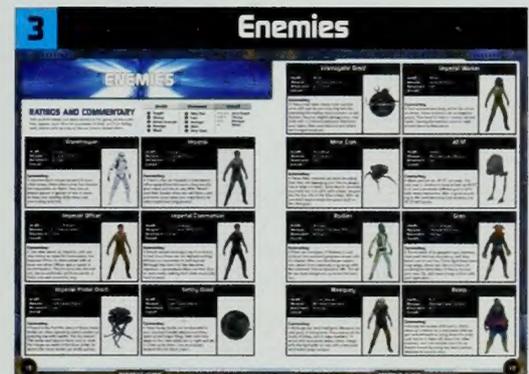
Page 4

This section contains strategies to leap from Padawan learner to Jedi Master in no time. It's a good place to start before you begin playing the game, and if you don't want to spoil any of the walkthrough until you get stuck in a tough spot.



Page 12

Before getting into any serious action, stop by our "Weapons & Items" section to gather some intelligence. We provide weapon damage ratings, projectile speeds, primary/secondary functions and descriptions, and even overall usefulness ratings. Phew!



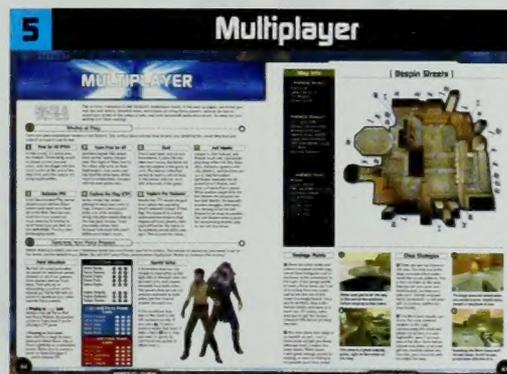
Page 16

Just like it sounds, this section shows you every enemy you'll encounter in *Jedi Outcast*. Along with a clear picture, you get important stats like movement speed, health, and weapon of choice, plus some helpful commentary. Definitely worth a look!



Page 20

When it comes to the Force, Jedi do not mess around. This section details the ins and outs of every Force power in the game! This is a great section for both single-player and multiplayer.



Page 91

Your complete guide to multiplayer *Jedi Outcast*! This section includes maps of all the multiplayer levels (and available modes and items), tips on selecting your Force powers, and strategies for being one bad mofo, the top dog, *the Jedi Master*, on each map.



Page 107

If you're looking to squeeze every last option out of *Jedi Outcast*, this section is for you. We present everything from cheats to graphical tweaks, and even a detailed method to make your character's name all colorful and pretty.

# THE JEDI ACADEMY

## GAME BASICS

This is your one-stop Jedi schooling section, intended to help you progress from novice Padawan learner to true Jedi Master. You'll learn about everything from basic movement tactics to proper lightsaber dueling technique. **Note: The lightsaber and Force powers are not available until you complete the trials and reconnect Kyle to the Force.**

### Basic Jedi Tactics

If you're stuck and wondering what to do next, but you aren't ready to break down and look up the solution in the walkthrough, make sure you've done all of the following in the room/level where you're stuck.

#### Clear Each Room

This may seem obvious, but sometimes you might miss something in a level that you need to exit. Scour the area, looking for any switches to throw and any grates, crates, or windows to shoot. If there is an obstacle you cannot get past without taking too much damage, there is almost always a switch to shut down the obstacle. Making sure to thoroughly check out every area in the level will help you locate all the **secret areas**, as well.



**These power converters are in various levels after Yavin Trial. You must use your lightsaber to destroy them to unlock the doors they are attached to.**

#### Level Design

Pay attention to the design of each level. Look around each room, and see if you notice anything, such as a repeating process (for example, the mine cart in Artus Mine). Can you use any of that to your advantage? (Yes, most times you can.) Be sure to look at everything—up, down, and all around.

#### Doors

Generally, doors that can be opened show green either on the door itself or on the security pad next to it. Try all the doors in the level. Also, make sure you've picked up all the security keys from the Imperials in the level if you find a door with a security interface. **Note: Not all of the doors in all of the levels lead somewhere. Some are just window dressing.**

### SWITCHES



**Each location has different switches. The switches shown are found in Kejim, Bespín, and Artus Prime.**



### Imperial Surveillance Network

Access the Imperial surveillance network at various points in the game. The cameras show you other parts of the level you need to get to (and sometimes provide hints as to what you need to do to get there).



**The Imperial surveillance network sometimes gives you clues about where you need to go next.**

### SECURITY KEYS



**You'll need to find a security key to get past doors with a security interface.**

## Movement Tactics

There is one cardinal rule of all first-person shooters: Keep moving! This applies to both single-player and multiplayer modes. If you want to stay alive when fighting enemies, don't stand still. Ever.

### Basic Strafing

Strafing (moving while shooting) is the next all-important tactic to master in any first-person shooter. Simple strafing (just moving side to side) is *the* most effective tactic during battles. It allows you to remain centered on your target, and it also lets you avoid projectiles without ever moving your mouse (and losing sight of your attacker).

### Approaching a Corner

Almost always, the best way to take a corner is to strafe around it, ready to fire on anything. If you'd like to see what's around the corner before barreling on through, you can lean out around a corner (often without any enemies spotting you). You can't shoot from this position, however.

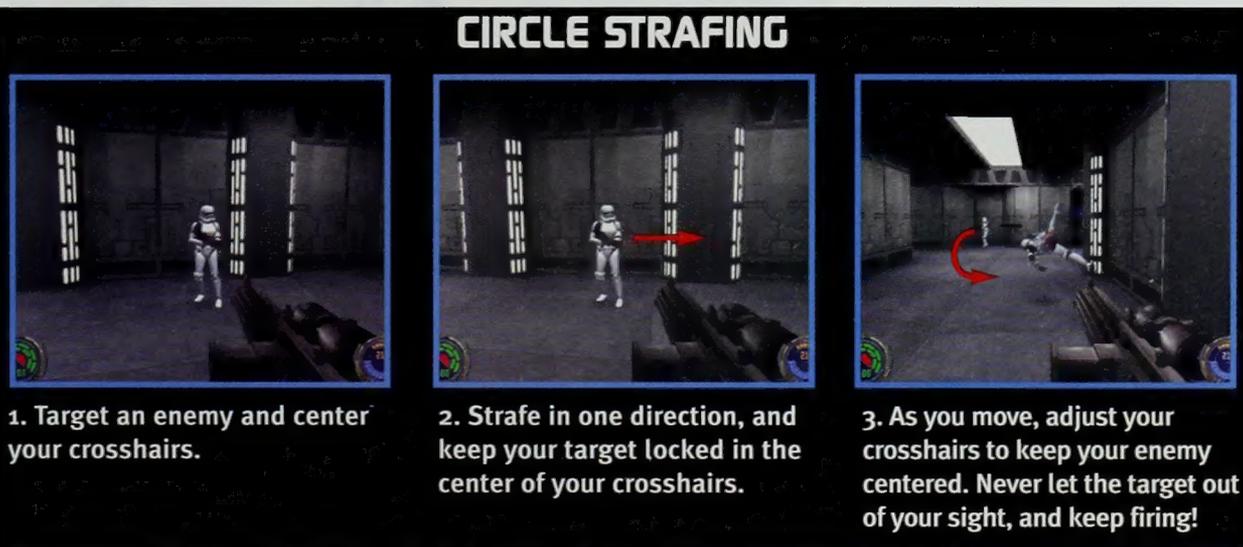


Leaning out around a corner is a good way to scope out what's ahead of you. Unfortunately, you can't shoot while leaning.

## Offensive Tactics

### Circle Strafing

Combining regular strafing (moving side to side and shooting) with movement around the target is the third step in the first-person shooter basic tactics manual. This technique is especially deadly in multiplayer, but it is also effective in single-player games.



1. Target an enemy and center your crosshairs.

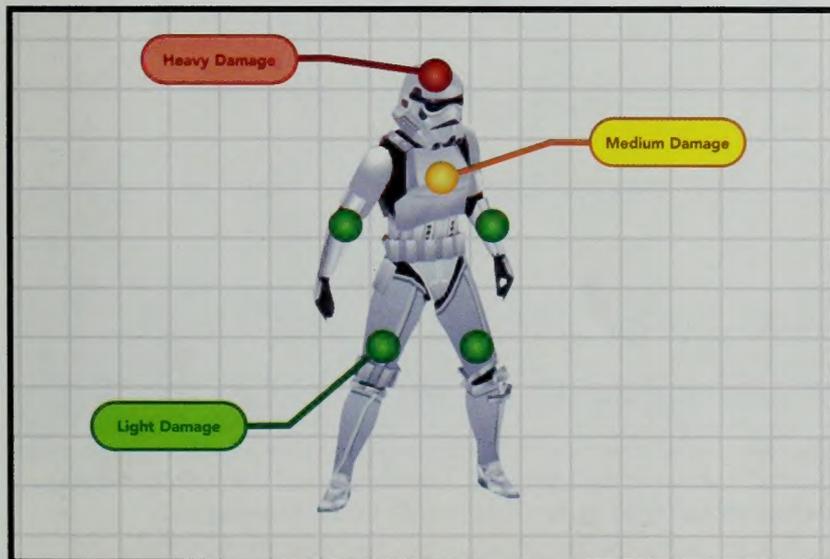
2. Strafe in one direction, and keep your target locked in the center of your crosshairs.

3. As you move, adjust your crosshairs to keep your enemy centered. Never let the target out of your sight, and keep firing!

### Body Target Zones

Different enemies can take different levels of damage, but each takes damage relative to the zone in which you hit them. Headshots do the most damage, while limb shots do the least damage. It's

always best to try and get headshots when you can to take enemies down the fastest (and save ammo). **Note: For a complete breakdown of each enemy, see the "Enemies" section on pages 16–19.**



### Using Objects to Your Advantage

Shoot boxes, canisters, and anything else that blows up to damage enemies standing nearby. This is especially helpful in rooms with many enemies (it leaves fewer enemies for you to deal with one-on-one).



Shoot anything that blows up near enemies to thin the ranks.

### Run 'n' Gun

If your instincts are solid and your reflexes are sharp, you can probably get away with using the run 'n' gun offense. This means that, for the most part, you rely on your aim, movement, and strafing ability. If you don't have the skill to avoid getting hit, however, you'll often take too much damage to make it through an entire level. **Note: Gaining Force Heal later in the game (especially level 3 Force Heal) aids the run 'n' gun strategy immensely.**

## Sentry Guns

Sentry guns fire in bursts. Wait for an opening in the blast group, then get some shots in before quickly backing away. Repeat until you destroy the gun. Sentry guns often come in pairs, so be aware that another gun may activate from another location while you're employing this tactic.

Sentry guns sometimes have a control booth where you can switch them off. You can either bob and weave, then destroy the sentry guns, or run past and try to shut them down. There is no guarantee you'll find an OFF switch, but you might (and if you don't have to return to the sentry-gun area, you'll be clear of the sentry guns once you make it past them—even if there is no OFF switch).



Sentry-gun control booth on Kejim.

## Defensive Tactics

Again, if there is one thing you can do to keep from getting hit, it is this: Keep moving!

### Running and Hiding

Often, you can alert enemies to your presence and get them to follow you back to an area you know (as opposed to a new room you haven't seen yet). To do this:

1. Enter a room and alert the enemies to your presence.
2. Retreat back to a safe area—preferably somewhere close that you know very well.
3. Pick off the enemies as they appear.

This tactic is especially useful if you open a door only to find enemies ready to rush you (or a sentry gun waiting to come online as soon as you open the door). You can trigger the sentry gun to ascertain its location, then quickly back out of the room to employ the bob-and-weave sentry-gun tactic.

### Using Objects to Your Advantage

Use boxes, crates, and other objects in a room as cover. Be careful, however, not to stand next to something the enemy can blow up to deal you damage.



### Backtracking for Goodies

You can backtrack throughout an entire level. If you remember a few medpacs or an ammo power generator you passed up earlier, you can return to it.

When using this technique, always try to use up the stuff that's farthest away first; this makes it easier for you to backtrack if you need to. **Note:** If you left any enemies alive, they'll still be lurking in the area where you left them. Luckily, the only enemies that remain are the ones you did not clear the first time through.

## Weapons Tactics

### Basic Principles

There are four major factors to weapons tactics in Jedi Outcast (or any first-person shooter):

1. Choose a weapon that best fits the task at hand. Do you need pin-point accuracy or maximum destruction?
2. Try and match the weapon's damage with the enemy's health. Which weapon will dispatch a given enemy most quickly and easily? Consult the quick-reference charts in this section for help making those decisions.
3. Don't shoot more than you have to (in other words, conserve ammo), and don't waste the bigger weapons on the weaker enemies.
4. Learn how to lead your targets. It does no good to fire at the spot where the enemy was; you must train your fire at the spot where an enemy is going.

### JEDI TIP

Any time you get a new weapon, practice with it a little. Get a feel for how it shoots and its accuracy so you know what to expect before you pull it out in the heat of battle.

## WEAPONS DAMAGE QUICK REFERENCE

WEAPON	PRIMARY/SECONDARY DAMAGE
Lightsaber	35-75 (depending on style and method of attack)
Stun Baton	One-Hit Stun
Bryar Pistol	10/50
E11 Blaster Rifle	20/20
Tenloss Disrupter Rifle	30/Disintegration
Bowcaster	50/50
Imperial Heavy Repeater	8/60
DEMP 2	35S, 15H/100S, 60H
Golan Arms Flechette	10 per ball/+75 per ball
Merr-Sonn Missile System	100 (direct)/100 (direct)
Trip Mine	50/50
Thermal Detonator	50/50
Detonation Pack	50/50

Note: For pictures and detailed descriptions of the weapons mentioned above, refer to our "Weapons" section on page 12.

## ENEMY HEALTH QUICK REFERENCE

ENEMY	HEALTH
Stormtrooper	Average
Imperial	Average
Imperial Officer	Average
Imperial Probe Droid	Strong
Sentry Droid	Strong
Interrogator Droid	Weak
Imperial Worker	Weak
Mine Monster	Very Weak
Imperial Commander	Above Average
AT-ST	Tough!
Rodian	Average
Gran	Above Average
Weequay	Above Average
Reborn Trooper	Strong
Reborn Warrior	Strong
Reborn Fencer	Strong
Reborn Boss	Tough!
Trandoshan	Above Average
Stormtrooper Squad Leader	Above Average
Tavion	Tough!
Mark I	Strong
Shadow Trooper	Tough!
Mark II	Weak
TIE Fighter Pilot	Average
Galak (Mech Armor)	Tough!
Swamp Trooper	Average
Desann	Tough!

Note: For pictures and detailed descriptions of the Enemies mentioned above, refer to our "Enemies" section on page 16.

## Advanced Jedi Maneuvers

### Wielding the Force

Once Kyle has reconnected with the Force and starts gaining Force powers, don't forget to use them in battle, especially when facing multiple enemies. See "Force Powers Analysis" and the Force quick-reference charts in this section for detailed information on each Force power. Be careful not to use your Force powers so much that when you *really* need to use a Force power (such as Force Heal), you don't have enough Force juice to activate it. Also, look to your targeting reticule for clues on where you can use your Force powers on an object to help you out.



When your targeting reticule turns blue, the object in your crosshairs is susceptible to your Force powers.

### Force Jumps and Flips

Kyle can perform three kinds of jumps: non-Force jumps, Force jumps, and Force flips. If you have no Force Jump ability, you will always do a non-Force jump. These jumps are very short. Once you have Force Jump ability, you can still do a non-Force jump by quickly tapping the jump button once.

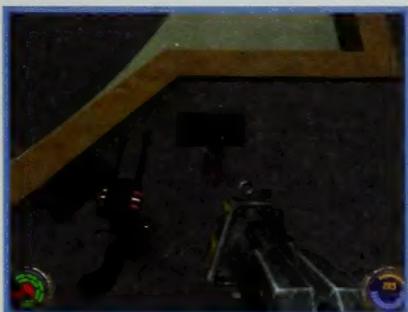
Once you have the Force Jump ability, you can do Force jumps and Force flips (as well as some other acrobatics described in the "Acrobatics" section). To execute a Force jump, press and hold the jump button. If you want to jump in a specific direction, run in that direction before jumping, or tap that direction at the start of the jump. If you hold down the direction during the Force jump, it becomes a Force flip.

### JEDI TIP

**When you land on enemies from a jump, you knock them down (stunning them momentarily) and immediately jump off of them (or roll off of them if you are holding crouch). You have some control over the direction of this. You may continue an attack into a jump or flip, and you may attack in the middle of a jump or flip.**

### Death from Above

This is a simple tactic, but it takes some movement skill and practice to use effectively. It's especially useful after you've gained at least level 2 Force Jump. Jump up over an enemy, point your weapon downward, and rain fire down on your target. Using this tactic can make you harder to hit and less predictable than the standard circle-strafe technique.



Jump up and rain fire down on a target.

### Crouch Jumping

Sometimes there's a ledge above your character, but it's just out of range of your standard jump. In these rare cases, try crouch-jumping. By pressing the crouch key during your jump, you can pull Kyle's feet up a little higher and possibly land on that hard-to-reach ledge.

This is also an effective technique to use in multiplayer when you're trying to outmaneuver an adversary. If you crouch or crouch-jump, you become a smaller target that is much more difficult to hit from a distance.

## Acrobatics

Acrobatics allow you to maneuver into a better fighting position and evade enemies. You need a Force Jump level of 2 or higher for most of these maneuvers.

### Roll

**Command:** Forward/Backward or Strafe Right/Left + Crouch  
**Conditions:** Must be running or landing from a jump.

**Description:** You roll in the direction you press. Rolling from a jump may help absorb some of the impact damage. Be careful, though—once you enter a roll, your momentum will carry you forward until the roll stops. You can still turn while rolling, which is good for outflanking an enemy or avoiding rolling off a cliff. You cannot attack during a roll.

### Backflip off a Wall

**Command:** Forward + Jump x 2 (press jump key once to jump and again to flip)

**Conditions:** Must be running toward a wall and have at least level 2 Force Jump.

**Description:** You take a couple of steps up the wall in front of you, and flip backward away from the wall. You may end up behind a pursuer, leaving him open for an attack.

### Flip off a Wall

**Command:** Strafe Left/Right + Jump

**Conditions:** Standing still with a wall to your left or right; must have at least level 2 Force Jump.

**Description:** You take a couple of steps up a wall to your left or right, then flip in the opposite direction off the wall.

### Wall-Walk

**Command:** Strafe Left/Right + Forward + Jump

**Conditions:** Running with a wall to your left; must have at least level 2 Force Jump.

**Description:** You rise off the ground and run along the wall for a short time. If you press the jump button in the middle of this move, you flip off the wall.



## Movement Tactics

### Handling Multiple Enemies

Neutralize the enemy or enemies capable of dealing the most damage first. For example, when facing a group of Reelo's thugs, eliminate any Gran first (as they can destroy you quickly from multiple angles by throwing thermal detonators).

When dealing with Imperial scum, take out the highest-ranking Imperials or squad leaders first. Without their fearless leader, stormtroopers often turn tail and run. The only real disadvantage to this tactic is that a lone stormtrooper could sneak up on you later in the level from behind or from a spot you weren't expecting. See the following chart of Imperials ranked from highest to lowest.

<p><b>IMPERIAL COMMANDER</b></p>  <p><b>1</b></p>	<p><b>IMPERIAL OFFICER</b></p>  <p><b>2</b></p>	<p><b>STORMTROOPER SQUAD LEADER</b></p>  <p><b>3</b></p>
<p><b>IMPERIAL</b></p>  <p><b>4</b></p>	<p><b>STORMTROOPER</b></p>  <p><b>5</b></p>	<p><b>IMPERIAL WORKER</b></p>  <p><b>6</b></p>

### Using Hazards to Your Advantage

Many levels contain various hazards. These include ledges, pits, electrified floors, lasers, etc. These areas are, generally, just as hazardous to enemies as they are to you.





## Temporary Companions

At various points in *Jedi Outcast*, you come across companions you'll want to keep alive, either to assist you in the level or to keep from failing a mission. For a quick-reference on whether you have to keep a certain character alive, see the following images. A "Y" indicates that the character is crucial to your mission's success. An "N" indicates otherwise.

<b>JAN ORS</b>  <b>Y</b>	<b>GONK</b>  <b>N</b>	<b>MSE DROID</b>  <b>N</b>	<b>IMPERIAL BASE COMMANDER</b>  <b>Y</b>
<b>ARTUS PRISONERS</b>  <b>Y</b>	<b>LANDO CALRISSIAN</b>  <b>Y</b>	<b>BESPIN GUARDS</b>  <b>N</b>	<b>LUKE SKYWALKER</b>  <b>Y</b>
<b>R5 UNITS</b>  <b>Y</b>	<b>REBEL SOLDIERS</b>  <b>N</b>	<b>JEDI TRAINERS</b>  <b>N</b>	<b>Note:</b> Only NPCs you can interact with are listed in this chart.

### Level-Specific Weaponry

Many levels contain various hazards. These include ledges, pits, electrified floors, lasers, etc. These areas are, generally, just as hazardous to enemies as they are to you.

### LEVEL-SPECIFIC WEAPONRY

WEAPON	LEVEL FOUND	USE
Perimeter Defense Gun (a.k.a. mounted laser cannon)	Various	Blast doors, crates, enemies, AT-STs
<i>Lady Luck Cannon</i>	Nar Shaddaa Starpad	Eliminate Reelo and thugs
<i>Doomgiver Cannon</i>	<i>Doomgiver Communications Array</i>	Blow up TIE fighters to help Rogue Squadron
AT-STs	Yavin Canyon	Neutralize enemies and navigate Yavin Canyon

# LIGHTSABER DUELING

Only true Jedi Masters should engage in lightsaber battle. In the hands of a novice, the lightsaber is a clumsy tool—almost as much of a danger to the wielder as to the enemy. Start your lightsaber studies with the *Jedi Outcast* manual. It does a great job of explaining basic lightsaber combat moves. We know “true gamers” never read the manual, but in this case, there is a good amount of useful information there.



## Light Saber Offensive Styles

As you progress through the game, Kyle gains three styles of lightsaber offense. Each style has its advantages and disadvantages. Consult the following sections for notes on each style.

Fast	Medium	Strong	Advanced Tips
------	--------	--------	---------------



**Where Acquired:** Cairn Bay

**HUD Display:** Blue

**Stance:** Defensive—saber in ready position to fend off attacks or make quick jabs.

**Attacks:** Fast and efficient, but with limited range.

**Chained Attacks:** Can chain attacks infinitely.

**Commentary:** Short, quick motions allow for multiple attacks, but with minimum damage. This style uses no spins, and since there is very little movement to these attacks, you can run at full speed while using them. Due to their weak attack strength, however, they are easily parried and never break a block. This style is best used when fighting a lot of enemies who are not using lightsabers.



**Where Acquired:** Yavin Trial (once you find your lightsaber)

**HUD Display:** Yellow

**Stance:** Neutral—suited for both defense and attack. Saber held low and to the right.

**Attacks:** Medium speed, range, and damage.

**Chained Attacks:** Five attacks in a row.

**Commentary:** The classic saber combat style. This style is best for fighting multiple enemies. Because of the amount of motion involved in these types of swings, you cannot run at full speed when using these attacks. Medium attacks are fairly blockable, and rarely break a block unless the enemy's defensive skills are exceptionally weak. This is the best all-around style.



**Where Acquired:** *Doomgiver* Communications Array

**HUD Display:** Red

**Stance:** Aggressive—saber high and back, ready to go into a heavy swing.

**Attacks:** Great range and power, but often leaves you open for counterattack.

**Chained Attacks:** Rarely able to chain attacks.

**Commentary:** Uses powerful strikes to batter through defenses. These attacks have great range, and a large wind-up and follow-through (leaving you open to counterattacks). But, if they hit, the enemy is very unlikely to block, and will either have his lightsaber knocked aside (perhaps even out of his hand) or be knocked down by the strength of the blow. These attacks do more damage than the others. Because of the very large motions involved in these attacks, they slow you down considerably when running. It is wise to use these attacks only when fighting a lone lightsaber-wielding enemy.

- Combatants who are not using lightsabers will not shoot at two combatants engaged in lightsaber combat.

- Reborn and Jedi will stay away from two lightsaber combatants involved in a lightsaber lock.

- Be very careful when fighting in close quarters with an ally. You can inadvertently damage your allies with wild lightsaber swings.

- In third-person view, when you slay a lightsaber combatant, the world slows down and your view spins around you. You can still move and attack normally during this slow-down. So, if you are fighting multiple combatants, use this time to plan your next move or to avoid an imminent attack.

- Stick and move—swoop in for a hit, then dodge the opponent's counterattack.

- Use Force Speed to gain an advantage on speedy lightsaber-wielding enemies.

- Use your various Force powers to your advantage (on enemies they are effective against). Force Push/Pull to throw enemies off balance, Force Grip and Force Lightning to weaken them, etc.

- Use various combo moves to mix up your attack.

- Quickly tap the attack button when engaged in a lightsaber lock. If you win the lock, quickly attack the dazed opponent; if you lose, quickly perform evasive maneuvers.

### JEDI TIP

Lightsaber attacks are not always successful. Depending on the strength of the attack and the defensive skill of the defender, attacks may be blocked, deflected, or even parried.





# STAR WARS®

JEDI KNIGHT II: JEDI OUTCAST™

# DATA COMPENDIUM

# WEAPONS & ITEMS

## THE JEDI ARSENAL

For each weapon, we've included a "Cells Per Shot/Max" value. The first number indicates how many power cells a single shot requires; the second indicates the maximum number of shots you can fire with full ammo.

**Rate & Speed**  
 1 Very Fast  
 2 Fast  
 3 Average  
 4 Slow  
 5 Very Slow

**Accuracy**  
 1 Excellent  
 2 Good  
 3 Average  
 4 Poor  
 5 Very Poor

**Overall**  
 ☆☆☆☆ Superb  
 ☆☆☆ Very Good  
 ☆☆☆ Average  
 ☆ Limited

### Lightsaber



**Overall Rating:** ☆☆☆

**Special Feature**  
 The lightsaber has the ability to deflect lasers back toward your attackers. This is a passive ability, and only works when you're not attacking.

### Strategy:

**Primary:**  
Swing



**Secondary:**  
Throw



- The lightsaber is a very special weapon for a very special purpose: extremely close-range combat. When you're out of all heavy weapons or you see an enemy charging in with a lightsaber of his own, equip the Jedi weapon of choice, and engage. Your lightsaber will never run out of power, it has the ability to block enemy lasers, and it can be used as an effective projectile weapon with the right skill allocation.
- In multiplayer, try to keep your buzzing to a minimum by activating your lightsaber only right as you're about to battle or if your enemy has already spotted you. New players tend to run around with their lightsabers extended, unaware that the buzzing gives their position away almost immediately. (*Note: For an in-depth look at lightsaber combat, check our "The Jedi Academy" section on page 4.*)

<b>Damage (Vertical)</b> (Primary) 35-50 (depending on style)	<b>Damage (Jumping)</b> (Primary) 35-45 (depending on style)	<b>Damage (Special)</b> (Primary) 45-75 (depending on style)
<b>Damage (Horizontal)</b> (Primary) 35-45 (depending on style)	<b>Damage (Backward)</b> (Primary) 55-60	<b>Damage (Throwing)</b> (Secondary) 60-75 + 25 (depending on style)

### Stun Baton



**Overall Rating:** ☆

### Strategy:

**Primary:**  
Prod



**Secondary:**  
Prod



- Available only in single-player mode as Kyle's default weapon, the stun baton's major fault is that it lacks any real punch in the heat of battle. It's useful in situations where you can sneak up on the enemy and stay out of harm's way, but when the lasers start blazin' and the stormtroopers start filing in, it's best to switch to something with a little more range.
- The good thing about the stun baton is that it never runs out of energy. Since it doesn't use any sort of standard ammunition cell, you can use the baton if you're running low on energy sources.

<b>Damage</b> (Primary) One-Hit Stun	<b>Range</b> (Primary) Extremely Close Range	<b>Ammunition Type</b> (Primary) N/A
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### Bryar Blaster Pistol



**Overall Rating:** ☆☆

### Strategy:

**Primary:**  
Single Laser



**Secondary:**  
Charge-Up Blast



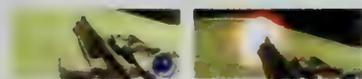
- The Bryar blaster pistol is the most accurate weapon in the game. The projectile is very slow when attacking targets from medium to long range, so it's very difficult to use at those distances. We found it most useful in multiplayer when trying to hit a camping player.
- The charge-up laser does some incredible damage if you can connect with a solid shot, and in multiplayer, a few fully charged shots is usually all it takes to kill even a shielded player.

<b>Damage</b> (Primary/Secondary) 10/50	<b>Projectile Speed</b> Average	<b>Ammunition Type</b> Blaster Packs 
<b>Rate of Fire</b> (Primary/Secondary) Slow/Very Slow	<b>Accuracy</b> Excellent	<b>Cells Per Shot/Max</b> (Primary) 1/300 (Secondary) 5/60

## E11 Blaster Rifle



Overall Rating: ☆☆☆



**Primary:** Single Shot  
**Secondary:** Full-Auto Mode

### Damage

(Primary/Secondary)  
20/20

### Rate of Fire

(Primary/Secondary)  
Average/Fast

### Projectile Speed

Average

### Accuracy

Average

### Ammunition Type

Blaster Packs



### Cells Per Shot/Max

(Primary) (Secondary)  
1/300 2/150

### Strategy:

- The standard blaster rifle for Imperial forces, the E11 is the most well-rounded weapon in the game. It's got everything you want from a weapon: ergonomics, reliability, decent accuracy, and even an auto mode. Although it's a common weapon, the E11 blaster rifle is no slouch on the battlefield.
- In multiplayer, the secondary mode works wonders as a cover-fire option with a decent hit probability. Although the Imperial heavy repeater puts more flak downrange a lot quicker, the E11 has superior accuracy, making it the better choice of the two for most medium- to long-range situations.

## Tenloss Disruptor Rifle



Overall Rating: ☆☆☆☆



**Primary:** Single Blast  
**Secondary:** Zoom Mode

### Damage

(Primary/Secondary)  
30/Instant Kill (full charge)

### Rate of Fire

(Primary/Secondary)  
Slow/Very Slow

### Projectile Speed

Instant

### Accuracy

Excellent

### Ammunition Type

Power Cells



### Cells Per Shot/Max

(Primary) (Secondary)  
3/100 Varies w/ Charge

### Strategy:

- The Tenloss disruptor rifle has been outlawed across the galaxy for good reason: it's the most powerful weapon in the game when used correctly. The Tenloss is a hitscan weapon, meaning it hits the target exactly as you pull the trigger. When used in the secondary (sniping) mode, a single charge-up shot disintegrates its target upon impact. Let's just say it's very powerful.
- In multiplayer, this is the camper's weapon of choice. If you detect someone racking up kills from a rooftop or other out-of-the-way spot, remember that players absolutely *cannot* move when in the secondary zoom mode. Lob some rockets their way!

## Wookiee Bowcaster



Overall Rating: ☆☆



**Primary:** Charge-Up Shot  
**Secondary:** Reflective Shot

### Damage

(Primary/Secondary)  
50/50

### Rate of Fire

(Primary/Secondary)  
Very Slow/Average

### Projectile Speed

Fast

### Accuracy

Good

### Ammunition Type

Power Cells



### Cells Per Shot/Max

(Primary) (Secondary)  
Varies w/ Charge 5/60

### Strategy:

- In primary mode, you can hold down the attack button to charge up a multishot attack. When fully charged, it releases five energy bolts in a horizontal spread that's great for hallways packed with stormtroopers. If you're using this weapon to target single enemies, however, use the secondary mode. Not only does it retain all the damage of the primary mode, but firing the reflective shots is much easier since there's no charge-up period. You can get out singles, doubles, or triples with ease.
- In multiplayer, we found it best to avoid this weapon.

## Imperial Heavy Repeater



Overall Rating: ☆☆☆



**Primary:** Auto Fire  
**Secondary:** Concussion Launcher

### Damage

(Primary/Secondary)  
8/60 (splash)

### Rate of Fire

(Primary/Secondary)  
Very Fast/Very Slow

### Projectile Speed

(Primary/Secondary)  
Slow/Very Slow

### Accuracy

(Primary/Secondary)  
Poor/Good

### Ammunition Type

Metallic Bolts



### Cells Per Shot/Max

(Primary) (Secondary)  
1/400 8/50

### Strategy:

- The Imperial heavy repeater is a deadly weapon that fires a swarm of metallic bolts at an alarming rate. It works wonders as a cover-fire or support weapon in team-based multiplayer games, and also against squads of enemies in the single-player mode.
- The secondary attack—an energy grenade—works much like a standard grenade launcher, with an arc-shaped trajectory and a relatively short range. What it lacks in range it more than makes up for with power and sheer knockback force. This is a great weapon to nudge enemies off cliffs or bridges, because the explosive radius is so large.

## DEMP 2



Overall Rating: ☆☆



Primary:  
Stun Shot



Secondary:  
Charge-Up Shot

### Damage

(Primary/Secondary)  
35S, 15H/ 100S, 60H

### Rate of Fire

(Primary/Secondary)  
Average/Very Slow

### Projectile Speed

(Primary/Secondary)  
Average/Instant

### Accuracy

Excellent

### Ammunition Type

Power Cells



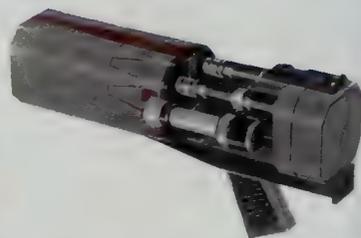
### Cells Per Shot/Max

(Primary) (Secondary)  
8/37 Varies w/ Charge

### Strategy:

- This gun fires high-powered ion bursts that completely knock out electrical systems and droids. It also slightly damages and stuns living creatures—but the primary role remains that of an EMP device.
- In multiplayer, the DEMP 2 is one of the few weapons to use hitscan targeting in secondary mode. Hitscan means that the projectile hits the target the very instant you press the trigger—there is no delay. This, coupled with the splash damage of the charge-up shot, makes the secondary mode of the DEMP 2 the best choice for dueling other humans.

## Golan Arms Flechette



Overall Rating: ☆☆☆



Primary:  
Spread Attack



Secondary:  
Explosive Balls

### Damage

(Primary/Secondary)  
10 per ball/75+ per ball

### Rate of Fire

Average

### Projectile Speed

(Primary/Secondary)  
Fast/Average

### Accuracy

(Primary/Secondary)  
Average/Poor

### Ammunition Type

Metallic Bolts



### Cells Per Shot/Max

(Primary) (Secondary)  
8/50 8/50

### Strategy:

- Performing much like a shotgun, the Golan Arms flechette has a random spread to its shots. At close or medium range, the flechette is absolutely devastating because its hit zone is so large. Even if your aim is unrefined, getting clean hits up close with the flechette remains easy.
- In secondary mode, the explosive spheres WILL bounce off walls and possibly come back to hit you. Although the spread damage is only a few feet for each of the two spheres, pounding 10-20 of these into a room or hallway tends to make people turn around and go the other way.

## Merr-Sonn Missile System



Overall Rating: ☆☆☆☆



Primary:  
Dummy Rocket



Secondary:  
Guided Rocket

### Damage

(Primary/Secondary)  
100 (direct)/100 (direct)

### Rate of Fire

Slow

### Projectile Speed

(Primary/Secondary)  
Slow/Very Slow

### Accuracy

(Primary/Secondary)  
Excellent

### Ammunition Type

Rocket Packs



### Cells Per Shot/Max

(Primary) (Secondary)  
1/10 1/10

### Strategy:

- Along with the Tenloss disruptor, the Merr-Sonn missile system (MSMS) is one of the most powerful and useful weapons in the game. In secondary mode, hold down the attack button with the enemy locked in your crosshairs. When the small red circle becomes full, let it rip—the missile will track. If you let the rocket go before the circle is full, it acts like a dummy rocket.
- In a multiplayer game, this weapon is your most sought-after. Camp it, guard it, lay mines by it—do anything to keep other players away from it. Pick up any spare rocket packs, as well.

## Thermal Detonator



Overall Rating: ☆☆☆



Primary:  
Timed Fuse



Secondary:  
Instant Explosion

### Damage

(Primary/Secondary)  
50/50

### Throwing Range

200 feet

### Blast Radius

10 feet

### Ammunition Type

Thermal Detonators

### Max

10

### Strategy:

- The best of all explosive devices, these powerful little metallic balls can be detonated with a timed fuse or on direct impact. The more useful of the two modes is the direct impact, although it's also more dangerous. If you don't throw the detonator far enough, the splash damage will hurt you.
- The longer you hold down the attack button, the farther you'll throw the thermal detonator. If you want to just roll one by your feet, give it a quick tap. But if you're looking to toss one over a building, hold down the button for a good 3-5 seconds before releasing. With practice, these are VERY useful.

## Trip Mine



Overall Rating: ☆☆



Primary:  
Plant Mine



Secondary:  
Instant Explosion

### Damage

(Primary/Secondary)  
50/50

### Throwing Range

10 feet

### Blast Radius

5 feet

### Ammunition Type

Trip Mines

### Max

5

### Strategy:

- These compact but powerful explosive mines use a finely tuned laser as their tripwire. The best places to stick them are confined rooms, hallways, and underneath the floor tiles of split-level structures. The splash radius is only about 10 feet, so your intended target needs to be *at least* that close to the mine to take any damage. If you place trip mines out in the open where they have extremely long tripwires, your intended target is less likely to take any damage.
- If you notice a mine placed on a wall, destroy it from a safe distance by shooting it.

## Detonation Pack



Overall Rating: ☆☆☆



Primary:  
Set Pack



Secondary:  
Detonate Packs

### Damage

(Primary/Secondary)  
50/50

### Throwing Range

10 feet

### Blast Radius

5 feet

### Ammunition Type

Detonation Packs

### Max

10

### Strategy:

- The detonation pack is half mine, half grenade. In primary mode, you can set individual packs as proximity mines that explode automatically when someone passes near them. And in secondary mode, you can manually trigger any detonation packs you've placed by actuating the trigger.
- In multiplayer, one of the best techniques is to place four or five detonation packs in a small room, then hide nearby and wait for an enemy to enter. When you're sure someone is about to go in, activate the secondary mode and detonate the packs simultaneously. The damage is cumulative, so get in as many packs as you can.

### Ammo Power Converter

Recharge your favorite weapon (excluding the Merr-Sonn Missile System, thermal detonator, and detonator packs) up to a maximum of 75 cells at one of these converters.



### Arakyd Mark VII Inquisitor

This small seeker drone hovers over your character and attacks enemies automatically. (Note: It only lasts for 30 seconds.)



### Assault Sentry

Just as it looks, this portable cannon can be dropped to protect an area with laser fire. It can be destroyed by enemies.



### Battery Pack

These work as power sources for your electrobinoculars and light amplification goggles.



### Biotech Bacta Canister

When used, a biotech bacta canister restores 25 points of your character's health (100 points in Multiplayer). You can hold up to five canisters at once.



### Force Crystal

Dropped by shadow troopers, these gems replenish Kyle's Force Meter at a higher rate than Kyle does on his own.



### Light Amplification Goggles

Use these goggles to illuminate extremely dark areas. When using them, you can still fire weapons, unlike with the electrobinoculars.



### Medpac

These small health kits restore 25 points to your character's health. Unlike bacta canisters, these cannot be inventory.



### Neuro-Saav TD-3 Electrobinoculars

These binoculars magnify distant objects. They run off battery-pack power, so use them only when you need them. (Note: You cannot fire weapons while using the binoculars.)



### Personal Shield

The personal shield works like armor, absorbing damage until it's depleted. You can get up to 200 points of personal shield.



### Security Key / Supply Key

Dropped by Imperials, these keys are used throughout the single-player game to unlock doors and supply boxes.



### Shield Power Generator

Find one of these generators, and you'll be able to recharge your shield up to a maximum of 75 units.



### Supply Box

These supply boxes contain a variety of useful items. You'll need to shake down Imperials for a key to open each box.



### Ysalamiri

Available in multiplayer only, the ysalamiri is a small salamanderlike creature that creates a 10-foot bubble around your character so that Force powers will not affect him. When you have a ysalamiri on your person, you cannot use any Force powers. The ysalamiri lasts 30 seconds, then disappears.



MP ONLY

### Stationary Shield

Available in multiplayer, these display a large stationary (one-time) shield that deflects lasers and restricts movement.



MP ONLY

# ENEMIES

## RATINGS AND COMMENTARY

This section shows you every enemy in the game, in the order they appear. Look here for a preview of what you'll be facing next, and to pick up a tip or two on how to defeat them.

Health	Movement	Overall
① Tough!	① Very Fast	☆☆☆☆ Very Tough
② Strong	② Fast	☆☆☆ Strong
③ Above Average	③ Average	☆☆ Average
④ Average	④ Slow	☆ Weak
⑤ Weak	⑤ Very Slow	

### Stormtrooper

**Health:** Average  
**Weapon:** E11 Blaster Rifle  
**Movement:** Average  
**Overall:** ☆☆



#### Commentary:

- Imperial shock troops encased in hard white armor, these determined foes blanket the installation on Kejim. They almost always appear in groups of two or more, so keep your strafing skills sharp and your energy cells full.

### Imperial

**Health:** Average  
**Weapon:** Imperial Pistol  
**Movement:** Slow  
**Overall:** ☆



#### Commentary:

- There's often an Imperial or two mixed in with a squad of stormtroopers; they usually give orders and shoot very little. Search near their bodies when you kill them—you just never know when you might find that extra supply key lying around.

### Imperial Officer

**Health:** Above Average  
**Weapon:** E11 Blaster Rifle  
**Movement:** Slow  
**Overall:** ☆

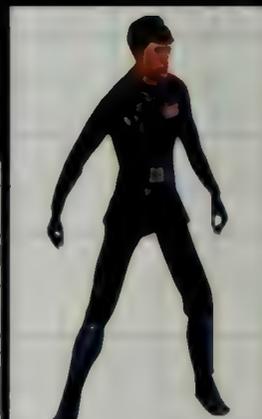


#### Commentary:

- One step above an Imperial, and one step below an Imperial Commander, the Imperial Officer is often paired with at least one other Officer and a squad of stormtroopers. They're slow and dim-witted, but occasionally you'll encounter a feisty one with a security key.

### Imperial Commander

**Health:** Above Average  
**Weapon:** E11 Blaster Rifle (Auto)  
**Movement:** Slow  
**Overall:** ☆☆



#### Commentary:

- Almost always carrying a key to a nearby locked door, these are the highest-ranking officials you encounter in *Jedi Outcast*. Although they look frail like the other Imperials, Commanders often use their E11s on auto mode, making their shots especially hard to avoid.

### Imperial Probe Droid

**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Fast  
**Overall:** ☆☆



#### Commentary:

- Found in the first few areas of Kejim, these droids are often operating control centers or guarding key entry points. The E11 blaster rifle works well against them, and so does the charge-up mode of the Bryar pistol. Be aware that these droids can strafe *quickly*.

### Sentry Droid

**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ☆☆☆



#### Commentary:

- These flying droids are invulnerable to your standard blaster attacks until they open up and begin firing. Wait until they begin to fire, then strafe left or right and get in a few quick shots. Use an accurate weapon like the Bryar pistol.

## Interrogator Droid

**Health:** Weak  
**Weapon:** Chemical Injection  
**Movement:** Very Slow  
**Overall:** ☆



### Commentary:

• These small black droids have multiple arms with special pain-inducing tools for extracting information from prisoners. In *Jedi Outcast*, they can slightly damage your character with a chemical substance that blurs your vision. Keep your distance and attack with ranged weapons.

## Imperial Worker

**Health:** Weak  
**Weapon:** Imperial Pistol  
**Movement:** Fast  
**Overall:** ☆



### Commentary:

• First encountered deep within the mines on Artus, these workers tote an Imperial pistol. They tend to hide in corners behind rocks, leaving themselves open for well-placed thermal detonators.

## Mine Crab

**Health:** Very Weak  
**Weapon:** Bite Attack  
**Movement:** Fast  
**Overall:** ☆



### Commentary:

• These little creatures are more annoying than they are damaging, but they're dangerous in large numbers. Since they're so small, your best bet is to stick with a basic weapon like the E11 rifle or the Bryar pistol. After all, you don't wanna waste the *good stuff* on the little guys.

## AT-ST

**Health:** Tough!  
**Weapon:** Medium Laser Blasters  
**Movement:** Fast  
**Overall:** ☆☆☆



### Commentary:

• When you see an AT-ST, *run away*. The only way to destroy or incapacitate an AT-ST is to use a perimeter defense gun or hit it with heavy explosives. After a good pounding to the command pod (top portion), the AT-ST will topple.

## Rodian

**Health:** Average  
**Weapon:** Tenloss Disruptor Rifle / E11  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• There are two types of Rodians in *Jedi Outcast*: the standard gangsters armed with E11 blaster rifles, and the Rodian snipers who attack from extremely long range with the outlawed Tenloss disruptor rifle. The latter are more dangerous, so be on the lookout.

## Gran

**Health:** Above Average  
**Weapon:** Thermal Detonator  
**Movement:** Average  
**Overall:** ☆☆☆

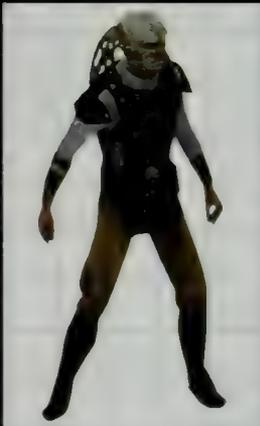


### Commentary:

• The trickiest of all gangster-type enemies, Gran pack thermal detonators, and they know how to use 'em. Try to fight them from long range, where you have a chance of avoiding the detonators if they're thrown your way. Oh, and never charge a Gran with your lightsaber.

## Weequay

**Health:** Above Average  
**Weapon:** Wookiee Bowcaster  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• Although not very intelligent, Weequay are very good at being cruel. They pop up at the worst of times, and in large numbers. To avoid their bowcaster shots, either charge with the lightsaber or rush with a very powerful short-range weapon.

## Reelo

**Health:** N/A  
**Weapon:** Medium Laser Cannon  
**Movement:** N/A  
**Overall:** ☆☆☆

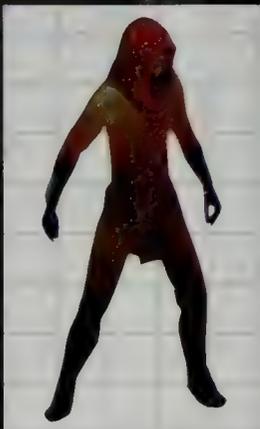


### Commentary:

• During the escape with Lando, Reelo takes up position on a perimeter defense gun and attempts to bring down the *Lady Luck* before it takes off. Avoid the other enemies, and concentrate your fire on Reelo's mount by using the laser cannon attached to Lando's ship.

## Reborn (Orange & Blue)

**Health:** Strong  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:**



### Commentary:

• Reborn Jedi are not to be written off as pushovers. Force powers don't work well against them, but short and quick blows with the lightsaber do. Be decisive with your attacks—no fancy stuff—and watch for openings after they swing and miss. Reborn come in two colors, orange and blue.

## Reborn Warrior

**Health:** Strong  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** ☆☆☆

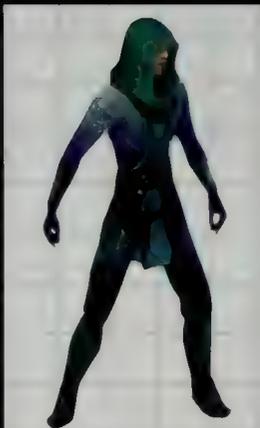


### Commentary:

• Slightly better trained than regular Reborn troopers, warriors are more confident with the lightsaber, and use the Saber Throw power whenever they see the opening. Play solid defense, and attack only when you see a mistake in their gameplan—which is quite often.

## Reborn Fencer

**Health:** Strong  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** ☆☆☆



### Commentary:

• Like the Reborn warrior, but more focused on charging with standard lightsaber attacks. Remember, your Force powers have limited effect against Reborn Jedi of any type. Your best chance is to attempt something simple like a Force Push when you see an opening.

## Reborn Boss

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** ☆☆☆☆



### Commentary:

• The toughest of all Reborn, these guys are excruciatingly fast and cunning with the lightsaber. If attacking with a group of Reborn, they usually try to get in cheap shots and attack while you're engaged with another warrior. One solid chop to the torso *does* kill them, so be swift.

## Trandoshan

**Health:** Average  
**Weapon:** Imperial Heavy Repeater  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• Trandoshan are well-disciplined hunters with super-sensitive eyesight that extends into the infrared range. They're usually armed with Imperial heavy repeaters, so attack them from as far away as possible; the repeater's shots disperse with range.

## Stormtrooper Squad Leader

**Health:** Above Average  
**Weapon:** Golan Arms Flechette/  
Imperial Heavy Repeater  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• A little tougher than the average stormtrooper, squad leaders can be differentiated by their heavier weaponry, and the orange pauldrons they wear on their right shoulders. Neutralize the squad leader, and the remaining stormtroopers usually retreat.

## Tavion

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Fast  
**Overall:** ☆☆☆



### Commentary:

• Desann's partner in crime, Tavion is no stranger to wielding a lightsaber. Although her skills aren't as finely polished as those of a shadow trooper or a Reborn boss, she's still a force to be reckoned with. Use quick, glancing blows so as not to leave yourself open for attacks.

## Mark I

**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ☆☆☆

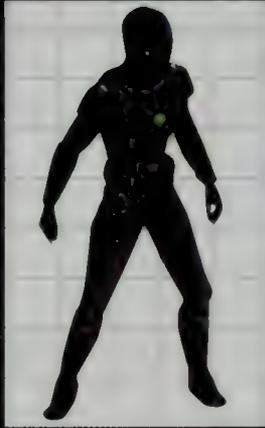


### Commentary:

• Kind of like an unmanned mini AT-ST, the Mark I is a droid you should fight from afar. If possible, hit it with a Merr-Sonn missile or a thermal detonator. Even easier is to plant a group of mines along its path, leading it right into the laser tripwires.

## Shadow Trooper

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** ★★☆☆



### Commentary:

• Galak Fyyar's technical masterpieces, the shadow troopers have been artificially imbued with the power of the Force. They use invisibility powers to remain cloaked until they attack, so wait to attack until they activate their lightsabers. Use the Saber Throw!

## Mark II

**Health:** Weak  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ★☆☆☆

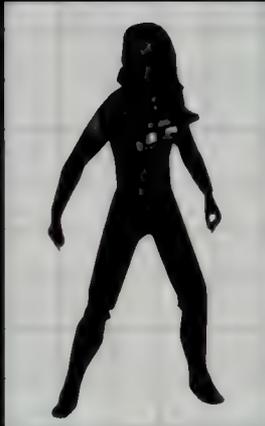


### Commentary:

• A smaller, rolling, weaker version of the Mark I, you'll find these lurking within the inner reaches of Cairn. You can easily crush them with your lightsaber. There's no real trick or technique to fight them with.

## TIE Fighter Pilot

**Health:** Average  
**Weapon:** Imperial Pistol  
**Movement:** Average  
**Overall:** ★☆☆☆



### Commentary:

• Scattered around Galak's cruiser, you'll find TIE fighter pilots caught up in the mix when they'd rather be out flying their ships. They're weak, poor shots with the basic pistol they carry, and generally fun to use your Force powers on.

## Galak (Mech Armor)

**Health:** Tough!  
**Weapon:** Mech-Claw / Repeater Lasers  
**Movement:** Slow  
**Overall:** ★★☆☆



### Commentary:

• Pound away at his shields with the alternate fire of your Imperial heavy repeater. When the shield is down, switch to primary fire mode and finish him off.

## Swamp Trooper

**Health:** Average  
**Weapon:** Imperial Heavy Repeater  
**Movement:** Average  
**Overall:** ★☆☆☆



### Commentary:

• Found deep within the swamps near the Jedi Academy, the swamp troopers have one thing going for them: their camouflage. The only way you'll ever see them is to focus on their lasers, using them as homing beacons to dial in on their positions.

## New Enemy: Desann

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Fast  
**Overall:** ★★☆☆



### Commentary:

• There's nothing super-tricky about fighting Desann. By now you know the deal on lightsaber combat, so just pretend he's a shadow trooper. Oh, and try and let your passive Saber Defend skill do some work. Don't attempt to *always* be on offense.  
• One option in making Desann "one with the force" involves using the pillars at the corners of the chamber. By hitting them with Force Lightning you can crumble the stone at their bases. Do enough damage and the pillars come crashing down . . . perhaps right on the head of your nefarious foe?

# FORCE POWERS

## RATINGS & DESCRIPTIONS

This section contains important data for all of the Force powers in *Jedi Knight II: Jedi Outcast*. They're broken into three sections: single-player Force powers, multiplayer-exclusive Force powers, and passive Force powers. (**Note:** *Single-player and passive Force powers ARE available in multiplayer mode.*)

OVERALL	COLOR SCHEME
☆☆☆☆ Superb	Blue Light Side
☆☆☆ Very Good	Red Dark Side
☆☆ Average	Yellow Neutral
☆ Limited	



### Single-Player Force Powers

#### Force Push

Duration: Instant

Area of Effect: Targeted Item(s)



Overall Rating: ☆☆☆☆

#### Description:

• This power lets your character shove non-player characters (NPCs) and world objects away from himself. If NPCs are pushed into solid surfaces or off ledges, they take damage. Force Push can also be used to operate selected buttons, grates, and sliders that may be out of the character's reach. A very useful Force power.

#### Power Levels:

- ① You can push levers and objects, as well as knock down a single enemy. You can push back missiles that are directed toward you.
- ② All the powers of level one, but now you can push multiple enemies.
- ③ All the powers of level two, but now you push even *more* enemies at once. This level can also push enemies out of lightsaber locks, although success is not guaranteed.

#### Force Pull

Duration: Instant

Area of Effect: Targeted Item(s)



Overall Rating: ☆☆

#### Description:

• This power lets your character pull weapons and certain world objects toward him. It's useful for flipping switches and disarming certain enemies.

#### Power Levels:

- ① You can pull certain levers and objects, as well as knock down a single enemy.
- ② Same as level one, but pulls an enemy's weapon from his hands if he's facing you.
- ③ Same as level two, but you can pull multiple enemies at once (making them drop their weapons). The force of the pull is also stronger, and much more noticeable.

#### Force Speed

Duration: 5 Seconds

Area of Effect: Jedi Only



Overall Rating: ☆☆

#### Description:

• When activated, this Force power slows down your surroundings, allowing your character to gain a speed advantage over enemies. (**Note:** *In multiplayer games, this effect only speeds up YOUR actions. It does not slow down the other players in the game.*)

#### Power Levels:

- ① Slows world to 75% normal speed.
- ② Slows world to 50% normal speed.
- ③ Slows world to 25% normal speed.



## Force Heal

Duration: Variable

Area of Effect: Jedi Only



## Description:

• This power restores your character's health by converting the essence of the Force into a maximum of 25 health points. You will recover more health points if you have a full Force Meter before executing this power.

