



# LEGO Star Wars II

Our guide reveals the location of every last mini-kit, so you can hit 100%

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Mission 2: Obi-Wan Kenobi  
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### EPISODE IV: A NEW HOPE

#### CHAPTER 1: SECRET PLANS

##### STORY MODE WALKTHROUGH

###### Section 1: The Rebel Blockade

###### Runner Bridge

Repair the two consoles in front of you to open the door ahead. Head down the corridor and pull the levers to open the door. Head to your left and follow the Rebel Guards. Finish off the Stormtroopers that emerge from the door at the end of the hallway. After the smoke clears proceed on to the next section.

**Easter Egg:** Instead of following the Rebel Guards to your left, head to your right and blow up the second wall panel to the left of the black door. You'll find a Hat Dispenser. Try it and treat yourself to some funny accessories. See what Princess Leia looks like with a baseball cap or a top hat.

###### Section 2: Steel-Grated Room

Head to your right, and use the grappling pad to get to the second level. Head to the grappling pad on your left and use your grappling hook again to ascend to the third level. Repair the two broken gear boxes to extend the bridge and move to the next area.

###### Section 3: Darth Vader Encounter

Darth Vader prevents you from advancing. Your blasters will not affect him and if you get too close, he will use the Force to push you away. Pull the two levers on your left to lower a generator near Vader. Repeat this process on the right to lower another generator. Blast either of the generators until they both explode. The blast will force Vader to flee allowing you to proceed.

###### Section 4: Help the Rebel Guards

Head to your left and help the Rebel Guards in the corridor ahead of you by blasting the Stormtroopers. Continue down the corridor with the Rebel Guards and defeat the second wave of Stormtroopers. When you're done head through the door ahead of you to the next section.

**Easter Egg:** On the right hand side of the corridor you'll see two levers. Pull one and you'll see Darth Vader use the Force to choke an Imperial Officer.

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###### Section 5: Free C-3PO and R2-D2

The large round door at the front of the room is locked. Push the block in front of you onto the panel to the left of the locked door. Push the second block onto the panel to the right of the locked door. After the door opens, move forward and tag C-3PO to activate the Protocol Droid Panel. This will lower the force field blocking the way to R2-D2 and will trigger a Story Clip. After Princess Leia leaves your party, tag R2-D2 and open the door at the end of the hallway by activating the Astromech Droid Panel.

###### Section 6: Help Your Rebel Friend

Two Stormtroopers are attacking your Rebel Friend on the other side of the room. Jump in the crane cockpit to your right and use it to pick up the Stormtroopers and drop them in one of the steaming pits. After you dispose of the two Stormtroopers, your Rebel Friend will pull a lever on the other side to lower the bridge and will join your party. Jump back in the crane and use it to pick up C-3PO who should have crossed the bridge by now. Lower him next to the door, and join him to unlock

it by activating the Protocol Droid Panel.

###### Section 7: To the Escape Hatches

At the end of the hallway, use R2-D2 to open the hatches to your left and straight ahead. Pull the levers inside. After you pull both levers the shield blocking the C-3PO Panel will raise. Unlock the last hatch with C-3PO. Activate the panel in this hatch with R2-D2.

##### MINI-KIT LOCATIONS

Mini-Kit Reward: Star Destroyer

###### Mini-Kit 1

Requires Dark Jedi

When the Rebel Guards run past you to your left in Section 1, head to your right and use the Force to open the black door. You'll find a Mini-Kit inside.

###### Mini-Kit 2

Requires Bounty Hunter

In Section 2, use a bounty hunter to toss a thermal detonator on the metal object in front of you. It will blow up allowing you to access the floor below and one Mini-Kit.



### Mini-Kit 3

Requires Jedi

In Section 2, use the Force on the two panels on the wall to the right of the broken gear boxes on the third level. The panels will lower and you can use them as stepping stones to reach the Mini-Kit.

### Mini-Kit 4

Requires Bounty Hunter

After you defeat Darth Vader in Section 3, head to your right and activate the Bounty Hunter Panel. Head to the end of the hallway and two ramps will lower to your left and right. Go up each ramp releasing two piles of bricks. Use the bricks to construct a door at the end of the hallway. When the door opens, you'll find a Mini-Kit.

### Mini-Kit 5

Requires Jedi

Go to the room in Section 5 where you had to push two moveable blocks to open the round locked door leading to C-3PO and R2-D2. Use the Force on the two large blocks on the far right hand side of the room to stack them. Use the blocks as stepping stones and double-jump to score a Mini-Kit.

### Mini-Kit #6

Requires Jedi

Right after you use C-3PO to lower the force field blocking R2-D2 in Section 5, use the Force on the first panel to your left. After that, your character will target the panel directly above it. Use the Force on this higher panel to open a secret compartment to your left. You'll find a Mini-Kit inside.

### Mini-Kit #7

Requires Bounty Hunter

After you defeat Darth Vader in Section 3, head to the right and activate the Bounty Hunter Panel. Head down the hallway towards the area where you found Mini-Kit 4 and hang a left. Head down this hallway and use a Thermal Detonator to destroy the metal object to your right. Construct a jeep out of the bricks and drive the jeep to Section 6 where you helped your Rebel Friend with the crane. On the bottom right hand side of the room is a lift. Drive your vehicle onto the lift to release a Mini-Kit.

### Mini-Kit #8

Requires Jedi

Head to the escape hatches at the end of Section 7 and use the Force on

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the hot tub plug in the hatch directly in front of you. The water will drain and a Mini-Kit will appear.

### Mini-Kit #9

Requires Bounty Hunter

You will need to collect three Purple Boxes to unlock this Mini-Kit.

1: In Section 3, after you defeat Darth Vader, head to your right and destroy the box to the left of the door with the Bounty Hunter Panel.

2: Head through the Bounty Hunter door, go down the hallway and head to your left. Destroy the box to your right in front of the metal object.

3: Continue down the hallway and activate the Protocol Droid Panel to lower the red force field. Destroy the box to your left at the end of the hallway.

The Mini-Kit will be revealed right in front of the door for Mini-Kit 4.

### Mini-Kit #10

Requires Bounty Hunter and Stormtrooper

You will need to unlock three secrets to reveal this Mini-Kit.

1: In Section 7, blow up the wall panels to your left before the smoking door after you free the two Rebel Guards.

2: Before you reach the escape hatches in Section 7, blow up the

metal object with a thermal detonator to your right.

3: In Section 7, after you free the two Rebel Guards, head down the corridor and activate the Imperial Panel to your left.

Blow up the boxes in the room to reveal the third secret, revealing the Mini-Kit at the end of Section 7.

### POWER BRICK LOCATION

Requires Bounty Hunter, Protocol Droid, Jedi

After you defeat Darth Vader in Section 3, head to your right and activate the Bounty Hunter Panel. Head down the corridor and turn left. Go forward and activate the Protocol Droid Panel to lower the red force field. Advance forward to the next room and activate the first shower to your right. Flowers will sprout. Smash the flowers to reveal the Power Brick.

## CHAPTER 2: THROUGH THE JUNDLAND WASTES

### STORY MODE WALKTHROUGH

#### Section 1: To the Sandcrawler

Proceed to your right and destroy the pile of bricks on your left to make the large boulder fall. Use the boulder as a stepping stone to move forward.

You will encounter a hill at the end of the path. Use the Force to build a

ramp out of the bricks to your left and move forward.

Take out the Sand People on the cliff ahead and build a moveable block out of the nearby bricks. Now push the brick forward and use it as a stepping stone to proceed past the bubbling ooze. Continue up the hill until you reach the Sandcrawler.

### Section 2: Outside the Sandcrawler

Use the Force with Ben Kenobi to stack the two blocks near the center of the Sandcrawler on top of each other. Hop onto the blocks you just stacked and use the Force to lower the panel to your right. Build a grappling pad out of the bricks on the left side of the Sandcrawler. Use the grappling pad with Luke Skywalker and pull the lever to lower the other panel allowing Ben Kenobi to join you. Use the Force to lower the panel above the lever you just pulled. Jump to your left and use the next grappling pad with Luke Skywalker. Pull the second lever to activate the elevator panel to your right and ride it to the top. Pull the two levers to lower a suction cup at the bottom of the Sandcrawler. You can jump back down or use Ben Kenobi's double-jump attack to destroy the panel on the right side of the vehicle to slide down a shoot to the bottom. Walk beneath the suction cup to enter the Sandcrawler.

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### Section 3: Inside the Sandcrawler

You'll find yourself in a hallway with five wheels on each side. Smash the bars in front of each wheel and use the Force on them. The lights above each wheel will turn green as you use the Force on them and the door ahead will open after you've turned five of the wheels. Use the Force on the other five to open the two canisters with blue studs near the door ahead.

### Section 4: Free R2-D2

Pull the lever in the back of the room to release a moveable block. Push this brick onto the panel in front of R2-D2's cell to free him. Use R2-D2 to activate the Astromech Droid Panel in the back of the room to activate the elevator shaft and proceed to the next area.

### Section 5: Free C-3PO

You will see two rows with four circular pads. Step on each of these pads to raise two levers near the door. Pull the levers to open the door and continue.

Destroy all the Jawas in this room. Even though they cannot hurt you, they will try to stun your droids which can be a pain. Push the turnstile in the center of the room counter-clockwise until the suction cup ahead is above C-3PO. Use R2-D2 to activate the panel to the left of the cages to free C-3PO. Use C-3PO to open the door on the left side of the room and continue.

Use the Force to break the four support rods in the back of the room. The hatch will lower allowing you to leave the Sandcrawler.

### Section 7: Through the Wastes

Use C-3PO to activate the moisture evaporator on your right to remove the bubbling ooze. Stick to your right and move over the now dry area. Use the bricks to build a ramp so your droids can move forward. Use C-3PO to activate the next evaporator and proceed to the next area.

Hop on the two boulders to your left and use the Force to build a bridge out of the bricks shaped like giant fossils to your left. After you cross the bridge, jump onto the ledge to your right and push the moveable block forward until it falls. Use the Force to build a bridge out of the broken bricks. Cross the bridge with C-3PO and activate the moisture evaporator so you can advance.

### Section 8: Ben Kenobi's House

Repair the land speeder directly in front of you and hop in it. Hop off on the other side of the ooze. Build a lever near the pier and pull it to raise a bridge allowing the rest of your party to cross. When you're done, stand on any of the four panels outside of Ben's house, the others will stand on the rest of them, lowering a lever. Pull the lever to finish the level and enjoy another story clip.

**Easter Eggs:** Head past Ben Kenobi's house to the right and you'll see Ben's LEGO laundry hanging out to dry. Use R2-D2 to activate the panel next to Ben's laundry and the cacti in the garden will bloom. You can build a lawnmower out of the bricks in Ben's garden. Use the Force to drive it around the garden for some additional studs.

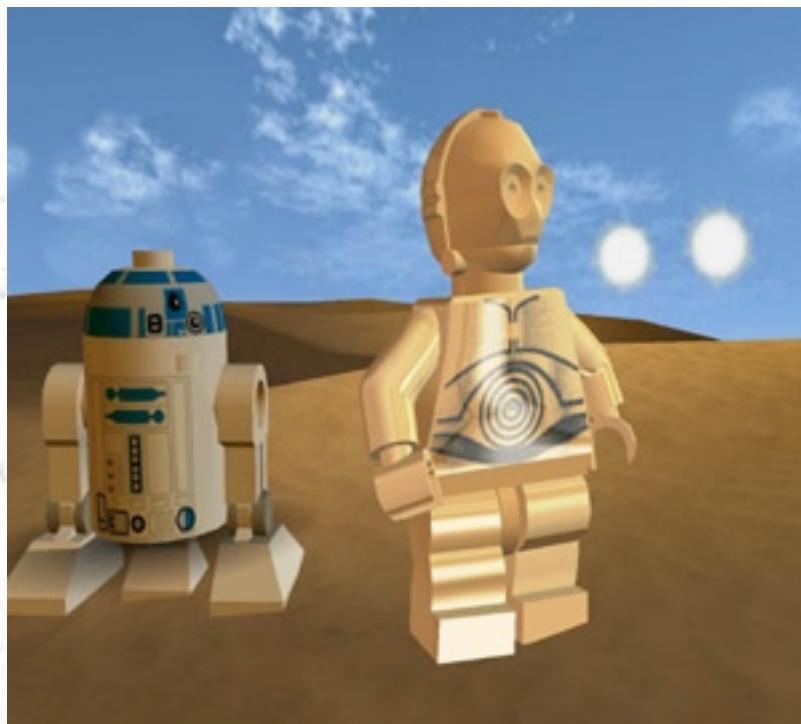
### MINI-KIT LOCATIONS

Mini-Kit Reward: Sandcrawler

#### Mini-Kit 1

Requires Dark Jedi

After you destroy the boulder and cross the ravine in Section 1, use the Force on the black doors to your left and enter. Use the Force on the bricks to your left to create a bomb on the red button to blow up a hole in the side of the cliff. Enter the hole and use the Force on the object inside to create a second bomb on the other red button to your right. The second bomb will blow a hole in the cliff to the left of the Mini-Kit. Double-jump from this hole to reach the Mini-Kit.



### Mini-Kit 2

Requires Boba Fett and Ewok

After you destroy the boulder and cross the ravine in Section 1, use the grappling pad to your left. Fly with Boba Fett's jetpack to the ledge to your right. Switch to your Ewok to enter the small hatch. You'll emerge in a cave below where you'll find the Mini-Kit.

### Mini-Kit 3

Requires Jedi

After you build the ramp to head up the slippery sand in Section 1, turn around and use the Force on the metal pipes to build a pyramid of cans. Hit the stack of cans and stand on the remains. From there, double-jump to reach the ledge to your left and the Mini-Kit. If you're having trouble making the jump, use the Emperor's double-jump glitch. When the Emperor does his double-jump attack he goes higher than other characters. At the height of his jump, switch to another character to interrupt the animation of him crashing down with his lightsaber. The button sequence goes jump, jump, attack (which makes him go higher), and then switch to another character (to interrupt the animation of him coming down).

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### Mini-Kit 4

Requires Bounty Hunter and Ewok

Head to the top of the Sandcrawler in Section 2 and use a thermal detonator to destroy the silver metal objects to the left. After they explode, stand on the two panels and a small hatch will rise in the center. Crawl through with the Ewok to reach the Mini-Kit.

### Mini-Kit 5

In the room where you free R2-D2 in Section 4, push one of the moveable blocks onto the panel to your right. The door blocking the Mini-Kit will explode.

### Mini-Kit 6

Requires Dark Jedi, Ewok, and Boba Fett

After you go up the elevator shaft in Section 4, use the Force on the wall to the left of the grey gate. Crawl through the small hatch with your Ewok and the grey gate will open. Stand on the two buttons ahead to raise the next grey gate. Use the Force on the knob to your left to release a control panel above the flowing lava ahead. Use the Force on the control panel to stop the flow of lava and hover across with Boba Fett or R2-D2 to reach the Mini-Kit.

### Mini-Kit 7

Build a grappling pad from the pile of bricks to the right of the second moisture evaporator you use in Section 7. Use the Force to raise the grappling hook on your right to the ledge above and use the grappling pad to reach the Mini-Kit on the ledge.

### Mini-Kit 8

Requires Dark Jedi

Use the Force to lower the boulder to the left of the second moisture evaporator you used in Section 7. Use the boulder as a stepping stone to hop up and follow the path ahead. Mount one of the banthas and leave it on top of the large button to the right. Stand on the smaller button to the left to release the cage around the Mini-Kit.

