STAR WARS

Jedi Knight II

Jedi Outcast

Reference Booklet

Contents

The latest version of this booklet is always available from the Starlite Lemming's Super Lab at:

http://paulius.50webs.com/jkbooklets.html

Credits

Material was originally sourced from Matthew "Azraelot" Rorie's Jedi Knight II: Jedi Outcast Walkthrough/FAQ, available at http://www.stratosgroup.com, and Heat's Acrobatics and Moves Guide, available at http://www.neoseeker.com.

Force Power Improvements by Level

Level Name	Code	Force Powers
7. Yavin Jedi Trial	yavin_trial	Push 1, Pull 1, Speed 1, Jump 1, Defense 1, Throw 1, Medium Style
8. Nar Shaddaa Streets	ns_streets	
9. Nar Shaddaa Hideout	ns_hideout	Jump 2
10. Nar Shaddaa Starpad	ns_starpad	Speed 2, Mind Trick 1
11. Bespin Undercity	bespin_undercity	Push 2, Pull 2, Heal 1
12. Bespin Streets	bespin_streets	Grip 1
13. Bespin Platform	bespin_platform	Lightning 1, Defense 2
14. Cairn Docking Bay	cairn_bay	Throw 2, Fast Style
15. Cairn Assembly Area	cairn_assembly	Mind Trick 2, Grip 2
16. Cairn Reactor	cairn_reactor	Speed 3, Heal 2
17. Cairn Dock 1	cairn_dock1	Push 3, Pull 3
18. Doomgiver Comms	doom_comm	Jump 3, Mind Trick 3, Lightning 2, Defense 3, Strong Style
19. Doomgiver Detention	doom_detention	Heal 3
20. Doomgiver Shields	doom_shields	Grip 3
21. Yavin Swamp	yavin_swamp	Lightning 3
22. Yavin Canyon	yavin_canyon	
23. Yavin Jedi Academy	yavin_courtyard	Throw 3
24. Final Showdown	yavin_final	

Health and Shields by Difficulty

	Padawan	Jedi	Knight	Master
Starting Health	100	100	100	50
Max Health	100	100	100	50
Starting Shields	100	50	0	0
Max Shields by Booster	100	100	100	50
Max Shields by Regenerator	100	100	100	100
Shield/Ammo Regenerator	100	75	50	50

Weapons Available by Level

Level Name	Code	E11	Disr	BC	Rpt	Dem	Fl	Rkt	TD	TM	DP	Skr	AS
1. Kejim Outpost	kejim_post	✓	–	–	–	–	–	–	✓	–	–	–	–
2. Kejim Base	kejim_base	✓	–	–	–	–	–	–	✓	–	✓	–	–
3. Artus Mine	artus_mine	✓	–	✓	–	–	–	–	✓	✓	✓	–	–
4. Artus Detention	artus_detention	✓	–	⊕	–	–	–	–	✓	✓	✓	–	–
5. Artus Topside	artus_topside	✓	–	⊕	–	–	–	–	✓	✓	✓	–	–
6. Yavin Temple	yavin_temple	–	–	–	–	–	–	–	–	–	–	–	–
7. Yavin Jedi Trial	yavin_trial	–	–	–	–	–	–	–	–	–	–	–	–
8. Nar Shaddaa Streets	ns_streets	✓	✓	✓	–	–	–	–	✓	–	✓	–	–
9. Nar Shaddaa Hideout	ns_hideout	✓	✓	✓	–	–	–	–	✓	✓	✓	✓	–
10. Nar Shaddaa Starpad	ns_starpad	✓	✓	✓	–	–	–	–	✓	✓	✓	✓	–
11. Bespin Undercity	bespin_undercity	✓	✓	✓	–	–	–	–	✓	–	✓	✓	–
12. Bespin Streets	bespin_streets	✓	✓	✓	✓	–	–	–	✓	✓	–	✓	–
13. Bespin Platform	bespin_platform	✓	⊕	⊕	✓	–	✓	–	–	✓	–	–	–
14. Cairn Docking Bay	cairn_bay	✓	⊕	⊕	✓	–	✓	–	✓	✓	–	✓	✓
15. Cairn Assembly Area	cairn_assembly	✓	⊕	⊕	✓	✓	✓	–	✓	✓	–	✓	✓
16. Cairn Reactor	cairn_reactor	✓	⊕	⊕	✓	⊕	✓	✓	✓	–	–	–	✓
17. Cairn Dock 1	cairn_dock1	✓	–	–	✓	✓	✓	✓	✓	✓	–	✓	✓
18. Doomgiver Comms	doom_comm	✓	⊕	⊕	✓	⊕	✓	⊕	✓	✓	✓	✓	✓
19. Doomgiver Detention	doom_detention	✓	⊕	⊕	✓	⊕	✓	✓	✓	✓	✓	✓	✓
20. Doomgiver Shields	doom_shields	✓	⊕	⊕	⊕	⊕	✓	–	✓	✓	–	✓	✓
21. Yavin Swamp	yavin_swamp	✓	⊕	⊕	✓	⊕	✓	⊕	✓	✓	✓	–	✓
22. Yavin Canyon	yavin_canyon	✓	⊕	⊕	⊕	⊕	✓	✓	✓	✓	✓	✓	✓
23. Yavin Jedi Academy	yavin_courtyard	✓	⊕	⊕	✓	⊕	✓	✓	✓	✓	–	✓	✓
24. Final Showdown	yavin_final	–	–	–	–	–	–	–	–	–	–	–	–

✓ Weapon found in this mission.
⊕ Ammo found in this mission.