## Power Levels:

- 1 Character must stop and meditate to heal. If you move or fire during this time, it stops healing you. Heals up to 25 points.
- 2 Character can move (but not attack) while healing. Heals slowly, up to 25 points. If you attack or are hit, it stops healing you.
- 3 Character can move and attack while healing. The effect works quickly, up to 25 points.

Overall Rating: ☆☆☆☆

## Force Grip

Duration: Variable

Area of Effect: Targeted Enemy



## Description:

• This Force power allows your character to choke or constrict the organs of a living being. As the power levels increase, so does your ability to inflict damage.

## Power Levels:

- 1 Causes one enemy to choke for a few seconds, but doesn't do damage. You may walk away while the enemy chokes.
- 2 Causes one enemy to raise up and choke (as long as you hold the button down). At level two, this power inflicts damage.
- 3 You can pick up an enemy, make him drop his weapon, and choke him (doing damage). You can move or look around while you carry your enemy.

Overall Rating: ☆☆

## Jedi Mind Trick

Duration: Variable

Area of Effect: Targeted Enemy



## Description:

• Once you've affected an enemy with the Jedi Mind Trick, the character in question will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. The Jedi Mind Trick does not work on all enemies, especially bosses. When an enemy is successfully tricked, you hear a confirmation sound, and sparkles appear around the enemy.

## Power Levels:

- 1 Makes one enemy ignore you for 5 seconds.
- 2 In addition to level-one behavior, you can now cause a distraction that enemies will be diverted to. The aimed effect now lasts 10 seconds.
- 3 Same as level two, but it makes the enemy an ally for 15 seconds. This ally will fight other enemies in the area.

Overall Rating: ☆☆☆

## Force Lightning

Duration: Variable

Area of Effect: Targeted Enemy



## Description:

• This power hurls a devastating short-range electrical attack at enemies. The electricity continues to flow as long as you have Force power left.

## Power Levels:

- 1 Tapping the hotkey shoots one quick shot of lightning from your hand, straight forward.
- 2 Holding the hotkey shoots a beam of lightning from your hand. Continue to hold the hotkey to keep shooting.
- 3 While you hold down the button, lightning shoots out in a spread, hitting multiple targets.

Overall Rating: ☆☆

## Saber Throw

Duration: Instant

Area of Effect: Lightsaber



## Description:

• This is the secondary attack for the lightsaber. When activated, this Force power lets your character throw his lightsaber forward against enemies. It eventually boomerangs and returns to him. *(Note: It is possible for your lightsaber to be knocked out of your control while it's in flight. If this happens, maneuver until you can see it clearly, then hit your attack button to bring it back. If you do not find your saber after 25-30 seconds, it returns to you.)*

## Power Levels:

- 1 The lightsaber flies straight out, within a short range.
- 2 The lightsaber flies out to a farther range, spins faster, and you can aim it.
- 3 The lightsaber spins even faster and is much smarter about hitting the enemies in front of you.

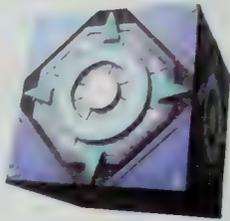
Overall Rating: ☆☆☆☆



**Force Protect**

Duration: Variable

Area of Effect: Jedi Only



**Description:**

• Protects character from physical-attack damage. Damage is taken from Force Meter instead of health score.

**Power Levels:**

- ① 50% damage blocked, 100% removed from Force Meter, maximum 100 damage.
- ② 75% damage blocked, 50% removed from Force Meter, maximum 200 damage.
- ③ 100% damage blocked, 25% removed from Force Meter, maximum 400 damage.

Overall Rating: ☆☆☆

**Force Absorb**

Duration: Variable

Area of Effect: Jedi Only



**Description:**

• Force Absorb allows your character to absorb damage from dark-side powers and turn that dark energy into Force power. Like Force Protect, except this only works on dark Force powers.

**Power Levels:**

- ① 33% damage absorbed and transformed into Force power.
- ② 66% damage absorbed and transformed into Force power.
- ③ 100% damage absorbed and transformed into Force power.

Overall Rating: ☆☆

**Team Heal**

Duration: Instant

Area of Effect: Jedi Allies



**Description:**

• Team Heal allows your character to restore a certain amount of health to his allies within a certain radius of his body. Jedi can restore 50 health to one ally, 33 health to two allies, and 25 health to 3 or more allies. A very useful team-based skill. The cost to your character's Force Meter when invoking this power varies depending on power level.

**Power Levels:**

- ① Normal range, 50% removed from your character's Force Meter.
- ② One-and-a-half times normal range, 33% removed from your character's Force Meter.
- ③ Double normal range, 25% removed from your character's Force Meter.

Overall Rating: ☆☆

**Force Sight**

Duration: Variable

Area of Effect: Jedi Field of View



**Description:**

• Force Sight allows your character to see all enemies clearly, regardless of lighting conditions, by surrounding them with an easy-to-see glowing aura. Force sight also allows Jedi to counteract the Jedi Mind Trick Force power.

**Power Levels:**

- ① The auras of characters in view are highlighted with normal duration (about 10 seconds).
- ② The auras of characters in view and behind walls are visible with double duration (about 20 seconds).
- ③ The auras of characters in view and behind walls are visible at any range with triple duration (about 30 seconds).

Overall Rating: ☆☆

**Force Drain**

Duration: Variable

Area of Effect: Living Persons Only



**Description:**

• Drains Force power from targeted enemies. The power at which it drains depends on level.

**Power Levels:**

- ① Your character launches a single bolt that fires forward, draining 10 Force points per second.
- ② Your character can maintain an unaimed, continuous attack, draining 15 Force points per second.
- ③ Your character emanates a sustained fan in a large forward arc, draining any target in front of him of 20 Force points per second. Dangerous in teamplay games.

Overall Rating: ☆☆

## Force Rage

Duration: Variable

Area of Effect: Living Persons Only



### Description:

- Player goes into a frenzy of speed for a given duration, but must recover afterwards.
- When Force Rage is active, your character fires 33% faster, moves 100% faster, decreases damage taken by 50%, and is invincible.
- During the recovery period, your character fires 50% slower, and moves at 75% speed.

### Power Levels:

- ① Rage for 10 seconds, 10-second recovery.
- ② Rage for 20 seconds, 10-second recovery.
- ③ Rage for 30 seconds, 10-second recovery.

Overall Rating: ★★★★★

## Team Energize

Duration: Instant

Area of Effect: Dark Jedi Allies



### Description:

- Team Energize allows your character to restore a certain amount of Force energy to his allies within a certain radius of his body. Jedi can restore 50 Force points to one ally, 33 Force points to two allies, and 25 Force points to 3 or more allies. The cost to your character's Force Meter when invoking this power varies depending on power level.

### Power Levels:

- ① Normal range, 50% removed from your character's Force Meter.
- ② One-and-a-half times normal range, 33% removed from your character's Force Meter.
- ③ Double normal range, 25% removed from your character's Force Meter.

Overall Rating: ★★



## Passive Force Powers

## Force Jump

Duration: Variable

Area of Effect: Jedi Field of View



### Description:

- Using this power allows your character to make a tremendous vertical leap. Tap the jump key to do a normal jump, but hold down the jump key to make your character soar to new heights. This is probably the best overall skill in multiplayer.

### Power Levels:

- ① Can jump twice as high as a regular jump.
- ② Can jump approximately four times as high as a regular jump.
- ③ Can jump eight times as high as a regular jump. This is the highest possible vertical leap.

*(Note: If you hold down a direction button during the Force Jump, it becomes a Force Flip.)*

Overall Rating: ★★★★★

## Saber Attack

Duration: Variable

Area of Effect: Jedi Field of View



### Description:

- There are three types of lightsaber stances. Each Force power level is tied to a different stance, and each stance gets stronger and more powerful as you progress from level one to level three. The higher levels deal out more damage, have different swinging styles, and enable your Jedi to break out of lightsaber locks much more easily. (Note: We discuss the lightsaber stances in our "Lightsaber Dueling" section on page 10.)

### Power Levels:

- ① Medium stance. Attacks are of medium speed, medium range, and do an average amount of damage. Some moves incorporate spins, and may be chained together when fighting multiple enemies.
- ② Fast stance. This stance offers quick blows, but the attacks are very short-range and inflict little damage. The bonus is that you can get in more attacks than you can with the medium stance.
- ③ Strong stance. Giant flailing blows deal incredible damage. The drawback to this stance is that if you miss, you're left wide open to a counter attack.

Overall Rating: ★★★★★

## Saber Defend

Duration: Variable

Area of Effect: Jedi Field of View



### Description:

- Saber Defend is much simpler than Saber Attack. Basically, the higher your rank in Saber Defend, the greater your chances for deflecting enemy lasers and/or intercepting lightsaber blows. This skill is most important for single-player games, but if you can spare the points in multiplayer, you'll find that they're well spent.

### Power Levels:

- ① Average chance of deflecting lasers and/or blocking lightsaber attacks.
- ② Very good chance of deflecting lasers and/or blocking lightsaber attacks.
- ③ The greatest chance of deflecting lasers and/or blocking lightsaber attacks.

Overall Rating: ★★★★★

# KEJIM OUTPOST

## OBJECTIVES

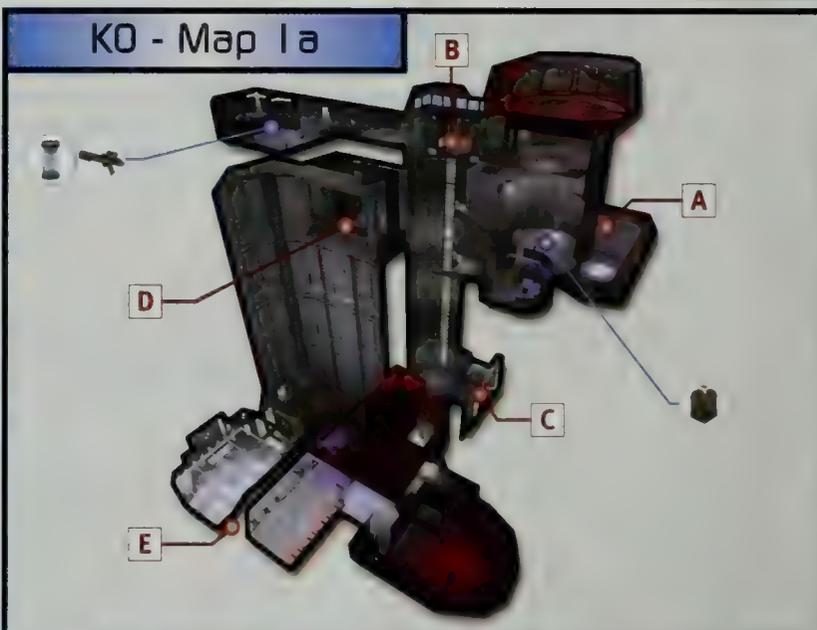
- Investigate the abandoned Imperial outpost.
- Engage Remnant forces in the area.

### Arrival

- 1 Your arrival on Kejim goes unnoticed, but you needn't wait long for action.
- 2 Jan tries to blast her way through the main door, but to no avail. You must find the control switch for the perimeter defense gun.
- 3 Enter the perimeter defense command post. Get the Imperial's **supply key**. Take the lift up, and activate the perimeter defense gun.
- 4 Take the lift down to the bottom floor. There are sentry guns to the left and right of the doorway. Take them out, then go through the door to the left to retrieve a **bacta canister** from the crate.
- 5 Head back up to the defensive perimeter platform. Climb up on the big gun and shoot the large door.



Don't let this hessian get in any cheap shots on you.



Stand back and shoot the trip mine to get the blaster packs.



Kejim Post Secret Area 1



Turn on the perimeter defense system.



Blast that door!

## New Enemy: Stormtrooper

Health: Average  
 Weapon: E11 Blaster Rifle  
 Movement: Average  
 Overall: ☆☆

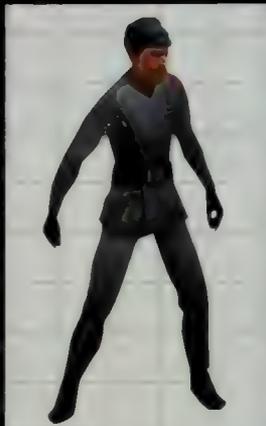
### Commentary:

• Imperial shock troops encased in hard white armor, these determined foes blanket the installation on Kejim. They almost always appear in groups of two or more, so keep your strafing skills sharp and your energy cells full.



## New Enemy: Imperial

**Health:** Average  
**Weapon:** E11 Blaster Rifle  
**Movement:** Slow  
**Overall:** ☆



### Commentary:

- There's often an Imperial or two mixed in with a squad of stormtroopers; they usually give orders and shoot very little. Search near their bodies when you kill them—you just never know when you might find that extra supply key lying around.

## New Enemy: Imperial Officer

**Health:** Above Average  
**Weapon:** E11 Blaster Rifle  
**Movement:** Slow  
**Overall:** ☆☆



### Commentary:

- One step above an Imperial, and one step below an Imperial Commander, the Imperial Officer is often paired with at least one other Officer and a squad of stormtroopers. They're slow and dim-witted, but occasionally you'll encounter a feisty one with a security key.

## New Weapon: E11 Blaster Rifle



**Overall Rating:** ☆☆☆

### Strategy:

**Primary:**  
Single Shot



**Secondary:**  
Full-Auto Mode



- The standard blaster rifle for Imperial forces, the E11 is the most well-rounded weapon in the game. It's got everything you want from a weapon: ergonomics, reliability, decent accuracy, and even an auto mode. Although it's a common weapon, the E11 blaster rifle is no slouch on the battlefield.
- In multiplayer, the secondary mode works wonders as a cover-fire option with a decent hit probability. Although the Imperial heavy repeater puts more flak downrange a lot quicker, the E11 has superior accuracy, making it the better choice of the two for most medium- to long-range situations.

**Damage**

(Primary/Secondary): 20/20

**Projectile Speed**

Average

**Ammunition Type**

Blaster Packs

**Rate of Fire**

(Primary/Secondary): Average/Fast

**Accuracy**

Average

**Cells Per Shot/Max**

(Primary): 1/300 (Secondary): 2/150

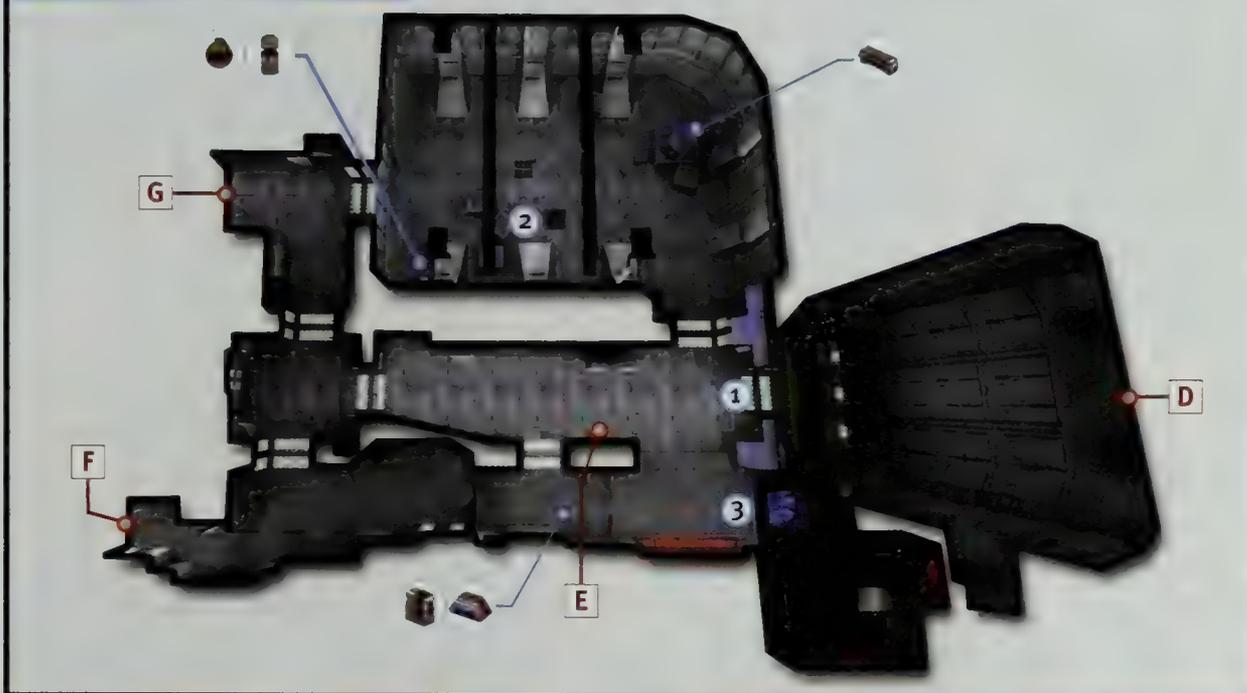
## Into the Mountain

- 1 Open the blast door and prepare to encounter Imperial resistance. Your first goal here is to find a way into the control room.
- 2 Shoot the box covering the hole in the floor. Turn off the generator and make your way to the broken grate.
- 3 This drops you right on top of the Imperial Officer in the control room. Grab his **supply key**, then throw the switches to let Jan in.

## ALTERNATE ROUTE

If you want to postpone engaging any Imperial entanglements before opening the blast door, drop down and enter the generator shaft through the door under the lift. Turn off the generator and drop in on the Imperial. Flip the switches to let Jan in, then continue as described above.

## KO - Map 2



Shoot this box covering a hole in the floor.



Turn the generator OFF. (It's shown here in the ON position.)

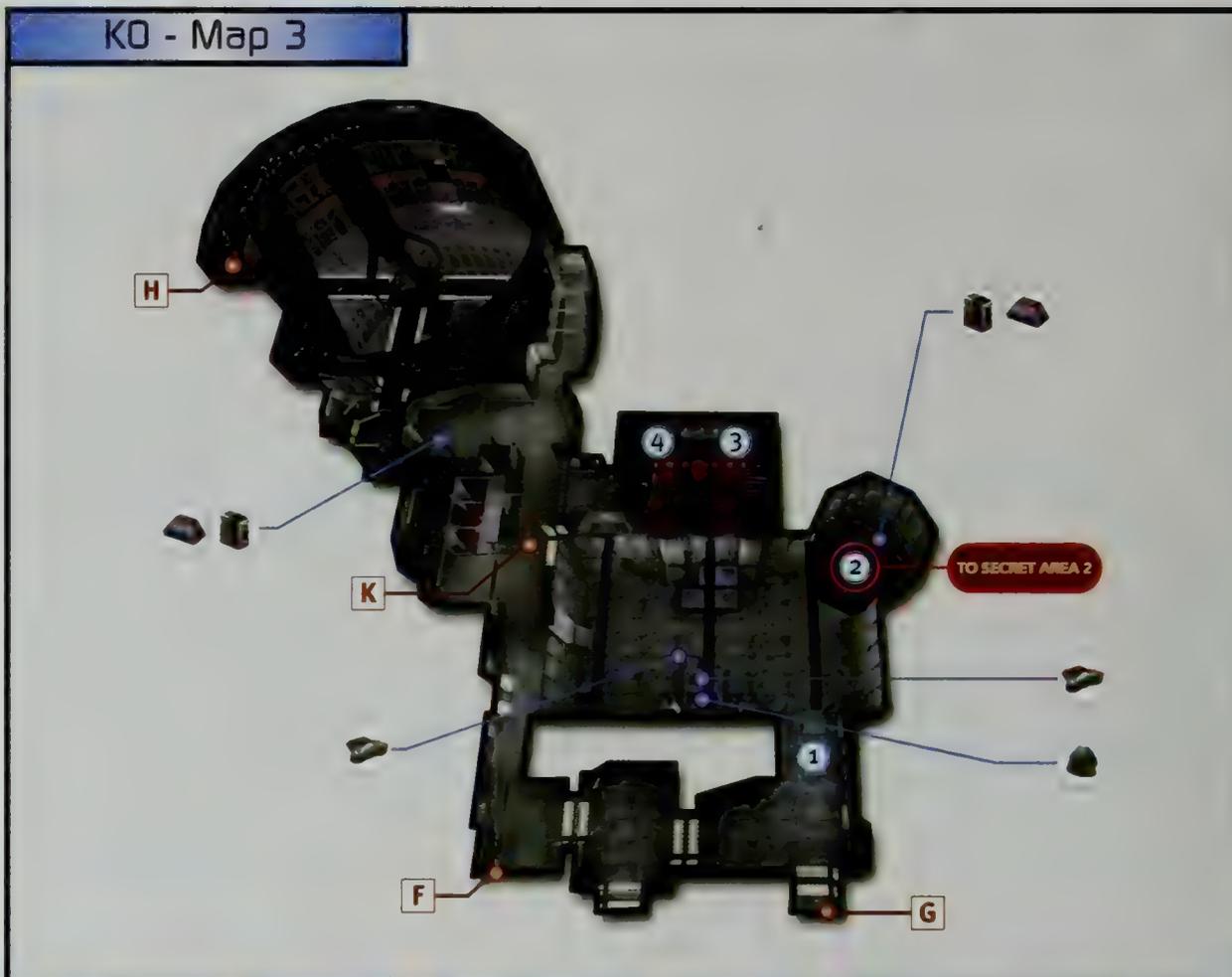


Throw these switches to let Jan in the control room and unlock the door at the end of the hall.

## Main Array: Blue Clearance Code

## KO - Map 3

- 1 Clear out the Imperials until you end up in the room with the GNK power droid. Take the lift down to the storage room (Secret Area 2).
- 2 Don't let the darkness or the mouse droid spook you—nothing in here will hurt you. You can use the light amplification goggles, but you really shouldn't need them. Pick up **medpacs** and **blaster packs** if you need to refresh your health or ammo while you search for the mouse-droid door that leads to the next control room.
- 3 Throw the switches to allow access to the green- and red-code areas.
- 4 Locate the blue Imperial code. This updates your datapad. You need to find the red and green codes before you can activate the main array.



GONK!



Kejim Post Secret Area 2



Throw the switches to allow access to the green- and red-code areas.



Locating this Imperial code updates your datapad with a new objective: Input the blue clearance code into the main array.

## New Weapon: Trip Mine



Overall Rating: ★★

### Strategy:

Primary:  
Plant Mine



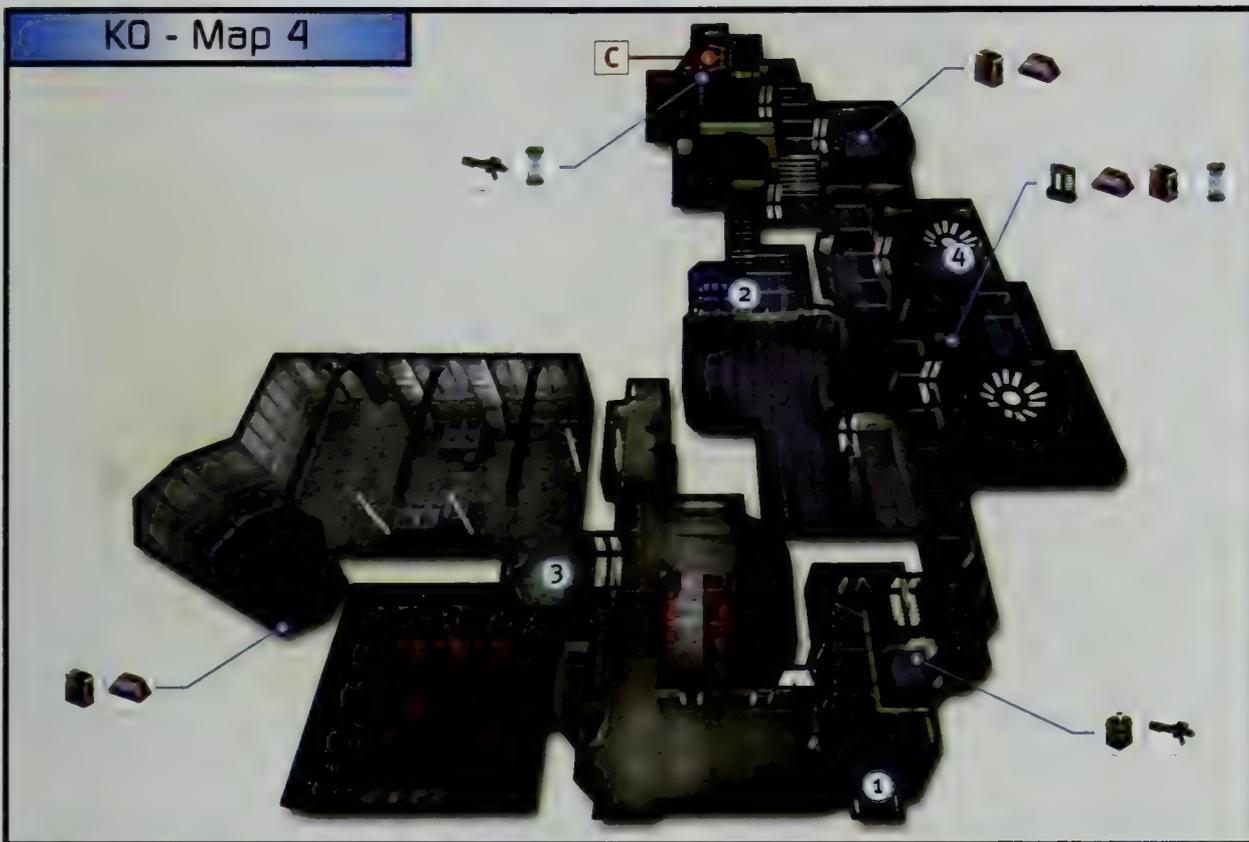
Secondary:  
Instant Explosion



- These compact but powerful explosive mines use a finely tuned laser as their tripwire. The best places to stick them are confined rooms, hallways, and underneath the floor tiles of split-level structures. The splash radius is only about 10 feet, so your intended target needs to be *at least* that close to the mine to take any damage. If you place trip mines out in the open where they have extremely long tripwires, your intended target is less likely to take any damage.
- If you notice a mine placed on a wall, destroy it from a safe distance by shooting it.

<b>Damage</b> (Primary/Secondary): 50/50	<b>Blast Radius</b> 5 feet	<b>Max</b> 5
<b>Throwing Range</b> 10 feet	<b>Ammunition Type</b> Trip Mines	

## KO - Map 4



Before activating this access terminal, review the map and make sure you know your way back to the GNK power droid room!



Locating this Imperial code updates your datapad with a new objective: Input the green clearance code into the main array.

### Main Array: Green Clearance Code

- 1 Go through the doorway with the green Imperial symbol above it.
- 2 Activate the encoded access terminal. Jan gets pinned down on her way to help decode it. Quickly backtrack to the room with the GNK power droid to help her!
- 3 After dispatching the guards near Jan, lead her back to the encoded access terminal. She'll crack it for you.
- 4 The doors to the room with the green Imperial clearance code are now unlocked. Locate the code to update your datapad.

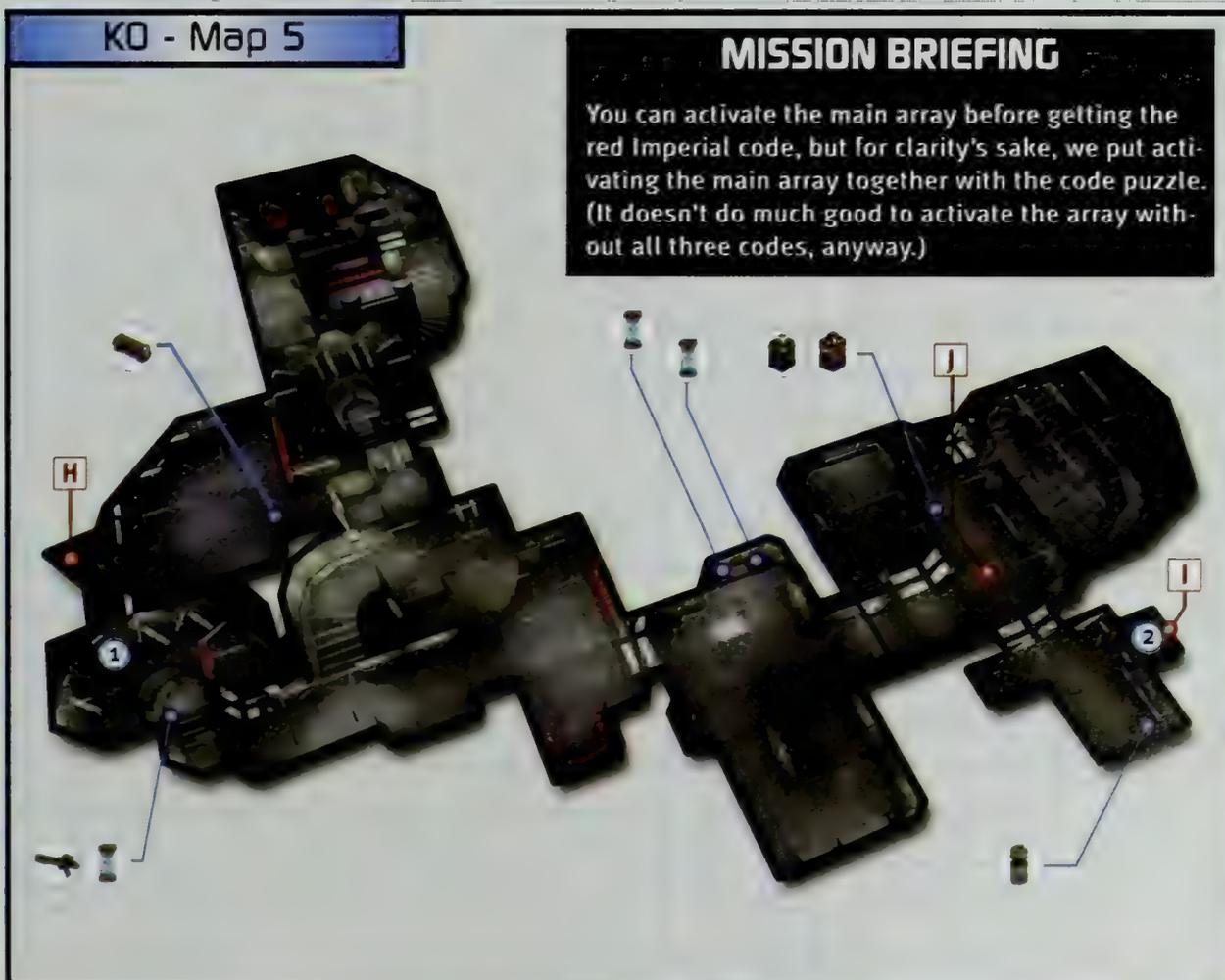
### Main Array: Red Clearance Code

- 1 Go through the red Imperial doorway.
- 2 Run across the crossway before it collapses.
- 3 Take the probe-droid lift to the roof and cross back over.
- 4 Locate the red Imperial clearance code.



This switch moves the communications dish to allow you to intercept some Imperial messages.

## KO - Map 5

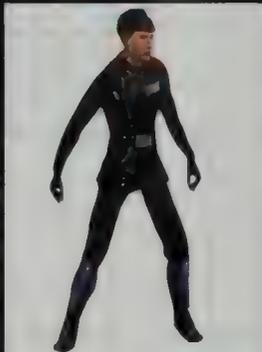


### MISSION BRIEFING

You can activate the main array before getting the red Imperial code, but for clarity's sake, we put activating the main array together with the code puzzle. (It doesn't do much good to activate the array without all three codes, anyway.)

## New Enemy: Imperial Commander

**Health:** Above Average  
**Weapon:** E11 Blaster Rifle (Auto)  
**Movement:** Slow  
**Overall:** ☆☆☆



### Commentary:

• Almost always carrying a key to a nearby locked door, these are the highest-ranking officials you'll encounter. Although they look frail like the other Imperials, Commanders often use their E11s on auto mode, making their shots especially hard to avoid.

## New Enemy: Imperial Probe Droid

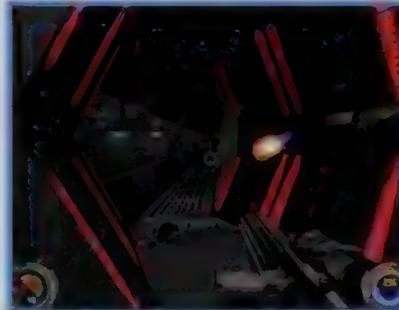
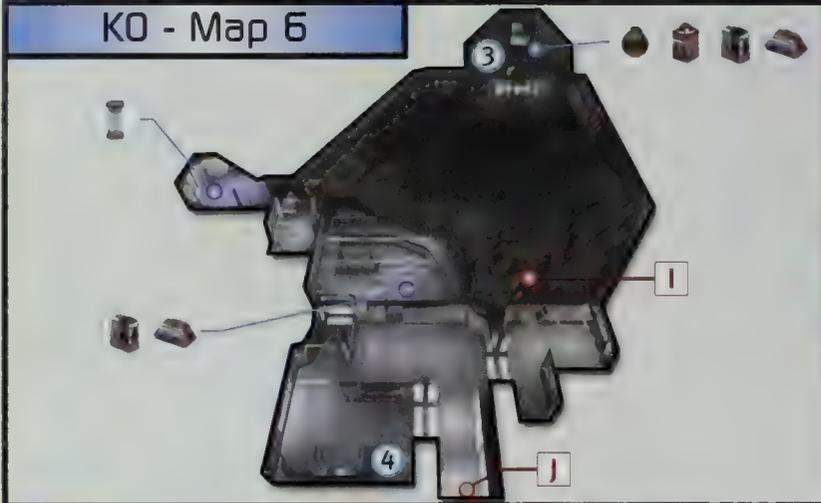
**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Fast  
**Overall:** ☆☆☆



### Commentary:

• Found in the first few areas of Kejim, these droids are often operating control centers or guarding key entry points. The E11 blaster rifle works well against them, and so does the charge-up mode of the Bryar pistol. Be aware that these droids can strafe *quickly*.

### KO - Map 6

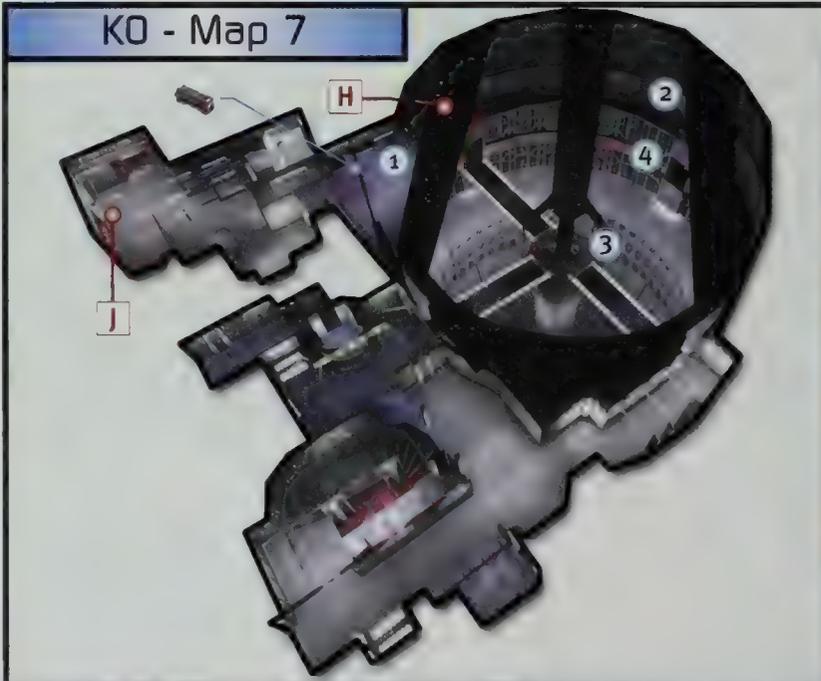


Stay way from the flames, and run across before the crossway collapses.



Locating this Imperial code updates your datapad with a new objective: Input the red clearance code into the main array.

### KO - Map 7



### The Main Array

- 1) Throw this switch to deactivate the force field blocking the main-array activation switch.
- 2) Activate the main array.
- 3) Input the Imperial clearance codes, then throw the switches to unlock the door to Kejim Base.
- 4) Proceed to Kejim Base.



Throw this switch to deactivate the force field blocking the main-array activation switch.



Activate the main array.

## INPUTTING CLEARANCE CODES



Manipulate the three screens until the display matches each code. Once you've correctly entered the codes, throw the switches to unlock the door to Kejim Base.

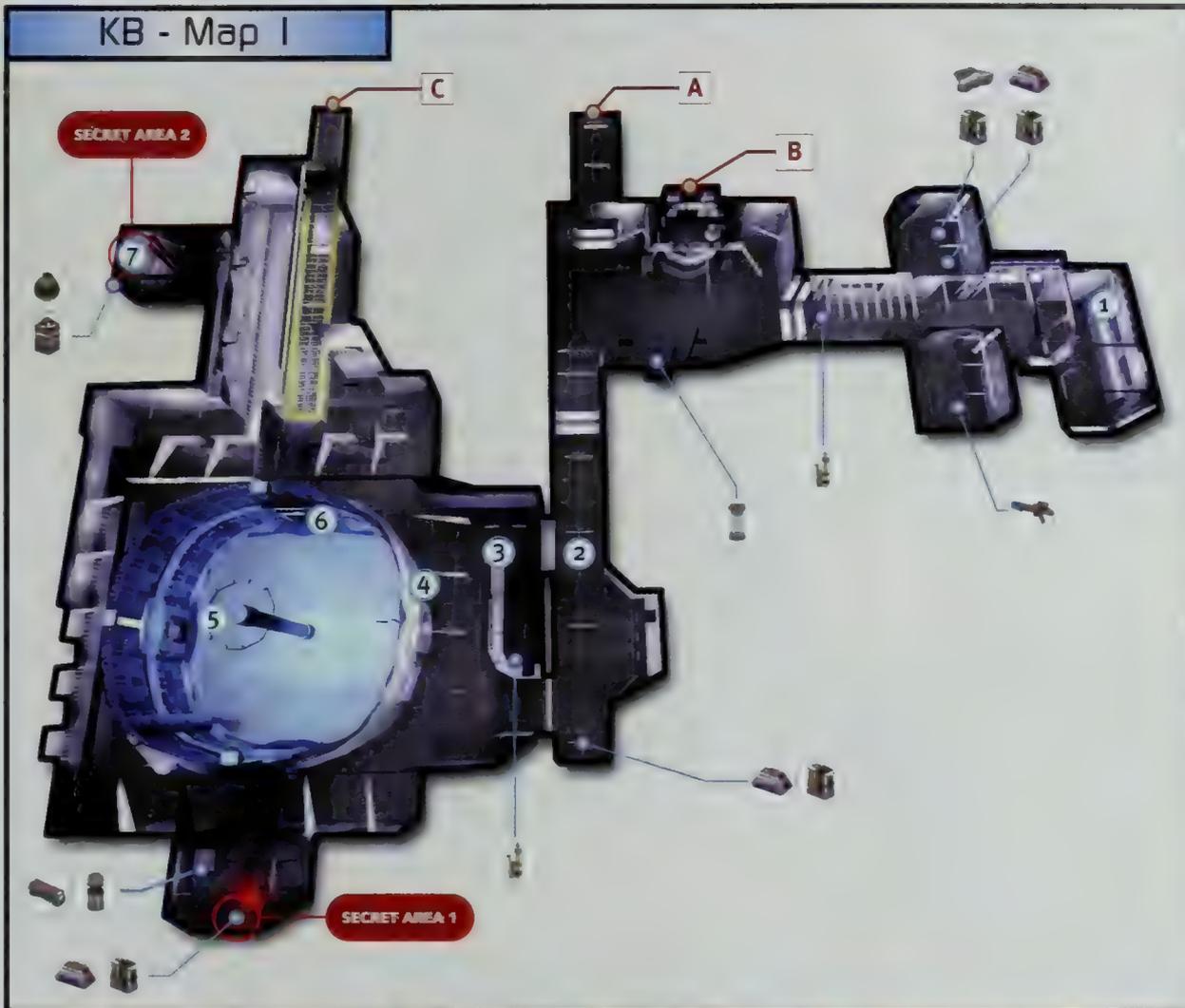
# KEJIM BASE

## OBJECTIVES

- Investigate the hidden section of the outpost.
- Engage Remnant forces in the area.
- Rendezvous with Jan and the Raven's Claw.

### The Freezing Chamber

- 1 Pick up the Imperial Officer's **security key** to unlock the door at the end of the hall. Watch out for the sentry gun as soon as you open the door. Proceed to the next open door.
- 2 Throw the switch to open the blast door. Shoot the glass and go through.
- 3 Get the Imperial's **supply key**, and throw the switches to open the freezing chamber.
- 4 Shoot the glass to enter the freezing chamber.
- 5 If you fall off the ledge, quickly exit the chamber through the door on the far side. Deactivate the chamber and come around for another try. Watch out for the sentry droids as soon as you open the door after deactivating the freezing chamber.
- 6 Jump up to the catwalk. Before crossing the catwalk, follow the ledge to the left to find **Secret Area 1**.
- 7 Look left while crossing the catwalk, and you'll see the **shield power generator** in **Secret Area 2**. Go through the door at the end of the catwalk.



Kejim Base Secret Area 1



Throw these switches to activate the freezing-chamber apparatus.



Throw this switch to deactivate the force field blocking the door.

## New Enemy: Sentry Droid

**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• These flying droids are invulnerable to your standard blaster attacks until they open up and begin firing. Wait until they begin to fire, then strafe left or right and get in a few quick shots. Use an accurate weapon like the Bryar pistol.



These switches deactivate the freezing chamber.



Kejim Base Secret Area 2

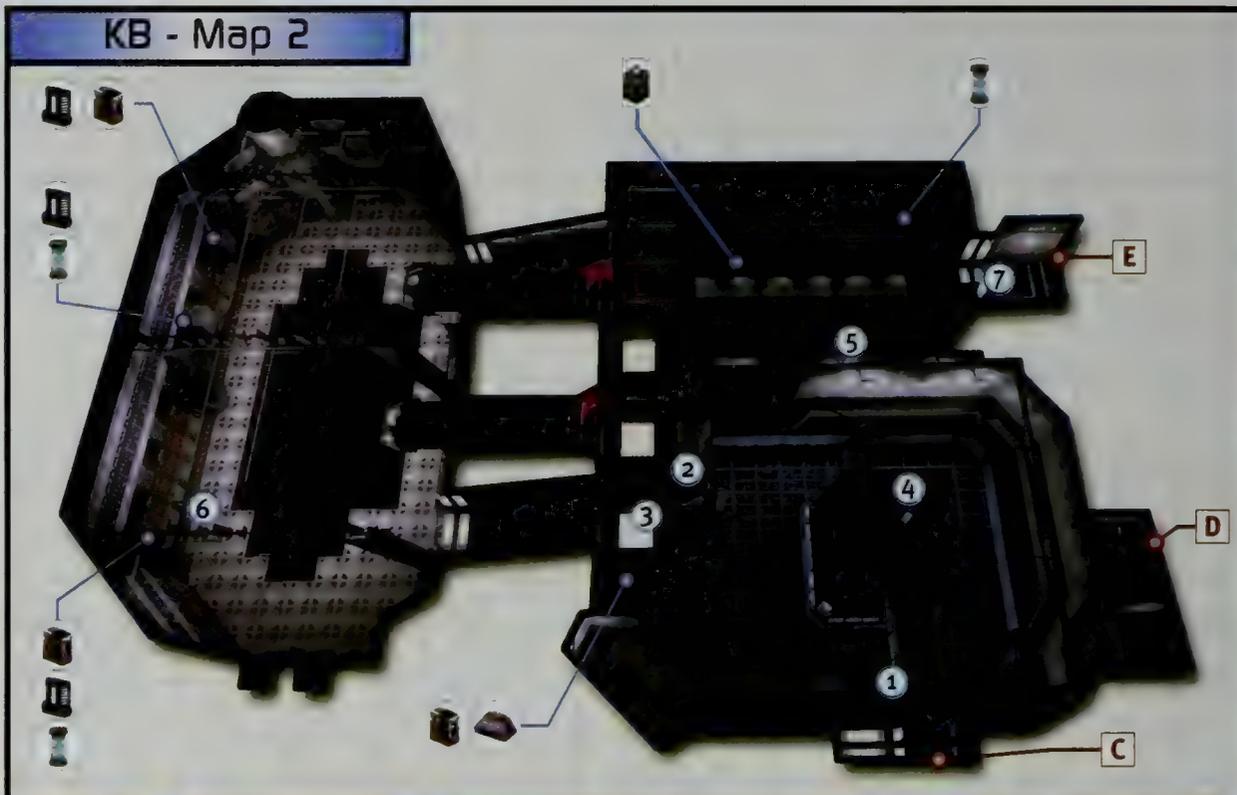
## Drainage Room

- 1 After going through the door at the end of the catwalk, take the ledge to the right.
- 2 Shoot the box to short-circuit the switch next to it. This extends the bridge to that room.
- 3 Throw the switch in the next room, and take the lift down. Activate the switch to raise the floor in the room below. This lets you get to the goodies on the middle ledge.

### •••WARNING•••

There are three of these switches on this level. Each switch raises the floor at different points. Don't throw another switch to raise the floor until you've collected the goodies on the middle ledge from each floor movement.

- 4 After collecting the goodies, go back to the drainage room and into the pump unit. Drop down and go through the crawlspace.
- 5 At the far end of this room is a switch to change the floor below. This gives you access to the goodies on the left ledge.
- 6 Go in and collect the goodies.
- 7 Advance to the detention area.



Shoot this box to short-circuit the bridge controls.



This switch raises the floor below. Get the goodies on the middle ledge before throwing another of these switches.

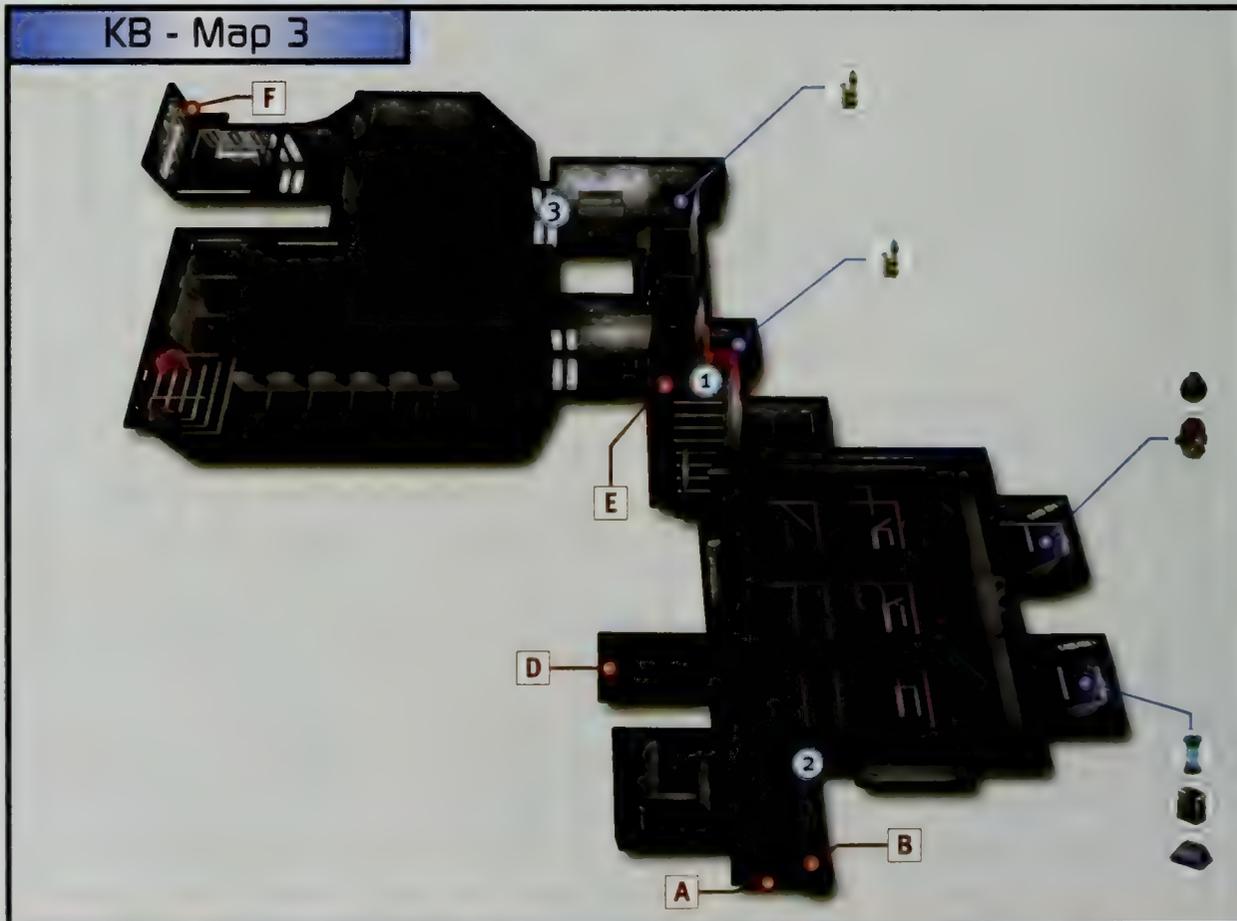


This switch raises the floor so you can get to the goodies on the left ledge.

## Detention Area

- 1 Pick up the Imperial Officer's **security key**, and flip his switch. Hang a left to the detention area.
- 2 Take the lift up. Turn off the sentry guns in the control booth. Deactivate the detention barriers. Drop down, and retrieve the **detonation packs** (you'll need them soon).
- 3 Use the security key to exit the detention area. Throw the two switches (right switch first) to start the process in the room below. Throw the left switch a couple of times to overstress the process. The **shield power generator** is now accessible. Go back and power up if you need to, then exit the room.

## KB - Map 3





Take this lift to the top of the detention area.



These two switches initialize the process in the room below.

## New Enemy: Interrogator Droid

Health: Weak  
Weapon: Chemical Injection  
Movement: Very Slow  
Overall:



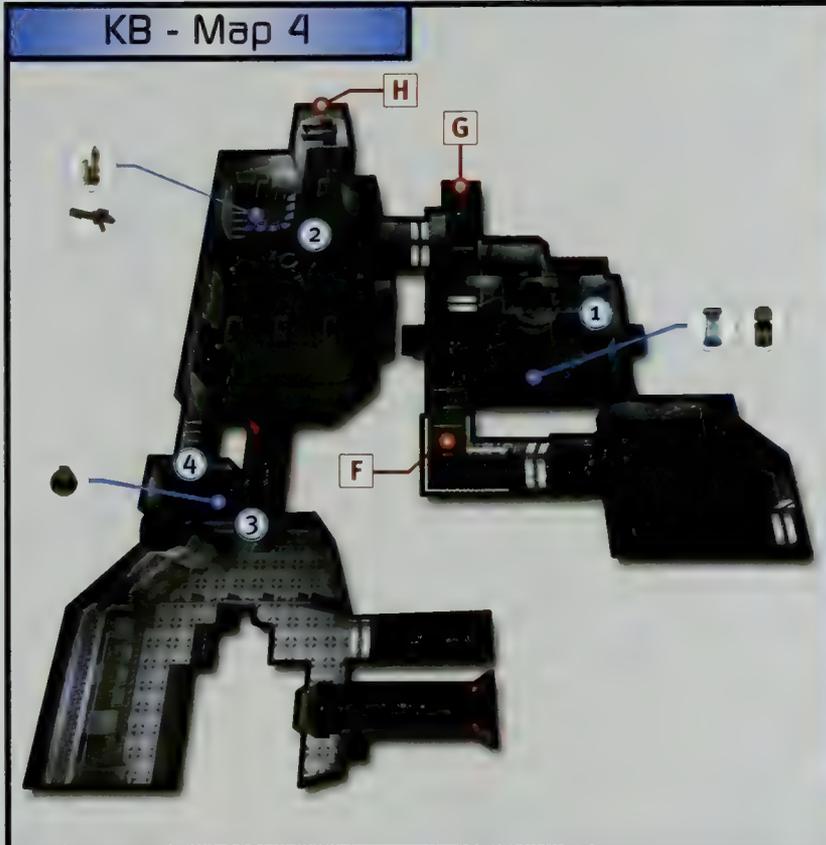
### Commentary:

• These small black droids have multiple arms with special pain-inducing tools for extracting information from prisoners. They can slightly damage your character with a chemical substance that blurs your vision. Keep your distance and attack with ranged weapons.

## The Last Ledge

- 1 Shoot the box to the right of the room and go through the crawl-space. The control booth switches turn off the sentry guns.
- 2 Two rookie stormtroopers blow themselves up allowing you into the interrogation room. Pick up the Imperial Officer's security key.
- 3 The third and final switch to move the floor is at the end of this room. You can now jump to get the goodies on the right-hand ledge.
- 4 Use your security key and get past the trip mines, then take the lift down to retrieve your goodies. **Hint: Use something other than your face to activate the mines. I recommend detonation packs.**

## KB - Map 4



Blast this box to get to the crawlspace.

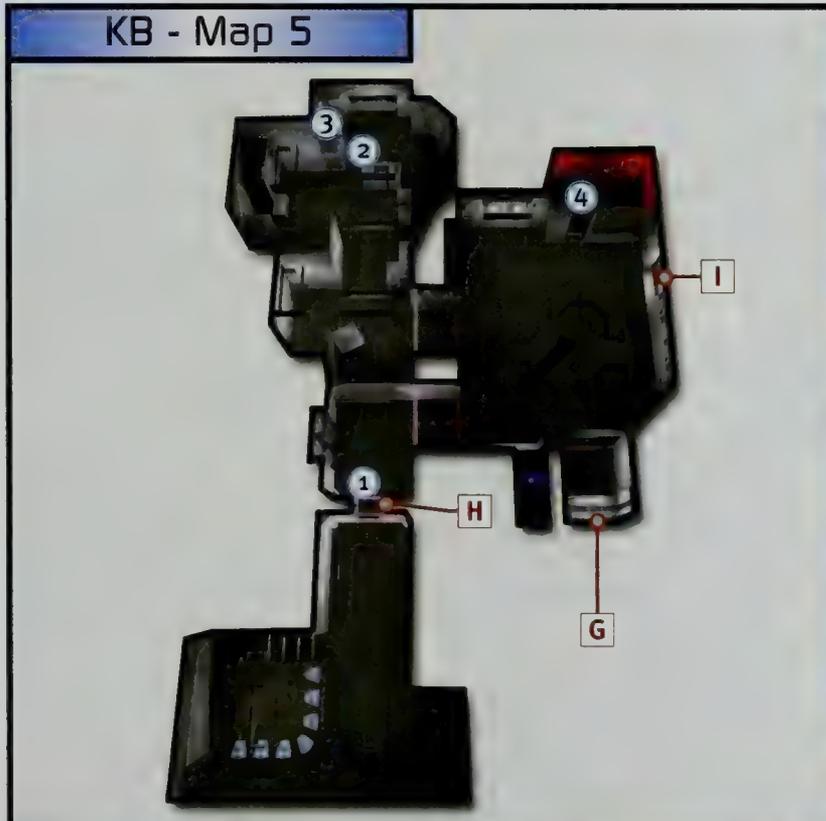


Use a detonation pack to blow up the trip mines.

