

OFFICIAL PLAYER'S GUIDE

STAR
**DARK
FORCES**TM
WARS[®]

BY
JEFF HOFF



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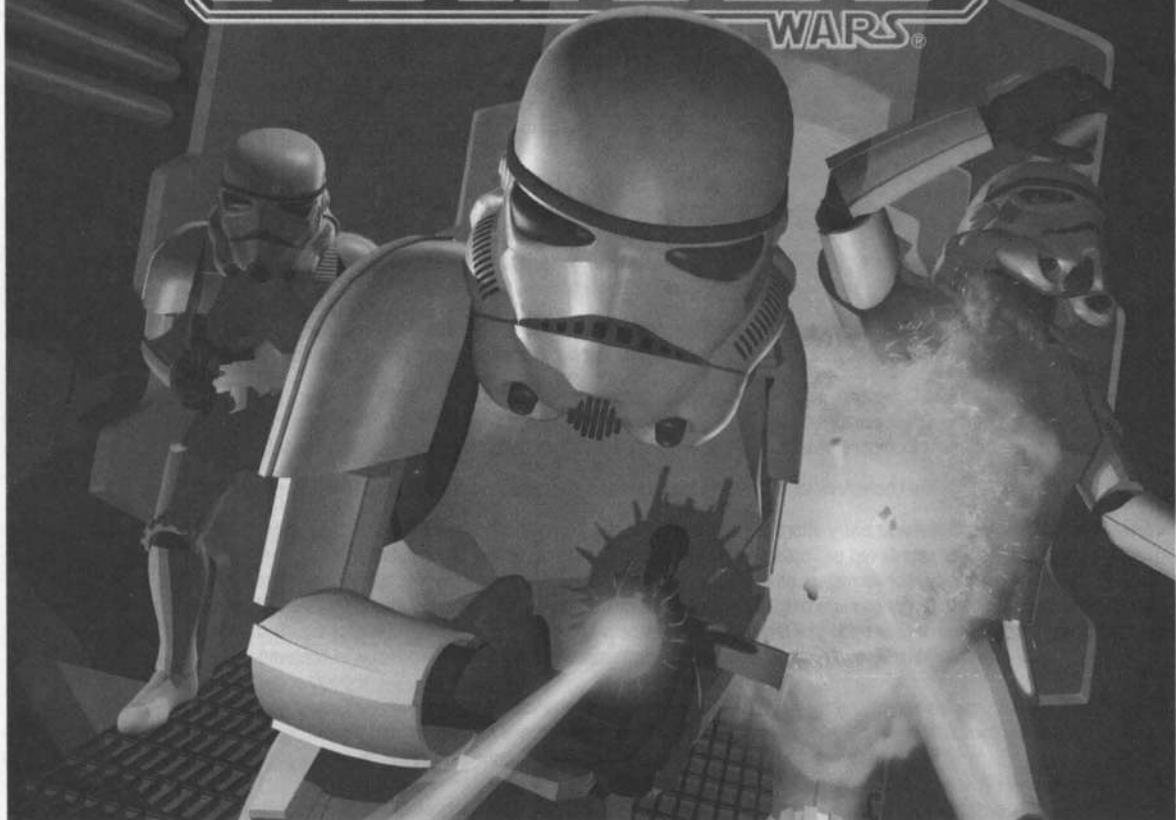


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STAR
**DARK
FORCES™**
WARS®



The Dark Forces Saga and Conceptual Art 17-213

BY JEFF HOFF

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To Jill, Jenna, and Julia, the three J's who bring such easy joy and smiles into my life.

Acknowledgments

Like the Dark Forces game, this book was a team project. Appreciation abounds for the good, tireless, humorous, and patient people at LucasArts. Dan Connors exceeded expectations on every request for information and assistance. Brett Tosti permitted access to his awesome team of testers (particularly Reed Derleth) when he shouldn't have. Matt Tateishi and Chris Ross prepared the level maps so someone could actually read them. And thanks to Daron Stinnett and Justin Chin for countless acts of support and encouragement.

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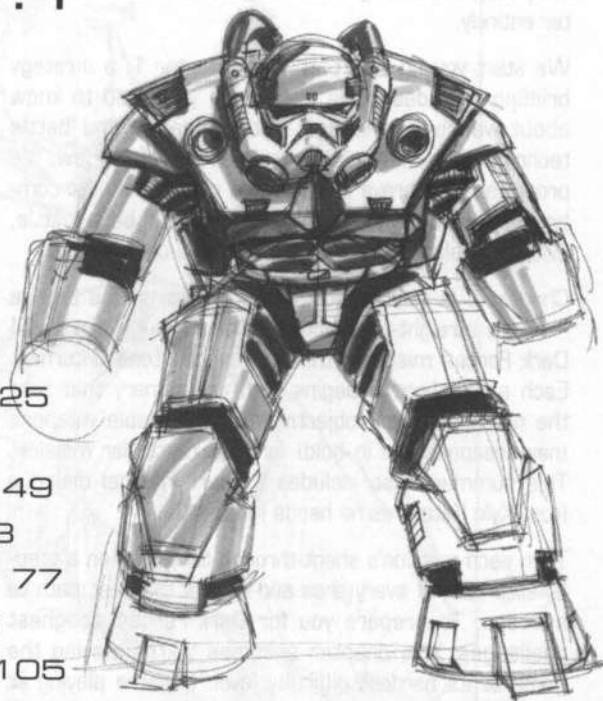
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INTRODUCTION

HOW TO USE THIS BOOK

This strategy guide has everything you need to battle your way through the Dark Forces universe like a true Jedi warrior. Completing this game is no easy feat; mastering all its intricacies is another matter entirely.

We start you on that path with Chapter 1, a strategy briefing that describes everything you need to know about weapons, enemies, and navigation and battle techniques so that you can truly be one of the few, the proud, and the brave as you wade into interstellar combat. Just in case you want to hedge your bets a little, Chapter 1 also includes all Dark Forces cheat codes.

Chapter 2 is your most useful tool against the Empire — it's a straight-to-the-point "shoot-through" for all 14 Dark Forces missions that leaves no stone unturned. Each shoot-through begins with a summary that lists the name, location, objectives, and available weapons (new weapons are in bold) for that particular mission. This summary also includes a short internal dialogue from Kyle Katarn as he heads into battle.

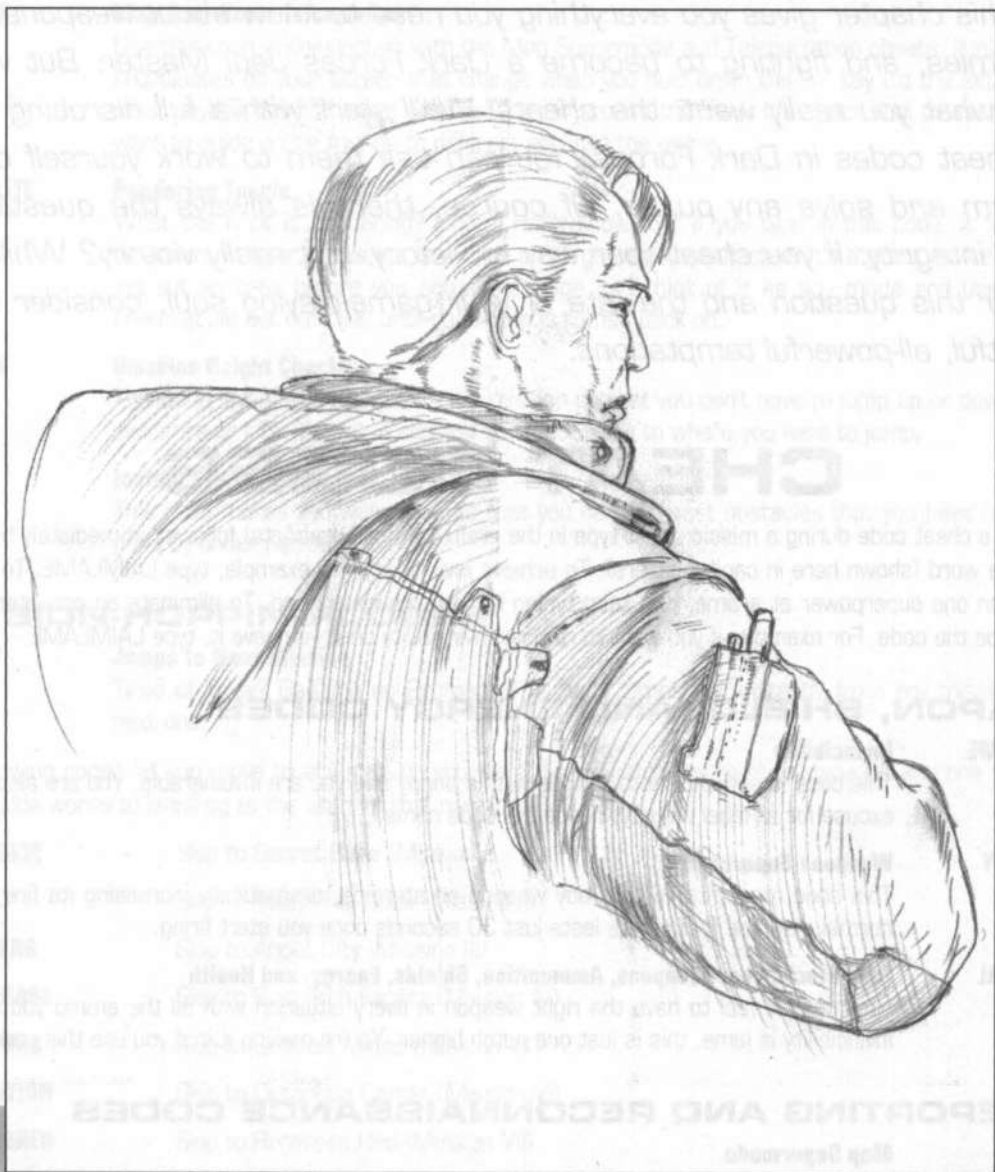
Then each mission's shoot-through takes you on a step-by-step tour of every area and details the best path to success. To prepare you for Dark Forces' toughest challenges, this chapter assumes you're playing the game at its hardest difficulty level. If you're playing at the easy or medium level, the path outlined is still applicable, it's just that the opposition and circumstances you confront will be easier.

In a free-flowing 3-D game like Dark Forces, there is obviously more than one way to succeed, and you should definitely experiment. But if you want to know where to go next, what switch to flip when, and where the code keys are, this is the shoot-through for you. I've detailed — in cooperation with the game's designers and testers — the most efficient and thorough path through each mission. Pictures and captions guide you from the moment your ship lands to the completion of each mission. In between, you get secret areas, enemy locations, code key locations, and weapon and power-up locations — in short, everything you need to survive and succeed.

As you read the shoot-throughs, you'll notice the bold numbers in the body of the text. This refers you to an exact location on the black-and-white maps that follow each mission's shoot-through. These maps are a great tool because one of the most difficult tasks in a sprawling game like Dark Forces is getting your bearings. To orient yourself, take a look at the color insert of the maps to get an idea of what each mission environment looks like and see how the multiple levels relate. Then scrutinize the maps at the end of each mission's shoot-through. These maps are duplicates of your onscreen maps and show you each level within a mission. The number callouts on the maps refer back to the text so you can get detailed information on the action at that location. For instance, if you look at the map and see 9-K, it means that a key is located at that spot and you can find out more about that key by reading the mission caption that is labeled 9. If you don't want to read the shoot-through text, you can use these maps as a general guide to get you through each mission: If you follow the numbers (and fight like hell), you'll succeed.

The final chapters give you a behind-the-scenes look at the making of Dark Forces — from conception to design to implementation. Chapter 3, *The Making of Dark Forces*, is the story of the 20-month design and development process and includes the backgrounds of the game's core designers. Chapter 4, *The Dark Forces Script*, is the mission-by-mission story of Dark Forces in screenplay format as written by Justin Chin, lead artist and story writer. Before you begin shooting, it's good to read the story all the way through so that you have a sense of the game's overall objectives as well as each mission's objectives. This chapter is interlaced with beautiful conceptual design sketches, the basis for Dark Forces' incredible foes, ships, and characters.

It's been said too many times, so I won't wish that the Force be with you. Just keep your powder dry and crouch a lot. And may the gods be with you when you meet Boba Fett. Bon chance.



CHAPTER 1: STRATEGY BRIEFING

This chapter gives you everything you need to know about weapons, enemies, and fighting to become a Dark Forces Jedi Master. But we all know what you really want: the cheats! We'll start with a full disrobing of all the cheat codes in Dark Forces. You can use them to work yourself out of any jam and solve any puzzle. Of course, there is always the question of moral integrity: If you cheat your way to victory, is it really victory? While you ponder this question and the fate of your game-playing soul, consider these delightful, all-powerful temptations.

CHEAT CODES

To enter a cheat code during a mission, just type in the prefix LA (for LucasArts) followed immediately by a specific code word (shown here in capital letters). To achieve invincibility, for example, type LAIMLAME. To engage more than one superpower at a time, just keep typing LA and the code word. To eliminate an activated cheat, just retype the code. For example, if you want to remove invincibility once you have it, type LAIMLAME.

WEAPON, SHIELD, AND ENERGY CODES

IMLAME

Invincibility

This code is self-explanatory. Type in this puppy and you are invulnerable. You are also a lame excuse for a Rebel warrior, hence the code name.

RANDY

Weapons Supercharge

This code momentarily puts any weapon on steroids, dramatically increasing its fire rate. In normal play, the faster rate lasts just 30 seconds once you start firing.

POSTAL

Fully Stocks Your Weapons, Ammunition, Shields, Energy, and Health

How does it feel to have the right weapon in every situation with all the ammo you need? If invincibility is lame, this is just one notch higher. You're mailing it in if you use this code a lot.

TELEPORTING AND RECONNAISSANCE CODES

CDS

Map Supermode

Perhaps the toughest part of Dark Forces is figuring out where you are on any given mission. Use this cheat to instantly access finely detailed maps of the entire territory, complete with secret doorways and defender positions.

NTFH

Teleportation

With a map on your screen, you can hold down the "~" key (to the left of "1" on most keyboards) and move a red cursor to any position on the map with your arrow keys. When type in this code, you are instantly teleported to that location. There is one limitation, however: You can't teleport while you're moving. If you're riding a conveyor belt, for example, or floating down a sludge river, you must first find a fixed position before you can teleport.

DATA **Map Coordinate Information**

Use this code in conjunction with the Map Supermode and Teleportation cheats. It places map coordinates on your screen that change when you hold down the "~" key (to the left of "1" on most keyboards) and move your red cursor around the map. It's a nice tool to use when you want to guide online friends to different areas in the game.

REDLITE **Pondering Toggle**

What the heck is pondering? I don't really know, but if you type in this code, it freezes all defenders in their tracks but leaves all other gameplay unaffected. It's a great device for scoping out an area before you actually engage it. I think of it as spy mode and use it a lot. Enemies die but don't fall until pondering is turned back on.

POGO **Disables Height Checking**

This code levels everything out on a mission so that you don't have to jump up or down or take elevators or lifts. Type it in and you can just cruise to where you have to jump.

BUG **Instant Weight Reduction**

This code makes you wafer thin so that you can slip past obstacles that you have no right to pass by under normal gameplay.

MISSION-HOPPING CODES**SKIP** **Jumps to Next Mission**

Tired of Talay? Gagging on Gromas? This code jumps you instantly from any mission to the next one.

The following codes let you move to any mission you want. From within any mission, type LA and one of the following code words to leapfrog to the start of that mission.

SECBASE	Skip to Secret Base (Mission I)
TALAY	Skip to Talay: Tak Base (Mission II)
SEWERS	Skip to Anoa City (Mission III)
TESTBASE	Skip to Research Facility (Mission IV)
GROMAS	Skip to Gromas Mines (Mission V)
DTENTION	Skip to Detention Center (Mission VI)
RAMSHED	Skip to Ramsees Hed (Mission VII)
ROBOTICS	Skip to Robotics Facility (Mission VIII)
NARSHADA	Skip to Nar Shaddaa (Mission IX)
JABSHIP	Skip to Jabba's Ship (Mission X)
IMPCITY	Skip to Imperial City (Mission XI)
FUELSTAT	Skip to Fuel Station (Mission XII)
EXECUTOR	Skip to the <i>Executor</i> (Mission XIII)
ARC	Skip to the <i>Arc Hammer</i> (Mission XIV)

GENERAL STRATEGIES

After you slam the Dark denizens into submission using the cheats, you'll probably want to play it straight to see if you have the stuff of which Jedis are made. Here are some tactics to use when traversing the Dark Forces universe and taking on the evil Empire.

LOOK UP, LOOK DOWN

Dark Forces gives you an unprecedented range of vision — you can look high into the rafters and low into the depths of mines. Use this feature often. When you start a mission, look up, spin around, and get your bearings. Whenever you enter a strange room, find a place where your backside is protected and do the same thing. Peer over edges and ledges — you never know what you might find below. You can strafe over a ledge sideways, then rotate and face the gap for a better look down. Several missions have secret ledges on the critical path. And don't be afraid to get close to the edges because you can really "hang ten" in this game.

EXPLORE EVERYTHING

Some players get so intent on solving the puzzle and completing the mission that they never stop to smell the roses. And Dark Forces is a big bouquet of fragrant roses. If you take the time to search every nook and cranny high and low, I guarantee you will be amazed by the LucasArts designers' graphic ingenuity and the Dark Forces universe's detail.

And vigorous, thorough investigation of each world reaps more practical rewards as well. Ammunition, shields, new weapons and equipment, and all sorts of power-ups are the lifeblood of your success. Often they are waiting for you where you cannot miss them. But many times the best stuff, the stuff you most need to succeed, is hiding. I think the designers took great delight in finding new and inscrutable places to hide them. For example, I accidentally found a pair of ice cleats in Mission VIII lying on a snowy ledge. I was purposely taking a suicide jump at the time to check out the area below and spotted the cleats only in passing as I leaped. Take nothing for granted.

POINT AND SHOOT

Where you look, you shoot. That poses no problem as you're trundling across flat, open terrain. But when you're moving up and down stairs or shooting out ceiling turrets or walking up a river bed, you must be able to aim your weapon quickly and correctly so that you shoot Imperial scum instead of the ground or sky. (Your shots will auto-aim to some extent based on the weapon.) Work on this in the lower levels where the resistance is weaker. Anticipate where defenders might be and set your weapon angle ahead of time. If they're not there, so what? If they are, you have the jump on them. In later missions, you won't survive if you can't enter a room and quickly take out enemies on two or three elevations.

BE A PACK RAT

Pick up everything that's not nailed down. You'll always wish you had more ammo, more shields, more something. If you take the time to stockpile what you'll need when you don't need it, you'll be a happy camper. Scavengers rule.

JACK BE NIMBLE, JACK BE QUICK...

Jumping is an art in Dark Forces. Practice your speed-mode jumps early on. (I found that Zen breathing helps the timing.) Whenever the thought of jumping across some gap — no matter how wide — pops into your mind, go with it. You'll be pleasantly surprised by how often you can soar over gaps that don't look leapable.

WEAPON STRATEGIES

Picking the proper weapon for the situation is one of the great skills in Dark Forces. The blaster pistol that takes out a trooper at 100 paces won't even make a dark trooper blink. This section outlines the strengths and weaknesses of the great Dark Forces armory.

A quick note before continuing: In Dark Forces, as in life, familiarity breeds nicknames. As the game designers and testers logged month after month of playtime, certain pet names for weapons emerged. Below is a chart that indicates the formal name for each of the nine weapons in Dark Forces, the favorite nickname, and the mission where it first appears. (Once you get a weapon, it never disappears; you take whatever you get from mission to mission.) In the Missions chapter, I tend to use the quick, fast nicknames rather than the official names.

There's an interesting oddity about the weapons and ammunition in Dark Forces: You can collect ammo for a weapon before you actually collect the weapon. So don't be so choosy when you're gathering power-ups. Grab everything you can. If you can't use it immediately, you'll be able to shortly.

Official Name	Nickname	First Appearance
Modified Bryar Pistol	Blaster Pistol	Mission I: Secret Base
Stormtrooper Laser Rifle	Blaster Rifle	Mission I: Secret Base
Thermal Detonators	Grenades	Mission III: Anoaat City
Imperial Repeater Gun	Auto Gun	Mission IV: Test Base
Jeron Fusion Cutter	Fusion Cutter	Mission V: Gromas Mines
I.M. Mine	Claymores	Mission VI: Detention Facility
Packered Mortar Gun	Mortar Gun	Mission VI: Detention Facility
Stouker Concussion Rifle	Concussion Rifle	Mission IX: Nar Shaddaa
Assault Cannon	Dark Trooper Weapon, Plasma Cannon	Mission XI: Imperial City

The biggest limitation of any weapon is that it can run out of ammo. The blaster pistol and rifle eat energy units, and all other weapons consume power cells, except for the assault cannon, which uses its own shells. The key is to have sufficient ammo for the right weapon at the right time for the right target. To ensure that happy balance, become a power-up pig, greedily gobbling power-ups whenever you can. After you slay all defenders in an area, take the time to go back, ferret out all power-ups, and frisk the bodies for energy units and power cells.

Two more strategies can help even out the ammo supply-and-demand equation. First, use your least favorite, least powerful weapons at the start of missions because most missions begin slowly and build to major confrontations. If you employ infrequently used weapons at the start, you'll have plenty of ammo for your favorite weapons when it really counts. Second, keep close tabs on your ammo supply for each weapon. Whenever you enter a new area, stop to check how much ammo you have for each weapon. If you suspect you may later need the auto gun, for example, then use the blaster rifle or fusion cutter now — they have fast fire rates, too. In other words, gauge how much ammo you have, then choose your weapon accordingly. The more you vary your selections, the better off you'll be.

In fact, Dark Forces demands that you be diverse. No weapon outperforms all other weapons in every situation. In earlier versions of the game, the auto gun and fusion cutter were significantly more powerful than they are now and were the clear-cut favorites among the designers and testers. But these weapons were tamed in the final version. While still strong and formidable, they are not as universally effective as before. As a result, the effectiveness of the weapons has leveled out and, as it should be, the skill now is in choosing the best weapon for the specific foe.

The following descriptions give you a general feel of the capabilities, effectiveness, and weaknesses of each weapon.

MODIFIED BRYAR PISTOL (2 key)



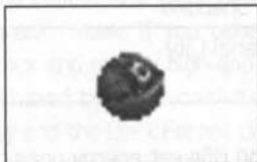
The blaster pistol may not be splashy or fast or overly powerful, but it serves you well. First, it is the most accurate weapon, particularly at long range. Second, it conserves ammunition because it only takes one energy unit per shot. Use it outdoors or indoors when you want to snipe at defenders from a distance. Its main drawbacks are that it's too slow for close-quarters combat, too wimpy against hardier foes, and does less damage from long range.

STORMTROOPER LASER RIFLE (3 key)

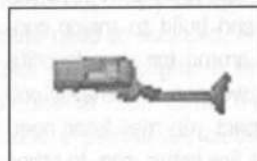


Ah, speed kills. When the auto gun and fusion cutter were emasculated in the final version, the blaster rifle instantly became more glamorous and desirable. It uses two energy units per shot, but with its fast fire rate, it's unmatched for close-quarters combat. It's also powerful enough to take on the toughest foes. Its main drawback is that it loses accuracy over distance and does less damage from long range.

THERMAL DETONATORS (4 key)



Some testers use thermal detonators more than any other weapon. Why? First, they're powerful — you can take out a patrol of Imperial guards with one or two tosses. Second, they're versatile. You can toss them at anyone for explosion on contact, you can roll them into unseen areas for time-release (and safe) detonation, and you can really chuck them quite a distance. Finally, they're unique, artistic, and fun. Keep tossing them and you will find creative new ways to use them. For example, try tossing them at or just below ceiling turrets. Their main drawbacks are that they're a bit slow for extremely close-quarters combat, the potential for self-injury in tight spaces is high, and there is a big learning curve to use them effectively and safely in new situations. Ree Yees are deadly accurate with thermals.



IMPERIAL REPEATER GUN (5 key)

The auto gun has the fastest firing rate of any weapon, considerable power (although not as much as it used to), and fair accuracy over distance. With its speed, it keeps single enemies off balance until you pump enough cells to finish the job. Most enemies pause when you hit them, and the auto gun hits them again so fast that they never have time to get a shot at you. It's terrific for close-quarters attacks against single enemies and one of the best weapons against Gamorrean guards. Its secondary fire mode fires three cells at once. Its major drawback is a lack of punch. You have to shoot a foe quite a few times to vanquish him, which can give other attackers time to jump you.



JERON FUSION CUTTER (6 key)

In its standard, single-fire mode, the fusion cutter gives you major power with ammo economy. Use it against hardier foes like Gamorreans and Ree-Yees. In its secondary, four-barrel firing mode, it gives you less clout but wide range. It's fun to rush a group of defenders with all barrels pumping. They never know what hits them. It is also a good weapon to use against dark troopers because of its power and because it ricochets less than other, faster weapons. If you can find a weapons supercharge before a dark trooper attack (such as in Robotics Facility), use it with a fusion cutter and you are one major stud. Its main drawbacks are poor accuracy at a distance and a fire rate that's too slow for close combat.



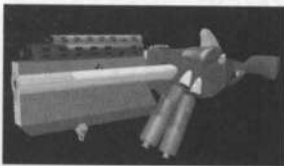
I.M. MINES (7 key)

As with thermal detonators, claymores are versatile, powerful, creative, and fun. The primary mode drops them so that they explode after 3 seconds. The secondary mode arms them with a motion sensor: When someone (or something) walks within activation radius, the mine explodes. Both modes have their uses. Be inventive. Drop them down lifts before you venture into an unknown area. Drop them at the base of doors before you open them. Drop them behind you as you run away from dark troopers and other big game. Their main drawback is self-destruction; you are vulnerable as you lay them down.



PACKERED MORTAR GUN (8 key)

This big honker of a weapon looks more lethal than it is. It's mostly "smoke," as one tester puts it. In terms of function, think of it as a thermal-detonator launcher. You can fire its shells faster than you can toss detonators, but the explosion is actually weaker. One attractive use for the mortar gun is to open a door, back up quickly, and lob a shell into the opening. Its main drawbacks are that it's not as powerful as thermal detonators, and its large firing graphic cuts down your field of vision.



STOUKER CONCUSSION RIFLE (9 key)

This is a beautiful weapon. Why beautiful? The fiery splashing blue of its spitting flame is simply lovely. There is no better weapon than the concussion rifle when you want to shoot — from a long distance — enemies that are in an enclosed space. One pull of the trigger and its concussive power makes for marvelous widespread destruction. Try it and see. Avoid close-in work with this baby, however; you risk injuring yourself. Bossks carry these weapons and, unfortunately, they are more accurate than you and don't blow themselves up when they shoot up close. Its main drawbacks are that it's dangerous at short distances and has a slow fire rate.



ASSAULT CANNON (0 key)

When the strength of the fusion cutter was cut in the final version, the usefulness of the assault or plasma cannon against such foes as dark troopers and Boba Fett rose greatly. Use the secondary firing mode (the rockets) to freeze opponents, then use the superior power of the primary plasma shell to finish them off. It's also great fun to shoot rockets at long-distance targets. The results might not be as effective as you want, but the look and sound of the rocket is worth it. Its main drawback is its slow fire rate. It also consumes large amounts of power.

ATTACK STRATEGIES

When you're in a firefight against any enemy in Dark Forces, an effective and satisfying approach is a storming, full-speed-ahead, running, dodging attack. The enemy reacts relatively slowly to quick movements and can't change their aim or firing distance fast enough to compensate. Before they can adjust, you can blast them off their feet with the appropriate weapon. The dashing, dodging approach also moves you past danger. The point of each mission is to complete it, not to kill every standing soldier (although that has its merits). So dash and blast, dash and blast.

But the above holds absolutely no water when you are entering a new room or building or steering your way through blind corridors. The stealth approach is preferred in these situations. Look for cover, hug walls, creep around corners, crouch, and blast defenders on the sly. Toss grenades into darkened openings, drop motion-detection claymore mines at the feet of doors, and generally look before you leap. There is a time for bonzai attacks and a time for safe, well-calculated attacks. Knowing when to use each may be the most important skill for you to learn. And how do you learn? Practice. Try both in different situations and see which works best for you.

The best defensive strategy in virtually every instance is to crouch when you attack. When you crouch, the timing and accuracy of the Imperial defenders drops noticeably. That advantage lets you run for cover or blast the defenders before they recover.

TAKING OUT THE TROOPS

Some fly, some grunt, some carry the latest technological weaponry, some brandish weapons from the Iron Age, some are wickedly lethal, and some are more bothersome than deadly. But all are fun to vanquish. Here is the scoop on the defenders of the Empire presented from the toughest to weakest opponent.



BOBA FETT

This bounty hunter is Dark Forces' most formidable foe. His jet pack zooms him up and around quickly, and he has a ton of firepower. Taking him out is a test of your combat wiles. The best strategies are to run and lay down claymores behind you, blast him when he's in the air with the auto gun in secondary fire mode, and duck out from behind corners to nail him a couple times before running again.



PHASE THREE DARK TROOPER: GENERAL MOHC

This is your final Dark Forces confrontation, and it's a tough one. You have to outlast him to kill him. Stay out of his line of sight until you're ready to awaken him with some rockets, then run like mad leaving claymores in your wake. Like with Boba Fett, you have to run and hide, dodge out and shoot, then dash away again. His rockets follow you, but they're slow, so you can either shoot them down or use speed mode to avoid them. If a rocket gets you, you're stopped dead.

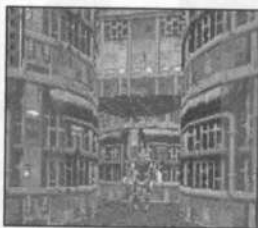


PHASE TWO DARK TROOPERS

Unlike their Phase One brethren, the Phase Two dark trooper doesn't reflect your weapon rounds. But that is little consolation considering its increased speed, ability to fly, protective armor, and sheer mass. And let's not forget its assault cannon, which is a vast improvement on the Phase One sword. Fortunately, assault-cannon blasts are predictable and, using speed mode, you can often remove yourself from harm's way.

As with all Imperial foes, finding cover is your first priority. You can get in good shots from a protected position. Damage accumulates, so each direct hit brings the dark trooper one step closer to a heap of twisted metal. In many instances, you can keep a doorway between you and the Phase Two DT. A door is the ideal cover.

As for which weapons to use against the Phase Two, many are effective depending upon the conditions of the battle. Drop motion-detection claymores as you run away. Toss grenades from behind a pillar or wall. The auto gun and blaster rifle fire fast enough to keep the trooper busy, but it takes quite a few rounds to finish him off. The best weapon overall is the assault cannon, but you don't get one until Mission XI. In general, don't panic when you see a Phase Two bearing down on you, use speed to find cover, and methodically hit him with whatever you have.



PHASE ONE DARK TROOPERS

These shadowy characters look like they just emerged from a fire-bombing. With their coal-red eyes and clanking sword, they can be foreboding, but you usually have plenty of firepower to take care of them. The major factoid to remember about a Phase One is that bullets reflect off their shield and kill you before they kill them. Therefore, choose weapons that don't have a deadly carom — thermal detonators and claymores work especially well. If you use the auto gun, crouch when you fire so that reflected bullets zip over your head.



REE-YEES

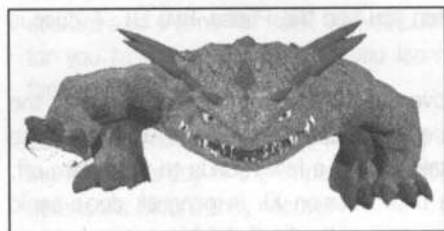
These hairy, grenade-tossing pugilists are perhaps your deadliest enemy. They're incredibly accurate with their detonator tosses, so don't get into a grenade-tossing match with these guys. You'll lose. Run as close to them as you can so that they have to use their fists instead of grenades. For close combat, the auto gun is your best bet, but the blaster rifle will also keep them busy. At long range, use a concussion rifle if you have one. If they are tossing grenades at you, sprint out of the way (using speed mode). You can avoid their blasts.



BOSSKS

It's another hairy alien, and one that makes a delicious high-pitched death scream. The best thing about a Bossk is that a dead one gives up 100 power cells. These guys wield a concussion rifle like Jimi Hendrix wielded a guitar. They shoot fast, and you can't see the projectile coming at you until it explodes all over you. Unlike other attackers, crouching provides little protection against Bossks. One tester puts it baldly: "They're a pain in the ass." So what to do when you spot one? The auto gun is perhaps the best weapon against them at close range. Its fast fire rate freezes them before they can fire

off a deadly blast. Find some cover and duck in and out while you rip off rounds. At long range, treat them to a bit of their own medicine. The concussion rifle works as well against them as it does on you. Just don't go head to head with them — you'll lose. Look for cover always.



KELL DRAGONS

These overgrown bulldogs go down with difficulty, especially when you're caught on Jabba the Hutt's ship with your fists as your only offense. If you have firepower, hit them straight on or much of your weapon's strength is deflected. Back up as you shoot so they can't pounce. Finally, choose a weapon with a fast fire rate and some speed, like the fusion cutter (in four-barrel mode).



CEILING TURRETS

These nasty guns shoot hot, painful lasers as soon as they get a bead on you. Take them out before they have you targeted or you're toast. Crouch, dodge in and out of cover, aim high with the auto gun or blaster rifle, and fire away. You can also toss thermal detonators at them.



GAMORREAN GUARDS

They're big, they're dumb, and they absorb much ammo before they fall. The fusion cutter has enough power to set them back quickly. Try the four-barrel blast for fastest results. When you enter an area with these pigs, shoot all other foes first because Gamorreans can't hurt you unless they're right on top of you.

IMPERIAL STORMTROOPERS, COMMANDOS, AND OFFICERS



Regular Empire soldiers are the most prevalent foes that you face in *Dark Forces*. Every mission is loaded with them, but for the most part, they are more bothersome than deadly as long as you have plenty of ammunition and a gun with a fast fire rate. Thermal detonators and claymores work extremely well when you don't and when you want to take out a group.

Stormtroopers and officers go down easily, and their firing accuracy is suspect. Just crouch and spit fire or shoot from cover, strafing left and right. Commandos shoot more accurately, and it takes more shots to lay them out. That can be a problem in a crowded battle because while you're concentrating fire on one of them, others can blast you. Again, crouch when shooting, strafe where possible, and find a protected position.



DIANOGAS

Don't waste your time and ammo shooting these sewer creatures. It's pretty easy to evade them by using speed mode and jumping. If you do want to take them out, use your blaster rifle or another fast-firing gun and pop them right when you see their eye emerge from the water.



interrogation



probe



remote

DROIDS

Three kinds of droids frequent the missions of *Dark Forces*: interrogation droids, probe droids, and remote droids. All are more pesky than consistently lethal. They can attract your attention while more powerful troops attack you. Take care of them quickly and get on to more pressing business. Probe droids

go down easily, and the blaster rifle or any fast-firing gun is the weapon of choice. Watch out when they fall from the sky, however, because their explosion can nail you as they die. (You can use this to your advantage by killing them when they're above defenders.)

Interrogation droids provide large targets and are most often found inside rooms. Enter fast, crouching and firing a blaster rifle, and you won't have much trouble with them. Don't get too close, though — their needles pierce right through your shields.

Remote droids can be frustrating because they are small and they dart around you like a balloon with its air let out. Take your blaster pistol or rifle and back way off from them as you shoot. You can also use a thermal detonator on them from a distance. The major difficulty with a remote is that you can waste much ammo before you subdue it. Try not to.



MOUSEBOTS

They're cute, quick, and harmless. You can ignore them if you want, but a dead mousebot coughs up battery power. So if you need some juice for your battery, the best way to zap the little electronic beast is to crouch so that you're on its level and strafe it with a blaster rifle.

SPECIAL KNOWLEDGE

Nuances abound in Dark Forces. It is not a game with a single critical path and a single correct response in every situation. Dark Forces is a large world intended to be explored. Experiment with everything. Here are some miscellaneous tips that should help you get the most enjoyment from the game — and inspire you to discover your own special knowledge about the game.

- Code keys unlock three-letter code locks. They are simple enough to collect. Usually you just pop a nearby officer and he coughs up the code keys. It goes into your inventory and you're ready to roll. Reading them, however, can be extremely challenging. The codes you see in your inventory in small detail read simply enough. But often when you're working the code lock, the larger images of the code letters don't appear to be the same. You can spend a great deal of time trying to figure out the correct letters. To solve that problem, this book gives you a screenshot of the correct large-letter sequence. Eventually you will get the hang of the Dark Forces alphabet, but until then, you won't be hung up if you check out the appropriate screenshot in the Missions chapter.
- When you enter pitch black rooms, defenders can't see you (or shoot you) unless you shoot first or turn on your head lamp. Take advantage of this by using your infrared goggles and punching opponents as they "sleep." Once they're awake, they will see you in the dark.
- A fun visual effect is to punch an opponent from a crouched position. If you land an uppercut at the right angle, they go flying.
- Use onscreen maps early in a mission because they tend to become confusing later on. In select areas, they can be very helpful, but in other areas the maps twist you around more than straighten you out.



CHAPTER 2: THE MISSIONS

SPECIAL

CHAPTER 2:

EDGE

THE MISSIONS

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MISSION I

SECRET BASE

LOCATION:

IMPERIAL SECRET BASE ON THE PLANET DANUTA.

MISSION OBJECTIVE:

FIND THE DEATH STAR PLANS WITHIN THE SECRET IMPERIAL BASE, THEN RETURN SAFELY TO THE UPPER LANDING AREA WHERE YOUR SHIP WILL PICK YOU UP.

WEAPONS:

ISSUE: A **BLASTER PISTOL**, BUT YOU CAN SOON CONFISCATE A BLASTER RIFLE FROM THE ENEMY.



I'm dropped outside the monolithic Imperial base. Getting here was the easy part, it seems. Somewhere inside is the only thing that can save the Rebel Alliance from total annihilation. And the only obstacle between me and heroic success is a battalion or so of Imperial stormtroopers, commandos, and officers — and the fact that I have no idea where to look. Time is also running out. Kyle be nimble, Kyle be quick...



This is no conventional elevator. It's an air shaft you dropped into from the landing area above. Things look tame enough, but looks always deceive in Dark Forces. The first thing to do once you're out of the shaft is spin around to your left. That's an Imperial commando behind you readying for a quick kill. Zap him with your blaster pistol. Then get his rifle — a regulation stormtrooper rifle (more affectionately known as a blaster rifle), which is perfect for the close-quarters work you're heading into. Move forward slowly. (1)

JEDI TIP:

The switch from your blaster pistol to the stormtrooper rifle is automatic.

The pistol has greater accuracy for long-distance shooting, but the blaster

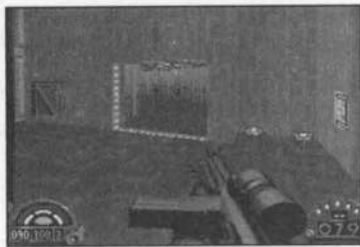
rifle is more effective at short range — it fires faster and does more damage. The downside is that the rifle sucks twice as much energy and is less accurate at long range. Be prepared to switch back and forth depending on the requirements of the situation.



It's your first integrated resistance — two Imperial officers front and center, with an Imperial commando hard right. Duck and shoot these guys quickly, then move upstairs, grabbing their ammo clips.



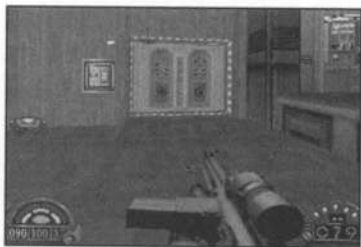
There's a deadly nuisance on the level above you that's worth taking out of action. He comes and goes, so tilt your weapon up at him and fire as soon as he appears, then pull back quickly when he starts firing. Repeat until he's dead.



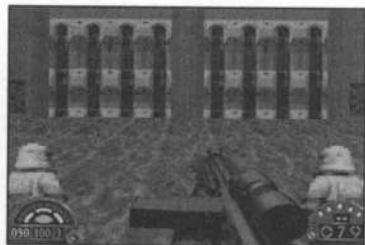
Beware the two commandos coming down the hallway to get you. Do some long-range sniping with the pistol before they become difficult, then go pick up the shield units and ammo clip in the corner.



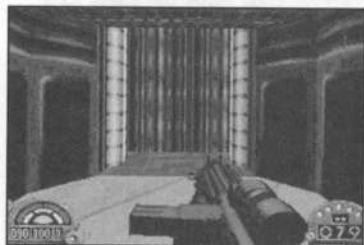
It's time to mop up. Take out the opposition to the left of the island, then circle around to remove any further resistance in the room. Once the area is secure, go treasure hunting. Frisk the dead, then jump onto the platform to the left and sweep up the energy and shield units.



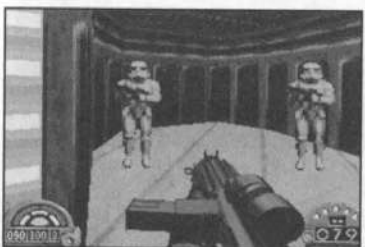
You're back in the first hallway. This access door leads outside: the switch is to the left. Take a deep breath, get your finger on the trigger, and flip the switch. When the door opens, slide right, duck, and shoot the welcoming committee on the other side in the back of their heads before they get you. Then proceed outside — slowly. (2)



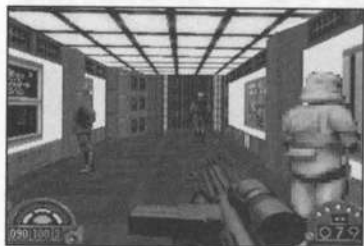
See those two doors on the wall opposite you? You can sprint for either one. Make the dash, open the door, and get inside quickly — before the troopers outside detain you.