Force Power Summary

Core Force Powers

Force Power	Level 1	Level 2	Level 3	Constants
Force Jump **	2 times normal up to 10F	4 times normal up to 25F (15F)	8 times normal up to 50F (15F)	max 15F under Speed
Force Pull	5F no target 15F single target		5F no target 15F/target	
Force Push	5F no target 15F single target	5F no target 10F/target	5F no target 15F/target	
Force Speed *	+25% 50F 10s	+50% 50F 10s	+100% 50F 10s	min 50F
Saber Throw *	20F 1s	20F 1s	20F+ 1–10s **	min 20F

Light Force Powers

Force Power	Level 1	Level 2	Level 3	Constants
Force Heal *	Stationary 100F 6s 25H	No combat 100F 6s 25H	Any time 100F 2½s 25H	min 20F
Mind Trick	20F 5s	20F 10s	25F 15s	min 20F

Dark Force Powers

Force Power	Level 1	Level 2	Level 3	Constants
Force Grip **	25F 5s	20F+ 1–15s	20F+ 1–15s	min 26F
Lightning **	90F 1s	45F+ ½–1½s	50F+ ½–1½s	min 25F

  * Stops force recharging while in effect.
** Hold down key.

Lightsaber Attack Combos

Medium & Fast Style Combos

(Medium: chain up to 4 or 5 attacks)
(Fast: no limit on chained attacks)

Alternate Right, Left
Alternate Back-Left, Back-Right
Alternate Fwd-Right, Back-Left
Alternate Right, Back-Left

Strong Style Attack Combos

(Strong: chain up to 3 attacks)

Fwd, Fwd-Right, Fwd
Fwd, Fwd-Right, Right
Fwd-Right, Right, Back-Right
(Or replace Right with Left, above.)

   Attack combos are executed by holding attack and moving in a new direction just after each attack starts. Usually, maintaining your direction or changing not more than 90º will also sustain your attack combo.

Special Moves

Medium Style Attack Moves

Special Move	Keys	Force	Reqs	Special conditions
Slash Back	Att	0 F		Enemy behind
Throw and Slash	Att+Alt Alt	20 F	Throw 1	Att just before Alt Att
Force Pull Slash	Pull+Att	15 F	Pull 3	Hold Pull
Flip Attack	Fwd+Ju+Att	0 F	Jump 2	Jump over enemy

Fast Style Attack Moves

Special Move	Keys	Force	Reqs	Special conditions
Stab Back	Bk+Att	0 F		Enemy behind
Throw and Slash	Att+Alt Alt	20 F	Throw 1	Att just before Alt Att
Force Pull Slash	Pull+Att	15 F	Pull 3	Hold Pull
Lunge Attack	Cr+Fwd+Att	0 F		
Spin Attack	L/R+Att	0 F		Spin on second attack
Low Spin Attack	Cr+L/R+Att	0 F		Spin on second attack

Strong Style Attack Moves

Special Move	Keys	Force	Reqs	Special conditions
Slash Back	Bk+Att	0 F		Enemy behind
Throw and Slash	Att+Alt Alt	20 F	Throw 1	Att just before Alt Att
Force Pull Slash	Pull+Att	15 F	Pull 3	Hold Pull
Lunge Jump Attack	Att+Fwd+Ju	0 F	Jump 2	Att just before Fwd+Ju

Acrobatic Moves

Special Move	Keys	Force	Reqs	Special conditions
Lunge Jump/High Jump	Dir, Ju	var	Jump 2	Release Dir just before Ju
Force Flip	Dir+Ju	var	Jump 1	
Jump Flip Attack	Dir+Ju+Att	0 F	Jump 1	
Crouch Jump	Ju+Fwd, Cr	var		Release Ju at apex and Cr
Roll	Dir+Cr	0 F		
Backflip Off Wall	Fwd+Ju+Bk	10 F	Jump 1	Release Fwd as Ju at base
Side-flip Off Wall	L/R+Ju	10 F	Jump 2	Jump at base of wall
High Backflip Off Wall	Fwd+Ju, tap Ju	10 F	Jump 2	Jump near wall, tap as hit
Wall-Run	Fwd+Ju+L/R	10 F	Jump 2	Run along wall, jump into
Jump Up from Knockdown	tap Ju	0 F	Jump 2	Start tapping as you land

A properly executed "Throw and Slash" will result in a horizontal slash as soon as your throw returns.

A properly executed "Force Pull Slash" will result in an immediate slash with no wind-up, even in Strong style; the timing to replicate this is unclear.

Console and Cheat Codes

Non-Cheat Codes

bind [k] "[cmd]; [cmd]"	Bind command(s) to key.
unbind [k]	Unbind key.
bindlist	List of key bindings.
clear	Clear console.
condump [filename]	Write console to file.
thereisnospoon	Camera orbits once in slow motion (first person).
taunt	Spin lightsaber.
victory	Victorious utterance.
viewpos	Reports your current location.
mapname	Returns the name of the current map.
screenshot	Take a JPG screenshot in GameData\Base\screenshots\
screenshot_tga	Take a TGA screenshot in GameData\Base\screenshots\
cg_drawfps 1	Draw the frames-per-second meter.
cg_drawtimer 1	Draw the level clock.
cg_drawHUD 1	Use to restore the HUD after drive_atst.

Basic Cheat Codes

HelpUsObi 1	Enable cheats.
god	God mode.
undying	Undead mode (Health 999, can't go below 1).
noclip	No clipping mode (use alt fire for turbo movement).
notarget	Enemy AI toggle.
setviewpos [x] [y] [z] [yaw]	Teleport to specified location.
devmap [mapname]	Jump to map.
devmapall [mapname]	Jump to map.
npc kill all	Kill all NPCs and triggers.
npc spawn [char]	Spawn character.
drive_atst	AT-ST mode.
fly_xwing	X-Wing mode (usually crashes the game).
kill	Kill player.

Lightsaber Cheat Codes

sabercolor [col]	Set saber colour. [blue, green, orange, purple, yellow, red]
g_saberRealisticCombat 1	Realistic lightsaber collision detection.