### Mini-Kit 9

Requires Hover

After you cross the bridge which you made from fossils in Section 7, hop onto the ledge with the movable brick ahead. Hover over to the ledge to your left. Then hover over to the tall skinny rock in front of the Mini-Kit below. When you land on the rock, it lowers allowing you to reach the Mini-Kit directly ahead of you.

### Mini-Kit 10

After you repair the land speeder in Section 8, head up the river instead of crossing it. In the back left hand corner of the ooze you'll see the last Mini-Kit. Build a grappling pad from the bricks and use it to reach the far left column. Hop over to the middle column to collect the Mini-Kit.

### POWER BRICK LOCATION

Required, Boba Fett, Jedi

Head to the cliff where Mini-Kit 3 was located. Then use Boba Fett to hover to the right to reach the cliff where the three Sand People are sniping at you. Continue down the path to your right past the Sand People's huts. Use the Force on the three blocks at the end of the path to create a stepping stones. Hop on them and use Boba Fett to hover over to the rock ahead. From there, hover over to the rock on your left. Push the cart off the rock. It will fall on the rails below and crash through the door blocking the Power Brick to your left.





### CHAPTER 3: MOS EISLEY SPACEPORT

#### STORY MODE WALKTHROUGH

##### Section 1: These Aren't The Droids You're Looking For

Head forward. At the end of the street, you'll see a staircase to your right. Take cover behind the wall to the right of the staircase to avoid the blaster fire from the Stormtroopers on the upper level and use the Force on the staircase to form a ramp allowing your droids to proceed. Head up the ramp and activate the Protocol Droid Panel above the garage door with the red arrow. This will open the garage door below you. Jump down and head through this door.

##### Section 2: The AT-ST

Go forward and take out the Stormtroopers in the area. There are piles of bricks scattered throughout this area which you can use to construct an AT-ST. Destroy the box to your right and build a ramp. Use C-3PO to go up the ramp and open the door in front of you to reveal more bricks. Destroy the two garbage cans to the left of the door you opened with C-3PO to reveal more bricks. Use R2-D2 to open the door on the left hand side of the room to reveal more bricks. Use build and the Force on all the LEGO bricks you've found to build an AT-ST. As soon as you finish, a Stormtrooper will jump in it. Kick him out by blasting the AT-ST with Luke

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the alley and press it up against the floor panel near the door. Shoot the block with your blaster. It will explode smashing the door open. Proceed to the next area.

##### Section 5: Movie Magic

You'll enter a courtyard swarming with Stormtroopers. Take out the Stormtroopers, mount one of their Dewbacks, and head to the far left hand side of the courtyard. When you get to the area near where the Imperial Spy fled in the last Story Clip, dismount. You will jump extra high when dismounting allowing you to reach the second floor. Proceed through the door and down the stairs.

**Easter Egg:** You'll notice a line of people waiting in line to see LEGO Star Wars at the movie theater on the right side of the courtyard here. Activate the Protocol Droid panel in Free Play Mode to enter the theater. Destroy all the lights up front and the curtains will draw. You'll see footage from the first LEGO Star Wars game on the screen.

##### Section 6: The Imperial Spy

You'll find yourself in a hanger with the Millennium Falcon. Ben Kenobi, Luke Skywalker, R2-D2, and C-3PO are also here. The Imperial Spy will use his remote to summon two waves of Stormtroopers. After defeating the second wave of Stormtroopers, you'll need to hit the Imperial Spy four times to defeat him and stop him from summoning more Stormtroopers. Keep an eye out for the Imperial Spy as you take out the waves of Stormtroopers he summons, and try to hit him whenever possible. Stick with Luke Skywalker or Han Solo for this fight. It's a lot easier to hit the Stormtroopers and the Imperial Spy with your blasters than a lightsaber.

#### MINI-KIT LOCATIONS

Mini-Kit Reward: Millennium Falcon

##### Mini-Kit 1

Requires Imperial, Jedi

At the beginning of Section 1, head through the Imperial door to your right to enter the bath house. Use the Force to activate the shower knobs in the back of the room. The water in the tub will drain revealing a Mini-Kit.

##### Mini-Kit 2

Requires Bounty Hunter

You'll have to find three large carrots throughout Section 1. Their locations are as follows:

1: At the beginning of section one, destroy the garbage can behind the stairway to your right.

2: Head up the alley from the beginning of Section 1. Destroy the garbage can just ahead of the silver metal canister on your left.

3: Destroy the third garbage can to the right of the stairwell at the end of the alley.

After you find all three carrots a cut scene will show the Mini-Kit appear in the air near the beginning of Section 1. Head up the stairwell on your right at the beginning of the area and hover over the gap to your left. Open the Bounty Hunter door to release a bunch of bricks. Build a large fan with these bricks and hop on it. The air current will lift you up to the Mini-Kit.

### Mini-Kit 3

Requires Dark Jedi

Head down the alley and go up the stair case next to the pot of blue bricks. Use the Force on the floor panel to destroy it and jump down to receive a Mini-Kit.

### Mini-Kit 4

Requires Imperial

Head up the stairs at the end of the alley in Section 1 and go through the Imperial Door. Jump over the gap and build a laser turret from the stack of bricks on the roof of the building. Shoot ten womprats and a Mini-Kit will appear.

### Mini-Kit 5

Requires Bounty Hunter

Destroy the metal canister in front of you when you reach the area where you build an AT-ST in Section 2. Build a turnstile from the bricks that fell. Push the turnstile and some bricks will fall from the tall metal structure to your right. Build a grappling pad from the bricks and double-jump to reach the Mini-Kit.

### Mini-Kit 6

Requires Jedi

In the area where you build the AT-ST in Section 2, head to the left of the tall metal structure where you got Mini-Kit 5. Use the Force to stack the three large boxes and use them as stepping stones to reach another Mini-Kit.

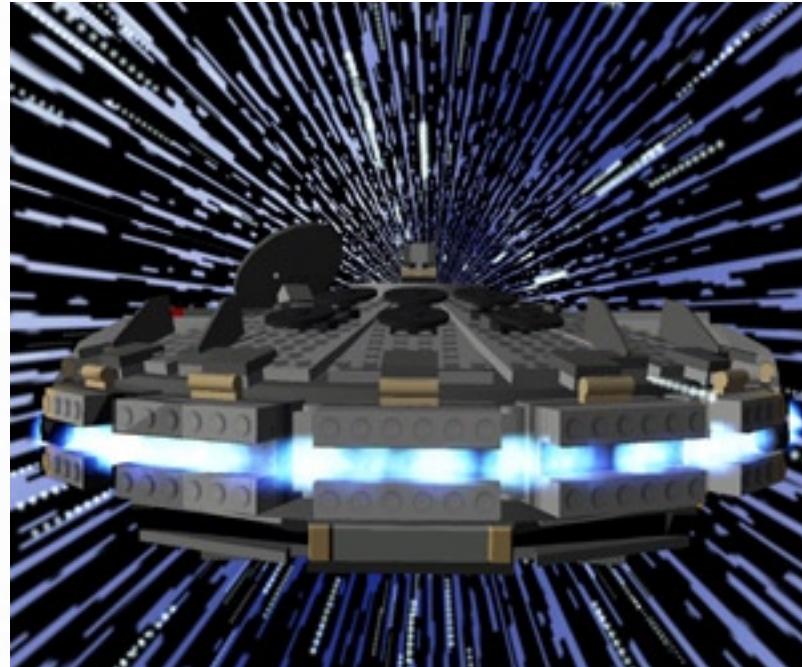
### Mini-Kit 7

When you enter the cantina in Section 3, head into the booth to your immediate right and use a small

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character to crawl through the hatch. You'll emerge in the booth next door with a Mini-Kit. After you grab the Mini-Kit, pull the two levers to lower the force field and leave.

### Mini-Kit 8

After you exit the cantina, use the two grappling pads to reach the Bounty Hunter door. Head through the door and use the Force on the four blue circles at the end of the alley to open the two grates. Head through one of the grates; the Mini-Kit is on the other side of the wall.

### Mini-Kit 9

You'll have to find three large onions to unlock this Mini-Kit.

1: When you exit the cantina in Section 4, destroy the garbage can right outside the door.

2: On your way to Mini-Kit 8 in the Bounty Hunter area, destroy the garbage cans to your right.

3: Destroy the garbage can to the left of the theater entrance in Section

5. You'll find the Mini-Kit on a ledge on the left side of the alley in Section 4 where you had to push the block towards the door to blow it up.

### Mini-Kit 10

Requires Astromech Droid and Jedi

Enter the theater in Section 5 with an astromech droid and destroy the lights at the front of the stage and the

curtains will draw. Break a hole in the screen and jump around behind it near the center to get a Mini-Kit.

### POWER BRICK LOCATION

Right behind the garbage can where you found the second large carrot for Mini-Kit 2, use the Force on the four tiny transactions to release several piles of bricks. Use these bricks to build an Astromech Droid door. The Power Brick for this stage is behind this door.

## CHAPTER 4: RESCUE THE PRINCESS

### STORY MODE WALKTHROUGH

#### Section 1: Finding the Princess

Use the Force to open the door on your right and head down the hallway. Activate the Stormtrooper Helmet Dispenser on your left. When you're wearing a Stormtrooper helmet, you can activate Imperial Panels. Activate the Imperial Panel at the end of the hallway to open the door.

Repair the two computer consoles in the back of the room to create a Protocol Droid Panel and activate it with R2-D2 to determine the location of Princess Leia. Ben Kenobi, R2-D2, and C-3PO will leave your party. Follow Ben Kenobi down the hallway and head through the door to your left when Ben crosses the gap ahead.

### Section 2: Help Ben Kenobi Disable the Tractor Beams

Head down this hallway and you'll reach a dead end where you'll see Ben Kenobi fighting off some Stormtroopers in the background. Take care of the Stormtroopers across the ravine and Ben will use the Force to build a bridge for you allowing you to continue.

### Section 3: Through the Death Star

Use the Stormtrooper Helmet Dispenser after you cross the bridge and continue to your left. Use your blasters to blow up the dark grey blocks. Proceed down the hallway and

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### MINI-KIT LOCATIONS

Reward: Millennium Falcon

#### Mini-Kit 1

Head down the first hallway in Section 1 and go through the first door to your right. Enter the crane and use it to dispose of ten Stormtroopers in the Millennium Falcon's hangar bay below. Once you get rid of ten Stormtroopers a Mini-Kit will appear in the hangar bay. Use the crane to pick up the Mini-Kit.

#### Mini-Kit 2

Head to the room at the end of the first hallway in Section 1. Open the elevator shaft with the Protocol Droid



take out all the Stormtroopers and Imperial Officers you encounter along the way. At the end of the hallway, head through the door on your right and activate the Imperial Panel to open the door to the next area. If you got hit by enemies on your way here, you'll have to backtrack to the area where Ben Kenobi created the bridge and use the Stormtrooper Helmet Dispenser again.

Cross the bridge and repair the turnstile in the center of the column. Push the turnstile clockwise so you can cross to the platform ahead of you. Use the grappling pad to ascend to the second level and use the

Stormtrooper Helmet Dispenser to your left. Use the grappling pad to your right to ascend to the third level and head through the door to your right to enter the next area.

There are lots of Stormtroopers and an Imperial Officer in this room. Take them out and activate the Imperial Panel to open the door to the next area. If you got hit, you'll need to backtrack to the last Stormtrooper Helmet Dispenser.

Head down the hallway and enter the last elevator shaft on your right to enter Detention Block AA 23.

**Easter Egg:** If you activate the Imperial Panel in the first elevator

shaft on your right, you'll enter a Double Score Zone. There are lots of Stormtroopers in speedos taking a hot tub break here.

#### Section 4: Detention Block AA 23

Take out the Stormtroopers and blast the cameras above the two elevator shafts in the back of the room to stop more Stormtroopers from arriving. Repair the two computer consoles in the center of the room and pull the levers to open the door to the prison. Head down the hallway and pull the levers to open the second to the last door on your right. Stand on the buttons to free Princess Leia.

Panel in the bottom right hand corner of the room and head inside to collect the Mini-Kit.

#### Mini-Kit 3

Requires Hover and Small Character

After you discover the location of the Princess in Section 1, head down the hallway and hover over the ravine. Once you're on the other side, continue down the hallway and go in the first room to your left to find a Mini-Kit.

#### Mini-Kit 4

Requires Hover and Small Character

Blast open the guard rails across

from Mini-Kit 3 and hover over the ravine to the ledge on the other side. Use the grappling pad and enter the hatch with a small character. You'll emerge right next to a Mini-Kit.

### Mini-Kit 5

Requires Jedi

Continue down the hallway from Mini-Kit 3 and head towards the tractor beam generator in Section 2. Use the Force on the generator to build a bridge in the foreground and pull the three levers to reveal a Mini-Kit. Use the grappling pad to your right to reach the Mini-Kit.

### Mini-Kit 6

Requires Jedi

Continue across the bridge and down the hallway from Mini-Kit 5. Use the Force on the door at the end of the hallway to form two platforms on the wall to your right. Use these platforms as stepping stones to reach another Mini-Kit.

### Mini-Kit 7

Requires Hover

Use the two grappling pads to ascend to the third level in the room where you use the turnstile to rotate the bridge in Section 3. Hover to your right to reach a hidden platform with a Mini-Kit.

### Mini-Kit 8

Destroy all the computer terminals in the room after the one where you rotate the bridge in Section 3. The large monitor ahead of you will turn on showing some Stormtroopers marching and a Mini-Kit will appear directly below it.

### Mini-Kit 9

Head down the hallway from Mini-Kit 8 to the elevator shaft that leads to Section 4. Use the Force to stack the three blocks to your left. Use the blocks as stepping stones to reach the ledge above. Push the moveable block to your right. It will fall down and crush the cage holding the Mini-Kit below.

### Mini-Kit 10

Open the last cell on the left in the Detention Block in Section 4 and grab the Mini-Kit inside.

### POWER BRICK LOCATION

Required Hover

After you discover the location of the Princess in Section 1, go through

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the door to your left before you reach the ravine at the end of the hallway. Open the Astromech Droid Panel to your left in the next room. Hover over to the ledge on your left and use the grappling pad to reach the Power Brick on the higher ledge.

Reward: Tractor Beam

## CHAPTER 5: DEATH STAR ESCAPE

### STORY MODE WALKTHROUGH

#### Section 1: The Trash Compactor

Build a platform near the door ahead of you. Jump on it and pull the lever to open the door. Head down the hallway and use the Stormtrooper Helmet Dispenser to your left. Continue down the hallway and proceed to the next area.

#### Section 2: Hangar Bay Puzzle

Pull the lever to your right three times. Jump down to the ground floor and defeat the Stormtroopers. Head to the bottom left corner of the room and push the jack onto the red panel near the turnstile. Push the turnstile

below. Drive the vehicle back up to the center of the ground floor. You'll see five red buttons on the floor ahead of you. Drive the vehicle over the buttons to extend a bridge in front of the door directly ahead of you on the second level. Head back to the second level platform on the left and open the door with the Imperial Panel to proceed to the next area. You may have to backtrack to use the Stormtrooper Helmet Dispenser again if you got hit by the Stormtroopers on the ground level.