## Experiment Gone Awry

- 1 Take the lift back up and go through the red door. It looks like it's protected with a force field, but you can walk right through.
- 2 Use the perimeter defense guns to blast open boxes.
- 3 Throw the switch to lower the force field to the next room.
- 4 The crystal experiment the Imperials are working on does not go well after you flip the switches. The good news is that there's a hole in the door you need to exit. Avoid the beams, and get through the hole. **Hint: Crouch and circle counterclockwise around the crystal contraption.**

## KB - Map 5



There's the switch to turn off the force field blocking the door.

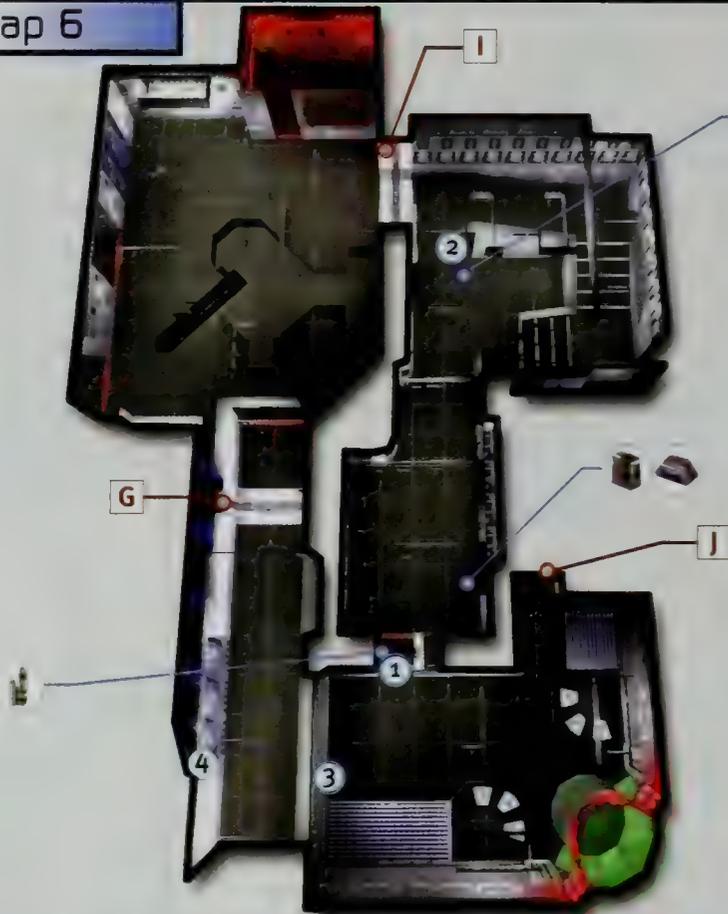


These two switches trigger a real problem.

## Mousehunt

- 1 Pop in and pick up the **security key** off the downed Imperial Officer. Don't linger, or you'll take damage. Now you get to see what it's like to be an MSE-6 (a.k.a. mouse) droid!
- 2 Use the security key to open the mouse-droid console, then activate it.
- 3 Take the mouse-droid passageway to the room with the first interface socket.
- 4 Activate the next interface socket on the way back through the passageway. When you've activated both of them, Exit View to return to Kyle's body.

### KB - Map 6



This is the MSE-6 activation console.



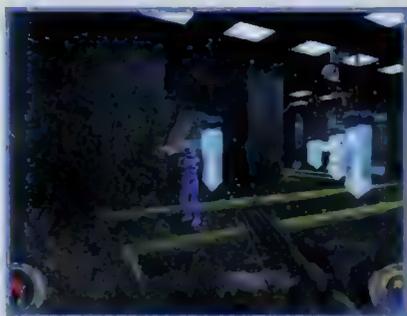
This is the first interface socket you're looking for. It unlocks the level-exit door.



Don't forget this socket. It unlocks an ammo power converter.

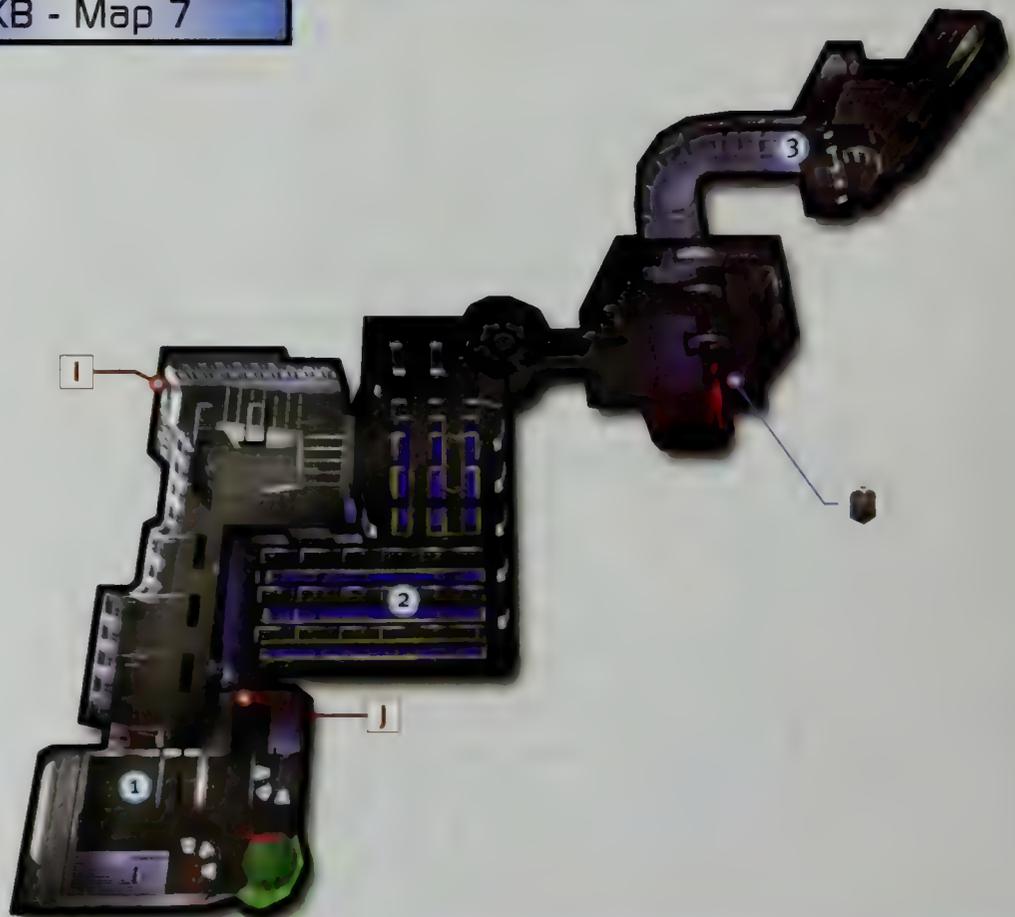
### Leaving the Base

- 1 The room where you picked up the mouse-droid activation console security key is now non-toxic. Go through that room to continue through the level.
- 2 A squad of stormtroopers is the only thing standing in your way out of the base.
- 3 Exit the level.



Shoot the crystals near stormtroopers to take them down faster.

### KB - Map 7



# ARTUS MINE

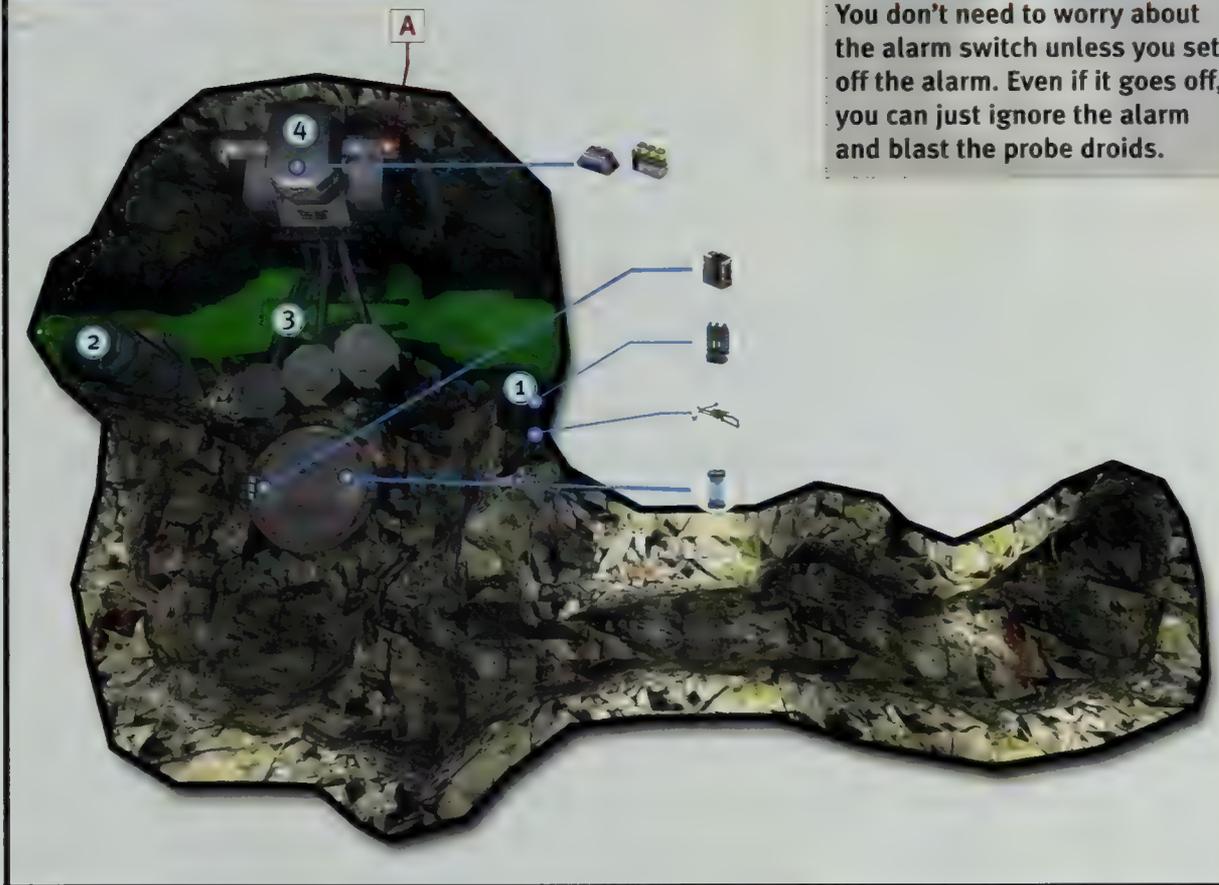
## OBJECTIVES

- Infiltrate the mining facility.
- Cripple the mining operation.

### Outside the Mine

- 1 Grab the **Wookiee bowcaster** and proceed to the left. Avoid the spotlights, and you won't have to deal with the probe droids or sentry guns.
- 2 Turn off the switch in the alarm control room.
- 3 Cross the pipes to the other side. Watch out for self-destructing pipes and toxic sludge.
- 4 Once you've crossed the pipes, pass through the mine entrance. Get the Imperial Officer's **security key**, and go through the door to complete your first objective. You've infiltrated the mine.

## AM - Map 1



## MISSION BRIEFING

You don't need to worry about the alarm switch unless you set off the alarm. Even if it goes off, you can just ignore the alarm and blast the probe droids.

## New Weapon: Wookiee Bowcaster



Overall Rating: ☆☆

### Strategy:

Primary:  
Charge-Up Shot



Secondary:  
Reflective Shot



- In primary mode, you can hold down the attack button to charge up a multishot attack. When fully charged, it releases five energy bolts in a horizontal spread that's great for hallways packed with stormtroopers. If you're using this weapon to target single enemies, however, use the secondary mode. Not only does it retain all the damage of the primary mode, but firing the reflective shots is much easier since there's no charge-up period. You can get out singles, doubles, or triples with ease.
- In multiplayer, we found it best to avoid this weapon.

### Damage

(Primary/Secondary): 50/50

### Projectile Speed

Fast

### Ammunition Type

Power Cells

### Rate of Fire

(Primary/Secondary): Very Slow/Average

### Accuracy

Good

### Cells Per Shot/Max

(Primary): Varies (Secondary): 5/60



A gift from Kashyyyk!



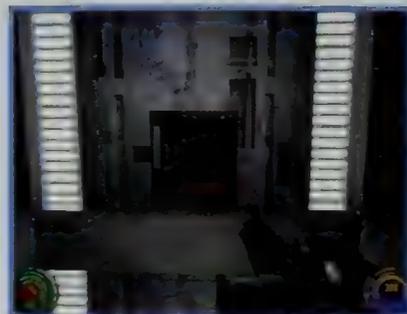
If you set off the alarm by being spotted in the searchlights, turn off this alarm switch.



Blast the probe droids (a.k.a. probots).

## Enter the Mine

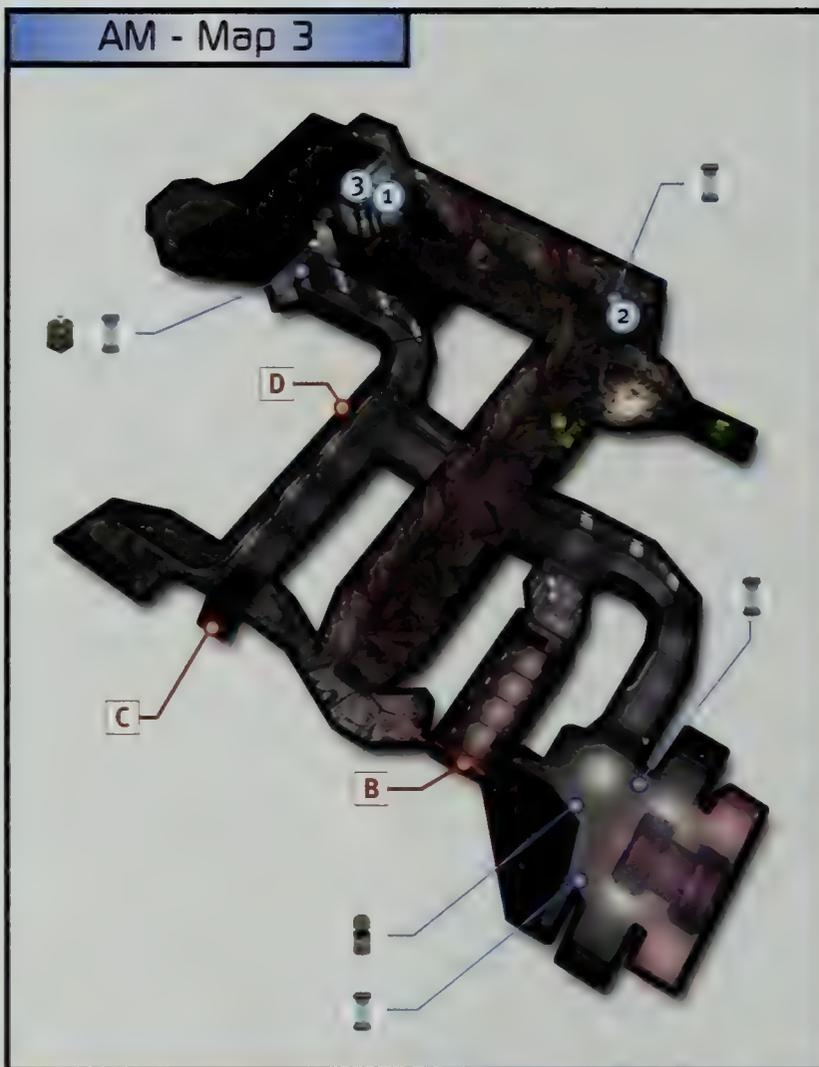
- 1 Enter the mine. Get the Imperial Officer's **security key** and the Imperial's **supply key**. Exit the room and go to the lift.
- 2 Take the lift down. Watch for the room on the way down (it's probably behind you, depending on how you stepped on the lift.) You can jump into this room (**Secret Area 1**) and blast a few guards from above to reduce resistance farther ahead. When you're through sniping, take the lift to the bottom.
- 3 Exit the room and take the lift up.



Artus Base Secret Area 1. Jump off the lift here if you want to take out some stormtroopers early.

## Mine Cart Joyride

- 1 At the top of the lift, go left, then right to Control Room Alpha. Get the **supply key** off the Imperial Officer.
- 2 Now you have the key for the supply box near the Imperial Workers. Either head back to the supply box, or enter the room with the mine cart.
- 3 Head to the area where you see the mine cart heading into the dock. Stand on the yellow caution stripes in the area between the two doors, and wait for the platform to come out. Drop to the platform and crouch until it retracts. Head through the tunnel quickly and destroy the five heat panels in the room. You can now use the platform at the center of the room, hop onto the bars, and jump onto the cart. Ride the cart out.



## MISSION BRIEFING

If you decide to hit Control Room Beta first, place some trip mines or det packs at these doors. You won't be alone for long before two squads of stormtroopers arrive to keep you company. This strategy doesn't help you in the end, however; when you return at the end of the level, there will still be stormtroopers and mine crabs waiting for you.



Taking the easy route by simply jumping on the cart brings certain death.



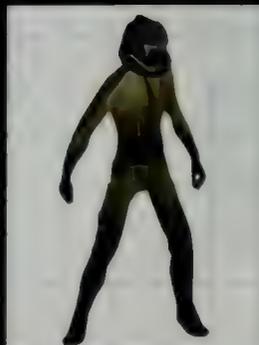
Jump off the mine cart when you see this passage to the left (after the cart makes its first turn).

## New Enemy: Imperial Worker

Health: Weak  
 Weapon: Imperial Pistol  
 Movement: Fast  
 Overall: <img alt="A small icon of a mine crab."/>

### Commentary:

- First encountered deep within the mines on Artus, these workers tote an Imperial Pistol. They tend to hide in corners behind rocks, leaving themselves open for well-placed thermal detonators.



## Monster Mash

- 1 You're about to encounter some truly creepy creepy-crawlers. You'll want to blast them just so you won't have to hear the creepy noises they make as they chomp into you. Did I mention they are creepy?
- 2 Mow through the mine crabs until you reach the rock crusher. All paths lead to it.
- 3 Activate the rock crusher, and follow it until it drops through a grate.

## AM - Map 4



Disgusting creatures.



It got you here, but the rock crusher ends up little more than molten metal.

## New Enemy: Mine Crab

**Health:** Very Weak  
**Weapon:** Bite Attack  
**Movement:** Fast  
**Overall:** ☆

### Commentary:

- These little creatures are more annoying than they are damaging, but they're dangerous in large numbers. Since they're so small, your best bet is to stick with a basic weapon like the E11 rifle or the Bryar pistol. After all, you don't wanna waste the *good stuff* on the little guys.



## AM - Map 5

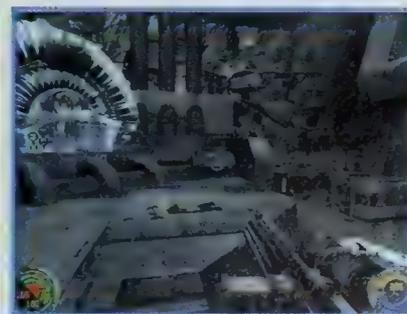


## Mine Deconstruction

- 1 Wait for a mine cart to slide in below you. Drop onto it, then jump to the catwalk.
- 2 Take the lift to the bottom level and exit the room.
- 3 Take the metal masher to the top level. Exit the room.
- 4 The Imperial Officer is bogarting a **supply key**. Relieve him of it. Throw the switch to start the mine-destruction process.
- 5 Time to beat feet out of there before the whole place comes down on your head. Exit the room and take the lift up.
- 6 Head left to Control Room Beta to get to the tram station. Hop on, and activate the tram.



This is your ride out of here.



Throw this switch to bring down the house. Your datapad will be updated: Proceed to the detention facility.

# ARTUS DETENTION FACILITY

## OBJECTIVE

- Rescue the miners from the prison. Release the prisoners.

## Disembarking

- Jump to the catwalk and climb up to the switch. This unlocks the door on the first level.
- Head back down and go through the door.

Stormtroopers come out of a door in the room to the right. After you deal with them, that door is unlocked.

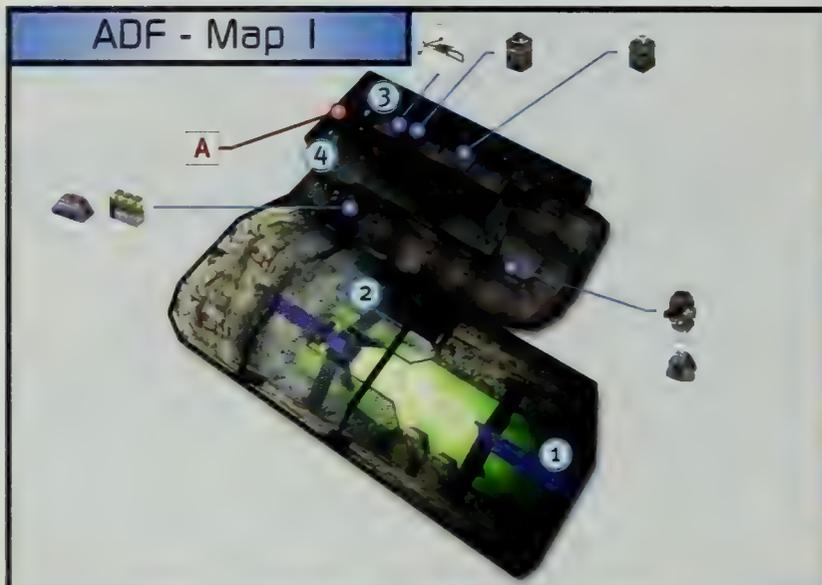
- Before going up the lift, flip the switch that's around to the left at the end of the hall. You don't need to go up the lift at all unless you want to collect some goodies.

- The door to the detention area is now unlocked.



Throw this switch to unlock the door below.

## ADF - Map 1



Climb up there.



This switch unlocks the door to the detention area.

## Detention

- Wind your way to the top of the detention level.
- The control room at the top of the detention level has two switches that you must activate. One turns on the ventilation-fan system, and the other opens up all the cells and the door to the next area.
- Head out to the main hangar and meet up with one of the prisoners.

## ADF - Map 2



This switch opens all the cells and the door to the next area.



The ventilation-fan system will come into play very soon.

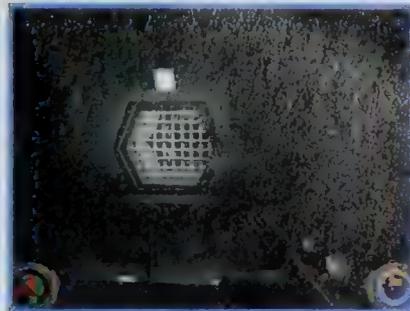
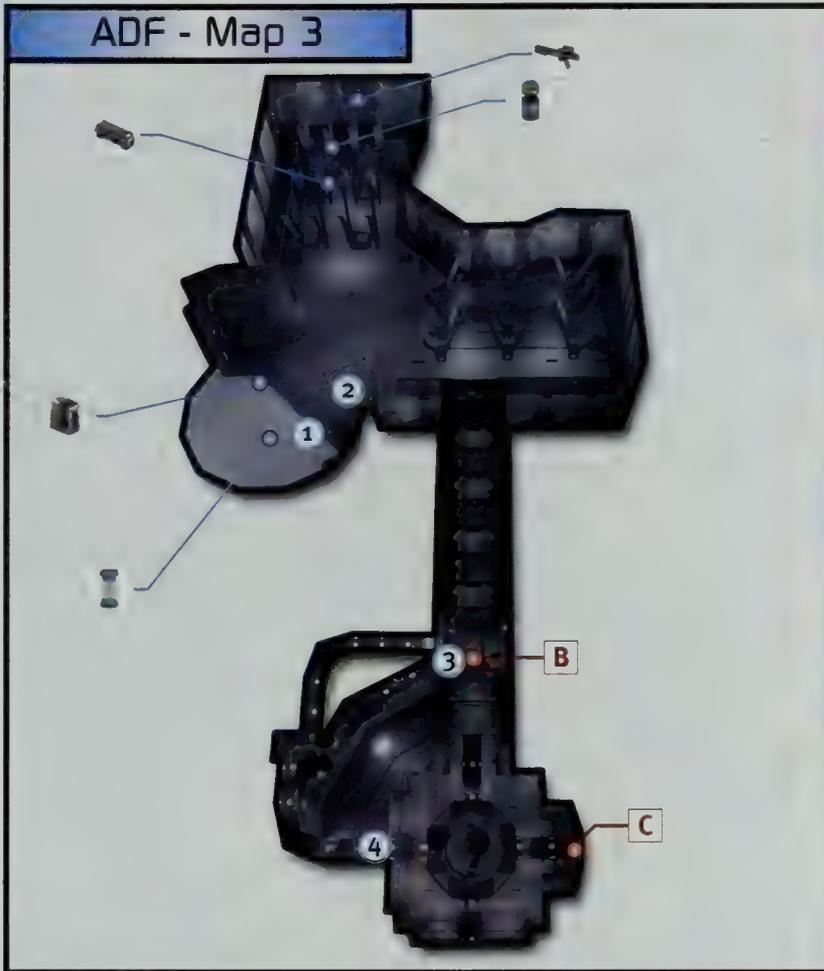


This guy fills you in on the situation. Your datapad has been updated: Capture the Base Commander and force him to open the main hangar doors.

## Main Hangar

- 1 Help the pinned-down prisoners in the hangar. Your overall goal here is to capture the Base Commander and "persuade" him to open the main hangar doors.
- 2 Take the lift to the top of the TIE-fighter hangar racks. Find the door to leave the hangar.
- 3 Shoot the grate, and enter the ventilation system.
- 4 Remember the fan switch we threw in the control room? If the fan below is not spinning, you missed the switch. With the switch thrown (and the fan spinning), you'll be able to float down the ventilation shaft.

## ADF - Map 3

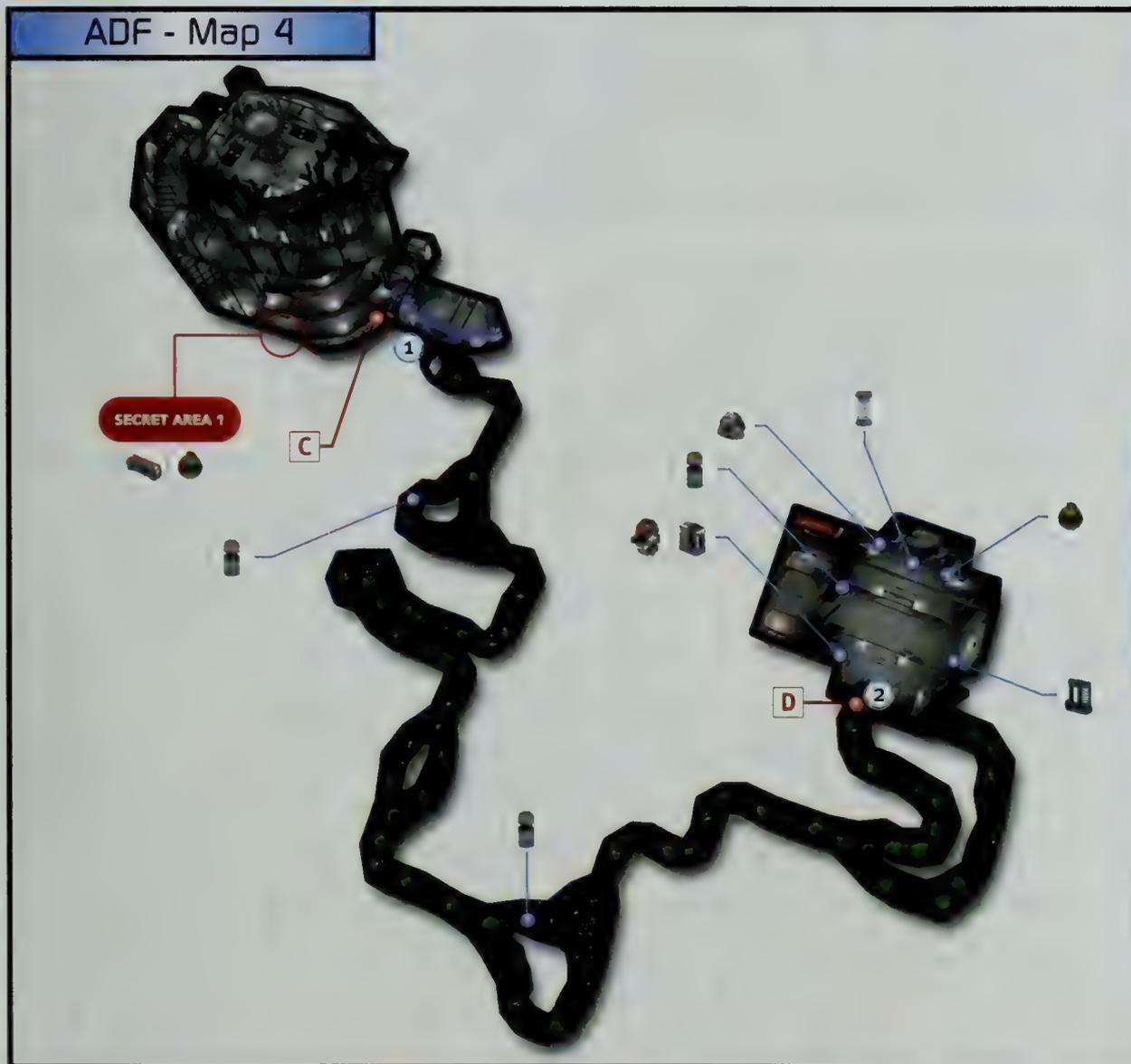


Shoot this grate and enter the ventilation system.



Float down the ventilation shaft. Your preferred landing spot is the grate to the side of the fan.

## ADF - Map 4



## Monster Mash Episode II

- 1 Travel along the ventilation shaft and drop down. You're now under the detention area. Enter the underground passageway. Those creepy-crawly mine crabs are back.
- 2 Advance through the underground passage to the storage room. Exit the room.



It's nice to see that the mine crabs have no particular political affiliation.

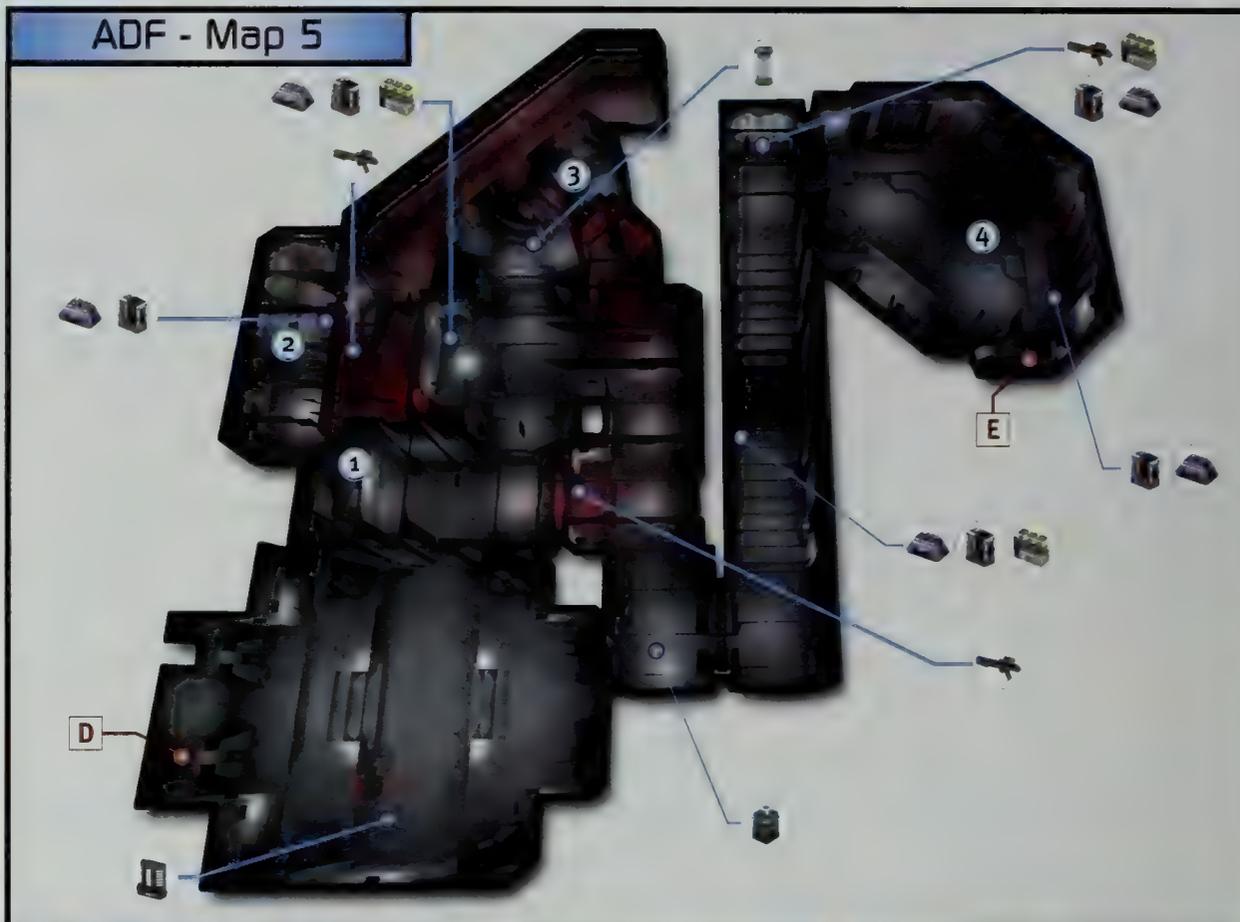
## Base Commander

- 1 Exit the storage room and go through the door to the left.
- 2 Throw the switch in the next room to the left to unlock the door to the Base Commander's control room.
- 3 Go back, and pass through the other door to retrieve the Base Commander. Throw the switch in the room to open the control-room doors. Keep your crosshairs trained on the Base Commander to motivate him toward the main hangar controls (he needs to throw two switches).

### •••WARNING•••

Don't shoot the Base Commander. If he falls before opening the main hanger doors, the mission is a failure. It's helpful to clear out the Imperials before retrieving the Base Commander.

- 4 The Base Commander decides he's had enough, and turns his hidden blaster on you. Now you can blast him and his squad of stormtroopers. Your datapad has been updated: Make your way to the surface.



This switch unlocks the door to the Base Commander's control room.



This switch unlocks the control-room doors.



Keep your crosshairs on the Base Commander to keep him moving toward the main hangar controls.

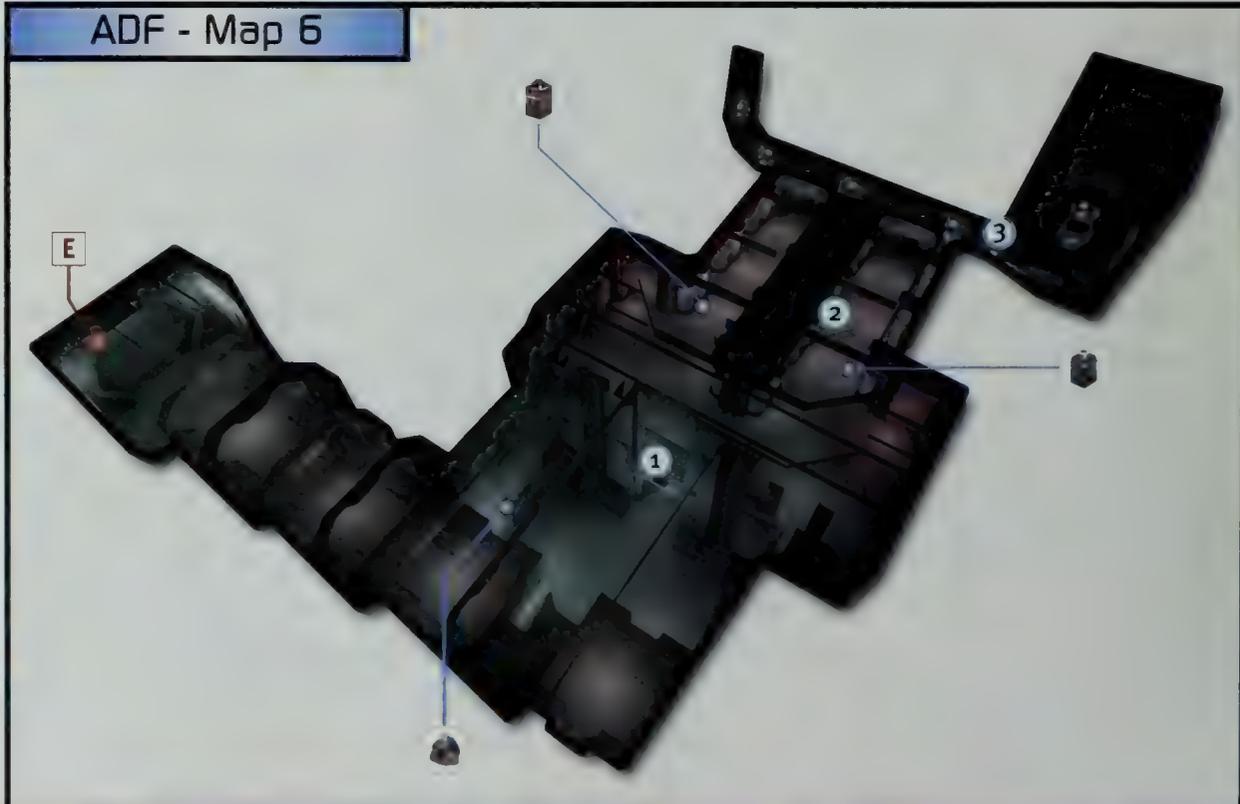
## Surface Bound

- 1 Exit the control room. Take the lift down.
- 2 Go through the TIE fighter pilot staging area.
- 3 Shoot the grate and go right to get to the surface and exit the level.



Shoot this grate and exit the level.

## ADF - Map 6



# ARTUS TOPSIDE

## OBJECTIVES

- Disable the external defenses to allow evacuation of the prisoners.
- Rendezvous with Jan and the Raven's Claw.

## Topside

- 1 Don't attract the AT-ST's attention. Get the Imperial Officer's **supply key** from the building to the left. Activate the switch for the lift.

- 2 Take the lift up and jump up on the perimeter defense gun. Help out the pinned prisoners and blast the AT-ST. Don't forget the stormtroopers and the AT-ST behind you in the valley.

- 3 Head back down and over to the far AT-ST hangar. Keep moving, and move back and forth across the valley as you advance toward the hangar. Don't forget to watch your back.

- 4 Run into the hangar past the AT-ST, and get in the side door before it steps on you or blasts you to bits. Take the lift up.

- 5 Take a right out of the door and across the top of the hangar to find **Secret Area 1**.

- 6 Cross over to the other side of the ion cannons. You must deactivate the ion cannons' shields before you can destroy them. Tell-tale blue static builds up as the ion cannon prepares to fire. Stay off the cannon platform until the cannon fires.

- 7 On your way to the other side of the ion cannons, use one of the perimeter defense guns to fell the AT-ST. You must destroy this AT-ST, or the rescue ship won't come down for the prisoners.

## AT - Map 1



AT-STs are tough to bring down with just your blaster. Flight is a better option; at least until you can commandeer a perimeter defense gun.



The big gun makes quick work of Imperial chicken walkers.



Run past this AT-ST and get up to the perimeter defense guns.



Artus Topside Secret Area 1



When the ion cannon is preparing to fire, stay off the platform.



Use the perimeter defense gun to neutralize this AT-ST.

## New Enemy: AT-ST

**Health:** Tough!  
**Weapon:** Medium Laser Blasters  
**Movement:** Fast  
**Overall:** ☆☆☆

### Commentary:

• When you see an AT-ST, *run away*. The only way to destroy or incapacitate an AT-ST is to use a perimeter defense gun or hit it with heavy explosives. After a good pounding to the command pod (top portion), the AT-ST will topple.



## AT - Map 1a



### AT-ST Hangar

- 1 Enter the main AT-ST hangar and take care of the Imperials on the level below. Either snipe them all from here, or use the AT-STs as cover as you advance to the bottom level.
- 2 Watch out for the trip mine guarding the door ahead of you. Jump over it and shoot it from inside the room.
- 3 Take the two lifts to the bottom level. Get the Imperial Officer's **security key**.
- 4 Enter the door directly across from the hangar doors. Get the Imperial Officer's **supply key**. Use the security key to unlock the next door. Deactivate the ion-cannon shield array. Make your way back up to the ion cannons.
- 5 You encounter Imperial resistance on the way out. Collect the Imperial's **supply key**.



There are lots of targets to choose from on the level below.



Don't be too hasty running through here. There's a trip mine guarding this door.

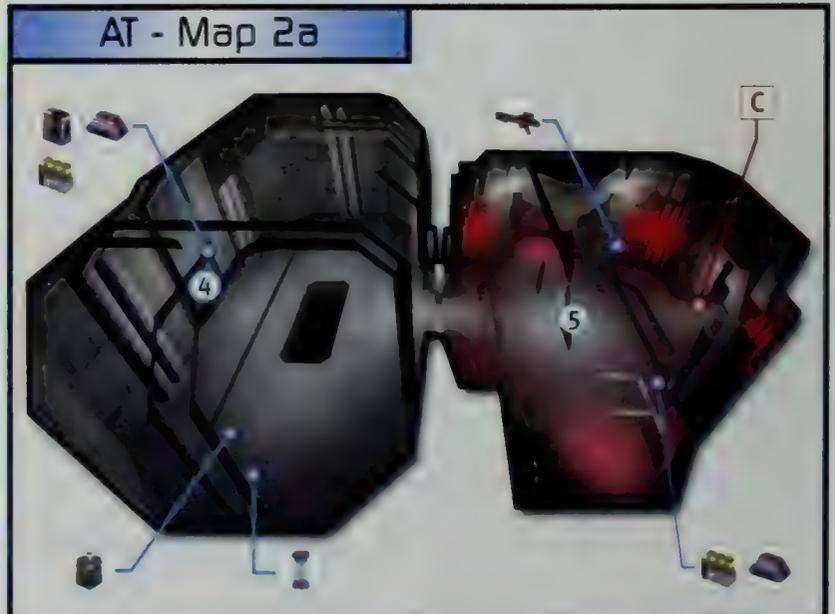


Turn off the ion-cannon shield array here.

## AT - Map 2



## AT - Map 2a



## Ion Cannons

- 1 Jump up on the perimeter defense guns and take out those ion cannons!
- 2 The last door on the upper level of the AT-ST hangar is now unlocked. Jan is waiting for you outside.



Use the perimeter defense gun to blast the ion cannons!

## AT - Map 3



Another mine waiting to trip you up.



More trip mines block the hallway.

## AT - Map 3a



## Desann

- 1 Another trip mine blocks the door. Shoot it.
- 2 More trip mines block the hallway. Deal with them to get out.
- 3 No matter how hard you fight, this is one battle you are going to lose.



Ah, sithspit. He's got a lightsaber and Force powers, and you don't.

## AT - Map 4



# YAVIN TEMPLE

## OBJECTIVE

- Meet with Luke Skywalker.



Jedi students learning to use the Force to move objects.



A Jedi Master schools young Jedi students in the art of lightsaber dueling.

## The Jedi Academy

- 1 Cross the hangar to the first-floor lift. Follow the subsequent lifts up to the third floor.
- 2 Go through the door to the left if you'd like to tour the academy. You can look in on three Jedi training exercises in progress.
- 3 Take the third-floor lift up to meet Luke. After your talk with Luke, your datapad is updated with a new objective: Search the trial grounds for your lightsaber.



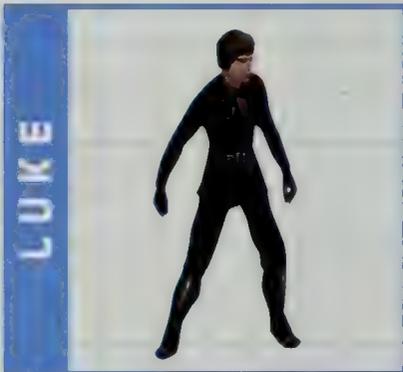
A training remote helps a student train to block blaster shots.

## YT - Map 1



## Trial Grounds

- 1 Leave Luke, and backtrack down to the second floor.
- 2 Exit to the trial grounds.
- 3 There isn't much to find in the temple ruins. Proceed to the hole in the wall at the edge of the ruins, and drop down to start the trial.

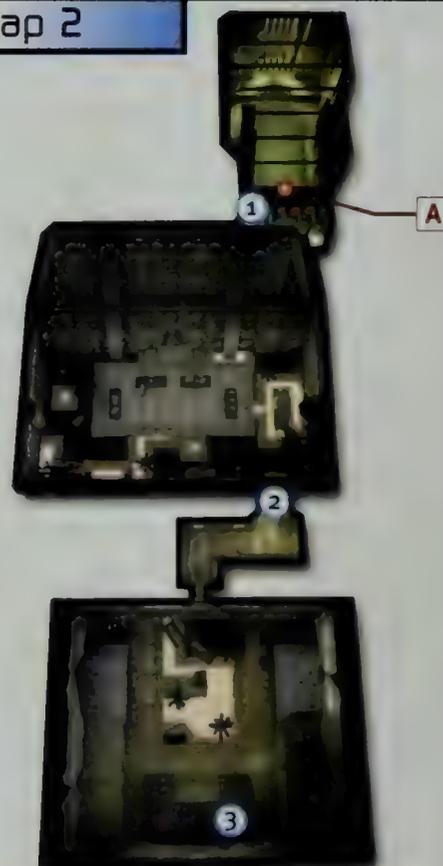


This is the door leading to the temple ruins.



The entrance to the trials.

## YT - Map 2



# YAVIN TRIAL

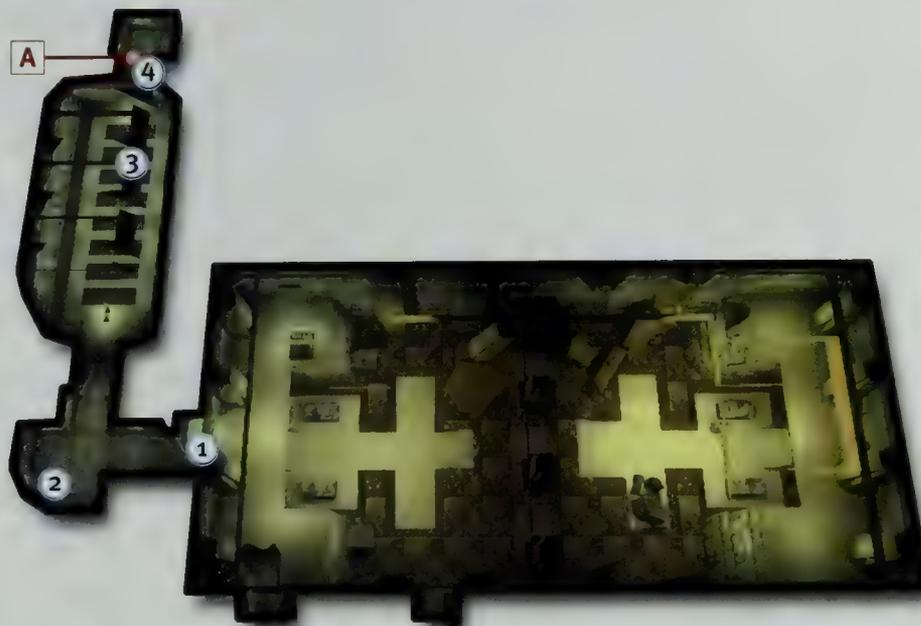
## OBJECTIVES

- Complete each trial to regain your Force abilities.
- Search the trial grounds for your lightsaber.

### Force Push

- 1 Go through the door to the left.
- 2 Collect the Force Push power-up.
- 3 Force Push all the wall icons so they face outward. Slide each floor slab so the double arrow lines up with the symbol next to the corresponding wall icon.
- 4 Exit the trial.

## YT - Map 1



## New Force Power: Force Push



Overall Rating: ☆☆☆☆

Duration: Instant

Area of Effect: Targeted Item(s)

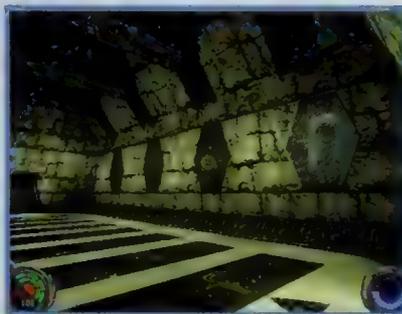
### Description:

• This power lets your character shove non-player characters (NPCs) and world objects away from himself. If NPCs are pushed into solid surfaces or off ledges, they take damage. Force Push can also be used to operate selected buttons, grates, and sliders that may be out of the character's reach. A very useful Force power.

### Power Levels:

- 1 You can push levers and objects, as well as knock down a single enemy. You can push back missiles that are directed toward you.
- 2 All the powers of level one, but now you can push multiple enemies.
- 3 All the powers of level two, but now you push even *more* enemies at once. This level can also push enemies out of lightsaber locks, although success is not guaranteed.

## FORCE PUSH PUZZLE SOLUTION



Use Force Push to rotate the wall icons and slide the floor slabs.

## Force Pull

- 1) Collect the Force Pull power-up.
- 2) Force Pull the steps out of the wall. Head up the steps to the door.
- 3) Force Pull the steps leading to **Secret Area 1**. These steps don't stay in place forever, so quickly move over to the secret-area platform. Use the Force to reel in the goodies.
- 4) Exit this trial.

## YT - Map 2



Use the Force to pull out the steps.



Yavin Trial Secret Area 1

## New Force Power: Force Pull



Overall Rating: ☆☆

Duration: Instant

Area of Effect: Targeted Item(s)

### Description:

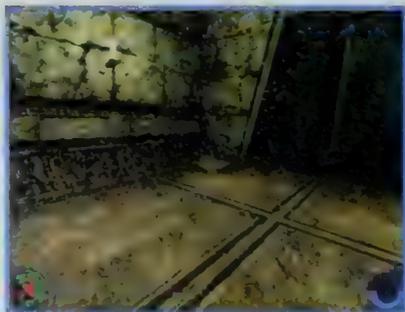
• This power lets your character pull weapons and certain world objects toward him. It's useful for flipping switches and disarming certain enemies.

### Power Levels:

- 1 You can pull certain levers and objects, as well as knock down a single enemy.
- 2 Same as level one, but pulls an enemy's weapon from his hands if he's facing you.
- 3 Same as level two, but you can pull multiple enemies at once (making them drop their weapons). The force of the pull is also stronger, and much more noticeable.

## Force Speed

- 1 Collect the Force Speed power-up.
- 2 Cross the ledge and drop down the hole to enter the Force Speed trial.
- 3 Step on the symbol next to the door to open it.
- 4 Step on the platform to trigger the trial. As soon as all the doors open, activate Force Speed and run through the hallway before the doors close.
- 5 Continue through the next room.

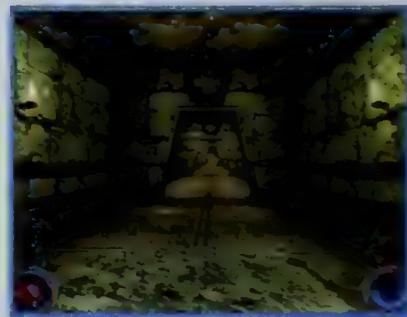


Open the door here to get to the trial trigger.

## YT - Map 3



Step on this platform to trigger the trial.



When all the doors are open, activate Force Speed, and run!

## New Force Power: Force Speed

Duration: 5 Seconds

Area of Effect: Jedi Only



Overall Rating: ☆☆

### Description:

- When activated, this Force power slows down your surroundings, allowing your character to gain a speed advantage over enemies.  
(*Note: In multiplayer games, this effect only speeds up YOUR actions. It does not slow down the other players in the game.*)

### Power Levels:

- 1 Slows world to 75% normal speed.
- 2 Slows world to 50% normal speed.
- 3 Slows world to 25% normal speed.

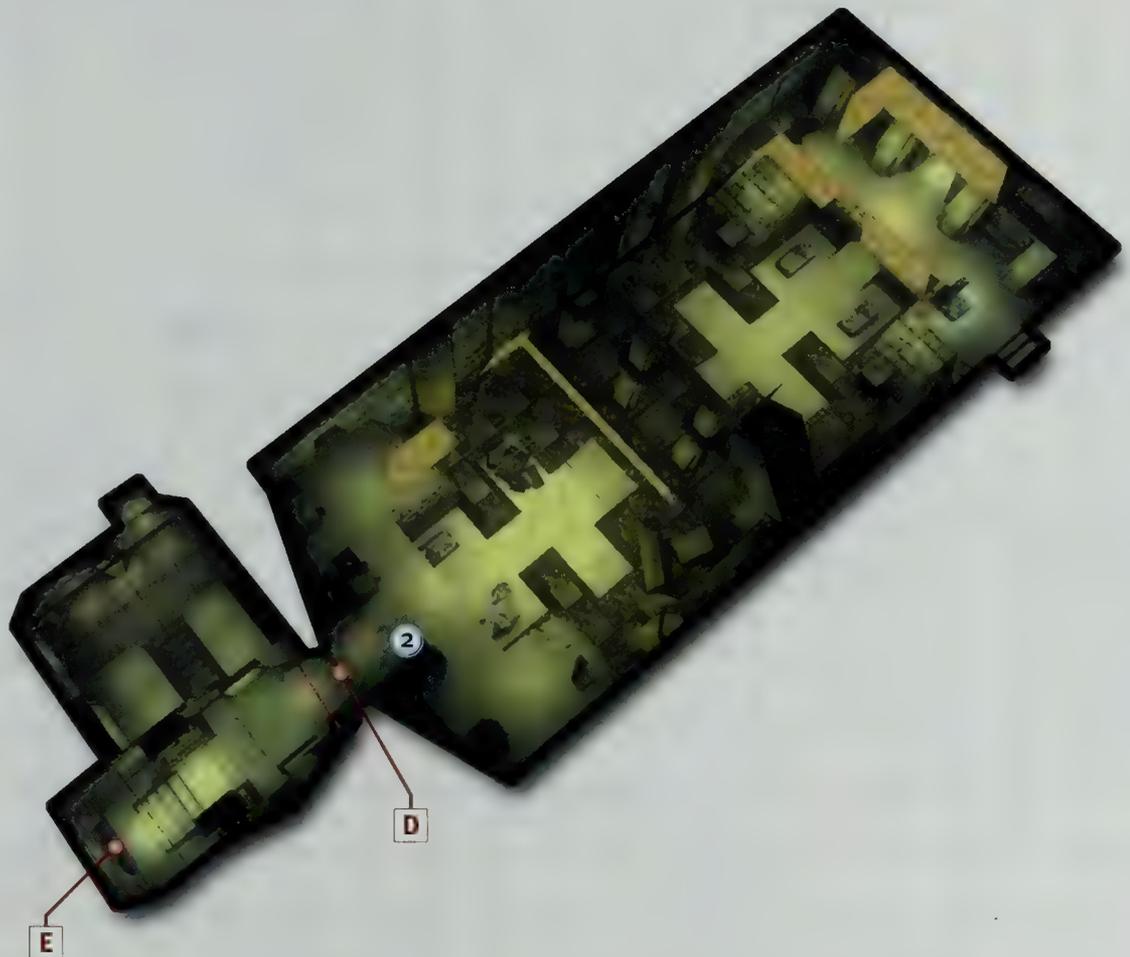
## Force Jump

- 1 Collect the Force Jump power-up. When you grab it, your datapad is updated. You've completed your Force power trials. Now all you need to do is find your lightsaber. Exit the door, and you'll be in the room where you started the trials.
- 2 Go to the upper level of the ruins area. Pass through the door.