Force Power Cheat Codes

setsaber[power] [n]	Set lightsaber power to level 0–5. [defense, offense, throw]
setforce[power] [n]	Set force power to level 0–4. [jump, pull, push, speed, heal, grip, lightning, all] (all also sets lightsaber powers).
setmindtrick 4	Possess NPC ability (setmindtrick 0 to prolong indefinitely; awakened enemies still target Kyle).
setsaberoffense [4/5]	Grant Desann/Tavion saber styles.

give **Commands and Item Packs**

give health {n}	Full health; optionally set to {n}, up to max by difficulty.
give armor {n}	Full shields; optionally set to {n}. Useful on Jedi Master, as give armor will only give 50.
give force	Full force power.
give weapons	All standard weapons with full ammo, except explosives.
give ammo	Full ammo, but no new weapons.
give batteries {n}	Full battery power; optionally set to {n}, up to 2500.
give inventory	All inventory items.
give all	All of the above.
give weaponnum [n]	Weapons 1–9 by default key. Weapons come with full ammo.

The give cheat code can also give you any item that can be picked up.

Inventory

give item_battery	Battery (40% power)
give item_bacta	Bacta Cannister
give item_binoculars	Electrobinoculars
give item_la_goggles	Light-Amp Goggles
give item_seeker	Seeker Drone
give item_sentry_gun	Portable Assault Sentry
give item_goodie_key	Supply Key
give item_security_key	Security Key (useless)

Getting a Security Key with this cheat doesn't work because each key is, ahem, keyed to a particular lock.

Ammunition

give ammo_blaster	Blaster Pack Ammo (25)
give ammo_powercell	Power Cell Ammo (100)
give ammo_metallic_bolts	Metallic Bolt Ammo (100)
give ammo_rockets	Rocket Ammo (3)
give ammo_thermal	Belt of Thermal Detonators (4)
give ammo_tripmine	Pack of Trip Mines (3)
give ammo_detpack	Pack of Detonation Packs (3)
give ammo_emplaced	Turret/AT-ST Ammo (100)
give ammo_force	Force Crystal

A Force Crystal is better than give force because it can raise Force power as high as 200! Normally, it will add 100 to your Force power, up to 125. But if it's already over 100, it will add 25.

Weapons

give weapon_saber	Lightsaber
give weapon_bryar_pistol	Bryar Pistol
give weapon_blaster_pistol	Blaster Pistol * (22)
give weapon_thermal	Thermal Detonators (10)
give weapon_trip_mine	Trip Mines (11)
give weapon_det_pack	Detpacks (12)
give weapon_stun_baton	Stun Baton (13)
give weapon_melee	Fists * (14)
give weapon_emplaced_gun	Turret fire * (15, needs space)
give weapon_botwelder	Droid laser * (16, fun alt fire)
give weapon_atst_main	AT-ST Main Gun * (18)
give weapon_atst_side	AT-ST Side Gun * (19)
give weapon_tie_fighter	Droid laser (20)
give weapon_rapid_concussion	Supercharged Repeater * (21)

* Can't switch to weapon with Next Weapon.

(n) Switch to weapon with weapon n   May need to add _emplaced_gun first for this to work (after which weapon n also gives most weapons). give weaponnum n will not work for non-standard weapons.

Spawning

The npc spawn command allows you to create any creature and any vehicle in the game. The spawned item appears nearby and behaves just as it normally would in the game.

Creatures marked with an asterisk (*) have no AI and will either stand or run on the spot.

kyle is a mirror-image of yourself and will change weapons when you do, but will not attack anyone or move.

Stormtroopers marked (yellow) bear a yellow epaulette, indicating rank.

Friendlies

bespincop	Bespin Security	Bry
bespincop2	Bespin Security	Bry
jan	Jan Ors	E11
jedi	Bearded Jedi	LS
jedi2	Tough Jedi	LS
jedif	Female Jedi	LS
jeditrainer	Top-knot Jedi	LS
kyle *	Player (no AI)	var
lando	Lando Calrissian	E11
luke	Luke Skywalker	LS
monmothma	Mon Mothma	E11
munro	Kyle Katarn	–
prisoner	Mine Prisoner	–
prisoner2	Mine Prisoner	–
rebel	Rebel Commando	E11
rebel2	Rebel Commando	E11
seeker	Seeker Drone	Laser

Neutrals

bartender *	Chiss bartender	
glider *	Apteryx (no AI)	
gonk	Square Droid	
morgankatarn *	Morgan Katarn's Ghost	
mouse	Mouse Droid	
protocol	Gold Protocol Droid	
protocol_imp	Black Protocol Droid	
r2d2	Blue & White R2-D2	
r2d2_imp	Black & Orange R2-D2	
r5d2	Red & White R5-D4	
r5d2_imp	Red & White R5-D4	
ugnaught	Ugnaught with tool-case	
ugnaught2	Ugnaught with hypospanner	

Hostile Mechanicals

atst	AT-ST	Laser
interrogator	Interrogator Droid	Spec
mark1	Mech Walker	BC
mark2	Mobile Turret	Laser
probe	Probe Droid	Laser
remote	Remote	Laser
sentry	Sentry Droid	Laser

Hostiles

desann	Desann	LS
galak	Galak Fyyar	E11
galak_mech	Galak F. in Armour	Rpt
gran	Gran	TD
gran2	Gran	TD
granboxer	Gran	Fist
granshooter	Gran	E11
impcommander	Black Officer	E11
imperial	Grey Officer	Bry
impofficer	Brown Officer	E11
impworker	Helmeted Worker	Bry
impworker2	Helmeted Worker	Bry
impworker3	Helmeted Worker	Bry
minemonster	Mine Monster	Fist
reborn	Yellow Reborn	LS
rebornacrobat	Blue Reborn	LS
rebornboss	Red & Blue Reborn	LS
rebornfencer	Green Reborn	LS
rebornforceuser	Red Reborn	LS
reelo	Reelo Baruk	E11
rockettrooper	Stormtrooper (yellow)	Rkt
rodian	Rodian	Disr
rodian2	Rodian	E11
shadowtrooper	Shadowtrooper	LS
shadowtrooper2	Shadowtrooper	LS
stcommander	Stormtrooper (yellow)	Rpt
stofficer	Stormtrooper (yellow)	Fl
stofficeralt	Stormtrooper (yellow)	Fl
stormpilot	TIE Pilot	Bry
stormtrooper	Stormtrooper	E11
stormtrooper2	Stormtrooper	E11
swamptrooper	Swamp Trooper	Fl
swamptrooper2	Swamp Trooper	Rpt
tavion	Tavion	LS
trandoshan	Trandoshan	Rpt
weequay	Weequay	BC
weequay2	Weequay	BC
weequay3	Weequay	BC
weequay4	Weequay	BC