#### Section 3: Finding the Falcon

Head to your right and repair the computer panel near the door. Pull the level to open the door allowing you to advance. Pull the two levers ahead of you to open the next door. After you defeat the guards in the next room, push the moveable block from the last room you were in into the wall panel on your right. Pull the lever to open the door and continue forward to the next area.

Pull the three levers to your right and a rotating platform will extend



to raise the jack. Head to your right and use the grappling hook to ascend. Once you're back on the second level, use the grappling pad to your left to swing across. You'll land on the jack you just raised with the turnstile. Hop onto the second level platform and pull the lever in the left hand corner of the room. A moveable block will fall. Push this brick along the path and it will crash through the grates on the ground level. Head through the hole you just created and hop in the vehicle

in front of you. Use it as a stepping stone to continue to your right. Use the grappling pad on the far right to ascend to the second level and pull the lever ahead of you to drop a LEGO block. Jump back down to the ground lever and use the bricks from the broken block to repair the panel on the wall and activate the elevator platform above you. Ascend to the second level with the grappling pad and hop on the moving elevator. Jump off onto the third platform level on your left

and activate the Stormtrooper Helmet Dispenser. Hop back on the moving platform and jump off at the top to activate the Imperial Panel. Be careful to avoid getting hit on your way to the top or else you'll have to backtrack to the Stormtrooper Helmet Dispenser again.

Head down the hallway and up the stairs. Build a grappling pad with the bricks in front of you and use it to swing across the ravine. Once you're on the other side, build another grappling pad and use the Stormtrooper Helmet Dispenser through the door to your right. Once you have your helmet, head back out and use the grappling pad you just built to swing forward. Activate the Imperial Panel to open to the door to your right and continue to the next area.

### Section 4: Follow that Stormtrooper!

A Stormtrooper will see you and immediately flee down a hallway. Follow him down the hallway but be ready – you'll find a room filled with Stormtroopers waiting to ambush you at the end. Clear the room of Stormtroopers on the ground floor and pick off the ones standing on the ledge in the back of the room. Pull the two levers on the left and right hand side of the room. This will close the doors and prevent more reinforcements from arriving for a short period of time. Head to the bricks in the back of the room and use them to build a door. Blast the door you just made to punch a hole through the wall and proceed to the next area.

### Section 5: The Death of Obi-wan Kenobi

Head to the right side of the hangar and use the bricks near the door with the arrow on it to build a panel. Use the panel to push the door open which will free R2-D2 and C-3PO.

Use R2-D2 to activate the Astromech Droid panel in the back left hand side of the room to raise the Millennium Falcon up one notch.

Next, you'll see a moveable block to the right of the Astromech Droid Panel. Push it to the far right and it will break. Build a grappling pad with the broken bricks and use it to ascend to the second level platform. Pull the lever to raise the Millennium Falcon up another notch.

Head to the back left hand side of the hangar and pull the lever next to the entrance. A grate to your right

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### Mini-Kit 4

Requires Dark Jedi

After you open the door by pushing the block into the wall panel in Section 3, continue down the hallway and use the Force on the red wall grate to your right. You'll find a Mini-Kit inside.

### Mini-Kit 5

Requires Jedi

Head to the area in Section 3 where you had to activate a moving elevator to access a Stormtrooper door on the top level. You'll see caged Mini-Kit above the Stormtrooper door. Use the Force on the cage to transform it into a platform and hop on it to reach the Mini-Kit.

### Mini-Kit 6

After you swing across the giant chasm and head through the Stormtrooper door in Section 3, walk towards the foreground. You'll see a ledge outside of the window to your left. Double-jump or hover to it to collect the Mini-Kit.

### Mini-Kit 7

You'll have to find three purple boxes to reveal the next Mini-Kit.

1: From Mini-Kit 6, destroy the first barrel to your left.

2: When you open the door after you collect the first purple box, destroy the first wall panel on your right.

3: After you collect the second purple box, destroy the first wall panel on your left.

A Mini-Kit will appear directly in front of you.

### MINI-KIT LOCATIONS

Mini-Kit Reward: Y-wing

#### Mini-Kit 1

Required: Bounty Hunter

Use a thermal detonator to destroy the metal grate on your left after the Stormtrooper Helmet Dispenser in Section 1.

#### Mini-Kit 2

Requires Ewok

When you jump under the grated floor in Section 2 to get the cart, use a Ewok to crawl in the hatch. You'll emerge on the right side of the room next to a Mini-Kit.

#### Mini-Kit 3

After you exit the hangar bay puzzle room in Section 2, hop in the crane to your right to control the Stormtroopers cleaning the window ahead of you. Move them around the grimy window until it's clean. When it's sparkling clean, the glass will break and a Mini-Kit will appear right in front of you.





#### Mini-Kit 8

Requires Jedi

After you've cleared the room of enemies where you were ambushed by all those Stormtroopers in Section 4, use the Force on the two boxes in the back of the room. Hop on the boxes so you can reach the ledge in the back of the room as well as the next Mini-Kit.

#### Mini-Kit 9

Requires Bounty Hunter

Head to the Millennium Falcon's hangar bay in Section 5. Ride the air current from the floor fan to the right of the entrance to reach the ledge above. Head past the window where Darth Vader fought Ben Kenobi in Story Mode and head through the bounty hunter door. The Mini-Kit is on the left side of the room.

#### Mini-Kit 10

Push open the door in the hangar bay in Section 5 where you freed C-3PO and R2-D2. You'll find a Mini-Kit inside.

#### POWER BRICK LOCATION

After you exit the trash compactor at the beginning of Section 1, head through the Protocol Droid door on your left to enter another trash

compactor. Build a refrigerator out of the bricks on the big mound of junk to your left and use the Force on it to open it. You'll find the Power Brick inside.

## CHAPTER 6: REBEL ATTACK

#### STORY MODE WALKTHROUGH

##### Section 1: Breaching the Outer Defenses

It's time to destroy the infamous Death Star. As you attempt to breach the Death Star's outer defenses you'll encounter four red force fields which block your path. You'll have to destroy the power generators that keep these force fields up. There are numerous torpedo caches spread throughout the level which look like purple globes. Each torpedo you have is represented by a purple globe which trails your plane. Fly over these torpedo caches and use them to take out the power generators to bring the force fields down.

If you're having trouble getting past any of the force fields, look for the red power lines on the ground below them. These power lines should lead you directly to the power generators you need to destroy to advance. Once you've gotten past the four force fields,

you'll find your self in the dreaded Death Star trench.

##### Section 2: In the Trenches

At the end of the trench you'll find the Death Star's exhaust pipe. Destroy the 12 gun turrets to lower the shield protecting the exhaust port with your lasers and fire a torpedo into the exhaust port once the shields are down.

#### MINI-KIT LOCATIONS

Mini-Kit Reward: TIE Advanced

##### Mini-Kit 1

After you pass the first shield wall in Section 1, look for the hatch with a cross on it to your left and fly over it to raise a turnstile. Shoot the turnstile and a Mini-Kit will rise next to it.

##### Mini-Kit 2

Blow up the blue wall panel to the right of the first shield wall in Section 1. You'll find a Mini-Kit inside.

##### Mini-Kit 3

(Imperial Ship)

Use an Imperial Ship to open the TIE-Fighter Gate to the left of the second shield wall in Section 1. Blow up the purple floor panel with a torpedo to release a Mini-Kit.

### Mini-Kit 4

Head to your left after the second shield wall in Section 1 and fly over the cross hatch near the TIE-Fighter Gate to raise a turnstile. Shoot the turnstile and a Mini-Kit will rise next to it.

### Mini-Kit 5

Head through the TIE-Fighter Gate next to Mini-Kit 3 and fly over the green floor panels to make a Mini-Kit rise from the hole in the back of the room.

### Mini-Kit 6

Blow up the blue wall panel to the right of the TIE-Fighter gate near the third shield wall. You'll find a Mini-Kit inside.

### Mini-Kit 7

Requires Imperial Ship and Snowspeeder

Open the two TIE-Fighter gates on the right side of the area after the second shield wall to reveal a rolling bomb cache and a Mini-Kit behind a force field. Use your snowspeeder to drag rolling bombs to the Mini-Kit and blow up the four yellow shield generators on either side of the Mini-Kit to lower the shield.

### Mini-Kit 8

After you pass the third shield wall in Section 1, you can raise another turnstile ahead of you. Shoot it to raise a Mini-Kit.

### Mini-Kit 9

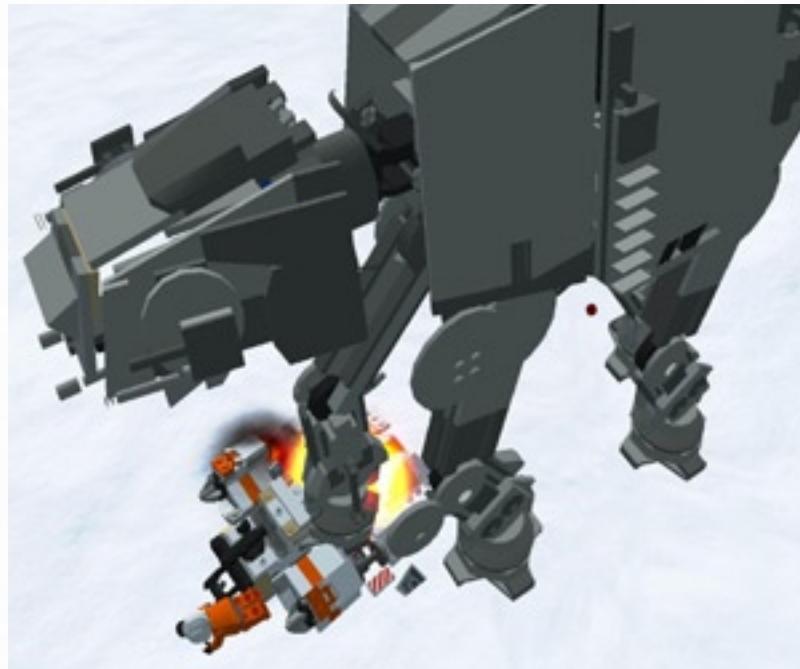
After you pass the fourth shield wall in Section 1, destroy the blue wall panel to your immediate left. Fly in the hole you created to collect a Mini-Kit.

### Mini-Kit 10

In the back left corner of the exhaust port area in Section 2, you can fly over a cross-hatch to raise another turnstile. Shoot it to make a Mini-Kit rise.

### POWER BRICK LOCATION

In the back right hand corner of the exhaust port area in Section 2, fly in the nook to collect the Power Brick for this level.



## EPISODE V: THE EMPIRE STRIKES BACK

### CHAPTER 1: HOTH BATTLE

#### STORY MODE WALKTHROUGH

##### Section 1: Rolling Bombs

In this level, you will pilot a Snowspeeder as you try to repel the Empire's invasion of the Rebel's Hoth base. Use your tow cable to pick up one of the rolling bombs on your left and drag it towards the blocked off cave ahead. Release your tow cable just before the cave and the rolling bomb will blow it open, allowing you to proceed.

##### Section 2: The AT-ATs

In this area, you'll encounter AT-ATs for the first time. To defeat them, use the tow cable on them and circle their legs until they trip and fall. Then, pick up a rolling bomb with your tow cable and drag it into them while they are down. The explosion from the bomb will only destroy the AT-AT if it has fallen down. After you've destroyed the first AT-AT, destroy the second one near the boulders of ice. The explosion from destroying this AT-AT will melt the boulders of ice. Once the ice boulders are gone, you'll be able to destroy the

remaining walls blocking your path to the next area by dragging bombs into them with your tow cable.

##### Section 3: Defend the Base

You will be presented with the following challenges in this area. You must complete each of these tasks before you can complete this chapter:

Destroy 11 Probe Droids

Destroy 11 AT-STs

Destroy 2 AT-ATs

Destroy 1 AT-AT, 4 Probe Droids, 6 AT-STs

Just fly about and use your Snowspeeder's blasters to take out the Probe Droids and AT-STs. You can find caches of rolling bombs near the bottom of the screen. Remember to use your Snowspeeder's blasters to take out Probe Droids and AT-STs while you are circling AT-ATs with your tow cable to bring them down. Do this to meet the task objectives more quickly.

#### MINI-KIT LOCATIONS

Mini-Kit Reward: AT-ST

##### Mini-Ki1 1

In Section 1, destroy 10 AT-STs with your Snowspeeder's tow cable to reveal a Mini-Kit. You'll find it right before the wall you need to destroy to advance to Section 2.

##### Mini-Kit 2

Requires Imperial Ship

Head through the TIE-Fighter gate

on your left at the very beginning of the chapter. Destroy the bricks in the back to reveal a Mini-Kit.

### Mini-Kit 3

Requires Imperial Ship and Snowspeeder

In the same area, use a rolling bomb to destroy the wall the left of where you found Mini-Kit 2. Fly into the cave; the Mini-Kit is in the very back.

### Mini-Kit 4

A Mini-Kit is hidden behind the white wall at the end of Section 1.

### Mini-Kit 5

Drag 10 AT-STs to the ground in Section 2 to reveal a Mini-Kit in before the grey wall you need to destroy to continue to Section 3.

### Mini-Kit 6

Requires Imperial Ship

As soon as you enter Section 2, through the TIE-Fighter gate to your left. Fly through the cave and you'll find a Mini-Kit behind the corner on your left.

### Mini-Kit 7

Requires Imperial Ship

As soon as you exit the cave where you found Mini-Kit 5, destroy the grey blocks ahead of you to receive another Mini-Kit.

### Mini-Kit 8

This Mini-Kit is behind the cliff to the right of the last grey wall in Section 2.

### Mini-Kits 9 and 10

Destroy all the grey blocks in Section 3 to get the last two Mini-Kits for this chapter.

## POWER BRICK LOCATION

Requires Imperial Ship and Snowspeeder

Head through the TIE-Fighter gate to your left at the beginning of Section 2. Drag a rolling bomb through the cave past the AT-AT and destroy the white wall at the end of path to open the way to the Power Brick for this level.

## CHAPTER 2: ESCAPE FROM ECHO BASE

### STORY MODE WALKTHROUGH

#### Section 1: Imperial Troops Have Entered the Base

Head to your right and build a bomb

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out of the bricks that fall in front of the locked door. After the bomb blasts the door open, head through it and continue down the hall.

Build a heater out of the bricks in front of the wall of ice that blocks your path. Shoot the heater to melt the ice and continue forward.

In the next area, head to the back left corner and push the heater towards the block of ice in front of the door. After the ice melts, pull the levers next to the coffee machine in the back of the room to open the door and head down the hallway to the next area.

**Easter Egg:** You'll notice some Stormtroopers warming their bottoms with the heater before you blast them to bits.

#### Section 2: Free C-3PO

You'll encounter several Stormtroopers with a laser turret at the end of the hallway. After you defeat them, repair the laser turret and use it to destroy the metal grates blocking the door behind you. Then, head to your right and blast through the grey boxes blocking the door.

In the next room, use the bricks to repair the gas canister on the cart. Then, push the turnstile in the center of the room to change the rails which the cart is riding on. The cart will exit the room and crash into the boulders blocking off the area to the left of the laser turret. Head back to laser turret and continue to your left past the

boulders which just exploded to free C-3PO.