Jump up here and cross over to the upper ledge; then go through the door.

## YT - Map 4



## Yavin Trial - Map 4a



## New Force Power: Force Jump

Duration: Variable

Area of Effect: Jedi Field of View



Overall Rating: ☆☆☆☆

### Description:

- Using this power allows your character to make a tremendous vertical leap. Tap the jump key to do a normal jump, but hold down the jump key to make your character soar to new heights. This is probably the best overall skill in multiplayer.

### Power Levels:

- 1 Can jump twice as high as a regular jump.
- 2 Can jump approximately four times as high as a regular jump.
- 3 Can jump eight times as high as a regular jump. This is the highest possible vertical leap.

(*Note: If you hold down a direction button during the Force Jump, it becomes a Force Flip.*)

## Almost there...

- 1 Drop down, and use Force Pull on each gargoyle to start the water flowing into the room. As the room fills up, the gate rises.
- 2 Activate Force Speed, and run across the bridge before the gate closes. Exit through the door.
- 3 At the end of the hallway, use Force Push on the crack in the wall to the right. Continue through the passageway to the next room.
- 4 Use Force Push to activate the switches on each of the ledges.
- 5 Jump up to the top and exit through the door.
- 6 Back up onto the bridge trigger, and immediately activate Force Speed. Run across the bridge and jump into the next room.
- 7 If you don't make it, take the passageway back up and try again.

## YT - Map 5



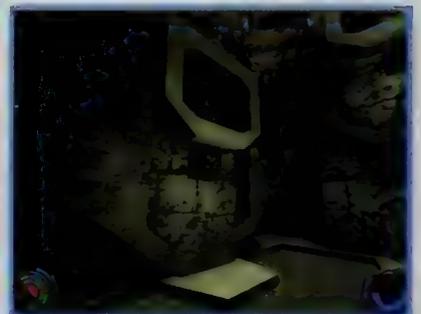
Use Force Pull on each gargoyle to activate the water.



When the gate is up, activate Force Speed, and run across the bridge.



Force Push this crack in the wall to get through.



Force Push each ledge switch.

## Lightsaber

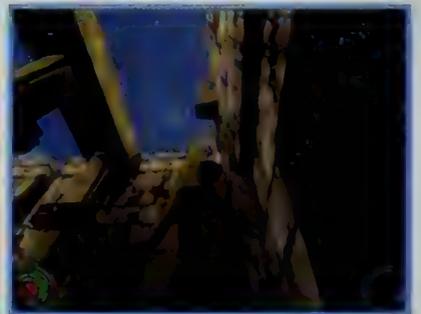
- 1 Use Force Push on each peg until the lightsaber tower is at ground level.
- 2 This part can be a little tricky. Stand on the stone until it drops all the way. Activate Force Speed, and start running up the ramp. As soon as you're far enough up the ramp to be clear overhead, jump toward the lightsaber cage. As you get close, use Force Pull to claim your lightsaber.
- 3 Throw the lightsaber to cut the ropes holding the stones near the door. The stones fall, and the door opens.
- 4 Slash the lock to exit the level.



Force Push each peg until the lightsaber tower is at ground level.

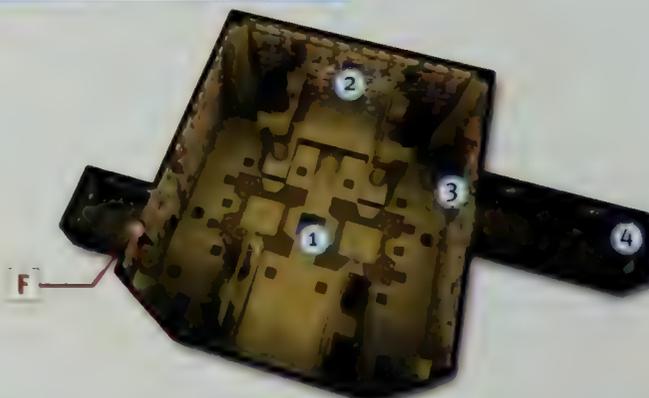


Use the Force to claim your lightsaber.



Throw your lightsaber to cut the ropes.

## YT - Map 6



Slash the lock to exit.

# NAR SHADDAA STREETS

## OBJECTIVE

- Track down the gangster, Reelo Baruk.

### The Bar

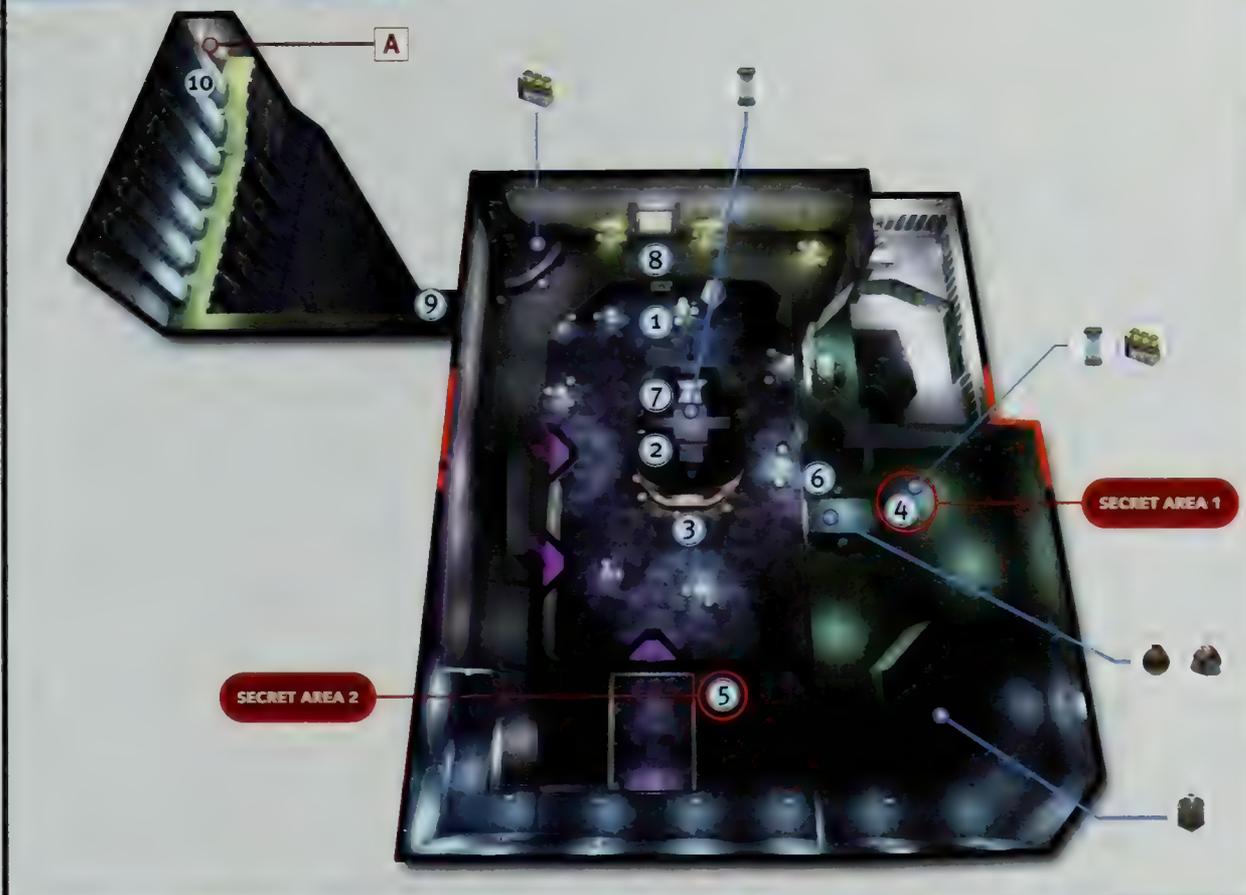
- 1 Enter the bar, and you'll be greeted by two friendly Rodians.
- 2 No one else in the bar is as "friendly," so go straight to the Chiss bartender. He isn't forthcoming with the "informations" you seek, but your datapad is updated with two new objectives: 1) Escape the bar alive, and 2) Find the entrance to Reelo's hideout.
- 3 Clear the bar using your lightsaber, Force powers, and any weapons you pick up off felled enemies.
- 4 Use Force Push to move back the wall unit. You've found **Secret Area 1**.
- 5 Employ the use key on either table to enter **Secret Area 2**.
- 6 Go upstairs to the third floor, and find the switch in the main office.
- 7 Go back down and flip the switch behind the bar. Chiss now coughs up some useful "informations."
- 8 Shoot the Rodian sniper hiding behind the table on the second floor. Head up there and exit the bar.
- 9 Watch out for Rodian snipers hiding in the buildings all around you.

## MISSION BRIEFING

The Tenloss disrupter rifle is the handy weapon of choice for much of this level. Try to spot and neutralize the snipers before they neutralize you. If you get hit or see a shot zoom by your head, quickly locate the source and eliminate the sniper(s).

- 10 Head right and into the building across the walkway.

## NSS - Map 1



## New Weapon: Lightsaber



Overall Rating: ★★★★★

### Special Feature

The lightsaber has the ability to deflect lasers back toward your attackers. This is a passive ability, and only works when you're not attacking.



If the bar were more hospitable, you could have placed a wager on your favorite mine monster.

## Strategy:

Primary:

Swing



Secondary:

Throw



- The lightsaber is a very special weapon for a very special purpose: extremely close-range combat. When you're out of all heavy weapons or you see an enemy charging in with a lightsaber of his own, equip the Jedi weapon of choice, and engage. Your lightsaber will never run out of power, it has the ability to block enemy lasers, and it can be used as an effective projectile weapon with the right skill allocation.

### Damage (Vertical)

35-50 (depending on style)

### Damage (Horizontal)

35-45 (depending on style)

### Damage (Jumping)

35-45 (depending on style)

### Damage (Backward)

55-60

### Damage (Special)

45-75 (depending on style)

### Damage (Throwing)

60-75 + 25 (depending on style)



Nar Shaddaa Streets Secret Area 1



Nar Shaddaa Streets Secret Area 2



This switch reopens the bar.



This switch exposes the bartender's hiding place.

## New Weapon: Tenloss Disruptor Rifle



Overall Rating: ☆☆☆☆



Primary:  
Single Blast



Secondary:  
Zoom Mode

### Damage

(Primary/Secondary)  
30/Instant Kill (full charge)

### Rate of Fire

(Primary/Secondary)  
Slow/Very Slow

### Projectile Speed

Instant

### Accuracy

Excellent

### Ammunition Type

Power Cells

### Cells Per Shot/Max

(Primary) (Secondary)  
3/100 Varies w/ Charge

### Strategy:

- The Tenloss disruptor rifle has been outlawed across the galaxy for good reason: it's the most powerful weapon in the game when used correctly. The Tenloss is a hitscan weapon, meaning it hits the target exactly as you pull the trigger. When used in the secondary (sniping) mode, a single charge-up shot disintegrates its target upon impact. Let's just say it's very powerful.
- In multiplayer, this is the camper's weapon of choice. If you detect someone racking up kills from a rooftop or other out-of-the-way spot, remember that players absolutely *cannot* move when in the secondary zoom mode. Lob some rockets their way!

## New Enemy: Rodian

Health: Average  
Weapon: Tenloss Disruptor Rifle / E11  
Movement: Average  
Overall: ☆☆

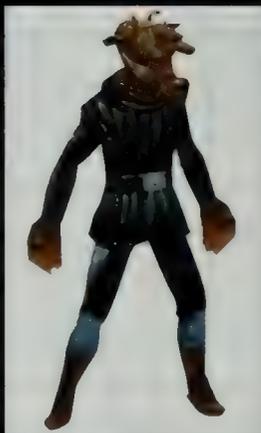


### Commentary:

- There are two types of Rodians in *Jedi Outcast*: the standard gangsters armed with E11 blaster rifles, and the Rodian snipers who attack from extremely long range with the outlawed Tenloss disruptor rifle. The latter are more dangerous, so be on the lookout.

## New Enemy: Gran

Health: Above Average  
Weapon: Thermal Detonator  
Movement: Average  
Overall: ☆☆☆

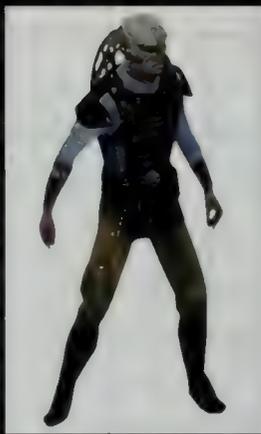


### Commentary:

- The trickiest of all gangster-type enemies, Gran pack thermal detonators, and they know how to use 'em. Try to fight them from long range, where you have a chance of avoiding the detonators if they're thrown your way. Oh, and never charge a Gran with your lightsaber.

## New Enemy: Weequay

Health: Above Average  
Weapon: Wookiee Bowcaster  
Movement: Average  
Overall: ☆☆



### Commentary:

- Although not very intelligent, Weequay are very good at being cruel. They pop up at the worst of times, and in large numbers. To avoid their bowcaster shots, either charge with the lightsaber or rush with a very powerful short-range weapon.



## Mean Streets

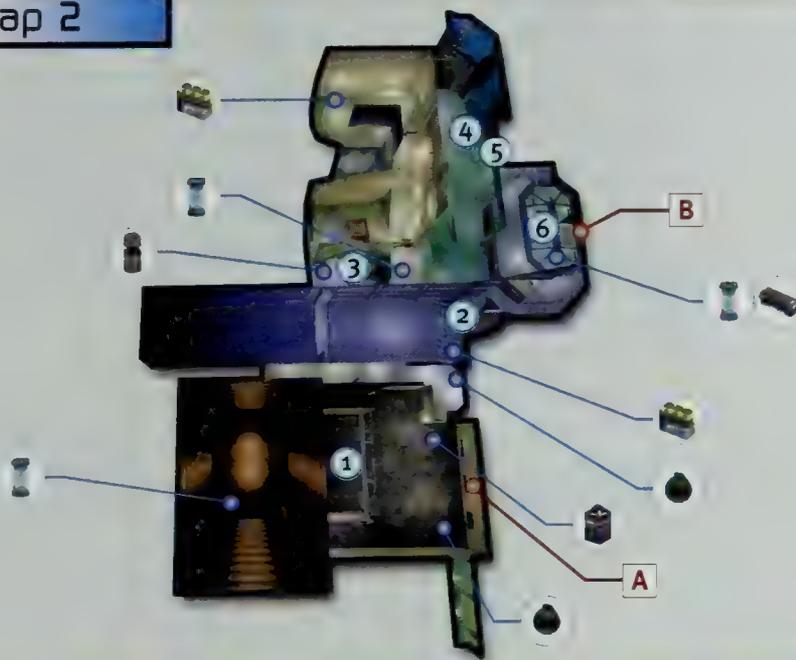
- 1 As you enter the room across the walkway, look up. Eliminate the two Gran before they drop thermal detonators on your head. Activate the lift.
- 2 Jump over to the next building.
- 3 As you enter the room, quickly turn around, look up, and eliminate the baddies behind you. Shoot the yellow boxes to get up to the ledge where the enemies were (a **bacta canister** awaits you there). Use your lightsaber to slash the lock.
- 4 Get the drop on the Gran waiting by the ramp on the third floor.

## ALTERNATE ROUTE

**Alternate Route:** You can take the ramps instead of going into the room with the yellow crates. Then, you'll get the drop on the enemies above the crates. If you're having problems with the enemies above you, try this route.

- 5 Go to the second-floor balcony and drop down to the bridge-control room. Aim for a beam (i.e., not the glass) to achieve a damage-free landing.
- 6 Now shoot the glass, drop down, and activate the switch to extend the bridge.

## NSS - Map 2



Look up and eliminate the Gran threat before activating the lift.



The most fun way to get rid of this guy is to Force Push the box until he falls off the ledge.



Shoot the yellow crates.



Pull out your lightsaber and give the lock a whack.

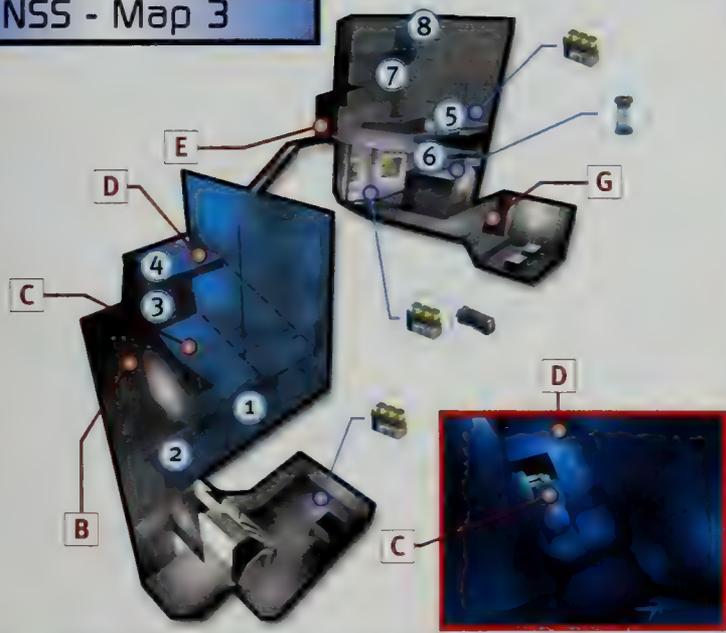


Aim here for a soft landing from the second-floor balcony.



This switch extends the bridge.

## NSS - Map 3



## More Mean Streets

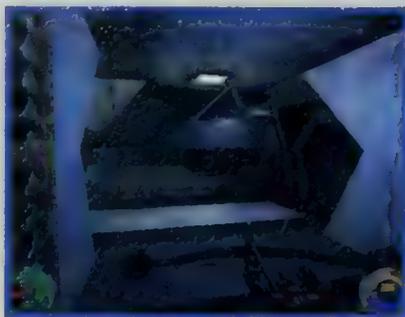
- 1 Cross the bridge into the next building. Force Pull the box onto the lift call switch.
- 2 Get on the lift. Force Push the box off the switch. Ride the lift up.
- 3 Throw the switch to lower the ramp.
- 4 Continue up the ramps to the roof. Neutralize snipers on your way up.
- 5 Drop down into the room to collect the goodies. From the window, shoot the enemies in the skiff.
- 6 Go out the window and to the next building. See "Secret Area

3 Sidetrip" for how to get to Secret Area 3 from this room.

- 7 Jump to the skiff when it moves close enough.
- 8 When the skiff moves to its closest point to the building, jump from the skiff to the lift-access door.



Force Pull this crate onto the lift call switch.



From the lift, Force Push the crate off the lift call switch.



Activate this switch to lower the ramp behind you.



It's fun to shoot the glass out from under the Weequay guarding the bridge. It also means you don't have to deal with him later.



When the skiff moves close to you, jump onto it.

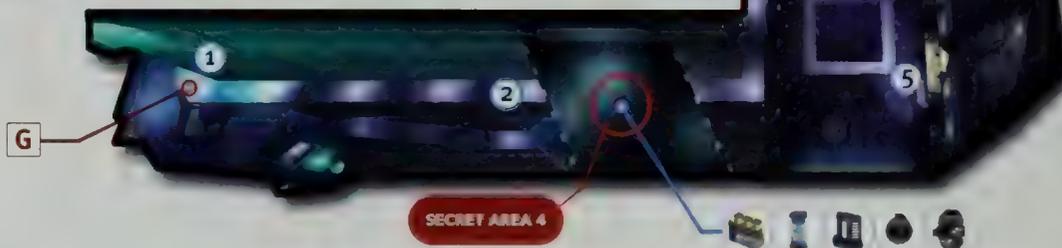
### Secret Area 3 Side Trip

- 1 To make sure you hit all six secret areas, go from the room in step 6 of the "More Mean Streets" section on page 49. This sidetrip is optional, and if you take it, you'll have to come all the way back up to this point from the bar.
- 2 From step 6, take the lift up. Follow the ledge all the way around to the left until it ends.
- 3 Jump to the outcropping, then down to the walkway. Repeat.
- 4 Jump over to **Secret Area 3**.
- 5 Drop down and enter the bar. Make your way up to where you started the side journey. The good news is that all the enemies you cleared stay gone.

### NSS - Map 3a



Jump down there.



### Sing the Body Electric

- 1 Take the lift up to the bridge.
- 2 Before crossing, shoot the explosive charge.
- 3 Carefully cross the bridge.

### MISSION BRIEFING

If the glass bottom has been blown out, shoot the side glass to gain some ledge room. Be careful not to walk off the side if you do that, though.

- 4 Shoot the barrel to blow a hole in the wall, then go into the electrical pipe room.
- 5 Destroy the pipes leaking electricity.

### MISSION BRIEFING

Use your lightsaber to save det packs.

- 6 Go out the hole in the wall and around to the small ramp. Switch to third-person view, and jump up to the ledge. Walk into the water and Force Pull the bridge under the door to make the jump easier. (It is possible to make this jump in first person, but it's a lot easier in third-person view.)
- 7 Cross over the top of the bridge, and jump to **Secret Area 5**. Return to the other side of the bridge.
- 8 Throw the switch next to the panel the R5 unit is working on to shift the ledge below.

### NSS - Map 4





Shoot this explosive charge before crossing the bridge.



Shoot this barrel to blow a hole in the wall.



Destroy the pipes leaking electricity.



This jump is a whole lot easier in third-person view.



Nar Shaddaa Streets Secret Area 4



Throw this switch to move the ledge below so you can drop onto it.

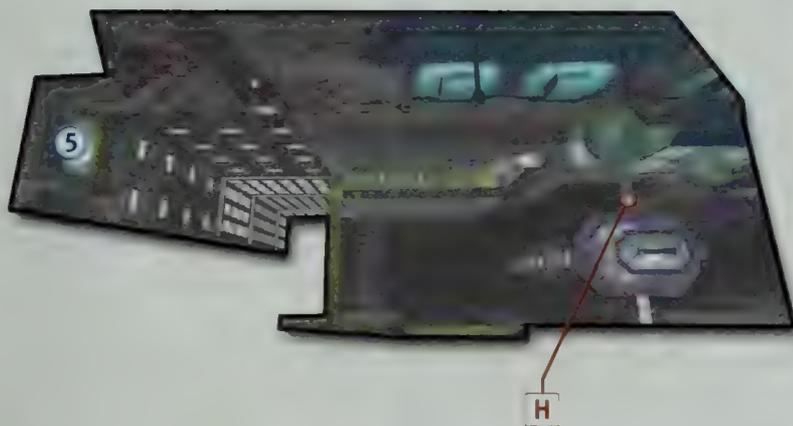
## NSS - Map 5



Two of these switches keep the garbage tram moving. Use Force Push to activate them.



SECRET AREA 6



### Garbage Ride

- ① Drop down onto the ledge. Jump to the next ledge. It's a tough jump, so time it right!
- ② Drop onto the garbage tram.
- ③ Jump up into the open shaft door. You've found **Secret Area 6**. Shoot the yellow box.
- ④ Drop back down onto the tram. Use Force Push to throw the two switches along the way so you keep moving.
- ⑤ Exit the level.

# NAR SHADDAA HIDEOUT

## OBJECTIVE

- Track down Reelo Baruk.

### Garbage Processing Entrance

- 1 Ride the garbage tram into the hideout until it stops. Jump up to the pipe on the left, then up to **Secret Area 1**.
- 2 Drop down the other side of this area, and enter the garbage processing area. If you didn't make the jump up to the secret area, use your lightsaber on the bars to the left, and jump off the garbage conveyor.
- 3 Enter the garbage processing area.

### NSH - Map 1



Nar Shaddaa Hideout Secret Area 1



If you didn't make it up to Secret Area 1 or you don't want to bother with it, use your lightsaber on the bars and jump off the garbage conveyor.

### Garbage Processing

- 1 Keep a lookout for Gran throwing thermal detonators from the walkways above the trash compactors. Head right to the first unlocked door. Watch out for Rodian sniper crossfire as soon as you enter the door; they really like to hide behind the slideaways.
- 2 Shoot the box to blow a hole in the wall.
- 3 Go through the hole and to the left to find **Secret Area 2**. Go back to the room where you shot the yellow box.
- 4 Jump over the pile of crates in the corner, and open the hidden door.
- 5 Get the drop on the Rodian snipers, and enter the door at the end of the hall.
- 6 Jump over the crates in the cold storage room to find **Secret Area 3**. Flip the switch to lower the glass.
- 7 Exit the room and locate the trash compactor, missing the trash cart in the middle of the garbage processing area. Jump up into the compactor. If you're careful, you can Force Pull goodies from the corner in the right. Cross through the compactor without getting compacted.

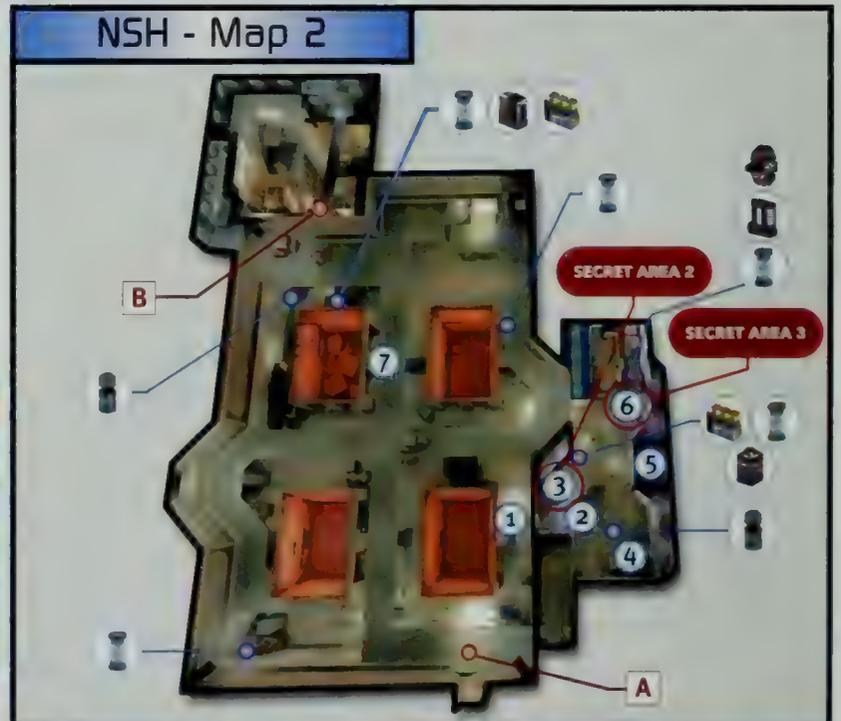


Nar Shaddaa Hideout Secret Area 2



The hidden door is behind the crates.

### NSH - Map 2



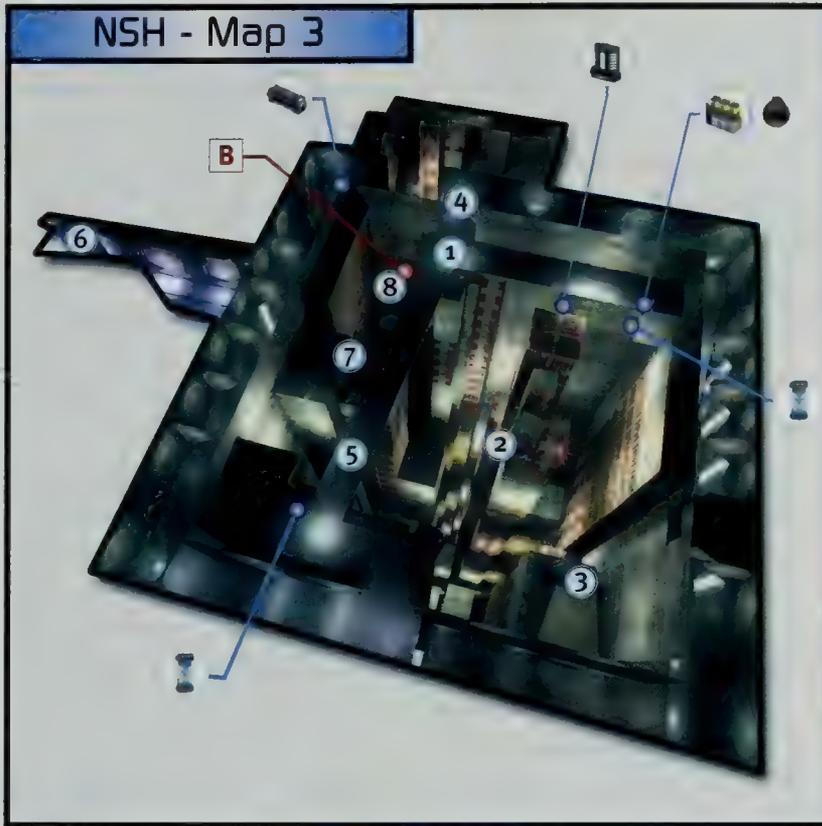
Nar Shaddaa Hideout Secret Area 3



Jump up into the trash compactor.

### Crate Storage Area

- 1 Go through the door to the crate-storage area. Take care of the Gran on the walkway above you.
- 2 Move across the crates to the other side of room.
- 3 Force Pull the crate on the ledge above you, then jump up to the doorway.
- 4 Go left and up to the walkway.
- 5 Cross to the other side.
- 6 Follow the hallway until you come to a trash cart. Force Pull the trash cart toward you, then go back the way you came.
- 7 Drop down to the left of the walkway and jump over to the door out of the crate-storage area.
- 8 Go back through the trash compactor.



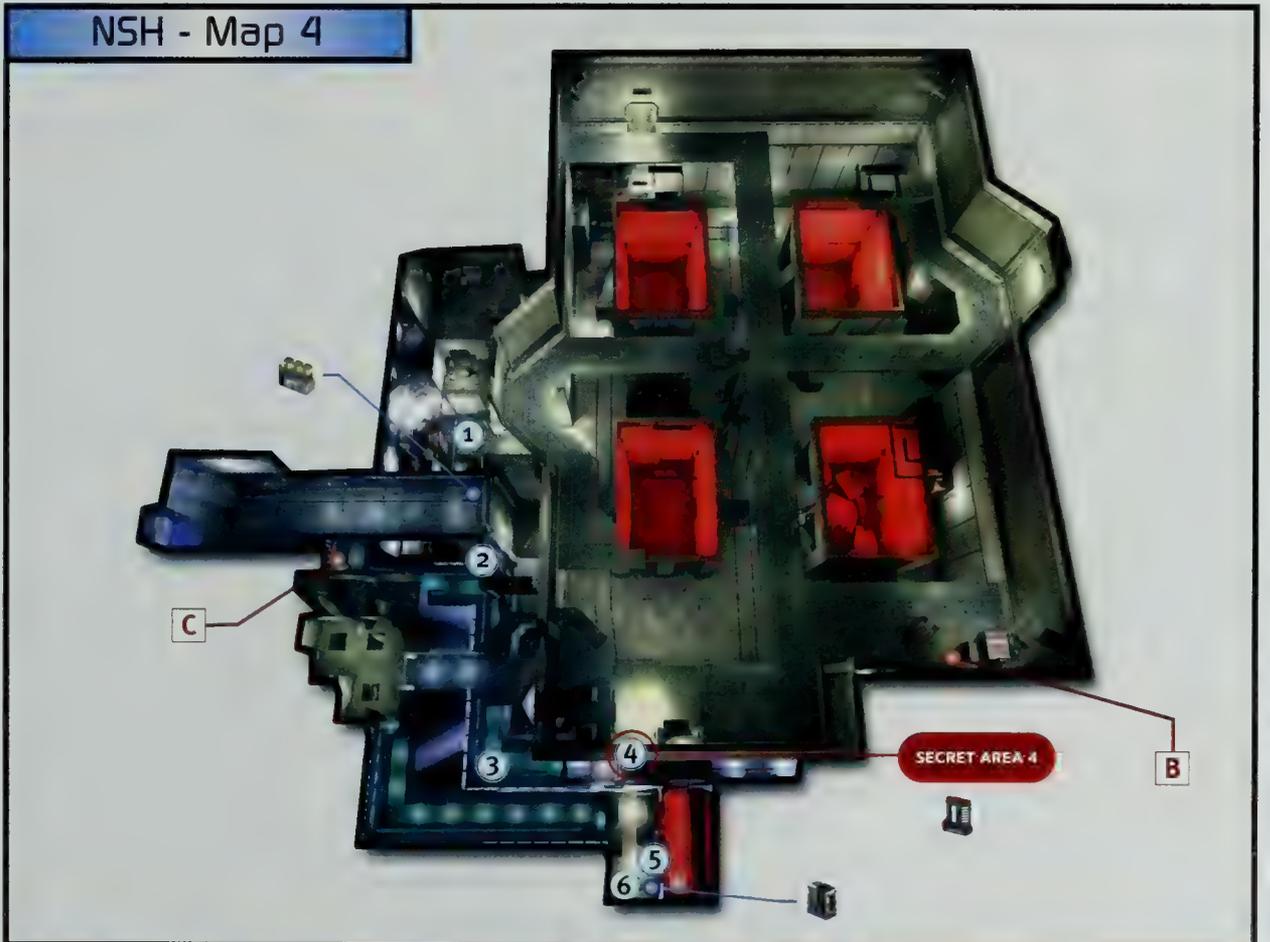
Force Pull this crate out of your way.



Force Pull the trash cart toward you.

### Backdoor

- 1 Enter the crate cold-storage room.
- 2 Force Pull the red crate to reveal the back entrance to the hideout.
- 3 Enter the passageway. Proceed through the passageway to the trash cart. Be on the lookout for **Secret Area 4**.
- 4 Force Push the trash cart out of your way. Walk onto the conveyor.
- 5 Jump to the ledge and shoot the Rodian in the next room. Break the glass and Force Push the switch to open the door.
- 6 Enter the passageway.



Force Pull this crate to reveal the back entrance to the hideout.



Force Push this trash cart out of your way.

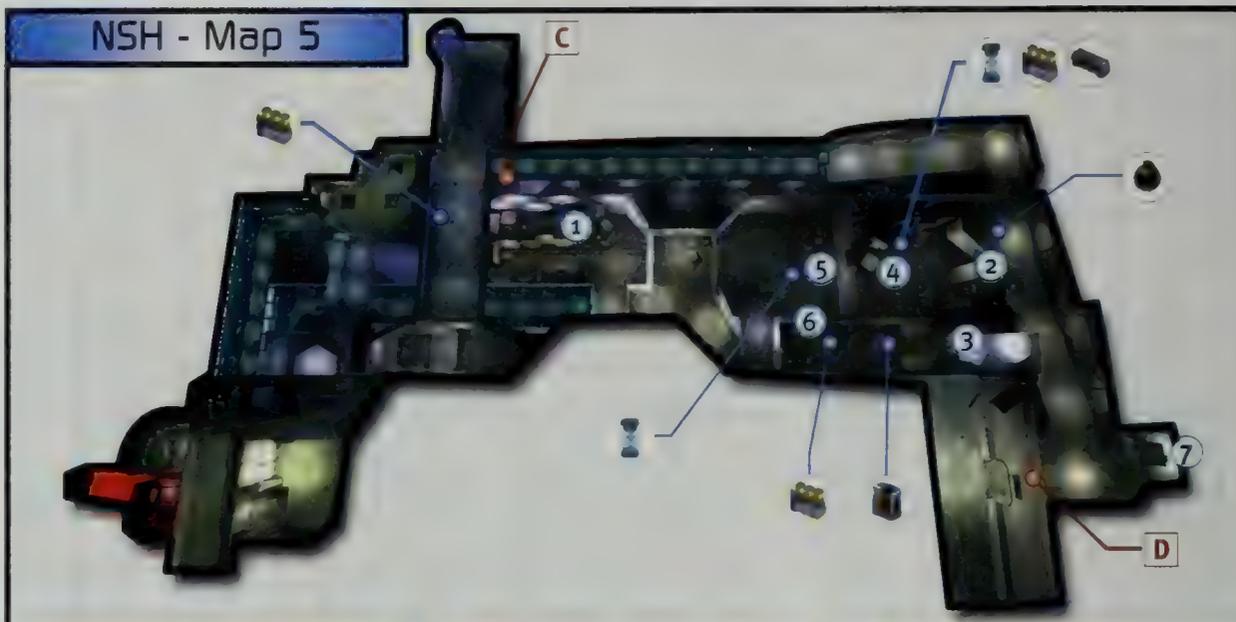


Force Push this switch to open the door.

## Hideout Detention Area

- 1 Maneuver through the passageway.
- 2 Pass up the storage room on the right for now. Shoot the grate and jump up into the crawspace.
- 3 Through the bars at the end of the crawspace, shoot the box to blow a hole in the wall below.
- 4 Now go down into the storage area.
- 5 Slash the lock and go through the door. Head right through the newly blasted hole in the wall.
- 6 Go through the door and veer down to the left.
- 7 Enter the hideout detention area. You'll find an old friend down there. He gives you the password to get into Reelo's command center to open the cells.

## NSH - Map 5



Shoot this grate to enter the crawspace.



Shoot this box to blow a hole in the wall below.

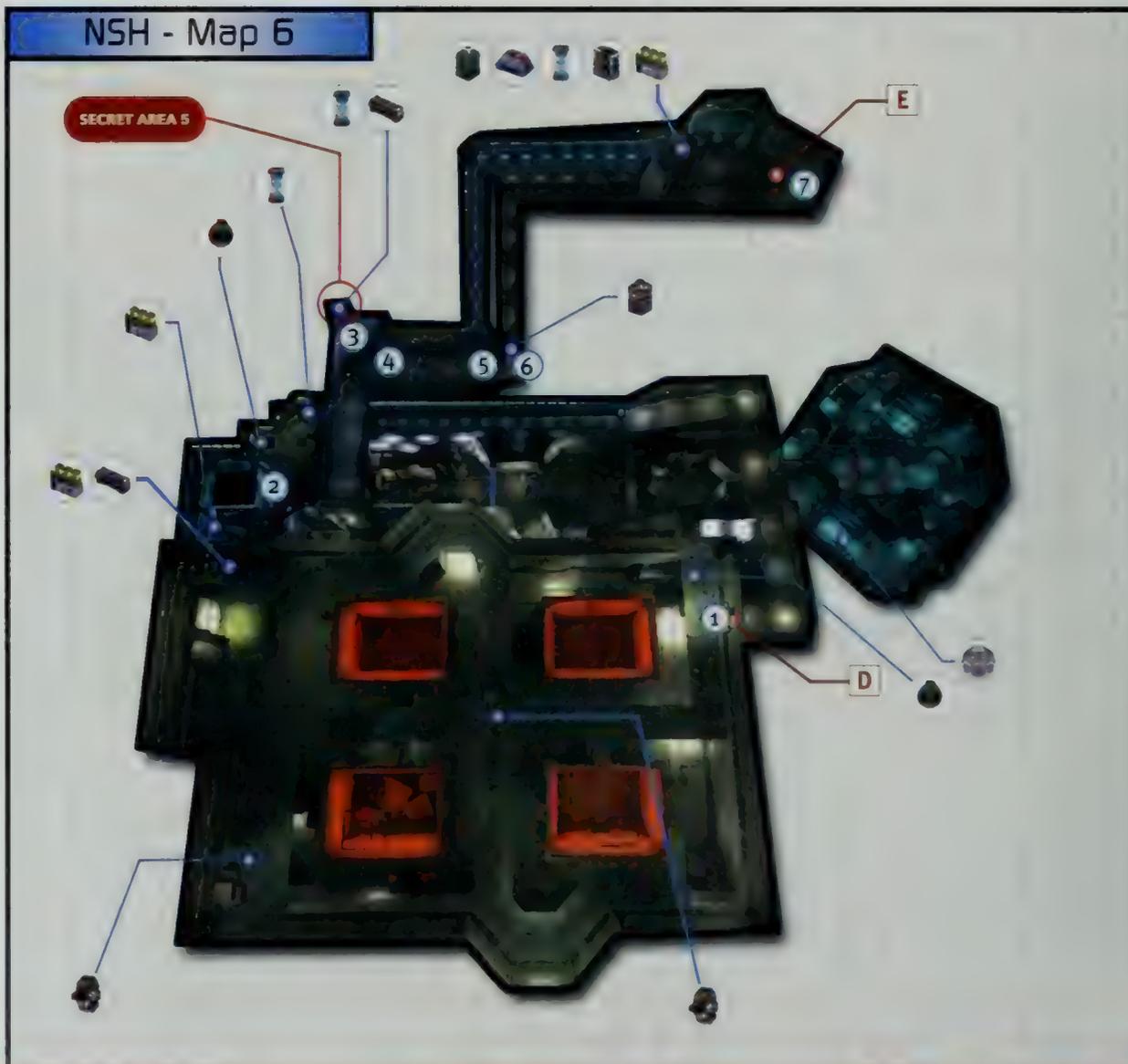


Slash this lock and go through the door.

## To the Command Center

- 1 Return to the walkways over the garbage processing area.
- 2 Cross over to the Hideout Entrance. Talk to the droid. Gain entrance to the Hideout. Ride the lift up.
- 3 Take the next lift down. Be sure to jump up to **Secret Area 5**.
- 4 Use your lightsaber to bust through the bars.
- 5 Fight through the sentry-gun corridor.
- 6 Shoot the glass (or wait until the Weequay shoots it). Use Force Push to activate the button and open the door.
- 7 Enter Reelo's command center.

## NSH - Map 6





The door is open below, but if you like dropping through grates, here's another opportunity to do so.



Talk to the droid to gain access to the command center.



Use your lightsaber to bust a hole in the bars.



Shoot the glass, then use Force Push to activate this switch to open the door.

### Reelo's Command Center

- 1 When the cutscene ends, a massive furball commences. Keep moving in circles around the room to eliminate the sentry guns, Weequay, and Rodians.
- 2 Through either unlocked door, head up to Reelo's office.
- 3 Flip the switch to release Lando.
- 4 Flip the switch under Reelo's desk to open the passage to **Secret Area 6**.
- 5 Take the secret passageway to the detention area. (You could also take the lift in the center of the command center, but how fun is that?)
- 6 Go down the stairs. Force Push the switch under the stairs to open the bottom part of the stairs. You've found **Secret Area 7**.
- 7 Enter the detention area to meet Lando.
- 8 Follow Lando to the lift leading out of the hideout and up to the starpad.



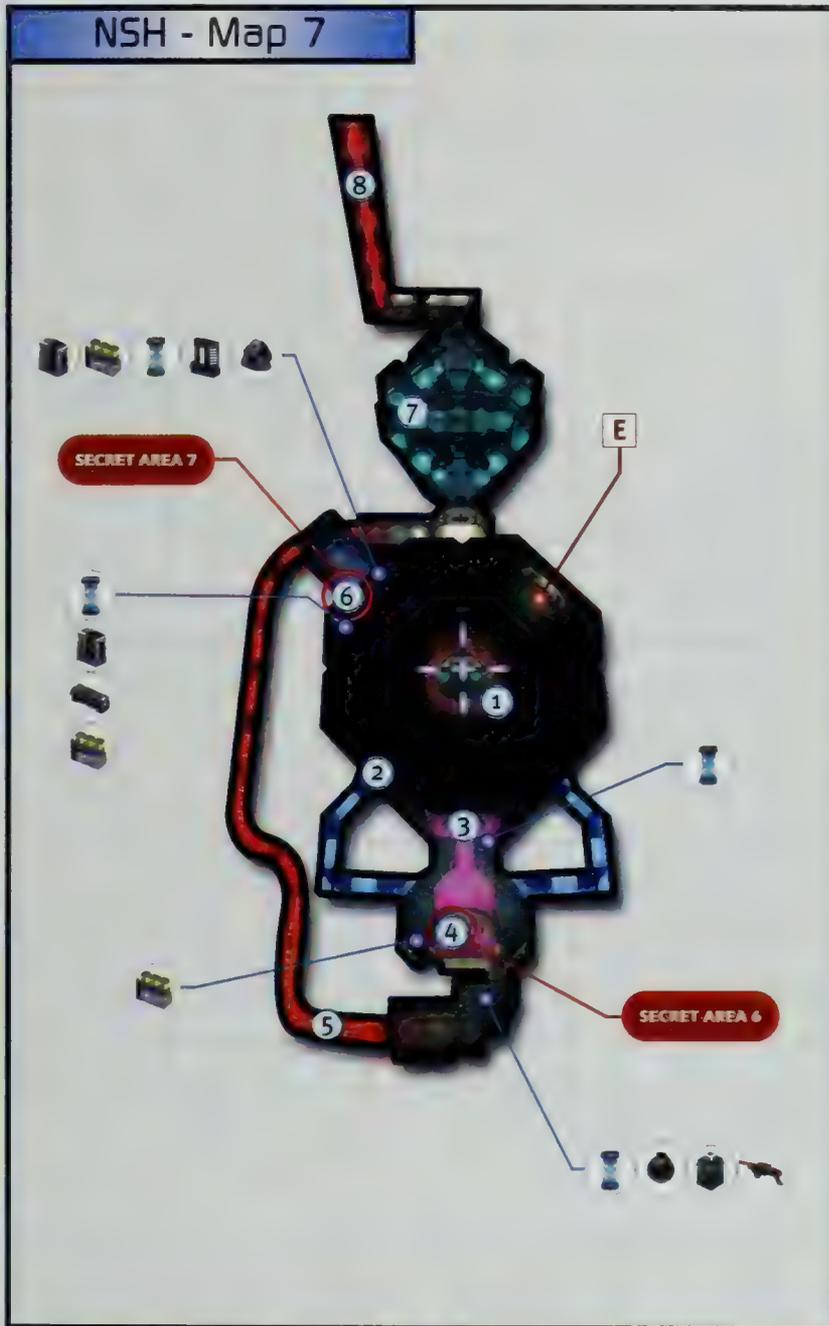
This switch frees Lando.



This switch opens the passage from the office to the detention area (and to Secret Area 6).



Nar Shaddaa Hideout Secret Area 6



Secret passageway from Reelo's office to the detention area.



Force Push this switch to open the stairs.



Nar Shaddaa Secret Area 7

# NAR SHADDAA STARPAD

## OBJECTIVE

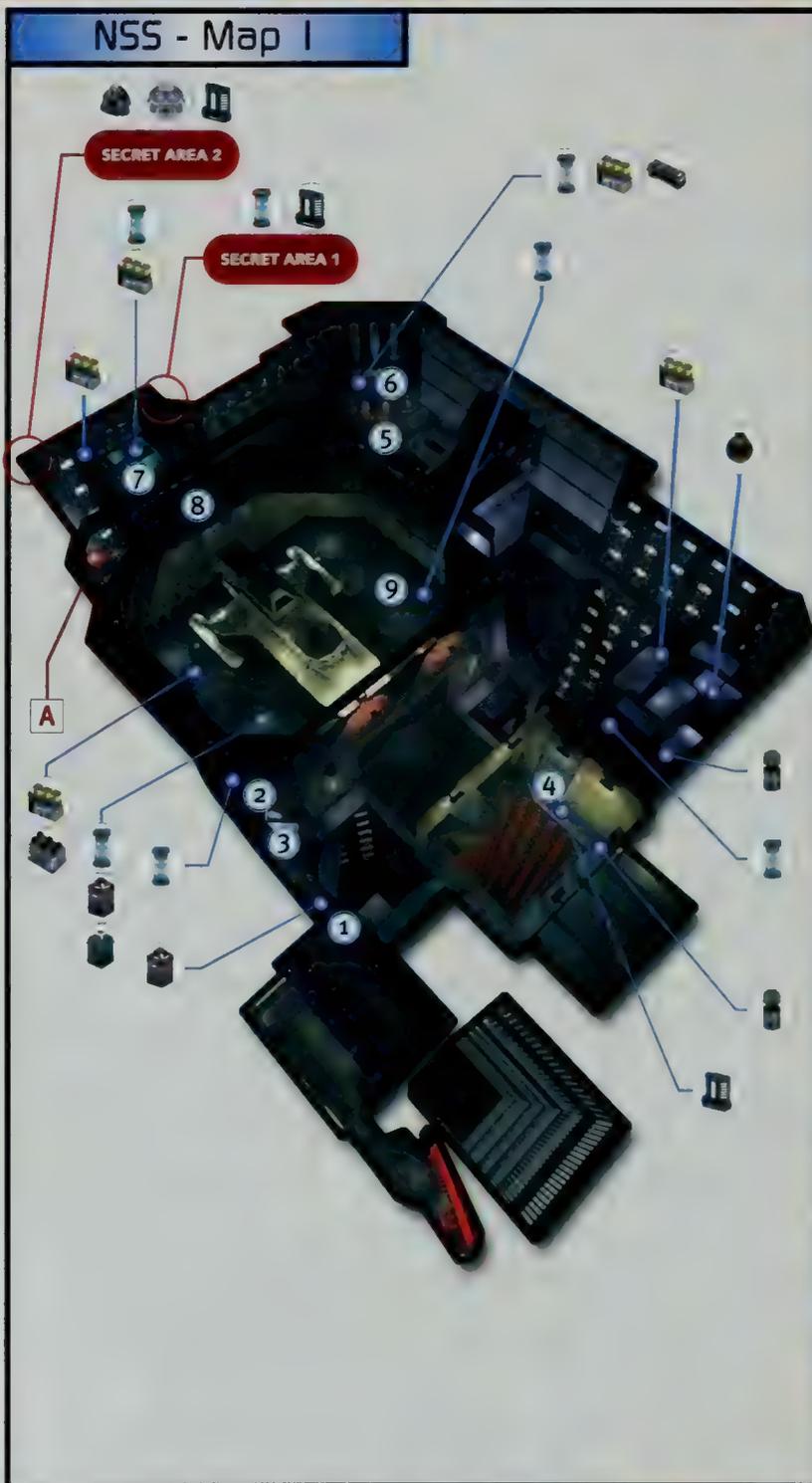
- Find Lando's ship, the *Lady Luck*.

### •••WARNING•••

If Lando becomes one with the Force, the mission is a failure.

## Starpad Phase 1

- 1 Enter the starpad and take the lift up. Follow Lando to the starpad control room.
- 2 Take the lift down and find the flight control center to open the door to the starpad.
- 3 Cross over to the next building.
- 4 Turn on your light amplification goggles and make your way through the dark storage room. You have to make it through before your batteries run out, so don't mess around. There's nothing for you in this room except the door out.
- 5 Shoot the sentry guns that are pinning Lando down.
- 6 Go through the door and around to where you can jump onto the sentry-gun ledge, then make your way to the flight control center controls.
- 7 Throw the switch to open the starpad doors.
- 8 Head back to the starpad.
- 9 Cover Lando as he tries to start the ship. Your datapad is updated: 1) Pump fuel to the ship, and 2) Open the roof sections.



Use your light amplification goggles to get through this room.



These guns are pinning Lando down.



Jump up to the sentry-gun ledge.



This switch opens the main starpad doors.

## New Force Power: Jedi Mind Trick



Overall Rating: ☆☆☆

Duration: Variable

### Description:

• Once you've affected an enemy with the Jedi Mind Trick, the character in question will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. The Jedi Mind Trick does not work on all enemies, especially bosses. When an enemy is successfully tricked, you hear a confirmation sound, and sparkles appear around the enemy.

Area of Effect: Targeted Enemy

### Power Levels:

- 1 Makes one enemy ignore you for 5 seconds.
- 2 In addition to level-one behavior, you can now cause a distraction that enemies will be diverted to. The aimed effect now lasts 10 seconds.
- 3 Same as level two, but it makes the enemy an ally for 15 seconds. This ally will fight other enemies in the area.

## Roof Sections & Fuel

- 1 Shoot the grate behind the yellow boxes, then drop down. Take the crawlway until you reach roof control room A.
- 2 Throw the four auxiliary switches, then the main switch.
- 3 Head back to the starpad hangar.
- 4 Force Push the red crate, shoot the grate, and drop down into the crawlspace. Make your way to roof control room B.
- 5 Throw the four auxiliary switches, then the main switch.
- 6 Head back to the starpad hangar.
- 7 Note the symbols on the fuel pumps hooked up to the *Lady Luck*.
- 8 Go outside and fire up the fuel pumps.
- 9 Match the fuel codes on the pump controls to the symbols on the pumps in the hangar.
- 10 Cross to the other fuel tank and find **Secret Area 3** on the ledge.
- 11 Get back to the *Lady Luck*. Another datapad update: Use the ship's gun to defend the ship.
- 12 Throw the switch to activate the ship's guns.
- 13 Get on the gun and defend the ship. First eliminate Reelo on the perimeter defense gun, then go for the other fools.

## NSS - Map 2



### ...WARNING...

Don't let the *Lady Luck* take too much damage. If she does, the mission is a failure.



Shoot these boxes for access to roof control room A.



Throw the four auxiliary switches ...



... then the main switch.



Nar Shaddaa Starpad Secret Area 1



Activate the ship's guns!



Shoot Reelo Baruk and his cronies!

## INPUTING FUEL CODES



Match the fuel-pump codes to the tank controls to get the juice flowing to the ship.

# BESPIN UNDERCITY

## OBJECTIVES

- Infiltrate Bespin City through the lower levels.
- Find Lando's R5 unit near Carbonite Chamber #17.

### Central Wind Tunnel

- 1 From *beside* any access point, shoot the grate. Stand to the side of an access point and wait until you see the Tibanna gas gust. The gust indicates that the lift is on its way. When the lift comes all the way down, crouch and get on it.
- 2 Jump from the lift to the alcove; you've found **Secret Area 1**.
- 3 Go down the hallway to the left, and ride the lift up to locate some goodies in the cloud-car hangar.
- 4 Enter the carbonite processing center. Take the lift up and make your way around to another cloud-car hangar to find some more goodies.
- 5 Mind Trick the Ugnaught to open the carbonite processing chamber. Use Force Speed, and run through the flames. Use your lightsaber to bust the lock and exit the processing chamber.
- 6 Ride the lift up.

## BU - Map 1



### New Force Power:

#### Force Heal



Overall Rating: ★★★★★

### Duration: Variable

#### Description:

• This power restores your character's health by converting the essence of the Force into a maximum of 25 health points. You will recover more health points if you have a full Force Meter before executing this power.