This is a lift on the right side of the room as you came in. Step in and up you go. (If you had chosen the door on the right, you'd be taking a different lift to the same destination.) You don't have much time to daydream. As soon as the doors opens...



Ice these soldiers and grab their rifles for ammo.



...crouch and blast the trooper, commando, and the important Imperial officer. Why is he so important? Once dead, he drops a red key, which you need. Pick it up, then go back down the lift. If you want more target practice, cross over and take the other lift down. (3)



JEDI TIP:

Whenever you're facing heavy resistance, it's best to duck while you shoot. You become a much smaller target that is far more difficult to hit. Practice

this now when the shooting is relatively piecemeal so you're an expert when it really counts.

JEDI TIP:

When you exit, there are troops firing at you from across the way and up a level. You're going to have to deal with them sooner or later, and now is less hectic than going upstairs and fighting them in close quarters. Change back to

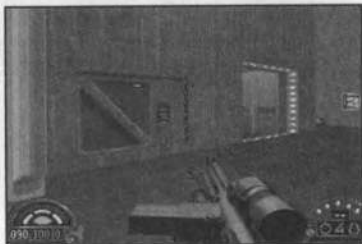
your blaster pistol for better long-range accuracy and take them out now. Use the open door as a shield and aim high, ducking in and out with your gun blazing until all is subdued.



After the troops immediately above you are eliminated, stick with your blaster pistol, turn right, and make a fast perimeter run around the building you just exited. Hug the near wall, however, so upstairs troopers can't see or hit you. Blast any opposition and grab the extra energy and shield units (scour every nook) — you'll be needing them shortly. When you come full circle, find the access door switch and go inside.



Exit to the outside world gingerly. There's major opposition outside, both near and far. Your goal is to reach the access door across the way in one piece and go back inside — but patience. There is some Imperial riff-raff that needs tending to.



When you're back inside, switch to the blaster rifle for close-quarters combat, then march over to this door. Because you now have the red key, it opens on your command. When you step into the lift (beware the commando on board), it automatically goes up. After the first time, you must start it by pressing the spacebar. Get ready for immediate combat. (4)



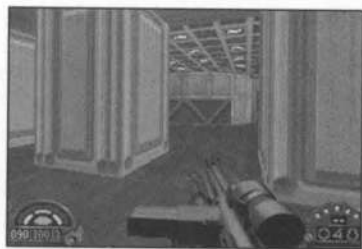
Start firing. Give special attention to the stormtrooper firing at you from long range through the window ahead and to the one sneaking up behind you in an alcove to your right. When the area is secure, pick up the precious energy and shield units.

JEDI TIP:

Pesky mousebots annoy you? Crouch and fire away. They're a much easier catch when you stoop to their level.



Approach this red switch and throw it. It raises a wall to your left. Now you can jump down to the lower level. You could take the lift down again, but don't. In a moment, you'll see why.



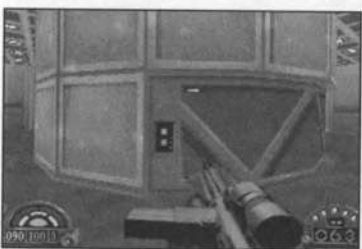
Now you're back in the original hallway where you started the mission. Proceed past this column cautiously — there's a stormtrooper lurking behind it. If you go to the left of the column, the trooper is on to you, so go to the right and catch him napping. Throw the switch on the column to open a secret area in the cliff.



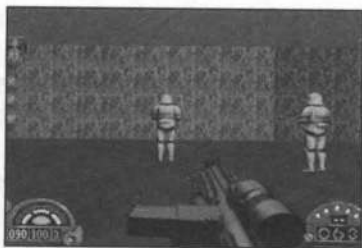
Swing to the right side of the room to grab the energy units in the corner. Then glance out the window, aim low, and shoot the two stormtroopers beyond.



Come back around to the left side of the room, again with your gun blazing. Proceed downstairs.



Go back to this lift switch. As soon as you open the door, blast the stormtrooper, then step into the lift, which is not automatic. See the switch on the opposite wall? Flip it. Then quickly swivel around to your left and get ready for action. (5)



If you already shot these soldiers from below, this area should be easy. But you should still sneak off the lift and sweep left or right while firing like mad. Bag their treasures and go look at the cliff to see the secret area you revealed when you flipped the column switch. Jump across using speed mode and grab the goods, then jump downstairs.

JEDI TIP:

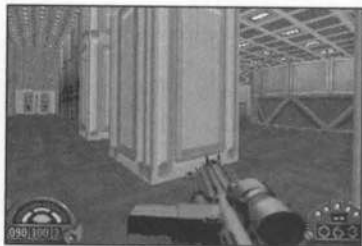
By the way, this upstairs area is not part of the critical path. That's downstairs. But it would have spoiled the hunt if you had been told in advance.



To get downstairs, you can either take the lift or jump down. It's best to jump (you'll find out why in a moment).



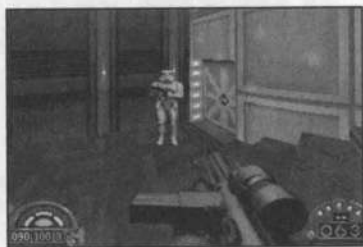
You're outside again. Make your way around the complex until you reach the access door and come back inside.



Go back to this lift and sweep to the left side, going down the stairway.

JEDI TIP:

Whenever you go down any stairs, lower your gun or you'll often be shooting air.



There's a door at the bottom of the steps. Open it and start shooting. Step inside, turning right. (6)



This is the bottom of the lift shaft. You can see it only because you jumped from the second floor instead of taking the lift. Go past here and pick up some valuable energy and shield units that would otherwise be unavailable to you. Then come back around the other side.



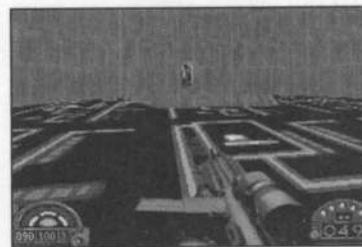
At the bottom of the stairs is yet another door. Use this swinging door to your advantage. Lower your gun slightly, and when you open the door, back up a bit and blast away the opposition. If you don't get them all in one sweep, the door automatically shuts after a few seconds, and you can safely repeat the endeavor.



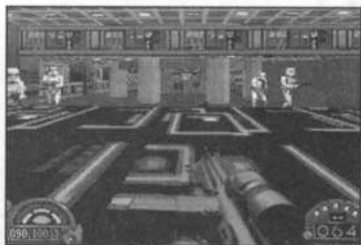
This is an important-looking control room. The pretty, spinning light model of the Death Star is not your quest. It's more of a decoy, so fly past it and take a left down the first long corridor you come to — keeping your eyes peeled and your gun white-hot. Troopers abound.



There's more Imperial resistance in this room. Beware the officer behind the console and several stormtroopers. Better yet, shoot them and grab their guns.



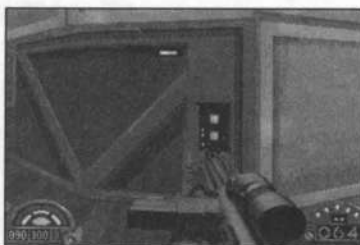
Behind this console is a switch. Flip it, then quickly turn around. (7)



The opposite wall rises. Dash toward the glowing lights to find the Death Star plans. When you take them, a Kyle voice-over confirms your success. Time to make your escape — the princess is waiting for your booty. **(8)**



Just back up after you have the plans and you spot this door to your right. Open the door and blast an officer and a commando. Then swing right around the lift and take out another stormtrooper. Pick up his gun and all energy units, then go to the far wall for a secret area that has shields, ammo, and batteries. Be careful, though. The area is guarded by two commandos. **(9)**



Go back to the lift door and open it. Thankfully, nobody is inside. Cross to the other side and flip the switch. As you rise — a long rise, all the way up to the landing area — get ready for more fireworks as soon as the door opens to the great outdoors. **(10)**



After you eliminate the soldiers, look up to catch a good view of your ship coming in. If you go around the back of the building you just came out of, you can see the opening of the air shaft where you first entered the complex. Make sure that you collect all the guns and energy units before you press Esc to end your mission — successfully. Nice work. But this is just a warm-up. **(11)**

MISSION MAP LEGEND

CK = CODE KEY

CKD = CODE KEY DOOR

DARKER AREAS = DOORS

DT = DARK TROOPER

K = KEY

KD = KEY DOOR

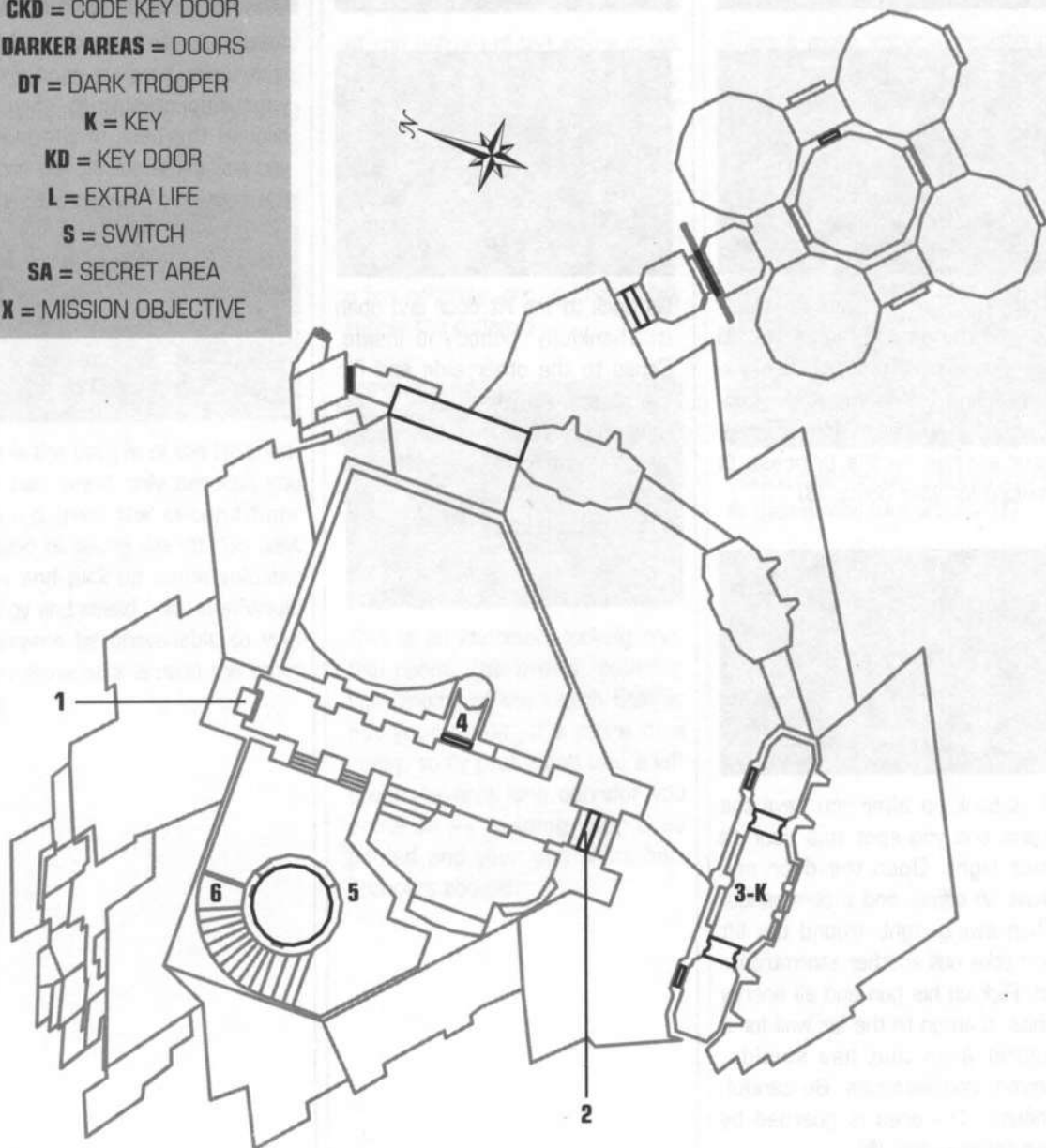
L = EXTRA LIFE

S = SWITCH

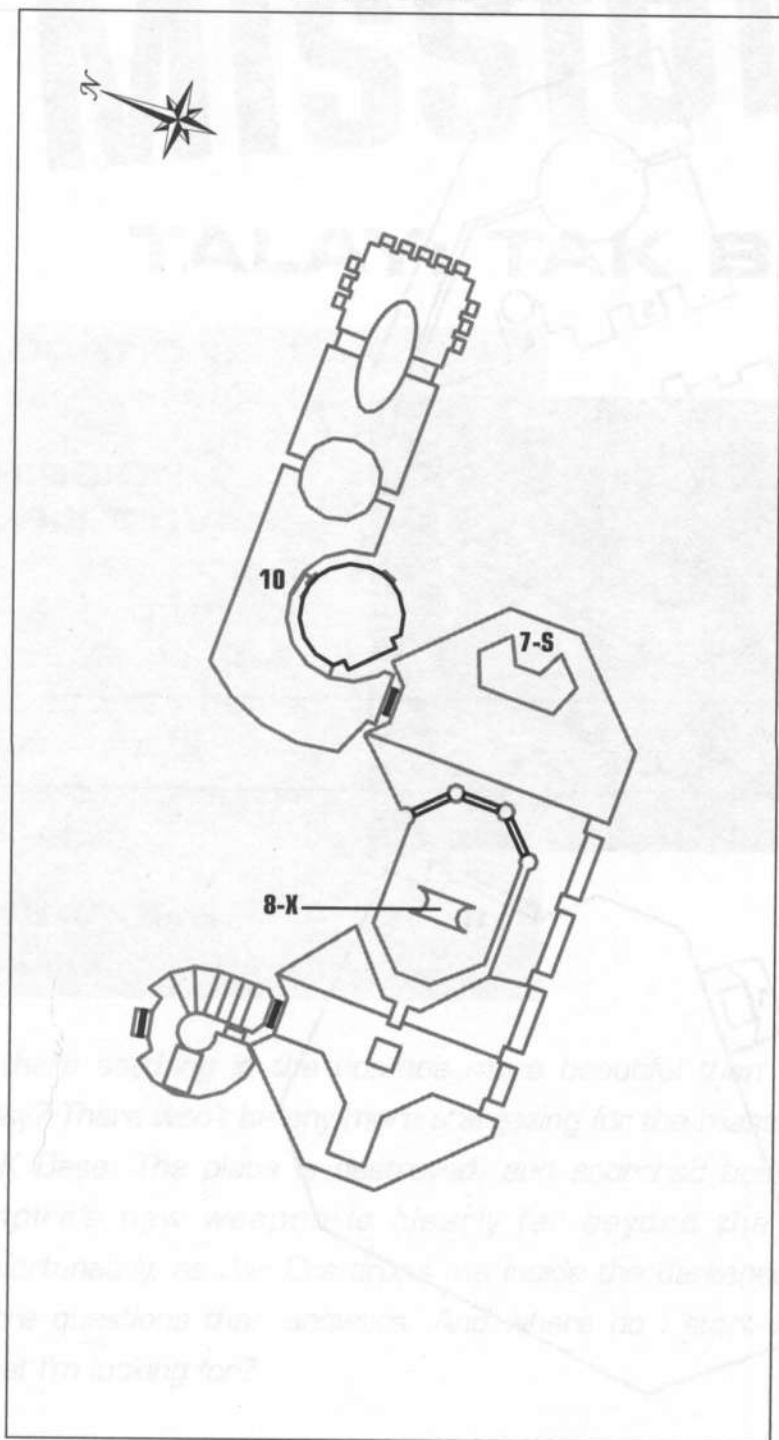
SA = SECRET AREA

X = MISSION OBJECTIVE

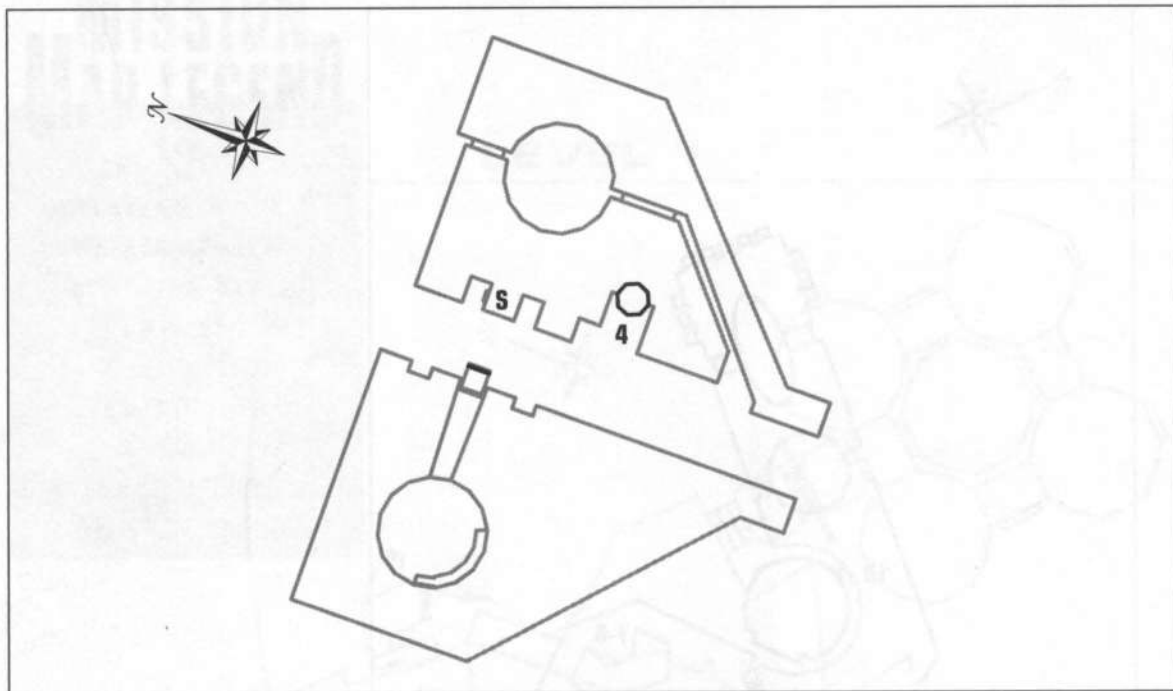
LEVEL 1



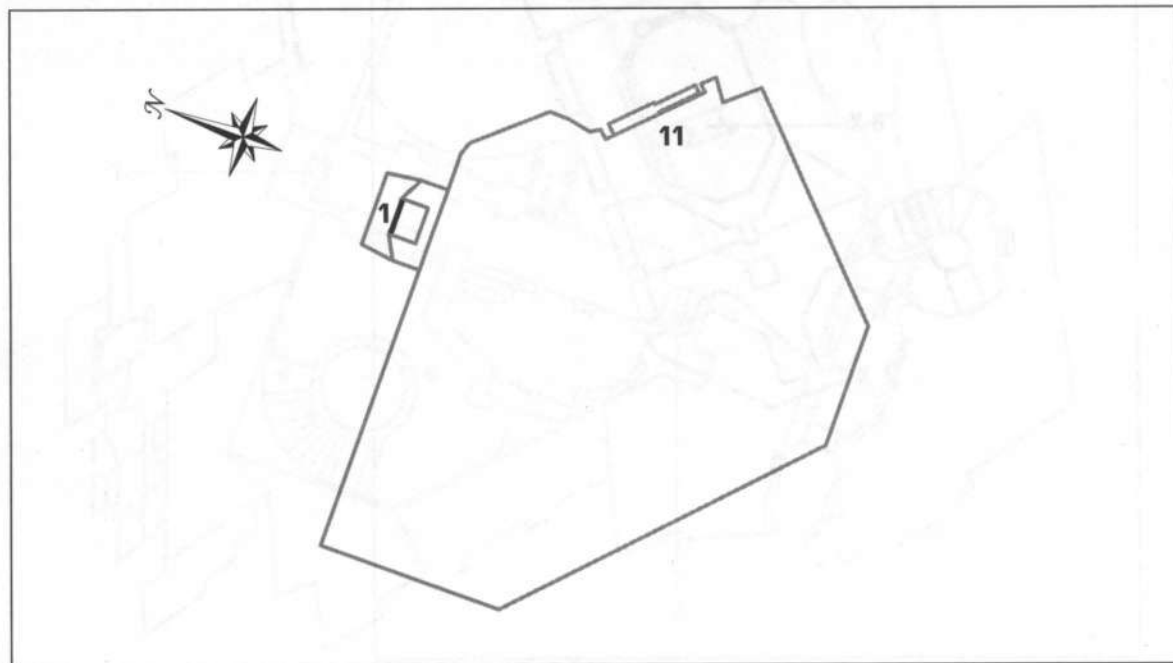
LEVEL 0



LEVEL 2



LEVEL 3



MISSION II

TALAY: TAK BASE

LOCATION:

TAK BASE ON THE PLANET TALAY.

MISSION

OBJECTIVES:

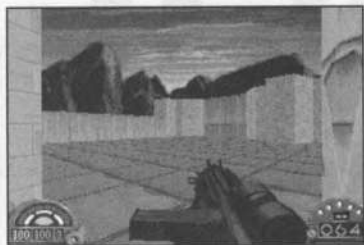
SEARCH THE DECIMATED BASE, BRING THE HYDROELECTRIC POWER GENERATOR ONLINE, FIND ANY CLUES TO THE DARK TROOPERS, THEN GET BACK TO THE LANDING PAD FOR A TIMELY, SAFE ESCAPE.

WEAPONS:

BLASTER PISTOL AND BLASTER RIFLE.



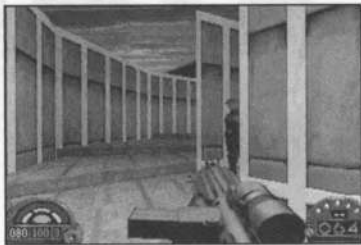
Is there anything in the cosmos more beautiful than the purple night sky of Talay? There won't be any more stargazing for the massacred inhabitants of this TAK Base. The place is destroyed, and scorched bodies litter the ruins. The Empire's new weapon is clearly far beyond the experimental stage. Unfortunately, as Jan Ors drops me inside the darkened base, there are many more questions than answers. And where do I start when I don't even know what I'm looking for?



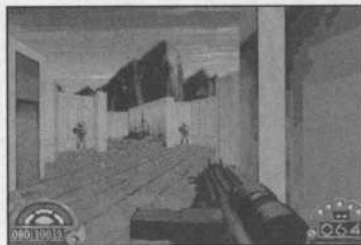
Jan drops you off and you're on your own once more. Don't go charging out from here or you can be quickly eliminated by sniper fire. Swivel right and move along the wall until you reach an entrance. (1)



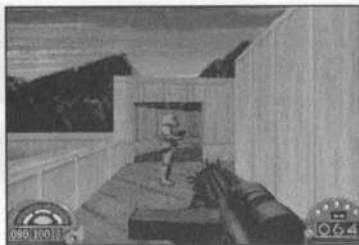
Enter this corridor with great caution and be ready to fire. (If you have enough ammo for your blaster rifle, switch from the pistol. It's better for close-quarters zapping.) Hug the right side for maximum protection and shoot whatever appears.



Climb these stairs to daylight. But beware the officer lurking in the shadowy folds on your right. If you dash past him, you hear his warning voice — spin around and blast the sneak. Pick up his energy unit and rumble on.



Hug the right wall here, then crouch and take potshots at the stormtroopers as they appear. Take their energy units and march straight ahead up the stairs. (Notice the hole on the left side as you pass — it becomes important later.) On the other side you can go right or left — but either way, you meet some opposition. Take them out, then take their power-ups. (2)



Ah, the security of four walls. Duck into this corridor. Inside here, the important thing to be is sneaky. Use the walls for protection, crouch often, and use the element of surprise as your primary weapon. (3)

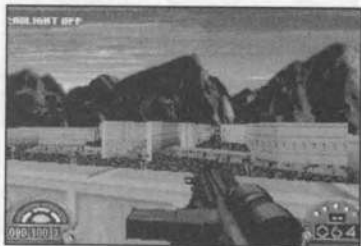
JEDI TIP:

When the corridor widens into a room, you could switch on your headlamp, but why waste the battery? Crouch low, fire away, and let the hot glow of gun bursts light your way.

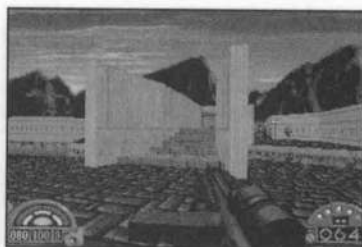




After you've secured the first room and an adjacent room (with a closed door that also becomes important later), turn on your headlamp and sweep the area for energy and shield units. Switch off your lamp and go back outside the way you came.



Just outside, you find this ledge with a host of Imperial bad guys across the way. Switch to your blaster pistol for long-range accuracy and take some target practice. A dead stormtrooper is a good trooper when you get over there. It's a good idea to move around a bit so that they don't get a bead on you — they can be accurate as well. And don't waste too much ammo or time up here. After you've minimized the resistance a bit, jump over the ledge into the courtyard below.



Welcome to the courtyard. You can run around like crazy out here trying to survive in the open, or you can play it smart. Dash straight across, to the right or left of the stairway, and jump into the river, turning to the left. If you hug either river wall and weave, you provide less of a target. Continue upstream until you reach a waterfall. (4)



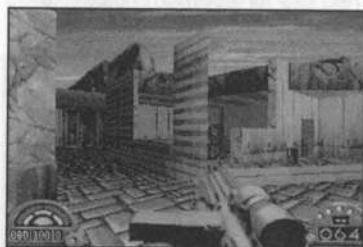
Run up this first waterfall, make a hard right, then run up another one to reach dry land again. Jump up onto the stairs. (5)



Climb these stairs carefully, using the left wall as a shield. When you arrive at the top level, you'll have a firefight on your hands.

JEDI TIP:

Momentarily switch to the blaster pistol. Troops will be coming at you from around corners, and you can eliminate them before they see you. When the coast is clear, switch back to the blaster rifle.



This place once had a roof before the dark troopers got to it. When the coast is clear, pick up the power-ups. It's best to hug the left wall as you recon this area, wiping out resistance as necessary.

JEDI TIP:

You can explore the surrounding courtyard if you want to. Energy and shield units abound, but so does the enemy. No matter how good you are, you're going to take some hits up here. Keep them to a minimum and find an indoor place to explore as quickly as you can.

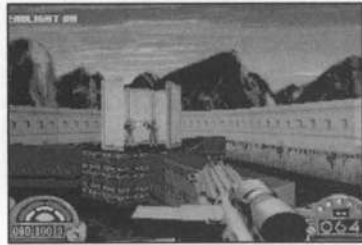




This place, which is located in the center of the upper level, is a good area to explore. The door is open, but enter with guns blazing. Then charge up on the things you find inside, including a couple of med kits for optimum health. **(6)**



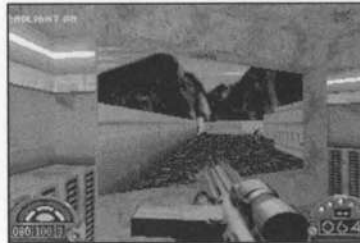
When the defenders are gone, switch on your headlamp to see where you are going. But don't stop to pick up power-ups just yet. Find the stairs to the left on the far side of the bar and clamber up with your blaster blasting.



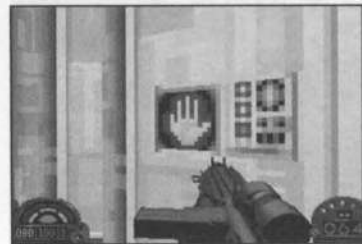
Eureka! The first objective of your mission — the base's hydroelectric power generator. Take out the defender inside the control house, then walk gingerly across the blade-like bridge. (If you fall into the river, you have to make a lengthy trek back upstream to the waterfall and retrace your steps.) You can also jump back and forth from the courtyard to the control house.



After you're charged up, check out this building straight ahead. It's called the cantina. Here's the regimen: crouch down and run in with your headlamp off — even though it's pitch black in there. The aura of your spitting gun will light your way, and you can get most of the soldiers before they know who or what has hit them. Better yet, you can crouch and punch the defenders and they never wake up. Take your time and be thorough. **(7)**



Switch off your headlamp to conserve batteries. Use this window as a shield and clear out the courtyard below. Then jump out and down, dashing across the bricks.

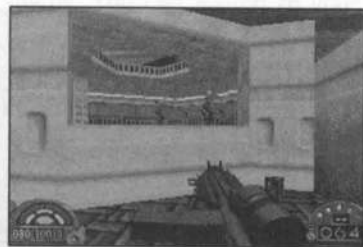


A switch? Switch it. It makes everything seem brighter — and louder. Your mission is half complete. Now all you have to do is find something without having a clue as to what that something is. But first you must make it back across the now-rotating turbine blades to the brick courtyard. It's not an easy task. (Again, if you fall, run back to the waterfall.) **(8)**

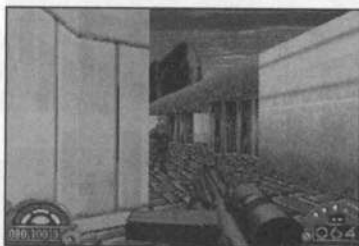


JEDI TIP:

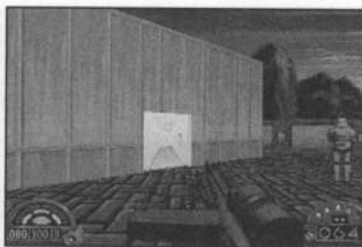
That generator does more than just light your path. It also enables most of the doors in the base to open at a push of a button. So go forth and push buttons.



Jump back through this window and head back through the cantina. Now that the lights are on in the bar, you can linger and collect all the power-ups you need.



Remember this place, just outside the cantina? Go past here and turn right, through the columns.



Here is the white door you need to reach. Load up, open the hatch, and fire when ready. Three commandos await you. **(9)**



Gather whatever booty you can, then cross over to this switch and flip it. What's that noise you hear? Slide left and look out the window. Where the bridge stops is your next destination. (If you haven't thoroughly decimated the enemy by now, take this opportunity to switch to your blaster pistol and perform some long-range sharpshooting.)



After flipping the bridge control switch, exit the room. See this building near the cantina? It's not your destination. Instead, take a hard right just around this corner — and keep your eyes peeled and gun cocked for defenders.



Head into this structure and go toward the waiting bridge.



Voila! The bridge. But don't be hasty. If you didn't nail these troopers from the switch room, do so now. An officer lurks inside the bridge, so take him out first, then cross over. **(10)**



Inside the control room, pick up the power-up and flip this switch. The bridge swings back to its original position. When it stops, the opposite door opens automatically. Shoot any enemies, then cross to the other side.



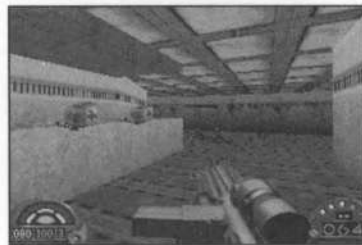
Stealthily enter this small structure. Crouch, hug the wall for protection, and get ready to fire as soon as you emerge from the other side.



At first glance, this door looks mighty inviting. And it is, if you feel lucky. Beyond it is a courtyard teeming with Imperial guards. So if you're fired up, go ahead and charge in for a full frontal assault. But the wise Jedi chooses to veer right here instead, toward that hole in the wall.



Run through the hole. The room below is thankfully unguarded. Make a sweep of the area, picking up energy and shield units. (11)



Don't forget these two med kits. Then jump in the river up ahead, turn left, and wade upstream.



Take extra care coming around this corner. Stay along the left wall and get the drop on a couple of stormtroopers. (12)

JEDI TIP:

You're entering a wide-open area, and that makes you vulnerable. The trick is to always find protected places from which you, not the enemy, can control the action. That means that in many tough situations, you should run first and fire second.



Jump up onto dry land as fast as you can and dash across to the opposite wall for protection. In the bottom of that building is a secret door — a mousebot door — with a weapon superscharge beyond!



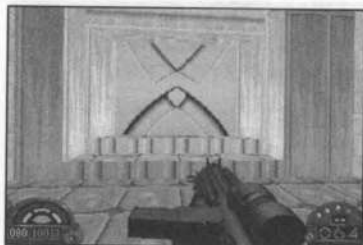
Run toward the waterfall and pick up the power-ups tucked away back there. Then turn around and sneak back along the wall, methodically eliminating the enemy. You can switch to your blaster pistol for peppering long-range targets. The more troops you shoot here, the easier the next step is going to be.



Jump up onto this ledge, the first you come to. Slouch along the wall and strafe any opposition in the surrounding courtyard.



Continue to eradicate defenders as you move along this porch area. (The door to the left is where you come through if you don't take the river route.)



After the courtyard has been cleared and you have time to think, it's time to make the big assault. Crouch to make a smaller target.



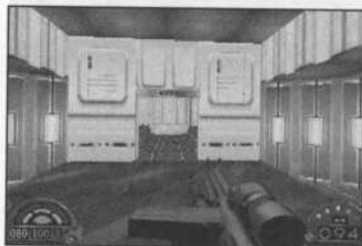
When you open the door to the computer room, fire away. The enemy is located just ahead of you and to the left and right on an upper walkway. **(13)**



Once the computer room is safe, take the first door to your left as you enter. Get ready to fight immediately. The best approach is to open the door, back up, and fire. **(14)**

JEDI TIP:

Use the door as your ally here. Strafe the area like mad when the door is open, then back away and let the door close, giving you time to regroup. Repeat until victory is secured. It also helps to shift your position each time the door opens — they hate that because they can't hone in on you.



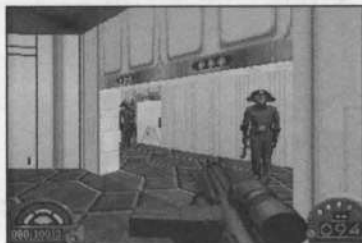
Collect all the power-ups here. Is that an open door on the other side? Beware Imperial gifts. Troopers and officers are waiting to ambush. Enter running and firing.



JEDI TIP:

It's not the critical path to go through the first door. The critical path is to run straight across to the opposite stairs. However, if you miss these

rooms, you miss a power-up that gives you a decided advantage during your escape.



Go through this door to another door beyond it. Take extra caution, as usual, when you open it. Inside is an Imperial welcoming party.



Once inside, move behind the desk to a switch and flip it. (You have to crouch to activate it.) You hear a door open. A secret room, perhaps?



Here's the secret room. Crouch to enter the niche and take the weapons supercharge. Then make your way back through the ante-rooms to the computer room (gathering any power-ups along the way). (15)



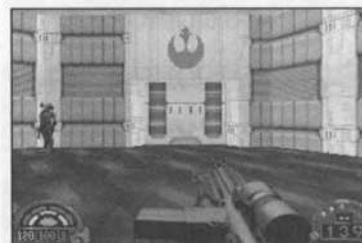
You're inside the computer room once more. As you look up from here, you see two doors — one on the left and one on the right. The right one has power-ups. The left one has something much more interesting. To investigate, cross this room and climb the stairs. Beware the stormtrooper in the stairwell.



Emerging onto the top level, move along the perimeter walkway to your left, toward the closed door on the opposite side. Open it with stealth — crouched and spitting fire.



What's this unconventional object right in front of you? Could it have anything to do with the dark troopers? Should you take it? Of course! And before you make your escape, take any power-ups. (16)



You're downstairs again. When this door opens, you are swarmed by Imperial defenders. You do have a weapons supercharge, which helps, but there's really not much use in fighting it out. Instead, use your speed and newly acquired knowledge of the base layout. Jump out the window for a quick exit.



JEDI TIP:

You have a long way to go to get back to your ship, and many reinforcements have been activated to prevent you from getting there. Don't procrastinate with

shoot-outs. Fire only when you have to and run to the landing area as quickly and directly as you can. The longer you take, the more troops will appear in your path.



Dash out of the building, gun blazing. Run straight into the Imperial melee, then turn left sharply and put on your afterburners until you reach your favorite river. You may take on some damage, but in every Jedi life a little rain must fall.



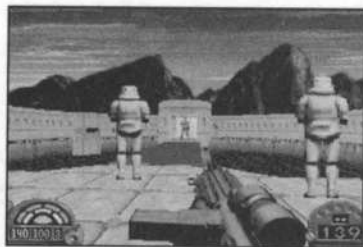
Jump in and run downstream to the first opening on your right.



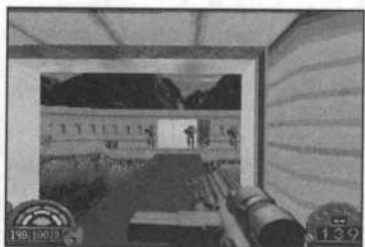
Remember this place? Pass right through.



Before you leave, shoot any guards through the hole. Then run through it into the grassy courtyard above. Quickly cut left into the bridge building.



Dash across this bridge into the control house and flip the switch so that the bridge swings around.



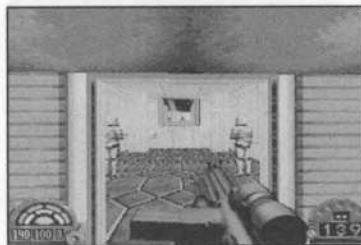
When the bridge stops, open the door and fly across the bridge. Blast any opposition, but don't delay. Keep moving.



When you leave this structure, make a hard left. Move and shoot, move and shoot.



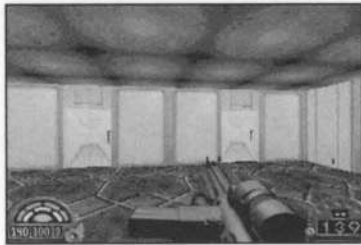
Remember the orange building across the way (just before the cantina)? Get there and get inside. (17)



Open the door to the next room and blast the defenders through the window on the other side. Run across to the wall and an automatic lift raises you to the walkway. Keep moving, keep shooting.



Your goal? That big orange door across the courtyard, which is filling with Imperial guards. Don't even think about stopping to shoot them. Just get across and get inside that door. (18)



Momentary relief. The left door contains power-ups, including an extra life (but watch out for the stormtrooper inside). The right door leads to a stairway exit. You're almost home — but there are still plenty of bad guys who want to thwart your imminent escape. (19)



Here's the ledge you jumped over long ago to get to the river. Cut left and slalom your way through the maze.



Go up the stairs, but stop on top. See that hole in the wall to your right? We told you it would be important later. Later is now. It faces the courtyard where Jan Ors wants to land your ship. Take a few precious seconds to wipe out some of the opposition below, then make the jump. (20)



Finally, race along the wall to your left — eliminating whatever soldiers you must — until you reach the center of this landing area. Jan lands your ship and you're off. Well done, lad. Your courage and stealth has landed you a prototype dark trooper weapon. And your reward? A trip to the subterranean city of Anoaat. Sewers anyone? (21)

LEVEL 1

MISSION
MAP LEGEND

CK = CODE KEY

CKD = CODE KEY DOOR

DARKER AREAS = DOORS

DT = DARK TROOPER

K = KEY

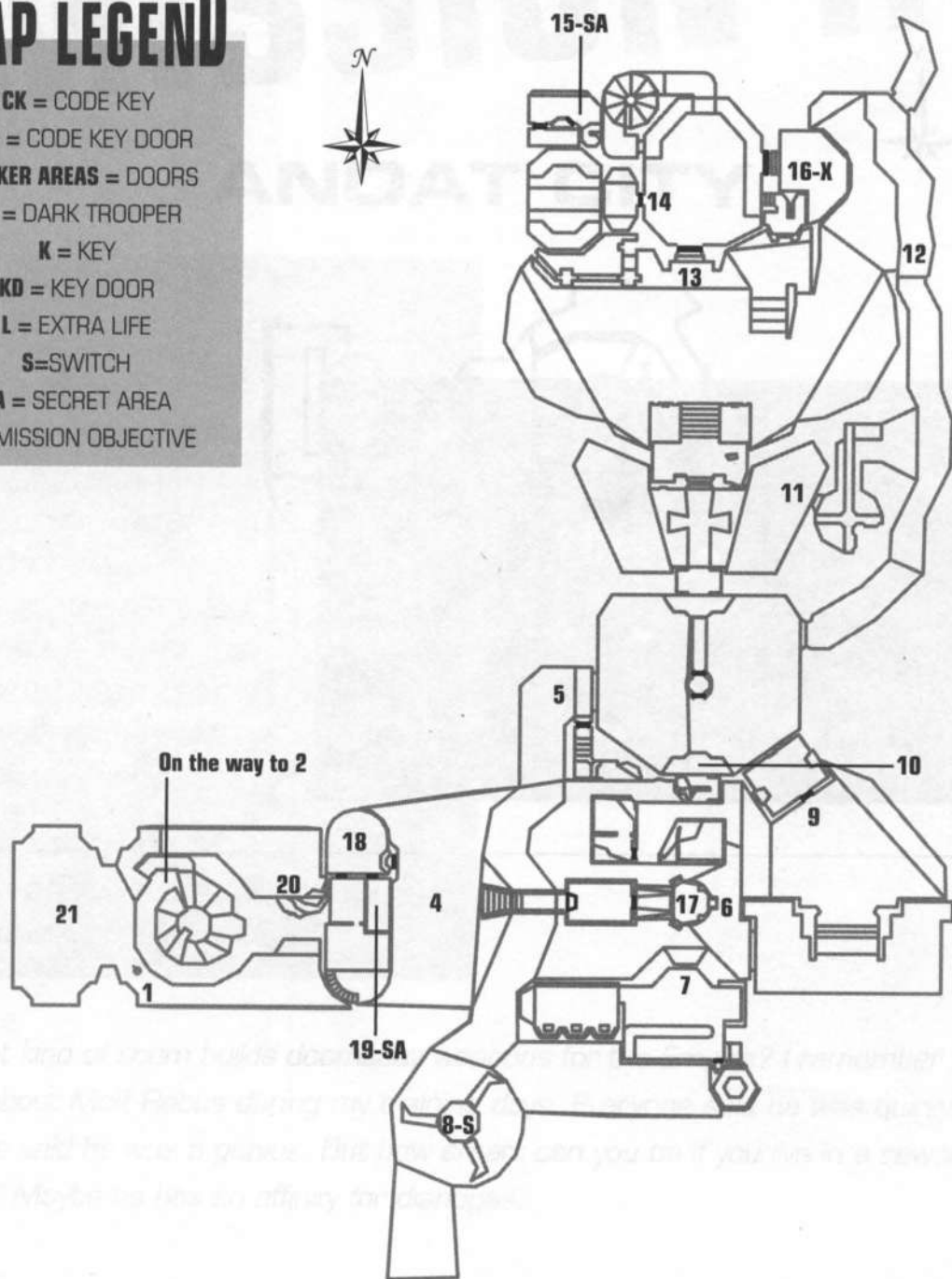
KD = KEY DOOR

L = EXTRA LIFE

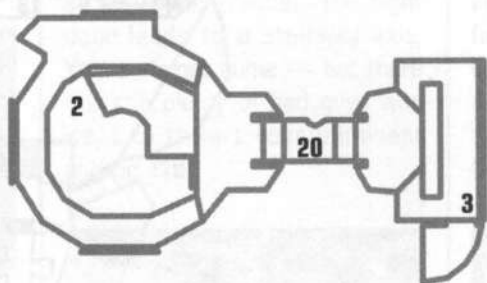
S=SWITCH

SA = SECRET AREA

X = MISSION OBJECTIVE



LEVEL 2



MISSION III

ANOAT CITY

LOCATION:

THE LOVELY SEWER CITY OF ANOAT.