Bring C-3PO back to the laser turret and use him to open the door behind it. Push the four moveable blocks onto the panels near the air vents in the center of the room. Once the fans are activated build a cart out of the LEGO bricks in the center of the room. When you hop in the cart, C-3PO will hop into the air current from one of the vents. Drive the cart toward him slowly and C-3PO will land on the back of your cart. Head towards the back of the room and launch C-3PO towards the door. Repair one of the laser turrets and use it to blast the grates off of the door and build a Protocol Droid Panel out of the bricks that fall near the door. Use C-3PO to open the door and continue down the hallway. At the end of the hallway, build a bomb from the bricks in front of the door to blast it open and proceed to the next area.

#### Section 3: Slippery Slopes

You will arrive at a crossroads at the next area. Follow the path to your left and roll down the path back towards the crossroads. You'll have to roll over the five buttons on the slope. You may have to circle back up the path to the left to hit each of the buttons. Once you've hit each of the buttons the locked door ahead will open.

Blow up the boxes ahead of you to reveal four buttons on the floor. Push one of the moveable blocks on one of

the buttons and have your party stand on the other three to open the door to the next area.

### Section 4: Free the Falcon

You'll meet up with Chewbacca in the Millennium Falcon's hangar. Take out the Stormtroopers manning the laser turrets. A red force field prevents you from accessing the Falcon. Repair and use one of the laser turrets to take out the generators to the left and right of the force field.

You'll need to make some repairs to the Falcon before making your escape. Repair the side hull of the Falcon with the bricks on the ground next to it. Then, pull the levers on the right side of the room. The force field will lift, allowing you to access two moveable blocks. Push these bricks onto the panels on the left side of the room. This will open another force field allowing you to access the caged Taun-Tauns. Ride one of the Taun-Tauns to the Falcon and dismount next to it. The extra height will allow you to hop off on top of it. Then repair the laser turret on top of the Falcon and run up the ramp to make your escape.

### MINI-KIT LOCATIONS

Mini-Kit Reward: Snowspeeder

#### Mini-Kit 1

Requires Jedi

Use the Force on the four computer monitors in the first room of Section 1. A Mini-Kit will appear in the center of the room.

#### Mini-Kit 2

Head to the room with the moving cart in Section 2. If you have a Jedi in your party you can double-jump to reach the ledge with the Mini-Kit in the back of the room. Otherwise, repair the cart, hop on it, and hop onto the ledge as it passes by the Mini-Kit.

#### Mini-Kit 3

Requires Bounty Hunter

Head to the room where you freed C-3PO Section 2. Use thermal detonators to destroy the two metal objects ahead of you. Build two heaters from the broken bricks and shoot them. The heaters will melt the ice around the two skeletons in the corners of the room. Have your party stand on two of the buttons in the center of the room and the skeletons will stand on the other two revealing a Mini-Kit.

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#### Mini-Kit 4

Requires Dark Jedi

Mini-Kits 4 through 7 are all located in the room with the four floor fans in Section 2. Head through the Astromech Droid door on your right when you enter the room. Destroy the two Stormtroopers who are ice fishing and build a sleigh from the bricks to your left. Use the Force to lift some bricks out of the fishing hole onto the sleigh. Then, use the bricks to build this Mini-Kit.

#### Mini-Kit 5

Destroy the blue and white block on the right side of the room to reveal a cave with a Mini-Kit.

#### Mini-Kit 6

Requires The Emperor

In the same room, there is a Mini-Kit floating in the center of the room. Stand over the shadow of the Mini-Kit and use the Emperor's double-jump attack to reach it.

#### Mini-Kit 7

Requires Dark Jedi

Hop on either of the platforms next to the door that leads to the next area. Your partner will use the Force to raise the platform. Hop on the ledge and use the Force on the cage to free the Mini-Kit.

#### Mini-Kit 8

Requires Bounty Hunter

Head to the room where you needed to push the block onto the floor button in Section 3. Go through the Protocol Droid door on your left. There are some metal objects blocking the hallway to the left of the window. Blow them up with a thermal detonator and head into the next area. Repair the terminal to the right of the bacta tank to reveal the Mini-Kit.

#### Mini-Kit 9

Requires Dark Jedi, Ewok

Head to the hallway right before you enter the hangar bay in Section 4. There will be a slippery slope to your left. Use the Force on the black wall panels to transform them into platforms. Hop on the platforms to reach the top of the slope. Head to your left at the intersection and use the grappling pad to ascend. Use the Ewok to enter the small hatchway leading to the adjacent dome with the Mini-Kit.

#### Mini-Kit 10

After you head up the slope to reach Mini-Kit 9, head to your right and go through the Astromech Droid Door. Pull the lever on the right to activate the roulette machine until you get the pattern with green and yellow circles. This will lower the force field blocking you from the Mini-Kit in the hangar





bay below. Enter the hangar bay in Section 4 to grab it.

### POWER BRICK LOCATION

Head to the room where you used the roulette machines to free Mini-Kit 10. Pull the lever on your left to activate the roulette machine until you get the patter with the red and white circles. Enter the hangar bay in Section 4 to collect it.

## CHAPTER 3: FALCON FLIGHT

### STORY MODE WALKTHROUGH

#### Section 1: Destroy the Gun Turrets

Buy the Rebel Transport ships and Medical Frigates some time by attacking the Star Destroyers. You'll have to destroy 16 Star Destroyer gun turrets before you can advance to the next section. The Millennium Falcon has a gun turret which will fire on the TIE Fighters swarming throughout this area. Keep blasting away at the Star Destroyer gun turrets and pick up as many hearts as you can from the TIE Fighters you destroy.

#### Section 2: Into the Asteroid Field

You'll need to advance through the asteroid field next. Destroy the asteroids with blue markers to collect torpedoes and use them to blast through the asteroids with purple markers to advance through this section.

**Easter Egg:** After you blast

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asteroids to your right to release a Mini-Kit.

#### Mini-Kit 6

Destroy the blue asteroids to the left of the second purple asteroid barrier to release this Mini-Kit.

#### Mini-Kit 7

After the second purple asteroid barrier, head down hole to your right to enter the space worm. You'll find a Mini-Kit at the bottom of its belly.

#### Mini-Kit 8

After passing the second purple asteroid barrier, head through the TIE-Fighter Gate to your left and fire a torpedo at the purple target marker to release a Mini-Kit.

#### Mini-Kit 9

After you pass the third purple asteroid barrier, head to your right. You will see a blue asteroid nestled in the crater of a larger asteroid. Blow it up to reveal a Mini-Kit.

#### Mini-Kit 10

After the third purple asteroid barrier, destroy the blue asteroids on your left to reveal the final Mini-Kit.

### POWER BRICK LOCATION

At the beginning of Section 1, head towards the Star Destroyer on the far right. Now fly towards the Star Destroyer directly ahead. You'll see a Power Brick floating above the engines of this Star Destroyer.

## CHAPTER 4: DAGOBAH

### STORY MODE WALKTHROUGH

#### Section 1: Finding Master Yoda

Build two ramps out of the bricks ahead so R2-D2 can follow and continue onward. Stick to your right and use the grappling pad to cross the swamp. Use R2-D2 to hover over the swamp pit to your left and activate the Protocol Droid Panel to raise a bridge so Luke Skywalker can follow. Blast through the brown grass ahead of you to get to the next area.

Build a button out of the bricks ahead. Use R2-D2 to hover forward and press the button on the second column that rose out of the swamp. Continue hopping on the buttons on the columns that rise out of the swamp to form a bridge, allowing you to cross.

through the second blockade of purple asteroids, fly through the ravine and drop down in the hole to your right to enter the Giant Space Worm and a Double Score Zone.

Blast your way through several additional walls of asteroids and you'll finish the chapter.

### MINI-KIT LOCATIONS

Mini-Kit Reward: TIE Fighter

#### Mini-Kit 1

Head to your right when the chapter begins. You'll find the Mini-Kit behind the bridge of the Star Destroyer to your far right.

#### Mini-Kit 2

Requires Imperial Ship and Snowspeeder

Head through the TIE-Fighter Gate on your left at the beginning of Section 2. Use a Snowspeeder to drag rolling bombs into the red floor button on your right.

#### Mini-Kit 3

Requires Imperial Ship and Snowspeeder

In the same area where you found Mini-Kit 2, drag a rolling bomb into the red floor button on your left.

#### Mini-Kit 4

Destroy the blue asteroids to the left of the first purple asteroid barrier to get this Mini-Kit.

#### Mini-Kit 5

After you pass the first purple asteroid barrier, destroy the blue

### Section 2: Train You I Will

Luke Skywalker can only use the Force while Yoda is on his back. Head to your left towards Yoda and tag him to get him to hop on Luke's back. Use the Force and your lightsaber to destroy the beds of flowers covering the three piles of brown and grey bricks in the area. Use the Force on these bricks to form a bridge, allowing you to cross the swamp. After you cross the bridge, hop on the buttons to raise columns and bridges allowing you to cross the swamp to the next area.

You'll see two large mushroom sprouts to your right. Use the Force on the shorter mushroom on the right and then on the taller one to the left. Tag R2-D2 and have him go on top of the mushroom to the right. When it rises, use him to hover over to the taller mushroom to the left. Then have him hover over to the ledge to your left and activate the Protocol Droid Panel to open the large wooden gate. Luke can now use the Force without having Yoda ride on his back. Proceed to the next area when you're ready.

Use the Force on the bricks in the swamp to your left to create a tractor. Use the Force on the back end of the tractor to create a ramp for R2-D2. Use R2-D2 to hover over to the Astromech Droid Panel and activate it to raise a platform so that Luke and Yoda can cross the swamp near the tree to your left. Continue to your left and enter the cave.

### Section 3: Darth Vader Encounter

Jump on the platforms to head towards the back of the cave. You may find it easier to make your way through the rest of the cave with R2-D2 by hovering.

At the end of the cave you will encounter Darth Vader. You'll need to strike him 8 times to defeat him. Each time you score two hits on him he will flee to another area in the room. When he flees to the upper ledge on the left hand side, jump on one of the blocks and Yoda will jump on the other. Use the Force on the block you're not standing on to raise it and Yoda will do the same to yours allowing you to reach the upper ledge. When Darth Vader flees to the upper ledge on the right hand side of the room, build a small box out of the bricks near the entrance. Then use the Force on the small box and the two large boxes nearby. Use these three boxes as stepping stones to reach the upper

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ledge where Vader has fled to. Once you defeat Darth Vader, the steel grate at the back of the cave will open.

### Section 4: Luke's X-Wing

Use the Force to break the plants on top of the pile of bricks ahead. Build a turnstile from these bricks and push it clockwise to raise a bridge which will allow you to cross the swamp. Once you've crossed the bridge, use the Force on the planks of wood to your left to build a ramp so R2-D2 can follow you.

Jump on one of the two grey boxes to the far left hand side of the next area and wait for your partner to hop on the other. Use the Force on the block and your partner will do the same allowing you to hop on the ledge above. Push the moveable block off the ledge and it will crumble into a pile of bricks. Use the Force on these bricks to create a motorcycle. Use the Force on the bricks in the swamp near the motorcycle to create a washing machine. Use the Force on the motorcycle to place it in the washing machine. Use the Force on the washing machine to raise it into the air and it will crumble into a much larger pile of bricks. You can build a large box with an Astromech Droid Panel out of this last pile of bricks. Activate the panel with R2-D2 to blast open the large metal gate ahead of you. Luke Skywalker's X-Wing lies buried in the swamp ahead. You can try to use the Force to raise it out of the swamp with Luke, but you won't be able to finish the chapter until you try it with Yoda.

### MINI-KIT LOCATIONS

Mini-Kit Reward: X-wing

#### Mini-Kit 1

Requires Jedi

At the beginning of Section 1, use the Force to stack the three blocks behind you. Use the stack of blocks as a stepping stone to reach the tree branch ahead. Jump to your right to get the Mini-Kit.

#### Mini-Kit 2

Requires Boba Fett

After you get to the swamp in Section 1, use Boba Fett's jetpack to reach the rock in the center with the blue block on top of it. Destroy the blue block and collect the Mini-Kit inside.

#### Mini-Kit 3

Requires Ewok and Dark Jedi

When you get to Yoda's house at the

end of Section 1, use the Ewok to go inside. Then, use the Force on Yoda's widescreen TV to break it.

#### Mini-Kit 4

Requires Dark Jedi

Head past Yoda's house to the right and use the Force on the black block to build a wooden platform. Ride the platform across the swamp and use a thermal detonator to destroy the metal objects blocking the cave entrance ahead. You'll find a Mini-Kit inside.

#### Mini-Kit 5

Use the grappling pad after you create the tractor in Section 2 to reach the Mini-Kit in the top of the tree.

#### Mini-Kit 6

Requires Jedi

Head to the area where Yoda began training Luke and use a lightsaber to destroy the large brown hulls on the ground in the area to reveal this Mini-Kit. It will appear near the wooden gate you opened by manipulating the mushrooms in Section 2.

#### Mini-Kit 7

Requires Dark Jedi and Boba Fett

Use the Force on the side of the cliff when you enter the cave that leads to the Darth Vader encounter to form a bridge. Use Boba Fett to hover to the ledge on the other side and blow up the metal boxes with a thermal



detonator. Build a grappling pad from the broken bricks and use them to reach the Mini-Kit.

### Mini-Kit 8

Requires Jedi and C-3PO

After you pass the first set of platforms in Section 3, stick to your left and double-jump to reach the Protocol Droid door at the top. Open the door and head inside. Shoot down the cage holding the Mini-Kit in the foreground. Hop back down and pick it up.

### Mini-Kit 9

Requires Bounty Hunter

Just before you reach Darth Vader in Section 3, you'll see some metal objects blocking a cave to your right. Destroy them with a thermal detonator and head inside to collect the Mini-Kit.

### Mini-Kit 10

Requires Ewok, Boba Fett, and Jedi

After you raise the bridge with the turnstile in Section 4, use the Ewok to enter the small hatch in the tree ahead. Hover to your left with Boba Fett and pull the lever to release some bricks below. Build a grappling pad from these bricks and use it to ascend to top of the tree. Double-jump to your right to grab the Mini-Kit.

## POWER BRICK LOCATION

After you build the two ramps at the beginning of Section 1, stick to your right and use the Force to open the metal gate. Destroy the blue block on the racetrack ahead and build a tractor from the broken bricks. Do a lap around the track and the Power Brick will appear near the front of the track.

## CHAPTER 5: CLOUD CITY TRAP

### STORY MODE WALKTHROUGH

#### Section 1: Entering Cloud City

Take out the two Stormtroopers on the platform ahead of you. You can reflect their blaster shots back at them with your lightsaber by tapping and holding the attack button just as you're about to get hit. Use the Force on the wing of your X-Wing to create an extension to the center platform. Use R2-D2 and hover towards the Astromech Droid Panel next to the Stormtroopers you just defeated and activate it to create another extension to the platform. Cross the platform, build and activate the Protocol Droid

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Panel to your right. Proceed to the next area.

Destroy the Stormtroopers and use R2-D2 to open the door in the back of the room revealing a moveable block. Push the block onto the panel in the center of the room to open the doors to your right. Destroy the panel on the wall in the back left corner and build a laser turret out of the bricks that fall. Use the Force on the laser turret to move it towards the center of the room and use it to blast the metal grates off of the door to your right and proceed. Head down the hallway and use R2-D2 to activate the Protocol Droid Panel to advance to the next area.