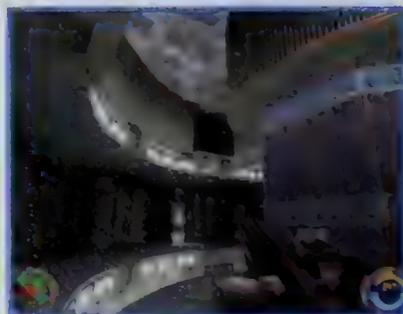
### Area of Effect: Jedi Only

#### Power Levels:

- 1 Character must stop and meditate to heal. If you move or fire during this time, it stops healing you. Heals up to 25 points.
- 2 Character can move (but not attack) while healing. Heals slowly, up to 25 points. If you attack or are hit, it stops healing you.
- 3 Character can move and attack while healing. The effect works quickly, up to 25 points.



Force Speed can help slow things down if you're having trouble here.



Bespin Undercity Secret Area 1



Both cloud-car hangars contain goodies.



Mind Trick the Ugnaught to open the carbonite processing chamber.

## Repulsorlift Unipod

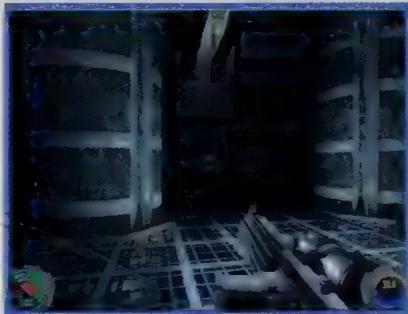
1 Make your way up the repulsorlift unipod. Watch for snipers along the way.



Catch a ride up.

2 Exit the unipod and take the lift up.

3 Shoot the grate and enter the chute on the left.



Jump in the left chute.

## New Enemy: Reborn

**Health:** Strong  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** *☆☆☆☆*

### Commentary:

• Reborn Jedi should not be taken lightly. All versions can handle a lightsaber and resist your Force powers without much effort. For a detailed breakdown of each type, see our "Enemies" section on page 16.

Reborn

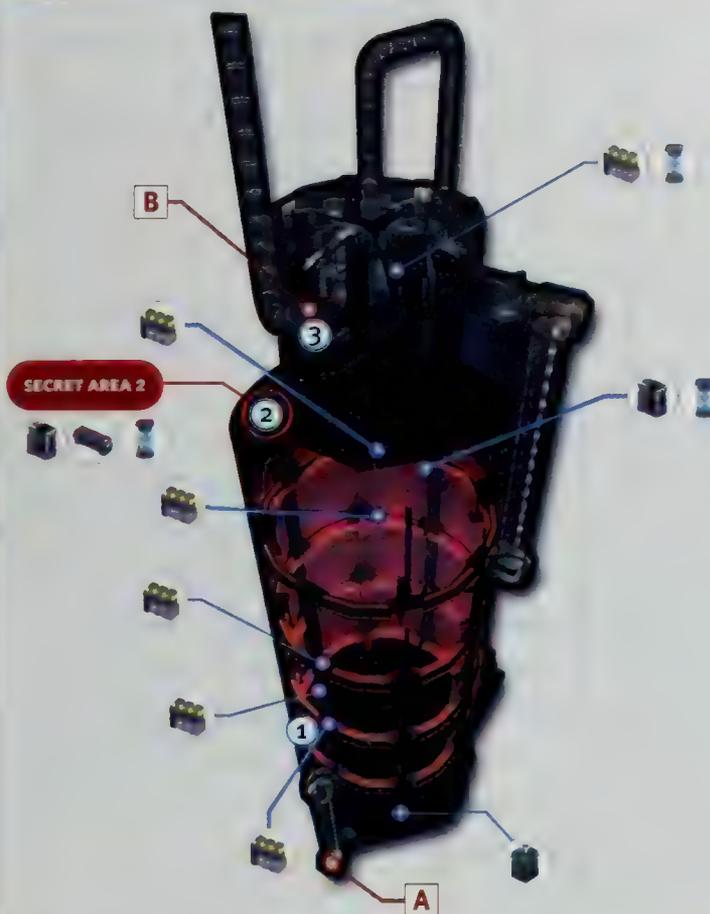
Reborn Warrior



Reborn Fencer

Reborn Boss

## BU - Map 2



## BU - Map 3



## Tibanna Gas Unipod

1 Jump into the Tibanna gas updraft to get from platform to platform. Advance to the top.

2 Defeat the Reborn. He is resistant to your Force Powers, so just slice 'n' dice him with your lightsaber.

3 Use the Tibanna gas jets to jump to the door out of the unipod.

4 Leave the unipod and enter the carbonite freezing chamber. Defeat the Reborn.

5 Collect Lando's R5 unit.

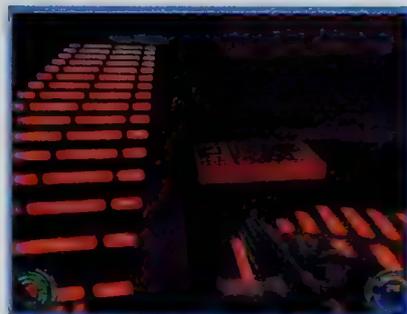
6 Follow the R5 unit up the lift.



Jump into the Tibanna gas updraft to make it to the next platform.



Use the Tibanna gas jets to get across.



You can switch on the carbonite freezing chamber for kicks, but it doesn't do anything special for you.



Activate this switch to retrieve Lando's R5 unit.

# BESPIN STREETS

## OBJECTIVES

- Search for Desann.
- Engage hostile forces in the area.

## Follow that Droid

- 1 Jump up to the lift control room. Activate the lift.
- 2 Shoot the trip mines before the R5 unit blows itself up. The R5 unit unlocks the door at the end of the hall.

## MISSION BRIEFING

If you're having trouble, try the Imperial heavy repeater. Use the beams for cover, and the concussion launcher to trip the mines ahead of the R5 unit.

- 3 The R5 unit goes over to unlock **Secret Area 1**. Continue to the next room.
- 4 Slash the lock and continue.
- 5 Meet up with the Bespin security force officer. Exit to the streets of Cloud City.



Enter the lift control room.

## BS - Map 1



### ...WARNING...

Don't let the R5 unit get destroyed. If it does, the mission is a failure.

## New Force Power: Force Grip



Overall Rating: ☆☆

Duration: Variable

### Description:

• This Force power allows your character to choke or constrict the organs of a living being. As the power levels increase, so does your ability to inflict damage.

Area of Effect: Targeted Enemy

### Power Levels:

- 1 Causes one enemy to choke for a few seconds, but doesn't do damage. You may walk away while the enemy chokes.
- 2 Causes one enemy to raise up and choke (as long as you hold the button down). At level two, this power inflicts damage.
- 3 You can pick up an enemy, make him drop his weapon, and choke him (doing damage). You can move or look around while you carry your enemy.

## New Weapon: Imperial Heavy Repeater



Overall Rating: ★★★



**Primary:**  
Auto Fire



**Secondary:**  
Concussion  
Launcher

### Damage

(Primary/Secondary)  
8/60 (splash)

### Rate of Fire

(Primary/Secondary)  
Very Fast/Very Slow

### Projectile Speed

(Primary/Secondary)  
Slow/Very Slow

### Accuracy

(Primary/Secondary)  
Poor/Good

### Ammunition Type

Metallic Bolts

### Cells Per Shot/Max

(Primary) (Secondary)  
1/400 8/50

### Strategy:

- The Imperial heavy repeater is a deadly weapon that fires a swarm of metallic bolts at an alarming rate. It works wonders as a cover-fire or support weapon in team-based multiplayer games, and also against squads of enemies in the single-player mode.
- The secondary attack—an energy grenade—works much like a standard grenade launcher, with an arc-shaped trajectory and a relatively short range. What it lacks in range it more than makes up for with power and sheer knockback force. This is a great weapon to nudge enemies off cliffs or bridges, because the explosive radius is so large.



This switch activates the lift.

## New Enemy: Trandoshan

**Health:** Average  
**Weapon:** Imperial Heavy Repeater  
**Movement:** Average  
**Overall:** ★★



### Commentary:

- Trandoshan are well disciplined hunters with super-sensitive eyesight that extends into the infrared range. They're usually armed with Imperial heavy repeaters, so attack them from as far away as possible. The repeater's shots disperse with range.



Bespin Streets Secret Area 1

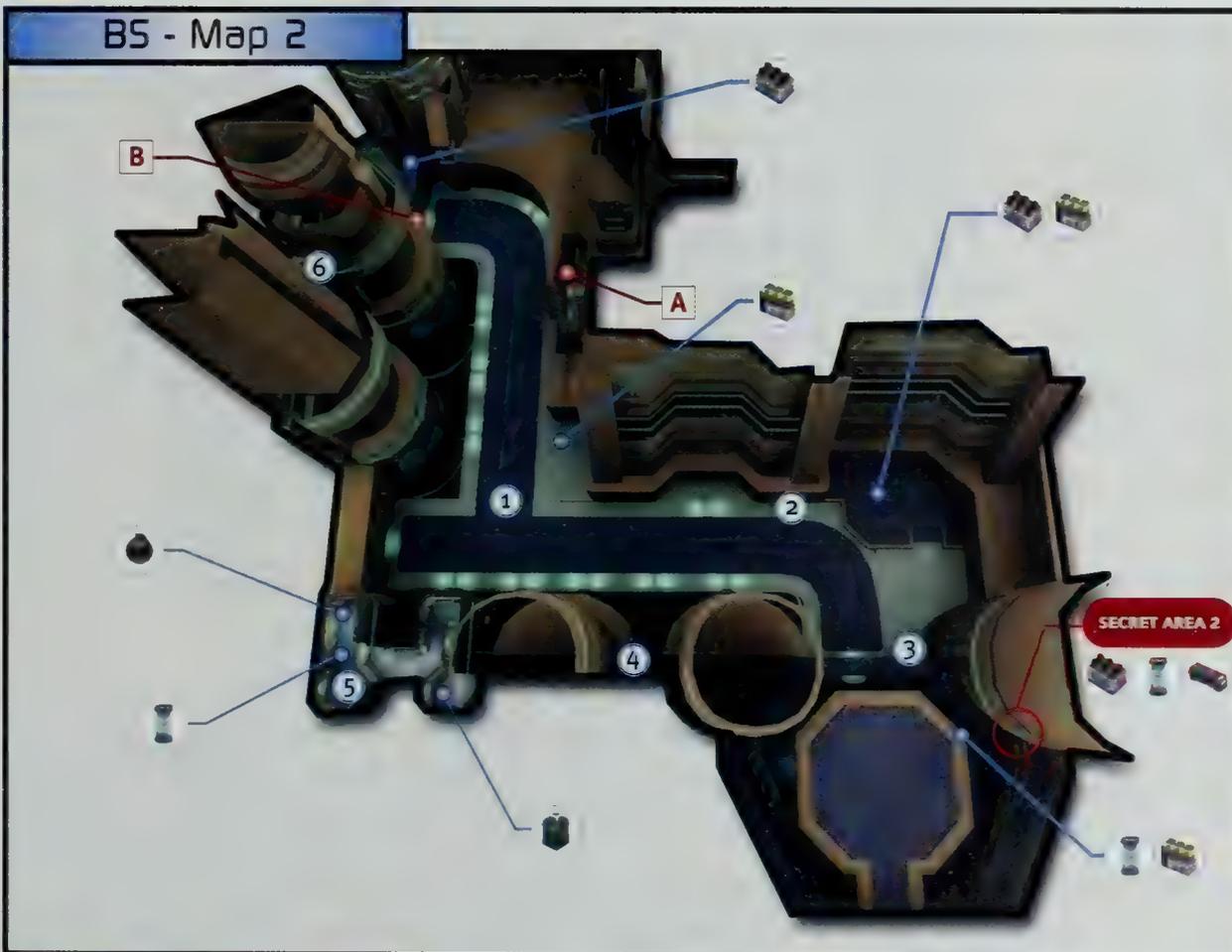


Slash the lock to continue.



Hook up with this guy. The Bespin cops will help you throughout the level.

## BS - Map 2



### Cloud City Streets

- 1 Head around to the left. Make your way through the plaza.
- 2 If you're having trouble with the perimeter defense gun, run up the side of the street, and
- 3 Enter the building to your right. Take the lift up.
- 4 Advance around the upper level to the door on the far side.
- 5 Slash the lock to gain two Bespin escorts.
- 6 Continue along the upper level.



Sneak up the side of the plaza and hit the perimeter defense gun with your concussion launcher.



Throw this switch to open the blast doors, revealing a window.



Slash this lock to free two Bespin guards.

## Cloud City Streets II

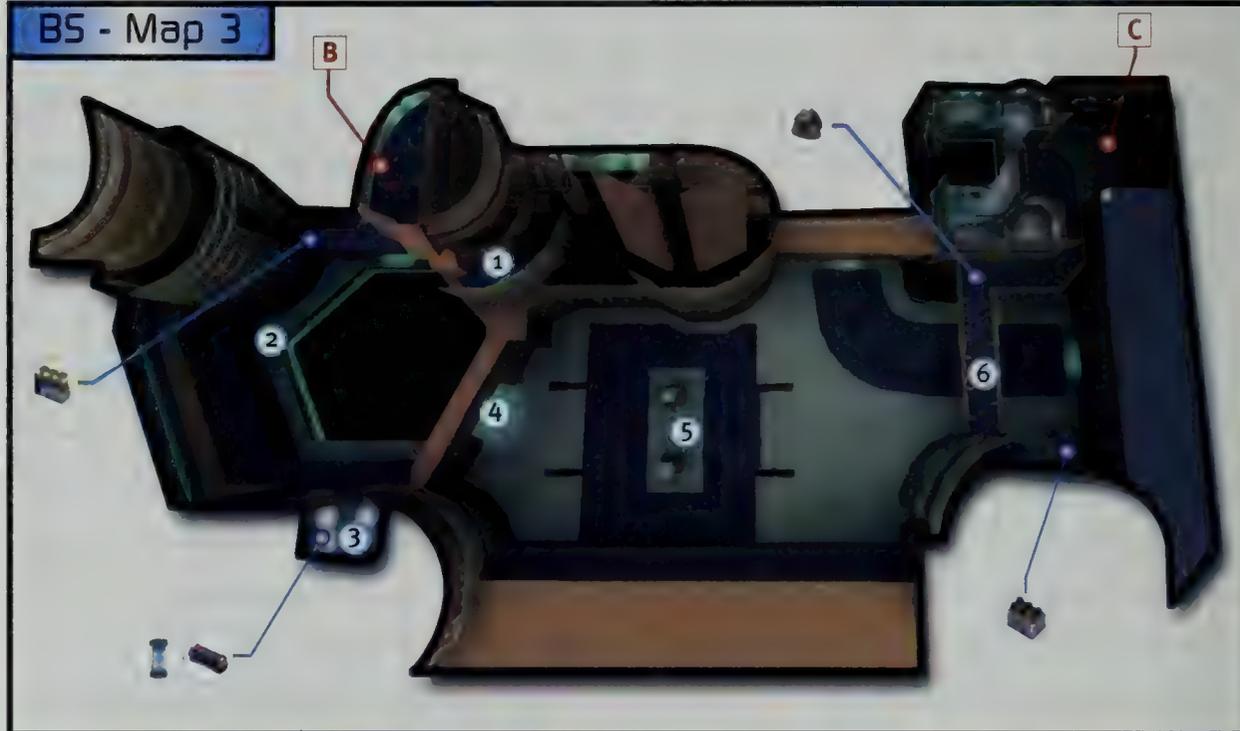
- 1 Take the lift down.

### MISSION BRIEFING

Although you don't have to worry about the mission failing if the Bespin guards die, be careful with your Bespin companions if you want to retain their services. Make sure they follow you completely onto the lift platform.

- 2 Cross over to the other lift, and ride up.
- 3 Enter the room and throw the switch. This opens the main door below.
- 4 Take the lift back down and go through now-open door.
- 5 Deal with the Reborn troopers, then take the lift up.
- 6 Trip mines litter the bridge, but they don't activate until you're halfway across. Once they activate, stand in place and quickly eliminate the Rodian and (especially) the Gran. Do not take a step until you look around for a safe place to start shooting the trip mines. Neutralize the trip mines (carefully) from outside their blast radius, then cross the bridge.

## BS - Map 3



Throw this switch to open the main door.



Trip mines to the left of me, trip mines to the right. Here I am, stuck in the middle with you.

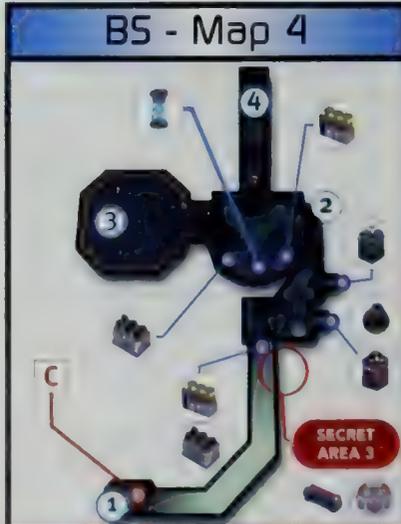


If you threw the switch to reveal the window, you get to see the Bespin guards capture some Remnant scum.

## Off the Streets

- 1 Drop into the water to avoid damage. Continue through the door, and go around to the lift.
- 2 Take the lift up. Before you go through the door, drop to **Secret Area 3**.
- 3 Defeat the Reborn and pick up the Imperial Commander's security key.
- 4 Go back in and use the security key to exit the level.

## BS - Map 4



Aim for the water to avoid damage when you drop from the ledge.



Use the security key to exit here.

# BESPIN PLATFORM

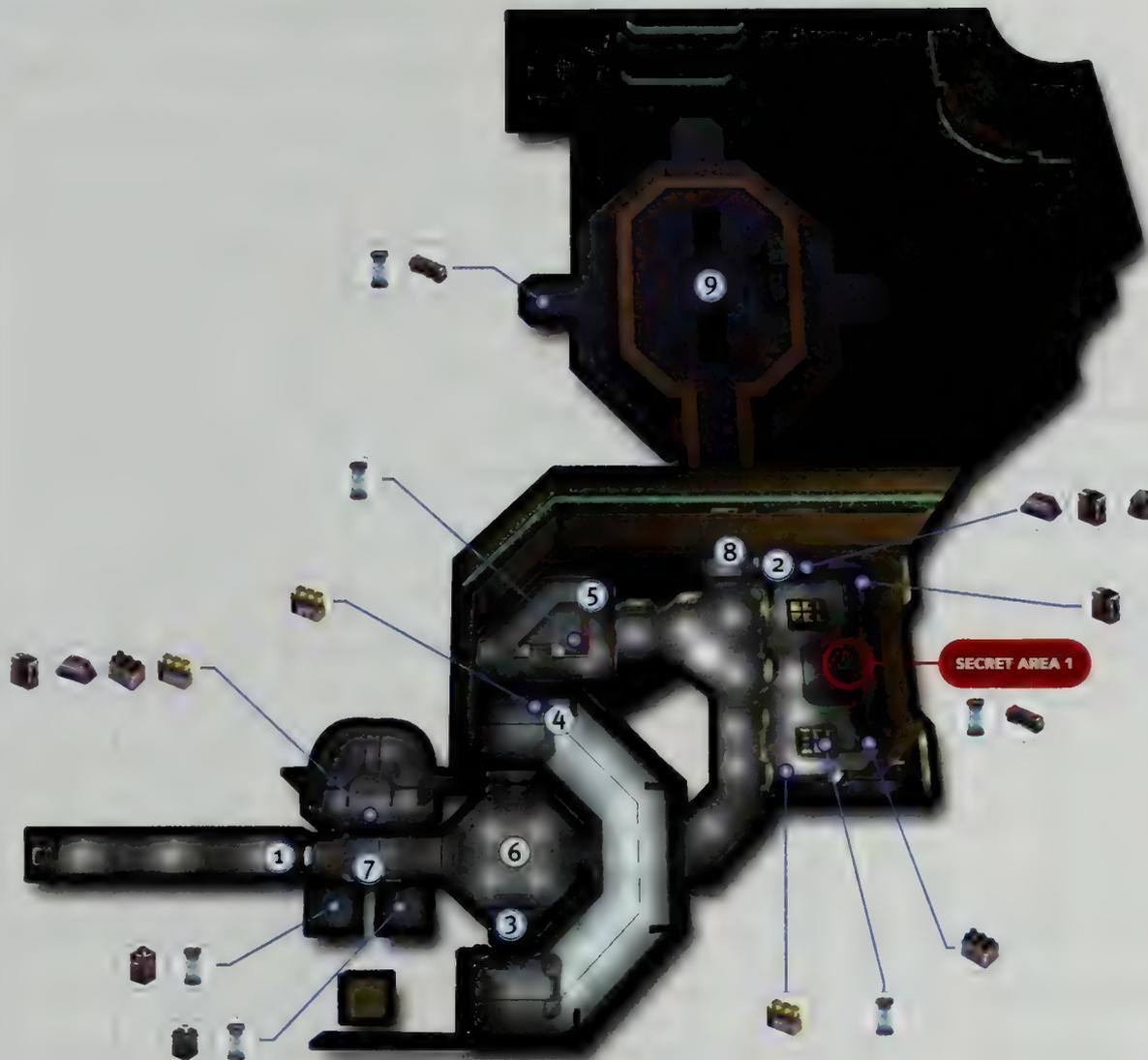
## OBJECTIVES

- Search for Desann.
- Engage hostile forces in the area.

## Tavion

- 1 Advance down the hallway, blowing up trip mines and blasting stormtroopers as you go.
- 2 Go through the door on the left. Make your way around to the next room. Get the Imperial Commander's **security key**. Go back out to the lift.
- 3 Walk to the lift. Look up and shoot the trip mines. Take the lift up.
- 4 Go around to the locked door. Use the security key to go through. Be prepared for a Reborn trooper to attack as soon as you open the door.
- 5 Throw the switch to unlock the main door on the first floor. Take the lift back down.
- 6 Get the Imperial Commander's **security key**. This unlocks the two doors near where you entered the level.
- 7 Use the security key to unlock the two rooms. There are goodies in each room (but there are also some Imperial entanglements).
- 8 Go to the main door you unlocked from the second floor. Exit to the platform to take on Tavion.
- 9 Fight Tavion.

## BP - Map 1



## New Force Power: Force Lightning



Overall Rating: ☆☆☆☆

Duration: Variable

### Description:

- This power hurls a devastating short-range electrical attack at enemies. The electricity continues to flow as long as you have Force power left.

Area of Effect: Targeted Enemy

### Power Levels:

- 1 Tapping the hotkey shoots one quick shot of lightning from your hand, straight forward.
- 2 Holding the hotkey shoots a beam of lightning from your hand. Continue to hold the hotkey to keep shooting.
- 3 While you hold down the button, lightning shoots out in a spread, hitting multiple targets.



If you choose the door straight ahead, you'll just have to deal with these trip mines.



Look up before activating the lift.



Open this door with your first security key. A Reborn trooper attacks as soon as you open the door. Beware.



Throw this switch . . .



. . . to open the main door.

## Stormtrooper Squad Leader

**Health:** Above Average  
**Weapon:** Golan Arms Flechette/ Imperial Heavy Repeater  
**Movement:** Average  
**Overall:** ☆☆☆



### Commentary:

• A little tougher than the average stormtrooper, squad leaders can be differentiated by their heavier weaponry, and the orange pauldrons they wear on their right shoulders. Neutralize the squad leader, and the remaining stormtroopers usually retreat.

## New Enemy: Tavion

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Fast  
**Overall:** ☆☆☆



### Commentary:

• Desann's partner in crime, Tavion is no stranger to wielding a lightsaber. Although her skills aren't as finely polished as those of a shadow trooper or a Reborn boss, she's still a force to be reckoned with. Use quick, glancing blows so as not to leave yourself open for attacks.



## New Weapon: Golan Arms Flechette



Overall Rating: ☆☆☆



**Primary:** Spread Attack  
**Secondary:** Explosive Balls

### Damage

(Primary/Secondary)  
10 per ball/75+ per ball

### Rate of Fire

Average

### Projectile Speed

(Primary/Secondary)  
Fast/Average

### Accuracy

(Primary/Secondary)  
Average/Poor

### Ammunition Type

Metallic Bolts

### Cells Per Shot/Max

(Primary) (Secondary)  
8/50 8/50

### Strategy:

- Performing much like a shotgun, the Golan Arms flechette has a random spread to its shots. At close or medium range, the flechette is absolutely devastating because its hit zone is so large. Even if your aim is unrefined, getting clean hits up close with the flechette remains easy.
- In secondary mode, the explosive spheres WILL bounce off walls and possibly come back to hit you. Although the spread damage is only a few feet for each of the two spheres, pounding 10-20 of these into a room or hallway tends to make people turn around and go the other way.

# CAIRN BAY

## OBJECTIVES

- Search for Galak's ship, the *Doomgiver*.
- Find a way out of the hangar bays.

### •••WARNING•••

Watch Luke's back; if the Jedi Master falls the mission is a failure.

## Hangar Bays

- 1 Clear out the hauler hangar bay. Go left (when facing the rear of the hauler) and through the door. Turn right and go around to the crate-storage hangar bay. Do *not* go into the main hangar yet. The main hangar door is the one next to the Imperial security-camera network interface.
- 2 Fight the stormtroopers, then the Reborn troopers with Luke.
- 3 Facing the catwalk, go left and take the passageway up to the main hangar-bay control room. Get the Imperial Commander's **supply key**.
- 4 Activate the two lift-access panels and the force-field access panel.
- 5 Make your way to the main hangar.
- 6 Take either lift up. Get the Imperial Officer's **supply key**. One access terminal controls which hangar-bay doors are active (red=inactive, white=active). The other access panel opens the doors. Open the door to the Imperial shuttle hangar bay.
- 7 Jump onto the Imperial shuttle, then up to the catwalk. Shoot the grate and jump into the crawlspace. Your datapad is updated: You've found your way out of the hangar bays.



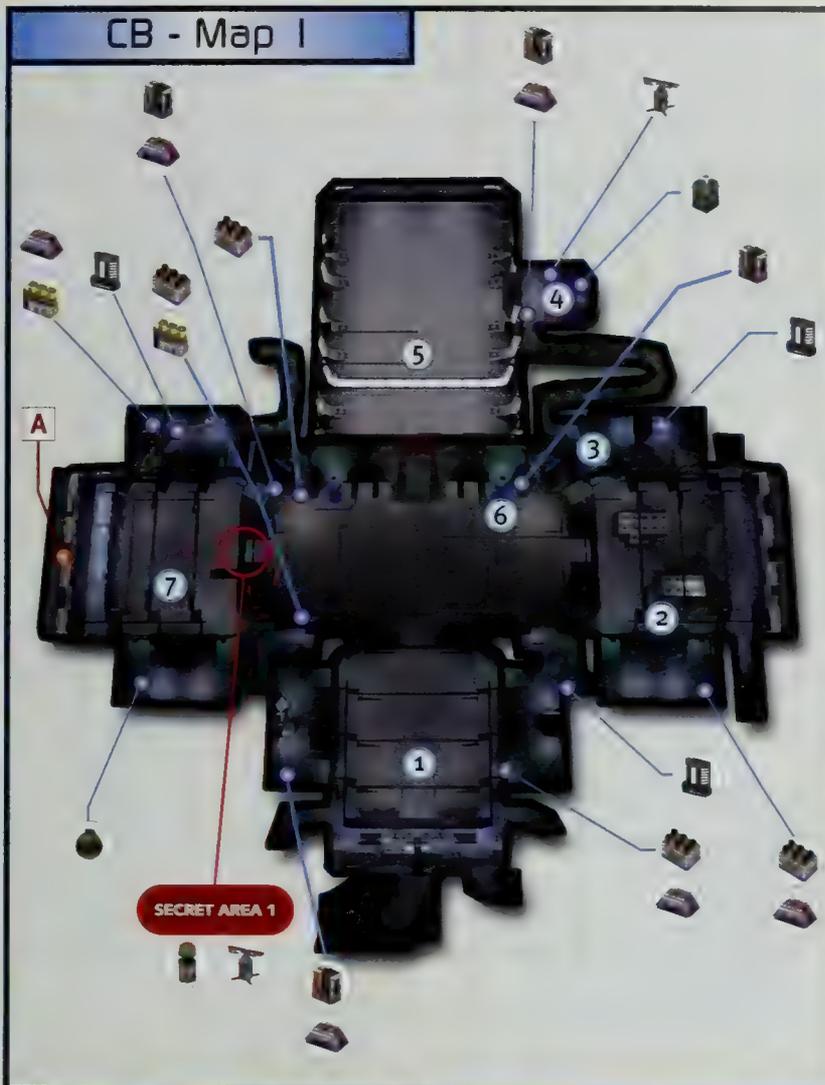
This is NOT the door you want.



Open this door, and Luke shows up.



Head up this passageway before going to the main hangar.



Throw this switch ...



... to send the stormtroopers in the main hangar hurtling into space.



Throw these three switches to activate the lifts in the main hangar.



Punch the access terminal until the hangar-bay doors on the right are active ...



... then open the Imperial shuttle hangar bay.

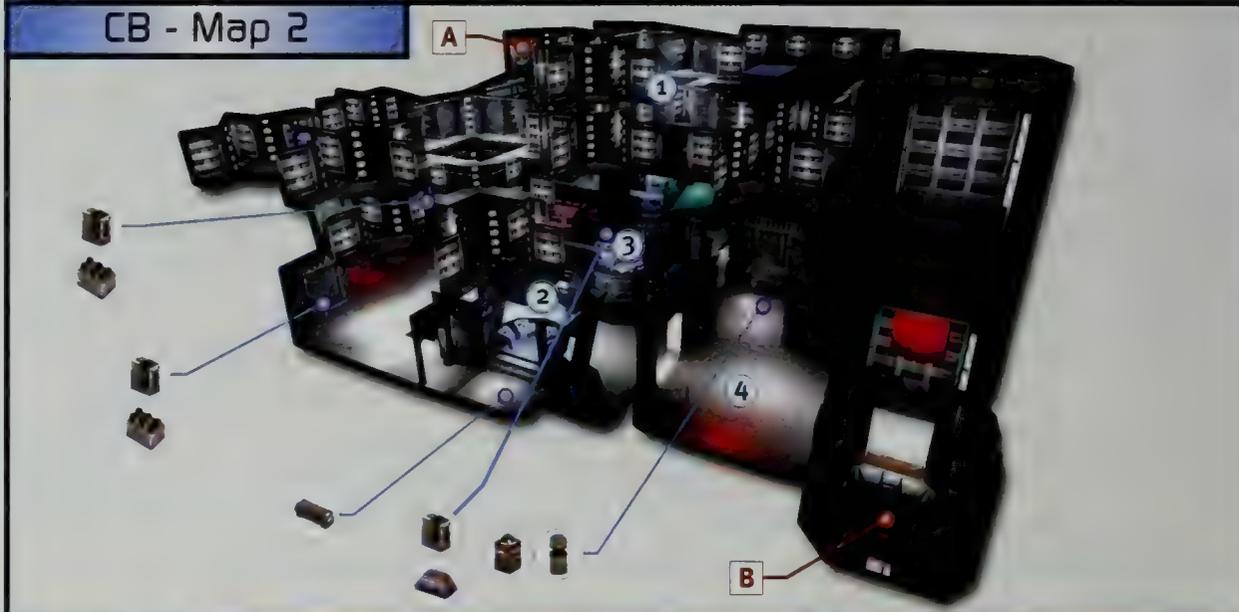


From atop the Imperial shuttle, jump to the catwalk, shoot the grate, and enter the crawlspace.

## Under Cairn Bay

- 1 Switch force fields off as you make your way down.
- 2 Find the smaller grate, and shoot it. Drop down and activate the access terminal. This unlocks one of the two locks on the main door. Get the Imperial Commander's **supply key**. Exit the control booth.
- 3 Activate the access terminal in the other control booth.
- 4 Collect the Imperial Commander's **supply key**. Exit through the now-unlocked main door.

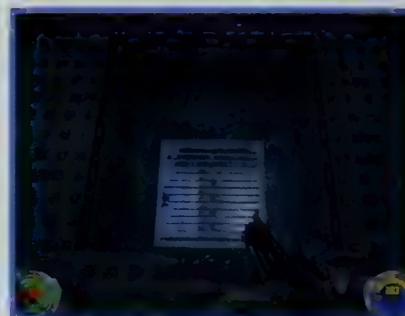
## CB - Map 2



Throw the switches like this one to turn off the force fields so you can drop from room to room.



Either of these grates will ultimately drop you where you need to go...



... The smaller one causes less of an uproar, however.

## Cairn Bay Lift Shafts

- 1 Jump into the lift shaft. Turn around and look up, then shoot the grate. Climb up into the crawlspace.
- 2 Move through the crawlspace until you reach the first lift shaft. Get on top of the lift (not in the lift).
- 3 Ride up and jump off to the left when possible to enter the next lift shaft. Keep a close eye on where to jump from the lift. Use Force Speed to slow things down if you're having trouble.
- 4 Jump onto the lift in the next lift shaft, and ride it down. Again, keep a sharp eye out for the spot to step off the lift.
- 5 Jump over into the next shaft, and walk over to the last lift.
- 6 Drop into the lift and ride to the bottom to exit the level.



Jump up into the lift shaft.

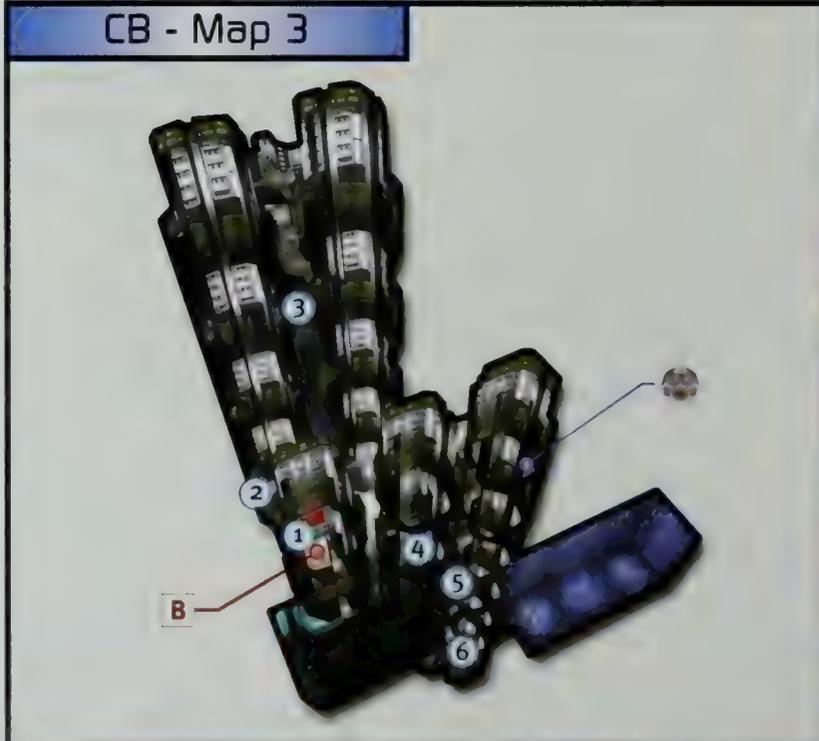


Shoot the grate, then jump into the crawlspace.



Jump from the first lift here.

## CB - Map 3



Jump from the second lift here.



Drop through the hole in the top of the lift, and ride the lift to the bottom.

# CAIRN ASSEMBLY

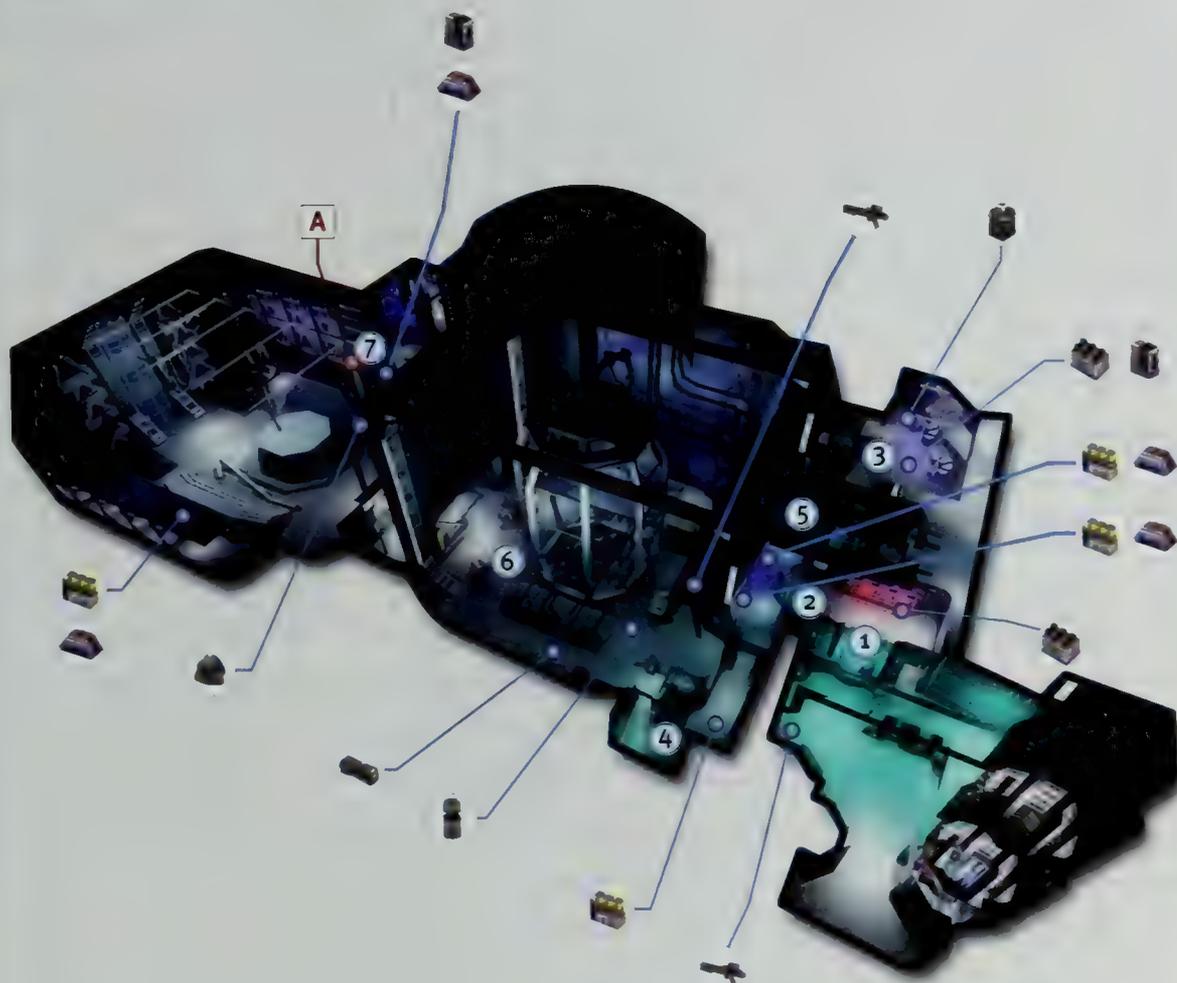
## OBJECTIVE

- Search for Galak's ship, the *Doomgiver*

## Assembly 1

- 1 Pull the ol' Jedi Mind Trick on the Imperial Officer to get him to unlock the control room. Go in and through the control room to the lift to the right.
- 2 Take the lift up.
- 3 Get the Imperial Officer's **supply key** in the assembly control booth. Go back down the lift and go to the other lift.
- 4 Take the lift down to assembly 1.
- 5 Jump to the second level of the AT-ST transport structure. Jump over to the ledge. Shoot the grate, enter, and blast the power lines to overcharge the assembly droid.
- 6 Go through the newly blasted hole in the blast doors to enter the next room.
- 7 Continue through the assembly-parts storage area. Go up the walkway and through to the assembly surveillance room. Get the **supply key** off the Imperial.

## CA - Map 1



Use the Jedi Mind Trick on the Imperial Officer to get him to unlock the door.



Jump up to this grate.



Blast the power lines to overcharge the assembly droid.



Go through the newly blasted hole in the blast doors.

## Assembly 2

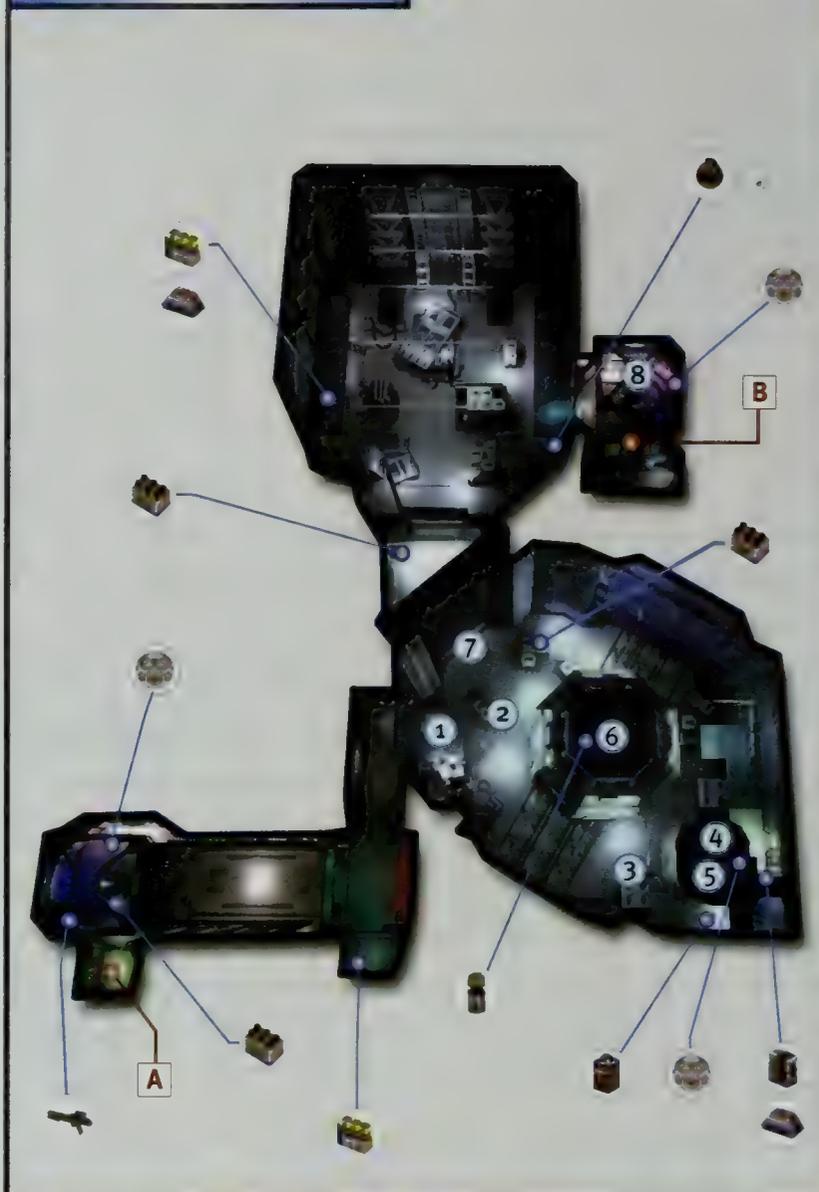
- 1 Make your way to assembly 2. Stay off the electrified floor.
- 2 Jump across the crates to the far side of the room.
- 3 Drop down and activate the lift. Quickly, quickly. Ride the lift up.

### OBJECTIVE

Use Force Speed, Force Heal, and speedy bacta applications to make it to the lift and back before you're thoroughly fried.

- 4 Jump onto the blaster rack, then on top of the control booth to find a goodie box.
- 5 Drop back down and go into the control booth. Flip both switches.
- 6 Jump up to the AT-ST transport. Take the lift down.
- 7 Continue through the blast doors to another assembly storage area.
- 8 Go up the walkway and into the next room. Clear the trip mines before taking the lift down.

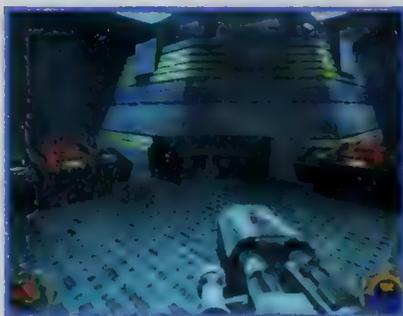
## CA - Map 2



Stay off the floor!



Jump to the top of the control booth to find a supply box.



The switch on the left turns off the floor electricity. The switch on the right moves the catwalk to/from the AT-ST transport.



Clear out the trip mines before taking the lift.

## New Weapon: DEMP 2



Overall Rating: ☆☆



Primary: Stun Shot  
Secondary: Charge-Up Shot

### Damage

(Primary/Secondary)  
35S, 15H/ 100S, 60H

### Rate of Fire

(Primary/Secondary)  
Average/Very Slow

### Projectile Speed

(Primary/Secondary)  
Average/Instant

### Accuracy

Excellent

### Ammunition Type

Power Cells

### Cells Per Shot/Max

(Primary) (Secondary)  
8/37 Varies w/ Charge

### Strategy:

- This gun fires high-powered ion bursts that completely knock out electrical systems and droids. It also slightly damages and stuns living creatures—but the primary role remains that of an EMP device.
- In multiplayer, the DEMP 2 is one of the few weapons to use hitscan targeting in secondary mode. Hitscan means that the projectile hits the target the very instant you press the trigger—there is no delay. This, coupled with the splash damage of the charge-up shot, makes the secondary mode of the DEMP 2 the best choice for dueling other humans.



**To the Reactor**

- 1 Take the lift down. Go through the blast doors.
- 2 Shoot the grate to get to **Secret Area 1**.
- 3 Get up the walkway and go through the door to the lift. Run from the Mark I droids or destroy them.
- 4 Take the lift up. Continue on to the assembly command center. Get the **supply keys** from the Imperial Commander and Imperial Officer.

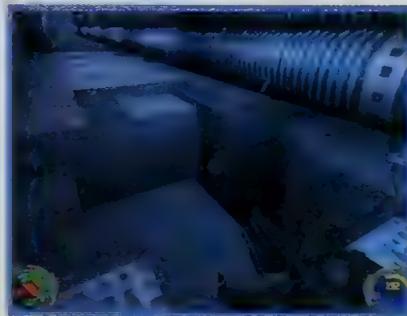
- 5 Activate the switch in the control room. It starts the conveyor and moves the AT-ST transport into position, giving you access to the next area.
- 6 Take the lift down, and backtrack to the AT-ST transport.
- 7 Avoid the AT-ST. Continue into the next room.
- 8 Head over to the stairs. Go under the stairs, shoot the trip mines, then drop down to enter the reactor.



Shoot the grate to get into Cairn Assembly Secret Area 1.



Flip the switch in the assembly control room.



Shoot the trip mines, then drop into the reactor.

**New Enemy: Mark I**

**Health:** Strong  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ★★☆☆



**Commentary:**

• Kind of like an unmanned mini AT-ST, the Mark I is a droid you should fight from afar. If possible, hit it with a Merr-Sonn missile or a thermal detonator. Even easier is to plant a group of mines along its path, leading it right into the laser tripwires.

# CAIRN REACTOR

## OBJECTIVES

- Search for Galak's ship, the *Doomgiver*.
- Navigate the hazards of the installation's reactor assembly.

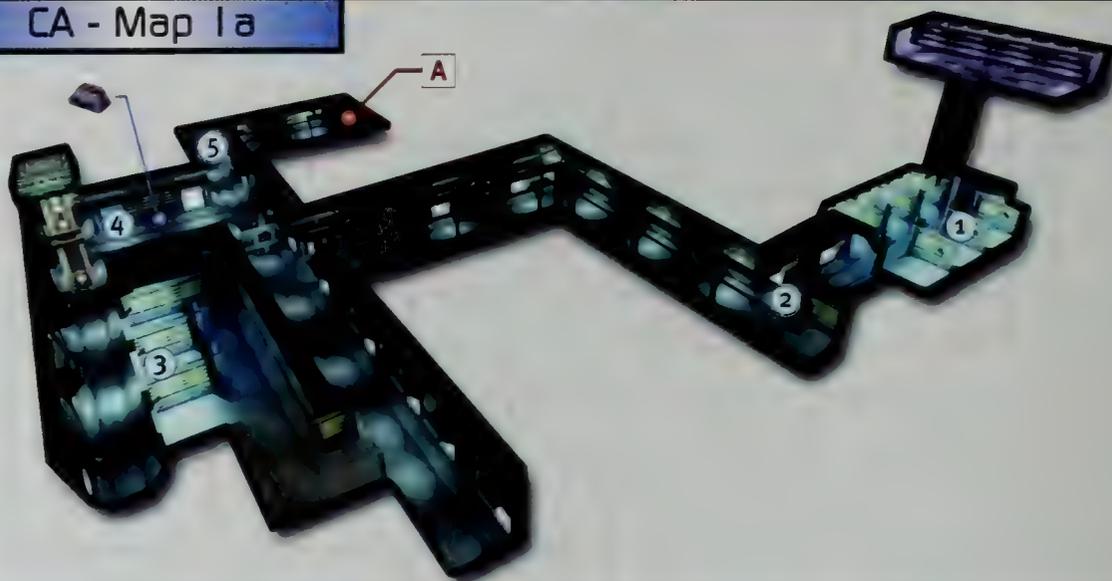
### •••WARNING•••

The reactor beams are deadly to you *and* to the Reborn troopers you meet throughout this level.

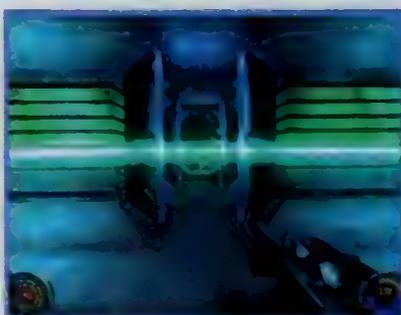
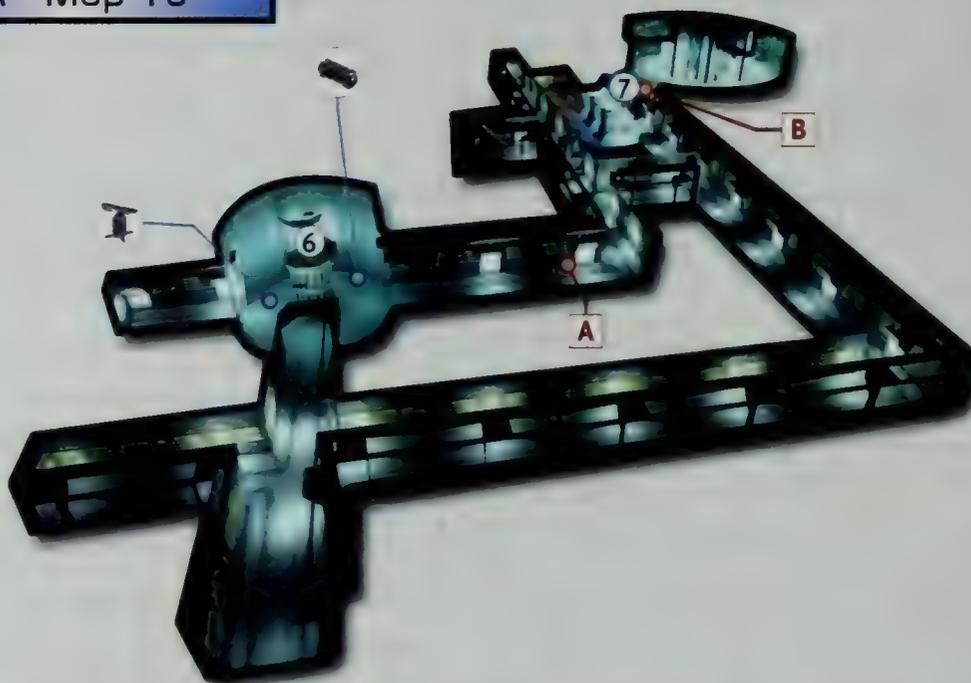
## Navigating Reactor Hazards

- 1 Enter the reactor. The beams cycle on/off approximately every three seconds. At the end of the reactor entrance, use Force Speed as soon as the beam turns off. This gives you approximately ten seconds. Run right, then duck into the passageway on the left.
- 2 At the end of the next passageway, go right and duck into the passageway on the right.
- 3 Shoot each beam-refractor crystal. Go through the hole blown in the wall.
- 4 From the hole, go right and duck into the passageway on the right.
- 5 Take the left passageway, then the right one to the beam control. As long as you have Force Speed still active, the beam in the second passageway won't hurt you. But get that switch turned off ASAP!
- 6 Flip the switch to turn off the beams.
- 7 Backtrack to the duct in the ceiling, and jump up through.

## CA - Map 1a



## CA - Map 1b



Touch the reactor beams just once, and you're toast. They cycle on/off approximately every three seconds. With Force Speed active, they cycle approximately every ten seconds.



Head down here from the first passageway.



Now down that way.



Shoot the refractor crystals.



Flip the switch to shut down the reactor beams.



Head up the ceiling duct.

### Up the Gut

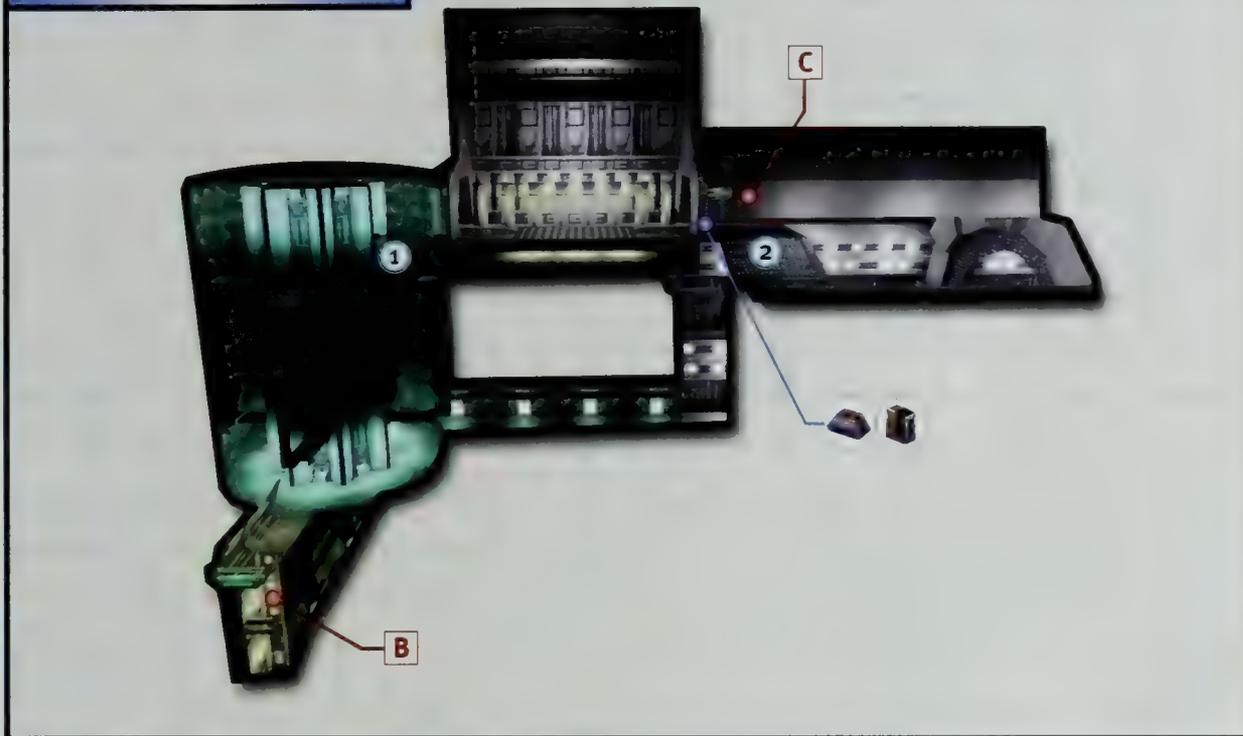
1 Avoid the beams and make your way to the door at the top. Each ledge beam cycles on/off (independently) approximately every 20 seconds. The beams here aren't as damaging as the previous reactor beams, though.