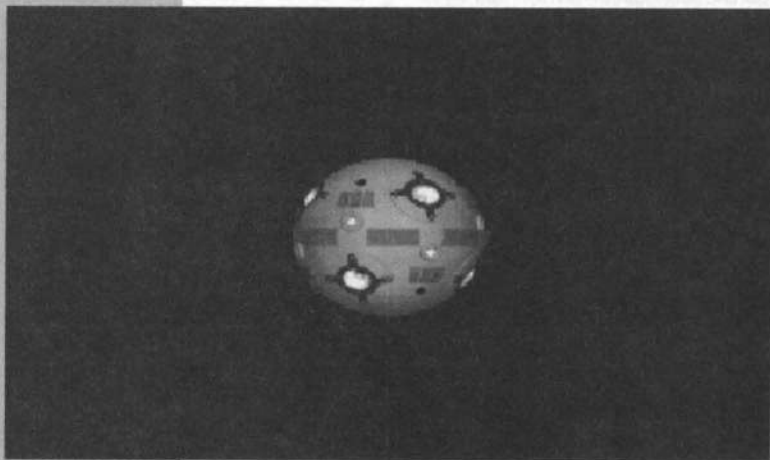
MISSION

OBJECTIVES:

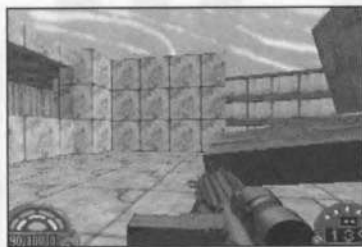
SOLVE AN ELABORATE SEWER GATE SECURITY SYSTEM, FIND A SUBTERRANEAN WEAPONS RESEARCH LAB, AND ABDUCT MOFF REBUS, THE WEAPONS SPECIALIST WHO BUILT THE WEAPON PROTOTYPE YOU FOUND ON TALAY.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, **THERMAL DETONATORS.**



What kind of scum builds doomsday weapons for the Empire? I remember hearing about Moff Rebus during my training days. Everyone said he was quirky, and some said he was a genius. But how smart can you be if you live in a sewer system? Maybe he has an affinity for dianogas.



OK, which way to the sewers? Bid adieu to your winged transport, hitch up your waders, and turn left toward this cement portico. Jump and head straight for the hallway on the other side. (As always, be on the lookout for power-ups.) (1)



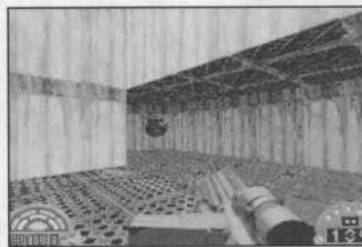
JEDI TIP:

Thermal detonators make their first appearance in this mission, but you won't need to use these powerful grenades until the next mission. Stick

mainly with your trusty blaster rifle in Anoot. Enemy encounters are predominantly of the nonanthropomorphic kind — you face probe droids, interrogation droids, remotes, and dianogas (the squid-like denizens of the nether sludge). Later you run into a few detonator-tossing Ree-Yees.



As you stalk straight down this outside corridor, blast interrogation droids that lurk in side openings and probe droids that drop from the orange sky. Pluck power-ups from their mechanical bones.



You step onto a steel grid at the end of the hallway and automatically descend. Turn left into a darkened room, shoot down a couple of interrogation droids, then vacuum up any power-ups. Now you're packed for the real mission. Go back up the lift and head back down the hallway to your ship. (2)

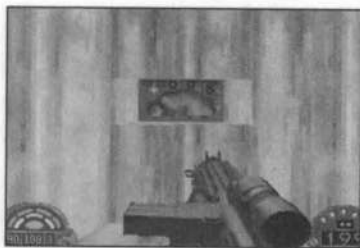
JEDI TIP:

What can you say about the extended family of droids? In general, they annoy more than they thwart, but they can be killers if you ignore them. They

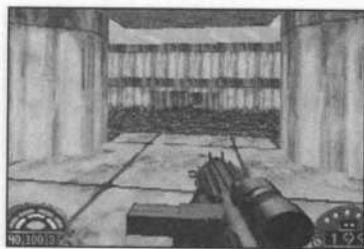
also regenerate, so you must stay vigilant. Some have lethal idiosyncrasies. Interrogation droids can penetrate your shields with needles if you get too close. Probe droids explode after you blast them, and you'll take damage if you're too close. On the other hand, their explosions can wipe out enemies in the proximity as well. Use this knowledge effectively in a firefight.



Turn right at the first opening you come to and head downstairs. Open a door at the bottom of the stairs and step onto a circular island surrounded by flowing sewage. This must be the place. (3)



This switch controls four doors around you that lead into different areas of the treatment facility. Three of the doors (one, two, and three) lie on the critical path. The fourth door isn't on the critical path, but it does lead to quite a few power-ups. You can journey into each door in any order you want, but you save time if you go through the second door last. For this shoot-through, we take door one first, then three, four, and two. (4)



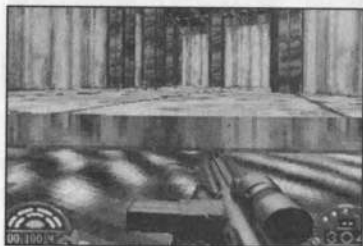
After you flip the switch for door one, move to your left (nine o'clock) to see this open door. It's time to get your boots smelly. Hop into the brown stream and head for the door. As soon as you get inside, jump onto a ledge to pick up some thermal detonators, then drop back into the soup. (5)



Just before you spill over this short "sewagefall," you can jump across to a slender ledge that leads to a secret room. If you do successfully make the jump, you have to be able to stay on the ledge as you make your way to the right toward the room. The tightrope act is worth it, however, because the room offers a lot of power-ups. (6)



Here's another ledge with power-ups. It's a good place to ponder a tricky move that's coming up.



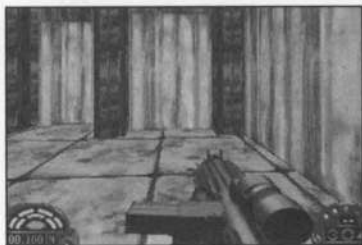
Whether you succeed in making the jump (and getting the power-ups) or not, jump out of the sewage onto this platform as soon as you drop down the falls. You can also jump from the secret area.



JEDI TIP:

Dianogas are your major hazard on this mission. Here are a few strategies to stifle them: First, shoot them with your blaster rifle, which has a fast fire rate.

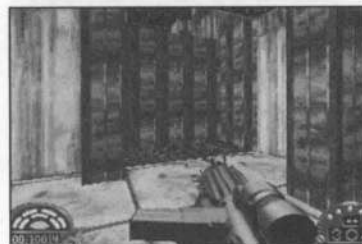
If you use a slower weapon, the creatures submerge before you kill them. Second, as soon as one pops its ugly eye out of the slime, quickly back up and fire. Third, move quickly in the sludge, zigging and zagging so the beasts can't hone in on you. Jumping as you run also helps because it increases your speed in the muck.



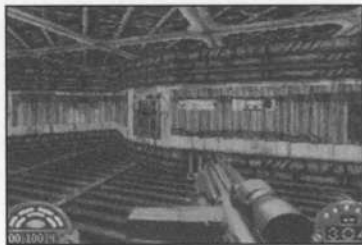
Walk straight ahead to a secret door. Inside are some irksome remote droids and more power-ups. Eliminate the droids and grab the power-ups, but don't leave hastily. **(7)**



Another secret door awaits you. It's in the middle of the room, between two short walls. And inside you find infrared goggles and an extra life. **(8)**



Come back outside and take the lift upstairs, turning left into a room as you step off the lift. Blast some droids and pick up more power-ups.



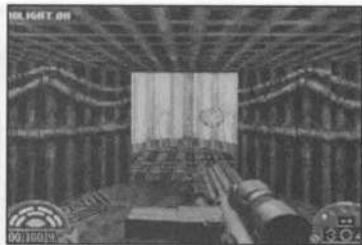
Return to the first room and head toward this switch, shooting droids in the central sewage tank beyond the narrow windows. (You can also switch to your pistol to shoot the droids in the room on the distant side of the tank.) Once it's quiet, flip the switch, which raises the level of the sewage in the tank. Raising the sewage this way is the major task in each of the three areas on the critical path. You'll see why in a moment. For now, go back down the lift, jump back into the brown river, and head downstream. **(9)**



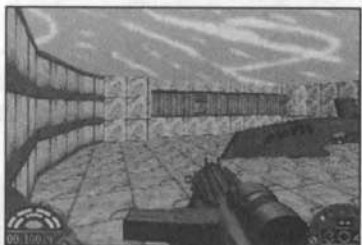
The flow dumps you into a large pond of sewage filled with dianogas. Droids hover above you. Dodge and jump to avoid the creatures while you aim high and shoot the droids. You can search this pond for a ledge that holds some power-ups (it's located on the largest "island" in the pond and appears on your map), but the reward is not really worth the struggle or the danger. It's easy to get lost down here.



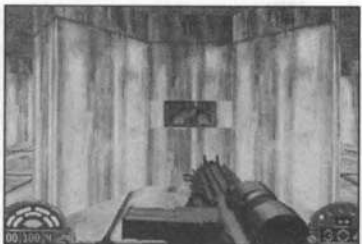
The wise move is to immediately cross the pond to the far wall and, moving as fast as you can, hug the wall until you arrive at this door. Open it and jump out of the muck. A few remotes bother you, but they're easier to deal with than those slimy sewer squids. **(10)**



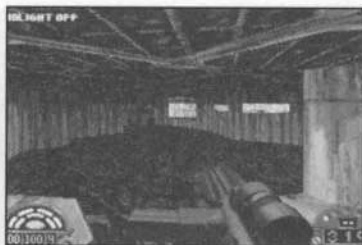
Climb some steps, stop to collect power-ups, then make your way to a lift, which takes you upstairs to ship level. One door down, three to go.



More droids — new ones and regenerated ones — hover above you. Aim your gun high and take them out. Then cross the landing area (past your ship) to the ledge on the opposite side and return to the four-door switch on the island.



Flip the switch to the third notch and go find the open door. It's beyond the switch (12 o'clock) and to the right.



Inside is the central sewage tank — and another interrogation droid. Hop onto the ledge so you can fight it with dry feet, then jump back in the slough and cross quickly to the platform and room on your right. **(11)**



Flip the switch. This time the sewage level drops slightly. If you look out of the window to your left, you can see a door has been revealed. That's your next destination. Jump back into the soup and get inside that door. **(12)**

JEDI TIP:

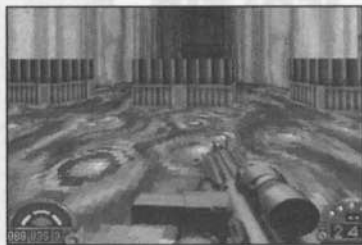
You don't have enough ammo to kill all the dianogas that lurk inside these cesspools, and they're not all that fun to kill anyway. Get to your destination as fast as you can by jumping and using speed mode.



Surprise, surprise; there are more droids inside an anteroom. Explode them and go inside another door.



Flip the switch and the sewage level rises again. Time to head out of this area and get to door four. Leave this room the way you came in. Go back downstairs and jump into the slough again, turning left. **(13)**



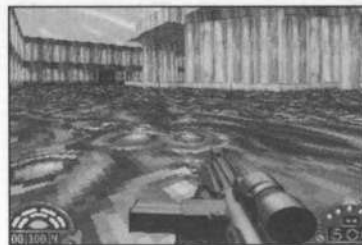
Jump over these grates (earlier you couldn't) and follow the stream down a short fall into another pond. Unlike the first door, all the other doors eventually lead into this pond. Don't waste your time in here. Head straight across the pond to a door. Open it and go with the flow to another door. Open it, too.



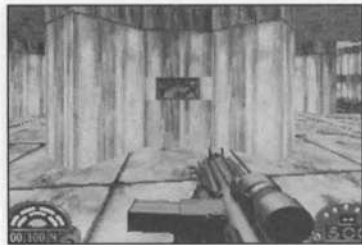
Find this switch inside the room and flip it. It raises the sewage level — and you with it.



Suddenly you're in a narrow slough that's long and full of dianogas and droids. Why waste ammo? If you're afraid of the dark, turn on your infrared goggles. Then turn on your speed mode and run as fast as you can until the slough deposits you in the muck around the island that houses the four-door switch. Be warned, however: It's a long slough. Shoot only what you must in order to keep your path clear, jump as you run to achieve maximum velocity, and don't take any side paths. **(14)**



When you emerge, jump onto the island and find the switch. It's time for door four. As we mentioned, it's not on the critical path, but you may be low on resources about now.



You know the routine. Flip the switch to the last notch, then turn to your right (three o'clock) to find the opened door.



Inside the door is an interrogation droid blocking your path to a ledge. Blast the droid and clamber onto the ledge. There may be more droids on the other side of a fence, but don't waste your ammo on them. On the other side of that fence is the power-up room you looted when you first got off your ship. **(15)**



Jump back into the sewage and go through this grate, stopping momentarily to pluck the power-ups from the ledge on the left.



Switch on your infrared goggles until you get the lay of the suddenly darker sewer. Get the power-ups on the ledges to your left and right, then drop back into the slough. You might want to turn off your goggles to preserve power — the slough is only sweeping you into the same big pond that you found at the end of area three.



Once you're back at the big pond, switch on some light and move quickly along the right wall. Find this door, get inside, flip the switch, rise with the sewage, then run as fast as you can through the sewer line back to the center island.



There's just one more door to go, and this is the one that leads to the weapons research lab and Moff Rebus. Flip the switch to the second notch and go around the column (12 o'clock) to find the open door to your left.



Jump onto the ledge when you get inside the door and pick up the power-up. You can also shoot a probe droid from here (although you may have to shoot a few rounds down the slough to flush it out). Then go back into the slough. (16)



A room appears on your left. Jump into it and flip the switch. Look out the window as the sewage rises all the way to the top. (17)



With the help up the sewage at high tide, you can now cross the sewage tank to this new opening. Do so. (18)



Two ledges quickly appear on either side of you. Stop to collect the thermal detonators and energy units, then pass through the grate.



Immediately jump into an opening on your left. It leads to a room with power-ups and an interrogation droid. Kill the droid and circle the ledge to your right to collect the power-ups. Near the "south" part of the room (check your map using the LACDS cheat) is a secret door. Inside are more power-ups and a revive. When you have them, head back out. (19)



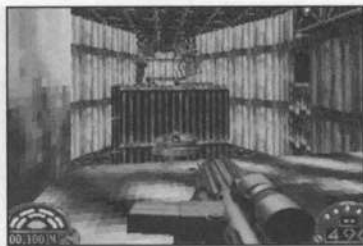
Now jump across the slough by the grate to reach the area on the other side. Power-ups await in a few nooks and crannies.



Enter and bear left until you reach this vantage point, which gives you a clear shot at a Ree-Yees atop a large block. Take him out now from right here — his grenades can't reach you, so he's an easy, defenseless target.



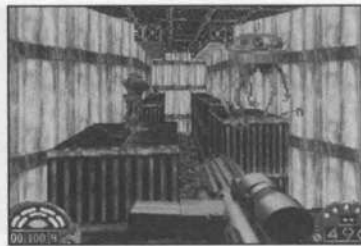
Jump into the brown creek and head upstream, passing through the waterfall of muck into a secret area where you can collect a revive and other goodies. Then return to the spot from which you shot the Ree-Yees. From there, go back to the grate and jump into the slough, heading downstream. (20)



This is why it was good to shoot that Ree-Yees from safety. You can tumble over these falls in peace.



Jump up to this switch and flip it. A lift raises you automatically to the top of the block, but you need to jump before it drops again. Watch out for Ree-Yees that might appear from up ahead to knock you off the block. (21)



The goal is to jump across these blocks, which can be tricky. The tricky part is actually not the jump, it's the landing because it's easy for your momentum to carry over the side. (If you fall into the muck below, return to the switch and repeat the jumps until you are successful.) Jump to the first block on your left, then to the one on the right, then to the ledge on the right.

JEDI TIP:

Some testers swear it's easier to jump to the first ledge on the left and then use speed mode to jump all the way to the ledge on the right. Perhaps they're right, but I kept falling into the slime below, which can be mighty frustrating.



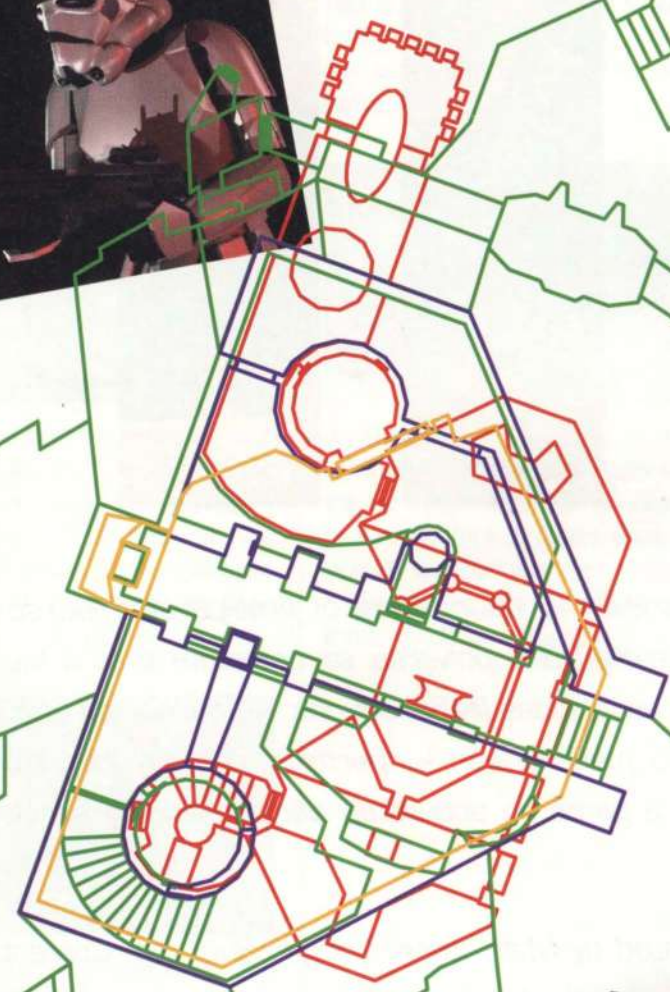
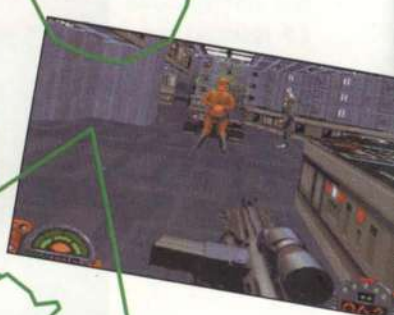
MISSION MAPS



The Dark Forces team pushed the boundaries of first-person-perspective games and created a multileveled 3-D universe so complete that it feels like you're actually in it. Dark Forces includes lifelike actions — you look up and down, jump, crouch, fall, walk, and (usually) run — performed in an incredibly life-like environment. Never has a game so accurately and realistically simulated a 3-D environment.

These mission maps — created by Matt Tateishi, Ingar Shu, Jim Current, and Brett Tosti as they were designing the levels — will help you traverse this sprawling universe. Take a look at these blueprints to see how each mission's environment is constructed and how levels relate to each other.

MISSION I: SECRET BASE

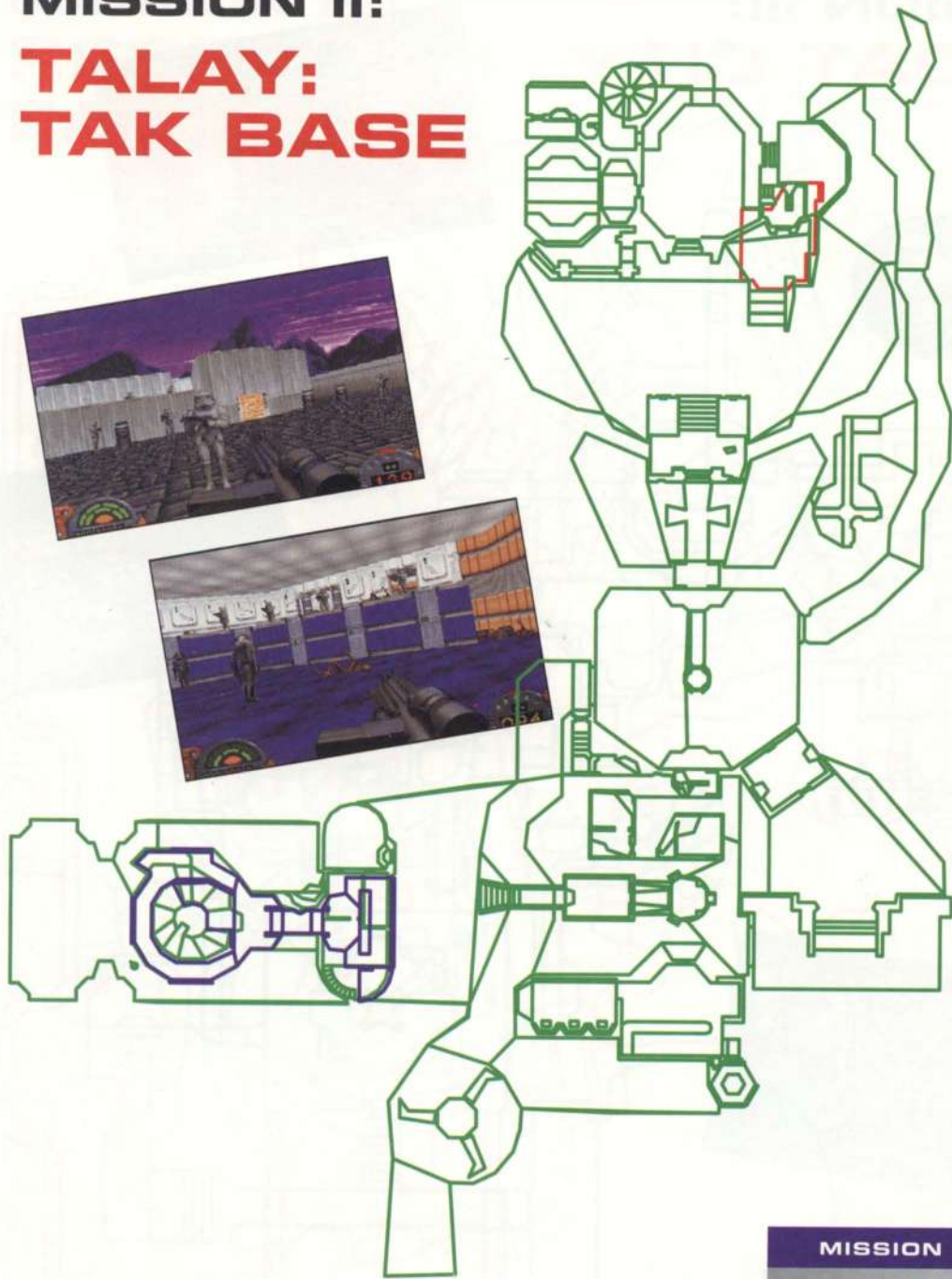


MISSION MAP LEGEND

- LEVEL 3
- LEVEL 2
- LEVEL 1
- LEVEL 0



MISSION II: TALAY: TAK BASE

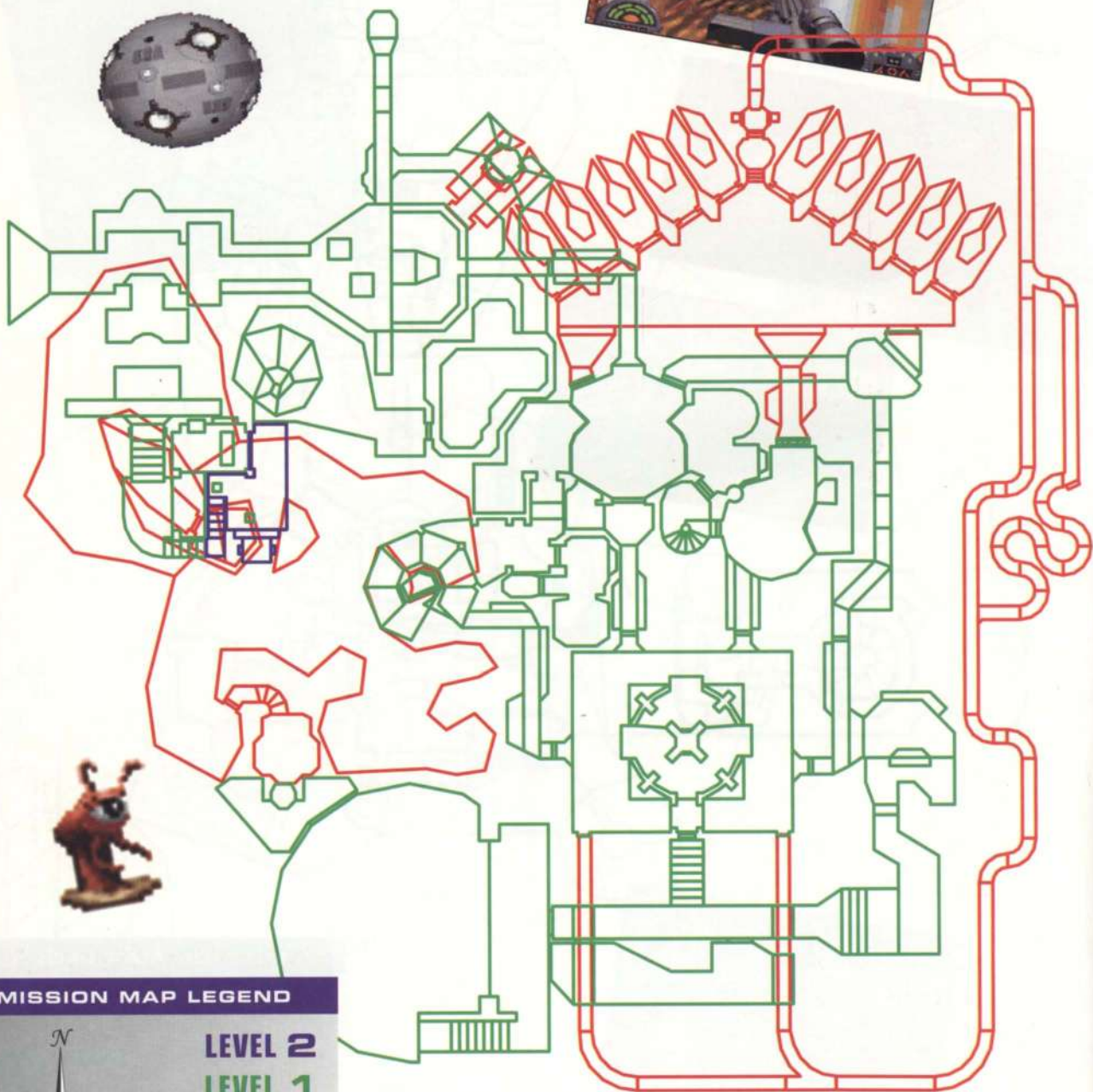


MISSION MAP LEGEND

- LEVEL 2
- LEVEL 1
- LEVEL 0



MISSION III: ANOAT CITY



MISSION MAP LEGEND



- LEVEL 2**
- LEVEL 1**
- SUBLEVEL 1**

MISSION IV: RESEARCH FACILITY



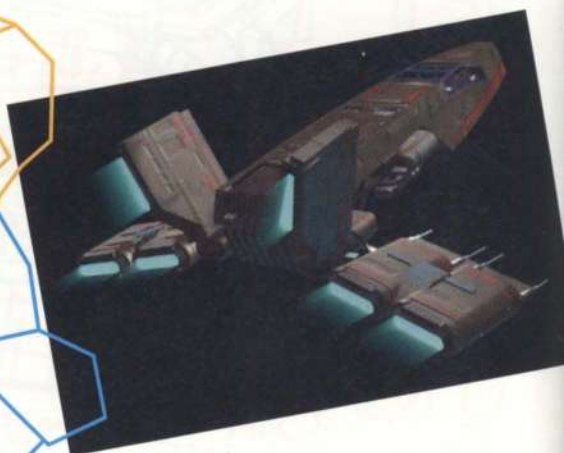
MISSION MAP LEGEND

LEVEL 0

SUBLEVEL 1



MISSION V: GROMAS MINES



MISSION MAP LEGEND

LEVEL 1

LEVEL 0

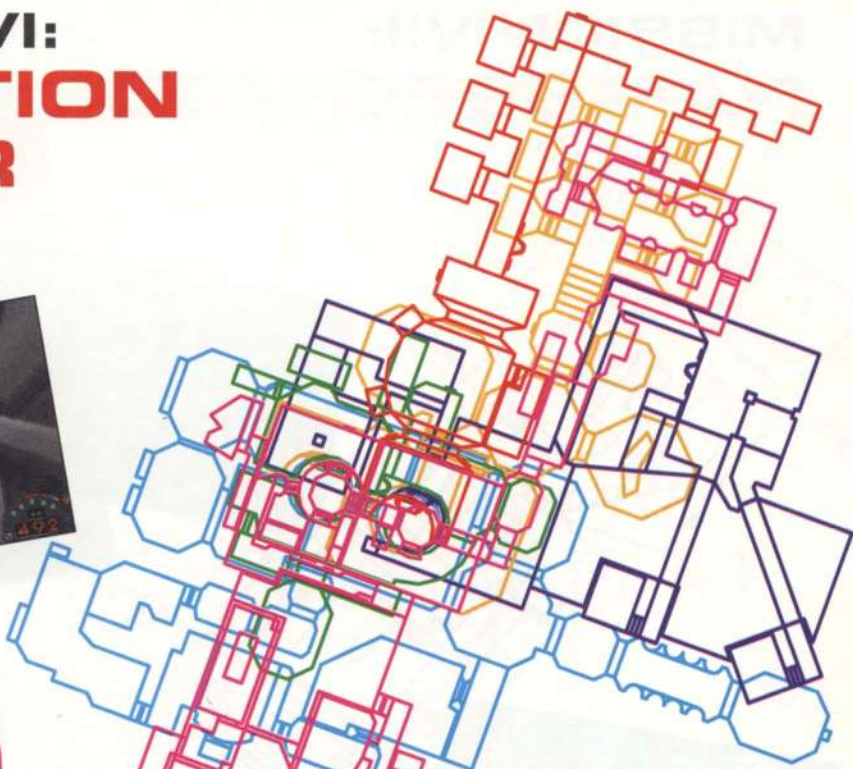
SUBLEVEL 1

SUBLEVEL 2

SUBLEVEL 3



MISSION VI: DETENTION CENTER

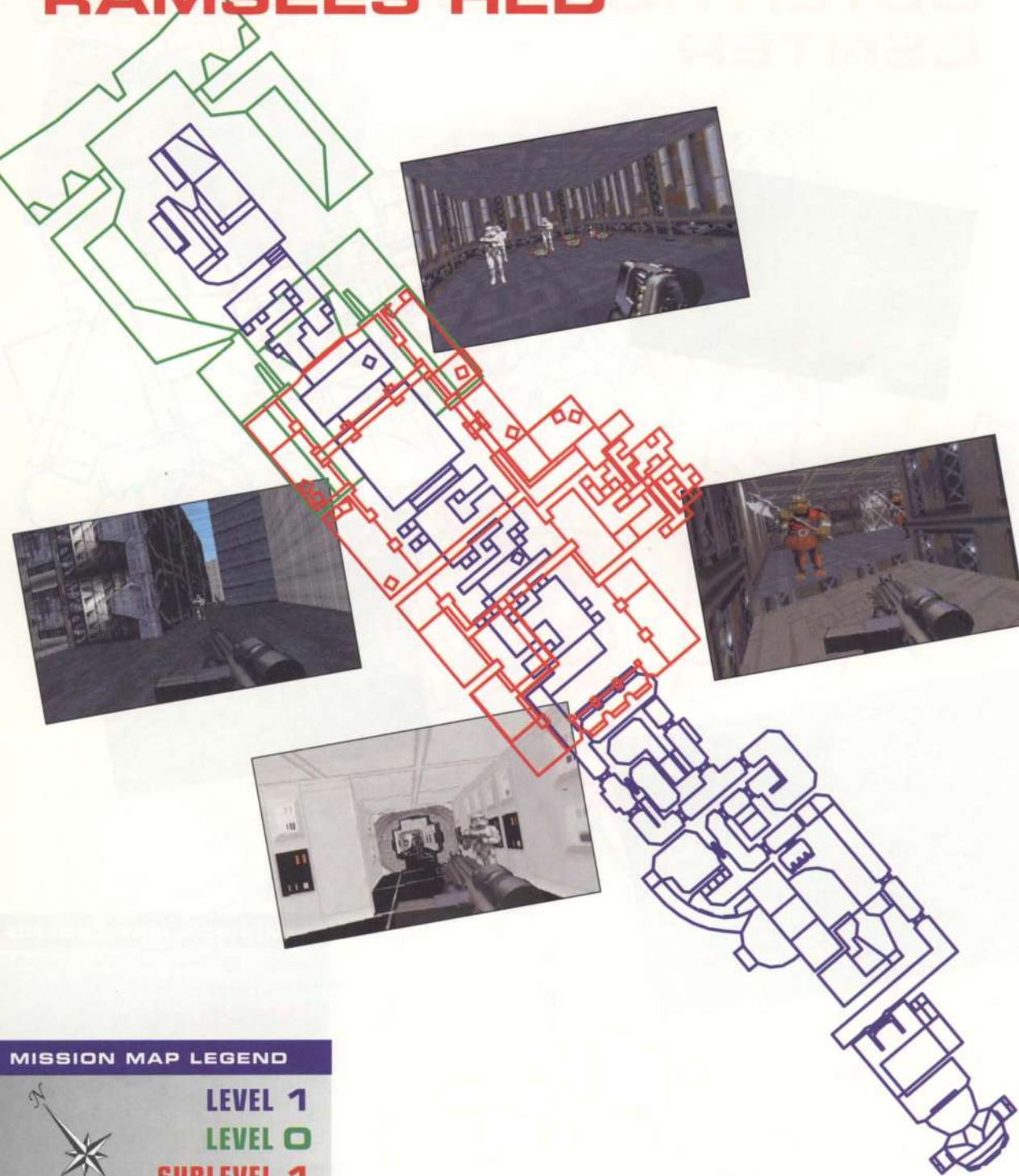


MISSION MAP LEGEND

- LEVEL 1
- SUBLEVEL 1
- SUBLEVEL 2
- SUBLEVEL 3
- SUBLEVEL 4
- SUBLEVEL 5



MISSION VII: RAMSEES HED



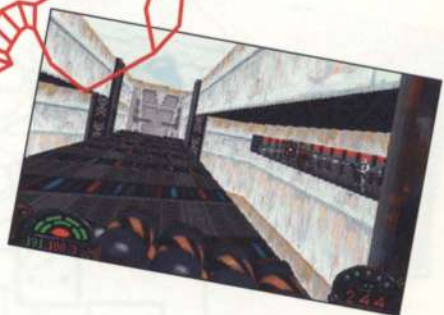
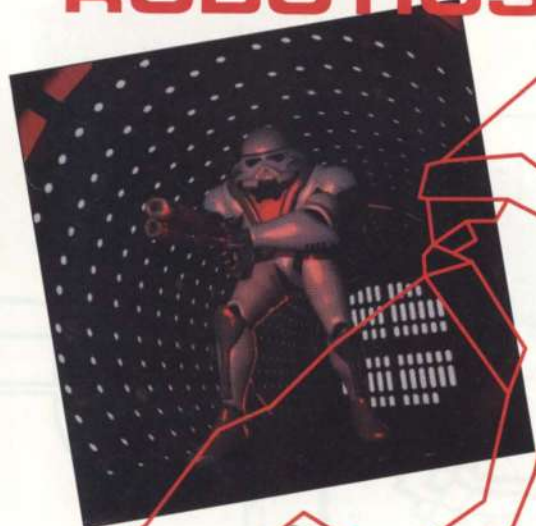
MISSION MAP LEGEND