NPC Force Powers

Light Force Users

Tag	Character	St	Th	Ju	Pl	Ps	Sp	Hl	MT	Gr	Lt
jedi	Bearded Jedi	fms	✓	✓		✓		✓			
jedi2	Tough Jedi	fms	✓	✓		✓		✓			
jedif	Jan Ors Jedi	fms	✓	✓		✓		✓			
jeditrainer	Top-knot Jedi	fms	✓	✓		✓		✓			
luke	Luke Skywalker	fms	✓	✓		✓		✓			

Dark Force Users

Tag	Character	St	Th	Ju	Pl	Ps	Sp	Hl	MT	Gr	Lt
desann	Desann	d	✓	✓	✓					✓	✓
reborn	Yellow Reborn	f		✓							
rebornacrobat	Blue Reborn	m	✓	✓							
rebornboss	Blue&Red Reborn	fms	✓	✓	✓	✓				✓	
rebornfencer	Green Reborn	f	✓	✓		✓					
rebornforceuser	Red Reborn	m		✓	✓	✓					
shadowtrooper	Shadowtrooper	fms	✓	✓	✓	✓				✓	✓
shadowtrooper2	Shadowtrooper	fms	✓	✓	✓	✓				✓	✓
tavion	Tavion	t	✓	✓	✓	✓				✓	✓

Note: This information was compiled by trial and error, and may not be accurate.

Key

Lightsaber Styles (St)

f	Fast
m	Medium
s	Strong
d	Desann
t	Tavion

Lightsaber and Force Powers

Th	Saber Throw
Ju	Force Jump
Pl	Force Pull
Ps	Force Push
Sp	Force Speed
Hl	Force Heal
MT	Jedi Mind Trick
Gr	Force Grip
Lt	Force Lightning

The Lightsaber

If you don't have one, you can get a lightsaber with:

give weapon_saber

You'll automatically get medium style, but no defense or throw.

To gain extra styles, use:

setsaberoffense [n]

where [n] is:

1   Medium Style
2   Fast Style
3   Strong Style
4   Desann's Style
5   Tavion's Style

You can also change the colour of your lightsaber:

sabercolor [col]

where [col] is one of [blue, green, orange, purple, yellow, red]

Finally, you can turn on realistic lightsaber collision detection, which effectively makes the lightsaber far more lethal:

g_saberRealisticCombat 1

Level Stats

At the end of each level, you're shown a screen of your weapon and force use statistics. You can take a screenshot of this screen just before a new level starts if you bind screenshot to a key (such as PAUSE). To be safe, tap the key a few times as the progress indicator reaches its second-last position.. Unlike Jedi Academy, there are no ui_stats_ variables to display level stats at the console.

Note that hits by a Tenloss Disruptor Rifle don't count as hits.

All cheat codes have been researched and tested by the author, including the discovery of some codes not reported elsewhere.

Secret Areas and Set Piece Strategies
(Items listed for Jedi difficulty.)

1. Kejim — Imperial Outpost
{kejim_post} [2 Secrets]

[Secret 1] Near where you start the level, there's a door on the left. Use the crates to jump onto the upper ledge (Bacta & Battery).

[Secret 2] When you descend a lift into a darkened area, go all the way around the crates, keeping them on your right (Medpacks & Blaster Ammo).

[Note] When you cross the enclosed bridge to the communications dish, gather up as many consumables as possible before stepping outside on the upper level, as you won't be able to get back in to this area.

[End of Level] Go through the door unlocked by the three colour codes.

2. Kejim — Imperial Base
{kejim_base} [3 Secrets]

[Secret 1] When you leave the cold tank on the upper level, crouch down and follow the ledge around to the left (Medpack, Blaster Ammo & Supply Crate with Small Shield Booster & Battery).

[Secret 2] Soon after, jump across the gap left of the catwalk (TDs & Ammo Regenerator).

[Secret 3] After using a Mousebot to shut off the power, bring the Mousebot back the way you came and duck into the niche to the right of the power conduit, then hit the switch. Back in your own body, crouch to enter the now-open alcove in front of you as you enter the radiation room (Ammo Regenerator).

[End of Level] After the crystal baths, go down a passage past a Shield Regenerator.

3. Artus Prime — Crystal Mine
{artus_mine} [1 Secret]

[Secret 1] On the main lift descending into the mine, turn around 180º and watch for a red-lit passage. Jump up onto a rib in the elevator shaft and crouch to enter the passage (TDs).

[End of Level] Activate the tram.

4. Artus Prime — Detention Area
{artus_detention} [1 Secret]

[Secret 1] After riding the air shaft, head around the central core and break through the grating opposite where you emerged (Small Shield Booster & TDs).

[End of Level] In the room with pilot suits behind glass, destroy the gratings at the far end and turn right. Drop down the ventilation shaft.

5. Artus Prime — Topside
{artus_topside} [1 Secret]

[Set Piece] (*Level start vs AT-ST*) Race into the room, take out the guards quickly. Run out to the lift (save on the lift), race to the gun, turn and take out AT-ST. Turn back acround and take out the Stormtroopers targetting prisoners, those targetting your gun, then those that emerge at ground level — keep strafing. When the hangar opens, ignore the Stormtroopers and take out the AT-ST. Finally, turn and take out the Stormtroopers below.