2 Cross over to the reactor core.



Avoid the beams on each ledge. They appear approximately every 20 seconds.

### CA - Map 2



### Crossing the Reactor Core

1 Drop down to the right, and follow the path.

2 Cross under the reactor core, and jump up. Follow the path.

3 Make your way up to the doorway.

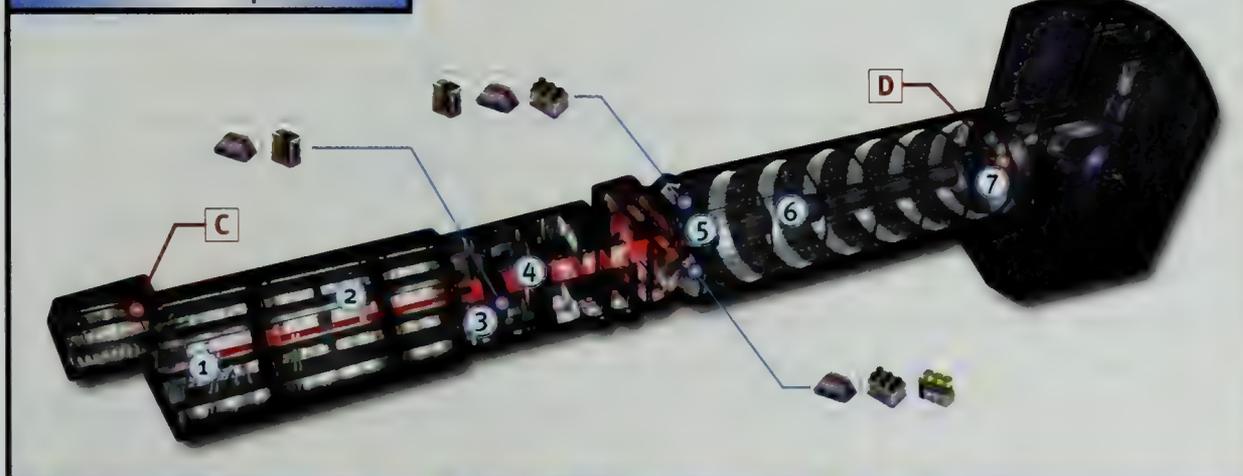
4 Now go around and over to the next doorway.

5 Drop down and go to either the left or right sniper post. Climb up through the bottom of the sniper post, and go through the door.

6 Cross over the top of the reactor core. Avoid the rotating fins.

7 Exit through the door on the far side.

### CA - Map 3



From the top of the reactor core, drop down to the right.



Go under the core and up this way.



That's the first doorway you need to get through.



Jump up through the opening in the bottom of the sniper posts.

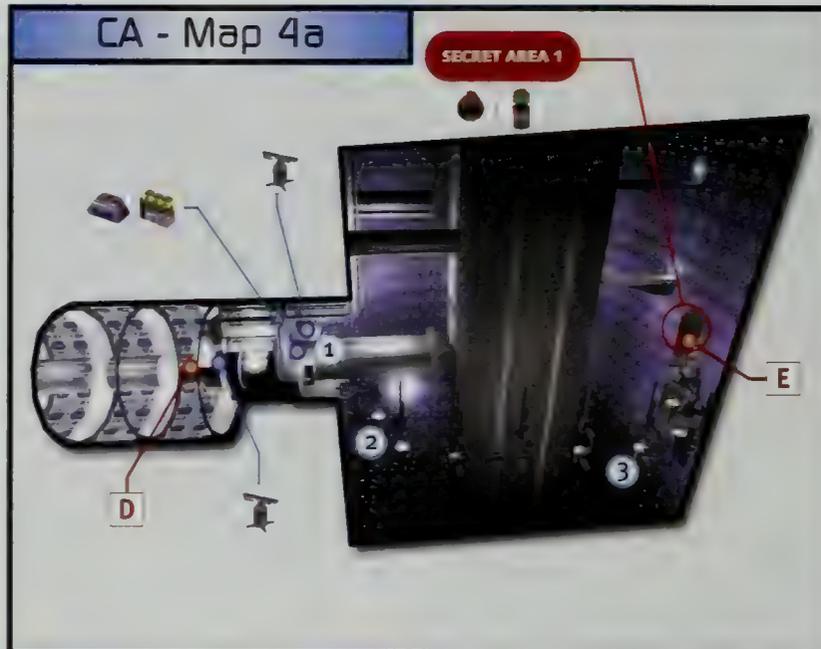


Avoid the rotating fins.

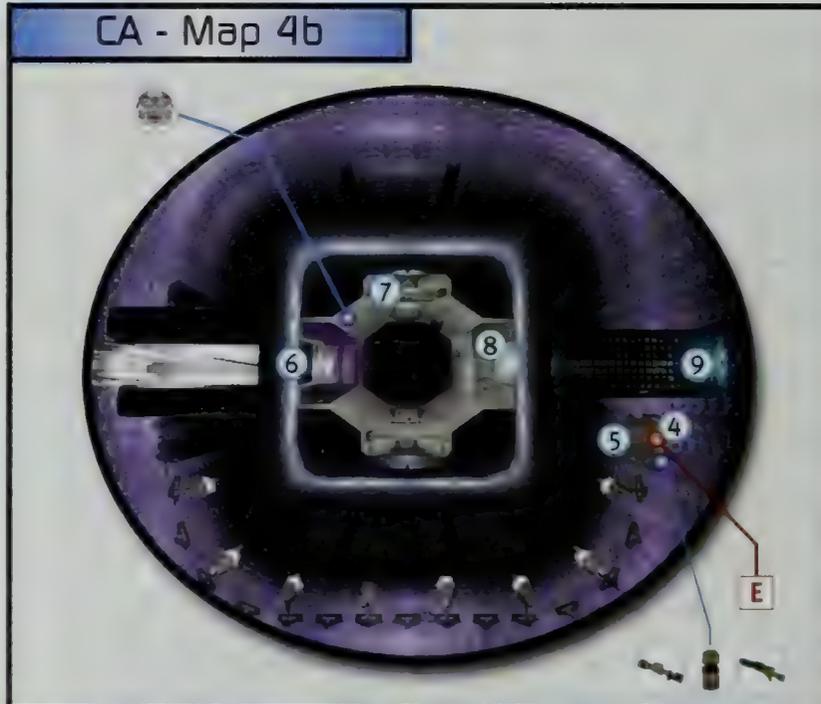
### Reactor Exit

- 1 Take the lift down to retrieve the Imperial's **supply key**. Step onto the platform and throw the switch to activate it.
- 2 Ride the platform across. Halfway across the rotunda, the platform takes too many missile hits and starts to falter. Jump to a ledge before the platform takes a dive.
- 3 Make your way across the rotunda to the lift. At the end of the rotunda, shoot the grate to reveal **Secret Area 1**.
- 4 Take the lift up.
- 5 Cross the bridge and enter the rotunda.
- 6 Take the lift up to the rotunda command center and activate the other lifts.
- 7 Ride the lift down.
- 8 Go around and take the lift down. Get the Imperial Officer's **security key**.
- 9 Take the lifts back up to the rotunda command center. Use the security key to exit the level.

### CA - Map 4a



### CA - Map 4b



Activate the platform to take a ride around the rotunda.



Throw this switch to activate the rotunda lifts.



Use your security key here to exit the rotunda.

## New Weapon: Merr-Sonn Missile System



Overall Rating: ★★★★★



Primary: Dummy Rocket  
Secondary: Guided Rocket

### Damage

(Primary/Secondary)  
100 (direct)/100 (direct)

### Rate of Fire

Slow

### Projectile Speed

(Primary/Secondary)  
Slow/Very Slow

### Accuracy

(Primary/Secondary)  
Excellent

### Ammunition Type

Rocket Packs

### Cells Per Shot/Max

(Primary) (Secondary)  
1/10 1/10

### Strategy:

- Along with the Tenloss disruptor, the Merr-Sonn missile system (MSMS) is one of the most powerful and useful weapons in the game. In secondary mode, hold down the attack button with the enemy locked in your crosshairs. When the small red circle becomes full, let it rip—the missile will track. If you let the rocket go before the circle is full, it acts like a dummy rocket.
- In a multiplayer game, this weapon is your most sought-after. Camp it, guard it, lay mines by it—do anything to keep other players away from it. Pick up any spare rocket packs, as well.

# CAIRN DOCK

## OBJECTIVES

- Search for Galak's ship, the *Doomgiver*.
- Avoid detection by Remnant troops.

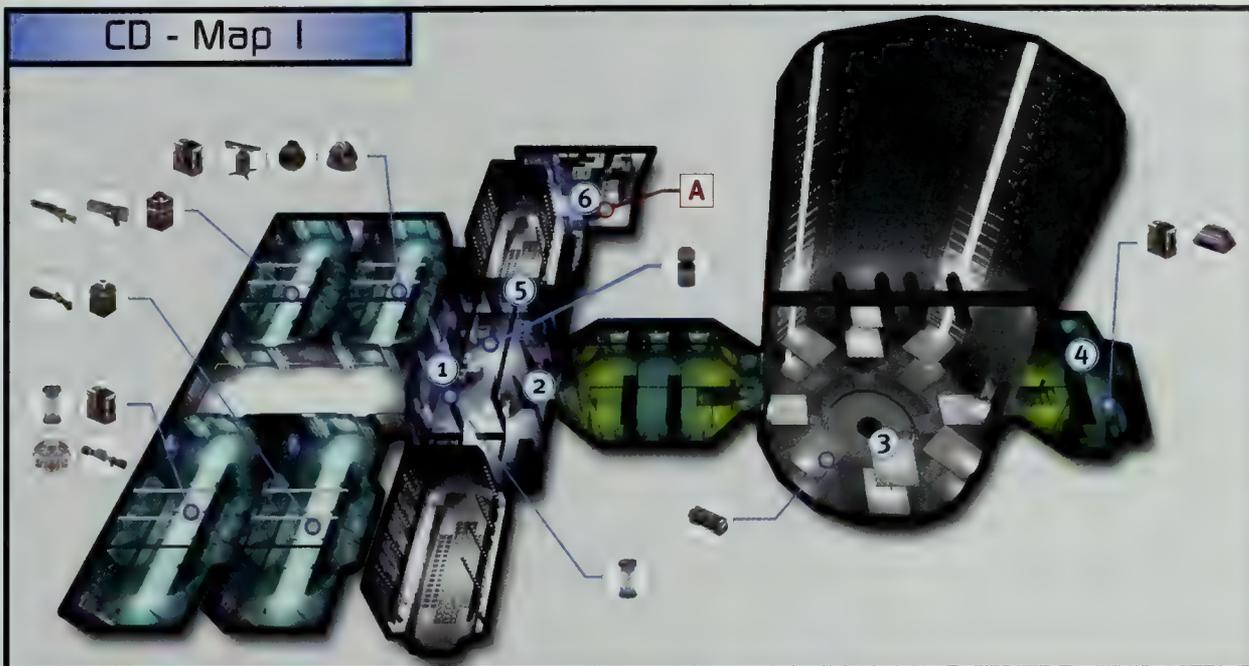
## Dock Entrance

- 1 Go left through the blast doors. Scour the four rooms, and stock up on goodies.
- 2 Backtrack to the main room and continue through the shadow trooper staging area.
- 3 Defeat the shadow troopers, and move on to the room straight ahead.
- 4 Get the Imperial Officer's security key.
- 5 Head back out to the first room. Use the security key, and advance to the lift.
- 6 Take the lift down.



Use the security key on this door.

## CD - Map 1



## New Enemy: Shadow Trooper

**Health:** Tough!  
**Weapon:** Lightsaber  
**Movement:** Very Fast  
**Overall:** ☆☆☆

### Commentary:

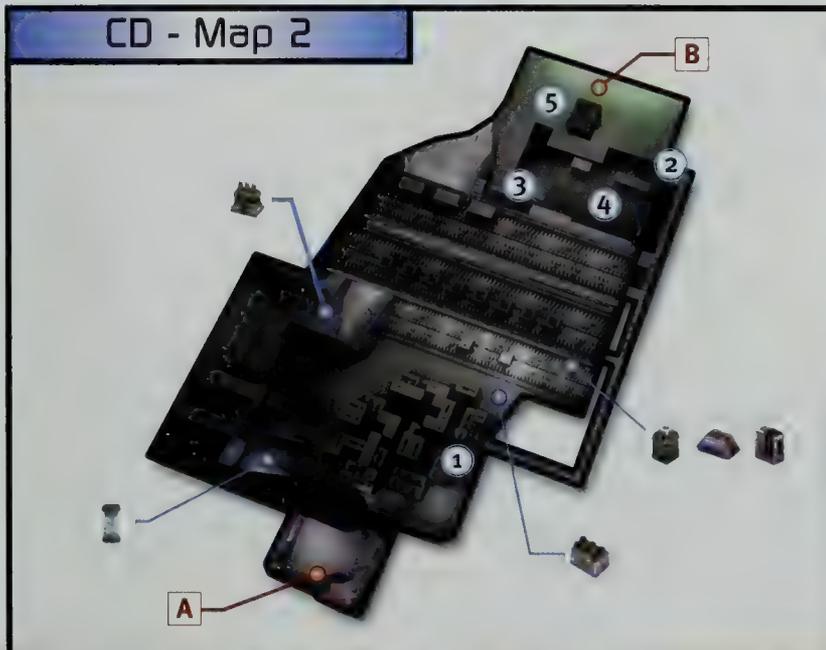
Galak Fyyar's technical masterpieces, the shadow troopers have been artificially imbued with the power of the Force. They use invisibility powers to remain cloaked until they attack, so wait to attack until they activate their lightsabers. Use the Saber Throw!



## ...WARNING...

There are two approaches to this level: **Stealth**, and **mass annihilation**. **Stealth** is much easier, but if you're spotted, you might have to shoot your way out of trouble. Keep your Jedi Mind Trick handy to confuse enemies, and locate the dock security switch in each area. If you're spotted, drop an assault sentry right in front of the dock alarm control. Camp next to the switch, and shoot anything that moves until the area is clear. Don't let anyone touch that switch!

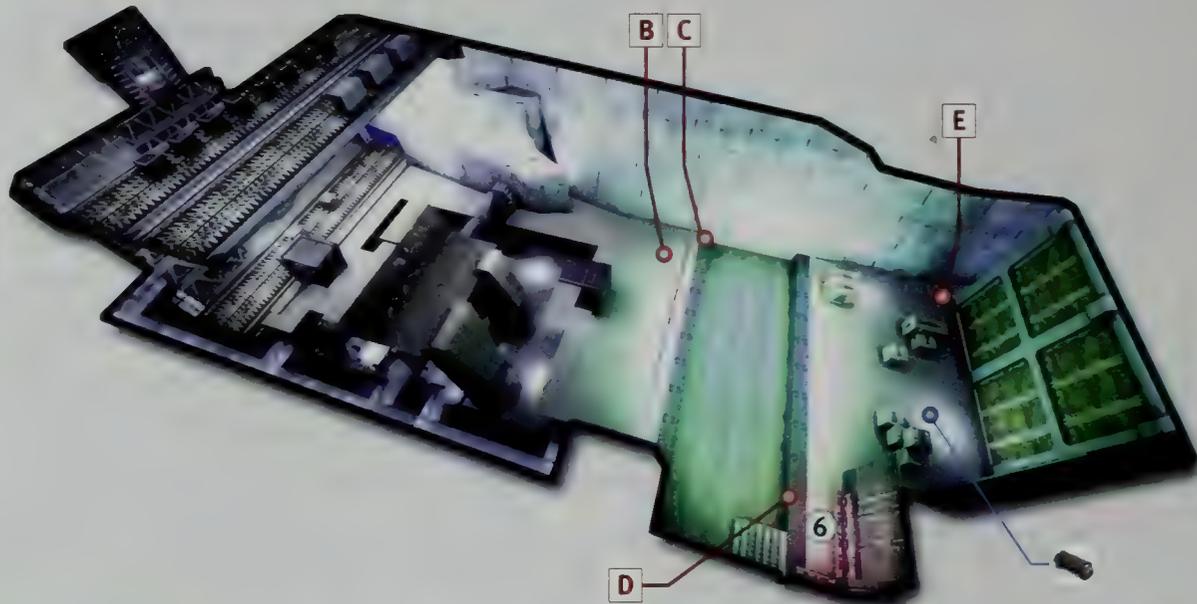
## CD - Map 2



## Generators

- 1 Avoid detection, and go right, over to the crawlspace. If the stormtrooper squad leader is looking your way, use the Mind Trick to distract him. If you want to risk it, take the **supply key** from the Imperial.
- 2 Continue through the crawlspace all the way to the end.
- 3 Before crossing under the generator coil pipes, jump up to the ledge in front of the grate on the second level of the generator control room. Go in through the grate, and shoot the Imperial immediately, before he can get to the alarm control.
- 4 Deactivate the generators.
- 5 Jump from the ledge outside the grate you entered, and cross through the generators before they come back online (you've got about 35 seconds).
- 6 Get the **supply key** from the Imperial Commander.

CD - Map 3



CD - Map 3a



Don't let anyone touch that switch! Drop an assault sentry in front of it for some extra protection.

You can use the Tenloss to eliminate the two stormtroopers watching from above. Be sure to charge up for a total disintegration shot, and don't shoot when they're close together.



Jump up to that grate to get into the generator control room undetected.



Shoot the Imperial down before he can reach the alarm control.



Deactivate the generators here.

Loading Bay 1

1 Make your way to loading bay 1.

2 Grab the **security key** off the crate. There is no working alarm control in this room.

3 Use the security key, and take the lift up.

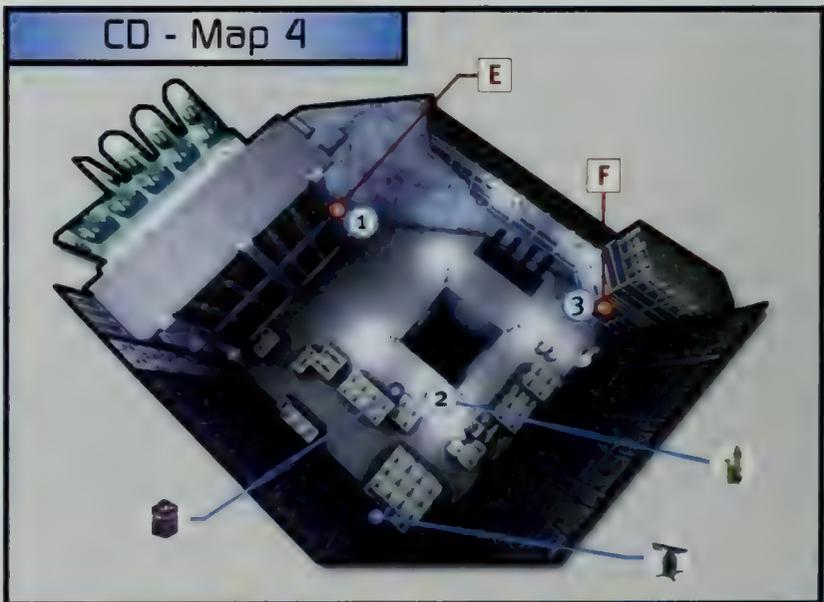


Get the security key off the crate.



Use the security key to get to the lift to loading bay 2.

CD - Map 4

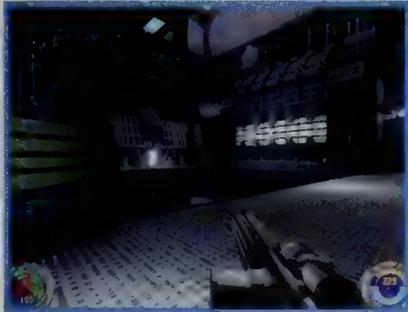


## Loading Bay 2

- 1 Make your way to the loading bay 2 control room.
- 2 Activate the loading platform to send the squad of stormtroopers out of your way.
- 3 Take the lift down.
- 4 Continue through loading bay 2.
- 5 Use the Jedi Mind Trick on the Imperial, sneak across, and get the drop on the lot of them before any of them can activate the alarm control. Make your way to the next hallway.

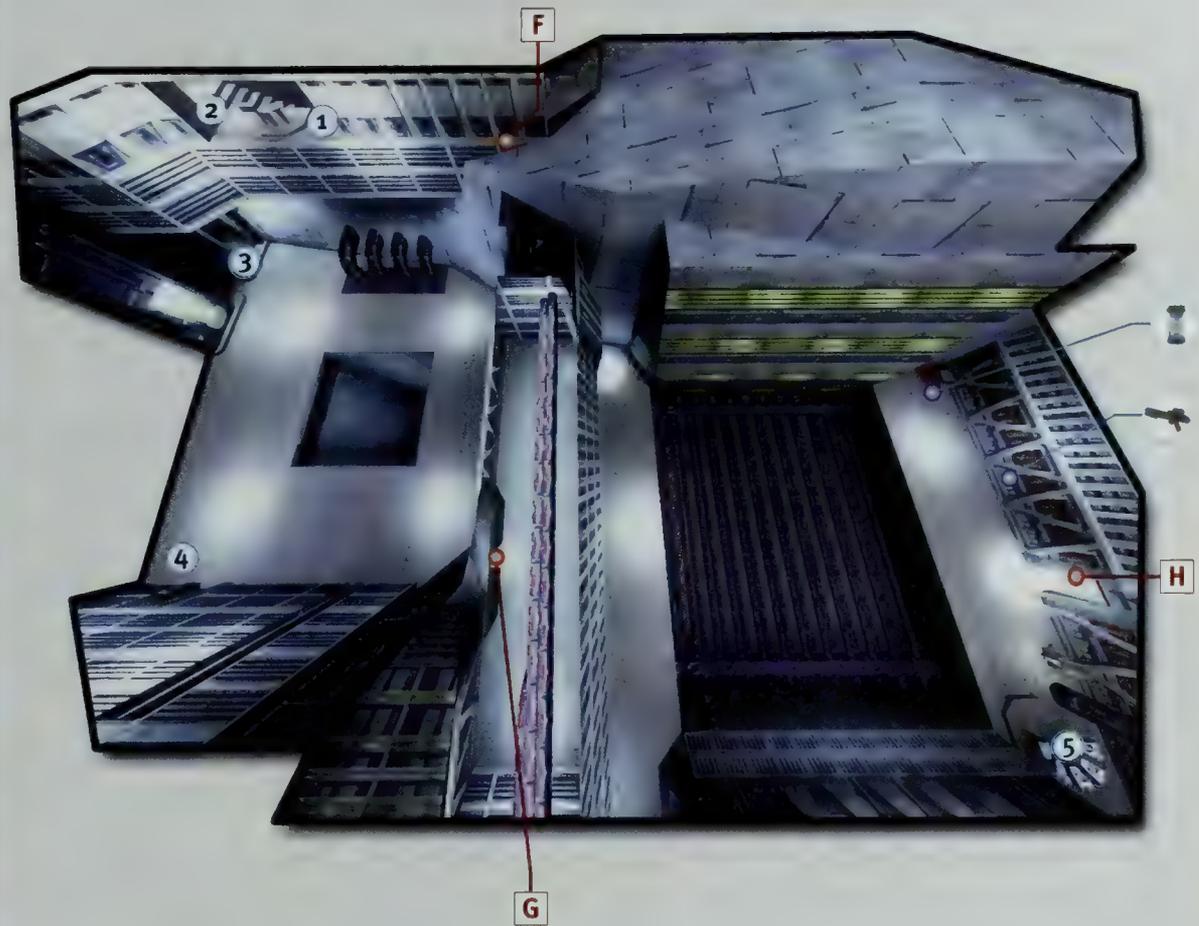


Activate the loading platform.

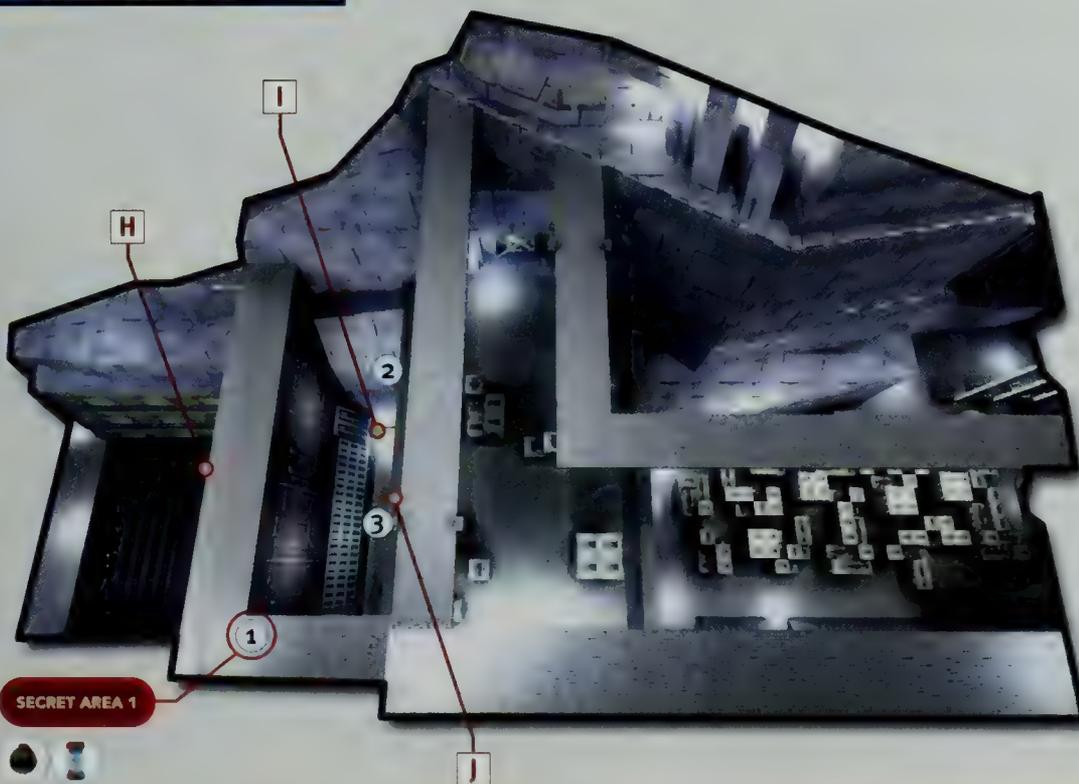


Slap a Mind Trick on the Imperial before sneaking across.

## CD - Map 5



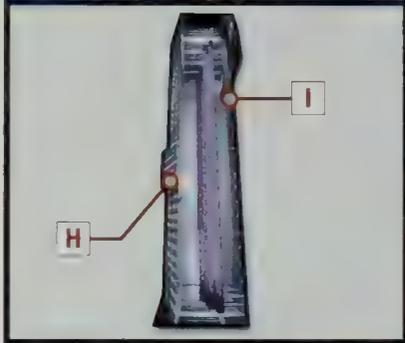
## CD - Map 6



## Lights Out

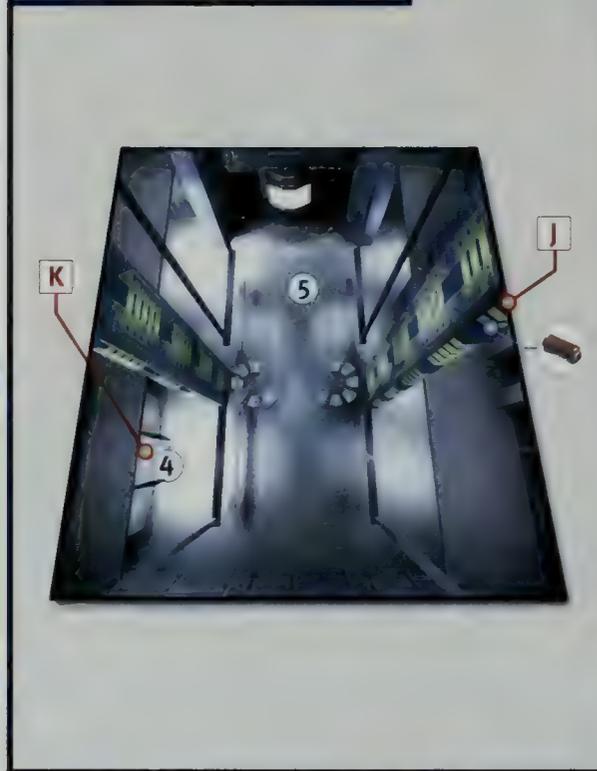
- 1 Jump up to the ledge at the end of the room, then shoot the grate to find **Secret Area 1**.
- 2 Jump up on the flood light, then over to the ledge.
- 3 Go through the crawlspace to the command center.
- 4 Find the access terminal to turn off the lights. Condemn the room to darkness.
- 5 Mind Trick any Imperials blocking the door. Drop down, and move quickly past them out of the room.
- 6 Stop the Imperial Commander from reaching either of the two switches in the room. Then, go to the lift.

CD - Map 6a



This is the crawlspace you need to get to.

CD - Map 6b



CD - Map 6c



Cairn Dock Secret Area 1



Turn off the lights at this access terminal.

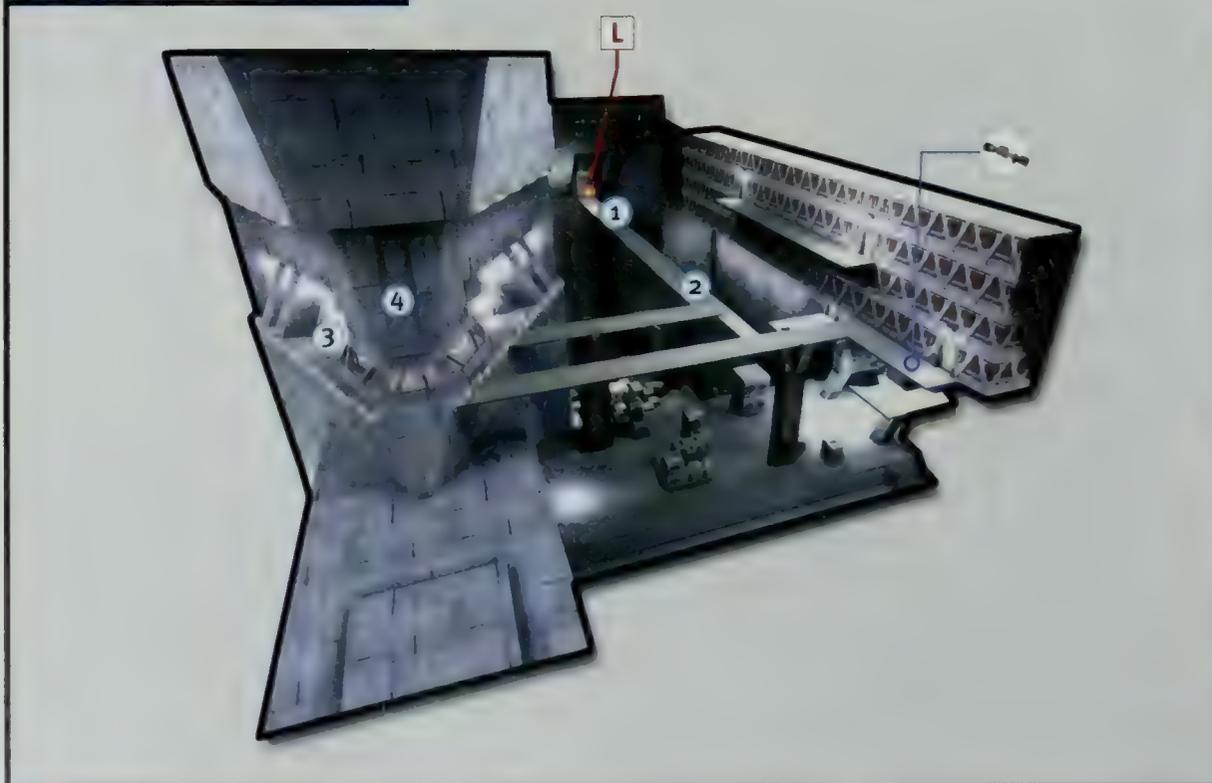


Head for the green switch (the door out).



Stop the Imperial Commander before he reaches one of the alarm controls.

CD - Map 7



The Doorgiver

- 1 Take the lift up.
- 2 Take the catwalk over to the Doorgiver.
- 3 Go around to the unlocked access door.
- 4 Enter the Doorgiver to exit the level.



Enter the Doorgiver through this door.

# DOOMGIVER'S COMMUNICATIONS ARRAY

## OBJECTIVES

- Search for Jan.
- Find the *Doomgiver's* communications array.
- Contact Rogue Squadron using the communications array.
- Set the *Doomgiver's* sensor array to Rogue Squadron's communicator frequency.

## Control Deck

- 1 Deal with the squad of stormtroopers, then advance to the lift.
- 2 Take the lift down.
- 3 Flip the switch to open the door. Immediately jump out of the way as the squad of Imperials bursts through the door behind you. Pick up the Imperial Commander's security key.
- 4 Use the security key on the door to the right. Collect the goodies.
- 5 Go to the lift and take it down.
- 6 Collect the **supply key** from the Imperial Officer.

JANORS



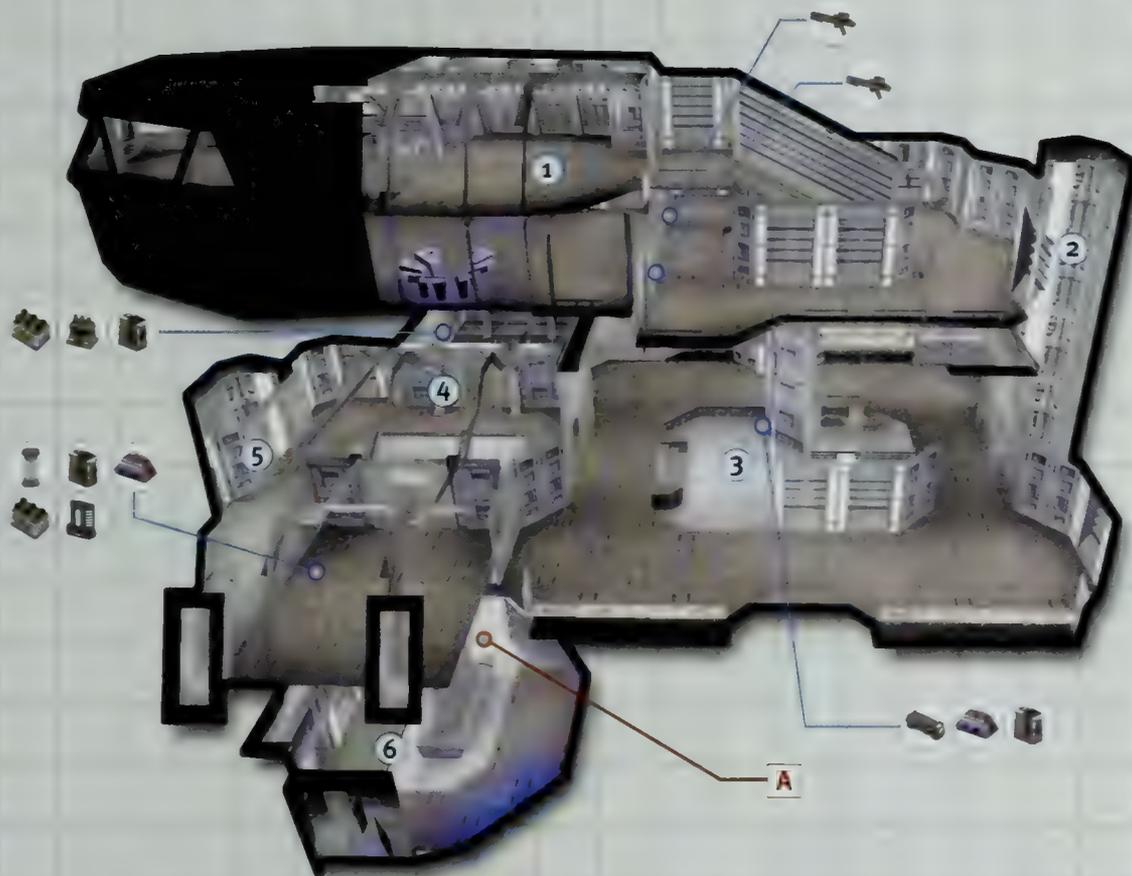
This switch opens the door behind you. Watch out for the squad of Imperials as soon as you throw it.



Use the security key here to collect some goodies.



## DCA - Map 1



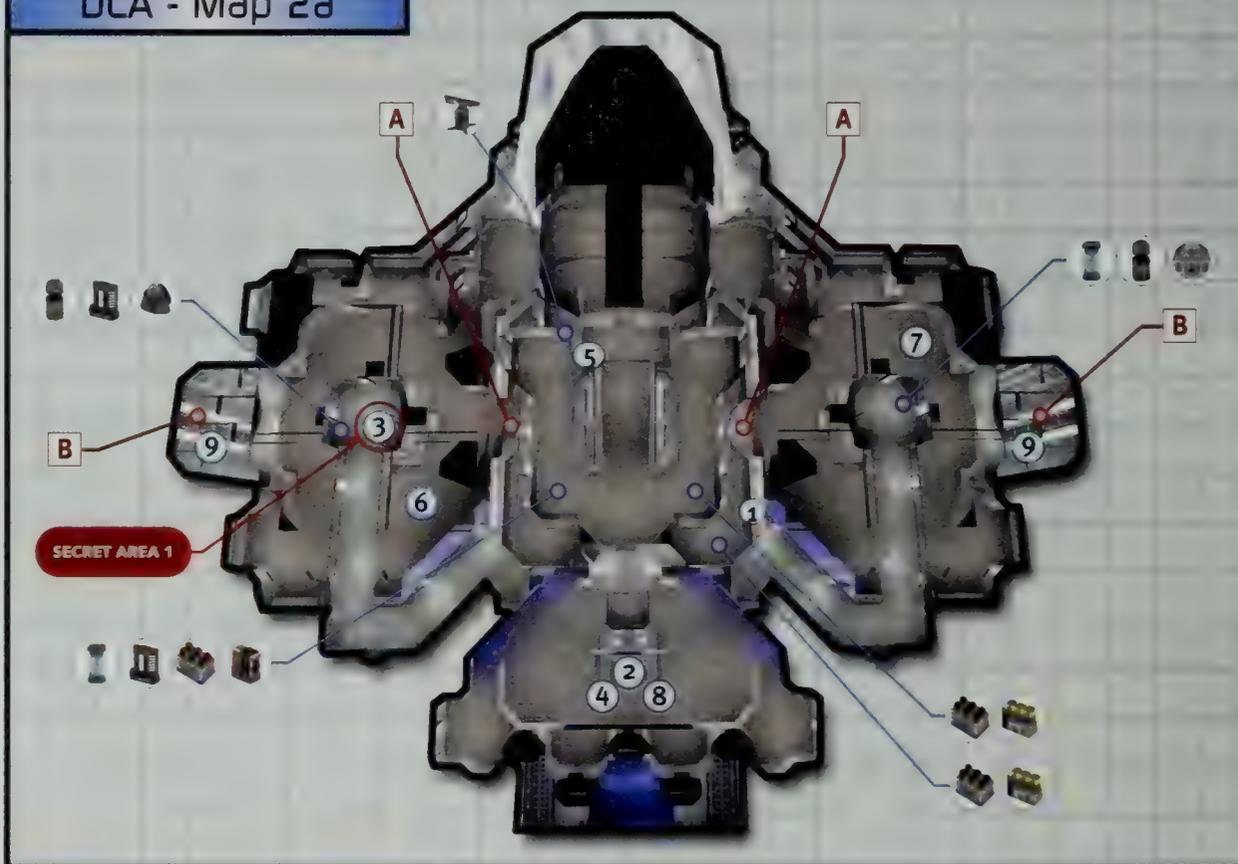
## R5 Units

- 1 Shoot the grate in the room to the left. Jump up and continue through interrogator-droid storage area 1.
- 2 Drop down into the R5 unit control room, and collect the **supply key** from the Imperial Officer.
- 3 Open the door and go to the room on the left. Shoot the grate, and continue through interrogator-droid storage area 2. At the end of the storage area, find **Secret Area 1**. Backtrack to the R5 unit control room.
- 4 Activate the access terminal to take control of an R5 unit. If one gets destroyed, you have four other R5 units to exploit.
- 5 Exit the room and unlock the assault sentry on your way to the left-hand droid-access doorway.
- 6 Find the interface socket to unlock the door through the left droid-access doorway.
- 7 Interface with the socket to open the assault sentry and the door through the right-hand droid-access doorway.
- 8 Exit View to return to Kyle's body.
- 9 Pick up the goodies you unlocked, and head for either lift. Take the lift down.

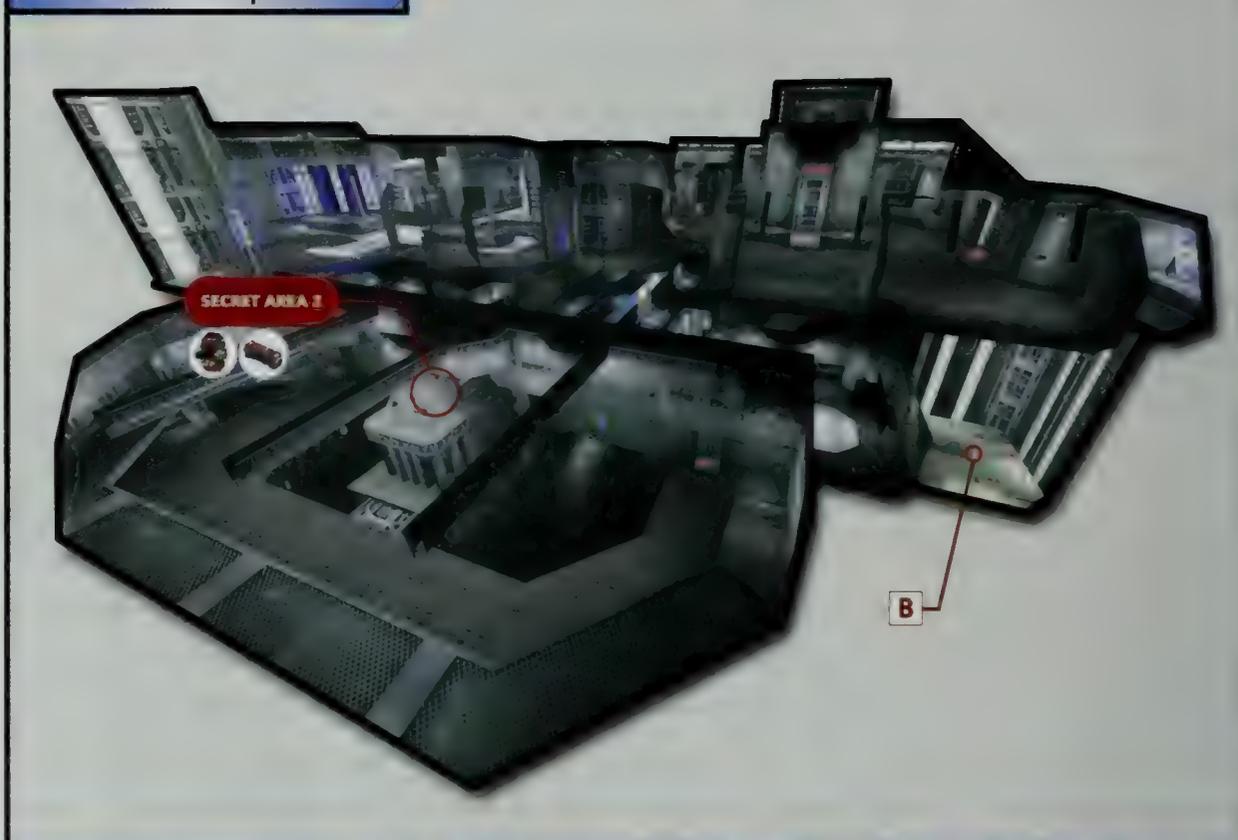
## MISSION BRIEFING

You don't have to clear both areas through the droid-access doorways to continue. If you want, you can take the right droid-access doorway to pick up the assault sentry and take the lift, completely bypassing the room through the left-hand droid-access doorway.

## DCA - Map 2a



## DCA - Map 2b



Drop down here from interrogator-droid storage area 1.



Doomgiver Communications Array Secret Area 1



Use this access terminal ...



... to take control of an R5 unit.



As an R5 Unit, you can cross through these barriers.



Access this interface socket to open the hatch to the goodie (near the right droid-access doorway). Pick it up later as Kyle.



This is the door interface socket that's through the left-hand droid-access doorway. There's an identical one through the right-hand droid-access doorway.

### Intraship Tram

- 1 Clear out the Mark I and Mark II droids.

### MISSION BRIEFING

Try Force Pushing or blasting the Mark I droids back off the ledge in the middle of the room.

- 2 Cross over to the coil pipes in the center of the room. Go around the corner for **Secret Area 2**. Then shoot the glass, and drop down.



Cross over to the coil pipes to find the interrogator-droid storage room.



Flip these four switches to open the yellow doors to the intraship tram.



Take the intraship tram to the comm sensor array.

- 3 Advance through the interrogator-droid storage area to the lift. Take the lift up.
- 4 Continue to the intraship tram door controls. Flip the four switches to unlock the doors to the tram.
- 5 Make your way down to the intraship tram. It doesn't matter which tram you take; you'll end up in the same place. Activate the tram, and continue to the comm array.

### New Enemy: Mark II

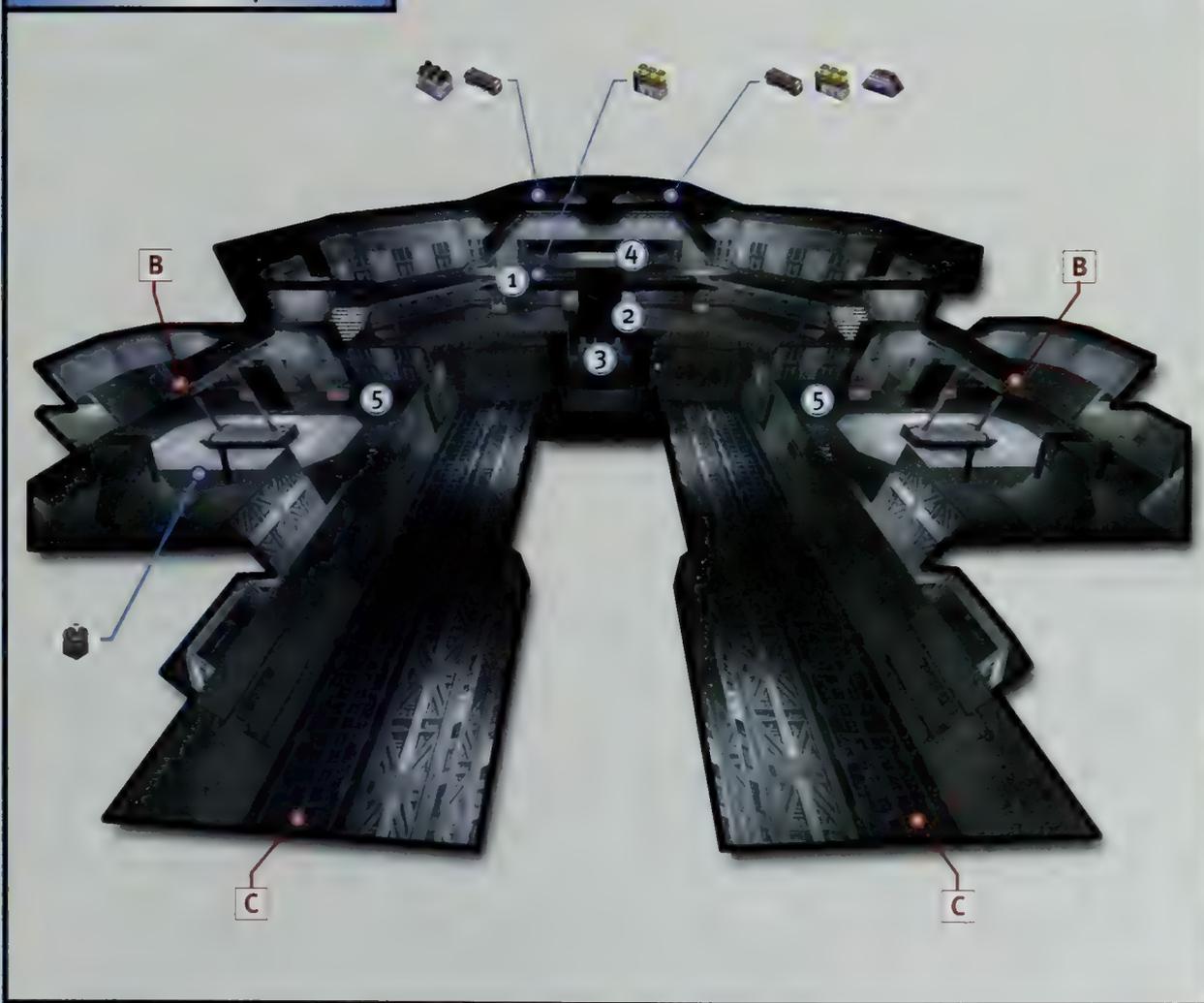
**Health:** Weak  
**Weapon:** Light Laser Blaster  
**Movement:** Average  
**Overall:** ☆

#### Commentary:

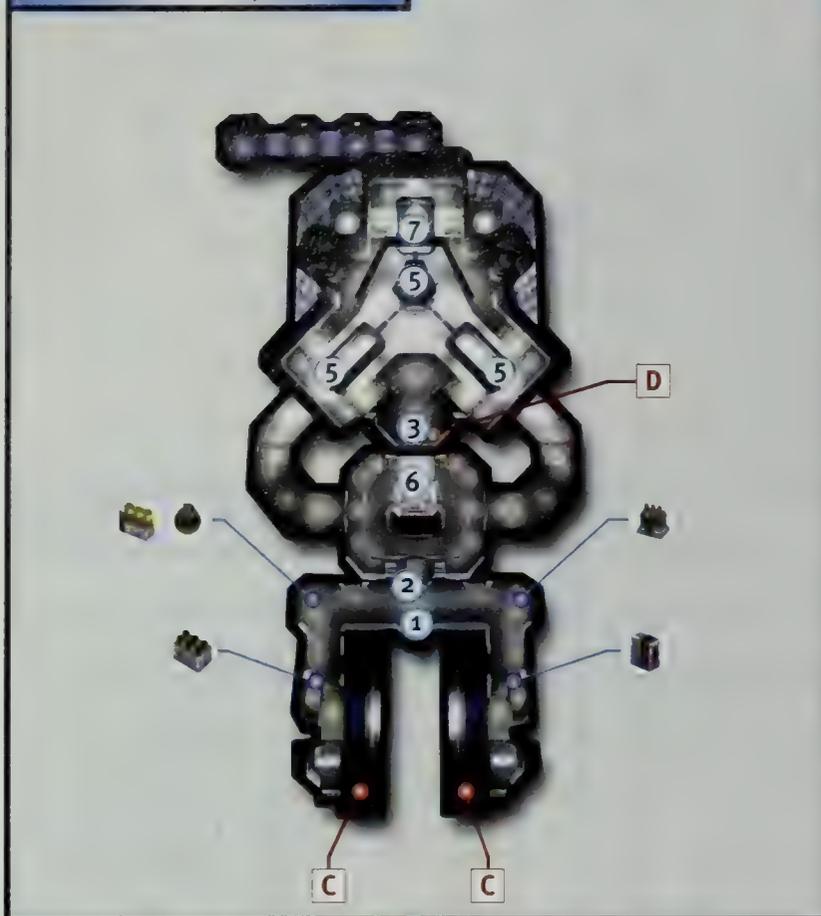
- A smaller, rolling, weaker version of the Mark I, you'll find these lurking within the inner reaches of Cairn. You can easily crush them with your lightsaber. There's no real trick or technique to fight them with.



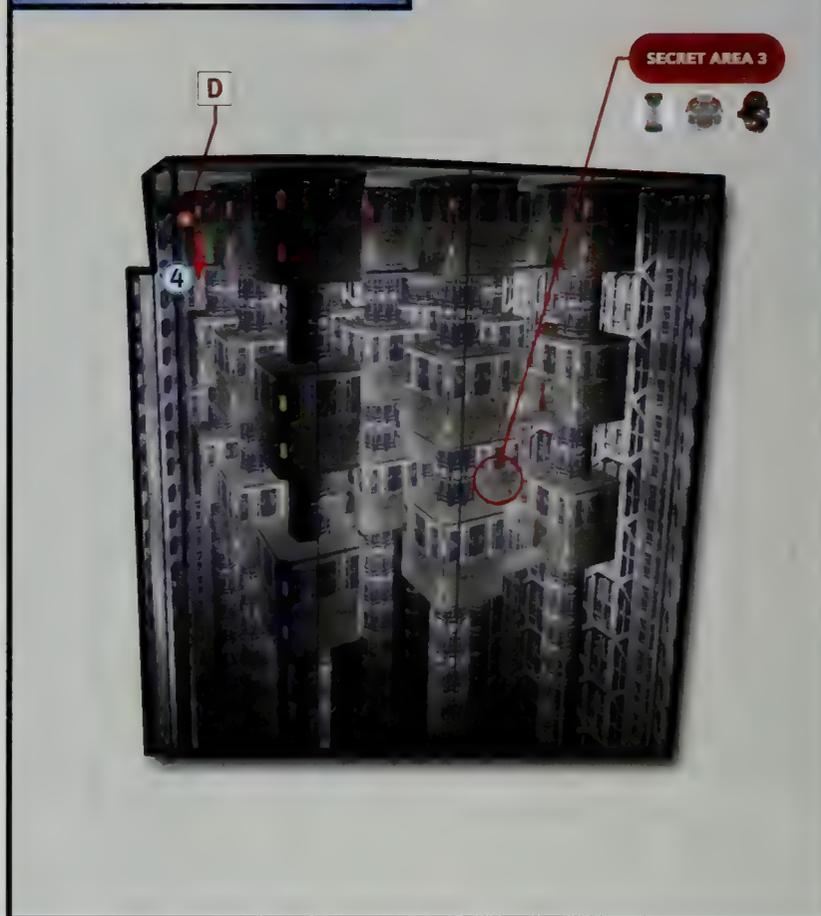
### DCA - Map 3



## DCA - Map 4a



## DCA - Map 4b



### Comm Sensor Array

- 1 Exit the intraship tram, and get the **security key** from the Imperial Commander.
- 2 Use the security key to enter the communications sensor array control room.
- 3 Exit the room and go around to the lift. Take the lift down.
- 4 Head down to each level, and set the frequency signal for each of the three signals you need to contact Rogue Squadron.
- 5 Go back up and activate each of the three frequencies to bring the sensor array online.
- 6 Head back in to the sensor array control room, and contact Rogue Squadron.
- 7 Exit the sensor array control room, then go down the stairs and around through the door to get to the detention area on the way to the shields.