LEVEL 1

LEVEL 0

SUBLEVEL 1

MISSION VIII: ROBOTICS FACILITY

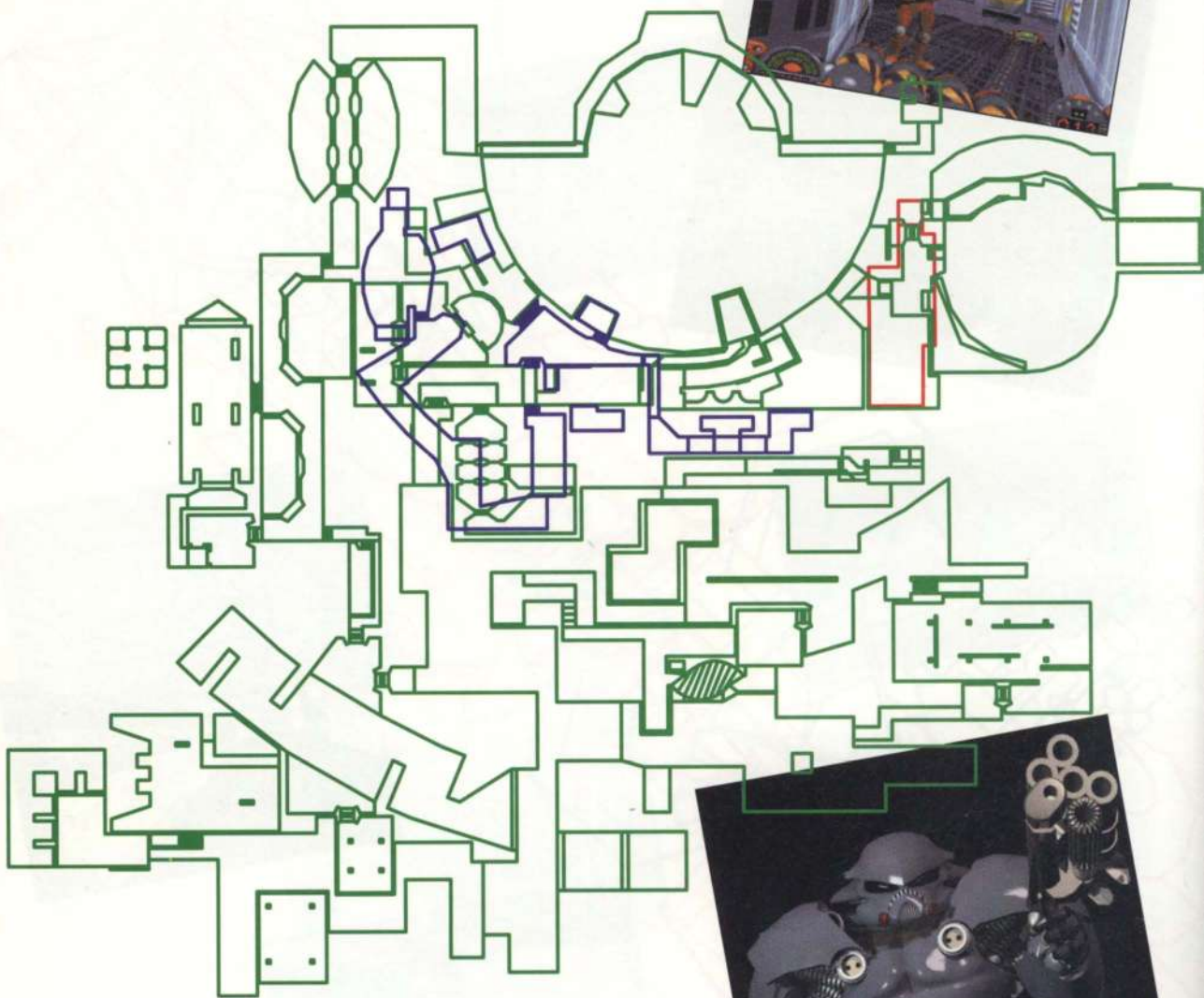


MISSION MAP LEGEND

- LEVEL 0
- SUBLEVEL 1
- SUBLEVEL 2
- SUBLEVEL 3



MISSION IX: NAR SHADDAA



MISSION MAP LEGEND

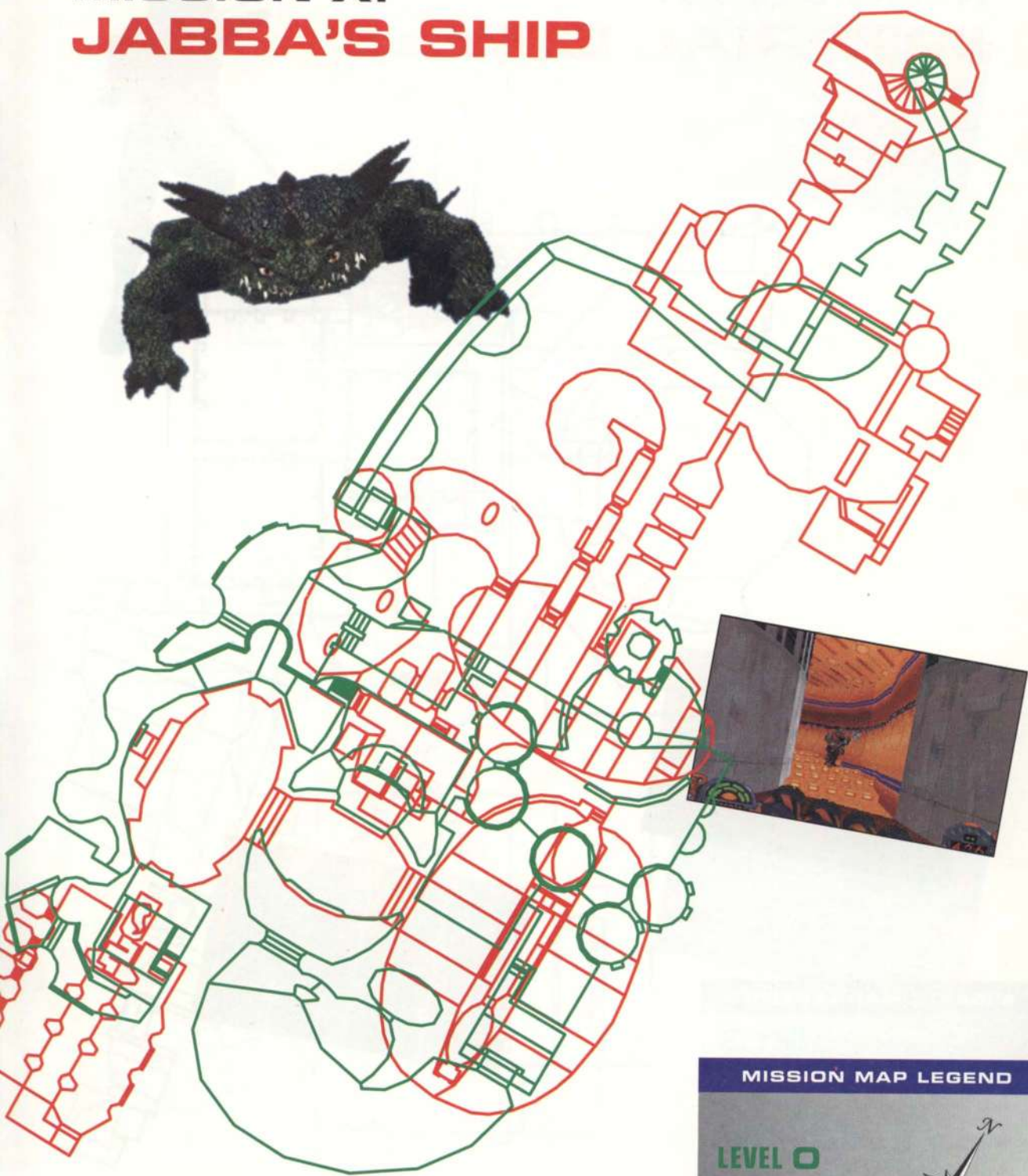


LEVEL 1

LEVEL 0

SUBLEVEL 1

MISSION X: JABBA'S SHIP

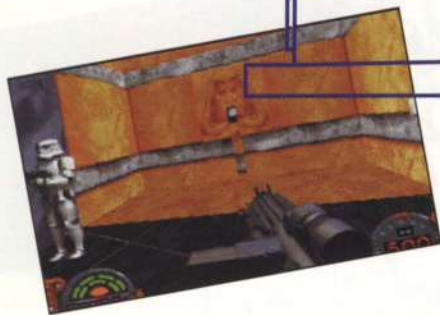
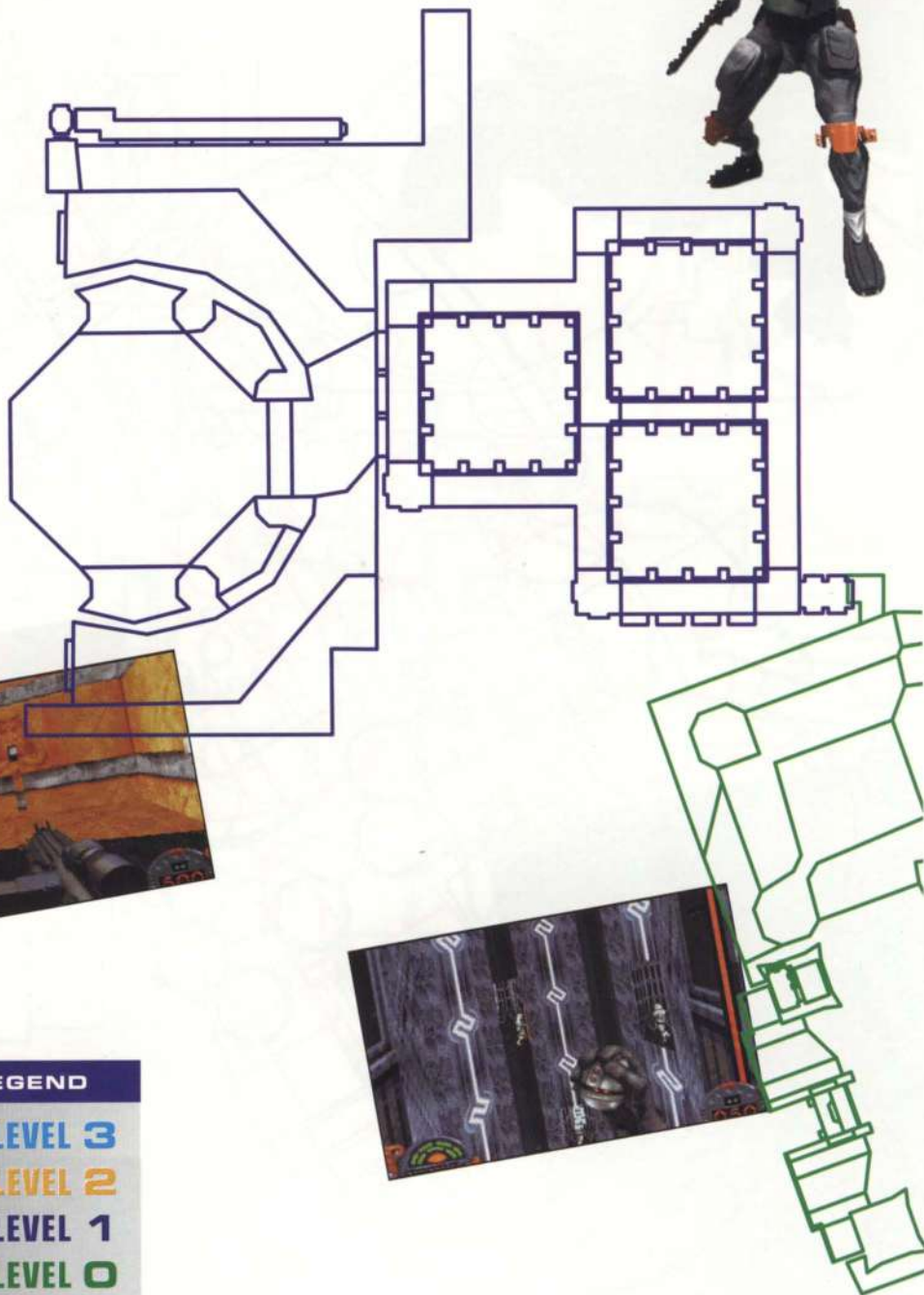


MISSION MAP LEGEND

LEVEL 0
SUBLEVEL 1



MISSION XI: IMPERIAL CITY



MISSION MAP LEGEND

LEVEL 3

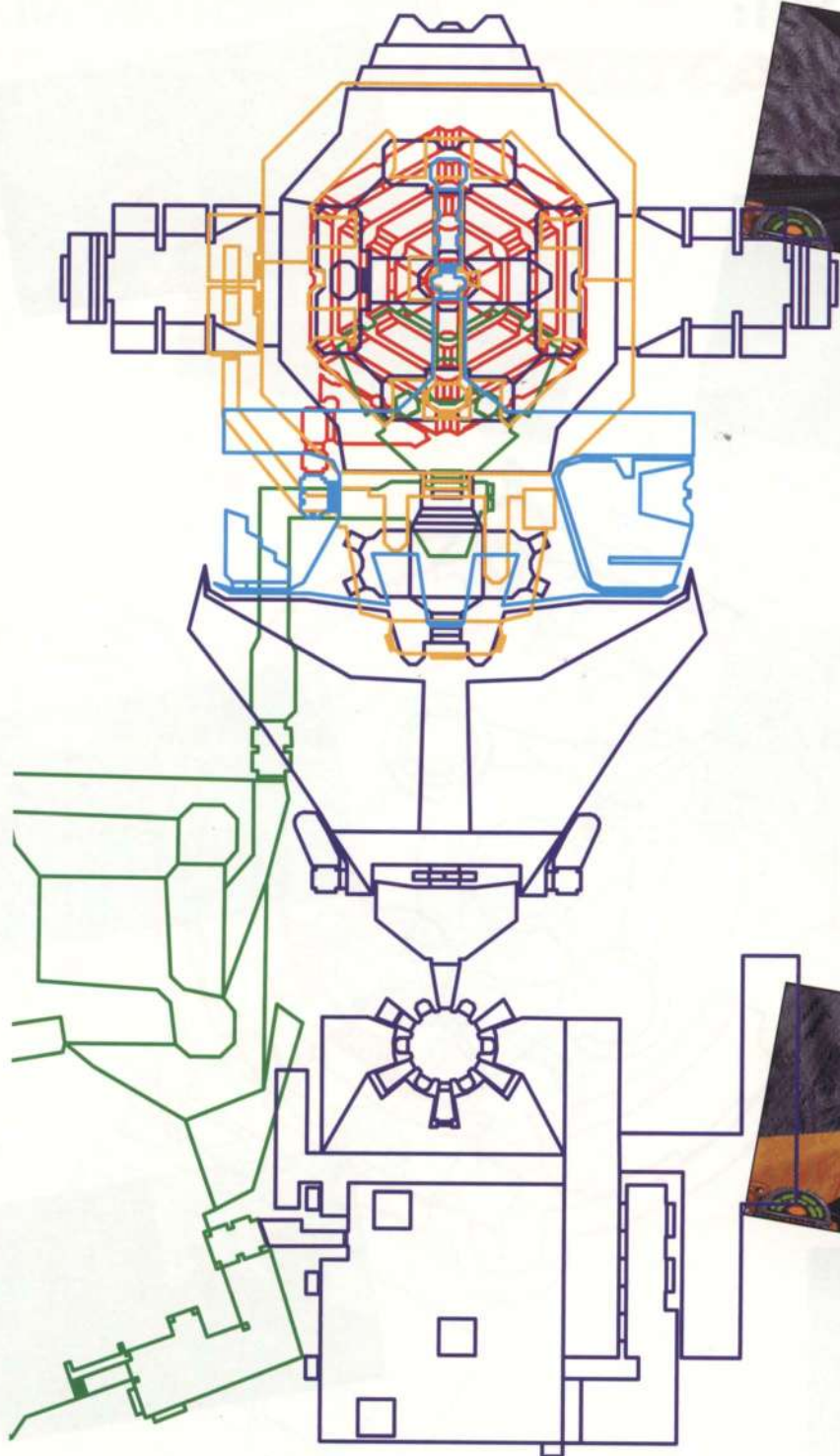
LEVEL 2

LEVEL 1

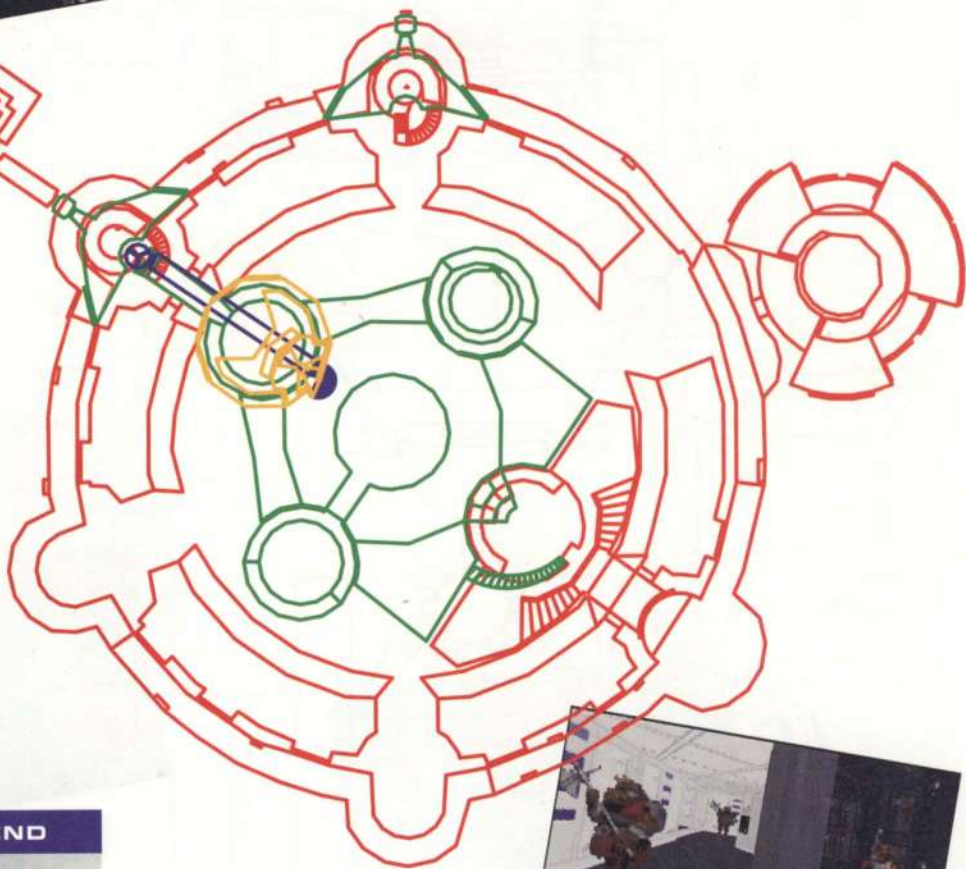
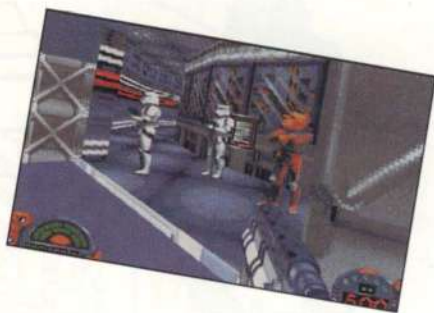
LEVEL 0

SUBLEVEL 1





MISSION XII: FUEL STATION

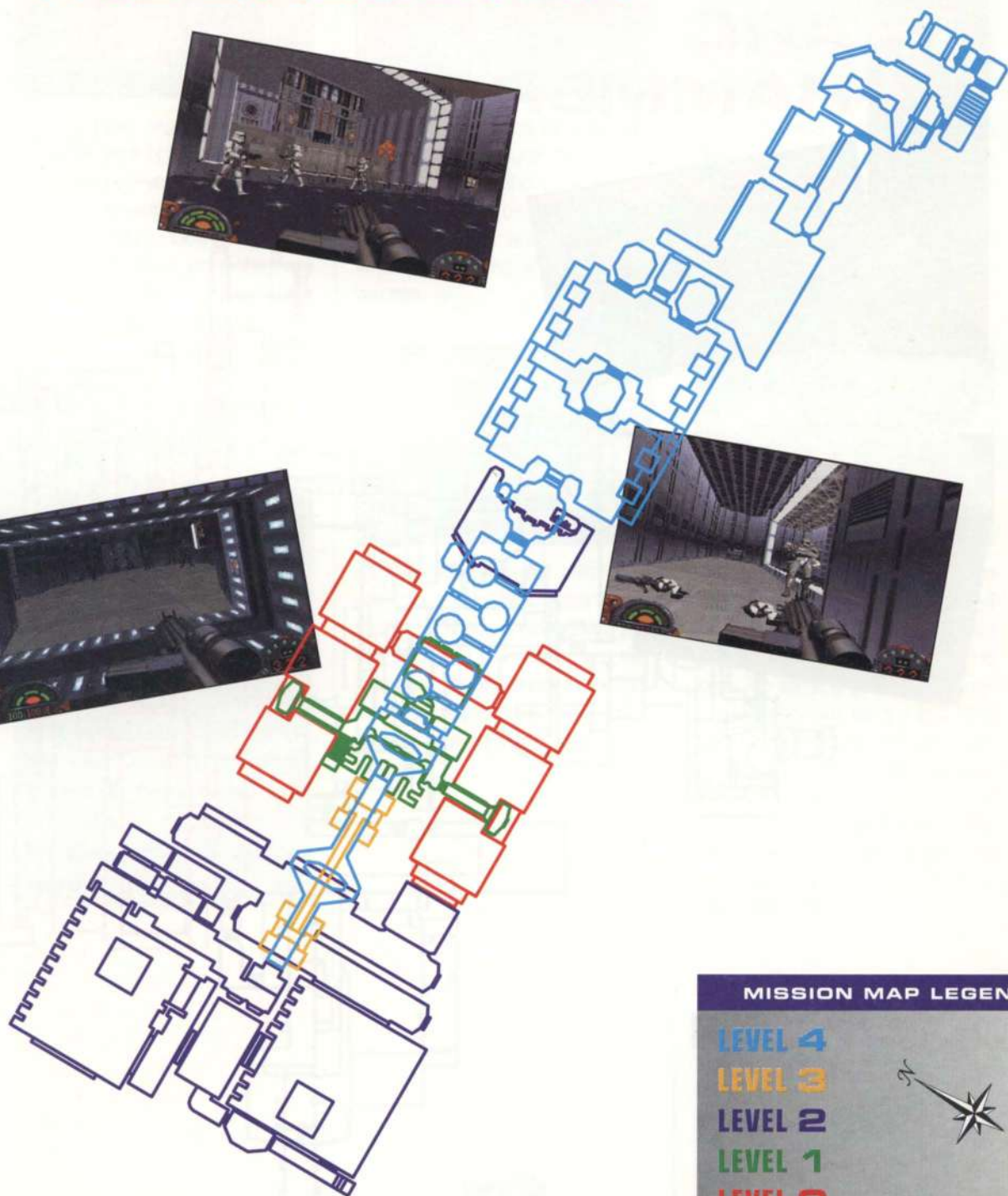


MISSION MAP LEGEND

- LEVEL 4
- LEVEL 3
- LEVEL 2
- LEVEL 1



MISSION XIII: THE EXECUTOR



MISSION MAP LEGEND

LEVEL 4

LEVEL 3

LEVEL 2

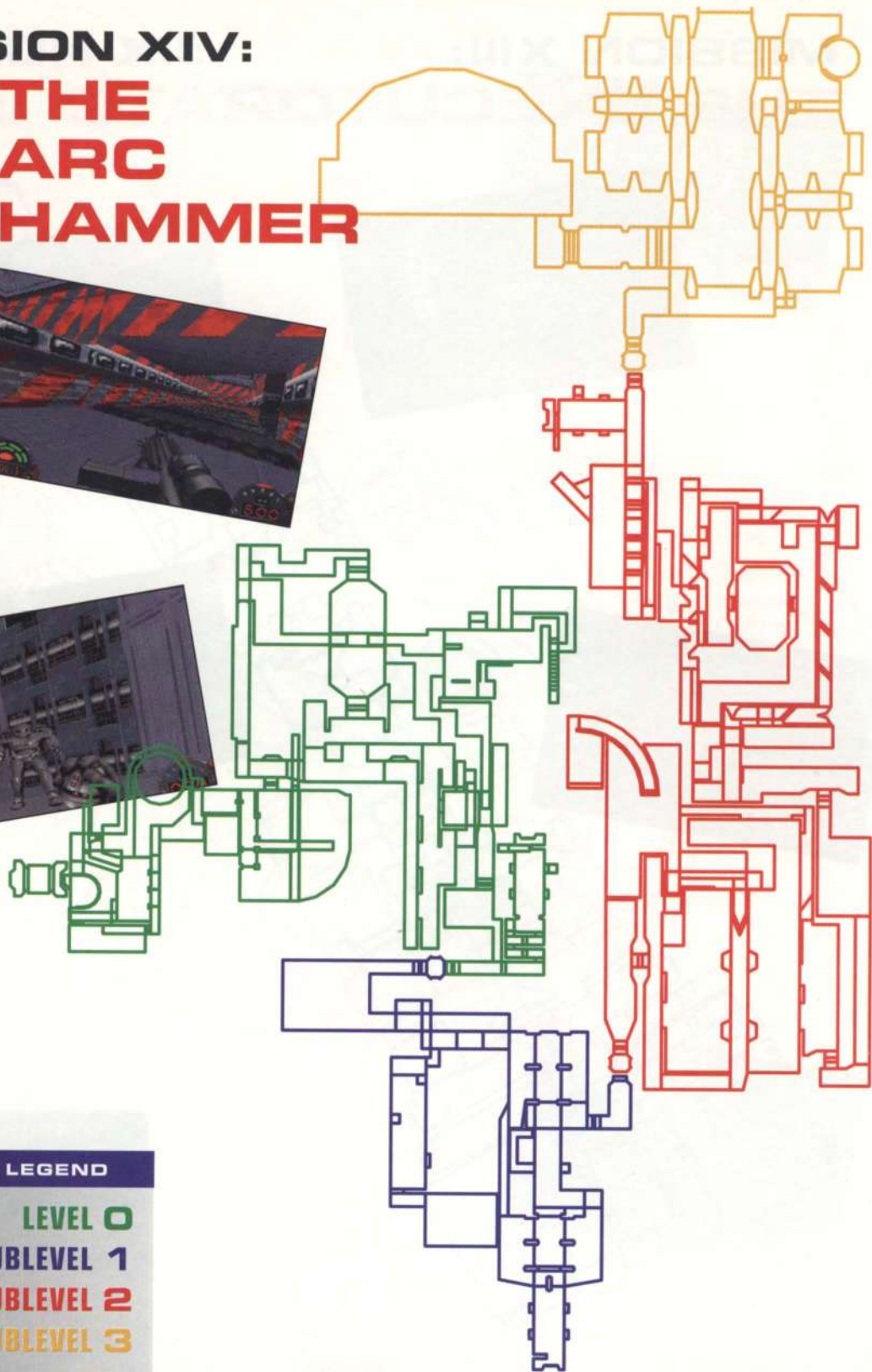
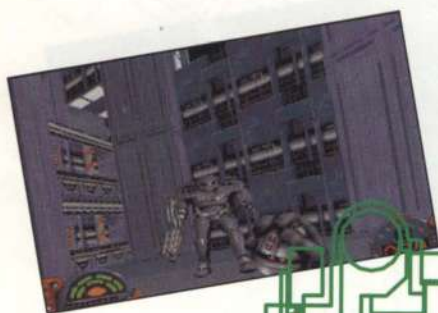
LEVEL 1

LEVEL 0



MISSION XIV:

**THE
ARC
HAMMER**



MISSION MAP LEGEND

LEVEL 0

SUBLEVEL 1

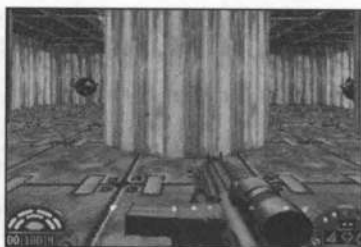
SUBLEVEL 2

SUBLEVEL 3

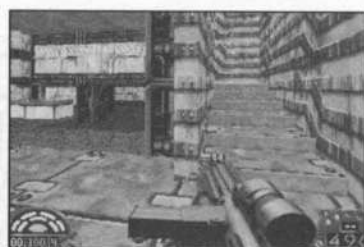




As you make your way along the ledge, all hell breaks loose from an opening on your left. Ree-Yees and droids want to plunk you in the soup again. Don't let them. Crouch and shoot until they are eliminated, then jump to their perch using speed mode. (22)



As you approach this column, double doors open. Use the column for cover as you shoot the interrogation and probe droids, then pass through into the room beyond, grabbing any power-ups you can.



Enter the room. You can sweep the lower level for power-ups, but these stairs lead you to other power-ups — and to your mission objective. When you climb, watch out for an interrogation droid in the stairwell. (23)

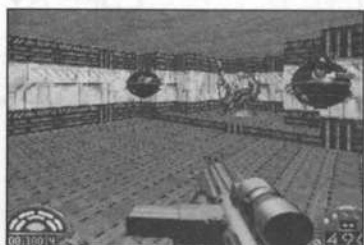


JEDI TIP:

Keep moving as the Ree-Yees lob grenades at you. Crouch, shoot, and run. Crouch, shoot, and run. The movement throws them off and gives you time to kill them. It also moves you away from any exploding grenades. Believe me, you don't want to be knocked off this perch that you so diligently earned.

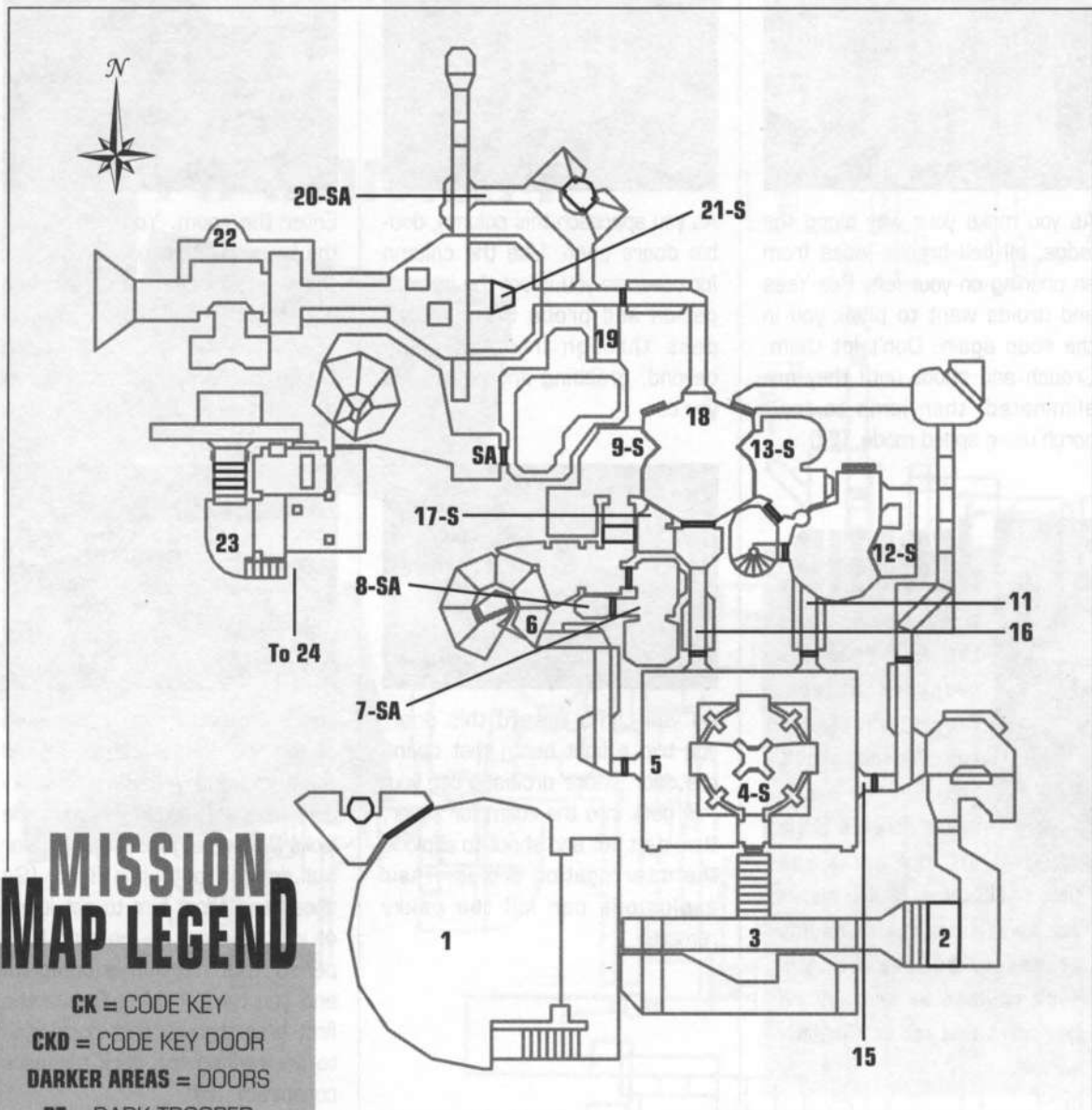


As you climb toward this door, you trip a light beam that opens the door. More droids greet you. Pull back into the room for cover, then dart out and shoot to explode the interrogation droids. Their explosions can kill the pesky remotes.



There are two more in the room at the top of the stairs. Beyond them you find your basic chunky dark trooper weapon designer. He looks like some grizzled gun runner but doesn't put up a fight. (Go ahead and shoot him to get it out of your system — nothing happens.) Your mission is complete and you have in Moff Rebus the first breakthrough that could lead to unravelling the dark troopers conspiracy. (24)

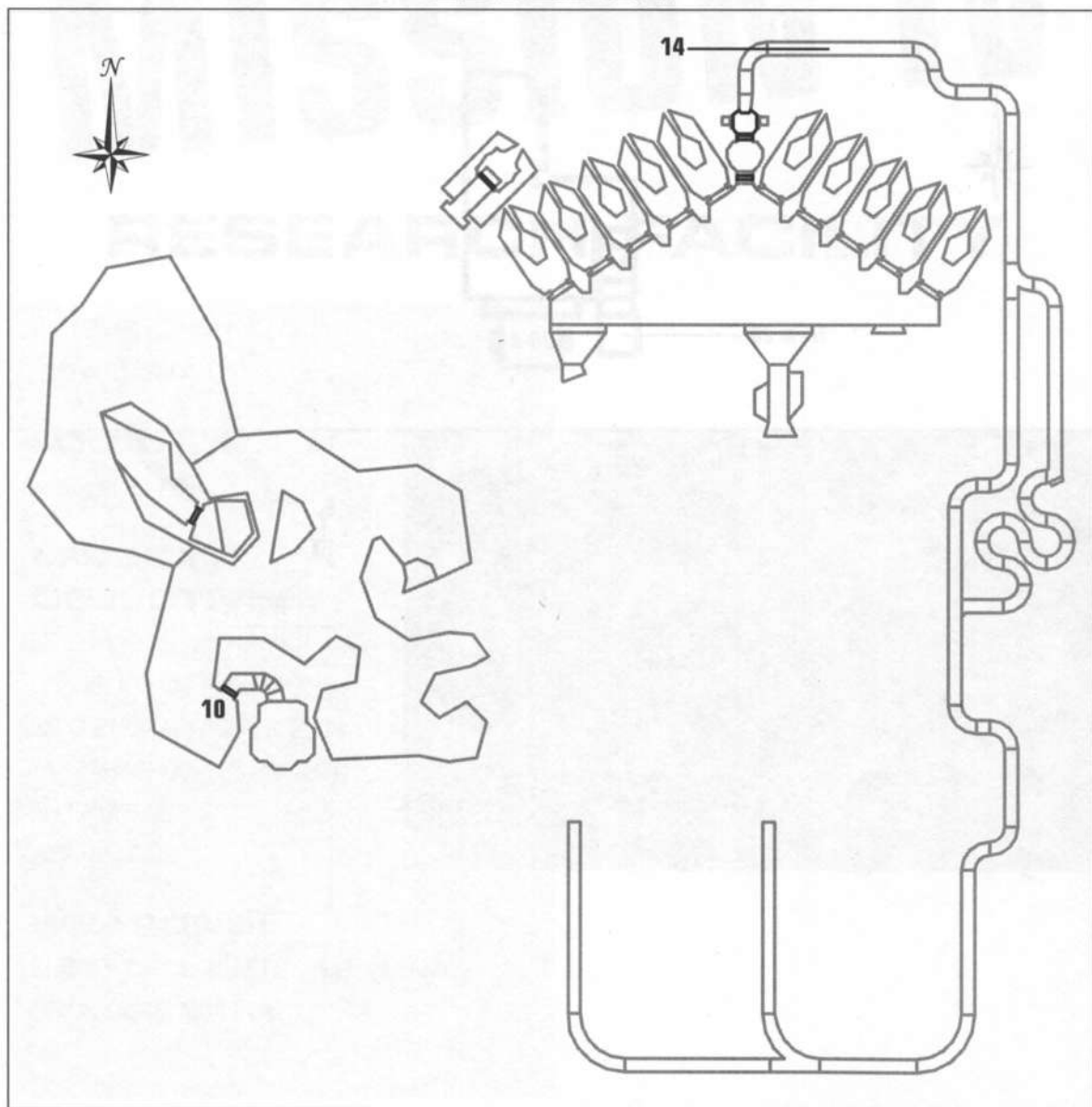
LEVEL 1



MISSION MAP LEGEND

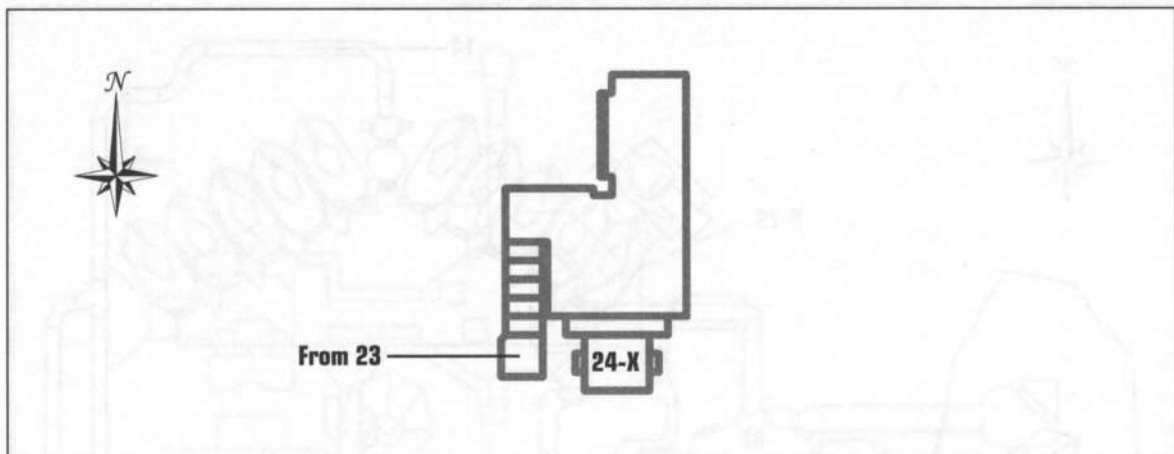
- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

LEVEL S1



It's a long way to the top of the mountain, but you must be careful of the weather. The wind is a constant, and it's not just the wind that's dangerous. The wind is a constant, and it's not just the wind that's dangerous. The wind is a constant, and it's not just the wind that's dangerous.

LEVEL 2



MISSION IV

RESEARCH FACILITY

MISSION:

RESEARCH FACILITY.

LOCATION:

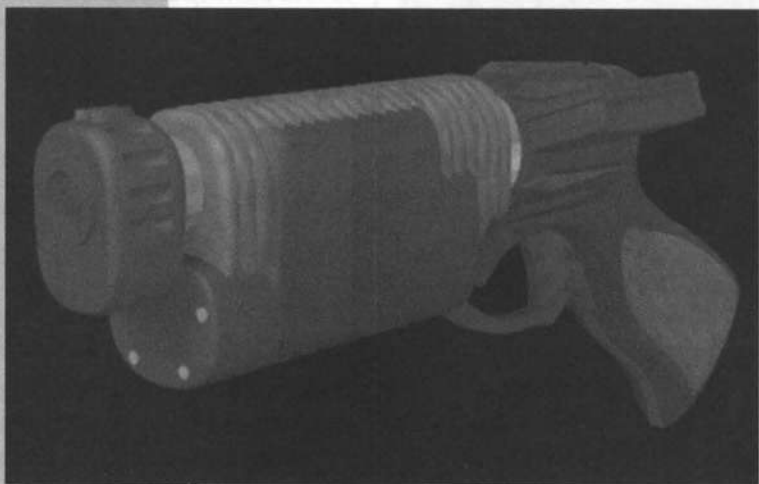
THE PLANET FEST.

MISSION OBJECTIVES:

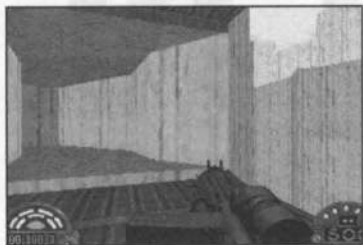
INFILTRATE THE FACILITY,
CONFISCATE SAMPLES OF THE
EXPERIMENTAL METAL USED IN
THE DARK TROOPERS PROJECT,
AND HIGHTAIL IT BACK TO THE
PICK-UP AREA.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, THERMAL
DETONATORS, **AUTO GUN.**



If something called the dark trooper actually exists, there must be evidence of it somewhere. But the universe is a big place, and there's not much time to look. Fest could be a wild goose chase — but do I have any choice?



After Jan Ors lifts off, walk into the tunnel. Whatever you do, don't fall off the ledge beside you. It's quick death. Move into creep mode, hugging the tunnel walls until you spot an Imperial patrol in a courtyard, then duck behind cover and prepare for battle. When you are ready, use the right wall as a shield, crouch to reduce your target area, and snipe the Imperial patrol to oblivion. (1)

JEDI TIP:

There are so many Imperial defenders on this level that often the only way to survive an encounter is to crouch, shoot from an angle instead of head-on,

and strafe the enemy by dodging quickly back and forth. Get the hang of it now while there aren't that many enemies. It won't stay that way.



After you clear out the courtyard, leave the tunnel and veer right. If you can, take out the troops across the way — it's always a good idea to remove opposition from a distance so you don't have to face them up close and personal later on. Aim down a bit and walk carefully along the ledge.



A guard is waiting for you to enter this room. Hit him before he has time to react, then move quickly ahead and to your right to take out the room's second stormtrooper. Collect the fallen energy units. (2)



Switch to your blaster pistol to shoot the commando across the way, then jump across to retrieve the shield unit. It's a bit of a wild goose chase over there, but you have to be thorough and check everything out.

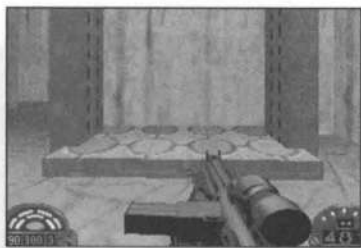
JEDI TIP:

Caution: Jumps like this can be tricky, and the fall is lethal. Back up to get a strong running start, use the speed mode to accelerate, and jump right from the edge.

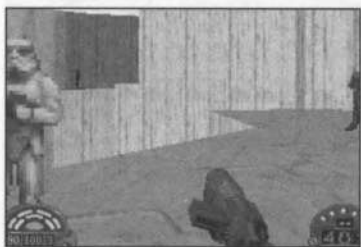




With blaster rifle in hand, sneak straight ahead and take a hard right at the wall into a room. Blast a couple of troopers there. **(3)**



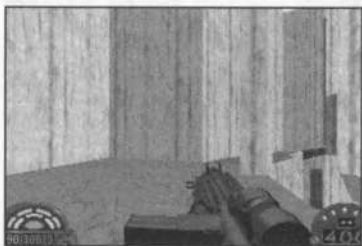
Collect all power-ups and hop on the lift, which takes you up into a dark room. Kill the guard in the room, collect more power-ups, and cautiously proceed outside. **(4)**



Blast these guards, then switch to your pistol and snipe at the guard on the ledge across the ravine. Keep moving until you run into a dead end. Gather up whatever grenades and power-ups you can find, then head back down the lift and go to the place where you jumped across the gap.



Here's the gap again. Before you jump back to the other side (using speed mode), take the time to shoot guards on distant ledges with your pistol and drop a few thermal detonators below. After you jump across, return to the landing area — again being extra cautious on the walkway.