#### Section 2: The Carbon Freezing Chamber

Head towards the center of the area where you'll face Darth Vader. After you strike Darth Vader several times, he will jump onto one of the 8 smoking grates around the edge of the platform. Once he does this you will not be able to hit him with normal attacks as he will jump out of the way every time you try to strike him. Whenever Darth Vader does this, use R2-D2 to activate the Protocol Droid Panel at the top of the platform. This will release a blast of steam from all of the grates, forcing Darth Vader to confront you.

#### Section 3: Chasing Vader

After you defeat Vader, some bricks

will fall from the ceiling. Repair the crane with these bricks and use it to move R2-D2 to the ledge on the far right. R2-D2 will lower a platform allowing you to access this ledge. Head back the way you came and use the Stormtrooper Helmet Dispenser before exiting the door on the far right hand side of the room.

Use the Force on the wall to your right to create a fan. Activate the Astromech Droid Panel ahead of you with R2-D2 to make the platform on the second level move back and forth. Jump into the fan's air current with Luke Skywalker to access the second level and hop on the moving platform to continue on towards your right.

Hop down onto the moveable platform beneath you and lower it until R2-D2 can hover across to join you. Use the Force on the fan ahead of you to activate it and jump in its current to ascend to the next level. Use R2-D2 to activate the Astromech Droid Panel to raise the last platform you're standing on and proceed to the next area.

#### Section 4: Darth Vader and the Astromech Droid

After you damage Darth Vader, he will flee to a platform on the second level where you won't be able to reach him. Use the Force on the blocks to your left to form a ramp to the Astromech Droid Panel on the left. Then head to your right and repair

the gear box on the wall near the moveable platform. Finally, repair the turnstile in the center of the room. If Darth Vader is standing on the left side of the platform, go up the ramp on your left and activate the Astromech Droid Panel with R2-D2 to release a burst of steam forcing Vader to come down and fight you. If Vader flees and is standing on the right side of the platform, use the turnstile to raise the platform on the right with R2-D2 on it. Then you can activate the other Astromech Droid Panel and release a burst of steam on the right, forcing Vader to come down. Repeat this process until you defeat Darth Vader and force him to flee the room through the door on the bottom right hand side of the room.

### Section 5: Through the LEGO Glass

Use your lightsaber to deflect the blaster shots from the two Stormtroopers on the other side of the ravine ahead of you. Once they are finished hover towards Vader with R2-D2 and activate the two Astromech Droid Panels to disable more reinforcements from arriving. Several LEGO objects will fall and Darth Vader will begin hurling them at Luke. Hover back with R2-D2 and tag Luke. Then use the Force to hurl the objects back at Darth Vader. Darth Vader will jump towards you and begin to attack you directly. After you strike him a few times with your Lightsaber he will retreat back across the ravine and summon more Stormtroopers. Repeat this process until Vader is defeated. The last object you hurl back at Vader will send him flying through the glass in the back of the room. Use the Force on the broken glass to build a platform which you can use as a stepping stone to follow him through the window.

### Section 6: The Man Behind the Mask

Keep the pressure on Darth Vader and attack him whenever possible. Use the Force on the object on the wall to your right to create a stepping stone so you can continue to pursue him. After you've chased Vader further to the right, use R2-D2 to activate the Astromech Droid Panel to raise the platform and continue following Vader.

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### MINI-KIT LOCATIONS

Mini-Kit Reward: Cloud Car

#### Mini-Kit 1

Requires Boba Fett

At the beginning of Section 1, fly from the X-Wing towards the platform with the two Stormtroopers. Destroy the metal gate behind them and grab the Mini-Kit.

#### Mini-Kit 2

Requires Bounty Hunter

After the room with the laser turret in Section 1, head through the Bounty Hunter door to your left and grab the Mini-Kit inside.

#### Mini-Kit 3

Requires Dark Jedi

After you defeat Darth Vader in the carbon freezing chamber, use the Force on the control panel to your left to open the pit in the middle. Use the crane to drop one of the Stormtroopers into the freezing chamber. You can build a Mini-Kit from the broken bits of the Stormtrooper.

#### Mini-Kit 4

Requires Jedi

At the beginning of Section 3, ride the first fan up to the ledge. Use your blaster to hit the blue wall panel below the Mini-Kit to your right. Hop on the panel and double-jump to reach the Mini-Kit.

#### Mini-Kit 5

Requires Jedi and R2-D2

Ride the air current from the second fan in Section 3 to the upper ledge. Use R2-D2 to activate the elevator panel to your right to reach the next ledge. Hover back to your left with R2-D2 to reach the Mini-Kit.

#### Mini-Kit 6

Requires Ewok

After you defeat Darth Vader in Section 4, use the Ewok to enter the small hatch above the turnstile to reach the Mini-Kit in the cage to your left.

#### Mini-Kit 7

Requires Jedi

After you defeat Darth Vader in Section 5, destroy the blue and grey panel on the bottom right hand corner of the platform before you jump on the glass platform. A Mini-Kit will rise from the floor.

#### Mini-Kit 8

After you head through the broken window in Section 5, go to your left to grab the Mini-Kit before chasing Vader.

#### Mini-Kit 9

Requires Hover

After you jump to the second platform on your right in Section 6, use R2-D2 or Boba Fett to hover towards the platform with the Mini-Kit in the foreground.

#### Mini-Kit 10

Requires Imperial

Before you battle Vader at the end of the bridge in Section 6, go through the Imperial door to your right to receive a Mini-Kit.

### POWER BRICK LOCATION

This Power Brick is located behind the X-Wing's engines at the beginning of the chapter.

### CHAPTER 6: BETRAYAL OVER BESPIN

### STORY MODE WALKTHROUGH

#### Section 1: A Chance to Save Han

Chase Boba Fett down the hallway. At the end of the hallway, Boba Fett will pull a switch to change the stairs into a slippery ramp. Blast the wall panel to the left of the ramp to reveal a lever. Pull it to change the ramp back into a staircase and continue your pursuit. Follow Boba Fett into the room on your right and keep blasting away at him. He'll eventually flee and leave the room. Follow Boba Fett back out into the hallway and follow him through the Bounty Hunter Door he opens. Continue down the hallway and you'll see Boba Fett take off in Slave 1 with Han Solo. You'll be joined by R2-D2.

#### Section 2: Fix C-3PO

Head back the way you came and use R2-D2 to disable the steam vents so you can continue down the hallway. Head to your right at the next intersection and activate the Astromech Droid Panel to open the door to Bespin's junk room. Destroy the purple boxes and push the moveable block into the wall panel on your left. Pull the lever next to the wall panel and some of C-3PO's body parts will come down the conveyor belt straight ahead. Repair C-3PO and exit the room.

Head to your right at the intersection, open the door with

C-3PO and use the Storm Trooper Helmet Machine ahead of you. Continue down the hallway and activate the Imperial Panel in the elevator shaft to your right.

### Section 3: Finding the Falcon

Head towards the landing platform. After you defeat the Stormtroopers, build a grappling pad out of the bricks that fell and swing towards the ledge in the background. Hop in the crane to your left and use the magnet to bring R2-D2 and C-3PO over to the ledge with you. Use the grappling pad to ascend to the upper level and build a lever out of the bricks to your left. Pull the lever to lower the elevator, allowing your droids to join you. Cross the conveyor belt and stand on the button at the end of it to stop it from moving so that your droids can follow you. Use R2-D2 to hover to the next platform and activate the Astromech Droid Panel to raise a bridge allowing Lando, Chewbacca and Princess Leia to join you. Use the grappling pad to ascend to the next level and head to your left. Destroy the object on the wall. It will fall and crush the obstacle so that C-3PO can join you. Head back to your right and push one of the moveable blocks to the right so C-3PO can squeeze through and open the large door ahead of you.

Head down the hallway and around the corner to the right. Use R2-D2 to open the door on your left to the Millennium Falcon's landing pad. The hot cloud of steam does not harm droids. Head back towards through the cloud of steam with R2-D2 and activate the Astromech Droid Panel to disable it. Continue down the hallway to your left to enter the control room. Stand on the buttons to your right and left to fix the two levers on the control panel in the center of the room. Pull the two levers to extend a bridge to the Falcon's landing pad. Head back towards the Falcon where you'll be ambushed by a brigade of Stormtroopers. After you take them out the Falcon's ramp will lower. Go up the ramp when you're ready to finish this chapter.

### MINI-KIT LOCATIONS

Mini-Kit Reward: Slave 1

#### Mini-Kit 1

Use C-3PO to enter the room to your immediate left at the very beginning of Section 1.

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#### Mini-Kit 2

Requires Jedi

After you defeat Boba Fett in Section 1, use the Force on the sculpture in the center of the room. After it explodes, hop in the pit below to retrieve a Mini-Kit.

#### Mini-Kit 3

Requires Jedi

Head through the Protocol Droid door to the left of the first Bounty Hunter door in Section 1. Pull the lever to lower one of the wall panels ahead. Have your partner use the Force to lower the second wall panel and use them as stepping stones to reach the Mini-Kit to your left.

#### Mini-Kit 4

Requires Jedi

Head to the room with the two elevator shafts at the end of Section 2. You'll see a dining area on the right hand side of the room. Use the Force on the chairs to place them on the table to reveal a Mini-Kit above.

#### Mini-Kit 5

Requires Bounty Hunter

Activate the Bounty Hunter elevator shaft in the same room where you found Mini-Kit 4. Destroy the trees on top of the tower and use the Force to create a Mini-Kit with the blue pots.

#### Mini-Kit 6

Walk away from the landing pad towards the camera at the beginning of Section 3. You'll find a Mini-Kit in the bottom right hand corner of the screen.

#### Mini-Kit 7

Use the grappling pad to the right of the two moveable blocks by the Protocol Droid Panel at the beginning of Section 3. Hover to your right from the top ledge to reach the Mini-Kit.

#### Mini-Kit 8

You'll need to repair three sculptures throughout the chapter to reveal this Mini-Kit. Their locations are as follows:

1: Rebuild the sculpture in the first hallway of Section 1 before the stairs.

2: Rebuild the sculpture in the room before the landing pad where Boba Fett takes off with Han Solo in Story Mode.

3: Rebuild the sculpture in the hallway before the door to the Millennium Falcon's landing pad in Section 3.

The Mini-Kit will appear to the left of the third sculpture you build.

#### Mini-Kit 9

Requires Dark Jedi

Head to the room with the hot steam that leads to the Millennium Falcon's landing pad in Section 3. Use the Force on the control panel to your right. You'll enter the dining room where Lando Calrissian's betrayal of his friend Han is revealed in the movie. Destroy the chandelier above the table to reveal a Mini-Kit.

#### Mini-Kit 10

Requires Jedi

Double-jump onto the Millennium Falcon to reach the Mini-Kit above.

### POWER BRICK LOCATION

Head to the area where Boba Fett takes off with Han Solo in his ship, Slave 1. In Free Play Mode, there will be no story clip and Slave 1 will still be on the landing pad. Use a double-jump to reach the Power Brick floating above the ship.

## EPISODE VI: THE RETURN OF THE JEDI

### CHAPTER 1: JABBA'S PALACE

#### STORY MODE WALKTHROUGH

##### Section 1: Meeting Luke

You'll have to destroy three gun turrets to enter the gate leading to Jabba's Palace. You can make them emerge by collecting the three gold studs located on the gates. The studs on the left and right can be reached with a regular jump. Build a block out of the bricks in the center of the gate and use it as a stepping stone to reach the highest stud in the middle. After you've destroyed all three turrets enter the palace.

Jabba's Gamorrean Guards will attack you throughout the palace. Pull the levers beneath their hatches to prevent more guards from arriving.

**Easter Egg:** You can also assemble a radio out of the bricks to your left. A rock and roll version of the Empire's March will play and the Gamorrean Guards will stop attacking you so they can play a little air guitar with their axes. You can build these radios throughout the level and you'll find that

the Gamorrean's love for music will make them much easier to get rid of.

At the end of the hallway, you'll see a Bounty Hunter Panel. Use the Bounty Hunter Hat Machine and head back towards the Bounty Hunter Panel. Activate the panel and proceed up the stairs to the next area.

You'll be joined by Luke Skywalker in this room. Activate the Bounty Hunter Panel in the back of the room to proceed to the next area. If you lost your helmet, you'll have to backtrack to the Bounty Hunter Hat machine.

Destroy the large canister on the right side of the room to create a pile of bricks. Use the bricks to build a platform. Hop on the platform with either Leia or Chewbacca. Luke Skywalker will use the Force on the platform to raise it. Hop onto the ledge and into the cage on the upper right hand side of the room. Pull the two levers in this cage to open the gate to the next area. Use a thermal detonator on the metal objects blocking your path. Non-Bounty Hunters can only throw thermal detonators if they are wearing a Bounty Hunter hat. If you lost your Bounty Hunter helmet you'll have to visit the Bounty Hunter Hat Machine at the entrance of this room for a new one.

Destroy the support structures on both sides of the gate to your right.

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The gate will rise allowing you to continue to the next area.

Head down the hallway and be careful around the silver metal grates. These will fall into the chasm below if you walk over them.

### Section 2: Don't Forget the Droids

Use the Force on the object on the wall to your left to create a pile of bricks. Use the bricks to build a floating panel. Pull the two levers to your right to release two piles of bricks. Use these bricks to build a control panel consisting of four floor buttons. If you look closely at these floor buttons you will see arrows painted on each one. Step on the buttons to move the panel towards R2-D2's cell. Then use the panel as a stepping stone to double-jump into R2-D2's cell. The additional weight will cause the floor panel in the cell to lower freeing the droid. Use the floor buttons to move the panel to the left towards C-3PO's cell and hop in it to free him as well. Activate the Protocol and Astromech Droid Panels to open the door and head up the stairs to the next area.

### Section 3: Free Han

Push the three columns up against the platform ahead of you. Now use the Force on each of these blocks to form a ramp. Head up the ramp and

destroy the canister to create a pile of bricks. Use the bricks to build half of a bridge to the next platform. Use a double-jump to reach the next platform and use the Force on the wall to your right to complete the bridge. Continue to your left along the platform and use R2-D2 to hover across gap in the back of the room to activate the Astromech Droid Panel. This will extend a bridge allowing your party to follow you. Destroy the canisters near the door to create a pile of bricks. Use the bricks to build a Protocol Droid Panel and activate it to open the door to the next area.

Han Solo lies frozen in carbonite in the back of the room. Free Han from the carbonite by activating the Bounty Hunter Panel next to him. If you need another helmet, head back to the previous room. The Bounty Hunter Hat Machine is on the far right hand side of the room behind the arches.

### Section 4: The Rancor Pit

Use C-3PO to activate the Protocol Droid Panel on the left side of the Rancor Pit. This will release a Gamorrean Guard. The Rancor will pick up the guard and take him to one of three corners of the room to snack on. If the Rancor begins snacking on the guard near one of the two white LEGO canisters, destroy the canister. The explosion will cause rocks to fall which will damage the Rancor. Continue using C-3PO to feed Gamorrean Guards to the Rancor. When the Rancor has one heart left, he will take the guard to the back of the room to eat him near the spiked door. When he does this, pull the lever to the right of the door to finish off the Rancor.

### MINI-KIT LOCATIONS

Mini-Kit Reward: Desert Skiff

#### Mini-Kit 1

Requires Boba Fett

Destroy the metal objects to the left of the gate to Jabba's Palace in Section 1 to reveal a grappling pad. Use the grappling pad to ascend to the ledge above and hover to your right to collect the Mini-Kit.