[Secret 1] When you reach the top end of the canyon and ascend to the upper level, turn right and traverse the snipers' ledge. Break a grating covering an alcove at the end (Large Shield Booster, Bacta Cannister & Trip Mines).

[End of Level] After the mined corridor, ascend the outdoor stairs to see a cut-scene with Desann. Allow him to defeat you.

6. Yavin 4 — Massassi Temple
{yavin_temple} [0 Secrets]

[Special 1] From where you start, a passage on your right leads to a control room.

[End of Level] After speaking to Luke, go down two levels, through the newly-unlocked door and through to the second courtyard. Enter a hole in the far wall.

7. Yavin 4 — Jedi Trial
{yavin_trial} [1 Secret]

[Secret 1] Once you've used Force Pull to extrude platforms from the wall, don't go through the door, but look for five more platforms to Pull, taking you to a higher ledge. Use Force Pull to make the items accessible, but be aware that all but the final ledge will retract after a short time (Bacta Cannister & Battery).

[End of Level] Use your newly-acquired lightsaber to destroy a door seal and go through.

8. Nar Shaddaa — Streets
{ns_streets} [6 Secrets]

[Set Piece] (*Bar turns hostile*) Use Force Speed and concentrate on getting away. It's perhaps easiest to run around the left side of the bar, pushing down a Rodian as you go past. You can hide in the kitchen secret, but it's better to run up to and through the observation lounge, take out the Gran on this platform, then turn and be ready as others come up the ramp. You can easily pick off the rest.

[Secret 1] In the bar's kitchen area, Push the middle freezer along the back wall (Bacta Cannisters & Power Cell Ammo).

[Secret 2] Also in the bar, activate the table in either of the two booths to open the wall between them (Large Shield Booster, Bacta Cannister & TDs).

[Special 1] Still in the bar, go past the mine-monster pit and around to the left into an office (Shield Regenerator).

[Special 2] After pushing a crate over the edge, jump across to the balcony and open the door on your left. Destroy the yellow crates (Large Shield Booster & Battery). It's probably safer to enter this room from the glassed-in catwalk above.

[Secret 3] From the skylighted control room, take a lift up to the highest ledges. Jump across the broken bridge, then jump onto the sloped wall to the left. One more jump takes you up to a wide, darkened bridge (Large Shield Boosters, Bacta Cannisters, Power Cell Ammo & Detpacks).

[Secret 4] Head back across the broken bridge and turn right to go past it. Follow the ledge to its end, then carefully drop down from lintel to walkway, then jump on top of a large, grey block. One more jump takes you to a bridge and platform (Shield Regenerator, Bacta Cannisters, Ammo Regenerator & Power Cell Ammo). Note that this takes you back to the start of the level.

[Secret 5] *Do not destroy the ceiling of the glass bridge.* When you get on top of the glass bridge, cross back over it and turn right. Jump across to another ledge — it may take a few goes (Large Shield Booster, Bacta Cannisters & Battery).

[Secret 6] As soon as you jump down to the garbage hauler, move near its right edge. You'll pass beneath a hatch propped open by a spar. As soon as you've passed the spar, jump up, then forward, release jump at the apex and hold crouch (Large Shield Booster, Bacta Cannisters, Battery, Power Cell Ammo, TDs & Detpacks). You can return to the rest of the level from here, or drop directly onto another garbage hauler.

[End of Level] Ride the garbage hauler past two switch-lights, using Force Push to change the switches, and through a door at the end of the chasm.

9. Nar Shaddaa — Reelo's Hideout
{ns_hideout} [7 Secrets]

[Secret 1] Rather than dropping down from the garbage hauler, when it halts its forward motion, jump onto the base of the far pipes on your left, then up to the higher ledge (Shield Regenerator, Ammo Regenerator & Bacta Cannisters).

[Secret 2] In the main garbage processing area, head right to the first unlocked door. Inside are a bunch of crates and a fuel tank that, when destroyed, will blow a hole in the wall allowing access to two snipers (Bacta Cannister, Ammo Regenerator, Power Cell Ammo & Disruptors).

[Secret 3] In the same room, jump over the crates and activate the wall behind them. Follow the passage through to the interior of the cold room (Large Shield Booster, Battery, Disruptors & Detpacks).

[Secret 4] When you reach the ore cart that won't budge, head back along the passage a short way and jump up a small shaft to a ledge in the ceiling (Large Shield Booster).

[Special 1] When you first reach the crossed walkways over the garbage compactors, take the left branch. Ahead and to your left, you'll see some stacked crates under the walkway. If you're careful, you can drop down here (Seeker & Blaster Ammo). You probably won't be able to jump back to the walkway, so make sure the door seal to the main floor is open.

[Special 2] At the end of the same branch of the walkway is another stack of crates you can drop to (Small Shield Booster & Bacta Cannister).

[Special 3] You can get onto the roof of the password room either by jumping from the right branch of the walkway or by using the red crates to jump through an exploding grate in the ceiling (Small Shield Booster & Power Cell Ammo).

[Note] Once you go through the password door, you cannot return to the rest of the level.

[Secret 5] Past the password door is a broad elevator that you need to break some bars to depart. When the elevator descends, it reveals a niche above its far corner (Small Shield Boosters & Bacta Cannisters).

[Secret 6] Activate the switch under the back of Reelo's desk to open a panel to the right (Shield Regenerator, Bacta Cannisters, Disruptor & TDs).

[Secret 7] Before you rescue Lando, in the space beneath Reelo's arena is a stairway. Use Push to activate the switch behind the stairs to withdraw them (Large Shield Booster, Bacta Cannister, Disruptor, Blaster Ammo, Power Cell Ammo & Trip Mines).

[End of Level] Follow Lando to a red-lit elevator and activate it.