Cross the landing area and move (slowly) to another walkway on your right. **(5)**

JEDI TIP:

Thermal detonators are delightful weapons for taking out multiple enemies, but proficiency with them takes practice. Now is as good a time as any to get the hang of them.

Be sure to aim down some to compensate for their high, looping arc, and remember that the longer you hold down your fire mechanism, the further the grenades go. The standard toss explodes on impact; the secondary-fire-mode throw explodes after a short delay. Each is effective in different situations. Practice, practice, practice! You will be delightfully surprised at their effectiveness. Just don't blow yourself up.

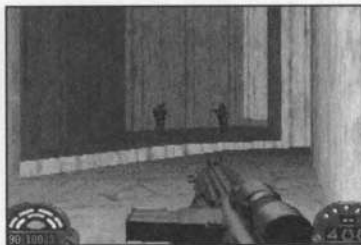




When you move onto the walkway, you spot this opening on the right. It's a perfect place to pitch a thermal detonator. Move closer along the walkway and fire a strike. Now there's one less trooper to annoy you. Inch closer to the opening to see his buddy. Toss another grenade and he's history. Jump across, retrieve some grenades at the top of the stairs, jump back to the walkway and toss grenades onto ledges above you and onto defenders below you, then move on.



Switch to a gun as you move off the walkway into this next area. Zap the stormtrooper who greets you and stealthily proceed. (6)



Pick off these next guards from cover. You can easily run across the gap in the ground after you kill them. (You can also jump into the gap to reach a lower level that's on the critical path, but leave it for now.)



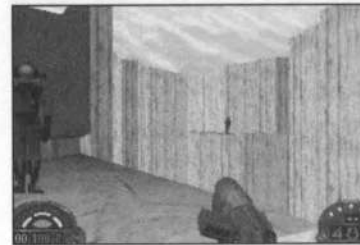
Climb some stairs and toss a thermal detonator on the landing to kill a commando standing there. Watch out for a stormtrooper lurking in an alcove to the right of the landing. Another grenade should do the trick. (You'll be returning to this alcove momentarily, but keep heading uphill for now.)



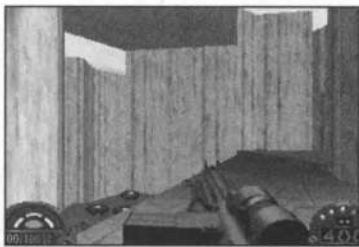
Climb some more stairs with your gun ready and willing. This direction is not the critical path, but the defenders you eliminate now can't impede your escape later.

JEDI TIP:

Do you ever tire of sneak attacks from protected positions? If so, try this: Crouch and jam straight ahead with your gun blasting. You make an extremely difficult target when you're moving fast, and you can kill most anything in your way long before it can get you.



Be sure to fire across this gap at the soldiers beyond.



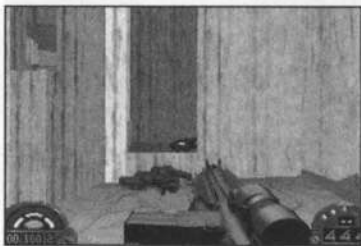
Avoid this ledge on the left for now. Turn right at the corner and proceed to the end of the corridor where a window opens onto a courtyard below.



It's your lucky day! How often do you get to take out an entire band of stormtroopers with a couple of well-placed thermal detonators? Two or three should do the trick here. But try not to disturb the snipers on the catwalks across the way. (If your arm is feeling like a cannon, you can reach those catwalks with a grenade, but it's difficult. It's easier to switch to the blaster pistol to take them out.) When you're finished, turn around and head back downstairs. Future threats have been cleared and you should have lots of ammo — which you're about to need. **(7)**



As you head back down the stairs, jump down to this ledge and pick up the power-ups. (Before you jump, however, turn around and look up. The opening in the wall is your exit route later on.) Then keep going and jump down (using speed mode) to the stairs below you. It's just a shortcut to the landing area. **(8)**



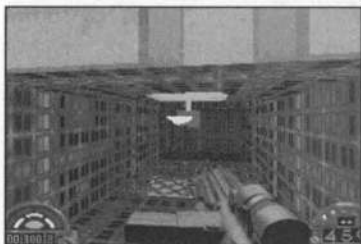
As you trundle down the stairs, acquaint yourself with this alcove. In fact, jump over there and find some stairs that are hidden from view.



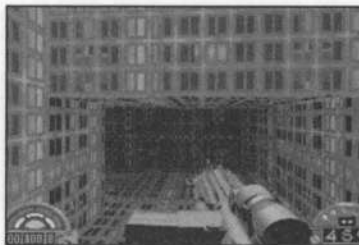
Vanquish this defender of the Empire and dash through the corridor beyond. Jump down one step, turn left, and jump down another step. **(9)**



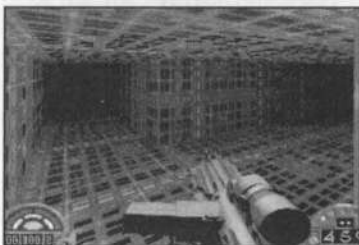
What does any self-respecting Rebel warrior do when he sees a yawning air shaft? Why, he jumps in, of course. But be prepared for a ceiling turret as soon as you land. **(10)**



Take out the ceiling turret, then run across this grate and dive into blackness.



Turn on your infrared goggles. (You can also use your head lamp, but the turrets see you slower when you use the goggles.) Switch to your blaster rifle because close combat is nearly at hand. Crouch and proceed cautiously.



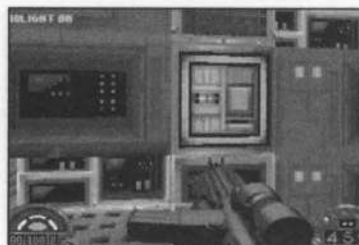
At this intersection you can go left or right. To the left is a power up room. But approach it carefully. There's a gun turret on the ceiling. Nasty! Aim high and sneak forward to take it out. Drop down and scour the room for power-ups and more detonators. Go back out and turn left, proceeding through the shafts toward daylight.



The end of the shaft is the perfect spot for a time-delay explosion. With your back against the wall, throw the thermal detonator and dodge left to avoid self-immolation. Then switch off your head lamp, grab your blaster rifle, move into the room, and eliminate the resistance.



Climb these stairs briskly and turn left at the top, blasting a commando. Watch out — several ceiling guns are pointed at your back. Find cover, aim your weapon high, and take them out. Notice that massive door just past the turrets? That's your next destination, but you have to open it first. Turn around and go to the end of the corridor and into a small control room. (11)



Throw this switch and the big door all the way at the far end of the corridor opens. But here's the twist: You have to make it through the door before it closes again. Virtually the only way to succeed is to use the speed mode. (12)



Hop on the short lift and move cautiously through this corridor. You are about to encounter more troops, but of more concern are three ceiling turrets. A good strategy is to eliminate the human defenders first, then duck for cover so you have time to concentrate on the turrets. (13)



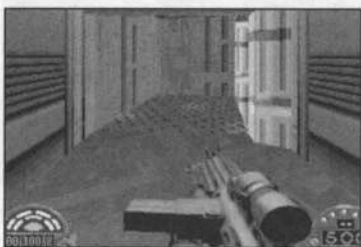
The first corridor here contains three ceiling guns and the far room contains one. The middle corridor doesn't have any, so that's your safest haven. Dash across to it and blast the lone guard inside. **(14)**



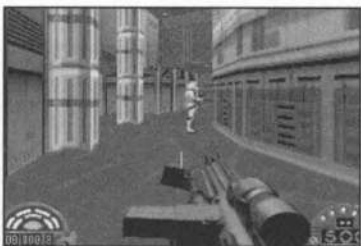
Take out the turret in this room first. Aim high and dodge right and left until it explodes. Then move quickly inside and mop up the organic defenders. Three more ceiling guns to go.



Same regimen. Aim high and dodge left quickly from the cover of this wall, then dodge back. That should take care of one of them. For the last one, use the wall for cover once more. But this time point your gun more steeply down the corridor before you dodge left and right. When peace reigns, pick up all energy units and power cells in the area.



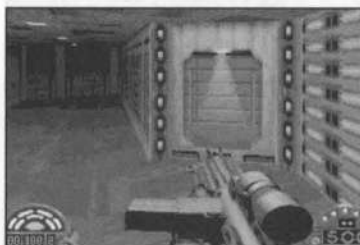
Go back down the middle corridor (the one without any ceiling guns) to this lift. Step in and it takes you down.



Step off the lift firing and eliminate all the troopers that appear.



Move forward. There's a small room just around this corner to the left that contains some shield units if you need them. If you don't, head for the stairs.

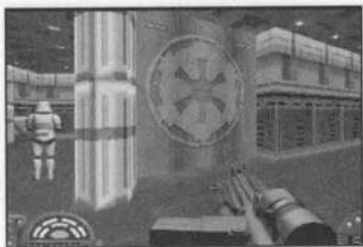


Go up the stairs to this door. Open it, enter, and go into stealth mode. **(15)**

JEDI TIP:

Tactically speaking, the toughest thing to do on any mission is enter an unsecured room. The safe and swashbuckling stealth approach is to crouch behind cover, point your gun in the direction you want to shoot, then dodge out, strafe, and dodge back. It's very effective and fun.





Once you clear the area, find this door. Opposite the door is this code lock. You must have the code to unlock the door, and unfortunately, the code is not in this room. To get it, you must back-track out of this room and find an officer who has it. (16)



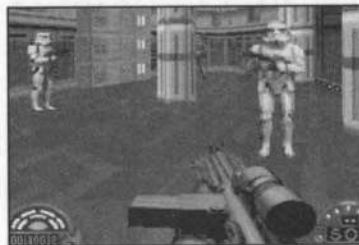
JEDI TIP:

The auto gun is highly effective and has a fast rate of fire and reasonable accuracy for long-distance shooting. The secondary firing mode lets you fire

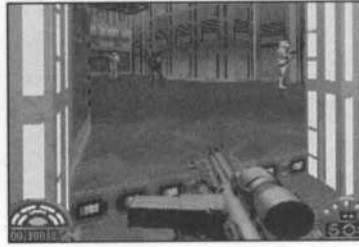
three shots at once for a hell of a multiple punch.



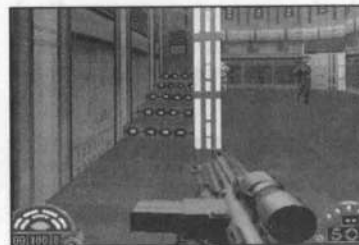
Remember this door. You'll be back. Move down the corridor, hugging the left wall for safety. There are some rooms to the left, and the top one contains the auto gun.



Enter this main room crouching and strafing. When the guards are toast, cross the room, angle right, and go up the stairs — but don't go too far! Another ceiling turret and more guards are waiting for you. Take your time and take them out. If you want, you can toss a grenade through the upstairs window on the left. That room is not on the critical path, but it offers additional energy and shield units. To investigate, go back down the stairs and through the open door on the other side of the main room. At the end of a long corridor, you will find two closed doors. Check them out.



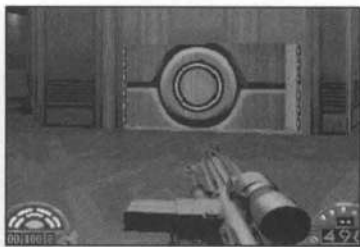
Proceed to this room at the top of the stairs. Again, stealthily enter and blast the defenders inside. (17)



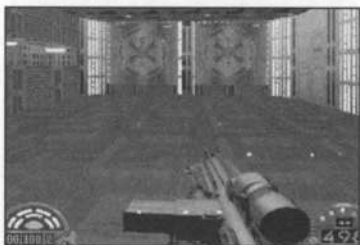
These narrow stairs at the back of the room beckon. Don't keep them waiting — but do crouch and be ready to fire at any moment. It seems that troopers loiter around every corner.



This room features a plethora of Imperial guards. Remove them with panache. The auto gun works well.



It's yet another inviting door, but don't open it just yet. Instead, move past it to the left to a narrow corridor. Go down the corridor — shooting the stormtrooper who greets you unexpectedly — until you reach yet another room. (18)



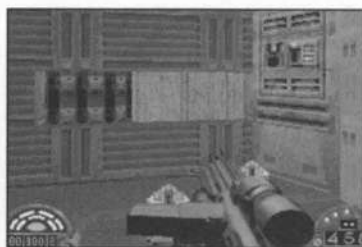
When you see these two doors, DO NOT run excitedly up to them. To the left, through a window, are two ceiling turrets waiting for some foolish intruder to make that fatal mistake. For now, just remember that these are the exit doors you'll use when you are ready to make your escape. Before you leave, find and open the false wall opposite the double doors. After collecting the booty, backtrack to the door with the big red circle on it. (19)



Open the door. For once there is no enemy here to greet you. Bask in your good fortune, then find the open lift in the back of the room and take a ride up. If you want to get the jump on the defenders upstairs, swivel 90 degrees to the left as you rise and come out firing.



One dead officer. One set of code keys to take back to the code lock. (Check your inventory to see the code.) Cross to the left side of the room. (20)

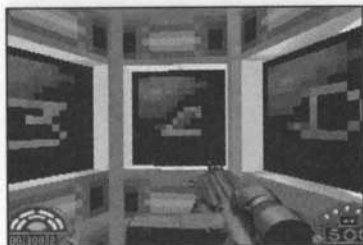


Before you leave the area, flip this switch in the corner. Pivot around and look out the window to see the two exit doors open below. You have now fully prepared your escape route, but there's still work to be done. Take the lift back down and make your way back to the room with the code key lock. (21)

JEDI TIP:

It definitely pays to point your gun up as you move up stairs; otherwise, you shoot kneecaps or the ground. Just be sure to level your weapon when you're back on level ground.





Once back at the locked room, check the inventory in your PDA for the three-letter unlock code. Face each letter sequentially and hit the space bar until the proper letter appears. When the code is entered correctly, you hear a door open. Spin around.



An open door and stormtroopers await! Blast them and move up the stairs slowly so you can sneak up on more guards. Notice that you pass three doors on your right as you climb. They become important in a jiffy.



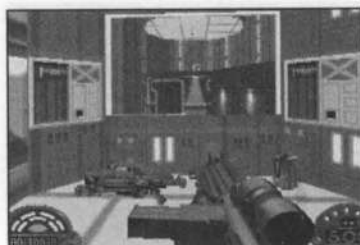
A long corridor at the top of the stairs features three more ceiling turrets. Use the right wall for cover, crouch, and fire up at the guns from a protected position.



There's another annoying ceiling turret down this corridor — with a couple of stormtroopers in support. Dodge left into the corridor to kill the troopers, then dodge to the right before the ceiling gun gets you. Point your gun up and dodge in and out of cover until the ceiling turret is destroyed.



There's a door at the end of the now-quiet corridor. Entering, as usual, can be challenging. Crouch and fire as the door opens, darting backwards at the same time. Shoot until the door closes, then repeat the process. When it's relatively quiet, move in, but dodge quickly to the right. There's yet another ceiling gun sniping at you from an internal window dead ahead — but it can't hit you and you can't hit it through the window.



Look out the window. See that object atop the center column? That's the metal phrik, the object of your desire. But to possess it, you must now endure a marathon puzzle with four parts. It involves the two switches here and the three doors you passed back in the stairwell. These switches move what we'll call the "phrik bridge" into place. **(22)** Here's the routine:

Part 1:

Flip the right switch once, which swings the bridge into position. Then flip the left switch three times, which raises and lowers the bridge into position. Now you leave this room and find that position. In this case, return to the first of the three doors in the stairwell, the one closest to the base of the stairs.



When you enter the room and eliminate the guard inside, you see the phrik bridge in place. Cross over, flip the switch, and go all the way back to the bridge control room. **(23)**



JEDI TIP:

Use the speed mode when you travel back and forth between the bridge control room and the smaller rooms. If you happen to fall off the phrik bridge at any time,

hustle to the only door down there because the liquid eats away at your health. Open the door and a lift hoists you back to the bottom of the stairs.

Part II:

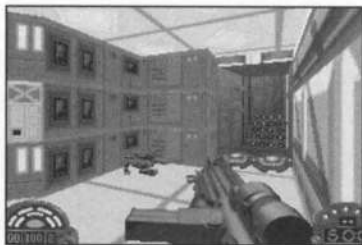
Flip the right switch once, then the left switch three times again. Go back to the three doors, this time entering the middle door. Take out the guard, then cross over the open bridge and flip the switch. Then it's back to the control room.

Part III:

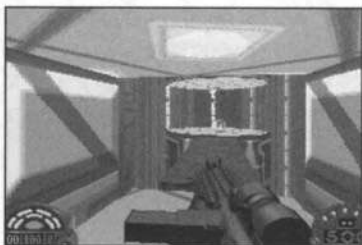
You know the routine. Flip the right switch once, then the left switch three times. This time when you exit, seek out the top-most door. Shoot the guard inside, cross over the bridge, flip the switch, and again return to the control room.

Part IV:

This is it, the final flips! This time, flip the right switch three times, then the left switch three times. The phrik bridge slides into position at the control room.



Cross to the right side of the bridge control room where you can now find stairs leading to the bridge.

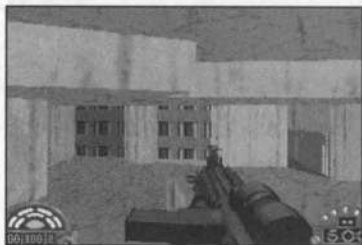


You must take out the ceiling turret before you can cross the bridge and grab the phrik. Can it be this easy? Of course not. The column starts to move up and down, so you have to time your run in order to safely make it back to the bridge. Now it's time to make your escape to the two exit doors that you opened previously.

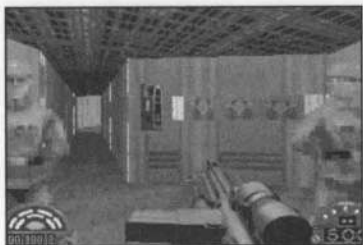


Do you remember how to get there from the code lock room? Here are the steps:

- Exit the code lock room and take a hard right through corridors to the main room.
- Cross the room and take the stairway upstairs to another room.
- Find and climb the narrow stairs at the back of this second room.
- Turn left at the door with the red circle on it and follow the corridor to the two escape doors. You can spend time shooting out the ceiling turrets, but what for? Just dash through the doors and immediately turn left.



These two doors must be opened if you want to reach the outside. Jump down, switch on your head lamp, and enter the doorway to the right of these doors — with your gun blazing. **(24)**



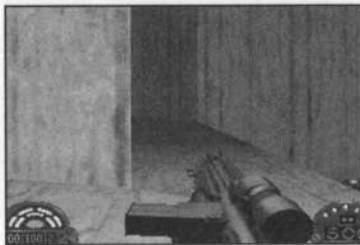
Flip this switch to open the escape doors. While you're here, go to the window and eliminate any guards patrolling the outside area. Go back down the corridor and exit the escape doors. **(25)**



Once outside, turn left and hug the left wall until you reach a lift. Hop on and ride it up. You're almost home. **(26)**



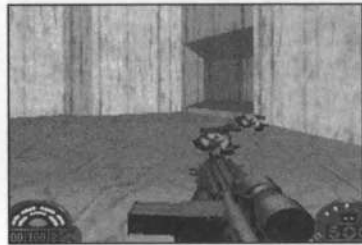
At the top of the lift, hop off a ledge (you can't jump back onto it again). It's a short drop.



After the drop, you can turn left to a place you've been before, jump right onto a ledge you've been on before, or go straight. Go straight. You'll soon recognize that you're heading down stairs that lead to your ship.



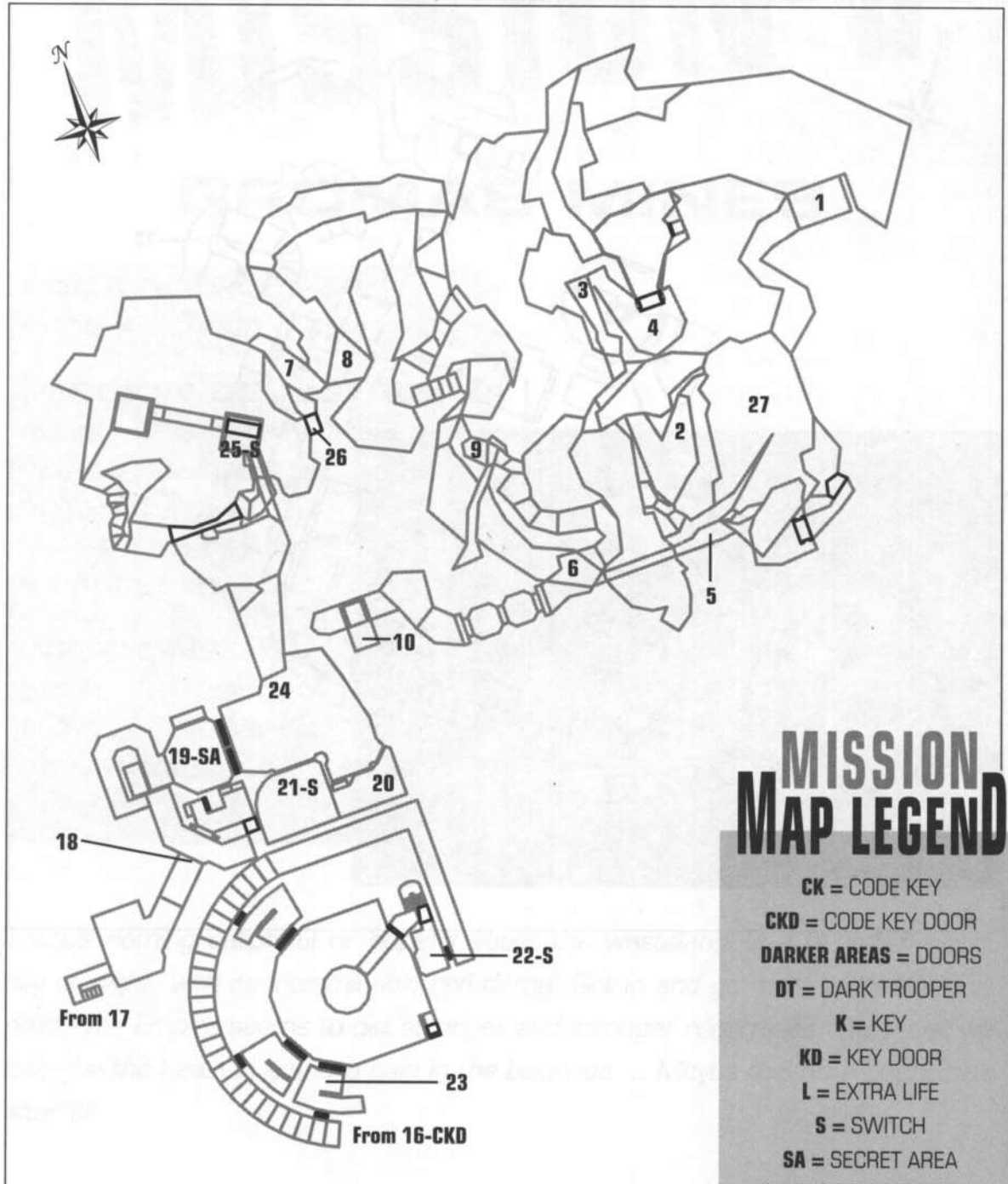
Remember this catwalk? Run across it (but stay vigilant — there might be a few straggler guards hanging around) into the very first courtyard you encountered.



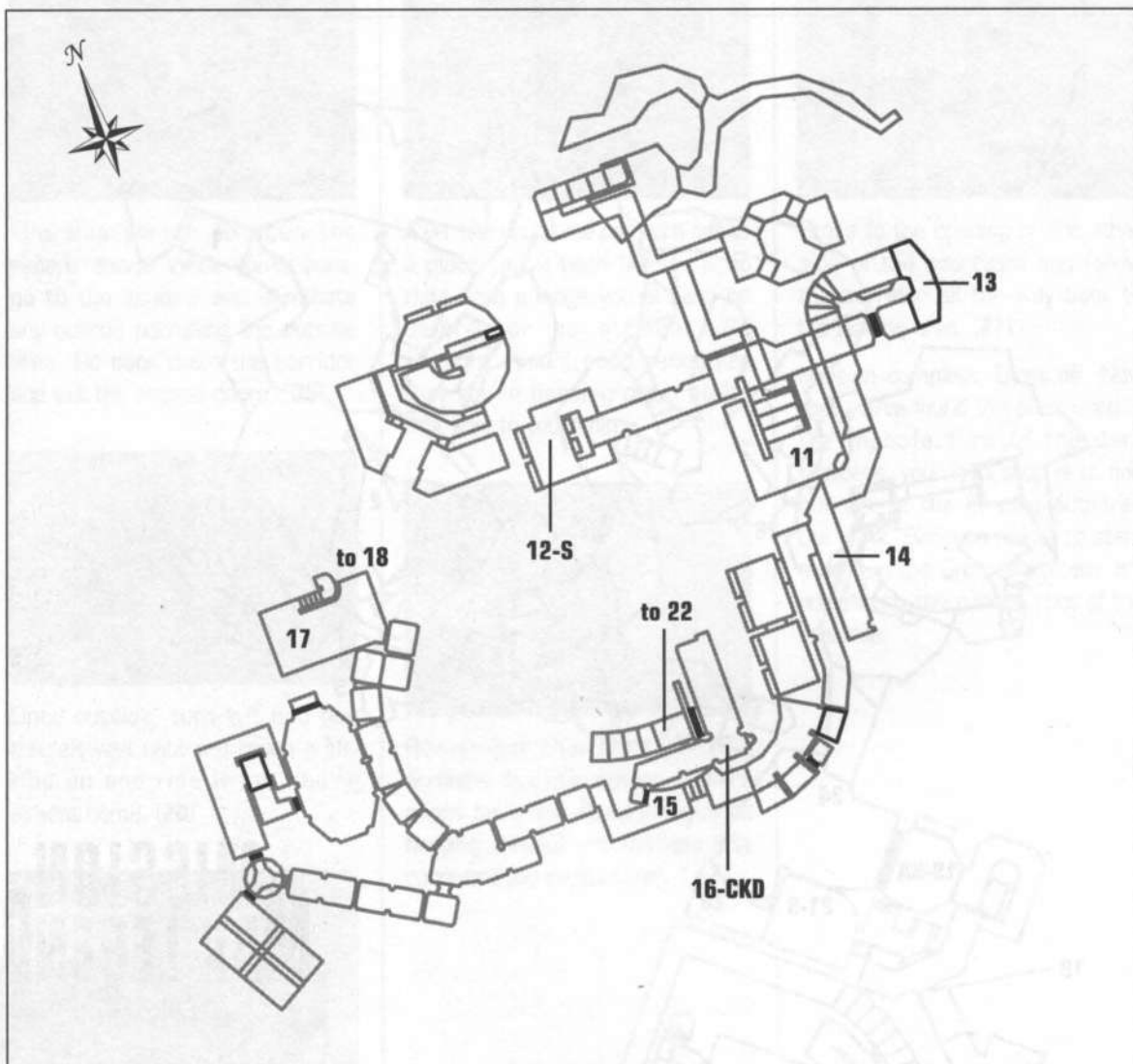
Cross to the opening on the other side of the courtyard and follow the corridor all the way back to the landing area. **(27)**

Mission complete. Blast off. Now that you've found the phrik used in the manufacture of the dark troopers, your next stop is to find out where the Empire acquires the phrik. Evidence points to stark moons in the Gromas system. It's not exactly the garden spot of the universe.

LEVEL 0



LEVEL S1



MISSION V

GROMAS MINES

LOCATION:

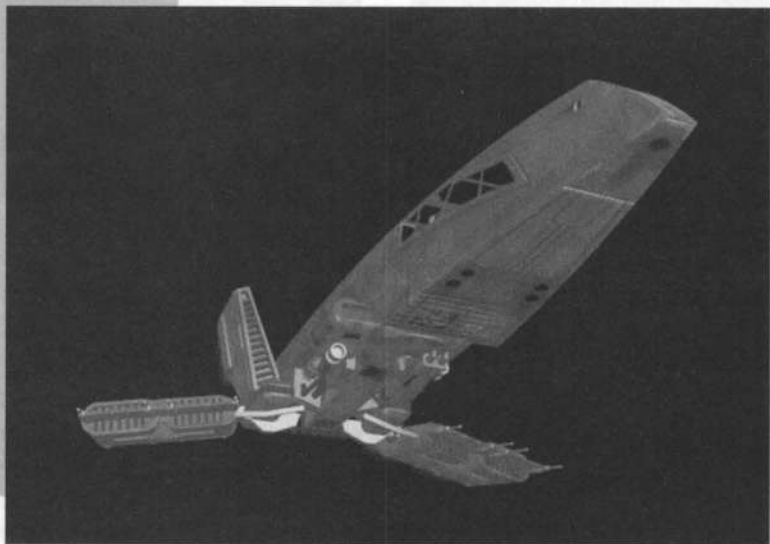
IMPERIAL MINING FACILITY.

MISSION OBJECTIVE:

FIND THE MAIN REACTOR IN THE FACILITY, SET A SEQUENCER CHARGE, AND SAFELY RETURN TO YOUR SHIP BEFORE THE PLACE BLOWS RED-SKY HIGH.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, **FUSION CUTTER.**



There's nothing delightful or hopeful about the wasteland of a Gromas moon, day or night, with its interminable red dome. Get in and get out, that's the only point. The Empire seems to get stronger and stronger regardless. The most we can give the beast is a sharp pain in the backside.... Maybe there's a bright side after all.



Jan Ors drops you from the blood red sky onto this Gromas moon. You are serenaded by the monotonous clank of digging machines as you wave good-bye to your mate. Pick up the power-ups you see against the wall opposite you, then come back and proceed to the only opening in this courtyard. (1)

JEDI TIP:

The auto gun is mighty useful on this perilous moon. The facility crawls with Imperial defenders, and the auto gun gives you a perfect balance of short- and

long-range firepower. What really makes the auto gun so effective is that its fast rate of fire keeps the enemy busy. And a busy enemy is a less accurate enemy. And a less accurate enemy is often a dead enemy.



Stay right here against the wall until stormtroopers appear above you, across another courtyard. Then aim high, close in, and wipe them out. Afterwards, cut left around the corner.



The mining facility awaits you. This is the last peaceful scene on this mission, so enjoy it while you can. The idea is to move straight toward these buildings, turn left, and go as fast as you can down the runway until you can't go any further. Notice the probe droids? They can be pesky. Aim high and zap them so you can think. They go quickly.

JEDI TIP:

There are actually two schools of thought on getting through this section. The first says look for cover as you go and take out as many defenders as possible. Use your blaster pistol or rifle if you choose this route, but don't be surprised if it turns into a death march. The second school says you should run like mad to the mine entrance. The idea is to dodge and weave as you run as fast as you can, and only fire when you absolutely have to. You will take some hits, but this approach is actually safer — and far faster.



Aim low here and fire away as you peer over the edge. Or just toss a couple of thermal detonators until you can't hear any more death grunts. Then get ready to cut left through any opening you can find and run for it. (2)



It's the long and winding road. Shift into speed mode and fly, ignoring the flak that comes at you from every direction. There's a wall at the other end that's your goal. Remember to zig and zag. They hate that.



Your immediate goal is this small, short lift. Hop on. **(3)**



Be warned: As soon as you get on the lift, it goes up — and suddenly you're facing a bevy of new defenders. You may be psychologically unprepared for this new scourge, so here's a trick: As soon as the lift stops, quickly press the space bar to return to the lower position.



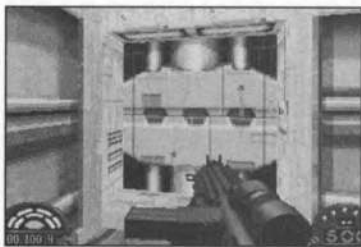
From here you can catch your breath. In fact, you can park yourself in this wonderfully protected position all day. The troopers from the lower level will come to you and let you methodically pick them off. On the other hand, you don't have much ammo remaining. So as soon as you're ready, switch to your favorite assault weapon (try the auto gun, secondary fire mode), press the space bar, and rise like the phoenix with all barrels blazing.



Be sure to collect power-ups as you go. Run up these stairs and clear out the deck above.



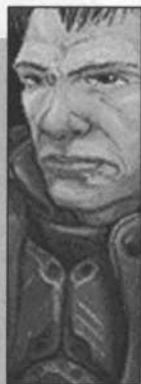
Once you're at the top of the stairs, turn left and pick up power-ups and a new weapon — the Jeron fusion cutter. **(4)**



Swing back around and open this door. The fusion cutter is perfect for this next attack because several stormtroopers and commandos are packed together. Step through the doors when the area is clear.

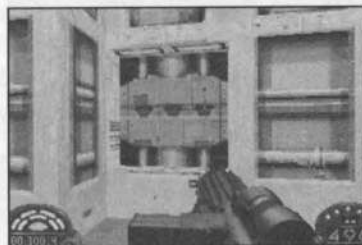
JEDI TIP:

The fusion cutter is a strange and beautiful weapon. Experiment with it now if you want, but it is best used to eliminate a mass of defenders in a close space. Why? It's a powerful weapon — especially in the secondary firing mode when all four barrels go off — but it's too slow for close-quarters combat.





Avoid these whirring, whirling phrik drills. They can cause significant personal damage. Slide past them carefully in either direction and make a sweep of the area.



There's another door behind the drill. Open it with gusto and take care of any resistance. (5)



Once inside the door, lob thermal detonators down to the lower level. When the deck is cleared, make the jump yourself.



There are four secret rooms in this area. Move to this end of the deck (opposite the stairs) and open this one first. Before you go in, be sure to switch to a gun and aim it high.



That's a ceiling turret up there. Take it out quickly, then gather up the detonators, shields, and the lovely spinning extra life. Exit a happy hunter. (6)



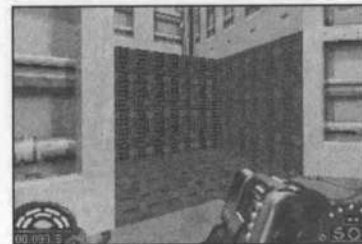
Go back to the middle of the area. One panel looks different. Open it and enter ugly — there's a commando inside who wants to do you wrong.



Sweep up the additional bounty inside the room. The final two secret rooms are here, too. Do you feel replenished, or what? When you leave, trundle back up the stairs and turn left. (7)



At this ledge, jump down (you have to crouch to do so) and strafe the opposition as soon as you hit the floor. Circle the turbine until the area is quiet.



Step into this lift, which rises automatically, and exit to the left. Move slyly around a couple of corners, preparing to fire. (8)



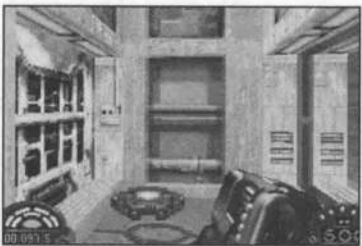
Dodge right into this opening from the protection of the wall on your left. Try to take out the human targets in the room to the right first, then dodge back behind cover. Now aim your gun high and dodge right again to blast the first of the three turrets. Repeat until quiet, then duck into the right-hand room. Make a sweep of the power-ups and head straight to the next drill.



Here's the next drill. Move past it on the right, and you find another series of corners.



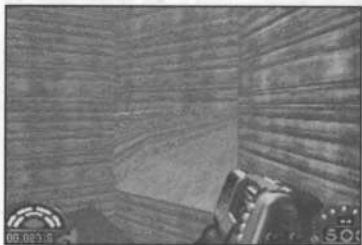
Follow the same routine: Pick your weapon (the cutter or auto gun works nicely), use the walls for cover, and explode onto the scene. Then move behind the console, mopping up.



There are two doors here, an open one on the right and a closed one on the left. Dash through the right one and eliminate all the opposition around the drill. Then come back and open the left door — calmly this time. For once there's only power-ups, no bad guys. (9)



It would be nice to say that you can open the door on the right. (You'll be seeing it later, from the other side.) But you can't right now. Your only choice is to hop onto the spinning turbine when it flattens out for you. Ride it all the way to the bottom and get ready.



When this opening appears, run straight for it. You have only a split second to make it through before you smash into the wall. If you do smash, pick yourself up and get ready to jump again after the platform repeats its up-and-down cycle. If you make it through, you enter a mine shaft. Welcome to the deep, dark Gromas mines. (10)



JEDI TIP:

Whenever you suddenly encounter a new predicament, skip back behind cover and choose the right weapon. In this case, there's a lot of "stuff" to handle.

Take the fusion cutter so you don't have to be so accurate. But watch out for four-barrel shots near walls — they tend to block your shots.



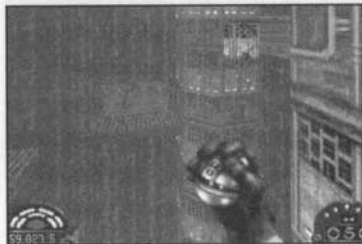
The Gromas crush. Take your time figuring your approach on this one because there are many more ahead. Some stalwarts insist on running over these piston shafts. They hug either wall and go for it. You can also run into the pit as soon as the piston rises, then jump out the other side. There's time to calmly jump out — but not much. **(11)**



As you explore these halls, you find they're teeming with troopers — blast them. This door appears in the first corridor you come to on your right. Unfortunately, you need a blue key to open it. Pass it up for now and go to the next intersection.



At this junction you have two choices: left or right. The left corridor is the right way for now, even though it features a "lobby" full of bad guys at its end. Switch to thermal detonators and lob them over until the death sounds grow still.



Here's a good view of the lobby. This is some kind of central nexus with many tributaries. After you kill as many enemies as you can from this vantage point, the idea is to explore the tributaries, gather power-ups, and fill out your map. The exploration can be confusing, however. By the way, if you fall from here, don't worry. There's an exit down there that leads to a lift that returns you to this hallway. Go back to the last intersection and go left this time. **(12)**



You can toss more grenades into the lobby from here. More importantly, jump or run into the niche on the right and grab the blue key. Hug the right side when you jump (and don't use speed mode because you'll hit the wall above the niche). When you have the key, jump back and go to the blue key door. **(13)**



Remember this door? It's the blue key door. Open it and get ready for a long day's journey into dark corridors. **(14)**



Some of these pits aren't so troublesome. In fact, when you jump in, you can find some much-needed power-ups. Just be extremely careful of what may be firing at you from the other side. Continue down the path.



This shaft looks tame enough, but it's not like the others. There is no other side. When you drop in, you drop straight into a firefight. You can clear out the area before jumping by dropping a time-delay thermal into the hole – listen to those screams! – or you can tighten your belt before you go, shoot as soon as you hit, and move forward quickly to avoid a metallic stomp from above. **(15)**



It's an even darker hallway. You might need illumination here, but battery power is always at a premium. Save it until absolutely necessary. (Soon.) Proceed ahead.



You come to another pit. There are troopers on the other side. Take out as many as possible from this side before you enter the pit. The dodge-left-and-right-while-strafting method is particularly effective. When all is well, cross over. Be sure to pick up the power-ups inside the pit.

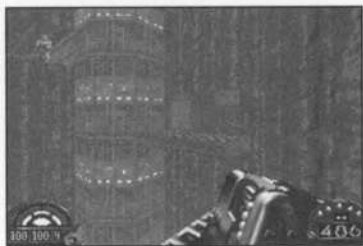


Another lobby full of Imperial defenders beckons ahead. This one is not for the faint of heart or low on ammo. Shoot from cover and be particularly wary of the troopers shooting down at you from across the way. **(16)**

JEDI TIP:

Welcome to the ricochet chamber. When you fire shots off these walls, they carom all over the place. Try it out. You can make some easy kills this way. But be careful that you don't get stung by your own shots.





After the area is cleaned out, hug the left wall and inch close to the opening. Glance right and you see this ledge ahead of you. You see and hear the piston going up and down. That platform is your next landing spot. Are you ready for the long jump? Here's the routine: Wait until the piston is down so you don't get squashed, use speed mode, run like mad, and jump right at the edge. Good luck. If you don't make it the first time, relax. Find the exit down below and make your laborious way back to this spot.



It's a small ledge you're on, and troopers are most likely firing at your back. You have two choices: Swing around — carefully so that you don't get squashed by the piston — and kill them so you can deal with the piston in peace. Or run as fast as you can into the pit and jump out the other side. (17)



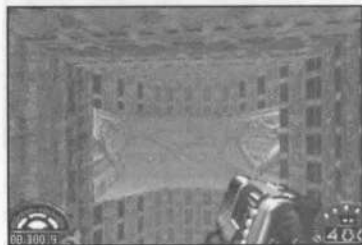
At the end of yet another corridor you face this, the room of many possible deaths. It's the trickiest spot in this mission. Most significant are the ceiling turrets, but the troopers in the right-most of the three doorways are pesky too. Silence the two turrets with some well-placed volleys from your fusion cutter, then take out the troopers by tossing some long-distance thermal detonators from the left wall. Finally, switch to a gun or detonators and take out the troopers in the other two doorways. (18)



When the enemies are subdued, you can hear something rising and falling. Sneak along the left wall to see a giant piston to your right. That is your next target, but it won't be easy getting there. Look just below you. Aha! There's a little ledge right there. Drop down to it.

JEDI TIP:

If you try to eliminate every trooper in this area (when you're playing the hard level) you won't make it. The thugs tend to regenerate. They can't see you in the dark if you don't fire, so make your move to the ledge under darkness or when you've taken out enough of them that you feel relatively — if not entirely — safe.