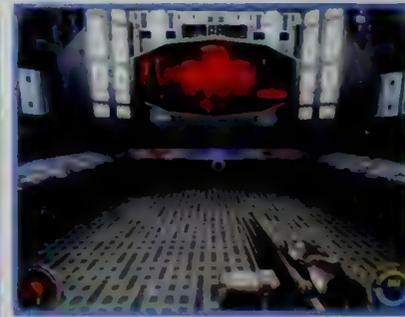


Under the room where you found the blue array code, find Secret Area 3.

### FREQUENCY SIGNAL SETTINGS



### BRING ARRAY ONLINE



Contact Rogue Squadron.

Activate each frequency to bring the array online.

# DOOMGIVER'S DETENTION FACILITY

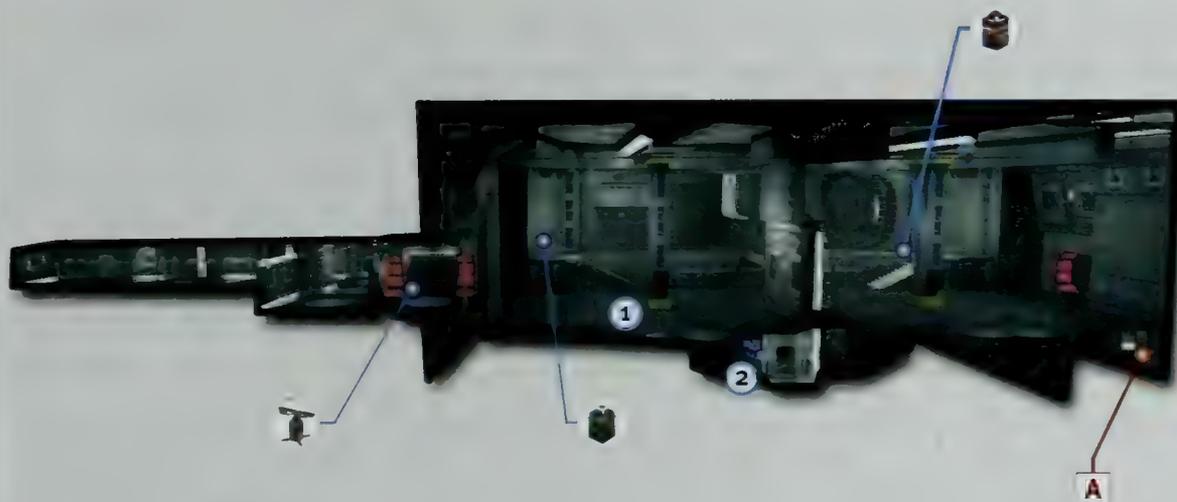
## OBJECTIVE

- Reunite with Jan.

## TIE Fightin'

- 1 Get the **security key** from the Imperial Officer. Use the key to open the door to the lift. Take the lift down.
- 2 Relieve the Imperial of his **supply key**, and activate the access terminal to take some potshots at a few TIE fighters.
- 3 Continue through TIE-fighter hangar 1.
- 4 Take the door to the left. Activate both hangar lifts.
- 5 Go back out to the TIE-fighter hangar 1 lift.
- 6 Take the lift down, and find **Secret Area 1** (in a crawlspace). Go to subhangar 1. Avoid the sentry-gun fire, and take the lift up.
- 7 Throw the switch to open the middle subhangar doors, then take the lift back down. Exit the subhangar to the TIE-fighter hangar 2 lift.
- 8 Take the lift up to TIE-fighter hangar 2. Go through hangar 2.
- 9 Take the door to the left. Now, take the door to the right. Activate the TIE-fighter hangar 3 lift.
- 10 Continue to hangar 3.
- 11 Go through TIE-fighter hangar 3 into the next passageway.

## DT - Map 1a

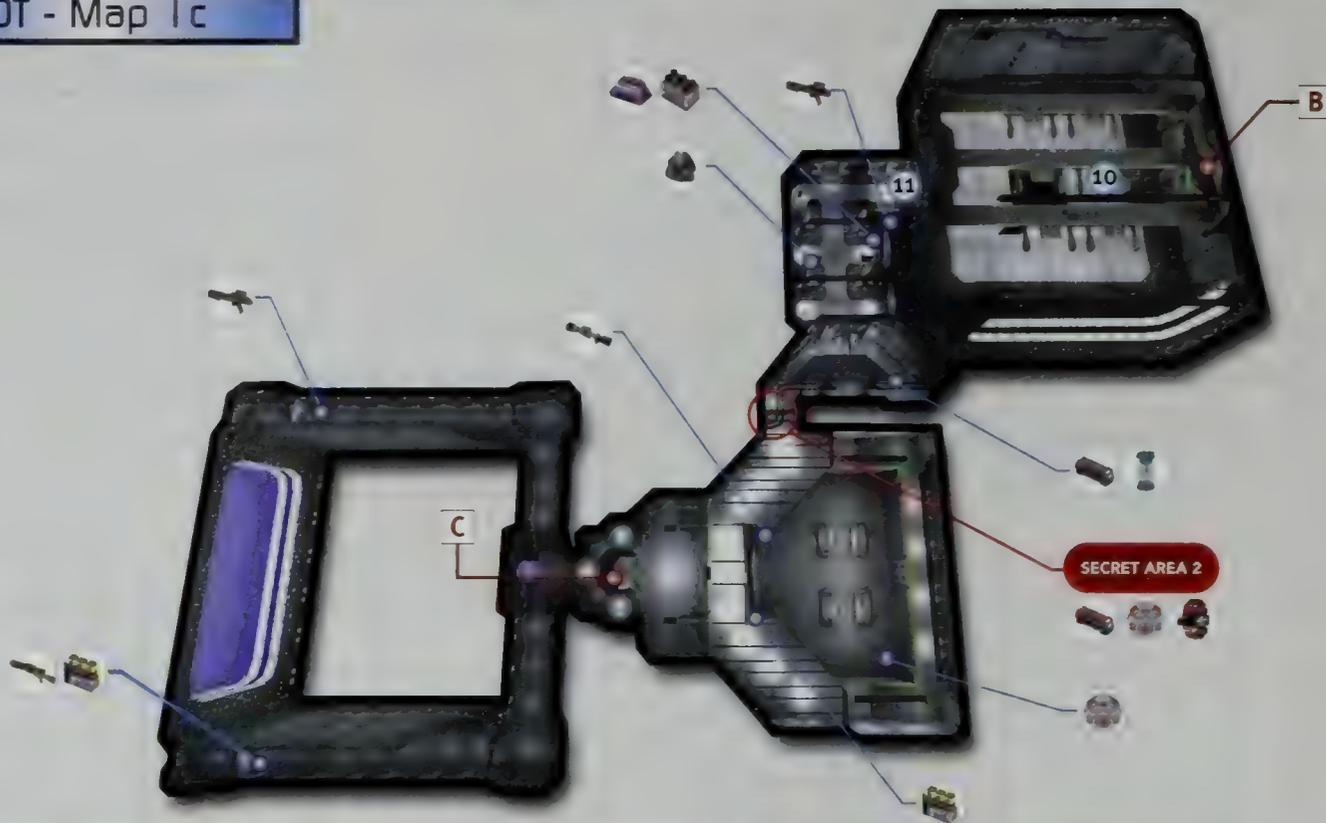


## DT - Map 1b



## MISSION BRIEFING

You can take the lift up and rain terror on the Imperials from the catwalk above the hangar.



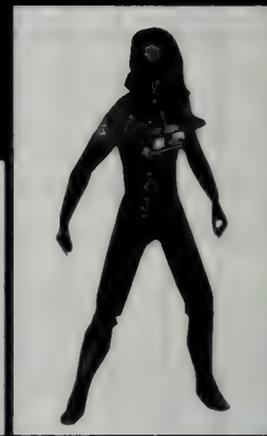
Use the security key here to get to the lift.



Activate this access terminal to shoot down some TIE fighters!

### New Enemy: TIE Fighter Pilot

Health: Weak  
 Weapon: Imperial Pistol  
 Movement: Average  
 Overall: ☆



#### Commentary:

• Scattered around Galak's cruiser, you'll find TIE fighter pilots caught up in the mix when they'd rather be out flying their ships. They're weak, poor shots with the Imperial pistol, and generally fun to use your Force powers on.



Great, kid ...



... don't get cocky!



Activate both hangar lifts.



These guns will make short work of you if you don't keep your body movin'.



Get up to the switch ...

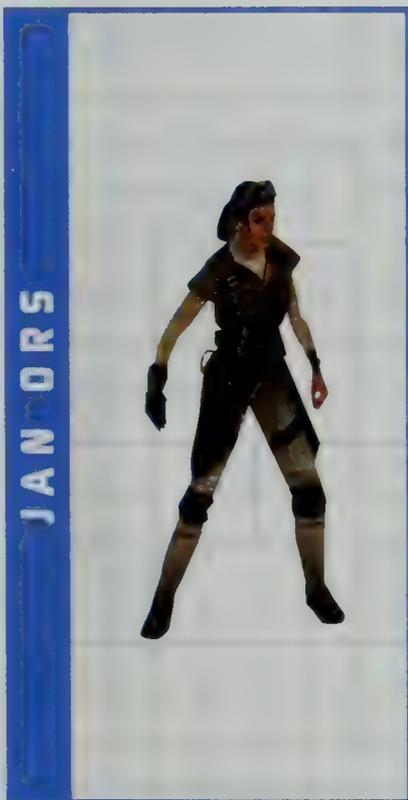


... to open the middle hangar doors.



Use this alcove to avoid sentry-gun fire while you wait for the lift.

- 1 Jump to the pipes, shoot the grate, and go through. Deal with the Imperials and stormtroopers below, drop down, wreck shop, and pick up the Imperial Officer's **security key** and the Imperial's **supply key**.
- 2 Use the security key to access the lift. Take the lift down.
- 3 It doesn't matter which door you choose here. Both passages lead to the Imperial shuttle hangar. There are slightly better goodies through the left passageway.
- 4 Cross through the Imperial shuttle hangar. Be prepared for a major furball here, complete with two Reborn bosses.
- 5 Mind Trick the Imperial so he unlocks the door to the detention area.
- 6 In the right-hand cell, break the wall to open a **Secret Area**. Free Jan. Get some Jan nookie.
- 7 Follow Jan out of the detention area. Alternate holding switches to open the dual-switch doors on the way out.
- 8 Go back through the Imperial shuttle hangar to exit the level.



Get up there and go through that grate.



Use the security key to access the lift.



Pick a door, any door.



Mind Trick the Imperial into opening the door for you.



Open this door to reunite with Jan.



Go through this door to exit the level.

# DOOMGIVER'S SHIELDS

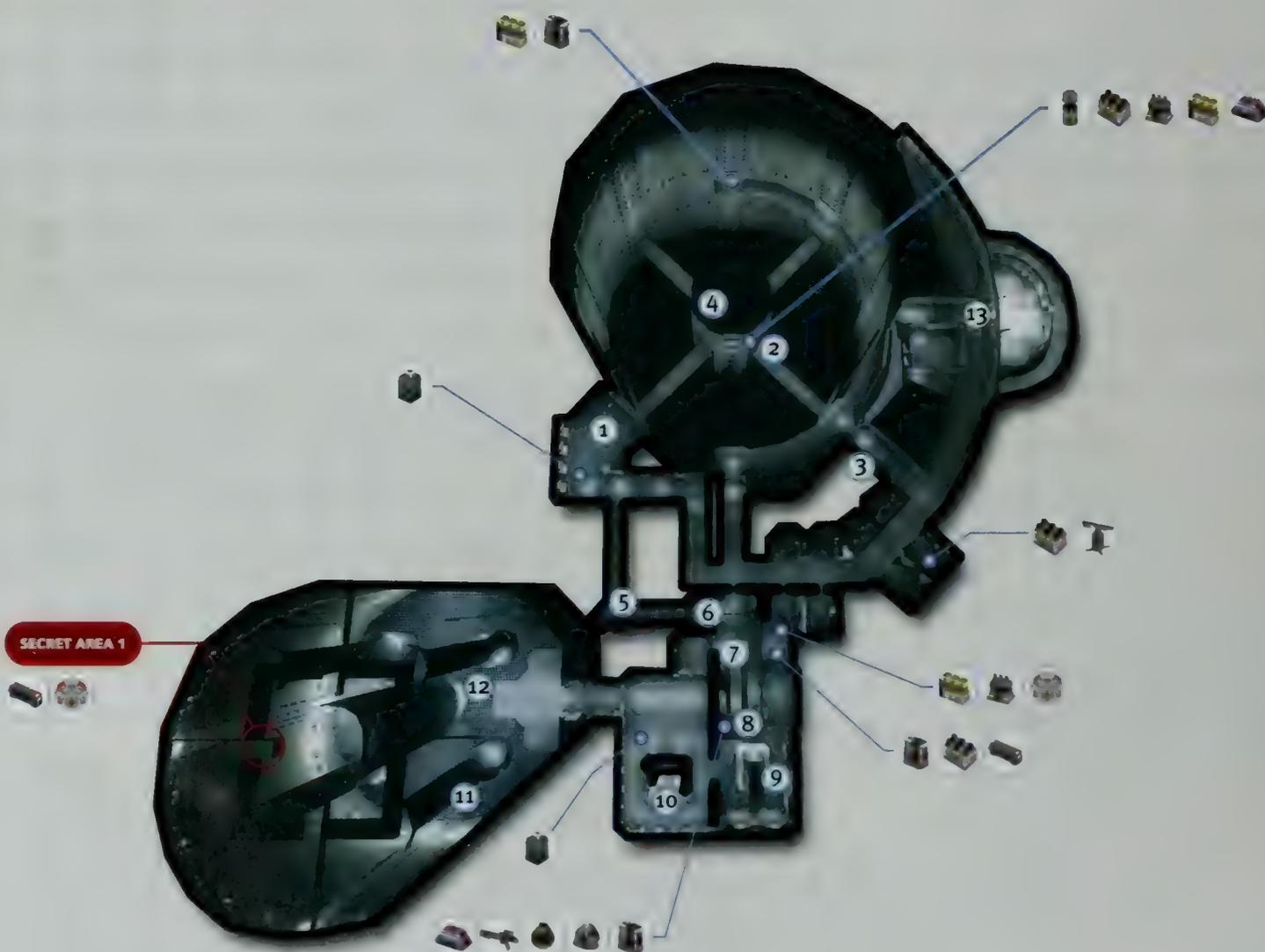
## OBJECTIVE

- Locate and disable the *Doomgiver's* shield array

## Disable Shields

- 1 Make your way around to the pipe-activation control room. Pick up the Imperial's **supply key**. Activate the pipe control switch to extend the pipe from the outer rotunda to the inner rotunda.
- 2 Enter the inner rotunda and collect the **security key** from the Imperial Officer.
- 3 Use the security key to access the switch to open the pipe-access panels in the inner rotunda.
- 4 Re-enter the inner rotunda. Drop down the back-left pipe-access panel.
- 5 Crawl through the pipes until you hit the next access panel.
- 6 Force Push the panel up, and jump out of the pipe.
- 7 Make your way around, and take the lift up. Get the Imperial's **supply key**.
- 8 Jump up to the area of the cat-walk not covered by a trip mine. Deal with the trip mines, and go through the unlocked door.
- 9 Break the glass and jump down.
- 10 Make your way to the lift, then take it up.
- 11 Shoot the gold conductors on each shield conduit before using your lightsaber to blast the conduit. The *Doomgiver* shields get weaker with each conduit destroyed.
- 12 Fight Galak.
- 13 After you defeat Galak, Rogue Squadron hits the gravitational control. Backtrack to the outer rotunda and get to the now-open escape-pod door.

## DS - Map 1





Activate the pipe-connection control switch.



Enter the inner rotunda here.

## New Enemy: Galak (Mech Armor)

Health: Tough!  
 Weapon: Mech-Claw / Repeater Lasers  
 Movement: Slow  
 Overall: ☆☆☆



### Commentary:

- Pound away with your heaviest weapons. When the shield is down, switch to your most powerful projectile weapon, and attack. You'll need to repeat this four or five times, using bacta canisters if you get weak.



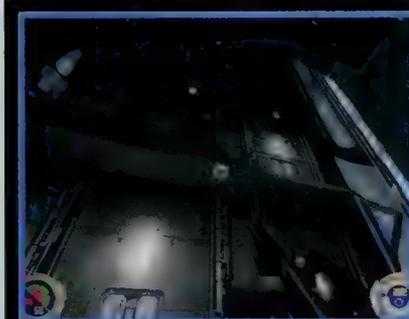
Use the security key to access the switch that opens the pipe access in the inner rotunda.



Take the back left-hand pipe back to the outer rotunda.



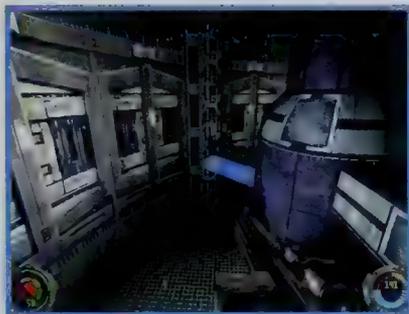
Force Push the pipe access panel to exit the pipe.



You need to get up to the door on the catwalk. Jump to the area shown in the rightmost screenshot to avoid the trip mines.



In case of emergency, break glass.



Shoot the gold conductors, then destroy the shield array conduits with your lightsaber.



Use Force Speed to get by the gas jets and electrical leaks.



# YAVIN SWAMP

## OBJECTIVES

- Make your way to the Jedi Academy.
- Engage Remnant troops in the area.

## Swamp Thing

- 1 From your escape pod, start advancing through the swamp.
- 2 Cross through the rocks. The area straight ahead contains some goodies.
- 3 From the path through the rocks, head left and around toward the destroyed AT-ST transport. Look for the hidden path to the next area.
- 4 To find the hidden path: Go around to the left side of the area. Walk up to the transport debris lying against the tree. Turn around so your back is

## MISSION BRIEFING

The swamp is foggy, and lush with vegetation. Swamp troopers and stormtroopers can be difficult to see until you're almost right on top of them. Be careful not lose your bearings and lose track of where you've been and where you're going when fighting enemies throughout the swamp.

- 5 Continue up and through the next bunch of rocks. Drop down and head toward the ruins.
- 6 Go through the opening in the ruins. Make your way through the ruins and out the other side.
- 7 To the right of the ruin opening (when you come out) is **Secret Area 2** underwater.
- 8 Help the Rebel soldiers engage the Remnant forces on your way to the AT-ST transport.
- 9 Destroy (or just run past) the AT-ST, and enter the AT-ST transport to exit the level.



You can sneak up and attack swamp troopers from under the water.



Find this spot, take a deep breath, and swim through to the other side.



Yavin Swamp Secret Area 2



Get to the AT-ST transport to exit the level.

## New Enemy: Swamp Trooper

Health: Average  
 Weapon: Imperial Heavy Repeater  
 Movement: Average  
 Overall: ★★

### Commentary:

• Found deep within the swamps near the Jedi Academy, the swamp troopers have one thing going for them: their camouflage. The only way you'll ever see them is to focus on their lasers, using them as homing beacons to dial in on their positions.



# YAVIN CANYON

## OBJECTIVES

- Make your way to the Jedi Academy.
- Engage Remnant troops in the area.

## Chicken Walking

- 1 Jump onto the AT-ST and climb in.
- 2 Make your way through the canyon in the chicken walker, kicking tail and taking names.
- 3 Use the first AT-ST until you reach the second empty AT-ST. Take the second AT-ST all the way to the AT-ST transport.
- 4 Leave your chicken walker at the transport.
- 5 Jump up into the cave to exit the level.



Commandeer the AT-ST.



Keep your AT-ST in working order, and you won't have much problem working your way through the canyon.



Get out of the AT-ST when you reach the AT-ST transport.



Once out of your chicken walker, jump up into the cave.

## New Weapon: AT-ST



Overall Rating: ☆☆☆☆

• There's not much to using the chicken walker. Crunch stormtroopers under your feet and blast the enemy AT-STs and perimeter defense guns with the left-side missile launcher before they damage your AT-ST beyond use. There are two AT-STs on this level. If you can withstand the barrage of enemies until you reach the second AT-ST, you should be home free. Be careful when you're outside the AT-ST, though!

### MAIN CANNON



Primary: Auto Cannon  
Secondary: Rapid-Fire

Damage

(Primary/Secondary): 60/60

Rate of Fire

(Primary/Secondary): Fast/Very Fast

Projectile Speed

Fast

Accuracy

Average

### SIDE CANNONS



Primary: Auto Cannon  
Secondary: Missile Launcher

Damage

(Primary/Secondary): 75/100

Rate of Fire

(Primary/Secondary): Average/Slow

Projectile Speed

Average

Accuracy

Average

# YAVIN COURTYARD

## OBJECTIVES

- Clear the Jedi Academy grounds of Remnant troops.

### Temple of the Fog

- 1 Make your way into Yavin Temple.

- 2 Help the Rebel soldiers clear the temple.
- 3 Go out the back of the temple and get around to the hole in the seeker-droid training room.
- 4 Assist the Jedi trainers in clearing out the Reborn and shadow troopers in the dueling room.
- 5 Jump up through the broken glass, and continue around to the Force Push training room.
- 6 Assist the Jedi trainers in the Force Push training room. Any surviving Jedi trainers will follow you to the trial grounds to help out.

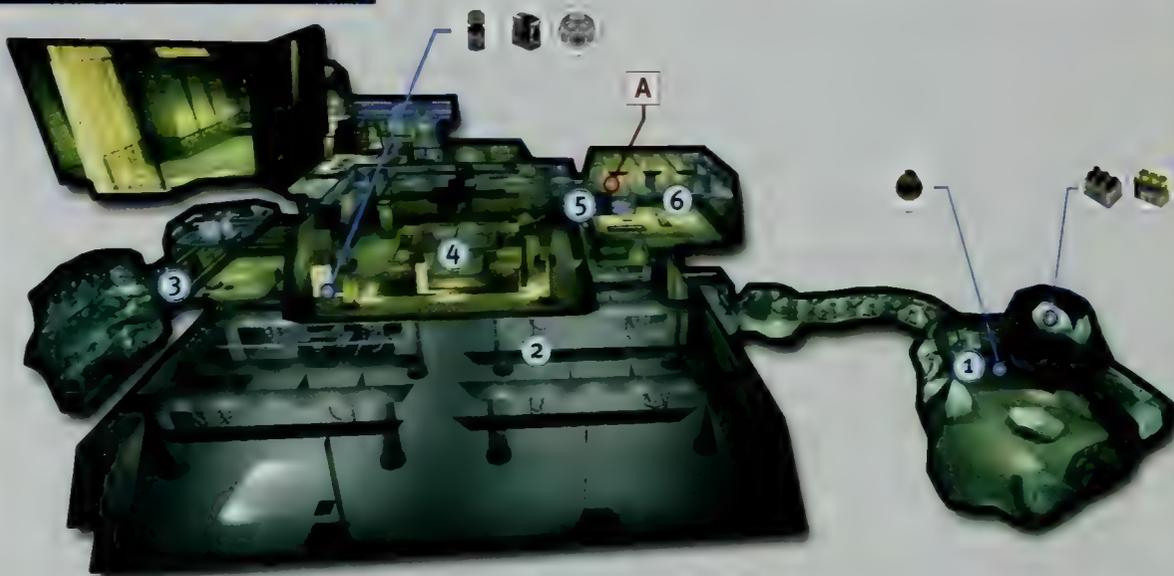


Head out the blown wall in the back of the temple.



Jump up to the walkway through the blasted glass.

### YC - Map 1



### Trial Grounds Revisted

- 1 On the way out to the trial grounds, you can jump up to the Jedi meditation room

(where you met Luke your first time here) to collect some goodies.

continue through until you meet up with Desann.

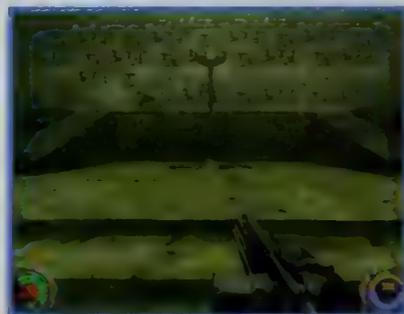
- 2 Exit to the trial grounds, and

- 3 Drop down the hole, and follow Desann.



Jump your way up to the fourth floor to collect some goodies in the Jedi meditation room.

### YC - Map 2



Follow Desann down the hole!

# YAVIN FINAL CONFLICT

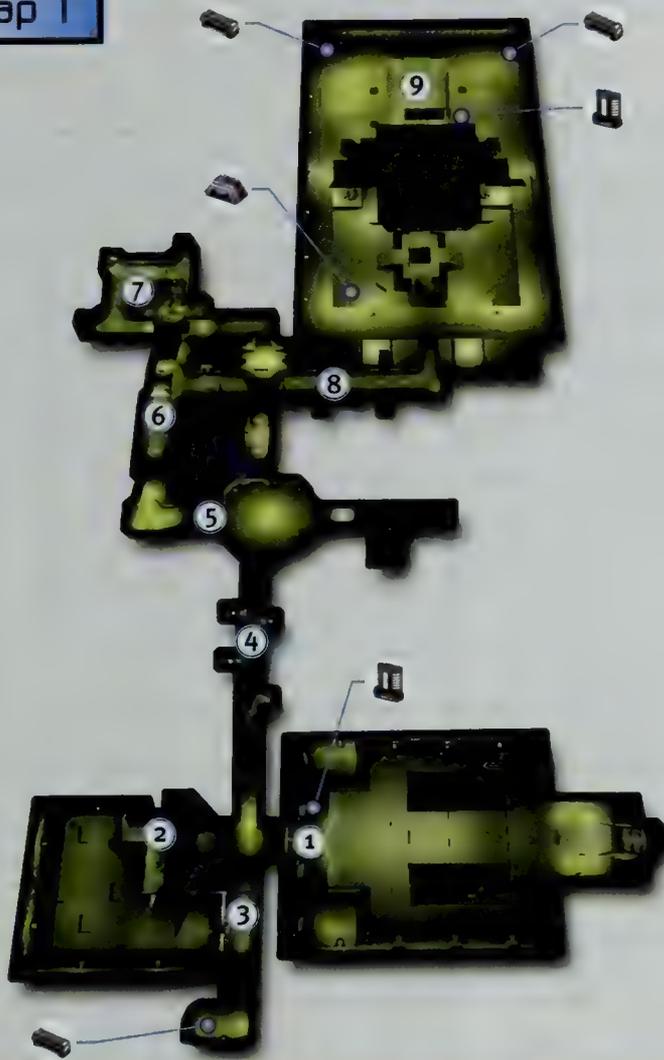
## OBJECTIVE

- Defeat the dark Jedi Desann.

### Deesssaannn!

- 1 Walk down the ramp and shoot the boulders out of the way.
- 2 Hang a left and enter the room. When you hear Desann laugh, hug the wall and move around the room, avoiding the falling ceiling tiles. Jump to the ledge.
- 3 Go through the faux-solid wall.
- 4 Use Force Speed to get through the fire jets.
- 5 Take the left passage.
- 6 Break the pipe to let the water extinguish the flames.
- 7 Drop down and use Force Push on all four Force Push symbols in the room.
- 8 Use Force Speed again, and avoid being flattened.
- 9 Use all the Jedi skills you've learned throughout the game to defeat Desann, and you'll get some kissy-face luvin' from Jan Ors. May the Force be with you!

## Yavin Final - Map 1



Shoot dem dere rocks outta yer way, pardner.



Looks like a solid wall, don't it? It ain't.



Use Force Speed to get through the fire jets.



No.



NO!



Yeesssss.



Bust the pipe to let water out ...



... to extinguish the flames.



Force Push these two.



And this one again.



And once more.



One thing's for sure ... we're all going to be a lot thinner.



Ah, sithspit. He's got Force powers and a lightsaber, and ... oh, you do too this time. Will it make a difference?



Force Pull two of these switches on the upper level to activate the light beam.



Pass through the light beam to become invulnerable for approximately 10 seconds.

## New Enemy: Desann

Health: Tough!  
 Weapon: Lightsaber  
 Movement: Fast  
 Overall: ★★☆☆



### Commentary:

- There's nothing super-tricky about fighting Desann. By now you know the deal on lightsaber combat, so just pretend he's a shadow trooper. Oh, and try and let your passive Saber Defend skill do some work. Don't attempt to *always* be on offense.
- One option in making Desann "one with the force" involves using the pillars at the corners of the chamber. By hitting them with Force Lightning you can crumble the stone at their bases. Do enough damage and the pillars come crashing down ... perhaps right on the head of your nefarious foe?





**STAR WARS**®

JEDI KNIGHT® II: JEDI OUTCAST™

**MULTIPLAYER**

# MULTIPLAYER

## MAPS & TACTICS

This section is devoted to *Jedi Outcast's* multiplayer mode. In the next 14 pages, you'll find general tips and tactics, detailed maps, techniques on using Force powers, options on how to spend your points in the setup screen, and even an overall mode description. So what are you waiting for? Start reading!



### Modes of Play

There are seven multiplayer modes in *Jedi Outcast*. This section takes a closer look at each one, detailing the overall structure and rules in an easy-to-use format.

#### 1 Free for All (FFA)

In this mode, it's every man for himself. Eliminating another player scores you one point, and the player with the most points at the end of the time limit wins the match. It's a big royal rumble.

#### 2 Holocron FFA

A lot like a normal FFA, except players start with no Force powers and must earn them all in the field. You can only hold five Force powers at once, and you're limited to what Holocrons you find on the battlefield. This is a very challenging mode.

#### 3 Team Free for All

Just like a regular FFA, except there are two teams: red and blue. The object of Team Free for All—often referred to as Team Deathmatch—is to score more kills than the other team. At the end of a set time limit, the team with the most points wins.

#### 4 Capture the Flag (CTF)

In this mode, two teams attempt to steal each other's flags. A team scores a point when one of its members brings the other team's flag all the way back to base. Team play really shines here, because individual kills don't add to your team's score.

#### 5 Duel

This is your basic one-on-one tournament. It plays like the other two modes, but there are only two players in the game at once. The winner is the first person to reach a set kill limit, or the person with the most kills at the end of the game.

#### 6 Capture the Ysalamiri

Exactly like CTF, except the goal is to capture the opposing team's ysalamiri instead of their flag. The ysalamiri is a small salamanderlike creature that negates all Force powers, making it difficult for the carrier to do anything special while carrying it. This is a very fun mode.

#### 7 Jedi Master

Unique to *Jedi Outcast*, Jedi Master mode lets combatants play King of the Hill *Star Wars* style. Everyone spawns with only blasters, and the first person to find the hidden lightsaber becomes the all-powerful Jedi Master, with level 3 of every Force power. When another player kills the Jedi Master, he becomes the new Jedi Master. It's basically a power struggle, with everyone striving to be the Jedi Master for as long as possible. The Jedi Master earns a point for vanquishing another player, but not vice versa.



### Selecting Your Force Powers

Before starting a match, you see a submenu where you can choose your Force powers. The number of points you can spend is set by the server, but the default is 40. (**Note:** You will NOT select Force powers when playing Jedi Master or Holocron FFA modes.)

#### Point Allocation

We had the most luck when we spent the maximum points allowed on all of our passive Force powers and on Force Jump. That eats up an astounding 23 points of the default 40. You're left with 17 points to spend on your other favorite Force powers.

#### • Playing as Light Jedi:

Always max out Force Heal and Force Protect. Drop some points in Team Heal if you're playing a CTF game.

#### • Playing as Dark Jedi:

Max out Force Rage for sure, then pick either Force Grip or Force Lightning as a secondary power. Make sure to spend a point on Team Energize if you're playing CTF.

#### Force Power Costs

Force Jump:	0	2	6
Force Speed:	1	3	6
Force Push:	1	3	6
Force Pull:	1	3	6
Force Sight:	2	4	6

Saber Attack:	1	2	4
Saber Defend:	1	2	4
Saber Throw:	1	2	4

#### Light Jedi Force Power Costs

Force Protect:	1	0	0
Force Absorb:	1	0	0
Force Heal:	0	0	0
Mind Trick:	0	0	0
Team Heal:	1	3	3

#### Jedi Force Power Costs

Force Drain:	1	0	0
Force Grip:	1	0	0
Force Lightning:	2	0	0
Force Rage:	4	0	0
Team Energize:	1	2	2

#### Special Notes

• Remember that you can choose to play either as the light side or the dark side, but you can't pick and choose elements from both sides. The powers that are not colored are available to both sides, and the colored powers are exclusive.

• The numbered bubbles in the chart to the left represent points. If you see a 1, it costs 1 point to attain that level. If level 2 has a 2 by it, then you need to spend an additional two points to attain level 2.



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA

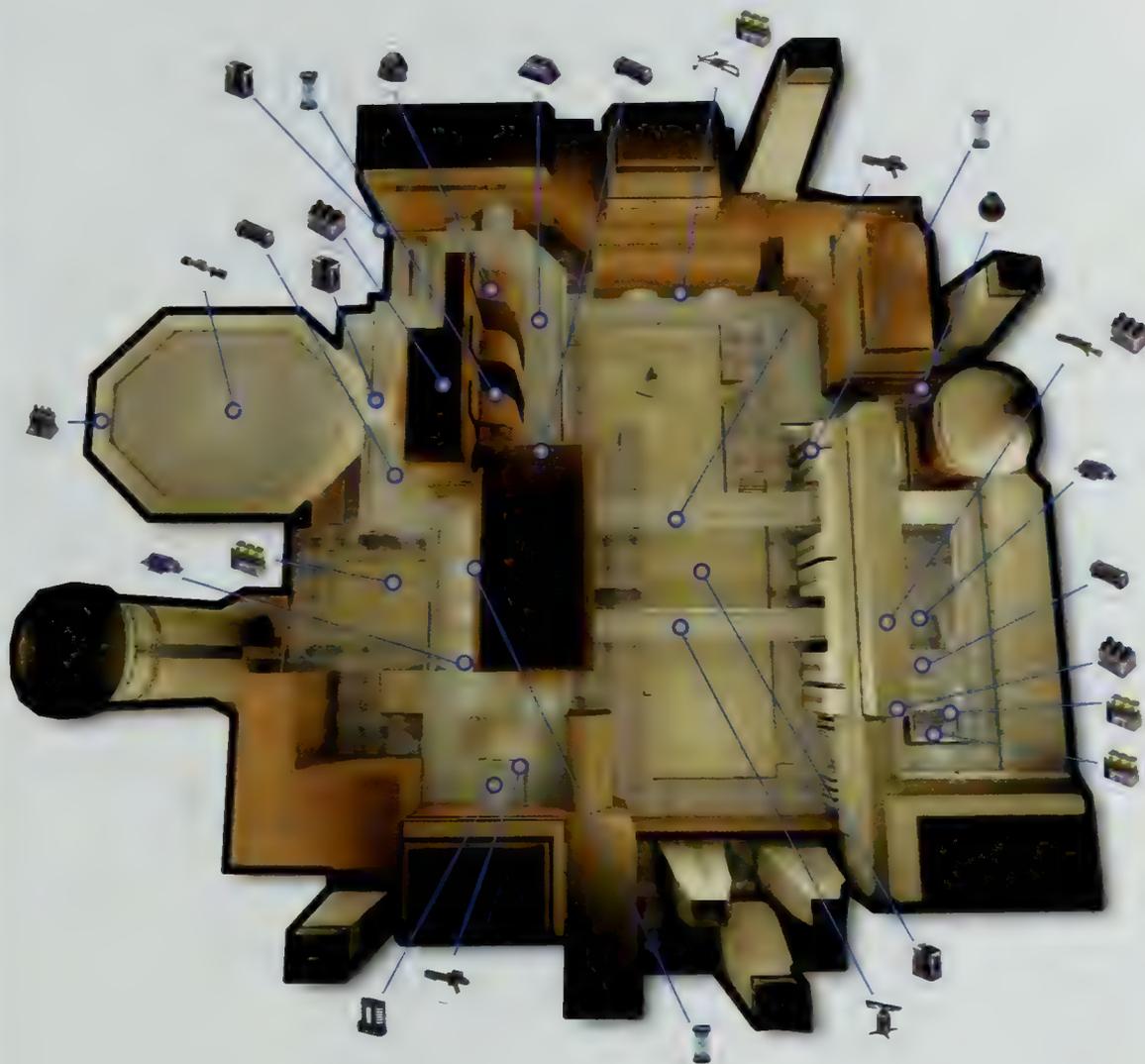
### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Golan Arms Flechette
- Merr-Sonn Missile System
- Trip Mine
- Thermal Detonator

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Assault Sentry
- Power Cell
- Metallic Bolts
- Rocket Pack
- Blaster Pack

## [ Beshpin Streets ]



## Vantage Points

**1** There are a few really neat places to explore on this map, one of them being the roof of the tower in the screenshot to the right. If you assign points to level 3 Force Jump, you'll be able to leap from the rocket pad to the very top of this tower in a single bound. Once you're up there, drop a stationary shield, and camp your heart out. Of course, make sure you've got the Tenloss disruptor rifle before pitching the tent.

**2** The area above this ledge is accessible as well. Level 2 Force Jump will get you there, although level 3 makes the jump easier. These areas make great vantage points for sniping, or even for hiding to recuperate your Force power.



**1** Make sure you're all the way to the end of the platform before leaping to this tower.



**2** This area is a great sniping point, right in the center of the map.

## Other Strategies

**1** There are *two* key items on this map. The first one is the large personal shield underneath the rocket platform. This is the only item on the map that can put you up to 200 shield points, so keep your eyes on it. Shields respawn every 20 seconds, so set yourself on a sweep pattern for best results.

**2** The Merr-Sonn missile system is the most powerful weapon on the map. Consequently, the small pad where it's located is a very high-traffic area. If you can secure the Merr-Sonn before anyone else does, or at least get into position before anyone else, you should be able to control the map.

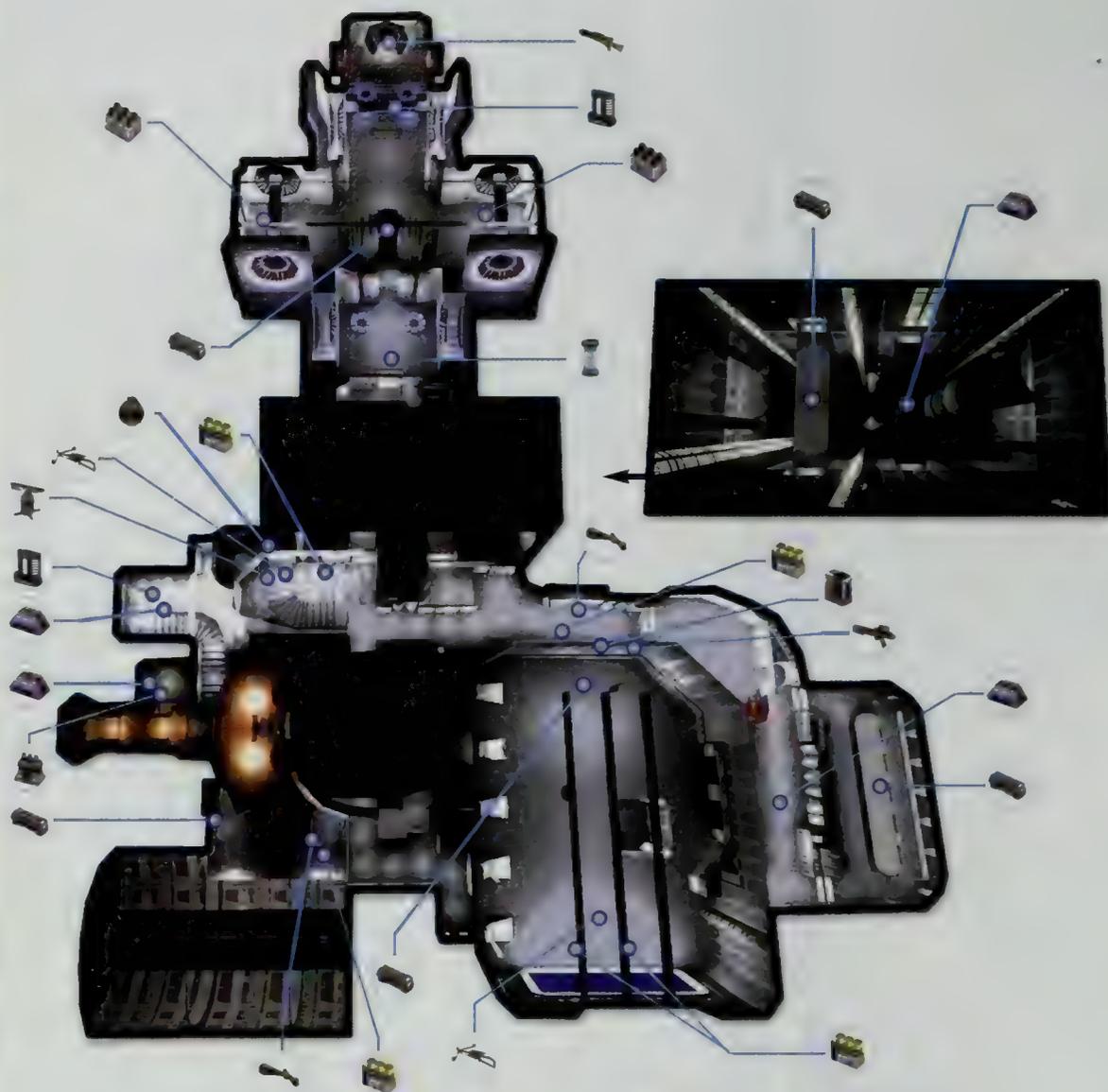


**1** The large personal shield adds 100 points to your shield value, toward a maximum of 200.



**2** Guarding the Merr-Sonn isn't all bad news. You'll be surprised how effective it is.

# [ Death Star ]



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA

### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- DEMP 2
- Golan Arms Flechette
- Merr-Sonn Missile System
- Thermal Detonator

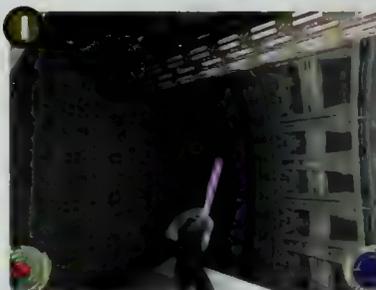
### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Assault Sentry
- Ysalamiri
- Power Cell
- Metallic Bolts
- Rocket Pack

## Using the Force

**1** Death Star is a great map for using the Force Push power. There are so many voids that you can knock enemies into, it really becomes crucial to learn how to stay away from the pit-ridden rooms. However, if you can whip out the Force Push power in the middle of a lightsaber battle, you're almost guaranteed to catch your opponent off guard.

**2** Don't forget to execute the Force Pull command to grab nearby items and weapons. If you're in the heat of battle and you locate a nearby shield, use your hotkey to switch to Force Pull, and then target the item to grab it. After all, there's never a bad time to grab an extra shield.



**1** The tractor-beam channel is a good spot to knock enemies around with Force Push.



**2** Get used to grabbing items on the run with your Force Pull power.

## The Main Room

**1** This area is rumble central, mainly because it's the largest and most well-connected room on the map. If the fighting gets too thick and you're looking for the fastest way out, drop down past the small escape lift that leads below deck. The DEMP 2 does a wonderful job of throwing people around this room—especially in its secondary mode, where the blast radius really expands on full charge.

**2** These three small personal shields are right as you enter the main room from the center. They respawn every 20 seconds, so keep your shields topped off by visiting this area frequently.



**1** If you see two enemies going at it, don't be afraid to jump in and pick up the scraps.



**2** These three small personal shields are the most frequently picked-up items on this map.

## Map Info

### Available Modes:

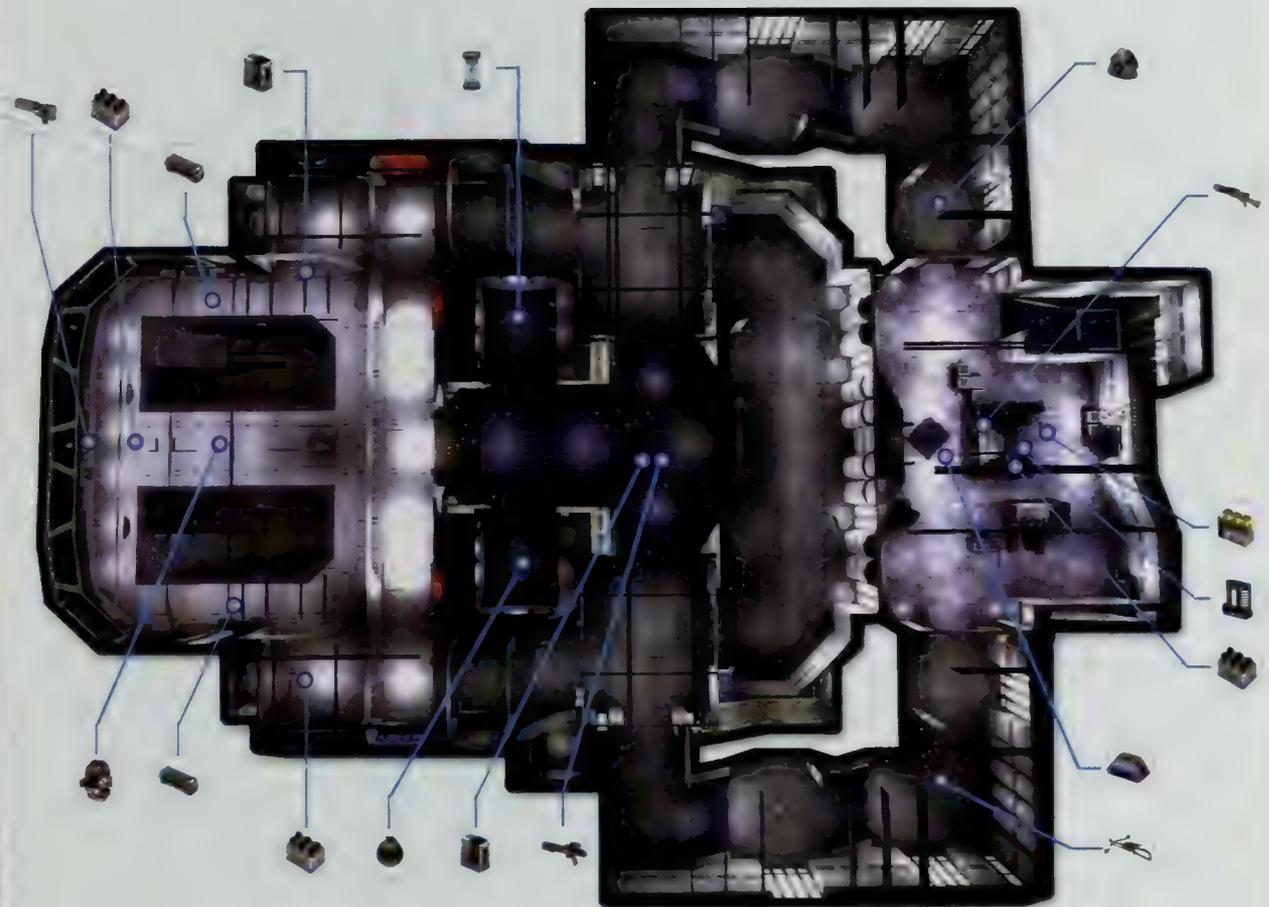
- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA

### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- DEMP 2
- Golan Arms Flechette
- Thermal Detonator
- Detonation Pack
- Trip Mine

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Metallic Bolts
- Blaster Pack



## Finding the Goodies

**1** Because this map is so small, it's sometimes hard to gather items and weapons with three or four players running around. The one area that most players tend to overlook, however, is the large section below deck. There, you'll find two groups of thermal detonators, the DEMP 2, and even the large personal shield.

**2** The Golan Arms flechette is probably the most coveted weapon on this map, so the area near it gets the most traffic. Although it's a somewhat dirty tactic, placing a detonation pack on top of the Golan's respawn point should get someone pretty good. It's hard to argue with up to 100 points of direct damage.



**Securing this large personal shield early gives you an extra 100 shield points over everyone else.**



**Drop a detonation pack right on top of the Golan's respawn point. Sneaky!**

## Fun With Trip Mines

**1** To take advantage of trip mines on the Star Destroyer map, try setting them in places where people wouldn't expect to run into them. Two of the most effective (and somewhat cheap) locations are the two elevators in the main room with the Golan.

**2** This small room with the boxes is another great place to drop a trip mine or two. Try placing one near the Imperial heavy repeater, forcing other players to either take damage or run away instead of going for the weapon.

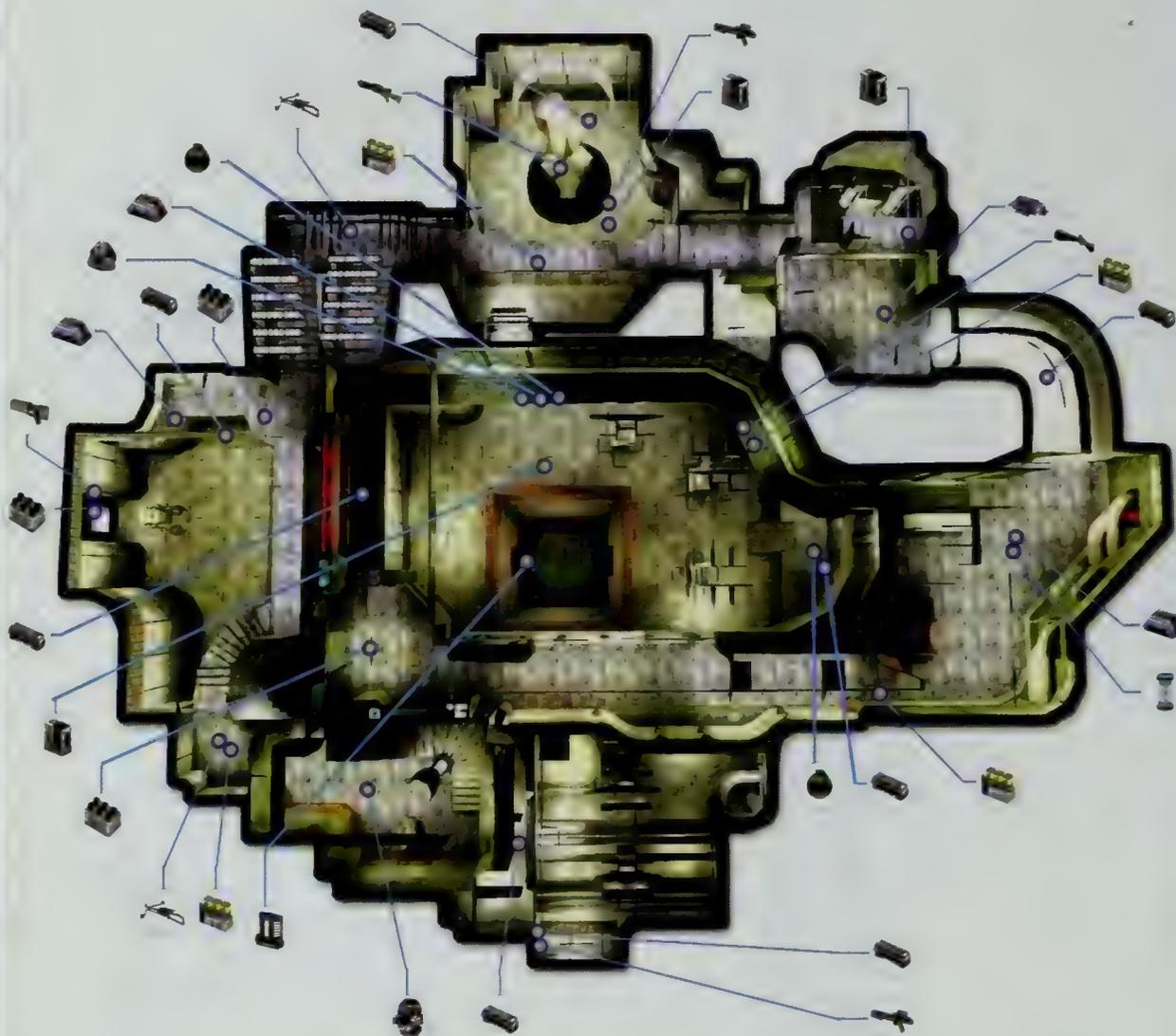


**If you're gonna encase the elevator with mines, try and keep them down low (out of sight).**



**The Imperial heavy repeater is another great weapon to booby trap.**

# [ Garbage Facility ]



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA

### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- DEMP 2
- Golan Arms Flechette
- Thermal Detonator
- Detonation Pack

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Power Cell
- Metallic Bolts
- Blaster Pack

## General Strategy

**1** This map is large, making it pretty easy for players to hide or run away when they're in trouble. We recommend getting level 3 Force Jump, mainly because you'll be able to leap from the ground all the way up to the catwalk in the central room. This is key when players try to escape, thinking they've left you in the dust—only to be surprised by your jumping abilities.

**2** This is one of the few FFA maps with detonation packs, so make use of them by implementing some cunning stunts. Lining the walls of the Imperial heavy repeater room (or the underside of the bridge) usually gets you one or two quick points.



**1** Enemies often retreat up to this catwalk. Use Force Jump level 3 to follow them.



**2** We like placing detonation packs in the room below. Use this pillar as your lookout post.

## Weapons & Items

**1** There's no Tenloss or Merr-Sonn on this map, so the strongest projectile weapons are the Golan and the heavy repeater. The Golan is the easiest weapon to grab, although it's somewhat out of the way behind this AT-ST. The small lift will bring you up from the lower level.

**2** Be extra cautious around the heavy repeater. There's a considerable void surrounding the weapon, and it's really easy to get knocked into it. We like using the Force Pull power just to be safe. On the flipside, there's nothing keeping you from knocking your opponents into the pit when they're trying to go for it.



The Golan Arms flechette is hidden in this little alcove behind the AT-ST.



If you can execute a Force Pull as you're running past this area, the weapon is yours.