10. Nar Shaddaa — Starpad
{ns_starpad} [3 Secrets]

[Secret 1] In the glass-ceilinged control room, shatter the glass directly above the control panel, walk up on the panel, jump upwards and edge away from the control room. You can then jump back onto the glass ceiling (don't land on the glass). There's a ledge to the right (Large Shield Boosters & Bacta Cannisters).

[Secret 2] As you emerge through the left door from the glass-ceilinged control room area, straight ahead you can see a slope receding into the right wall. Jump onto it, strafing right rather than turning, and being careful not to overshoot. Then jump up to a higher ledge (Large Shield Booster, Seekers & Trip Mines). On the return trip, aim to land in the same place from which you jumped onto the slope, by both strafing and turning.

[Set Piece] (*Entering Lando's Ship*) Set some trip mines by the locked, smaller entry to the starpad (slightly away from the door), on the approaches to both sides of the main doors, and low across the main doors. Maybe scatter some detpacks, but they're unlikely to help. A timer starts as you enter the starpad area. Consider protecting Lando with your lightsaber and Force Pushing, but usually just race for the other door. Trip mines should take out some enemies, but it's hard to get them all unless they trigger a detpack in the doorway. Use Throw and Push to take out the rest quickly — don't hang around. Pick a side of the ship (it's easy to wander accidentally), as that's the side Lando will take. Use Force Speed to run into the fray and focus on the Gran (usually three). As soon as they're down, break off and run back to the ramp into the ship; you need to beat the hostiles. Use this cover to take down all comers, and don't let them up the next ramp (although Lando can handle one for a short time).

[Secret 3] From the top of the large tank with fuel valves, cross the pipe bridge to a larger tank and jump up on top. Cross another pipe bridge, then jump up to a higher ledge (Bacta Cannisters, TDs & Detpacks).

[End of Level] Kill Reelo and his guards.

11. Bespin — Cloud City — Undercity
{bespin_undercity} [3 Secrets]

[Secret 1] Once you've used the enormous piston to ascend from the start of the level, carefully get back onto it and walk up the brace to the right of the door. When the piston is fully ascended, jump up to a ledge leading into a darkened alcove (Small Shield Booster & Seeker).

[Special 1] When you exit the piston room, there are ascending elevators down the left corridor and at the right end of the Ugnaught control room. At the top, use the Cloud Cars to reach ledges on either side of both hangars (left: Small Shield Boosters & Bacta Cannisters; right: Bacta Cannisters & Blaster Ammo).

[Secret 2] After crossing the red force fields, you reach a second platform elevator. Activate the lift and allow it to ascend without you, then drop down the gap revealed by its departure (Small Shield Booster, Bacta Cannister & Blaster Ammo).

[Secret 3] In the carbonite chamber, head left from the entrance, around the outside. Under the stairs is a dark alcove behind a grate (Small Shield Boosters, Bacta & Blaster Ammo).

[End of Level] Join the R5 unit on the elevator.

12. Bespin — Cloud City — Streets
{bespin_streets} [3 Secrets]

[Set Piece] (*R5 Gauntlet*) You can try to block R5's progress as he tries to centre himself, but this isn't really useful. Use Force Speed as the door opens. You can blast the first two mines from partial cover. Jump over the first pair of mines, then take out the next one while dodging. Refresh Speed but don't hang around, as TDs are incoming. Jump over the remaining mines (will take some control) to reach cover. Turn and stay covered or use Speed to take out the remaining low mines; The hardest one is nearest the R5 unit. The R5 will fit under the higher mines, while snipers ignore it. When the R5 unit arrives, everyone in the next room will ignore him, so give it time to cross the room. You should be able to take down everyone in there without taking damage, using Speed, Push and Pull. Be aware of the Gran with TDs. Don't expose yourself to snipers from behind — when you're ready, pick them off at leisure.

[Secret 1] Past the gauntlet is a room with two TIE Fighters. Wait for the R5 unit to stow itself in a side room and follow it in (Ammo Regenerator).

[Set Piece] (*Street Battle*) The main encounter starts as you round the corner and spot the emplaced gun. Squeeze in tight beside the Cloud Car, engage Force Speed and snipe the three enemies by the gun. Turn and take out anyone on the ledge behind you. Move just in front of the Cloud Car and be ready as the sniper Rodian moves into position above and to the right of the emplaced gun. If you're already zoomed in, you should be able to take him before he fires. Check for another sniping Rodian on the ledge behind you. Recharge force, then move past the blockade. Use a gun to take out the blaster Rodian above you while dodging with Speed, then switch to your lightsaber to take out the one charging you on the ground. Recharge force before moving into the arena.

[Secret 2] After the turret fight, when you first reach the ledges overlooking the street, head left from the elevator. An alcove on the right leads to a ledge above you with a dark alcove on the right (Small Shield Booster, Bacta Cannister & Metallic Bolt Ammo).

[Special 2] The two guards you free halfway along the ledge path will follow you as far as the trapped bridge, though they won't survive long against the courtyard Reborn.

[Secret 3] When you encounter your first Stormtroopers, go back to the preceding balcony and move to the edge of the nearest section. If you're careful, you can drop down to a narrow ledge (Small Shield Boosters & Seeker). It's easiest to get back up by standing side-on, jumping up in one direction and immediately moving back the other way.

[Special 2] You can drop off the side of the Cloud Car landing platform to return to the rest of the level to restock.

[End of Level] Use the Officer's security key to open a door and go through.

13. Bespin — Cloud City — Landing Platform
{bespin_platform} [1 Secret]

[Secret 1] In the room with a mezzanine ledge, next to the droids, crouch to get into a space beneath the stairs (Small Shield Booster & Bacta Cannister).

[Set Piece] (*Tavion*) First trigger her attack by approaching her. The easiest strategy is to jump up onto the ventilation outlets, then onto the transport ship. Every time Tavion jumps up to join you, push her high into the air. She grunts whenever taking damage from landing (save after every grunt, but you won't manage an end-of-level save). Otherwise, use Force Speed and Force Push extensively.

[End of Level] Kill Tavion (hard to save).