#### Mini-Kit 2

Requires Dark Jedi

Use the Force on the black blocks to the left of Mini-Kit 1 to reveal a grappling pad. Use the grappling pad and continue to your left to find another Mini-Kit. Once you've



collected the Mini-Kit, use the Force to construct a grappling hook on the wall to your right so you can return to Jabba's Palace.

### Mini-Kit 3

Head to your right when you reach the Bounty Hunter door at the end of the first hallway in Section 1. Use C-3PO to open the cell holding the Mini-Kit.

### Mini-Kit 4

Head to the room where you meet Luke in Section 1. Use R2-D2 to open the door to your left where you'll find a Mini-Kit.

### Mini-Kit 5

Requires Ewok, Bounty Hunter  
Head to the room after the one where you meet Luke in Section 1. Use the Ewok to enter the small hatch in the back left hand side of the room. Destroy the block in the back of the cell and enter the small hatch. Destroy the blue block in the cell in the bottom left hand side of the room to reveal a metal grate. Use a thermal detonator to blow up the grate and enter the underground passageway. Continue to your right and use a thermal detonator to destroy the metal objects blocking your path. You'll emerge in the bottom right hand cell with the Mini-Kit.

### Mini-Kit 6

Head to the room after the one where you meet Luke in Section 1. Assemble the platform on the right and hop on it. Your partner will use the Force to raise the platform to the upper ledge. Hop into the cell below to collect a Mini-Kit.

### Mini-Kit 7

Head to the room where you need to destroy the support structures on the gate in Section 1. Build a bomb out of the bricks outside the cell to your left and shoot the bomb to detonate it. The explosion will blast a hole through the cell allowing you to reach the Mini-Kit inside.

### Mini-Kit 8

Requires Jedi  
Head to the room where you rescue the droids at the start of Section 2. Use your Jedi's double-jump attack to destroy the brown floor panels at the entrance. Follow the underground passage way to your left to collect the Mini-Kit.

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### Mini-Kit 9

Requires Dark Jedi

Head to the first room of Section 3. After you extend the bridge in the back of the room with R2-D2, use the Force on the three objects above you to open the grate blocking the Mini-Kit.

### Mini-Kit 10

Requires Jedi

Repair the grappling pad in the Rancor Pit at the end of Section 4 and use it to reach the upper ledge. Double-jump to your right to collect the Mini-Kit.

### POWER BRICK LOCATION

Head to the room where you meet Luke in Section 1. Assemble the movable block to your right and push it onto the floor button to reveal a grappling pad ahead. Use it to reach the stairs on the upper ledge. You'll find the Power Brick at the top of the stairs.

## CHAPTER 2: THE GREAT PIT OF CARKOON

### STORY MODE WALKTHROUGH

#### Section 1: The End of Boba Fett

Build a lever on the right hand side of the skiff and pull it to extend a bridge to the next skiff. On the next skiff, use the Force on the bricks on the right to build two levers and pull

them to extend the bridge to the next skiff.

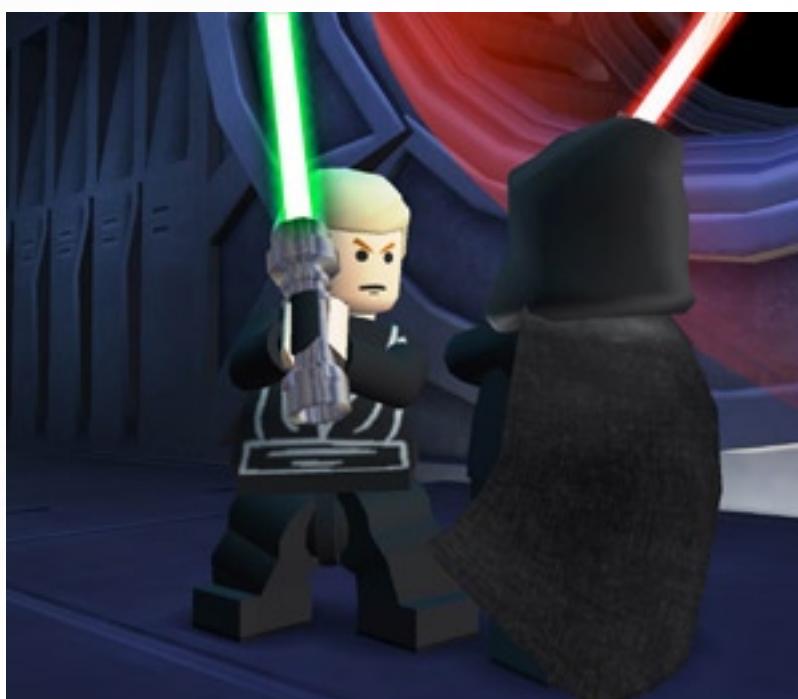
You will encounter Boba Fett on this skiff. Just keep avoiding his shots and firing at him with either Han or Lando to defeat him quickly. Once Boba Fett loses his last heart, his jetpack will malfunction sending him into Sarlacc's stomach.

Hop onto the next skiff. Use the Force on the object near the rear of the skiff to build a floating block. Jump on the block to reach Jabba's sail barge.

#### Section 2: Boarding the Barge

You'll need to extend three platforms to proceed to the next area. Continue to your left and use the Force to open the hatches on the side of the sail barge to reveal a lever. Pull the lever to extend one of the three platforms. At the end of the hatches, pull the lever to your right to extend the second of the three platforms. Use the Force to lift the last hatch on your right and use it as a stepping stone to reach the ledge ahead of you. Push the moveable block off the ledge to form a pile of bricks and use them to build a grappling pad. Head to your right and pull the lever at the bottom of the stairs to extend the last platform. Continue to your left, using the platforms you've just extended as stepping stones.

At the rear end of Jabba's sail barge, use the Force to raise the two hatches



ahead of you to raise the turnstile and reveal two colored panels. You'll have to get the three colored bricks on the right panel to match the one on the left to open the door. Push the turnstile to rotate bottom block until it turns blue. Use the Force on the middle block to turn it yellow. Once the door on the rear end of the barge opens up head inside to the next area.

### Section 2: Breaching the Barge

Destroy the gas canisters and build a laser turret out of one of the piles of bricks to your left or right and use it to blow apart the barrier ahead of you. In the next room, use the bricks in the back left hand corner of the room to build a blank panel. Destroy the gas canister to your left. Use the Force on the bricks to your right and left to repair the power line leading to the blank panel. Use C-3PO to activate the panel and the moving platform to your right. Stand on the moving platform to your right with C-3PO to ascend to the next area.

### Section 3: Disco Danger

Use the Force on the object on the wall to your left to build a DJ turntable. Destroy the bars to your right and use the Force on the white wall objects to form a disco ball on the floor. Use the grappling pad ahead of you to and build an anchor for the disco ball on the ceiling. Then push the moveable block off the ledge to break it into a pile of bricks. Build two speakers with the piles of bricks ahead of you and use the Force on the disco ball to set it in place on the ceiling. Step on the white floor panels as they light up to activate the disco and open the door ahead. Go up the stairs ahead of you to reach the main deck.

### Section 4: Hit the Deck

You'll have to destroy the two large power generators ahead of you to clear the stage. Destroy the blue panel to your left to create a moveable block. Then push it along the path and leave it on the floor panel near the bottom generator. Head to the other side of the bottom generator and push the moveable block onto the other floor panel next it. This will blow up the protective cage around the bottom generator. Blow up the cage around the top generator by activating the C-3PO panel on it and continue to your right.

Build the first half of a ramp out of the pile of bricks ahead of you. Destroy the block to your right open a hole. Jump down it and head to your

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right. You'll emerge behind the fenced off area ahead of you. Pull the lever to open the blue door and push the moveable block along the path and leave it next to the ramp you just built. Use the Force on the moveable block and the top will extend the ramp to the next area.

Destroy the bricks around the ladders on the right side of the area use the Force on the ladders to lower them. Destroy the bricks on top of the ladders in the center pit. Then use the Force on the two pairs of ladders you freed to create a platform to the deck gun. Use R2-D2 to power up the deck gun by activating the Astromech Droid Panel below it. Then use it with any character to destroy the two power generators.

### MINI-KIT LOCATIONS

Mini-Kit Reward: Sail Barge

#### Mini-Kit 1

Head to the second skiff and walk down the plank above the Sarlacc Pit. Jump towards the camera to collect the Mini-Kit. You'll have to commit suicide by jumping towards this Mini-Kit in Story Mode. If you're in Free Play Mode, you can use R2-D2 or Boba Fett to hover back to the skiff.

#### Mini-Kit 2

Requires Jedi

You'll need to build four turrets on the skiffs at the beginning of Section 1 to reveal this Mini-Kit. Destroy the boxes on the first skiff and use the broken bricks to build the first two turrets. Pull the lever at the center of the second skiff and push the moveable block onto the panel to your left. Pull the lever again and push the next block on the panel to your right. You can build the last two turrets out of the broken bricks from these two blocks. The Mini-Kit will appear in the above you on the second skiff. Use the Force on the rear end of the skiff to create a mast and hop up the mast to collect the Mini-Kit.

#### Mini-Kit 3

Requires Dark Jedi

Hop on the block to board Jabba's barge at the very end of Section 1. Instead of jumping on Jabba's barge to your left, use the Force on the black block to your right to create a block to the right of the last skiff. Get back on the last skiff and use the block you just created to reach the front end of

Jabba's barge. Use the grappling pad around the corner to ascend and pull the two levers ahead of you. Destroy the blue wall panel between the levers and build a Mini-Kit from the broken bricks.

#### Mini-Kit 4

Requires Bounty Hunter

Continue down the path around Jabba's barge from Mini-Kit 3. Use the Force to lift up the grey wall panels to reveal two Astromech Droid panels and a Protocol Droid panel. Activate these panels to raise the gates on the ledge above and use the grappling pad to your left. Head down the hall to your right and use a thermal detonator to destroy the metal gate at the end of the hall to reach the Mini-Kit.

#### Mini-Kit 5

Requires Dark Jedi

Head to the rear end of Jabba's barge in Section 2 and use the Force on the box to the left of the door. Build a grappling pad from the broken bricks and use it to ascend. Pull the two levers to your right and use the Force to pull the lever on the left to reveal a Mini-Kit behind you.

#### Mini-Kit 6

Requires Ewok

Head to the back of the room where you free the droids in Section 2. Use the Ewok to enter one of the small hatches in the back of the room. Once you pull the two levers in the back, a Mini-Kit will appear.

#### Mini-Kit 7

Head to the room right after the disco area in Section 3 and destroy the grates on the wall to your left. You can build a Mini-Kit from the broken bricks that fall.

#### Mini-Kit 8

As soon as you reach the deck of Jabba's barge in Section 4, use the Force to destroy the block below you. Build a grappling pad from the broken bricks and use it to reach the top of the mast ahead of you.

#### Mini-Kit 9

Head to the area right before the large gun turret in Section 4. Use the Ewok to crawl through the small hatch ahead to reach the Mini-Kit behind the grates.

### Mini-Kit 10

When you man the large gun turret at the end of Section 4, destroy the power generator to the left. Hop off the gun turret and head back down towards the generators. Jump down the hole below the generator you just destroyed and follow the underground path to collect the Mini-Kit.

### POWER BRICK LOCATION

Head to the area right before the large gun turret in Section 4. Destroy the brown brick to the right of the masts and build a grappling pad from the broken bricks. Use the grappling pad to reach the top of the right side of the mast and hover to your left to retrieve the Power Brick.

## CHAPTER 3: SPEEDER SHOWDOWN

### STORY MODE WALKTHROUGH

#### Section 1: Race through the Woods

Destroy the flowers ahead of you and build a platform out of the pile of bricks that fall. Hop on the platform with Leia and Luke will use the Force to raise it allowing you to hop over the log ahead. Destroy the plant to the right of the platform ahead of you and build a grappling pad out of the bricks. Use it to ascend to the ledge on your right and head back towards Luke. Hop on the platform hanging from ropes ahead of you to lower it so Luke can join you. Use the Force on the platform to the left of the grappling pad you just made to form a ramp and proceed to the next area.

You'll encounter two Stormtroopers on speeders. Take them out and take their speeders. The blue force field ahead will go down. After you head through it, you'll have to pursue two additional Stormtroopers on speeders. Take them out to proceed to the next area.

Knock the Stormtrooper out of the AT-ST ahead with either blaster fire or the Force. Then hop in and use the AT-ST's cannons to destroy the power generator to your right. After you get rid of the rest of the Stormtroopers, hop back on your speeder. You'll have to pursue three more Stormtroopers on speeders the jungle to proceed.

Destroy plants to your left to reveal AT-ST foot pieces. Use the Force on the box to your left. Double-jump with Luke from this box to reach the ledge to your left and use the Force

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on the box ahead of you to stack it on the other box so Leia can follow you. Use the grappling pad near the tree ahead and pull the lever. A wooden cage above you will release a large pile of bricks below the AT-ST foot pieces. Use the Force to assemble an AT-ST so you can destroy the power generator ahead to lower the blue force field. Hop on your speeders to continue. You'll have to hunt down more Stormtroopers on speeders through the same jungle area again. This time you'll have to get rid of four of them.

Hop in the AT-ST and use its cannons to destroy the power generator ahead to lower the force field. Once you get on your speeder, you'll have to chase down another five Stormtroopers on speeder bikes.

Cross the bridge behind you and build a turnstile from the bricks to the right of the wooden cage. Push the turnstile to lower the cage and use the Force on the bricks inside to build an AT-ST. Use the AT-ST's cannons to destroy the two hanging boxes across the bridge to your right. Use the Force on the planks that fell to form a wider bridge so you can bring your AT-ST back across the ravine. Now use the AT-ST to destroy the power generator in the upper left hand corner of the area to lower the last force field. Hop on your speeders and head to the next area.

#### Section 2: Destroy the Imperial Base

Pull the levers ahead of you and head up the elevator shaft. Cross the walkway to your left and go up the next shaft to continue. Pull each of the four levers on the platform to lower the shields on the four towers surrounding the AT-ST ahead. Hop on the panel with the two green lights ahead of you to catapult yourself into the cockpit of the AT-AT. Use the AT-AT's cannons to destroy the satellites on top of each of the four towers. When you're done, exit the AT-AT and pull the two levers near the center of the platform. A self destruct sequence will activate destroying the Imperial base.

### MINI-KIT LOCATIONS

Mini-Kit Reward: TIE Bomber

#### Mini-Kits 1-6

You can find the first 6 Mini-Kits during the Speeder Bike chase sequences. Drive over the wooden

ramps throughout the path to lower cages with Mini-Kits.

#### Mini-Kit 7

Required

After the first Speeder Bike chase in Section 1, take over the AT-ST and get off on the ledge to your right. Use the Force to destroy the red plants to your left to open the way to a small hatch at the base of the tree. Enter the small hatch with the Ewok and hover to your right to lower a cage with a Mini-Kit. Destroy the Mini-Kit's cage with the AT-ST.

#### Mini-Kit 8

Requires

After the second Speeder Bike chase in Section 1, build a block from the bricks to your right and hop on the ledge. Use thermal detonators to destroy the two metal objects to create two platforms. Use the Force to stack the platforms near the bottom of the tree and hop on the ledge at the top of the tree. Pull the lever to lower a cage with a Mini-Kit and use the AT-ST's cannons to blast open the cage.