This is one skinny ledge. You might need some light here, but it's not essential. Time your jump to coincide with the pace of the piston. Use your speed mode, run, and jump at the edge. If you don't make it, find the exit below. You have a really long hike back (and must repeat two death leaps). In other words, the wise Jedi makes this on the first attempt. (19)



On the other side, follow the hallway until you reach a lift that automatically lowers you to this spot. That's the generator straight ahead. Can it be this easy? This unprotected? Of course not. Be wary of any simplicity in Dark Forces. Proceed with your gun finger ready.



As you bear right and circle the turbines, you come to the jewel of your search. It sure looks like an exchange coupling. But don't get hasty if you want to survive this episode. Once you leave the sequencer charge here, something ugly this way comes. So for now, absolutely heed this advice: Explore this entire area before you do anything else. Toggle on your map so you can watch what happens as you search. **(20)**



Watch out for numerous ceiling turrets on your survey — they are your only problem for the moment. Patrol everything.



As you complete your tour, your screen map starts to resemble rabbit ears. Keep these ears in mind because they are the spots you need to know in order to defeat your next worthy opponent — an honest-to-god Phase One dark trooper. If you don't know these areas, you can't do your best work. And with the DT, you need to do your best work.



Scramble back here and touch the exchange coupling. The countdown starts, but the fun has only just begun. Back up quickly and prepare for the Gromas surprise. Holy phrik! This burnt-looking thing rising out of some basement is a dark trooper. With sword in hand and destruction hard-wired into every rivet, he's coming after you. It's not a good idea to wait around for dialogue. Hightail it into those "rabbit ears" and make sure you have a wall at your back for protection. He moves quickly, and you need all kinds of firepower to slow him down. Experiment with everything in your arsenal.



When you grow tired of playing tag with this dim knight with the crazy sword, switch to thermal detonators and start hurling them at him. He hates that.



Ah, a big sigh of relief, but you haven't made it back to your ship yet — and this place is about to go ballistic. Find this door beside the lift you rode down — it appears only after you flatten the DT — and make it to a lift. **(21)**



After you clear out a few commandos, you can ponder this opening and long corridor that abruptly appeared before you. See the switch on the right? That opens and closes not only this immediate door, but several others down the pike. Unlike other doors in the facility, these doors move slowly, and there's a reason for it. **(22)**



Do you remember this lovely spot? It's the spinning platform that took you down into the bowels of the mining facility. You could not open this door before; now it is open for you. Slyly step into the doorway and kill the bad guys down the corridor.



Here's the rub: As soon as you step into the corridor, all the doors start to close. So you want to ignite your afterburners and make it through all the doors to the opposite end of the corridor before they close. It's challenging, but not impossible. And the odds of success go way up if you first perform some trooper pruning. Switch to your blaster pistol and take out as many moving figures as you can from long distance. (You can't get them all.) Then switch back to your auto gun and fly.

JEDI TIP:

So what happens if you don't make it through all the doors before they close? Within each room is a switch that opens any doors behind you. Make your way back to the starting line and try again.



This is what's at the other end. Strafe the area and step out into the glorious red light. Be sure to pick up the weapons supercharge. There are a few zillion irate defenders between you and your ship. Turn right here. **(23)**



Clear the upper deck, then hop down to a ledge just below you and clear out whatever is left. Finally, hop down to the ground and head under the walkway.



Make your way to this opening and duck inside. Follow the meandering corridors back, but don't get sloppy. Troopers abound. **(24)**



In a back room, in a dark-lit corner, you find this short flight of stairs. When you get to the top, however, it seems like it is a dead end. It's not. Root around a little until you find an opening — it's there, keep looking! **(25)**



After a short drop, you find yourself in the first area that you ran through at the very start of the mission. Move past this corner, make a hard left, and run along the wall. You will take some heat, but this is no time to stop and play shoot-out. Zig and zag if you're feeling vulnerable.



Eventually (it's a bit of a jaunt) you come to this beautiful ledge. Jump up and run up the stairs. You see your ship coming in as you go. **(20)**



Touchdown. This mission is about to put a major crimp in the manufacturing plans for the dark trooper, and you got to see one of the bad DTs in person. Unfortunately, all is not well. You're about to hear some extremely bad news that will steer your quest in an entirely unexpected direction. **(27)**

LEVEL 0

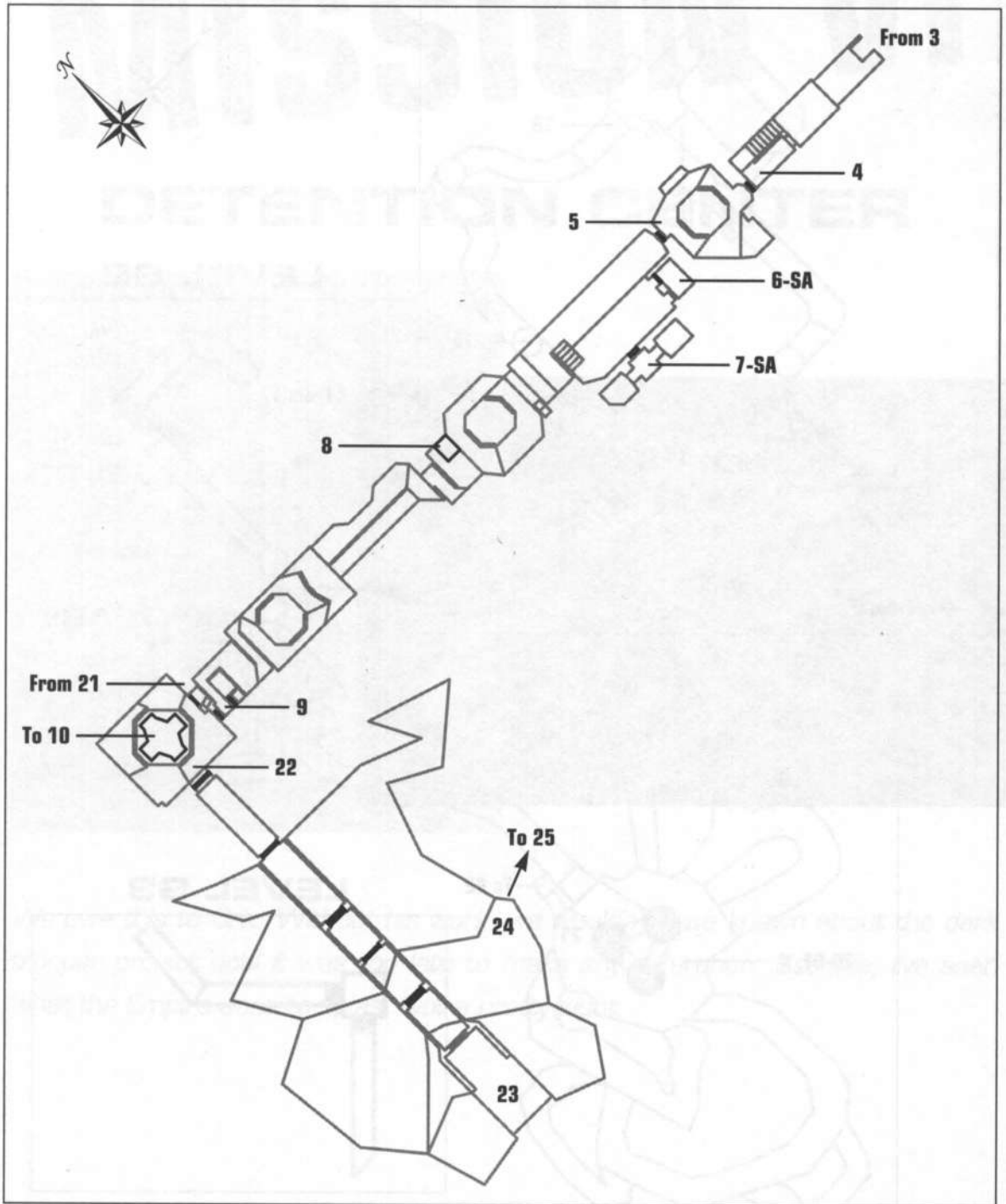


From 24

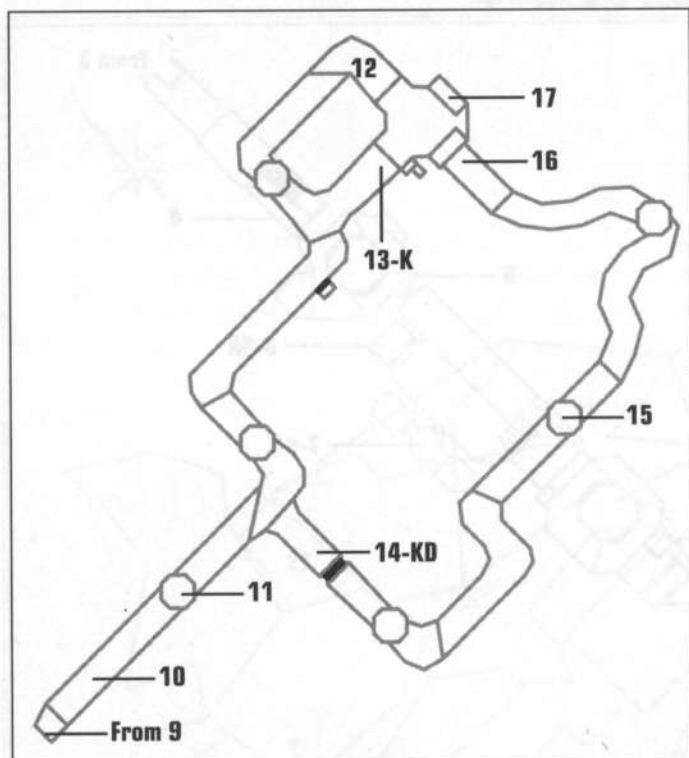
MISSION MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

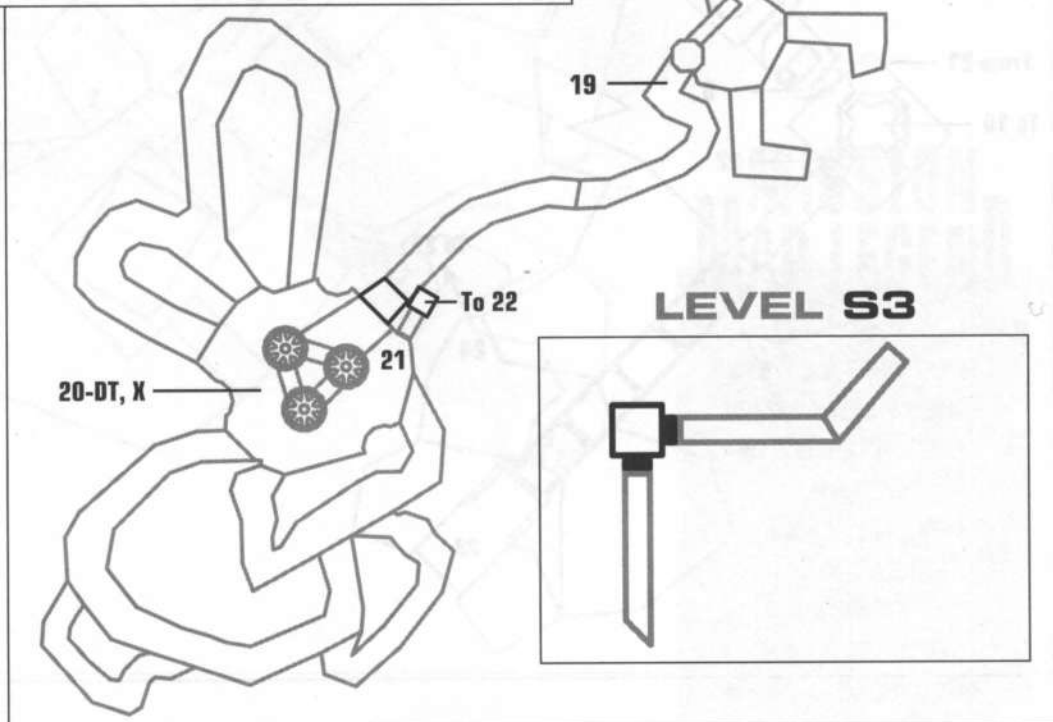
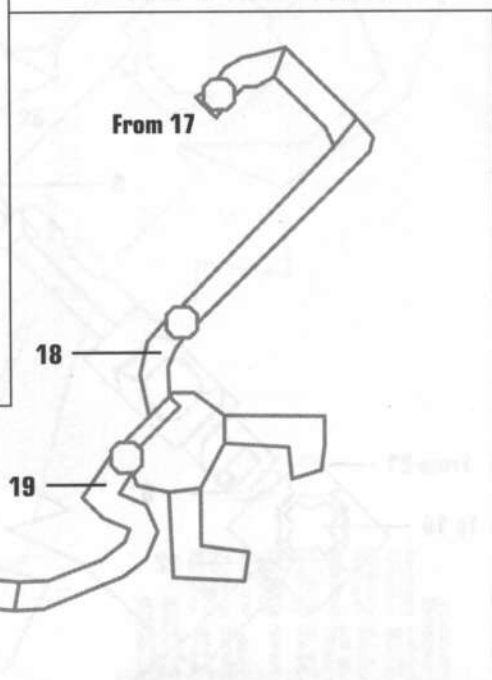
LEVEL 1



LEVEL S1



LEVEL S2



MISSION VI

DETENTION CENTER

LOCATION:

IMPERIAL DETENTION FACILITY ON THE PLANET ORINACKRA.

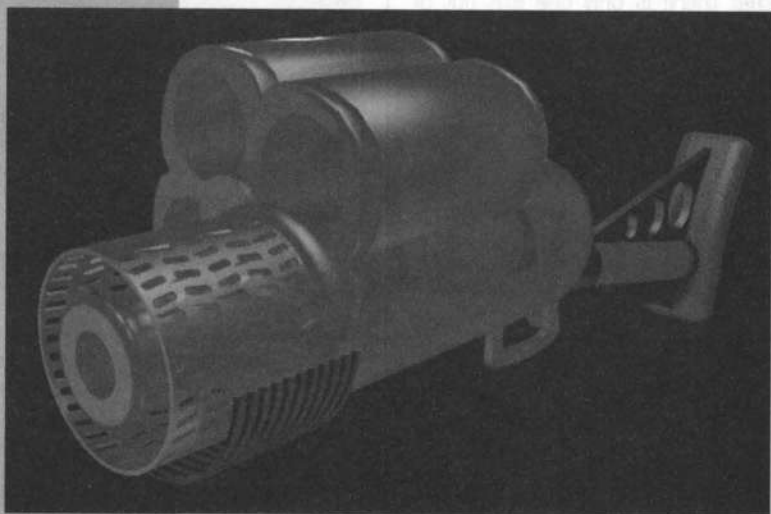
MISSION

OBJECTIVES:

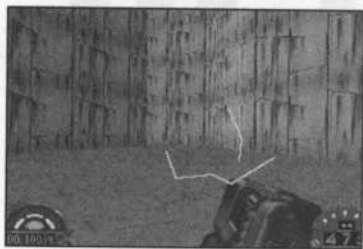
FIND AND LIBERATE THE REBEL SPY CRIX MADINE.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, FUSION CUTTER, **CLAYMORE MINES, MORTAR GUN.**



We owe this to Crix. Without his work, we wouldn't have known about the dark trooper project until it was too late to make any difference. Besides, I've seen what the Empire does to spies. Not a pretty sight.



There's great lugubrious and foreboding music for this mission. It's perfect for a place with many dark and secret places. With the toggle map on, you can see where you have been dropped — and that there is only one exit out of this courtyard. Find it. **(1)**



Steer your way through these narrow external walls, staying vigilant. Some troopers are on top of you before you can say Orinackra.



The walls open slightly here. Take out the trooper on the top level. Then you can either jump up top there (where you can pick up a power-up or two) or swing around to the right.



Watch out for these ledges. Any fall into the courtyard below is a fatal one. When you first arrive, probe droids and Imperial defenders abound. Shoot from behind cover and clean out the area. From here you can also shoot the guy crossing on the shuttle carrier and the troops inside a control window across the way. It's best to eliminate as many defenders as you can as early as you can.



You're heading for the landing station for the shuttle carrier. Explore these paths, shoot the troops, and pick up whatever power-ups you can find.



Eureka! A shuttle carrier station dead ahead. Watch for commando snipers. **(2)**



Once inside the station, sweep left to pick up some guns. Sweep right to pick up some power-ups. Then come back and flip the switch on the column to bring the shuttle carrier to you.

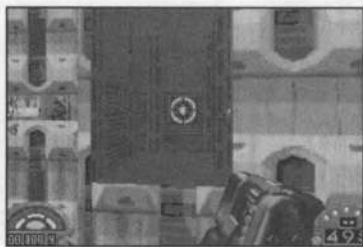


Hop on when the shuttle carrier lands. (If you didn't pick off the pilot earlier, you should obviously do so now.) Keep watch for any remaining probe droids. Up ahead, you can see the other landing station. Get ready to do battle (a crouch always helps). The control rooms to the left of those doors is filled with bad guys if you didn't take care of them earlier, and on this carrier, you resemble nothing if not a sitting duck.

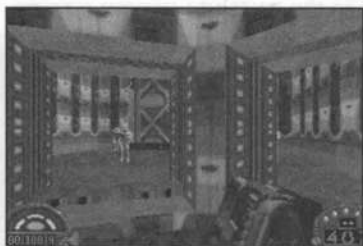


JEDI TIP:

This is a most dangerous situation for you. You have to run into a large, open room with minimal protection. To minimize damage (and keep them guessing), quickly shoot a trooper or two through the left door, then dash through the right door and take out the immediate obstacles. But don't stop running. Circle the room until you find the shuttle control room — a terrific hiding place until you get your bearings.



After you subdue the nimrods, shoot the red switch. Swing quickly to your right, crouch, and start firing. Why? (3)



The red switch opens both doors, and stormtroopers are ready for you.



Open this door to collect some supplies. You may be running low. Did you get everything? Perhaps not. (4)

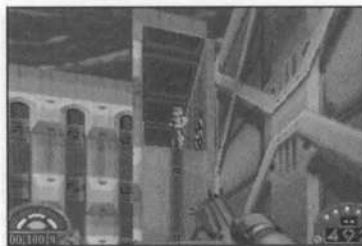


See the unusual jagged seams on the far wall? Toss a thermal detonator there and watch the magic that happens. Go inside and get more goodies — including your first claymore mine. (5)

JEDI TIP:

This detention facility is replete with false walls. Watch for strange seams and markings as you travel through rooms and corridors and keep a ready supply of grenades handy to test their strength.





Eliminate any snipers above you so you can ponder the next puzzle. When you arrive in this courtyard, the two switches above are red. Shoot either one and they turn green while the large lift below rises to switch level. After a few seconds, the lift automatically returns to the lowered position.



Climb onto the lift and stay close enough to the edge so that you can see the red switch. Shoot the switch and up you go. (Lower your gun as you rise to respond to any landing parties.) Exit past the left switch. **(6)**

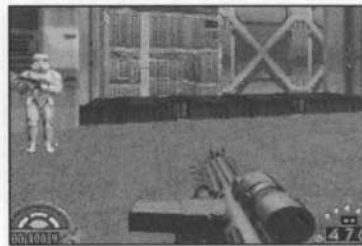


Make your way through the corridors (with eyes peeled for troopers and commandos) until you reach this control room, which overlooks another operation room. Flip the switch to remove a covering on a wall switch below. It's getting crowded down there — time to take some pre-emptive action. Switch to thermal detonators and toss them over the edge. Be generous. When things quiet down, it's time for you to head back out the way you came.

(7)



How about another secret chamber before you go? Just as you leave the control room you see an odd-looking panel on the right wall. Chuck a grenade at it and it opens like the proverbial sesame. Grab the treasures inside and get out, making your way back to the big lift that got you here. Take it back down to ground level.



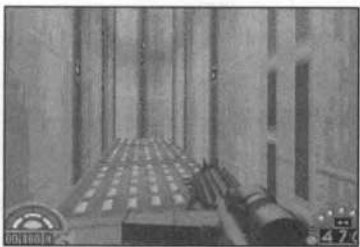
This lift is full of surprises. Stand on it facing the wall, press the space bar, and the wall slides open. (If it doesn't, go back to the control room behind you and flip the switch.) If you were thorough with your grenades on the upper level, there shouldn't be much resistance — but storm in with your auto gun blazing just in case.



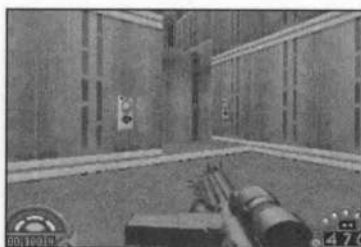
Move into the back room. The wall switch on the left becomes important momentarily. But for now, cross over and open the door to the right. **(8)**



Move down the corridors with stealth, looking for another false wall on your left. (You may need your head lamp to see it.) Blast a hole with a grenade, step in to retrieve the goods, and march on. (9)



Take this lift up. It leads to the second blue switch that controls the big outside lift. Take the big lift down and re-enter the operations room the way you came in the first time.

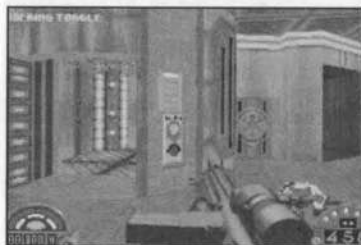


Make your way back to this wall switch and push the button. A lift disguised as part of the wall drops down. Step into the lift, press the button, and up you go. (10)



You've arrived at the low security block, and this is the low security detention elevator. It has three levels, this being the topmost level. To the right of the elevator is a door that you can't open until you acquire a red key from an officer in a lower level. There are actually two approaches to completing the mission from this spot. We call them the Roundabout Path and the Shortcut. The Shortcut takes all the adventure out of it, so we'll describe the Roundabout Path first. (11)

The Roundabout Path

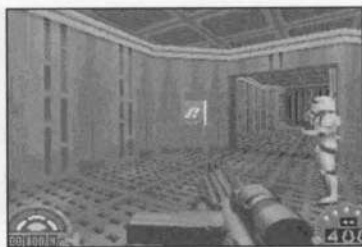


The door to the right of the elevator is locked, and you need to get a key from one of the lower levels to unlock it. Step into the elevator, push the button, and take it down to the next level. It's not a level on the critical path, but there are many secret rooms there. When you step off, beware of defenders and watch out for claymore mines strewn about. They have motion detectors, and you're in motion.

JEDI TIP:

Claymore mines are subtly useful weapons. They don't seem that valuable at first, but as you devise strategies to use them, they grow on you. One place to put them on this level is in front of any closed door. Just before you open it, drop a claymore using the secondary firing mode and back up quickly. When the door opens, any motion from the enemy inside sets off the explosion. A nice touch. One oddity about mines: The enemy cannot trip a mine that it has preset, but you can.



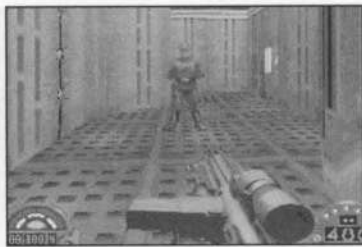


The first secret room is just out of the elevator and slightly left. Throw a grenade to open the seam. You can also jump up on the ledge to the left of the opening where there is another secret area. (12)

JEDI TIP:

Most of these levels are ricochet chambers, so be careful how you shoot. A couple of shots off the walls can scatter the enemy, but the shots can just as easily frag you.

The way to use the ricochet effect to your advantage is as a method of flushing out the enemy. Fire a burst into a room to make the defenders emerge from cover.



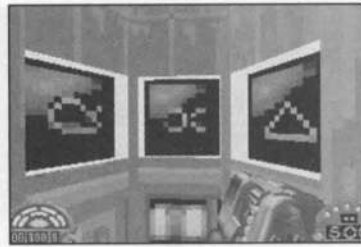
Make a clean sweep of the level. When you kill this officer, you obtain Code Key 3, which opens a lock near the elevator. (13)



Turn back to the elevator. To your right is a false wall. Open it with a grenade to grab some minor power-ups. There are two more false walls on the way back to the elevator.



The next false wall has a switch inside that operates a lift. First send down a couple of claymores to take out the ceiling turrets and soldiers. Then go down yourself and grab an extra life as a reward for your good work. (14)



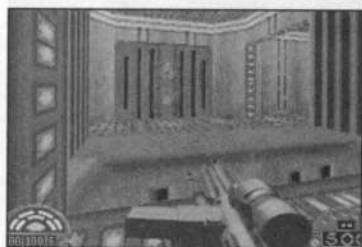
Use Code Key 3 to unlock this lock. It opens to a secret area at the end of the hallway. Inside the room, you acquire a mortar launcher — the first time this weapon appears in the game. Hop on the elevator and investigate the next level down. It contains many power-ups. (15)



Here's the next level. This room to the left of the elevator is protected by an invisible force field. Bounce off it and you take some damage. How do you get in? Run around to another room on the other side of the elevator and clear out all the enemies. In one corner you find a raised opening to jump up to. Turn on your head lamp. (16)



Crouch down and you see this switch. It temporarily shuts off the force field. The regimen is this: Flip the switch, jump out of here, run around the elevator, and enter the room before the force field goes online again. This may take a few tries. (17)



Eliminate the defenders in the first room, then open this big door with the red Imperial symbol on it — get ready to fight. The switch in the room to the right opens the door. To tell you the truth, though, there is little reason to open the door: The only thing on the other side are more doors with Gamorrean guards and Ree-Yees behind them. Who needs them?



Go back out the way you came. To penetrate the force field from this side, crouch behind this console to flip a switch. Go back to the elevator. It's time to visit the next level down. (18)



Now you're at the third level down. Watch that first step. You're greeted warmly by some interrogation droids. A few blasts from your fusion cutter handles them. Go left. (19)



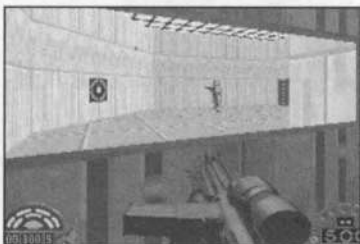
This room contains some remote probes and is guarded by another force field. It's different from the last one in that it's intermittent. When it flashes, it's on; when it's not flashing, it's off. Stand back and fire at the remotes when the flashing stops. When they're gone, wait for the flashing to stop again and charge inside.



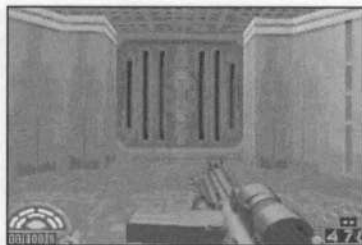
Look for the lone door in the corner. It leads to a series of similar doors, each with some significant resistance behind it. Blast your way from door to door and room to room. (20)



When you enter this room, look for a secret area in the right before you cross to the next door. Behind it is a gas mask that will be handy very soon. If you didn't turn off your head lamp a long time ago, you probably don't have any battery power left to run it. Maybe you'll run into a mousebot for a quick battery boost. **(21)**



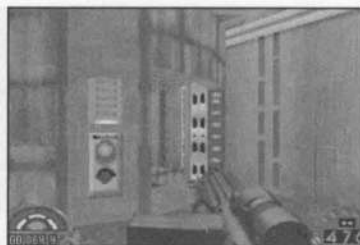
Finally, one of the doors opens to this area. Plug the troopers through the window, then open the next door by shooting the switch through the window. Run inside the room and out the other door before it closes. Be ready for a commando convention.



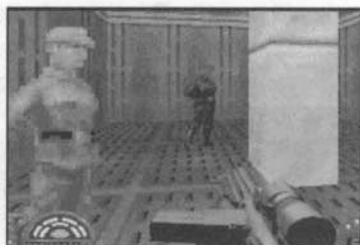
Just down the corridor you find this big door. Open it with guns blazing — but watch out for ricochets.



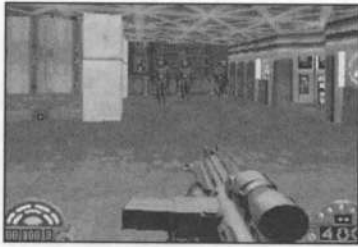
This is the prisoner execution chamber. Notice that you are gasping for air — put on your gas mask or you take damage. If you don't have the mask, or the power to run it, it's not fatal. At the far end sits the red key needed to open the locked door on the very first level of this minimum security block. This is a good thing. The only thing between you and the key is another flashing force field. Wait for it to stop flashing before you enter and exit. **(22)**



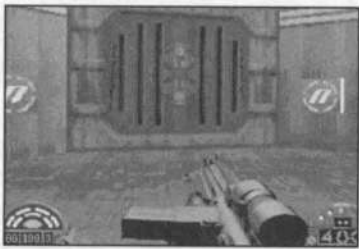
After you grab the key, ferret out this elevator — the high security detention elevator. Now you're getting somewhere. Hop on and it takes you up to the next level. **(23)**



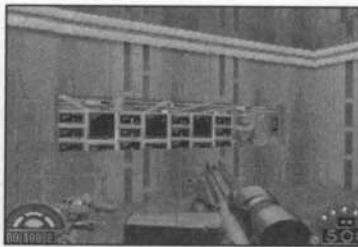
After you handle the initial resistance, find this room. It's straight out from the elevator, then to the left down a corridor. Kill these two officers and take the Code Keys 4 and 5, which they kindly drop for you. These keys are for code locks on this level. **(24)**



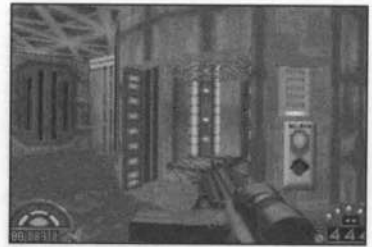
On the other side of the elevator is plenty of real estate, with two coded locks and walkways that lead to rooms with some power-ups. There's nothing on this level that's critical for the rescue of Crix Madine, so dally here if you want to, but watch out for the claymore mines in the power-up rooms and don't fall off any catwalks. There is nothing but claymores down there. When you're finished fooling around, head back to the elevator and continue up to the next level. **(25)**



This level is the one that holds the cell for Crix Madine, but you can't get to it this way. Step off the elevator and open this big door ahead of you. (You might want to lay down a claymore first, then duck back into the elevator for cover — and to watch the flying commandos.)

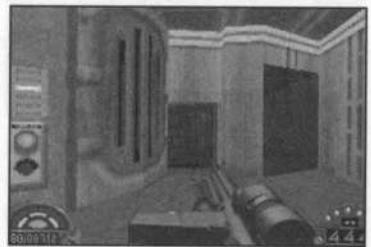


Two officers are holding a strategy meeting on the other side of this window. Be rude and interrupt them with your gun of choice, then enter the room. Where there are dead officers, there are usually keys. In this case, there are two more code keys. Pocket them and, ignoring the other locked door in the area, return to the high security elevator, riding it to the bottom. Repeat your earlier steps and travel all the way back to the low security elevator. But before you go, send the high security elevator to the second level from the top. Why you do this becomes clear momentarily. **(26)**



Here's the low security elevator. When you push the button, the low security elevator automatically rises three levels to the top. Now that you have the red key, you can open the locked door to the right of the elevator. Before you do, push the elevator button to send it down. You'll see why in a moment. This marks the spot where the Roundabout Path and the Shortcut converge, so we'll take it from here as the Shortcut.

The Shortcut



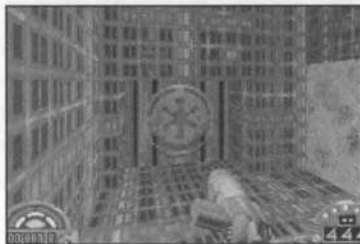
Before you go hunting, make sure you have pushed the button on the elevator to send it off. To the right of the locked door is a darkened opening. Enter, turn on your light, and check out the wall with seams to your left. Blow it open with a grenade and enter. There's not much inside, but things are not what they seem.



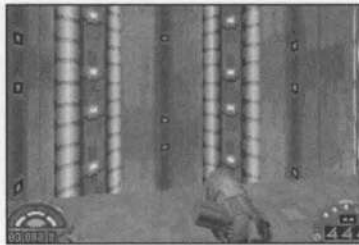
Look up. Aha! There's another seam. Blow it and things get interesting. Jump up into the hole and down the other side. **(27)**



What we have here is an area behind the locked door that requires the red key. If you took the Roundabout Path, you come through the door. If not, you come in this back way. In either case, drop down.



To reach this door, you must crouch. If you sent the low security elevator to another level, you'll soon be looking at an open elevator shaft. **(28)**



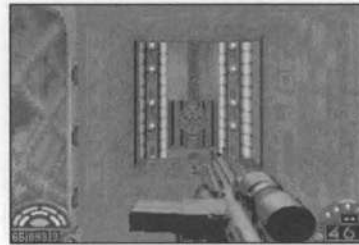
Don't be shy. Take a deep breath and jump down the shaft to the top of the car.



Swivel around until you spot this door and dive inside. **(29)**



Jump down into the shaft that has a flickering ventilation fan to find another door. Open it and it reveals a switch, which opens another duct to the right. Climb in.



Aha! What elevator shaft could this be? Could this be the high security detention elevator shaft? Is this the secret way into the block where Crix Madine is being held? You betcha. If you have completed the long solution, then you have already moved the high security elevator to the proper level and you can now walk across to the other side. If not, there's still a way. See the door on the other side? That's the back entrance into the high security block. There's a ledge in front of it that you can jump to with a little speed mode and good timing. Try it. **(30)**



You encounter this grim tableau inside the door. Go straight, jump up to another level of the air shaft, and follow it to the next jump. Keep moving through the shaft until it ends at a closed door.



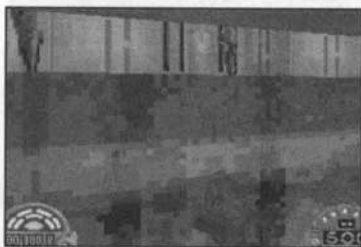
And behind Door Number 2, we have...raw stinking sewage! Complete with dianogas that change position every time you open the door. With a trusty gun and persistence, you can bury a few in the slime, but the point here is to hop along the piston-like compactors to the other side. Toggle on your map to see what we mean. **(31)**



You need to use your speed mode to navigate this jumping puzzle. The timing is tricky but not nearly as tricky as in early versions of the game. The designers have smoothed the challenge from impossible to just plain tough. To start, run into the slime and jump up to the lower piston across from you. Then continue down the line, timing your jumps, and zigzagging toward the other end. The last compactor is the toughest of all. Wait for the piston to go all the way up before you make your move.



Here's what it looks like from the safety of the other end of the compactor gauntlet. You're smelly and grungy but safe. Turn around and open the door.



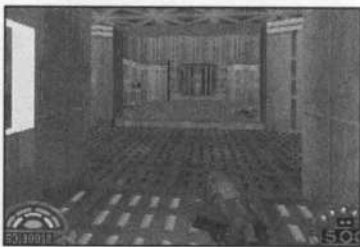
You can take some target practice through this window shaft. The enemies can't hit you from where they are, so take them out now and you won't have to fight them later. Continue down the shaft.



At the end of the shaft is a dead end guarded by a claymore. Toss a grenade at it or run up quickly to trip it and scoot back even more quickly to avoid the explosion, which blows a hole in the wall. Enter, then turn left and go through another door into the main corridor of the cell block. Your fusion cutter comes in handy in this area.



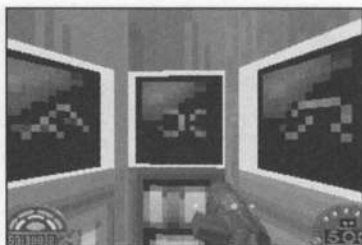
Remember this sign from the mission briefing? This is Madine's cell block, and the code lock that springs him is right here. Where are you going to get the proper code key? **(32)**



Open this big door and storm the room, wiping out all of the comandos. **(33)**

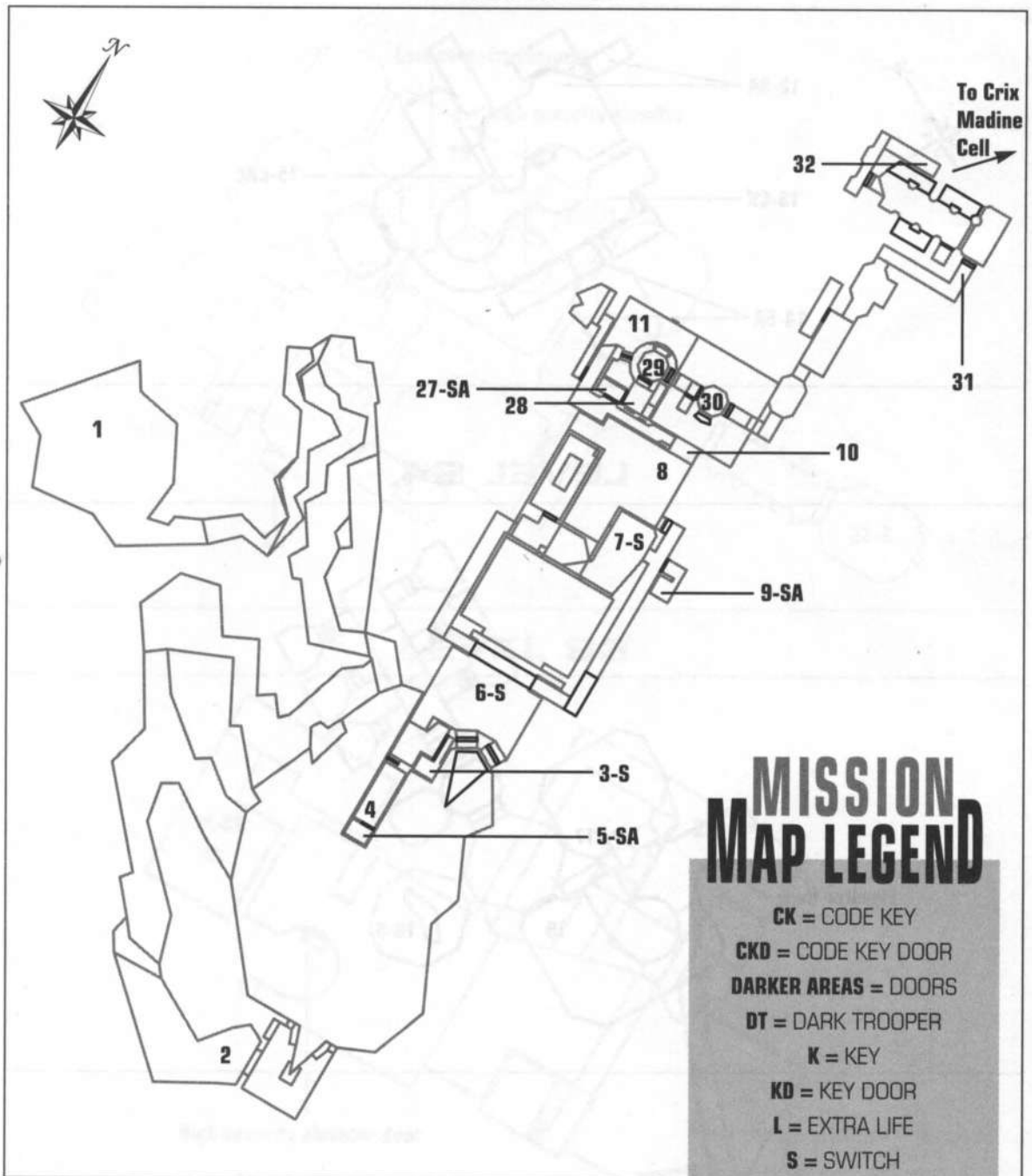


Next, blast these two officers in the side room, enter, and strip them of Code Keys 1 and 2. Code Key 2 is the one that opens Madine's cell, so look at Code Key 2 in your PDA for the proper code. Return to the code lock and enter it. **(34)**

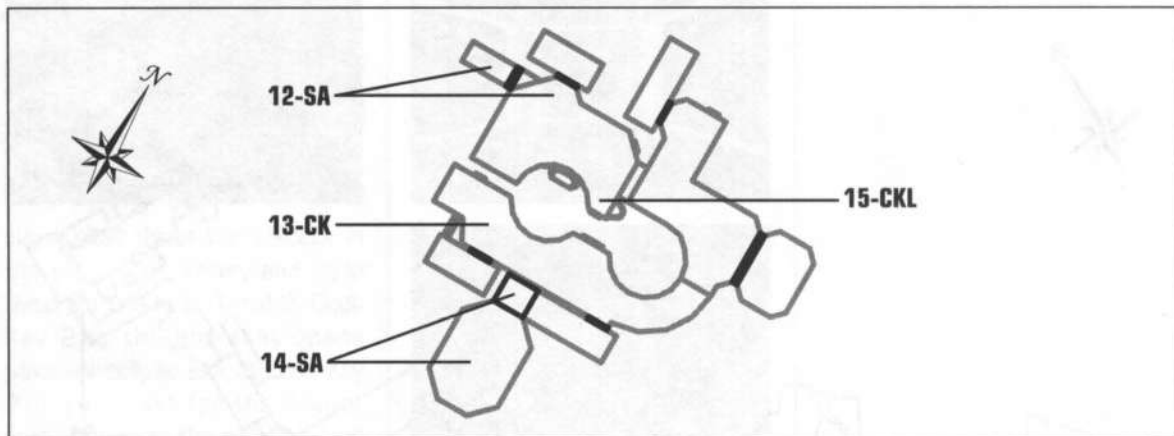


Voila! The door opens and Crix is waiting for you in the first cell. Go give him a hug and your mission is complete. Enough of these side trips. It's time to get back to the real mission. **(35)**