14. Cairn Installation — Docking Bay
{cairn_bay} [1 Secret]

[Secret 1] From the control room high above the primary dock and airlock, go to the top of the left elevator and jump across to the second squared spar above a set of hangar doors. Break through the grating in the right wall (Assault Sentry & Batteries).

[End of Level] Drop into the last turbolift through its broken ceiling, wait for it to reach the bottom, move towards the door and wait for it to open.

15. Cairn Installation — Assembly Area
{cairn_assembly} [1 Secret]

[Secret 1] On the right side of the room where Kyle is surprised by Attack Droids bursting from their packing crates, break the grating under the mesh-floored ledge on the right (Large Shield Boosters, Assault Sentry & TDs).

[End of Level] In the under-floor crawlway, drop into the central shaft.

16. Cairn Installation — Reactor
{cairn_reactor} [1 Secret]

[Set Piece] (*Repulsor Platform*) The rocket snipers won't show up at all if you use the wall brackets all the way across. Otherwise, activate the repulsor and power snipe the lower Rocket Trooper as soon as he shows up, then jump onto the wall brackets. There are positions where the wall brackets block rockets from the other guy while you can snipe him, but they're difficult to find. Otherwise, use Force Speed, take one shot at a time and jump away quickly; it may take more than one shot. Or just jump across quickly.

[Secret 1] After jumping across to the far side of the huge shaft with the repulsor platform, instead of going up the lift, follow the narrow ledge past it and break through a small grating (Battery & TDs).

[End of Level] Use a security key to unlock a door leading out to a high bridge. Cross the bridge and go through the door at the end.

17. Cairn Installation — Dock 1
{cairn_dock1} [1 Secret]

[**Special 1**] At the start of the level, when you enter the crate room, take the large door to the left and explore the four rooms surrounding the resulting corridor (lots of stuff). Note that you can't return here after going through the security door.

[**Secret 1**] After the second electrified pipe room, you emerge into a narrow street. At the far end, to the right of a door, is a ledge with a grating (Bacta Cannister & TDs).

[**End of Level**] Enter the Doomgiver's bridge.

18. Doomgiver — Communications Array
{doom_comm} [3 Secrets]

[**Secret 1**] After killing the brown officer, in the room with red screens and blue force-fields, go down the corridor and through a large door on the right. Destroy the grate in the ceiling, jump up and follow the passage (Battery, TDs, Trip Mines & Supply Crate with Large Shield Booster).

[**Secret 2**] In the droid-defended room, there's a central platform between the four tram tracks. Around the left side is a low alcove (Small Shield Boosters & Detpacks).

[**Secret 3**] After setting the blue communications frequency, get up on top of that chamber and move to the back. If you look down, you can see a slightly protruding ledge you can drop down to (Bacta Cannister, Seeker & Detpacks). The jump back up will stretch the limits of Force Jump 3.

[**End of Level**] Calling Rogue Squadron then use the door behind the blue control room.

19. Doomgiver — Detention Area
{doom_detention} [3 Secrets]

[**Special 1**] In the first hangar, use the security key at the end of the bridge and take the lift down (Supply Key). Activate the console to shoot down some TIE Fighters. Once you've hit five, you get a special bonus.

[**Secret 1**] At the bottom of the vehicle lift in the centre of the first TIE hangar, there's a low alcove opposite the enormous passage (Bacta Cannister & TDs).

[**Secret 2**] As you enter the space above the collapsing false ceiling, there's a gap directly above you (Small Shield Booster, Seeker & Detpacks). You can return here once the control room is clear.

[**Set Piece**] (*Collapsing Ceiling*) Use Force Speed, Push anyone in your way, and take out the rocket launcher in the far right corner. Then just block while you recharge force.

[**Secret 3**] In the detention area, enter the first cell on the right and shoot the cracked, right wall near the end (Small Shield Boosters & Bacta Cannister).

[**End of Level**] As you leave the detention area with Jan, go straight ahead, past the Shield Regenerator, and approach the door at the far side of the shuttle bay.

20. Doomgiver — Shield Generator
{doom_shields} [1 Secret]

[Set Piece] (*Fyarr*) Put your back to a wall, allow Fyarr to approach, and try to time single lightsaber swings between his volleys. On Jedi Master, Fast Style allows you to get two swings in between volleys while using Force Speed. Make sure you have full force when his shield fails, use Force Speed to get behind him and attack. Watch out for his power fist and concussion explosive. When you're out of force, get clear and wait for his shield to reestablish. Medium lightsaber style is probably best for the dual task of blocking and damaging his armour, but it's even better if you can switch between Fast and Strong styles. It is possible to take out his shield generator from behind, but you need to use Flechettes, leaving yourself unprotected; be ready to leap in with Strong Style as he goes down.

[Secret 1] Once Fyyar is defeated and you enter freefall, float up to a high ledge in the wall opposite the door. It can be difficult to enter, as it protrudes slightly from the wall (Small Shield Booster & Seeker).

[End of Level] When gravity is restored (second or third door from the start of the level), follow the outer passage to a newly-opened doorway on your left and go through.

21. Yavin 4 — Swamp
{yavin_swamp} [2 Secrets]

[Special 1] After taking down the first Shadowtroopers, head across the next area to the second ledge from the left. Face the outer wall, jump high and move to the right to drop down behind a large monolith (Large Shield Booster, Bacta Cannister & Rocket Ammo). Leave the area with another jump in the same direction.

[Special 2] When you first see the crashed drop-pod, there'll be a ledge on your right with the remains of a Swamp Trooper. Jump up there, then jump across the canyon to a higher ledge (Large Shield Booster).

[Secret 1] Soon after the submerged passage, you'll enter a cave. On the second ledge, turn sharply right and follow the branch (Large Shield Booster).

[Secret 2] As you emerge from the wall of a Massassi temple, you'll be confronted with a huge pool of water. Drop into the water and swim to the right. Take the left fork and dive under the surface at the end, to a submerged ledge (Assault Sentry & TDs).