#### Mini-Kit 9

Requires

After the third Speeder Bike chase in Section 1, take over the AT-ST and get off on the ledge to your right. Use a thermal detonator to destroy the



metal object ahead of you. Build a grappling pad and use it to ascend to the platform you just created and pull the lever to your left. Use the AT-ST to destroy the Mini-Kit cage.

### Mini-Kit 10

Requires Imperial and Bounty Hunter

Head across the bridge at the Imperial Base in Section 2 and activate the Stormtrooper Panel to lower a cage with a Mini-Kit inside. Head back down the elevator shaft to your right and blow open the cage with a thermal detonator.

### POWER BRICK LOCATION

Requires Ewok

When you get to the Imperial Base in Section 2, push the moveable block into the column to your left to create a small hatch. Crawl inside with the Ewok and you'll emerge on the second floor next to the Power Brick.

## CHAPTER 4: THE BATTLE FOR ENDOR

### STORY MODE WALKTHROUGH

#### Section 1: Ambush at the Ewok Village

Head to your right and use Wicket to enter the small hatch. From the other side of the ravine, repair the gear boxes to raise a bridge so the rest of your party can join you. Continue to your right and destroy the wooden planks blocking the door to the last hut. Use C-3PO to activate the Protocol Droid Panel inside. A box will fall from above and leave a pile of bricks. Build a grappling pad from these bricks and use it to ascend to the ledge above. Pull the lever to extend a bridge and cross it. Continue down the path to your right.

You will be ambushed by a bunch of Stormtroopers. Use Wicket's slingshot to destroy the grappling hooks in the area to prevent more Stormtroopers from arriving. Build a moveable block from the bricks to your right. Push it onto the panel on your left and use Wicket to enter the small hatch at the base of the tree nearby. Pull the lever and a hook will raise the moveable block you just placed to the ledge above. Push the block into the panel to your right to activate the elevators below. Stand on the buttons on the elevator to lower it.

#### Section 2: Through the Forest

Destroy the plants to your right

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to release a pile of bricks. Build a turnstile from these bricks and push it counter clockwise to raise the platform at the base of the tree to your right. Hop on the platform with Wicket and enter the small hatch. Stand on the red button ahead of you to move the grappling hook above to your right. One of your teammates will use it to ascend to the ledge ahead and will pull a lever to lower the gates and raise a ramp for your droids.

Cross the river and head up the hill ahead. Repair the Protocol Droid Panel on the gear box between the two gates in front of you. Activate the panel to open the grates covering the floor buttons below each of the gates. Stand on the buttons to lower the first pair of gates. Head up the hill on your right and build a ramp. Use Wicket to enter the small hatch on your left. He will emerge in a tree above. Pull the lever to lower a box of bricks and use them to build a grappling pad. Use the ramp on the right and the grappling pad on the left to access the next set of floor buttons to open the second pair of gates. Continue up the path ahead to reach the next area.

#### Section 3: Bunker Break-In

Hop in the catapult ahead and use it to break down the large wooden gate. Commandeer the AT-ST ahead and use its cannons to blast through the metal gate ahead. Continue up the path and destroy the metal gates around the tree to the left of the bunker up ahead. Pilot your AT-ST up to this tree and hop out onto the ledge above. Stand on the red floor button to move the grappling hook above to the right. One of your teammates will use the grappling hook to ascend to the tree to your right and will pull the lever. Build a grappling pad from the bricks that fall and use it to access the roof of the bunker. Destroy the hatches to release more bricks and use them to complete the path for the moveable block nearby. Push the block off the roof of the bunker and use the broken bricks to assemble an astromech droid panel. Build a ramp from the bricks in front of the bunker so R2-D2 can reach the panel and activate it to open the bunker door.

#### Section 4: In the Control Room

Head down the ramp and blast the red panel at the center of the door below to open it. You'll have to remove four safety locks to lower the red force field ahead which prevents you from accessing the power generators. You'll

need to take out these generators so the rest of the Rebels can attack the Death Star above Endor. Pull the lever in the far left hand corner of the room to break the first lock.

Blast the red panel on the door to your right in the control room and activate the Astromech Droid Panel up ahead to turn on the elevator to your right. Go up the elevator to the second level and build a bridge to allow C-3PO to access the Protocol Droid Panel to your right. A lever will lower further down the ledge to your right. Pull it to break the second lock in the control room.

Use R2-D2 to hover from the far left hand side of the ledge over to the platform near the window in the back of the room. Activate the Astromech Droid Panel there to make some bricks fall from the portal below you. Use the bricks to build a small hatch and enter it with Wicket to get to the other side of the window. Pull the lever to your right to break the third lock in the control room.

Head back to the control room and blast the red panel on the door to the left. You'll need to stand on three floor buttons to extend the panels on the left hand side of the room to access the ledge ahead of you. Destroy the wall panels and floor hulls to reveal them. One is in the bottom left hand corner of the room. One is on the top right hand corner of the room. And one is behind the wall ahead of you slightly to the left. Use the extended platforms on the left as stepping stones to reach the ledge and destroy the wall panels ahead of you to reveal a moveable block. Push it into the wall panel on your left to transform the three wall panels into a ramp. Use C-3PO to go up the ramp and activate the Protocol Droid Panel. This will lower a lever to your right. Pull the lever to break the fourth lock and return to the control room.

Pull the two levers in the center of the control room to lower the red force field and build four bombs out of the bricks scattered amongst the generators ahead. After you build the fourth bomb your team will flee the bunker and the Death Star's shield generators will be a thing of the past.

### MINI-KIT LOCATIONS

Mini-Kit Reward: AT-ST

#### Mini-Kit 1

Requires Jedi and Boba Fett  
Hop on the wooden throne at the beginning of Section 1 and your partner will use the Force to lift you up to the tree to your left. Hover towards the tree in the back to collect a Mini-Kit.

#### Mini-Kit 2

Requires Jedi and Boba Fett  
After the first small hatch in Section 1, and use the elevator to the right of the Mini-Kit behind the wooden door. Pull the lever to your left and hover to the platform on your left. Use the Force on the rock above to lower the platform to your right. Hop on the platform to your right and pull the lever to raise the wooden door blocking the Mini-Kit below.

#### Mini-Kit 3

Requires Jedi and Boba Fett  
After you cross the first bridge in Section 1, use a double-jump to reach the ledge on the tree above you. Hover to the ledge on your left and use the Force to lower the platform to your right. Use the platform you just lowered to reach the top of the tree to your right. Now, use the Force on the platform again to raise it to its original position. Head back to your

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left to collect the Mini-Kit above the grappling hook.

#### Mini-Kit 4

Destroy the purple boxes to your left when you reach the ground at the beginning of Section 2. Build a grappling pad from the broken bricks and use it to reach a Mini-Kit.

#### Mini-Kit 5

Destroy the purple boxes in the fenced off area in Section 2 and use the bricks to create a tractor. Drive the tractor up the river to the left to collect a Mini-Kit behind the waterfall.

#### Mini-Kit 6

Requires Ewok and Boba Fett

After the gate puzzle in Section 2, destroy the plants in front of the tree to your left to reveal a small hatch. Crawl inside and hover to the platform to your right to retrieve the Mini-Kit.

#### Mini-Kit 7

Requires Jedi and Boba Fett

Destroy the plants to the left of the catapults outside the bunker in Section 3. Build a turnstile from the bricks and turn it to lower the platform above. Use the grappling pad to reach the platform and use the Force on the rock to your right. Double-jump to your left and use the Force on the rock to your right to raise the platform you're standing on. Quickly switch to Boba Fett and fly to

the platform your right. Continue to your right to reach the Mini-Kit.

#### Mini-Kit 8

Requires Bounty Hunter, Ewok, and Jedi

Head to the ledge on the right outside the bunker in Section 3. Destroy the metal objects and use the bricks to build a platform below the small hatch above. Use the Force on the rock to your right to raise the platform and enter the small hatch. Use the Force on the platform to your left to lower it and hop to the platform on your far left. Use the Force on the platform again to raise it and hop to the highest platform on your right where you'll find a Mini-Kit.

#### Mini-Kit 9

Requires Jedi

Head to the room to the right of the control room in Section 4. Destroy the walls to the left of the elevator and use the Force on the panels behind them to release piles of bricks. Use the bricks to build a Mini-Kit.

#### Mini-Kit 10

Requires Boba Fett

After you pull the lever to destroy the third lock in Section 4, switch to Boba Fett or R2-D2 to hover to the ledge in the background to reach the Mini-Kit.

### POWER BRICK LOCATION

Requires: Dark Jedi, Imperial, and Ewok.

Head to the room to the left of the control room in Section 4. Destroy the wall panel to the right of the Stormtrooper Panel and use the Force on the floor object to your left. Push the moveable block onto the conveyor belt through the hole in the left hand corner of the room. Activate the Stormtrooper panel and a Stormtrooper will come to the computer panel on the other side of the window. Activate the Protocol Droid Panel above the window to drop a bomb onto the Stormtrooper. The blast will open a small hatch below you. Crawl through the shaft with the Ewok to reach the other side of the window and push the moveable block into the panel in the back of the room. This will lower the force field blocking the Power Brick which you can now collect.



### CHAPTER 5: JEDI DESTINY

#### STORY MODE WALKTHROUGH

##### Section 1: Battle at the Throne

Double-jump and single jump attacks work well for hurting the Emperor. If you try to use your regular ground attacks he will often block them and damage you. After you damage the Emperor, he will begin using the Force on you whenever you approach him. When you see your character glowing from the Emperor's Force attack, tag to your partner and use a single jump attack to quickly strike the Emperor while he's distracted. Soon, the Emperor summons some guards to stall you while he flees.

After you take out his guards, head down the stairs and build a fan case out of the bricks to your left. Have Darth Vader use the Force to break the red wall fan above into bricks. Rebuild the red fan from the bricks and use the Force on it and the case to build a floor fan. Ride the current from the floor fan to reach the ledge above. Head down the path to meet up with the Emperor on the other side of his chamber.

The Emperor will use his lightning attack to light up the floor panels between you and him. If you jump over the panels or touch them, you will take damage. Walk on the panels that aren't lit up and make your way to the Emperor. Once you reach him, the Emperor will begin fighting you normally. Remember to tag to your partner when he uses the Force on you and continue to use jump and double-jump attacks to damage him. The Emperor will summon additional guards and flee again once you've damaged him more.

Take out the Emperor's guards and head towards the column in the center of the chamber and hang a right to confront the Emperor again. After you damage him more, the Emperor will flee to the ledge above you. Use the bricks that fell from the ceiling to your left and repair the elevator panel. Stand on the panel and use the Force on the wall buttons ahead of you to lift it to confront the Emperor. After you get his health down to one heart, the Emperor will flee. Follow him to the center of the chamber and hit him one last time to finish him off for good.

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#### MINI-KIT LOCATIONS

Mini-Kit Reward: Imperial Shuttle

##### Mini-Kit 1

Requires Jedi

After you force the Emperor to flee for the first time, use the Force on the floor panel to your left to create a block. Hop on the block to reach the Mini-Kit above.

##### Mini-Kit 2

Requires Bounty Hunter

Head down the stairs from the Emperor's throne and destroy the metal object to your right with a thermal detonator. Build a grappling pad from the bricks and use it to reach the Mini-Kit above.

##### Mini-Kit 3

Requires Bounty Hunter

Use a thermal detonator to destroy the grey wall panel on the side of the Imperial elevator shaft in the center of the area.

##### Mini-Kit 4

Repair the Protocol Droid Panel next to the Bounty Hunter Panel in the center of the area and activate it. A bridge will extend ahead of you to a room with some broken bricks. Use the bricks to build a Mini-Kit.

##### Mini-Kit 5

Requires Jedi

In the area where the Emperor uses lightning on the floor panels, use the Force on the 10 white lights on the wall behind you to lower the force field blocking the Mini-Kit in the center.

##### Mini-Kit 6

In the area directly below where the Emperor uses his lightning on the floor, destroy the objects along the right wall. Use the broken bricks to create a block and a Bounty Hunter Panel. Activate the panel to lower a platform near the block you just built. Hop on the block to reach the platform and hover to the ledge on your left to retrieve the Mini-Kit.

##### Mini-Kit 7

From Mini-Kit 6, head to the room behind you. Walk over the grey and white floor panels around the pit. When you walk over them, they will light up red. Make each floor panel light up to reveal a Mini-Kit above the pit.

Enter the Emperor's Lobby

Requires Ewok and Dark Jedi

When you get to the third Emperor encounter, destroy the computer panels along the right wall on the ground floor to reveal a small hatch. Enter the hatch with the Ewok and you'll emerge on the ledge above. Push the moveable block off the ledge to break it. Destroy the purple bricks and the explosion will blast open the door ahead. Inside you'll find the Emperor's Lobby and the last three Mini-Kits.

##### Mini-Kit 8

Requires Dark Jedi and Bounty Hunter

Use the Force to stop the fan in the upper left hand corner from spinning. Use thermal detonators to blast

through the fan's grate to reach the Mini-Kit behind it.

### Mini-Kit 9

Requires Dark Jedi, Ewok, and Bounty Hunter

Use the Force to stack the three chairs on the upper left hand side of the room. Jump on the chairs to reach the small hatch on the ledge above. Enter the small hatch with the Ewok and you'll emerge behind the window to your right. Blow open metal grate in front of the Mini-Kit with a thermal detonator.

### Mini-Kit 10

Requires Dark Jedi

Destroy the canisters to the left of the entrance and use the bricks to build a Protocol Droid Panel. Activate the panel to lower a platform in front of the switch above. Destroy the canisters to the right of the entrance to reveal a grappling pad and use it to reach the lever above. Pull the lever to drop a pile of bricks on the ground in the center of the room. Use the bricks to create a moveable block and push it onto the large green circle in the center. Destroy the chairs in the center and use the broken bricks to build a turnstile. Push the turnstile to rotate the moveable block so its arrow points to the right. Push the block into the lobby desk to activate a moving platform on the right. Ride the platform to the second level and pull the lever to your left to lower the force field in front of the Mini-Kit below. Double-jump from the desk to reach the Mini-Kit.

Use the Force to activate the eight red squares next to the Emperor's throne. Once you've lit each of the red squares up the Power Brick will appear above the Emperor's throne.

### POWER BRICK LOCATION

Requires Dark Jedi

## CHAPTER 6: INTO THE DEATH STAR

### STORY MODE WALKTHROUGH

#### Section 1: Destroy the Star Destroyers

Collect torpedoes by taking out the TIE-Bombers and use them to destroy the Star Destroyers by targeting the two purple shield generators on top of them.

#### Section 2: Destroy the Core

Hold down the fire button to

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maintain a steady stream of laser fire from the Falcon. This will help you to destroy the objects in your path which may damage your ship as well as the TIE-Fighters swarming about. You'll encounter three gates on your way to the Death Star's core. Launch your torpedoes at the purple gun turrets to pass each of them.

Once you're at the core, fly past the grey and red panels on the wall and turrets will emerge. Quickly turn around and destroy these turrets with your lasers but don't get too close or else they will fire electricity at you which will temporarily disable your ship. Once you destroy the six turrets the blue shield surrounding the core will be destroyed. Take out the core's metal shell with your lasers and destroy it with a torpedo when the purple target appears. If you've run out of torpedoes, you can backtrack to the previous torpedo cache to re-arm yourself.