## Map Info

### Available Modes:

- Free for All
- Team free For All
- Jedi Master
- Holocron FFA

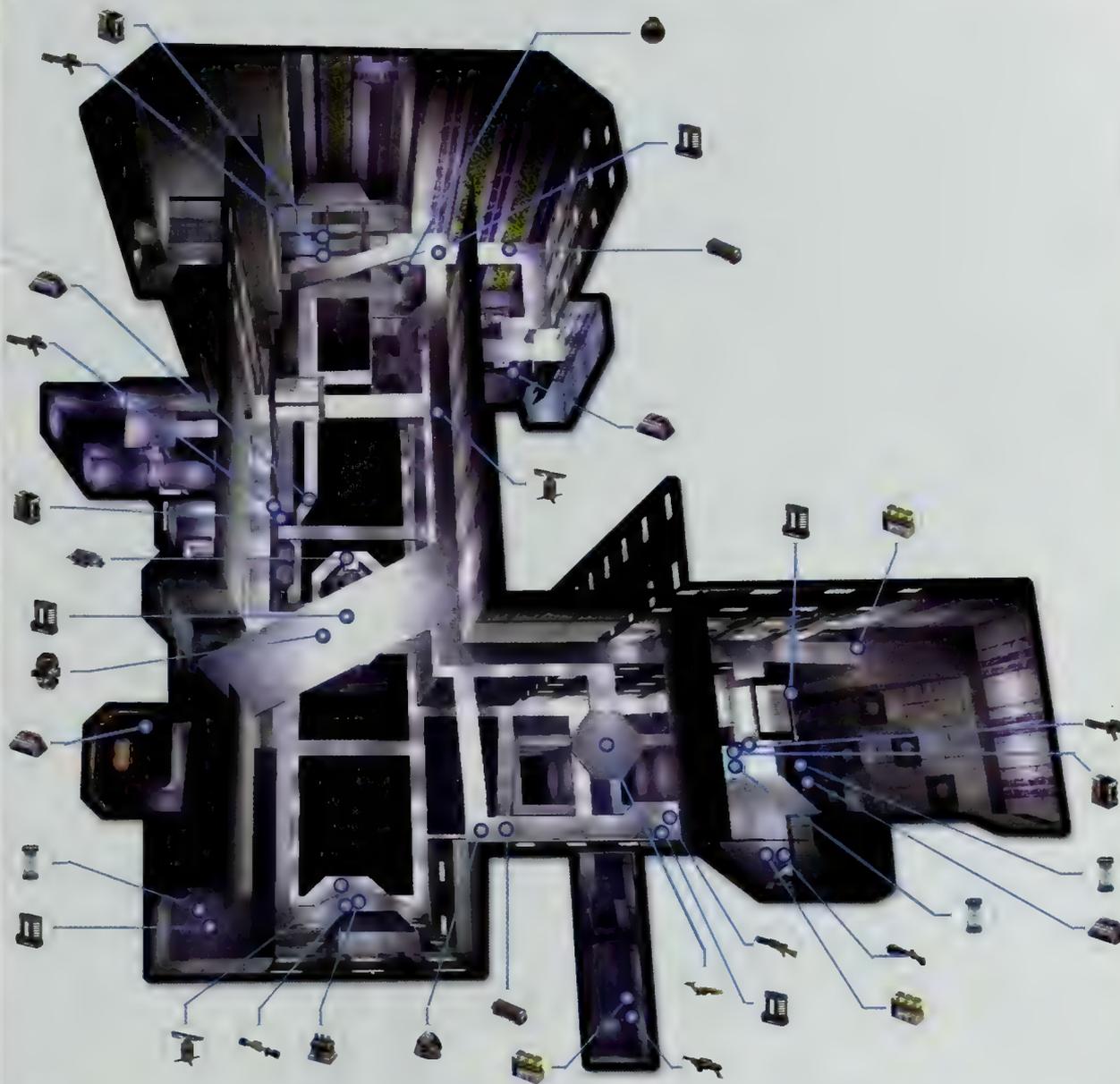
### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- DEMP 2
- Golan Arms Flechette
- Merr-Sonn Missile System
- Thermal Detonator
- Trip Mine

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Assault Sentry
- Ysalamiri
- Power Cell
- Rocket Pack
- Blaster Pack

## [ Nar Shaddaa Streets ]



### General Strategy

**1** The Force Push power is an excellent choice for this stage, mainly because 75 percent of the map is made up of multi-tiered catwalks. Knock your opponents off with a well timed Force Push, and you will do one of two things. One: you can knock them down and make them suffer falling damage, or two: you can knock them into a void, making them lose a point off their total.

**2** Of lesser importance is a ysalamiri on the upper portion of this map. As you probably know by now, the ysalamiri makes its carrier impervious to Force powers for 30 seconds, but it also prevents its carrier from using any Force powers of his own. Avoid the ysalamiri.



**It's best to pop out your level 3 Force Push in the middle of a lightsaber duel.**



**In general, stay away from the ysalamiri. Being without Force powers is a bad thing.**

### Urban Sniping

**1** The Nar Shaddaa Streets are a great place to use the Tenloss disruptor rifle. To find it, search the lowest level of the streets, all the way on the southern tip of the map.

**2** Not only is the Tenloss a hitscan weapon (with instant projectiles), but its secondary mode uses a very detailed 10x scope. Plop yourself in a corner, switch to secondary mode (making yourself immobile as long as you're scoped), and locate a target. Once you're locked on, charge up a full beam—you'll be able to kill fully shielded enemies with one shot. Nobody said it's legal, but then again, nobody said it isn't.

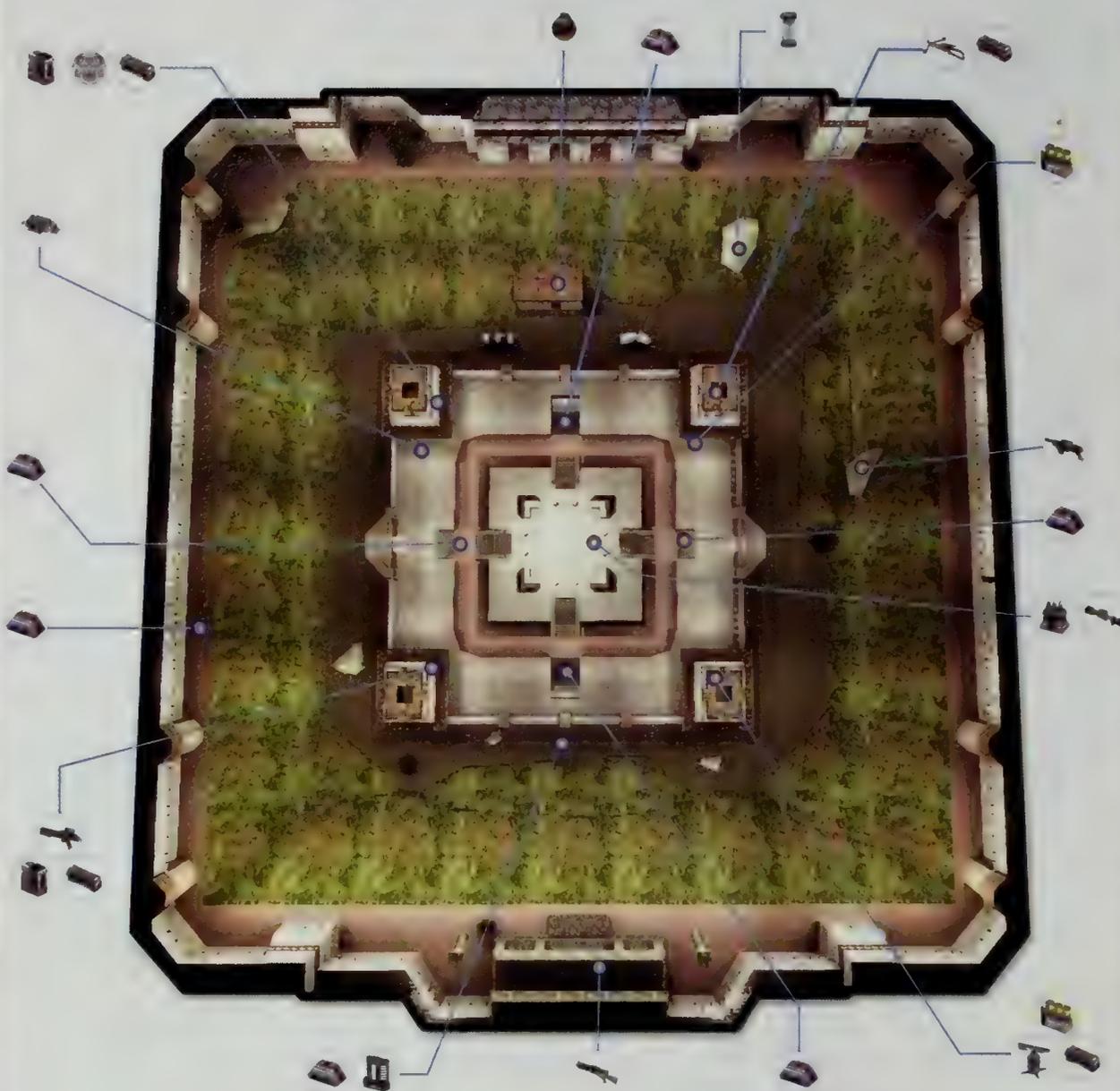


**The Tenloss is totally out of the way, yet easily accessed once you know where it is.**



**Switching to secondary mode gives you access to the one shot, one kill attack.**

# [ Massassi Temple ]



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Duel

### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Merr-Sonn Missile System
- Thermal Detonator
- Trip Mine
- Detonation Pack

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Assault Sentry
- Stationary Shield
- Arakyd Mark VII Inquisitor
- Ysalamiri
- Power Cell
- Rocket Pack

## The Great Wide Open

**1** This map is the most wide open of all the maps in *Jedi Outcast*. As such, it plays very fast. With the Merr-Sonn right in the middle of the map, and the Tenloss on the outer edge, get ready for some serious sniping action. Remember that you can use Force Push to push Merr-Sonn missiles back toward their shooter.

**2** Good players will almost always know where you are on this map, so stay within a jump or two from shelter whenever possible. Snipers tend to hide on the outer edges, armed with the Tenloss, of course.



**1** Even with a lightsaber, you can Force Push a rocket back into the person who shot it.



**2** It's easy for a sniper to hide up on the outskirts of this map and rack up points.

## Special Items

**1** One item of special interest on this map is the Inquisitor. It's a small defensive droid that hovers around your player for 30 seconds, shooting any enemies in its range. It uses a light blaster and only does a few points of damage per shot, but it works at distracting your enemy. Since you can only use it once per pickup, save it for when you engage in close-range combat.

**2** The ysalamiri is below the main temple, right in the center of the room. Players tend to rush to pick up this item, thinking it gives them some type of invincibility; but in reality, it doesn't do much. Spend *your* time collecting rockets instead.



**1** The Inquisitor will peck away at your opponent's health during a lightsaber duel.



**2** The ysalamiri is underneath the temple, in the very center of the room.

## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Capture the Flag
- Capture the Ysalamiri

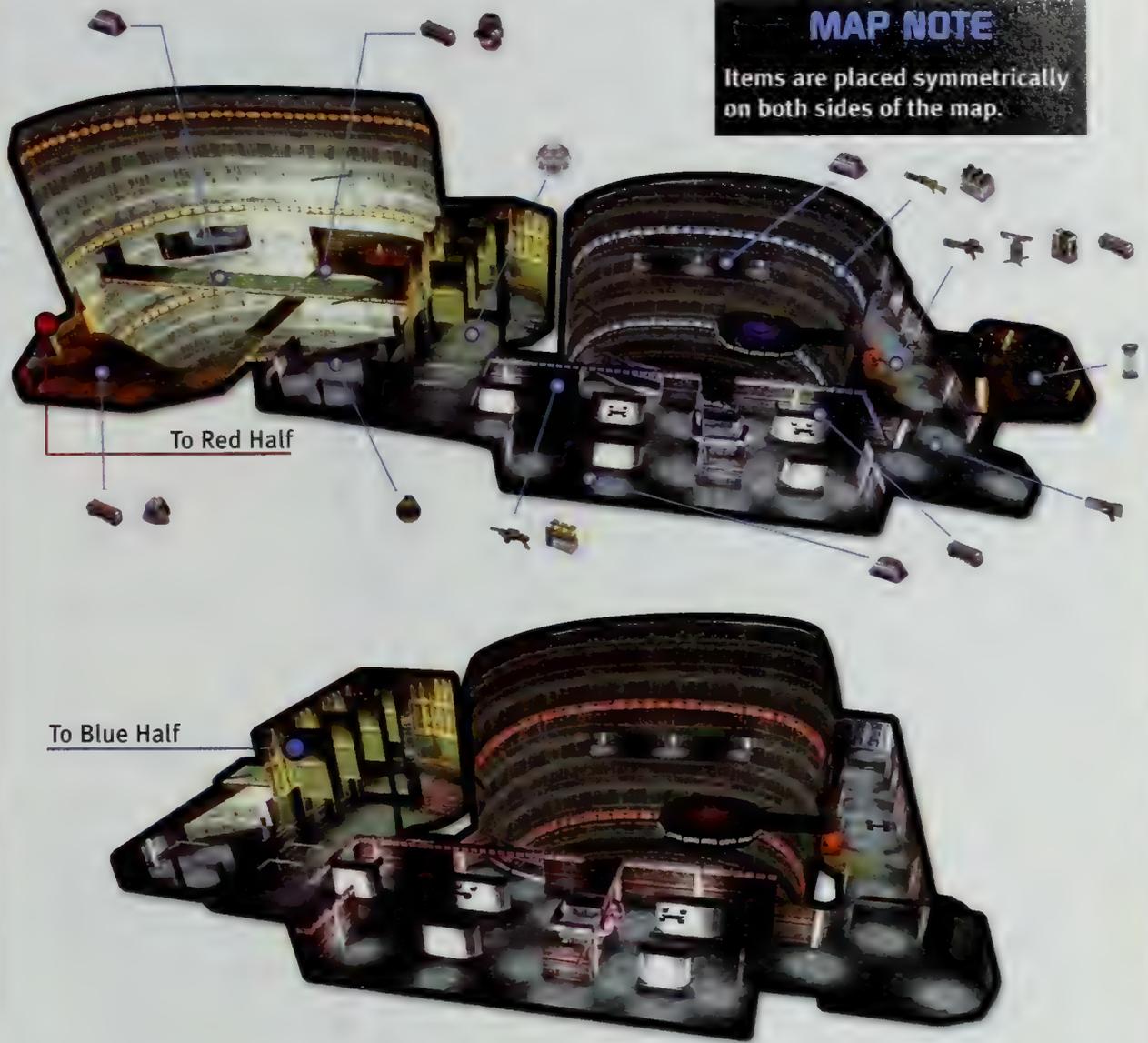
### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Imperial Heavy Repeater
- Golan Arms Flechette
- Thermal Detonator
- Detonation Pack

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Assault Sentry
- Ysalamiri
- Arakyd Mark VII Inquisitor
- Power Cell
- Shield Power Generator
- Metallic Bolts
- Blaster Pack

## [ Bespin Exhaust Shafts ]



### FFA Tactics

1 The assault sentries aren't so annoying on this map, mainly because most of the rooms are fairly large and the sentries are easy to spot. When placing a sentry, look for a room with lots of traffic—few locations beat the main crossover room.

2 Even when in non-zoom mode, the Tenloss disruptor rifle wreaks havoc on this stage. The Tenloss is one of the few weapons that has non-deflectable shots—meaning you don't have to worry about pelting a lightsaber-toting player. If he thinks his lightsaber is going to protect him from your shots, he's in for a surprise.



Placing an assault sentry on either level of the main bridge works well.



The Tenloss is the weapon of choice for controlling this crossover area.

### Capture This!

1 CTF is a whole different game, relying heavily on team play and coordination instead of brute force to win games. Because of this, it's crucial to focus on some teamplay Force powers if you can spare the points. In the standard four-on-four matches, a well-timed team Force power can make the difference in the match.

2 The Tenloss is just as brutal in CTF as it is in a regular FFA or Duel game. This map has a specially designed slot cut into the main flag room. The slot works perfectly as a sniping point for the Tenloss. Station at least one of your defensive players in this area at all times.



It's crucial to have enough Force Jump so that you can clear this bridge.



Camping the Tenloss respawn area is a great way to play defense in CTF or CTY.

# [ Garrison 27-D ]

## MAP NOTE

Items are placed symmetrically on both sides of the map.



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Capture the Flag
- Capture the Ysalamiri

### Available Weapons:

- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Merr-Sonn Missile System

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Arakyd Mark VII Inquisitor
- Metallic Bolts
- Power Cell
- Rocket Pack
- Blaster Pack

## CTF & CTY Defense

**1** Preventing the opposing team from sniping from all the way across the map is very important. We recommend placing stationary shields in the main passage to deflect Tenloss shots. This way, you can afford to leave one man covering this area, and one man covering the bridge up top.

**2** With two players on defense, one of them should always be on the Tenloss. In fact, the best technique is to hover around the respawn point, because it's a great sniping perch when the opposing team rushes.



**1** Use as many stationary shields as you can to block the main entrance.



**2** The Tenloss disruptor rifle is right next to this long set of windows.

## CTF & CTY Offense

**1** Offense on this map is best described as a super-short burst of luck. You can only hope to overwhelm the opposing team's wall of defenses. One tactic that works well (for all CTF games) is to have a player designated as the runner, with level 3 Force Speed and level 3 Force Protect.

**2** Have your other offensive player set up his Force powers so that he can heal. Level 3 Force Heal and level 3 Team Heal work wonderfully for getting out of the opposing team's base with the flag. Just make sure you're close to the runner (or carrier) when you cast Team Heal.



**1** Jacking up your Force Speed to level 3 is one way to assure easier captures.



**2** Don't be afraid to be a human shield for your flag carrier. It works very well.

## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Capture the Flag
- Capture the Ysalamiri

### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Golan Arms Flechette
- Merr-Sonn Missile System
- Thermal Detonator

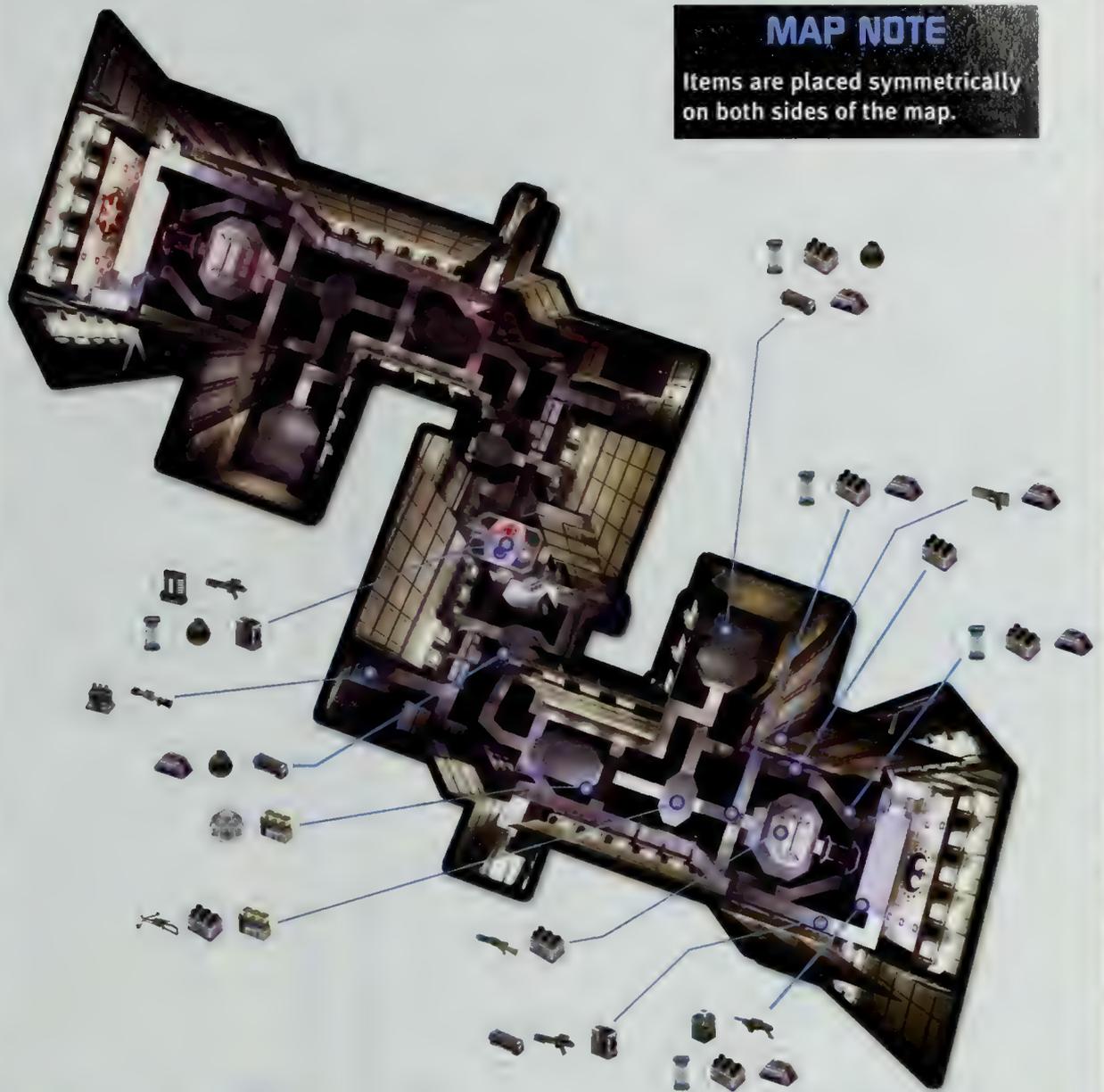
### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Assault Sentry
- Arakyd Mark VII Inquisitor
- Shield Power Generator
- Power Cell
- Metallic Bolts
- Rocket Pack
- Blaster Pack

## [ Warring Factions ]

### MAP NOTE

Items are placed symmetrically on both sides of the map.



### CTF & CTY Defense

**1** It's wise to keep assault sentries placed near your flag to deter forward attacks. Doing this makes opponents either target your sentry from long range (leaving them open for attack), or attack your base from the top (which is much easier to defend against).

**2** The Tenloss disruptor rifle is on the upper-level platform just above your flag. Keep one player on defense in this area at all times. This, with the support of your teammates below, makes it tough for your opponents to get in far enough to grab the flag and get out with enough health to make it back to their base.



**Keep assault sentries near your flag at all times. They offer great support.**



**As usual, the Tenloss is the staple weapon to defend your base.**

### CTF & CTY Offense

**1** Few players think of using assault sentries as offensive weapons, but on this map in particular, getting one deep inside enemy territory will serve its purpose well. Try to time the opponent's assault sentry respawn (every 60 seconds), then have both of your offensive players drop sentries at once.

**2** The Merr-Sonn isn't quite as powerful on this map as it is on other maps. One reason for this is that the extreme distances let opponents easily outrun or outmaneuver the guided missiles. Remember that the range of the guided missiles is limited—they only go about 200 feet before fizzling out.

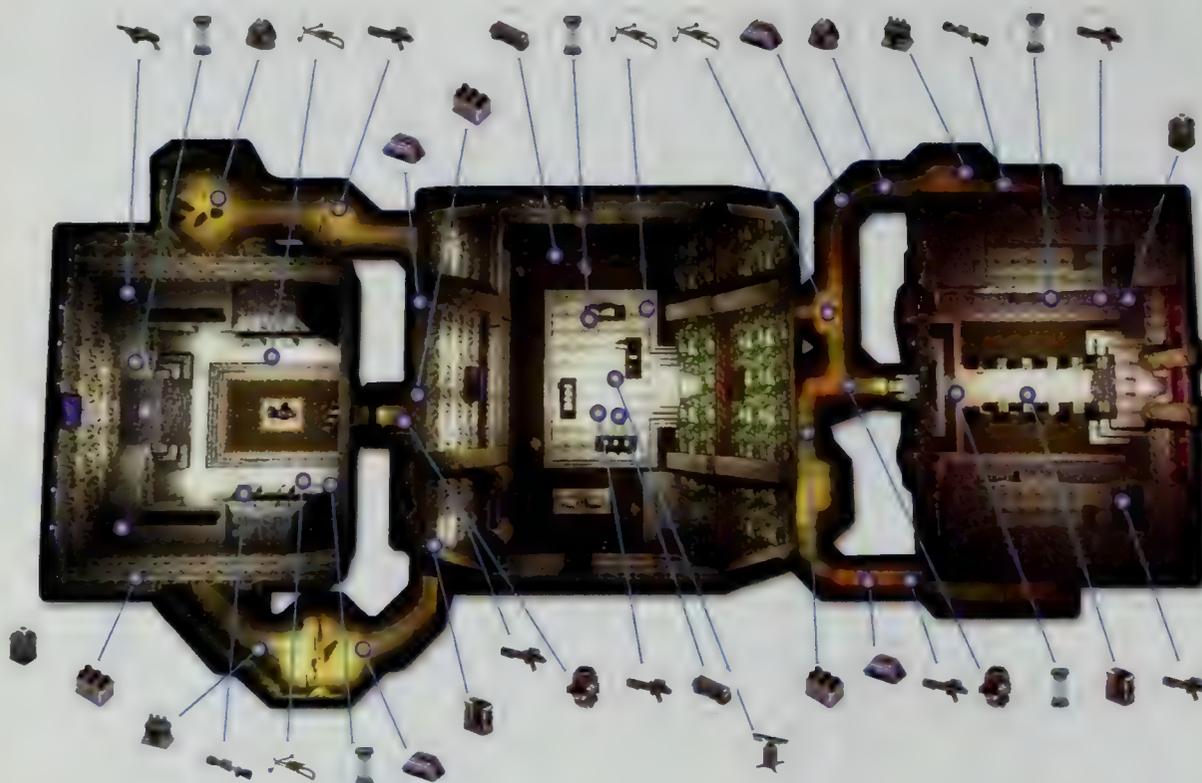


**Keep the opposing team busy by planting assault sentries near their flag.**



**Pounding the flag platform from long distance will cover your flag carrier.**

# [ Temple Tournament ]



## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Capture the Flag
- Capture the Ysalamiri

### Available Weapons:

- E11 Blaster Rifle
- Tenloss Disruptor Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Merr-Sonn Missile System
- Trip Mine
- Detonation Pack

### Available Items:

- Medpac
- Bacta Canister
- Personal Shield (Small, Large)
- Stationary Shield
- Assault Sentry
- Shield Power Generator
- Metallic Bolts
- Rocket Pack

## CTF & CTY Strategy

**1** Both the red and blue bases have Tenloss disruptor rifles that are easily accessible. Not only does this make it incredibly hard for the opposing team to score points, but it also gives the defending team a chance to camp. The only good way to take out a defensive team camping with the Tenloss is to rush with Merr-Sonn on secondary mode. This forces the defense to switch to weapons more suited for melee combat.

**2** The most dominant weapon on the map is the Merr-Sonn missile system. Since there's one on each side of the map, rush for one right away. If you've got Force Speed, use it.

**3** The Merr-Sonn should be used as an offensive weapon on this map. When on the attack, have two players rush in with heavy repeaters while the third brings up the rear with the Merr-Sonn. Have the front players lay down suppressive fire while the Merr-Sonn takes out any snipers with its guided missiles.

**4** To reduce from two to three the number of entrances your team needs to cover, place a whole load of detonation packs by the front gate. Make sure not to touch other packs when you're laying these, or they'll explode. Spread 'em out for best results.



**1** A Force Jump will let you get up onto this platform. It works wonderfully as a perch.



**3** The secondary mode of the Merr-Sonn really shines in these wide open areas.



**2** Start off the match by using your Force Speed to get to the Merr-Sonn missile system.



**4** Pack the main entrance with detonation packs.

## Map Info

### Available Modes:

- Free for All
- Team Free for All
- Jedi Master
- Holocron FFA
- Duel

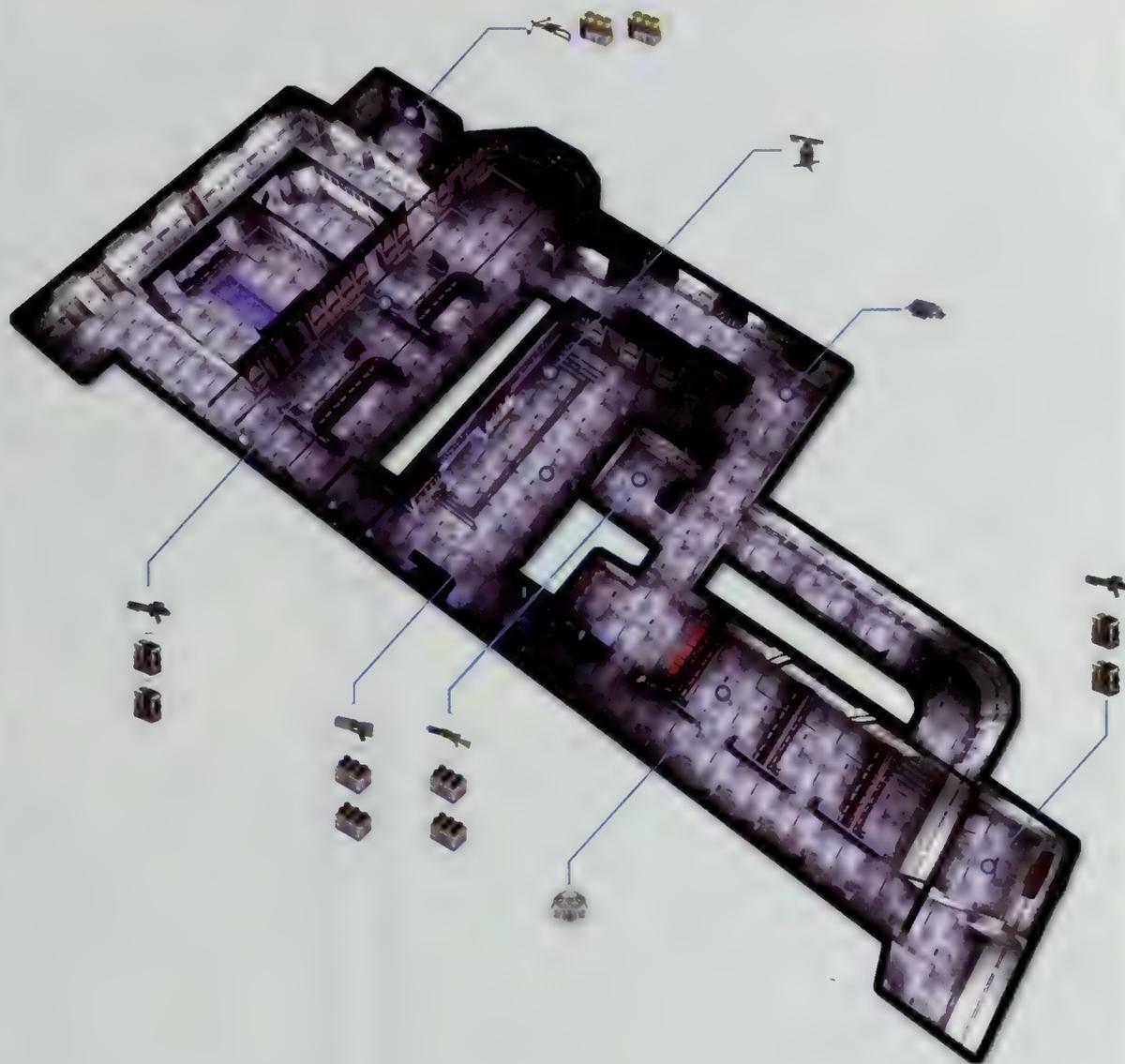
### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster
- Imperial Heavy Repeater
- Golan Arms Flechette

### Available Items:

- Medpac
- Personal Shield (Small, Large)
- Stationary Shield
- Assault Sentry
- Arakyd Mark VII Inquisitor
- Power Cell
- Metallic Bolts
- Blaster Pack

## [ Imperial Labs: Raven Software ]



## General Strategy

1 The best weapon on the map is the heavy repeater, without a doubt. Since it's right in the center of the map, hover around it as much as possible. You'll eventually die from persistent enemies who know what you're trying to do, but the kills you rack up before you die will more than make up for it.

2 Don't overlook the Inquisitor as a very helpful special item on this map. Since most players don't even know what it does or how to use it (because it's so rare on multiplayer maps), take advantage and sweep the respawn point every 60 seconds.



1 The Imperial heavy repeater's secondary mode just rocks the house on this map.



2 Use the Inquisitor as a defensive item during close-range lightsaber duels.

## Tricks & Traps

1 One of the best tricks on this map is to use stationary shields *often*. Try dropping two or three of them in front of the heavy repeater room, making your enemies cut through the barriers before they can get to it. Of course, you can walk right through your own barriers, so you still have easy access to the map's best weapon.

2 This is one of the smallest maps to contain an assault sentry, so you have to be quick. It respawns every 60 seconds, so time your approach accordingly. Although the assault sentry doesn't dish out massive damage, its distraction factor during a lightsaber battle really does the trick.

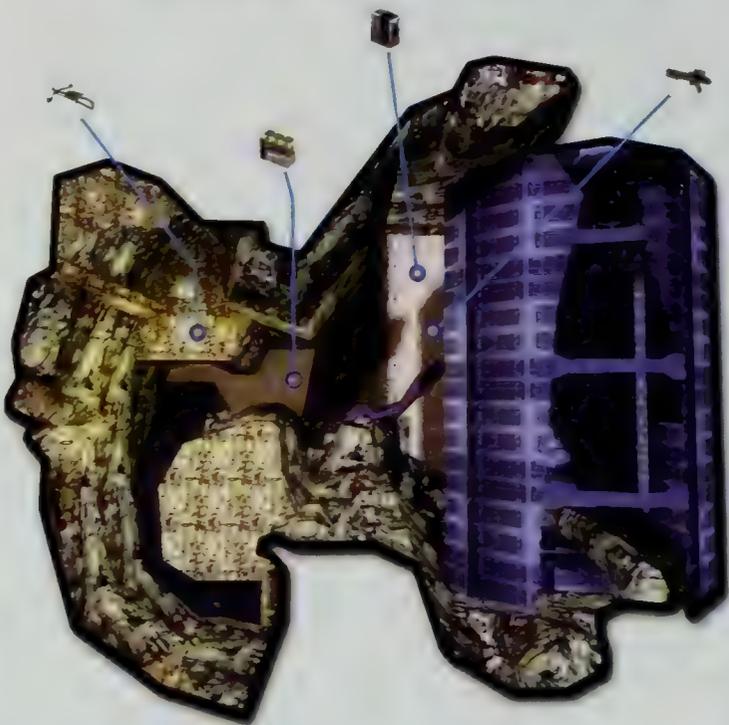


1 The stationary shield works to delay your opponents from getting to the heavy repeater.



2 You can use the assault sentry to booby-trap the Golan's or the repeater's respawn points.

## [ Battleground Jedi 2.0 ]



### Map Info

#### Available Mode:

- Duel

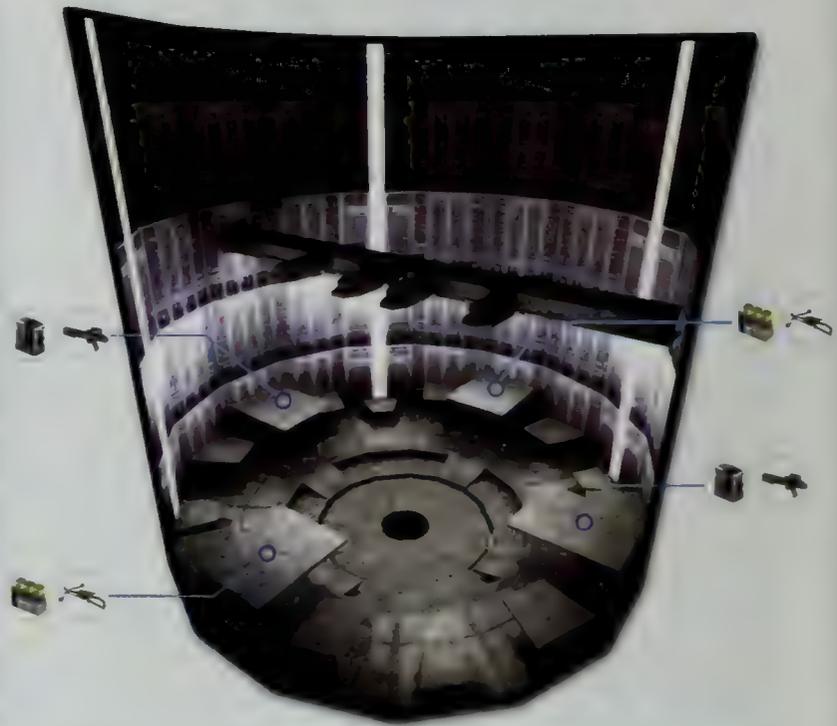
#### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster

#### Available Items:

- Power Cell
- Blaster Pack

## [ Trial Pit ]



### Map Info

#### Available Mode:

- Duel

#### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster

#### Available Items:

- Power Cell
- Blaster Pack

### General Strategy

**1** Battleground Jedi is a two-player Duel map, plain and simple. It's very small, with few items, no medpacs, and no small or large personal shields. The Bryar pistol does you little good on this stage, so it's best to keep your lightsaber drawn at all times. Putting it away won't help keep you undetected on this stage, because the map is basically one big room.

**2** As with many other areas, level 3 Force Push works extremely well on this map. If you can lure your opponent all the way up to the top of the mountain, execute a Force Push and send him flailing to the ground. He'll take considerable falling damage.



**1** Most of the battling takes place on the lower level, where there are few obstacles.



**2** If you do fight up top, remember that your Force Push can knock other players off edges.

### General Strategy

**1** Even smaller than Battleground Jedi, the Trial Pit is one square room with a bunch of little staggered platforms to jump around on. The bridge toward the very top of the map is too high for even level 3 Force Jump, so it's off limits. Oh, and stay out of the small hole in the center of the map.

**2** There really are no secrets for this map, and there's no real use for the Force Push, Force Pull, Force Sight, or Force Speed powers. Instead, it's best to maximize the raw offensive and defensive Force powers. The battle is simply a straightforward lightsaber duel, and the player with the best lightsaber/Force power combo will win.

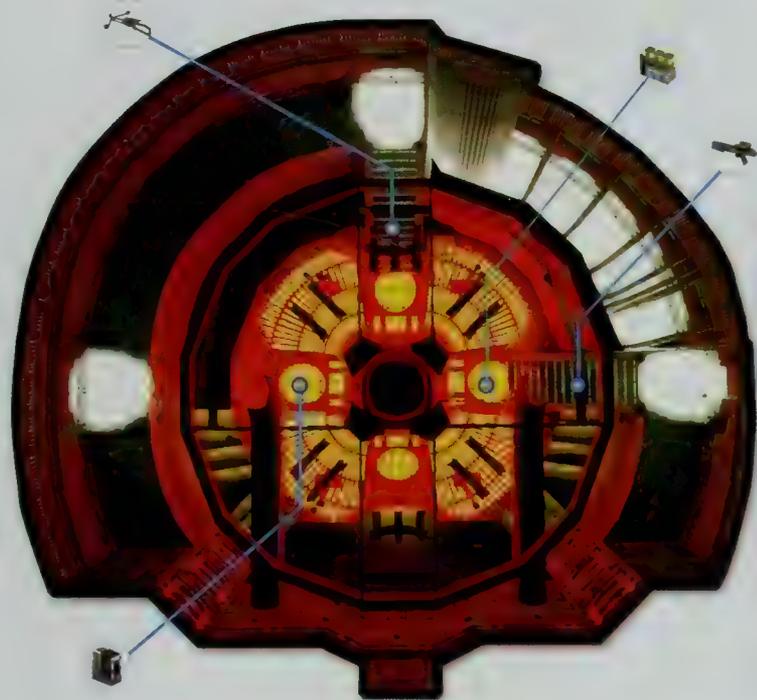


**1** If you're playing as a light Jedi, keep Force Protect on at all times.



**2** This bridge is off limits, even with level 3 Force Jump.

## [ Carbon Chamber ]



### Map Stats

#### Available Mode:

- Duel

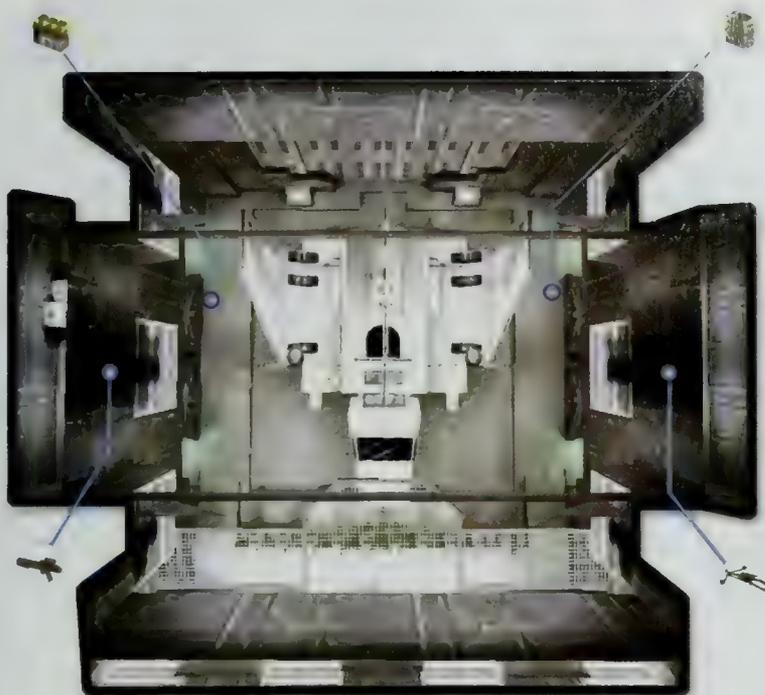
#### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster

#### Available Items:

- Power Cell
- Blaster Pack

## [ Imperial Shuttle Bay ]



### Map Stats

#### Available Mode:

- Duel

#### Available Weapons:

- E11 Blaster Rifle
- Wookiee Bowcaster

#### Available Items:

- Power Cell
- Blaster Pack

### Carbon Chamber

1 There are only two weapons on this stage, so plan on using the lightsaber almost exclusively. When the option to grab a weapon pops up, however, select the E11 over the Bowcaster. The E11 just puts more flak downrange and is tougher to deflect, whereas the Bowcaster's shots are few and far between.

2 One of the stranger tricks on this level is to knock your opponent into the center carbon-freezing chamber. If he didn't spend any points on Force Jump, you have a really good chance of getting him stuck in there. Jump up to the higher ledge and pound the chamber with E11 blasts while he's trying to get out.



If all else fails, grab the E11 and send a barrage of shots downrange.



If your opponent doesn't have at least level 2 Force Jump, he'll be stuck in this pit.

### Imperial Shuttle Bay

1 The Imperial Shuttle Bay is a very small duel level, much like the Carbon Chamber, except this one has a little more vertical space on top. Acquiring Level 3 Force Jump isn't a bad idea, mainly because it gives you the ability to pick away with projectile weapons from the main platform above the Imperial Shuttle.

2 Although there are no crevasses or secrets on this stage, it is possible to crawl underneath the Imperial Shuttle. If you're injured and completely out of Force power, just wrap around the corner of the ship and duck underneath.



Use the Imperial Shuttle's wings as stepstools to get up to this platform.



Most of the combat takes place alongside the shuttle. It is possible to go under it.



## Bot Personalities

Bots use the Force power and weapon that makes the most sense at a given time. Although we list the favored weapon and Force power for each bot, that doesn't mean a bot will *always* use that weapon or Force power. Bots that are aligned with other bots don't usually attack their friends—in fact, they will try to avenge their friends if they are defeated.

**NOTE: If a bot is listed as having no Force power, that bot uses a stun baton instead of a lightsaber.**

LIGHT BOTS		REACTION TIME	ACCURACY	AGILITY	FAVORITE WEAPON	FAVORITE FORCE POWER	ALIGNED WITH
	BESPIN OFFICER	Average	Below Average	Below Average	Flechette	Force Absorb	
	JAN ORS	Fast	Average	Average	Rocket Launcher	Force Heal	
	JEDI	Fast	Average	High	Lightsaber	Force Heal	
	JEDI TRAINER	Fast	Average	High	Lightsaber	Force Absorb	
	KYLE KATARN	Fast	High	Very High	Lightsaber	Force Protect	
	LANDO CALRISSIAN	Very Fast	Incredible	Very High	Rocket Launcher	N/A	
	LUKE SKYWALKER	Very Fast	Very High	Very High	Lightsaber	Force Heal	
	MON MOTHMA	Fast	Average	Average	Disruptor	Force Absorb	
	MORGAN	Fast	Average	High	Lightsaber	Force Absorb	
	PRISONER	Average	Below Average	Average	Repeater	Force Protect	
	REBEL	Average	Below Average	Below Average	Repeater	Force Absorb	
	REE-YEES	Average	Poor	Below Average	Thermal Detonator	Force Heal	
	UGNAUGHT	Slow	Abysmal	Poor	Blaster Rifle	N/A	

DARK BOTS		REACTION TIME	ACCURACY	AGILITY	FAVORITE WEAPON	FAVORITE FORCE POWER	ALIGNED WITH
	AK-BUZ	Average	Below Average	Average	Bowcaster	Force Drain	
	BEEDO	Average	Below Average	Average	Disruptor	Force Grip	
	CHISS	Average	Below Average	Average	Disruptor	Force Lightning	
	DESANN	Very Fast	Very High	Very High	Lightsaber	Force Lightning	
	GALAK FYYAR	Fast	Average	Average	Rocket Launcher	Force Drain	
	IW-23	Average	Poor	Below Average	Repeater	Force Grip	
	KRUSSK	Average	Below Average	Average	Repeater	Force Drain	
	LIEUTENANT CABBEL	Average	Poor	Below Average	Repeater	Force Drain	
	REBORN	Fast	Average	High	Lightsaber	Force Drain	
	REELO	Fast	High	Average	Repeater	Force Grip	
	SHADOWTROOPER	Fast	Average	High	Lightsaber	Force Drain	
	SP-597	Average	Poor	Below Average	Repeater	Force Rage	
	SW-967	Average	Poor	Below Average	Flechette	Force Grip	
	TAVION	Fast	High	High	Lightsaber	Force Grip	
	TK-421	Slow	Abysmal	Poor	Blaster Rifle	N/A	



**STAR WARS**®

JEDI KNIGHT® II: JEDI OUTCAST™

**CONSOLE COMMANDS**

# CONSOLE COMMANDS

## OPTIONS CENTRAL

There are quite a few commands and an equally impressive amount of CVARs in *Jedi Outcast*. This section shows you the most useful of those variables, and what they do. To get to the system console, just press Shift + the ~ (tilde) key. Type "sv\_cheats 1" to activate cheat mode, then use the following commands. Once you've entered your command, press the ENTER key to confirm it, then hit the ~ key again to exit.



helpu sobi 1

### The Cheats

#### 1 ]god

The infamous invincibility cheat. Toggle god mode on or off as you see fit. If the level gets a little too difficult and you're facing a few too many stormtroopers, feel free to turn on this code to get out of trouble.

#### 2 ]notarget

Not quite as dramatic as god mode, the "notarget" cheat makes your character invisible, but not invulnerable. Stormtroopers won't see you, and neither will the ferocious and sometimes annoying Imperial gun turrets.



#### 3 ]giveall

This cheat gives you every available weapon and item in the game.

#### 4 ]noclip

If you're looking to skip over a certain area or simply fly through a locked door, this is the cheat for you. **Note:** You must be in the clear before you deactivate this code (i.e. not inside a wall or a floor texture).



### Basic Console Commands

The commands in the following list are some of our most frequently used. If you're looking for the complete list of commands in *Jedi Outcast*, type "cmdlist" in the console. You can use the Page Up and Page Down keys to move through them all.

#### 1 ]sensitivity xxx

Instead of using the little slider in the controls menu, you can numerically enter your desired mouse sensitivity with this command. Just replace the xxx with a number (5 is default), and you're ready to go.

#### 3 ]bind key command

The bind command is simply an assign function. (**Note:** To unassign a bound key, use *]unbind*.) It allows you to assign any number of commands to any of your keys, outside of the configuration menu. If you wanted to take screenshots every time you press the F12 key, for example, you'd simply type in *]bind F12 screenshot\_tga*. Make sure to put a space after the word "bind," and after the key that you're assigning it to.

#### 5 ]vid\_restart

This is the quick way to implement your video changes without exiting to the menu and subsequently losing your connection. Make your CVAR changes as soon as you load the map, then type in this command. Your changes will be implemented upon video restart.

#### 7 ]name xxx

This is the quick way to change your name during the middle of a game. And if you want, you can use the special colors (Shift 6) option to add color to your name. If we wanted to make the name *Colt45-Lando*, we'd type in: *^4Colt^54^25^6^1Lando*.

#### 2 ]callvote map xxx

This is the quick way to change the current map on a server without going back to the level-selection screen. Just replace the xxx with the level number, and it will ask everyone to vote YES or NO to change to that specific map. The map is changed only if the majority of the votes are YES.

#### 4 ]quit

This is the quickest way to get out of the game. It sure beats punching through all those menus!

#### 6 ]connect xxx

This command allows you to directly connect to another player via the Internet, using the IP address to directly communicate with one another. Just replace the xxx with the IP that you want to hook up with, and go.

The color chart is as follows:

- ^1 = Red
- ^2 = Green
- ^3 = Yellow
- ^4 = Blue
- ^5 = Cyan
- ^6 = Purple
- ^7 = White
- ^8 =



## CVAR Listing

If you're into mildly tweaking your system for better performance, this is the section for you. Most of these commands work with binary controls, meaning "1" is on and "0" is off. If you were looking to turn on the timer, for instance, you'd type: `]cg_drawtimer 1`. If you decided that it was annoying and you didn't need it anymore, then you'd use `]cg_drawtimer 0` to get rid of it. (**Special Note:** If you're looking for the complete list of available CVARs in Jedi Knight II: Jedi Outcast, type "cvarlist" in the console. You can use the Page Up and Page Down keys to move around in the list once you're there.)

### 1 ]cg\_drawtimer

This option is useful in the middle of a game. If you forgot to turn it on in the options menu, drop this command to get it activated. And despite what people say, using the in-game timer is *not* cheating.

### 2 ]com\_maxfps xxx

This setting sets a threshold on the maximum number of frames per second you can get out of the game. If you've got a low- to mid-range computer, then the default setting of 85 is probably fine. We used a P4 2.0Ghz with a GeForce 3 and jacked ours up to 120. We noticed a much smoother game with no noticeable lag as a result.

### 3 ]r\_gamma xxx

Instead of the somewhat inaccurate slider in the options menu, you can use this exact numerical CVAR to determine your overall screen brightness. This number should vary from video card to video card, hovering from 1.000 to 1.500. We kept ours at 1.125.

### 4 ]cg\_drawgun

Wanna squeeze a few more FPS out of your computer? How about getting rid of your weapon models? Some players say that having the weapon models onscreen helps them remember which weapon to switch to in the heat of battle, while others insist that you need to have this off for maximum frame rate and field of view. This quick command lets you try it both ways.

### 5 ]cg\_gibs

With gibs on, a few more chunks will fly around when you kill someone. With it off, you'll gain a few FPS. Gibs is actually a derivative of the word "giblets." Thought we'd just throw that in there....

### 6 ]cg\_draw3dicons

This adds a few FPS in multiplayer, eliminating the use of 3D icons in the HUD. It's a negligible increase by itself, but when combined with a few others on this list, it helps squeeze every last bit of performance out of your computer.

### 7 ]cg\_drawfps

This toggles the real-time FPS counter in the upper right-hand corner of your screen. Although it only shows what your current FPS rating is and not an average, it's nice to check it once in a while.

### 8 ]r\_fullbright

Unfortunately, this command is "cheat protected" at the server side, making it impossible to use this command in multiplayer. If you're playing in single-player and you're having trouble seeing, however, then this command is for you. With `r_fullbright` turned on, your level backgrounds and textures will be extremely bright and lack shadows. It's really nice for those dark and dreary stages.

### 9 ]cg\_drawcrosshair

Some players actually *like* playing without a crosshairs. Use this CVAR to toggle the crosshairs on or off.

### 10 ]cg\_fov xxx

This command changes your viewing area to a designated number of degrees. The default setting is 80, but you can replace the `xxx` with an increased number to gain more viewing area. Note that everything gets distorted and skewed a bit as you change from the default setting (just so you don't think your comp is wiggling out). Most experienced players would never go any higher than 120, or lower than 80.



# NOTES

god  
give all  
give weapons  
give ammo  
give health  
give armor  
give force  
give inventory  
give batteries  
undying  
noclip  
notarget  
give weaponnum [weapon number]  
spawn [item name]  
map [level name]  
drive\_atst  
use atst\_death  
fly\_xwing  
levelshot  
screenshot

r\_showtris!  
force\_heal  
setforcejump [1-3]  
setforceheal [1-3]  
setforcepush [1-3]  
setforcepull [1-3]  
setforcespeed [1-3]  
setforcegrip [1-3]  
setforcelightning [1-3]  
setforceall [1-3]  
setsaberthrow [1-3]  
setsaberoffense [1-3]  
setsaberdefense [1-3]  
sabercolor [red, orange, yellow,  
green, blue, purple]  
kill  
control [NPC name]  
npc kill all  
taunt  
victory  
setviewpos [x, y, z, yaw]

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JEDI KNIGHT® II: JEDI OUTCAST™

# THE FORCE IS STRONG WITH THIS ONE...

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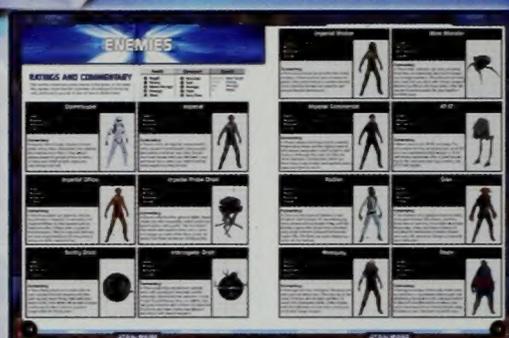
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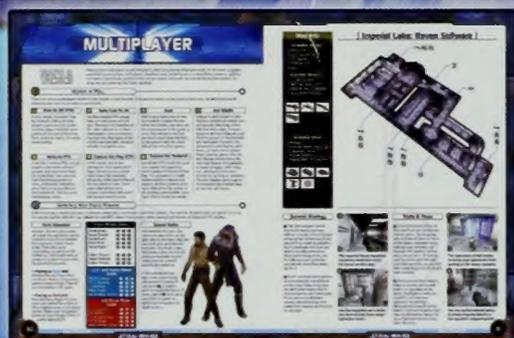
ALL ITEM LOCATIONS,  
SECRET AREAS, & MISSION  
OBJECTIVES REVEALED

### ENEMIES



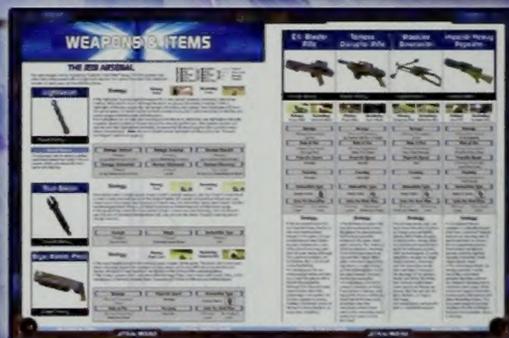
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