[End of Level] Enter the undamaged drop-pod.

22. Yavin 4 — Canyon
{yavin_canyon} [3 Secrets]

[Secret 1] At the very start of the level, turn around and go back into the drop-pod. Use the elevator shaft to jump up as high as you can, then use the shaft again to reach the top level (Large Shield Booster, Bacta Cannister, Seeker & Rocket Ammo, plus the lower levels).

[Secret 2] Once you take down the first hostile AT-ST and the surrounding turrets, follow the narrow defile to the left of the main, crenellated wall, first hopping along the right wall, then jumping back across to the left wall and to a ledge high above. At the back of the ledge is a cave that leads into a small Massassi ruin (Large Shield Booster, Bacta Cannister, Assault Sentry & Batteries). Depart the way you entered.

[Special 1] Under the right side of the same crenellated wall is a small cave mouth (Large Shield Boosters, Bacta Cannister & Rocket Ammo).

[Secret 3] When the progress of your AT-ST is blocked by a stone arch, *do not destroy it!* Instead, jump onto the arch, then up to a high cave in the left wall of the canyon. Follow the cave and use this vantage point to take out a Rocket Trooper, an AT-ST and four turrets (Large Shield Boosters, Bacta Cannisters, Rocket Launcher & Rocket Ammo). It appears to be impossible to get up here once the arch is destroyed, even with a crouch-jump.

[Special 2] Standing on top of your AT-ST, you can jump onto the stone towers you cleared from the previous secret (Bacta Cannisters, Blaster Ammo & Metallic Bolt Ammo). The other tower, near the end of the level, is empty.

[End of Level] In a cave beyond and high above the second drop-pod, drop down a natural shaft.

23. Yavin 4 — Jedi Academy
{yavin_courtyard} [0 Secrets]

[Set Piece] (*Hangar*) This isn't hard — just hard to do well. First, as you approach the hangar, Force Pull three guys towards you, take out the rocket launcher, then the others while saving force. Next target is a rocket launcher behind the right side of the crates; ignore all distractions to reach him with Force Speed or he will fire on reinforcements descending in the lift (not that they're essential). Save. If you have time, double back to mop up the Heavy Repeaters, but if you've moved too close to the far wall, run between the crates and towards a hole in the far wall. Four Stormtroopers will emerge. Use Force Pull once three are in range, then take down the rocket launcher (usually third) before mopping up. Through the gap, use Speed to target rockets at the guys on the ledge behind you; as many as two might be crouched out of range, so target them from the apex of a jump off the lower left ledge.

[Set Piece] (*Duels*) There are no shields before the lift shafts. Interfere in the first Reborn combat only minimally, as the two Jedi will not follow you — on Jedi Master, they will need some help, though. In the second training room, you need to run around the observation deck to the right; engage Force Speed only as you spot the hole in the floor. Protect both Jedi, as they will stay with you until you approach Desann's rabbit hole. Leave the audience chamber, upstairs, for last, as both your escorts won't survive. Also, don't get too far ahead of your jedi, as they often injure themselves jumping around obstacles.

[Special 1] Jump up the broken lift shafts to the audience hall at the top of the Academy. You should be able to take down all the Shadowtrooper guardians before they have a chance to properly awaken (Shield Regenerator, Bacta Cannisters, Assault Sentry, Blaster Ammo, Power Cell Ammo, Metallic Bolt Ammo & Rocket Ammo).

[Special 2] In the courtyard where you spot Desann, duck into the first archway on the right (Large Shield Boosters & Medpacks).

[End of Level] Once you take out the last two Shadowtroopers, as soon as you approach the low stairs, any escorts will disappear. Drop down the shaft through which Desann fled.

24. Yavin 4 — Final Showdown
{yavin_final} [0 Secrets]

[Special 1] Once clear of the collapsing ceiling, go right at the t-junction (Small Shield Booster).

[Note] On Jedi Knight and Jedi Master difficulty, there are no shields on this level.

[Set Piece] (*Hall of Fire*) Use Force Push to blow out the braziers in the Hall of Fire (the last two, only temporarily).

[Set Piece] (*Desann*) While Desann waits for you to approach, instead Force Pull the two buttons on the upper level to activate the Force Pillar. It will appear again every 60 seconds or so. Jump through the Force Pillar to gain invulnerability for 10 seconds — it helps to wait for Desann to approach the lower level. Use Force Speed to approach Desann, though it's hard to outflank him. Use Force Push to keep him occupied so he doesn't knock you down with Push, Pull, Grip or Lightning. If you can stand next to him, look down (view from above) and move the mouse left and right fast (no attack button) to get lightsaber hits on him, but this is hard on higher difficulties, as he won't stand still. Once your first Speed runs out, use the second to flee before he can stop or damage you with the force. Circle the top level until the Force Pillar reactivates. Use Strong Style if you can, but on Jedi Master he moves around too quickly, so Medium Style is better to ensure at least some hits.

[End of Level] Kill Desann. When he dies, you should get a slow-time moment, allowing an end-of-game save, if you're paying attention.

[**Note:** Level stats are never displayed for this level, so you can only keep a manual tally.]

[Note on Saves] Only the earliest 100 saves are visible at the Save and Load screens. Factoring in 26 auto saves and one quick save, that leaves room for 73 standard saves before they start disappearing. Save numbers continue to increment up to 99, so temporarily deleting earlier saves will make later saves visible again.

[Notes on End of Level] Three levels end when a particular enemy (or the last of a group) is killed. It can be difficult to hit Esc for an end-of-level save before the death animation ends and the final cut-scene triggers, if you're not ready. When Reelo's posse is wiped out, you usually have plenty of time to exit the gun and save; if you kill Tavion or Desann with your lightsaber, you should be able to use the moment of slow-time. The game also tends to wait until Force Speed has expired.

Set piece strategies are only suggestions, based on what the author has found to work.