Now high tail it out of there to escape the flames from the explosion. Hold down the fire button to take out the obstacles that block your way.

### MINI-KIT LOCATIONS

Mini-Kit Reward: TIE Interceptor

#### Mini-Kit 1

This Mini-Kit is floating to the right of the Star Destroyer ahead of you in Section 1.

#### Mini-Kit 2

This Mini-Kit is floating near the Star Destroyer in the back of the area.

#### Mini-Kit 3

Destroy the three turrets on the red pipes after the first torpedo cache to reveal this Mini-Kit.

#### Mini-Kit 4

Requires Imperial Ship

After the first torpedo cache, open the Imperial door to the right of the second gate.

#### Mini-Kit 5

At the second torpedo cache, head to your right and you'll find a Mini-Kit behind the pipes near the wall with the red stripes.

#### Mini-Kit 6

Head through the Imperial door to your left after the second torpedo cache to collect this Mini-Kit.

#### Mini-Kit 7

You'll find this Mini-Kit in the Death Star's core room to your right.

#### Mini-Kits 8-10

After you destroy the core, you'll find the last three Mini-Kits by destroying objects on your way out. If you hold down the fire button, you'll most likely collect all three without even trying.

### POWER BRICK LOCATION

Destroy the two purple targets around the gate in the Death Star's core to reveal the Power Brick for this chapter.

## BOUNTY HUNTER MISSIONS

The vile gangster Jabba the Hutt plans to kidnap leading figures in the Rebel Alliance, threatening to hand them over to Imperial forces unless a ransom is paid.

Naturally, the evil Hutt intends to take the ransom money, trade his prisoners to the Imperials regardless, and pocket a double bounty.

A band of vicious Bounty Hunters has come together to execute Jabba's scheme...

You'll have to purchase all of the bounty hunter characters from the Mos Eisley bar before you can begin accepting missions from Jabba the Hutt.

Here is a list of all the bounty hunters in the game:

4-LOM  
Boba Fett  
Bossk  
Dengar  
Greedo  
IG-88

Once you've unlocked all six bounty hunters head to Jabba's lounge which is located between the doors to Episode IV and Episode V. You'll have three minutes to find and capture your target. The faster you collect them the greater your bounty. You won't be able to collect studs or enable cheats so stay focused on your target.

## BOUNTY HUNTER MISSION HINTS

### USE THE JETPACK

Boba Fett is the only bounty hunter who has a jetpack. You can use the jetpack to avoid the hassle of creating bridges and building grappling pads

to quickly advance towards your target. Don't worry – even if you leave your teammates behind they will automatically catch up with you soon. Remember, you'll receive a higher bounty for capturing your target quickly.

### BOUNTY HUNTER DROIDS

Unlike the R2-D2 and C-3PO, the mighty bounty hunter droids are a force to be reckoned with. You can use either 4-LOM or IG-88 to open both Astromech and Protocol Droid Panels throughout the course of your missions. Although they can fire, jump, and use hand-to-hand combat, they are still droids and can't pull levers or build with bricks. Make sure you don't try to pull any levers or build with them or else they'll toss a thermal detonator which will cost you time and studs.

### MISSION 1: R2-D2

**Episode IV: A New Hope**

**Chapter 1: Secret Plans**

You'll start off in the room with the steel-grated floor in Section 2. Use the grappling pads to reach the third level and fly to the right with Boba Fett to avoid having to repair the gear boxes to extend the bridge. Pull the four levers to lower two bombs at the end of the hallway and blast the bombs to blow open the door. Head through the Bounty Hunter Door to your right and go down the hallway. Go in the escape hatches to your left and right to release two piles of bricks and use them to build a door on the wall ahead of you. You'll find the troublesome Astromech Droid, R2-D2 inside.

### MISSION 2: OBI-WAN KENOBI

**Episode IV: A New Hope**

**Chapter 2: Through the Jundland Wastes**

You'll start off inside the Jawa's Sandcrawler. Head towards the room where you freed R2-D2 and use the Protocol Droid Panel ahead to activate the elevator shaft. Run over the floor buttons in the next room and pull the two levers to enter the area where you freed C-3PO. Continue past the droid cages and destroy the objects on the right side of the room. You'll find old man Kenobi cowering in the cell to the right.

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### MISSION 3: CHEWBACCA

**Episode IV: A New Hope**

**Chapter 3: Mos Eisley Spaceport**

You'll start off outside the Mos Eisley Cantina where you began chasing the Imperial Spy. Use the grappling pad and head down the alley. Toss a thermal detonator at the door in the back of the alley and blow it up with a laser blast. Head to your left past the movie theater and you'll see three doors. The once mighty Chewbacca is hiding behind the door on the left. Blow it up and capture the tired old wookie.

### MISSION 4: PRINCESS LEIA

**Episode IV: A New Hope**

**Chapter 4: Rescue the Princess**

You'll start off in the room with the turnstile you used to rotate the bridge in the Death Star. Don't bother rebuilding the turnstile to rotate the bridge. Use Boba Fett's jetpack to fly to the ledge ahead and use the grappling pads to reach the door to the next area. Destroy the Stormtroopers in the control room and head through the door to your left. Continue down the hallway and go down the last elevator shaft to reach Detention Block AA 23. Princess Leia is not in the same cell as she was in Story Mode. The proud princess is hiding in the second to the last door on your left.

### MISSION 5: ADMIRAL ACKBAR

**Episode V: The Empire**

**Strikes Back**

**Chapter 2: Escape from Echo Base**

Head through the Protocol Droid Door on your left. Destroy the metal objects to the left of the window with a thermal detonator. Repair the computer terminal to the right of the bacta tank. When the water lowers grab the Rebel's great tactician, Admiral Ackbar.

### MISSION 6: YODA

**Episode VI: Return of the Jedi**

**Chapter 4: The Battle of Endor**

Switch to Boba Fett and head to your left. Don't bother repairing the gear box to raise the bridge. Fly over the gap and continue to your left instead. Destroy the purple boxes to the left of C-3PO's throne and use the broken bricks to construct a turnstile. Push the turnstile to raise the platform ahead and fly onto it. The platform

will rise to the ledge above where the exiled Jedi Master, Yoda is hiding.

### MISSION 7: C-3PO

**Episode V: The Empire**

**Strikes Back**

**Chapter 6: Betrayal over Bespin**

Head down the hallway and go up the stairs. Continue to your right and go through the Bounty Hunter Door around the corner. Activate the Protocol Droid Panel ahead and head to your left at the Stormtrooper Hat Dispenser. Activate the Bounty Hunter Panel in the elevator shaft to your left at the end of the hallway. You'll find C-3PO hiding like a coward at the top.

### MISSION 8: LANDO CALRISSIAN

**Episode V: The Empire**

**Strikes Back**

**Chapter 6: Betrayal over Bespin**

Tag Boba Fett and fight your way past the Stormtroopers to the back of the landing pad. Use your jetpack to cross to the ledge in the back.



Use the grappling pad to your right to ascend to the second level and continue heading to your right. Open the brown gate with either IG-88 or 4-LOM and continue down the hallway. After you reach the door that leads to the Millennium Falcon's landing pad, continue through the hot steam and head through the door with the Astromech Droid Panel. You'll find the rebel sympathizer, Lando Calrissian in the control room ahead.

### MISSION 9: LUKE SKYWALKER

Episode IV: A New Hope  
Chapter 3: Mos Eisley Spaceport  
Head down the alley towards the area where you built the AT-ST and use a thermal detonator to destroy the metal object to the left of the large tower. Build a turnstile from the broken bricks and turn it to cause some grappling pad bricks to fall to your right. Build the grappling pad and use it to ascend to the top of the tower where the young desert rat, Luke Skywalker is hiding.

### MISSION 10: HAN SOLO

#### EPISODE V: THE EMPIRE STRIKES BACK

Chapter 2: Escape from Echo Base

Head towards the door to your right and construct a bomb from the bricks that fall to open it. Continue down the hallway and build a heater out of the bricks near the ice wall. Shoot the heater to melt the ice wall and head through the door ahead. Push the heater towards the ice wall in the next room and pull the two levers near the coffee machine to open the door. Head right at the intersection and blast through the grey blocks to enter the room with the cart. Repair the missing gas canister on the cart to activate it and hop on. When you reach the right side of the room, hop off the cart onto the ledge to capture the infamous rebel scumbag and scoundrel, Han Solo.

## EXTRAS

### HINTS AND CHEATS

#### DESTROY EVERYTHING

Try to destroy everything you can as you play through the game. Walls, bushes, trashcans, tables, and even flowers should not escape your wrath. You'll find all sorts of little easter eggs throughout the game by blasting and slashing through everything you encounter.

#### BLASTERS AND YOU

*Hokey religions and ancient weapons are no match for a good blaster at your side, kid.*

- Han Solo

Han Solo has a point. Although they look cool, lightsabers are slow

## LEGO Star Wars II

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extras

and inaccurate. Even a lowly thug in the Mos Eisley Cantina or the weak-minded Sand People can easily tear you apart as you swing and miss with your lightsaber. Stick with your blasters. They are highly accurate and can fire quickly, allowing you take on the Empire single-handed.

#### LIGHTSABERS AND YOU

When you do need to use a Jedi, stick with your jump and double-jump attacks. The single-jump attacks are great for boss fights. The double-jump attacks are good for taking out large groups of enemies. While you're coming down from your double-jump attack, your lightsaber will reflect blaster fire too.

#### STUD CRAZY

Some of the rarest characters (like Yoda's ghost) and best cheats cost millions of LEGO studs. Save up for the X2 Extra to double the amount of studs you receive when playing through Story Mode or Free Play Mode. Soon you'll be able to afford to purchase whatever you like.

#### THE EMPEROR'S DOUBLE-JUMP ATTACK

When the Emperor does his double-jump attack he goes higher than other characters. When the Emperor's at the height of his double-jump attack, switch to another character to interrupt the animation of him crashing down with his lightsaber. The button sequence goes jump, jump, attack (which makes him go higher), and then switch to another character (to interrupt the animation of him coming down). This will give you extra height to your jump and get you up to areas that would otherwise require puzzle solving. There is no where in the game where you are forced to use this trick, but it does allow you to skip a few monotonous building puzzles.

#### DOUBLE SCORE ZONES

When you enter a double score zone, plug in a second controller and push start to join. Kill your partner over and over again. You'll lose studs each time your partner dies, but you'll gain twice as many studs due to you being in a double score zone. The easiest place to do this is in Chapter 4: Mos Eisley Spaceport, Episode: IV. At the beginning of the chapter head up the stairs to your right.

#### LEGO SPIGOT

Once you collect 99 Gold Bricks you can build a LEGO spigot outside of the

Mos Eisley Cantina. You can activate the spigot with the ghost of Yoda, Obi-wan, or Anakin to receive an infinite amount of studs. Unfortunately, if you've collected all 99 Gold Bricks you've probably seen all there is to see in the game.

#### BONUS MISSIONS

#### GOLD BRICKS

Once you collect 60 Gold Bricks, you can build a doorway to LEGO City outside the Mos Eisley Cantina. Your goal is to collect 1,000,000 studs in the shortest amount of time possible. Blow up houses, build houses, tear down fences, ride the slides, use your grappling hook to use the swing set, build the word LEGO out of LEGOs and have fun.

**Additionally,** After you've completed the Story Mode of an episode, you can build a door from the Gold Bricks you've accumulated. Each episode offers three Bonus Missions: details follow.

#### EPISODE IV BONUS

##### Super Story

You'll have to complete all six chapters of the episode in just one hour while collecting a minimum of 100,000 studs. Don't worry too much about collecting studs as you play through the chapters. It's inevitable that you'll collect the minimum amount of studs by playing through the chapters. Instead, focus on pushing blocks and building bricks to advance through each chapter as fast as possible. May the Force build with you.

##### Character Bonus (Mos Eisley)

Your mission is to collect 1,000,000 studs in five minutes with the character of your choice. You'll be running through the alleys of Mos Eisley in this mission. Whatever you do, don't choose a Jedi for this mission. It takes too long for them to kill enemies and destroy objects with their lightsaber. Choose your favorite bounty hunter and go crazy. Make sure you destroy all the trash cans and plant thermal detonators on all the metal objects you come across as they contain lots of studs. You'll notice that enemies you defeat drop studs too. Be on the look out for purple studs which are worth 10,000 studs each.

##### Mini-kit Bonus (Death Star)

Your mission is to collect 1,000,000 studs in five minutes. You'll be able to choose any of the vehicles you've acquired by collecting the Mini-Kits throughout the game. We suggest you choose the Millennium Falcon. Its width



will allow you to pick up more studs than the other planes. The Falcon's laser turret allows you to blast enemy fighters and turrets around and behind you as well. This means you'll die less, destroy more stuff, and collect more studs. Don't forget to stock up on torpedoes whenever you pass a torpedo cache. You can use them to destroy power generators and large turrets which drop a lot of studs.

#### EPISODE V BONUS

##### Super Story

You'll have to complete all six chapters of the episode in just one hour while collecting a minimum of 100,000 studs. Don't worry too much about collecting studs as you play through the chapters. It's inevitable that you'll collect the minimum amount of studs by playing through the chapters. Instead, focus on pushing blocks and building bricks to advance through each chapter as fast as possible. May the Force build with you.

##### Character Bonus (Bespin):

Your mission is to collect 1,000,000 studs in five minutes with the character of your choice. You'll have to navigate platforms in Bespin as you try to collect the required amount of studs. Choose your favorite bounty hunter and remember to destroy all the guard rails

and plant thermal detonators on any metal objects you come across as they tend to drop lots of studs when they blow up.

##### Mini-kit Bonus (Hoth)

Your mission is to collect 1,000,000 studs in five minutes. You won't have to worry about taking fire from enemies in this mission as much as you did on the Death Star so we suggest you choose the Snowspeeder. You can use its tow cable to roll the bombs into the white walls for lots of purple studs.

#### EPISODE VI BONUS

##### Super Story

You'll have to complete all six chapters of the episode in just one hour while collecting a minimum of 100,000 studs. Don't worry too much about collecting studs as you play through the chapters. It's inevitable that you'll collect the minimum amount of studs by playing through the chapters. Instead, focus on pushing blocks and building bricks to advance through each chapter as fast as possible. May the Force build with you.

##### Character Bonus (Endor):

Your mission is to collect 1,000,000 studs in seven minutes with the character of your choice. We still recommend that you pick a bounty

hunter for this mission. Make sure you blow up any metal objects you come across as well as the pots in the area. You may want to turn on the Invincibility and Super Blasters Extra to prevent the loss of studs as you'll be facing the Emperor's Red Guardsmen as well as Gamorrean Guards. Both of these enemies take multiple hits and can deflect your blaster fire. You can purchase these Extras at the Mos Eisley Cantina bar if you don't already have them.

##### Mini-kit Bonus (Endor)

Your mission is to collect 1,000,000 studs in five minutes. We suggest you choose the Boba Fett's Slave 1 for this mission. Like the Falcon, its laser turret allows you to blast enemy fighters and turrets around and behind you as well. In addition, the extra strength of the Slave 1's blasters will help you take down the AT-ATs throughout the forest more quickly. Don't forget to stock up on torpedoes whenever you pass a torpedo cache. You can use them to destroy power generators and large turrets which drop a lot of studs. If you haven't unlocked the Slave 1 yet, the Millennium Falcon is also a good choice due to its width.

END