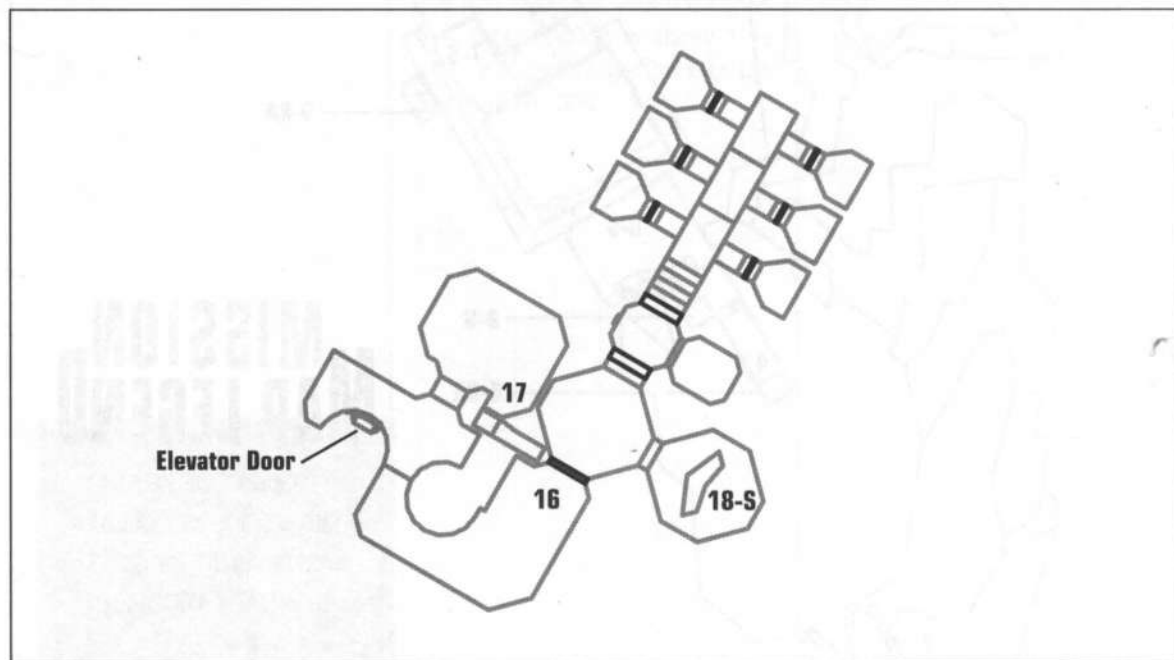
LEVEL 0



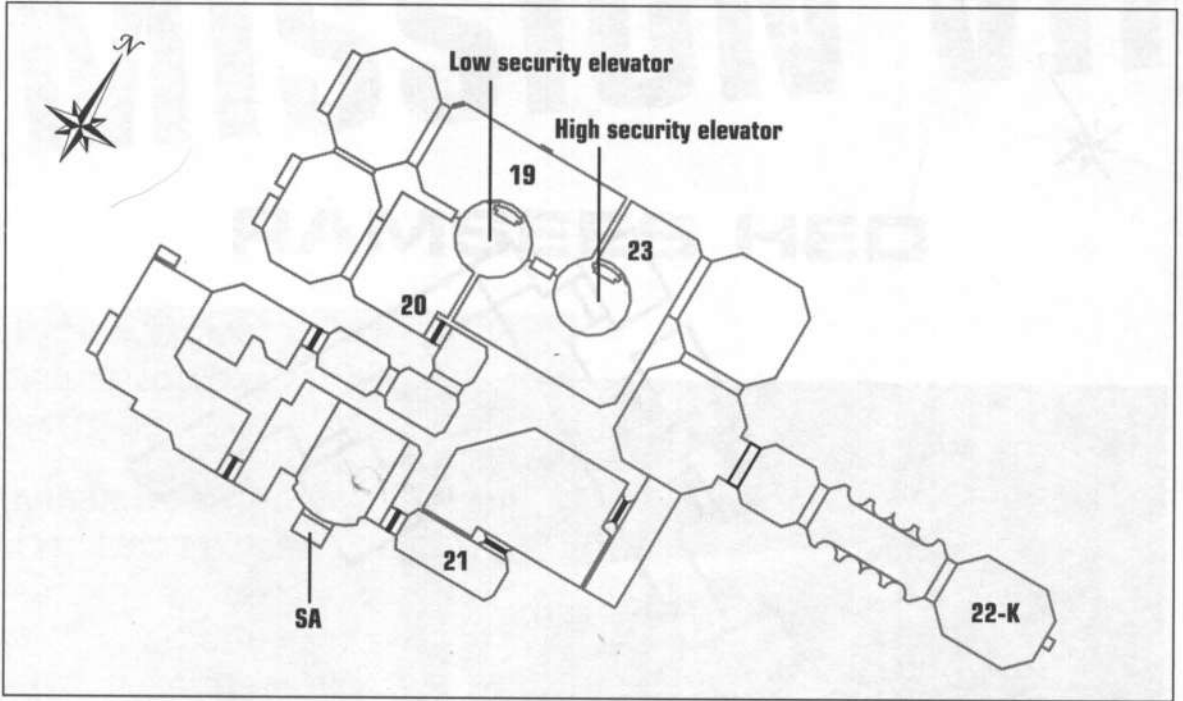
LEVEL S2



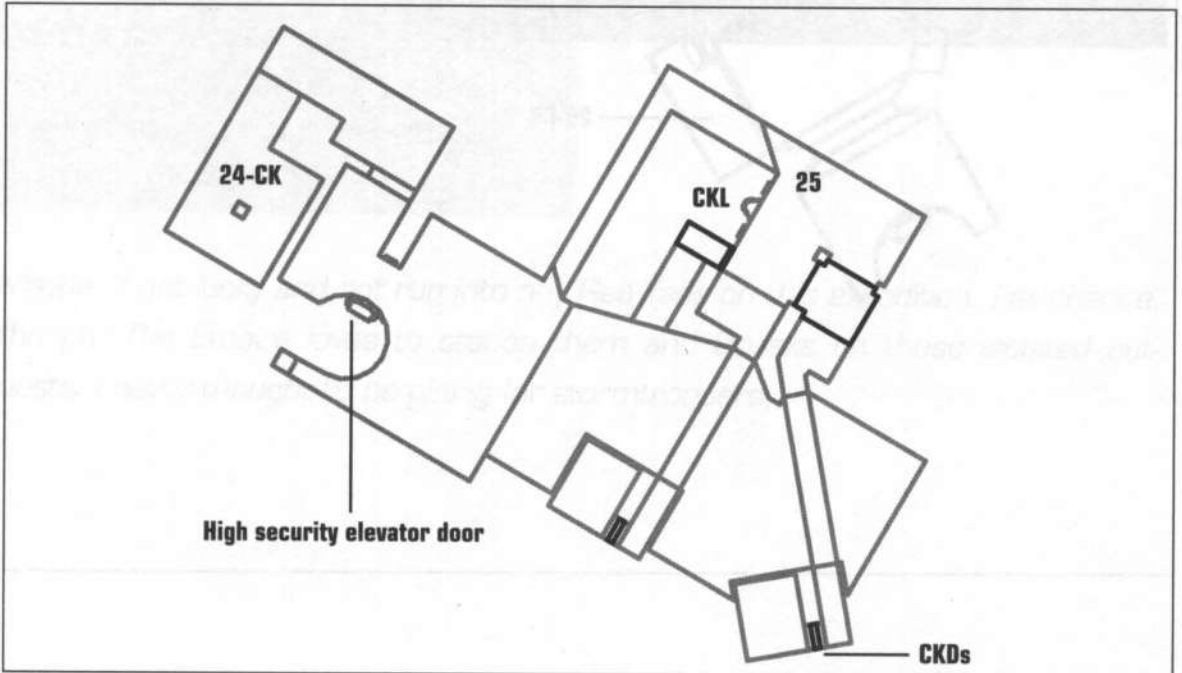
LEVEL S4



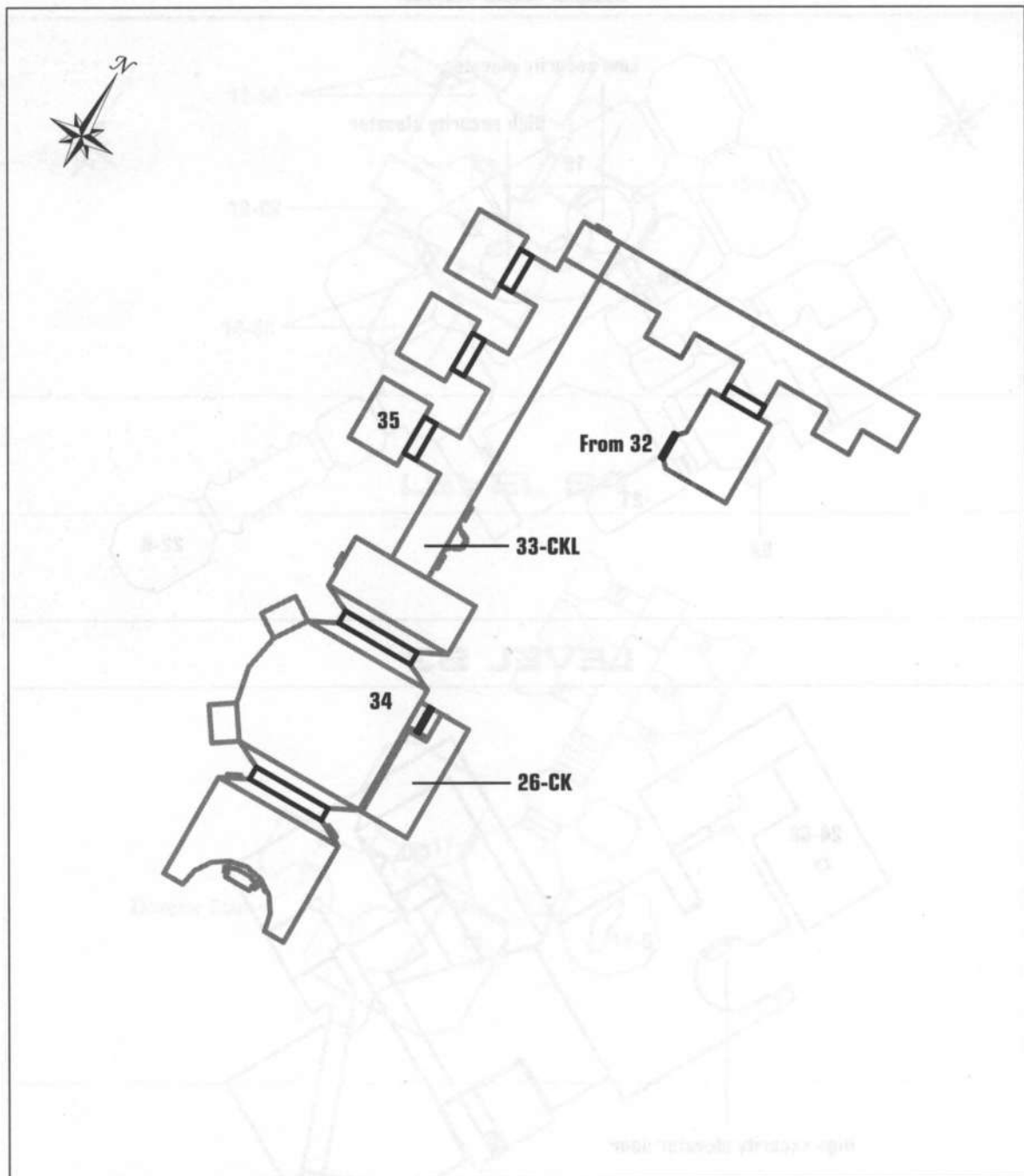
LEVEL S5



LEVEL S3



LEVEL S1



MISSION VIII

RAMSEES HED

LOCATION:

RAMSEES HED DOCKING PORT ON THE PLANET CAL-SETI.

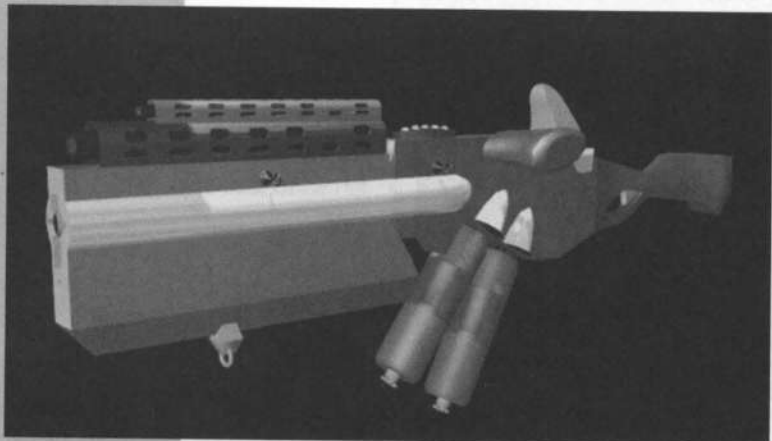
MISSION

OBJECTIVES:

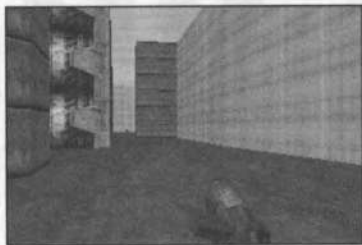
PLACE A TRACKING DEVICE IN THE TAIL OF A SMUGGLER SHIP SO IT CAN BE FOLLOWED TO THE DARK TROOPER ROBOTICS FACTORY.

WEAPONS:

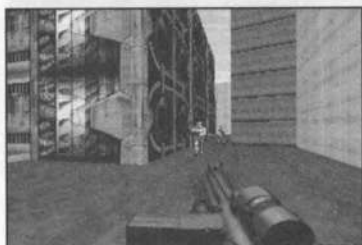
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINE, FUSION CUTTER, MORTAR GUN.



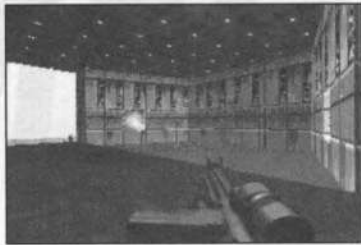
Maybe I'll get lucky and not run into any Ree-Yees on this expedition. Fat chance, though. The Empire loves to station them and Bossks on these isolated outposts. I never thought I'd be pining for stormtroopers.



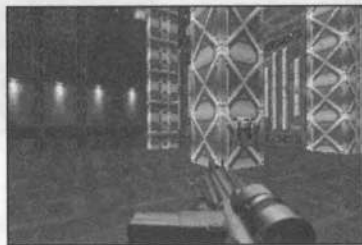
Ah, it's good to see a blue sky for a change. But that's as far as the natural aesthetics go on this planet. With docking ports like this, you tend to get metal and concrete. (1)



What's this? A trooper greeting party so soon? Hit them with all barrels of your fusion cutter, then move straight ahead. You can cut left here, too. But in truth, there's not much value in scouring the landscape of this place. All the action is inside the warehouse. Cruise around for whatever power-ups you can muster, then get thee to the door that lies straight ahead and then left.



This is the door we're talking about. On the far side is another wasteland courtyard in which you can squander some ammo on troopers. To the right is a large automatic platform that moves down as soon as you step on it. Lose all nonchalance when you do. There's all kinds of beasties down there that you've never been forced to take on before — including a large, pig-like Gamorrean guard right at the bottom. (2)



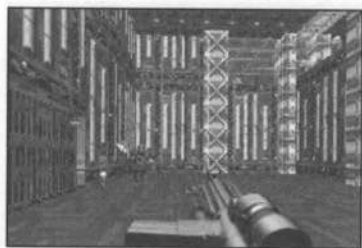
Step into this room and all hell breaks loose in the form of Ree-Yees tossing grenades at you from on high. And when you flip the switch on the column, a swarm of defenders comes right at you, so don't do that yet. Divide and conquer. (3)

JEDI TIP:

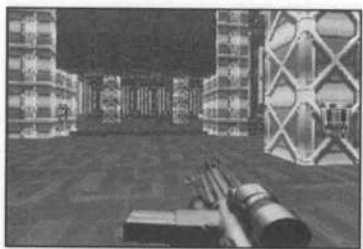
Stormtroopers, officers, and commandos are one type of enemy, and such beasties as Ree-Yees and the Gamorrean guards, our personal porcine favorites, are some-



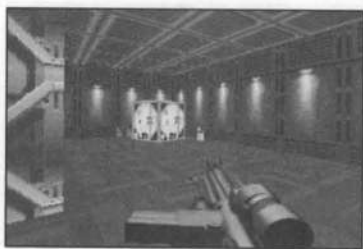
thing entirely different. It takes more shots to flatten them, they brandish better weapons (except for the grunting guards who, for some inexplicable reason, still carry battle-axes), and they use those weapons with greater effectiveness. In other words, don't fool around with them. Use your fusion cutter in secondary firing mode and decimate them early and often. To take out a Gamorrean guard, blast away with your fusion cutter and keep your distance — he can't do you much damage unless he's so close that you can smell his pig breath. The Ree-Yees and their damned grenades, however, can hurt you from a distance. Don't give them the opportunity. As soon as you eyeball them, run close to them as fast as you can. That maneuver throws their timing off, and their grenades tend to soar over your head. Once you have the jump on them, blast them with all four barrels.



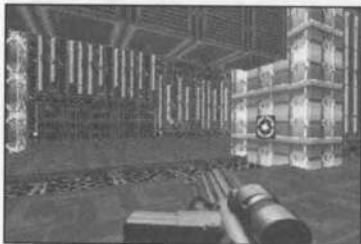
First, stroll on in and aim high with your cutter (or thermal detonators). Fire some exploratory shots up into the balconies to flush the varmints out. Then destroy them.



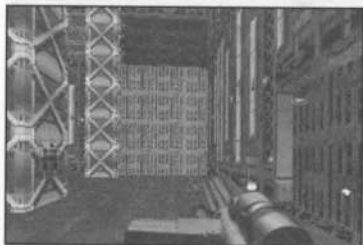
When things are relatively calm, flip the column switch. This door opens and you can greet the welcome wagon with a shower of shots.



Run quickly to the right-hand corner of the room to avoid the grenades being tossed from upstairs. In the corner is this crate, some power-ups, and a yellow key. But hold on there — many of these crates are booby-trapped with mines. The stacked ones right behind you are, as well. (4)



With yellow key in hand, head back to the entrance. Flip this switch on the way through to close the door.



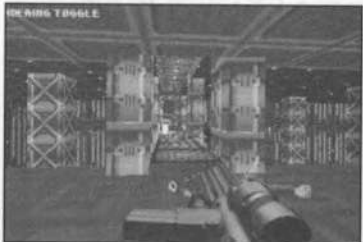
Now what? Straight ahead is a false wall. Because you have the yellow key, you can move to it, press the space bar, and a lift lowers. Shoot any Ree-Yees on the lift and head on up. (5)

JEDI TIP:

Watch out for hard-wired shipping containers like these. Motion-detection claymores are often out of sight. You should move up quickly to trip them and jump back out of danger when you hear the tell-tale trip sound, or just toss a grenade on them. Then go ahead and explore.



These crates are booby-trapped. Trip the claymores and collect the power-ups.



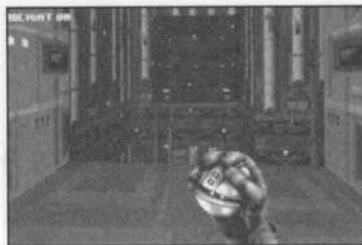
Because you closed the door below, you can now stroll across this catwalk to the other side. The power-generating unit (PGU) you pass is a good item to remember. When you shoot them, they explode and take out any enemies near them. (6)



Toss some grenades over this ledge to clear out the area, and then walk right up against this column on the right — there is a hidden ledge. It doesn't look like there's a ledge here, but there is. Be fearless.



The ledge drops you to this catwalk below, which leads into a dark and secret room — and to Gamorrean guards, so get ready. After you waste the hogs, jump across the gap to another room on the other side where all the goodies are. (7)



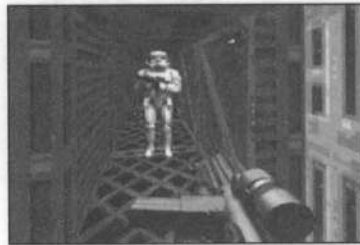
Use your speed mode on the jump. You should be able to guess that there is a claymore waiting for you inside, so toss a grenade over first to set it off. After you collect the treasure, toss some pre-emptive grenades into the room below you, then switch to a gun and jump down.



Clear out the area. These crates hide some power-ups. Jump over them — after tripping a claymore — to retrieve them.



Find this switch and flip it to open another corridor to the left. You're entering a bit of a boxy maze. (8)



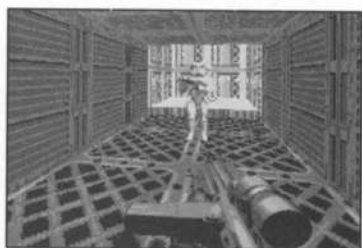
Turn a corner and these guys say hello. Fry them and move to another switch at the end of a short corridor. This switch opens yet another door (to another corridor) behind you. Go back to it after you throw the switch.



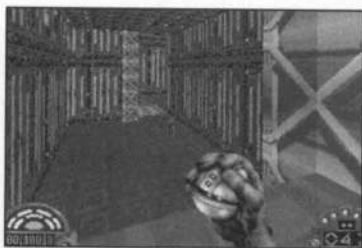
At the end of the line (watch out for the claymore!) is the last switch in this maze. When you flip it, it shuts off the way you came in and reveals a path to a lift that takes you upstairs (you may notice troopers sniping at you from up there). To find the lift, go back down the corridor from here and take two hard rights. (9)



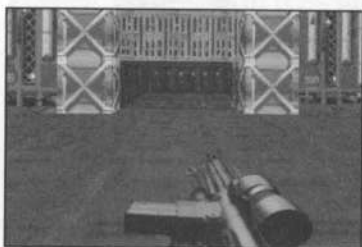
Take out the guards as soon as you step off the lift. And watch your step — it's easy to walk off these metallic catwalks. Follow them around (cautiously) to where they lead.



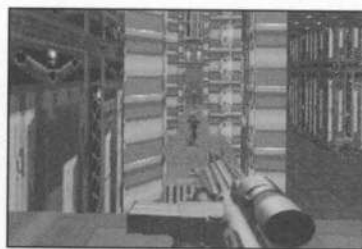
At the end of the corridor is this lift. Toss a grenade to detonate the claymore and clamber aboard. Don't forget to switch back to a gun — preferably your cutter — so you can step off and eliminate the Ree-Yees and Gamorrean guards. (10)



A whole new vista opens to you up here. Toss grenades at the busy beasts downstairs. If you're low on grenades, just jump through the big opening on the right into the room below and dash to an opening on the opposite side. (11)



Follow the corridor around several jogs (watching for guards) until you reach another big room. Run to the other side of this room — dodging grenade-tossing Ree-Yees — and you find this lift. When you step on, it rises automatically. Turn to your right as you go up and start firing immediately when it stops. Beasts are upon you. (12)



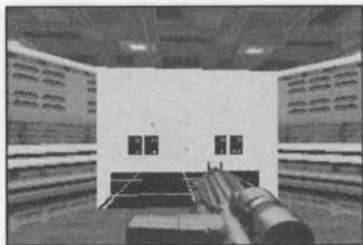
Clear this catwalk of any living obstacles, then run and jump across to it. As soon as you land, the catwalk rises.



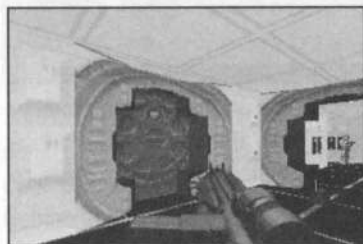
This large door appears at the top. Get ready for immediate trouble and open it before the lift drops down. (This lift doesn't stay up forever. If it goes down before you're off it, just jump in place to make it rise again.) (13)



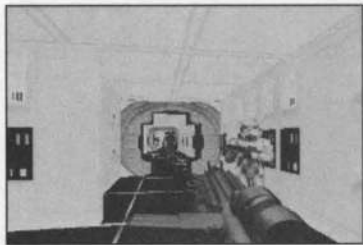
Congratulations. You're close to the smuggler ship. The troops through the window are actually in the ship. Shoot them through the window and move to your right.



When you see the white walls, you know you're inside the ship. But there's a whole lot of searching and shooting ahead of you. At this junction you can go right or left. You have to go both ways eventually, but turn left now and go toward the bridge of the ship. There are two keys (one blue, one red) that you are looking for. There are also a bunch of power-ups. **(14)**



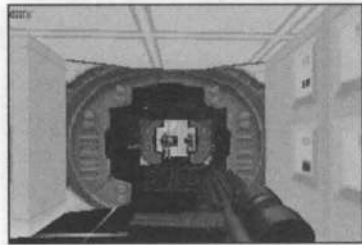
You arrive at this first door on your left. Open it, take out the commando, watch out for claymores, and pick up some power-ups. Then exit, continuing left.



Come around a corner in a crouch and clear out this corridor. Use the sides of the doors for cover if necessary.



Another doorway looms on your left. Troopers fire at you from a recessed area inside and to your left. Crouching is a good way to sneak up on these guys. Blast them and enter the recessed area to take their guns. Be sure to find the power-ups in a small room above them, then return to the main ship corridor and continue left to the bridge. **(15)**



Follow the white walls around to this double-door corridor. One four-barrel blast of your cutter can take out these defenders. Just as you enter the first door, crouch and look into a secret area. Toss a time-release grenade (carefully!) into the area to detonate a claymore, then zip in to collect the power-ups. Do all this quickly because troopers are continually coming at you from the direction of the bridge.



This door comes up on your right. Enter and cross to a lift on the far side of the room. This little subterranean detour is off the critical path but replenishes your supplies and gets you keys to more power-up rooms. Take the lift down, ever vigilant. **(16)**



After shooting some officers, you arrive at this dead end, which opens onto a secret room. Toss some grenades down to silence the critics, then switch to a gun and jump down yourself.



The power-ups are nice, but don't leave here without the red key.



In another corner of the room is a secret compartment guarded by a Ree-Yee. Eliminate him before you jump inside for the power-ups. For some reason, you must crouch to make this jump successfully. Make your way to the back of the compartment. (17)



These stairs lead up to the first room you entered. At the top of the stairs, turn left and you can open a false wall. It's an exit — but if you leave now, you'll miss some good power-ups. Turn around and go back the way you came, jumping back down into the red key room.



When you've harvested all the goodies, stand in the center of the room where the floor panels are darker. It's actually a lift that you activate by shooting the switch. The tricky thing about this lift is that it goes up when you hit the switch, but it doesn't stay up very long. If you're not off it before it drops, you go down with it and have to repeat the process. At the top of the lift, you can go through one of two openings. The opening that is farthest from the switch leads to a suicide mission. It dead-ends in a cathedral of grenade-throwing Ree-Yees. Even if you kill them all, the booty you collect really isn't worth it. But

check it out if you're curious. If you're here to complete the mission, the other way is the way you want to go. Shoot the switch and up you go into an opening that features another Ree-Yee. As you rise, aim your cutter high so that you're ready for him. Run toward him as you get off so that he can't use his grenade. When he's toast, pick up the power-ups. (18)



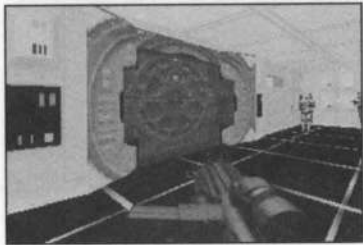
At the end of the corridor is the short lift that brought you here. Exit the dark room upstairs and turn right, watching for fresh forces.



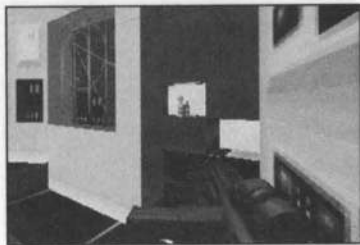
In short order, you come to these two doors. On the right is the lone attempt in *Dark Forces* at bathroom humor. Open the white latrine door and you find a cross section of Imperial lackeys taking care of kidney business. Is there no privacy? Shoot them as they zip up. After a good laugh, open the gray doors to the bridge. (You need the red key to do this, which you have.) (19)



It can be dicey on just the other side of the door. The trooper is easy to dust, but you have to factor in the commandos above you and to the right. Take cover and toss a grenade up into their lair before you hop on the automatic lift and enter.



Shoot your way through the corridor and you eventually arrive at this large door on your left. What's on the other side? Maybe a half dozen stormtroopers. Open it, back up, lob in a grenade, then mop up with your cutter.



On the right side of the bridge, you find a blue key in an adjacent room. You need it to make it to the aft of the ship where you set the tracking device. Sweep the bridge for power-ups and head back out the way you came. Be careful. As you retrace your steps, defenders have regenerated in virtually every area. (21)

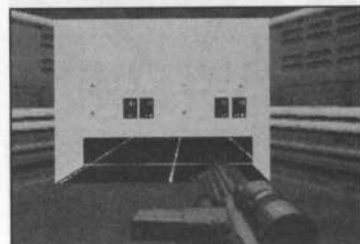


JEDI TIP:

Thermal detonators are useful as you head through this area because the Imperial factotums tend to clump together, and a single chuck of a detonator can take out a whole group. On the other hand, the fusion cutter is so darned efficient.



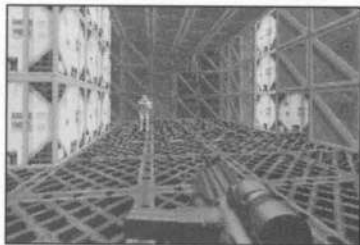
Once inside, toss some more grenades over this edge and keep moving down the ledge. (20)



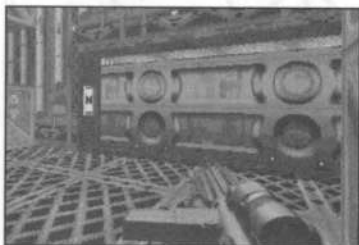
We pick up the narrative again after you have returned to this initial intersection. Before you turned left to reach the bridge. Now you turn right to get to the cargo hold. The journey is not as long, but it's just as deadly. Use stealth to survive and thrive. (22)



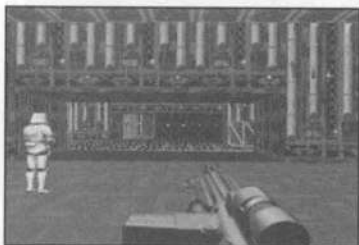
Two doors here open into the bridge. Shoot at the troopers in the right door, then cut through the left one to surprise any slackers.



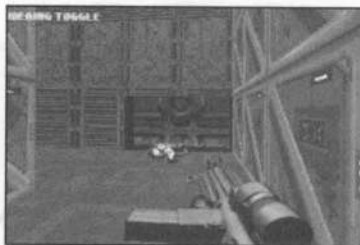
Move around cargo boxes, winding your way inexorably toward the rear of the ship. Grab power-ups where you can. As usual, the cutter is the trustiest tool for survival.



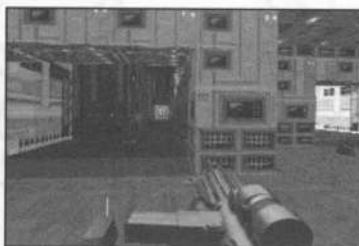
You arrive at this door after many twists and turns. It's the door that requires the blue key you just grabbed from the bridge. Of course you can expect stiff opposition on the other side. The only way to open the door is to flip the switch on the left side. **(23)**



Dodging, weaving, and shooting, make your way through this series of entranceways.



Eventually you come to what appears to be a dead end in the cargo area. But this dark, recessed corner hides a false wall. Open it, but watch out for the claymore! Inside is the end of the road for this mission: the engine room. **(24)**

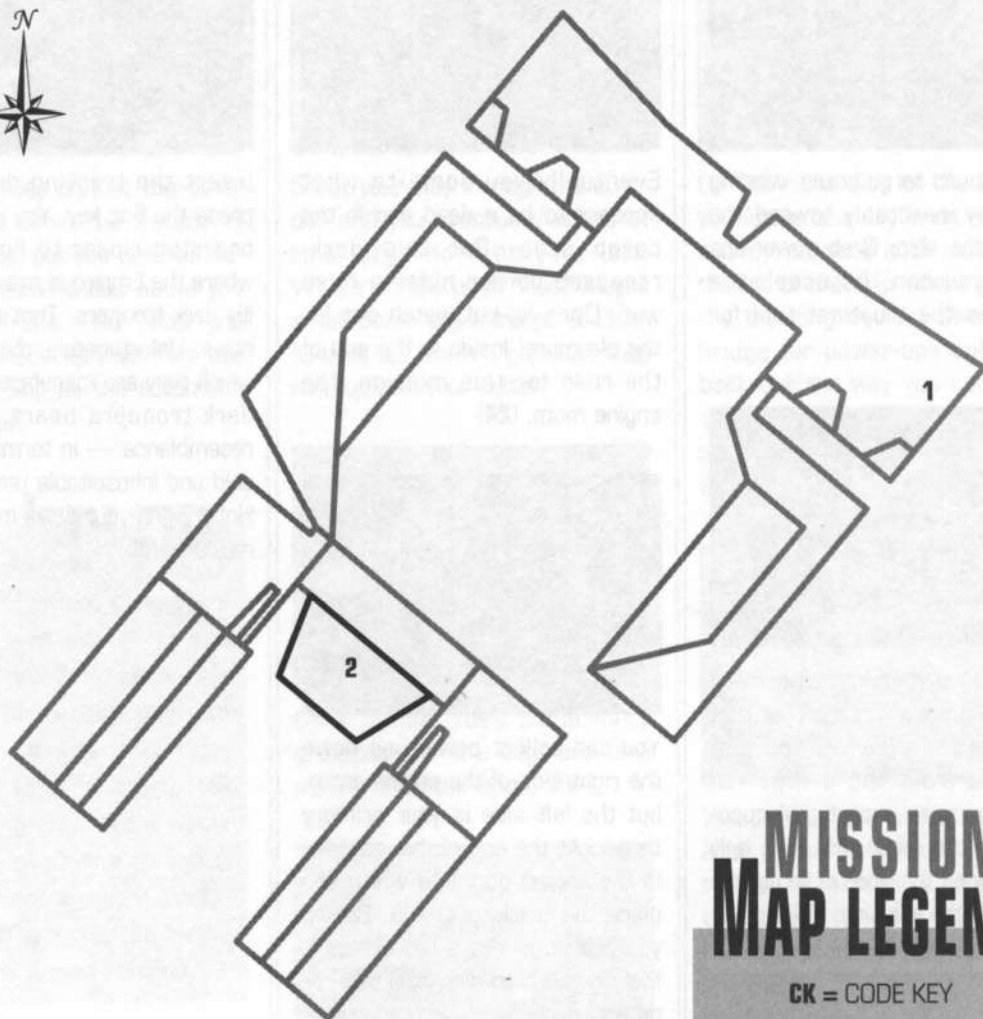


You can collect power-ups down the right side of the engine room, but the left side is your primary target. At the end of this corridor is the engine port into which you place the tracking device. Before you charge in like a hero, toss a few grenades to disarm a motion-detection claymore. Why sacrifice a life when you're this close to success?



Insert the tracking device and press the Esc key. You have come one step closer to figuring out where the Empire is manufacturing its dark troopers. That's the good news. Unfortunately, the planet on which they are manufacturing their dark troopers bears a strong resemblance — in terms of sheer cold and inhospitable terrain — to Hoth. Bring your down mittens and mukluks. **(25)**

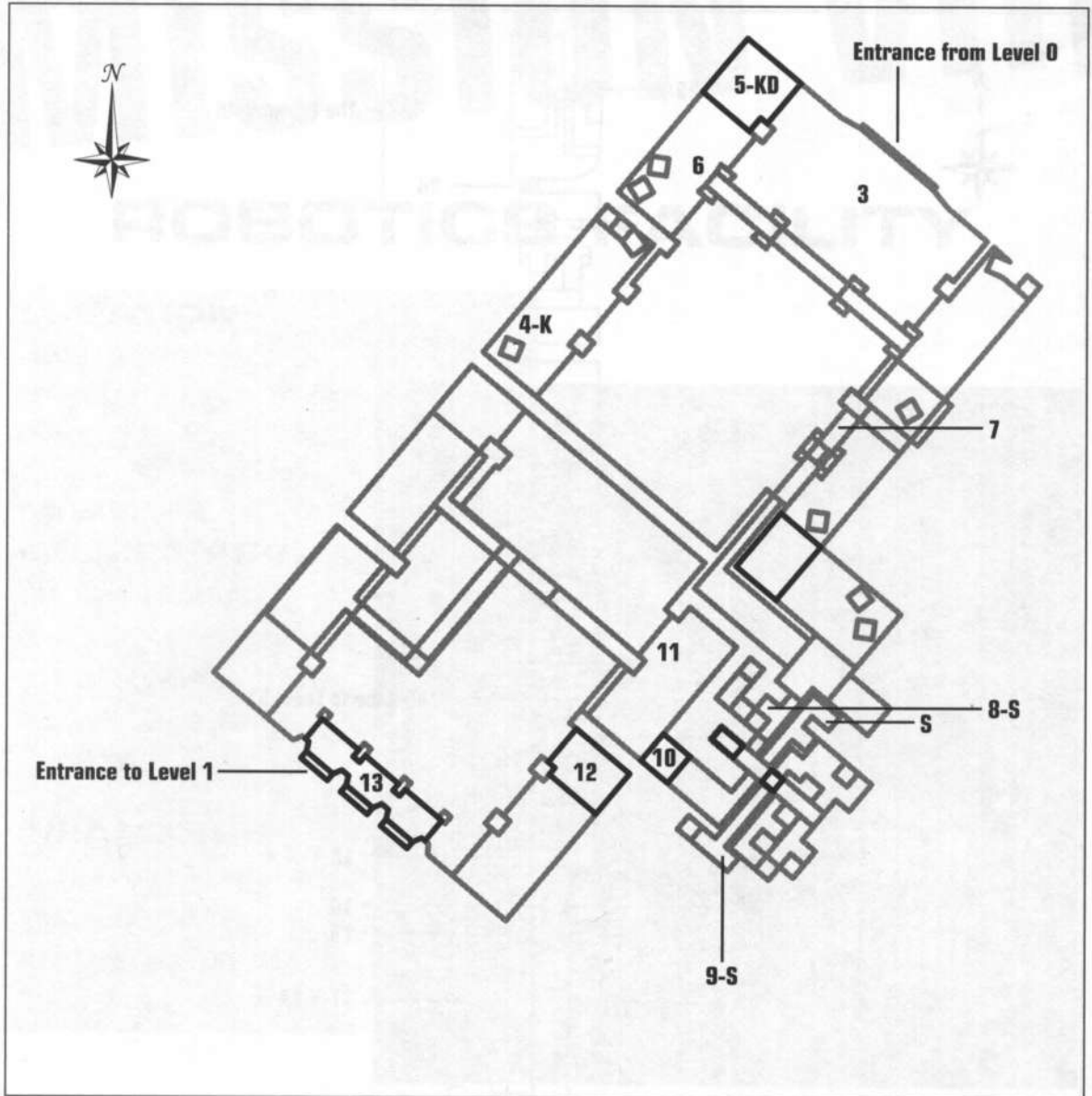
LEVEL 0



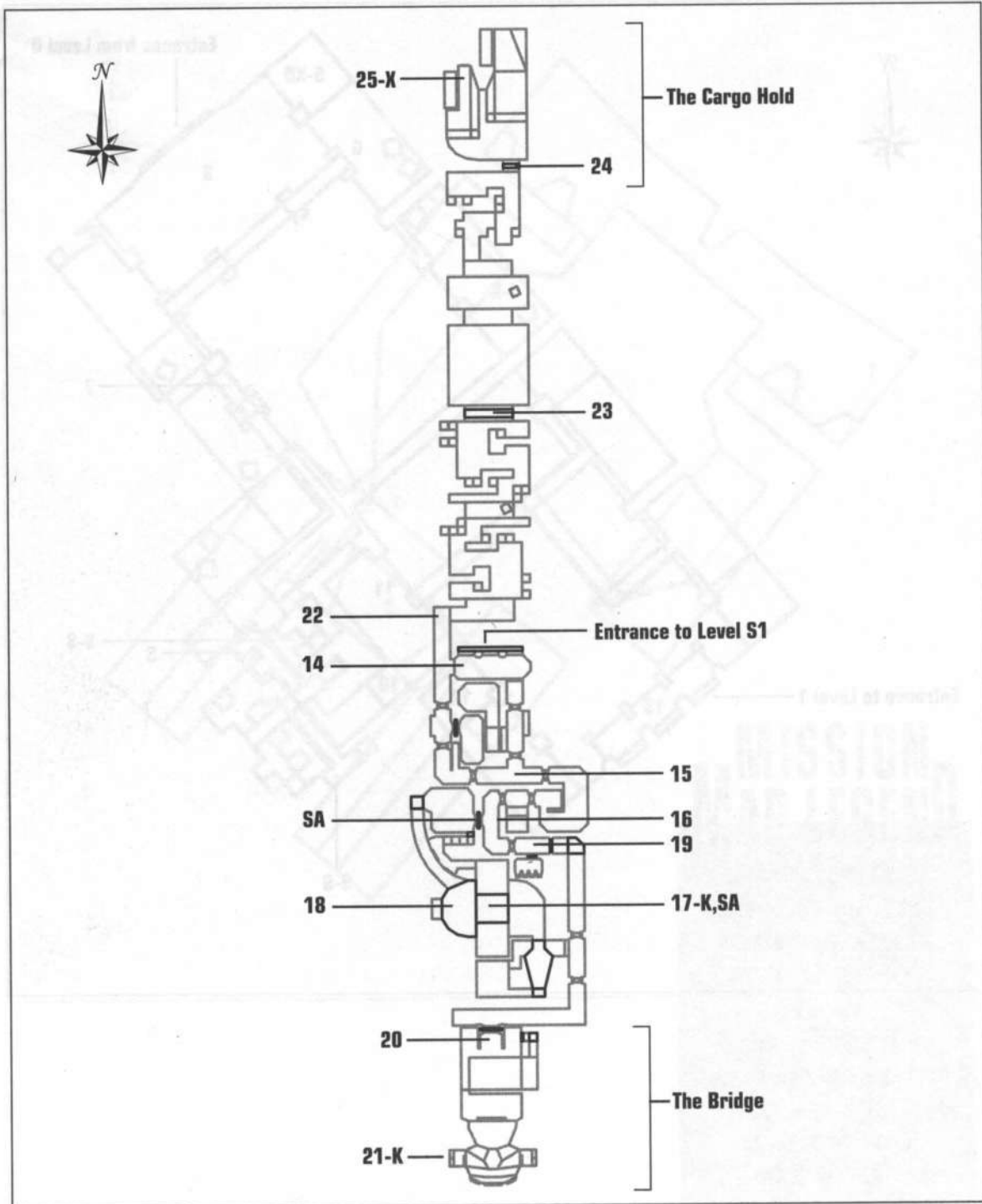
MISSION MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

LEVEL S1



LEVEL 1



MISSION VIII

ROBOTICS FACILITY

LOCATION:

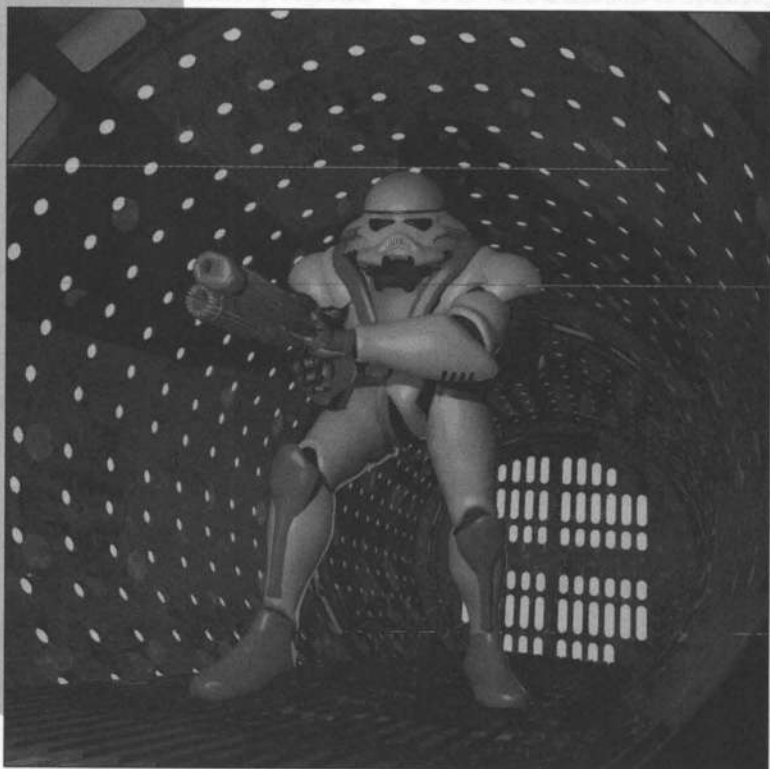
AN UNDERGROUND ROBOTICS CONSTRUCTION FACILITY ON THE ICE PLANET ANTEEVY.

MISSION OBJECTIVES:

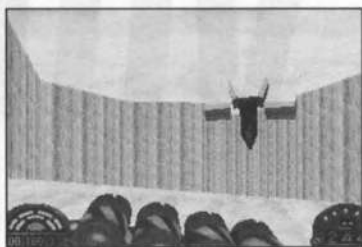
INFILTRATE THE IMPERIAL ROBOTICS FACILITY, SET THREE SEQUENCER CHARGES TO BLOW IT UP, AND RETURN TO THE LANDING AREA.

WEAPONS:

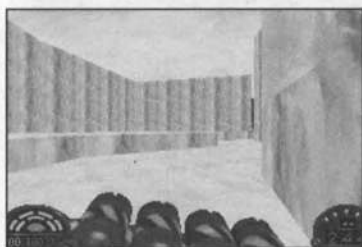
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINE, FUSION CUTTER, MORTAR GUN.



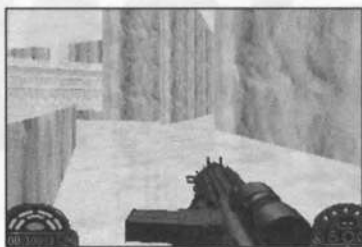
If I destroy this place, General Mohc is going to be plenty testy. The thought warms me, and I'm going to need all the warm thoughts I can get on this frozen planet.



You're slip sliding away. The first thing you have to do is find some ice cleats or you're not going to make much headway on the ice and icy rivers of this planet. Wave good-bye to Jan Ors and off to the right you slide. (1)



Until you get your ice cleats, you either move slowly or you slide out of control. Hop into this river to float downstream.



At the first river junction, go right, jump up onto the ice block on your right, and immediately dive for cover against a wall on your right. A stormtrooper patrol is coming straight toward you. Using the wall as a shield, blast them (with either your fusion cutter or auto gun) and proceed over the river and past the waterfall on your right. (2)



Climb some stairs and continue to your right until you reach this steep drop-off. Be careful you don't slide off the edge when you try to stop here. It's instant death. Once you shoot the trooper across the way, it's time to do something about this lack of traction.

JEDI TIP:

When you're working your way around the frigid exterior of the facility, use your cover well. The ice walls have good protective grottos. Avoid full frontal assaults in open areas. Instead, move up from hiding place to hiding place, eliminating resistance as you go.



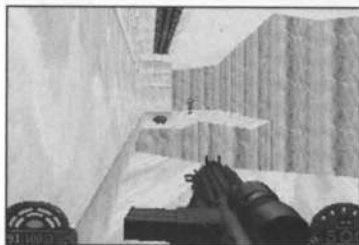
If you creep along the wall on your right, you see a stepped ledge just below you — and lo and behold, there's a beautiful pair of ice cleats on one of the steps. Hop down, pick them up, and put them on. You can go down the stairs if you want, but there's nothing much down there. Later these stairs become vital, though. Keep them in mind. For now, go back up the stairs. (3)



JEDI TIP:

You don't have to go swimming in these icy rivers all the time. You can leap over most of them if you use your speed mode and time your jumps well. Even

with ice cleats, you can still move much faster on the ice blocks than you can in the rivers — especially when you're wading upstream.



With ice cleats firmly afoot, you can accomplish this necessary gap jump. Move against the left-most wall, use your speed mode, and go for it. Pick up the trooper's gun as you move around the exterior of the facility, and watch out for more stormtroopers as you turn corners.



After you clear out a flock of troopers, you come upon some windows like this. Without wasting too much energy or ammo, toss a few thermal detonators inside. It reduces resistance later when you're on a conveyor belt. You can also find recesses that contain power-ups along the bottom edges of these walls.



You come to this river and overhang. In a moment, you'll want to jump this river and find a waterfall. But for now, jump in and immediately get ready to jump out of the river when a ledge appears on your left.



Here's the ledge. Crouch down and make a power-up run. Go down as far as you can go, then come back up the other side. When you've gathered everything, return here, re-enter the river, and use your speed mode to jump back up the falls. (4)



Now you're suitably prepared to cross this river and make your way to the far side of the waterfall on your right. There you find a hidden entrance. Jump up. You're behind the falls and recipient of more power-ups. You never can have too many. Continue up some ice stairs. (5)



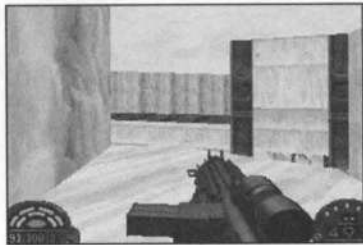
Jump into this river and flow merrily, merrily down the stream. The merriment ends when you have to deal with the two stormtroopers on your left as you come around a bend. (6)



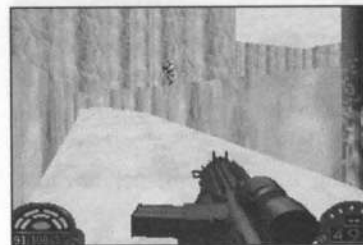
Aim high in preparation and fire quickly when you spot them on this ledge. And as if that's not tough enough, you need to jump out of the river and onto the ledge after you kill them. Why?



This blue key. Pick it up. It opens a door that is not far from here. (7)



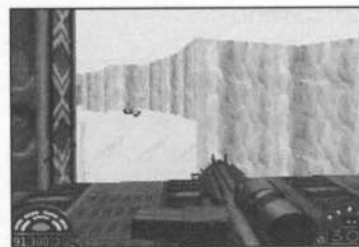
The door, however, is not essential. Here's why: Turn around and you see a conveyor belt on the other side of a short gap. You can run and jump to the belt from here if you use speed mode. But if the jump is not successful, you have to find the door. Let's assume you don't make the jump and have to take the detour. From here, you would jump into the river that's below you on your right and head downstream.



As soon as you pass under an overhang, you spot this ledge on your right. Jump up with all barrels blasting. You'll be facing stiff resistance. Dodge and weave (and it doesn't hurt to crouch) as you move into the courtyard ahead.



Wipe out the soldiers and head up the stairs to the red door — the one that requires the blue key and opens onto the conveyor belt. Hop on after you pick up some power-ups that a caring game designer left for you. (8)



Here's the ledge that you could have jumped from. The conveyor belt moves quickly. You don't have to worry much about falling off, but it is a possibility. If you fall, make your way back to the red door and restart.



You won't fall off corners like this, but you still have to switch directions to see where you're going. As soon as you round this first bend, you're about to run an extremely difficult gauntlet — it includes ceiling turrets above you and traditional troops to both sides.

JEDI TIP:

Game testers quickly came up with a brilliant weapon to use during this moving gauntlet: motion-detection claymore mines. As soon as you get on the belt,

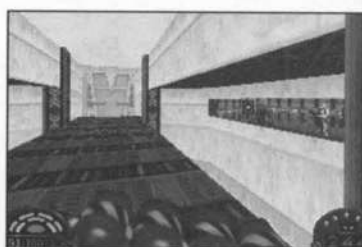
start dropping them. Hold your position by moving in reverse and the claymores will roll ahead on the belt without you. Because the ceiling turrets spot something on the belt, they shoot the mines — which then blow up the ceiling turrets. Ingenious. A few words of caution about this strategy, however: You can blow yourself up if you're not careful. And after you lay down the mines, switch to a gun to handle the troopers.



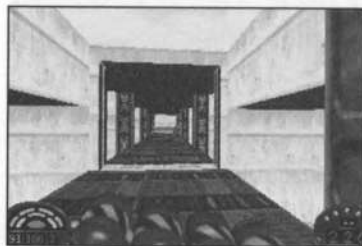
After a couple of sharp turns on the belt, you come to a corridor with soldiers in the window to your left and another ceiling turret in your face. Turn around quickly and use your speed mode to run back up the conveyor belt to safety. Pause the game to figure this one out. Here's the plan: First, lay down more claymore mines to take out the ceiling turret, then run back up the belt again, switch to the fusion cutter, and get ready to shoot the soldiers on your next pass. (9)



You're out of one hot spot and right into another. There are more ceiling turrets. Run back up the conveyor belt to give yourself some cover and time, then drop some claymore mines to dismantle the turret. Quickly switch to a gun and aim to the right because you have some sharpshooting just ahead of you.



See that switch inside the control room on your right? You have only an instant to shoot it (not to mention the soldiers inside) to open the white door at the end of the belt. The best weapon for this quick shot is the four-barrel fusion cutter. If you miss it, you have to run back on the belt and try again. (10)

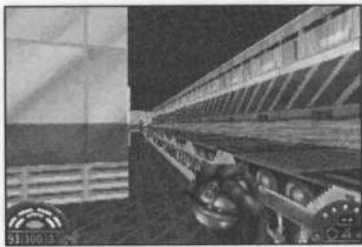


Run through the open door as fast as you can, and keep running to the end because there are two sets of ceiling turrets blasting hot lasers at you.

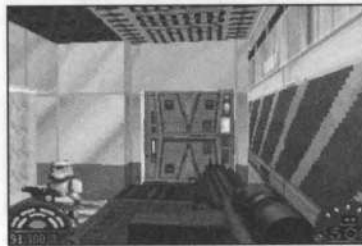
JEDI TIP:

Try jumping as you run down the belt. For some reason it makes you go faster.





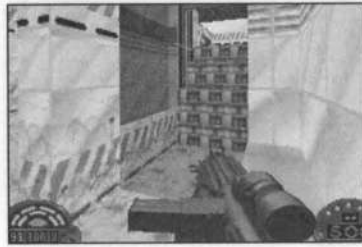
Inside the room, you find a new conveyor belt — and troopers coming at you. For a change of pace, toss a few time-release thermal detonators onto the belt. Or just blast them before jumping onto the belt. **(11)**



When this door automatically opens, accelerate through it quickly or you get squashed by a compactor right above you. Then hop off onto firm land (for the moment).



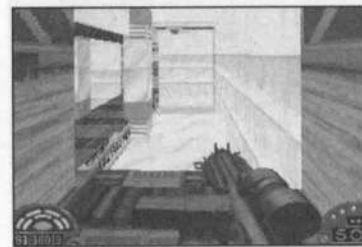
Stay out of the ooze. It's not fatal if you fall in, but your health deteriorates. Find the thin ledge on the right, near the belt. Walk onto it to the ledge across the way. **(12)**



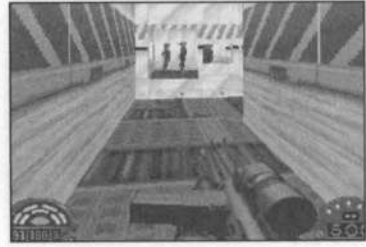
Here's a bit of a challenge known as compactor roulette. Run into the ooze, jump up onto the first piston, then run through to a conveyor belt on the other side when you see daylight.



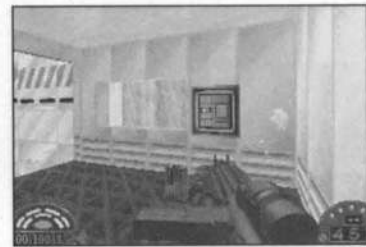
Up ahead is a real bone crusher. Make your dash under the piston when it's at the very top of its movement.



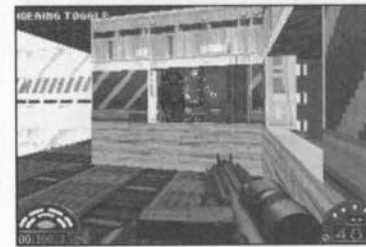
Go around another corner and there's yet another ceiling turret. You could shoot it, but it's safer to just run for it.



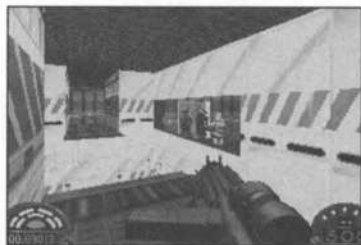
Instantly blast these soldiers across from you, and then leap across into their hideout. (You need to use speed mode to do it.) One of the gems inside is a super shield that reflects enemy fire for a limited time.



From inside the room, you can shoot the commandos gunning for you from the opposite windows. Turn around, flip the red switch (which opens the next door), and jump back to the conveyor belt. **(13)**



When you spot this hologram, crouch and jump into the low window and pick up a few guns. **(14)**



There are some more boys to the right here, and an officer has the red key. You can either kill the troopers or just run and jump across the gap at the end of the belt into a safe room. (You land on a short belt going the other way, so you must use speed mode to get safely into the room.) If you don't make the jump, you get ooze. An automatic lift down there takes you out of the slime but into the teeth of angry troops. Don't miss the jump.



JEDI TIP:

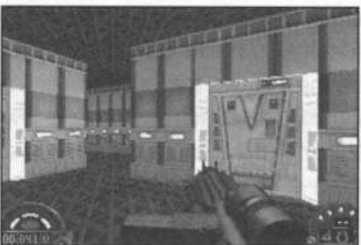
The lift that takes you out of the ooze brings you to the short conveyor belt. From that location you can, while you are crouching, run across the belt into the soldier's room. An officer inside the room holds the red key.



Follow the corridor to a door on your right, killing troopers along the way. Open the door and kill more soldiers. Finally, you reach a third red door, which requires the red key. Open it and be rewarded with an extra life. (15)



Flip this switch to turn on a fan. If you don't turn it on, gas fumes make it difficult to breathe later on, and you'll have to use a gas mask. Exit through the door and get into the safe room.



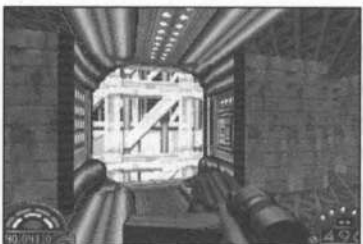
Open this door and blast the officer inside. Grab the power-ups and gas mask (just in case).



Before you leave this room, flip this switch. It opens a secret panel just to the left of the door. Jump through the panel before it closes. (16)



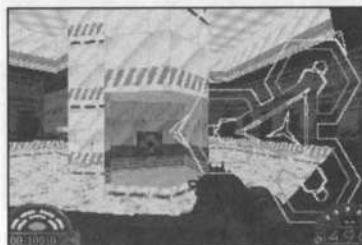
Welcome to the corridors that lead you to the area in which you are to set the three sequencer charges. Go through this door and turn on your head lamp.



After a few doors, you arrive at this spinning blade. There is one switch here that shuts off the blade, and another switch on a wall behind you that opens two false doors on either side of you. Flip them both and you can jump down the blade shaft. (17)



Look around you. Pick up the revive at your feet (but if you don't need it now, save it for later). If you had not turned on the fan upstairs, you would be gasping for breath right now, your health would be deteriorating, and you'd have to put on your gas mask. **(18)**



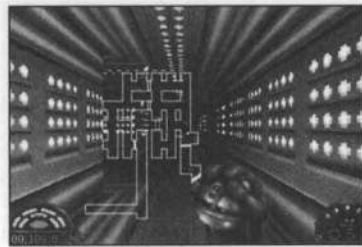
Patrol these walkways until you complete your map and collect whatever power-ups you can find. Then the idea is to find the three coupling platforms situated around the spinning turbine. After you jump to each platform and set each charge, you're ready to make your escape back to the ship. But wait a minute. Have you noticed that this area down here is extremely lacking in Imperial defenders? Don't you think it's odd? Aren't you a bit suspicious?



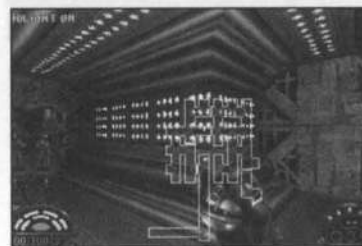
You should be. The moment you set the third and final charge, a door opens and out pops a Phase Two dark trooper in all his wonderfully metallic sheen. He's spitting major balls of fire, and he wants your hide. Don't give it to him. Instead, take him out with your fusion cutter or grenades. You can also run and leave claymores behind you. **(19)**



Ahhh, isn't that a relief? But don't get cocky — there might be more of his ilk around here. Find this door, which magically appears when you set the final charge and kill the trooper, and stealthily enter into this final maze. Having a few thermal detonators in hand is a razor-sharp, smart idea. Why?



As you proceed down the right-most corridor of this maze (see the map), a Phase One dark trooper like the one you defeated in Mission V surprises you from behind. Your fusion cutter is no good on this ugly trooper; he reflects your blasts. But thermal detonators do the trick rather quickly. Duck and throw, duck and throw. After he's gone, turn left at the end of the corridor and go through another door.



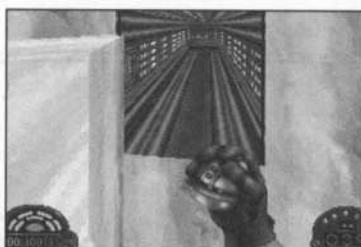
Turn left at your first opportunity. You come to this door — and to another Phase One DT on your left. Again, take him out with thermals or claymores, then proceed southward on the map after you pass through this door. **(20)**



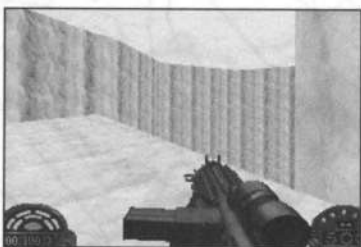
OK, now it must be time to party, right? Not on your life. As you head south, you come to this door. Beyond it is another Phase One DT. You could try to outrun him, but since you don't know your way out yet, it's better to lob some grenades at him or set some claymores and run. **(21)**



Now you're home free. Turn right at the last dark trooper's door and go to the end of the corridor. Take another right and you find this switch. Flip it. Do the ice steps look familiar? They're the ones on which you found your ice cleats at the start of the mission. Jump across to the steps and climb. **(22)**



If you ran from the second Phase One dark trooper and made it safely to the steps, he can't follow you.

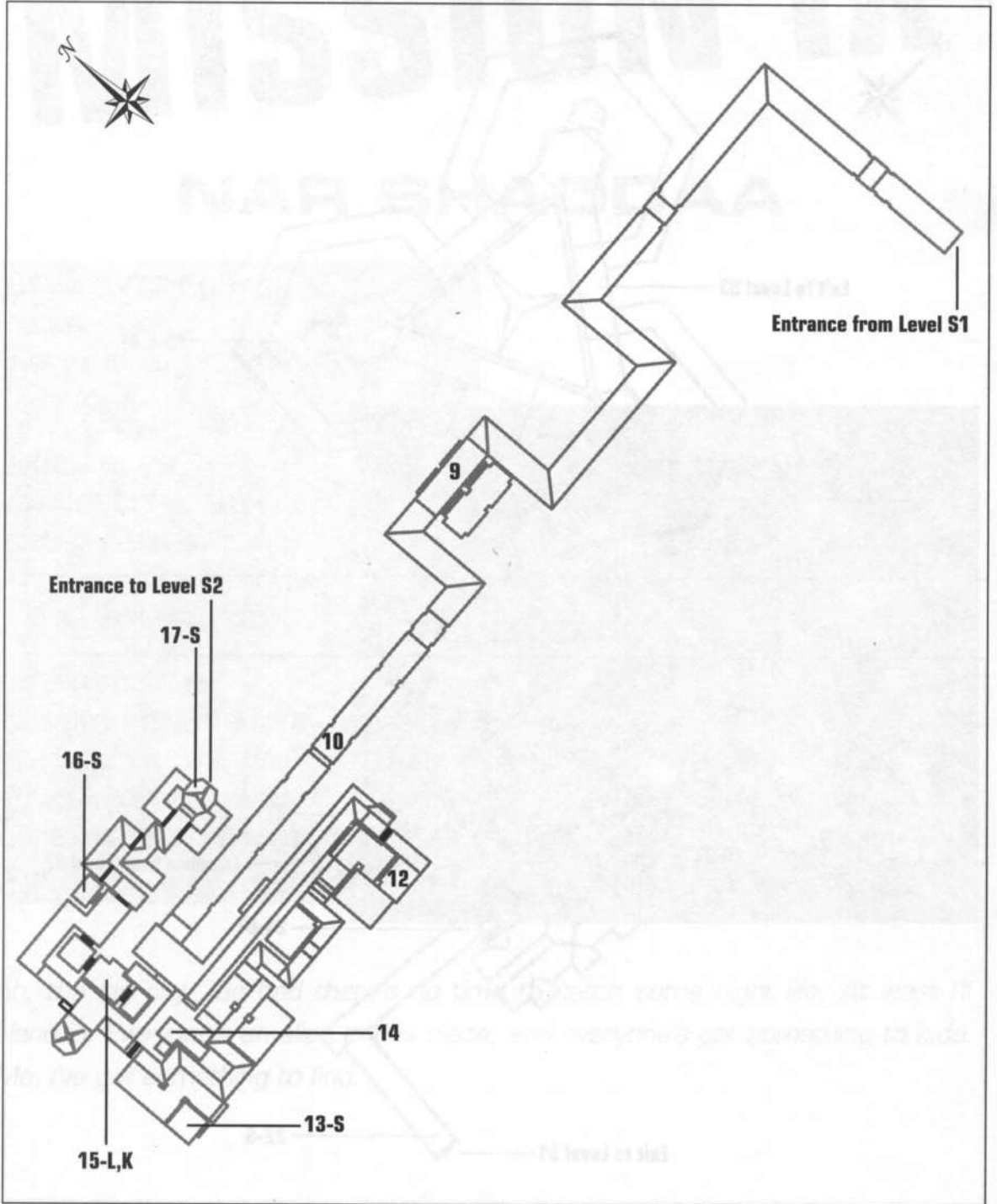


Head back to your ship by climbing the ice stairs and bearing left at every opportunity. Jan Ors flies in to greet you. You have just put a major thumbtack in General Mohc's dark trooper balloon. He's not going to be happy. You're two-thirds of the way into destroying the entire program, but of course you know that the last third is always the toughest. Out there somewhere are some completed Phase Three dark troopers who want your bones for lunch. **(23)**

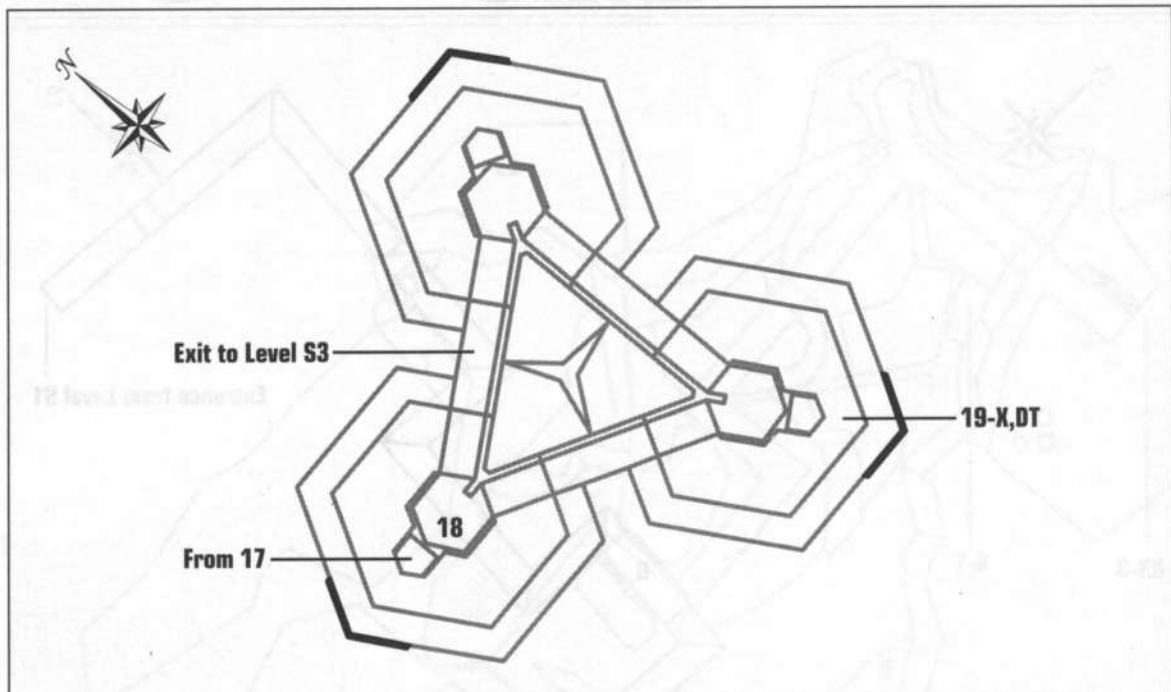
LEVEL S1



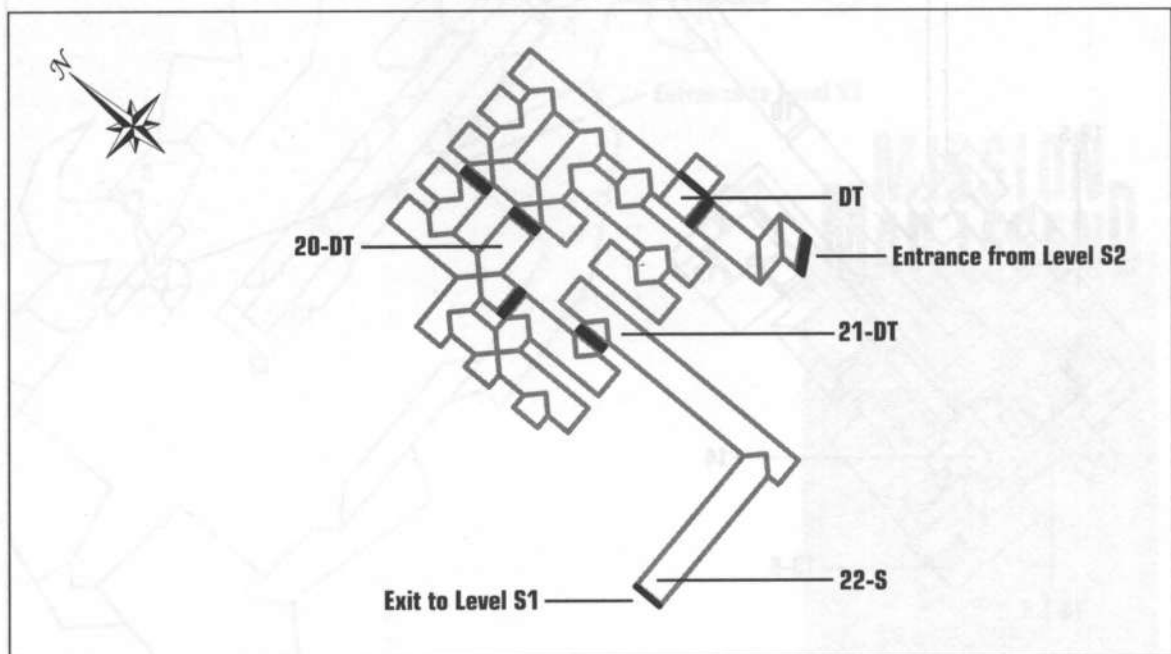
LEVEL 0



LEVEL S2



LEVEL S3



MISSION IX

NAR SHADDAA

LOCATION:

THE VERTICAL CITY OF NAR SHADDAA, A KNOWN HANGOUT OF SMUGGLERS AND OTHERS OF THAT ILK.

MISSION OBJECTIVES:

LOCATE AND CONFISCATE AN IMPERIAL NAVIGATION DEVICE THAT WILL REVEAL SMUGGLER ROUTES.

WEAPONS:

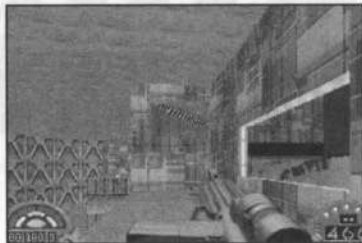
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINES, FUSION CUTTER MORTAR GUN, **CONCUSSION RIFLE**.



Ah, the big city. Too bad there's no time to catch some night life. At least I'll blend in. Everyone's an alien in this place, and everyone's got something to hide. Me, I've got something to find.



Welcome to the bright lights of the big city Nar Shaddaa. (What could these neon lights be hawking?) Your ship is behind you. While you're standing here, the platform just in front of you starts to move. You can jump on top if you want (it takes you to the other side of the room), but it's not necessary because you'll end up just jumping off the platform from that side of the room. **(1)**



If you don't jump on the platform, turn around and back up until you see some porcine Gamorreans upstairs. Toss a few thermal detonators up there to keep them on their toes (you may need to flush them out first), then jump down to the floor below.



This switch controls a moving wall behind you. Flip it, then turn and sprint ahead to get inside its arc. This maneuver releases a remote, which is more of a nuisance than a problem, but you have to deal with it. **(2)**

JEDI TIP:

While remotes are relatively harmless, they can be difficult to blast because they dart around so quickly. Switch from your cutter to your blaster rifle for higher efficiency. The concussion rifle is also extremely useful and fast. But you don't have one — yet.

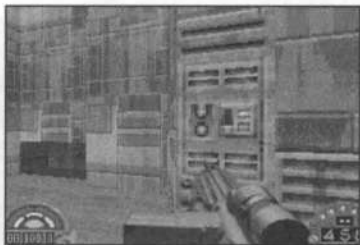


JEDI TIP:

The Gamorreans, Bossks, and Ree-Yees are back again. And, as usual, they don't go down easily. Use your fusion cutter for all close combat, switching to specialized weapons when the situation warrants it.



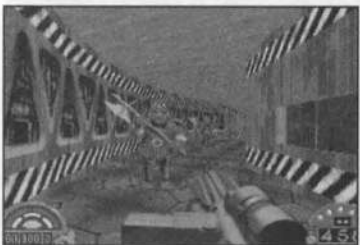
Peer down between these two walls and, using your blaster rifle, shoot the red switch, which moves the right wall back a few feet so you can enter. (Meanwhile, another remote has been released into the atmosphere, so be prepared to blast it.) Along the left wall you find a crawl space with power-ups and a mortar gun. **(3)**



If you have not done so already, flip this wall switch to swing the moving wall away from the low opening on your left. Then crouch and duck inside — just be ready to slay a slobbering Gamorrean guard immediately to your right as you enter.



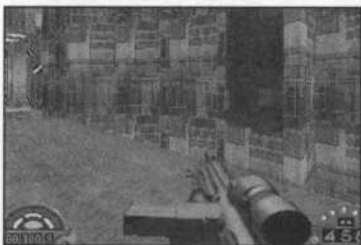
After you slay the pig, pick up this yellow key and move through the gloom to a lift on the other end of the room. Up you go. The door opens automatically at the top. (4)



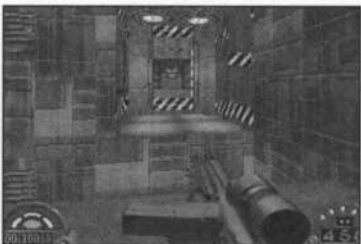
You are in the room into which you may have thrown some detonators when you were beside your ship. If the Gamorreans are dead, good. If not, release them now into that eternal good night.



Beside the lift on which you arrived is this short jump onto a ledge. Go for it. On one side, you have a door; on the other, the platform that moves. You'll take the door in a minute. For now, jump (using speed mode) to the platform.



This dark opening beckons. Inside is a secret room filled with power-up treasure. Use your speed mode, make the leap, grab the loot, and jump back here. (5)



This is what the door looks like from the platform. Jump over to the ledge and go through it. (The yellow key, by the way, is the key that lets you pop open this door.) Once inside, jump to another corridor and make your way toward the center of the city.



Whatever you do, don't step over this edge. You literally drop into a black hole from which there is no return. Kill the Gamorrean guard, then duck for cover while you switch weapons (the blaster rifle is a good choice) to kill the Ree-Yees. They are walking on a catwalk to your right and throwing nasty detonators at you. (6)

JEDI TIP:

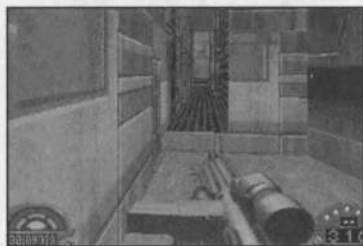
Bossks brandish concussion rifles that spit a deadly, fiery-blue explosion. Fortunately, concussion rifles are not so hot for close-in kills. And it takes a Bossk

a second to aim and fire the rifle (a maneuver that looks like a hairy rock-and-roll star getting ready to play his guitar), which gives you time to dodge and shoot. Use the fusion cutter in secondary firing mode for the quickest Bossk kills.





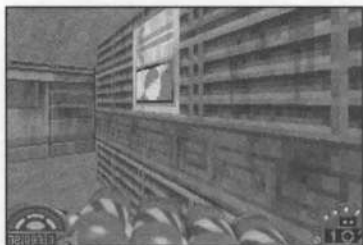
After you take them out, turn around and you see a ledge ahead. Below are Ree-Yees and Bossks. Brutal. Toss thermal detonators from above, but watch out that the Ree-Yees don't get you first. They aim with perfect accuracy. When it's relatively quiet, jump down and grab a Bossk's concussion rifle — the first time you get this deadly weapon. Behind you is a room with power-ups, but also another Bossk. Your destination lies straight ahead.



Switch to your blaster rifle because you're about to enter a narrow corridor filled with Ree-Yees. Take them out (making sure to pluck all thermal detonators from their corpses), go to the end of the corridor, and make a hard right into the building.



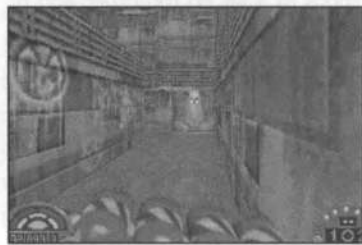
You arrive at this door. What's that smell? It has to be a Gamorrean hog on the other side, so put the fusion cutter back in your hands, open the door, and put that pig on a spit where he belongs.



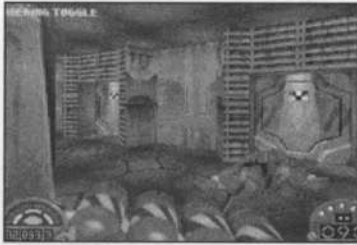
After a few curves in the corrugated hallway, you arrive at this sign. Just beyond is a large, dark room filled with danger (mostly Ree-Yees). Turn toward the sign and dodge left and right from cover while you scope out the varmints. They're at the far end of the room, upstairs. So aim your gun high (the concussion rifle works well) and fire as you make the dash to the open door on the other side.

JEDI TIP:

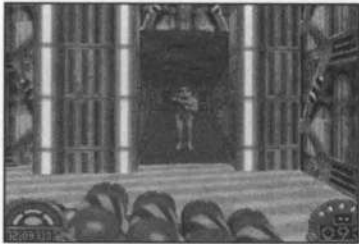
The concussion rifle wins the award for most beautiful explosion, hands down. It's a brilliant splash of blue flame that is quite lovely as long as you are the giver and not the recipient. The concussion rifle is not best for up-close combat, but it's terrific for long distance assaults because it can propel a blast far into a corridor or long room. Use this rifle to "soften up" an area from a safe distance when defenders are clumped together, or to shoot an enemy who is too far away for most other guns.



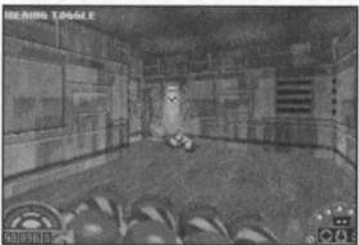
Go through the red-marked door at the end of this run (expect another Gamorrean to greet you), but remember the platform on your left. You'll be back.



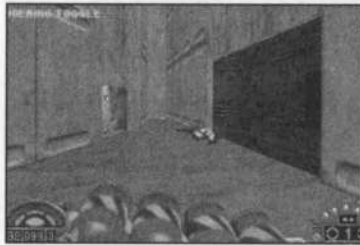
Come in one door, shoot the guard, and exit out the other door. Be careful on the other side! For once, a Gamorrean guard uses stealth (he's hiding behind you) instead of a full frontal attack. After you dispose of him, climb onto the yellow automatic lift on the other side of the room. (8)



Humanoid opponents at last. Blast these stormtroopers as you exit the lift and proceed straight down the corridor. It twists around a bit, and there are more troops to kill before you reach a door.



The door opens onto a catwalk stretching across to another door. Get ready to kill more stormtroopers as soon as you open it. (9)



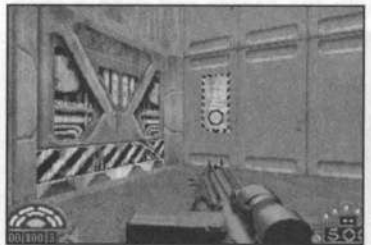
When the troopers are dead, turn to your right slowly. The black opening on the right is filled with trouble. (10)



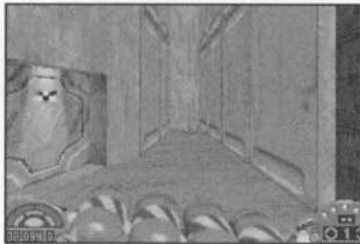
There are many methods to handle this situation, but here's a relatively safe one: The trick is to use the right wall for cover and peek around the corner to shoot the unseen (but grenade tossing) enemy across the way. Be careful — don't poke your head out so far that the Bossks in the right-hand alcove blow your head off. When the unknown enemy is dead, dodge quickly left from cover and blast the Bossks. You can walk into the alcove to strip the Bossks of their power-ups, but you can't jump the gap into the dark room.



Behind this red door are some power-ups, but there are also some claymore mines. Toss a thermal detonator inside before stepping in.



This yellow door, while large and seemingly important, is useless. It opens onto a Ree-Yees throwing grenades at you from across an alley — and he's got a good arm. Of course you want to check it out, but find cover and shoot at him with a blaster rifle or concussion rifle. He's too far away for the fusion cutter.



You're not finished with this area yet. In the angled corner of this area lies a claymore mine. That's unusual and a tip-off from the game designers. Toss a grenade to set it off, then move straight into the corner and open a false panel. Turn on your head lamp.



Step into the duct. At the other end are a stormtrooper and a Ree-Yees. Take them out and move into their room.



These compactors lie between you and two secret power-up rooms, one on the left side, halfway through the compactor gauntlet, and one at the end. Crouch and run (in speed mode) for the left-side room first. Pick up the power-ups there, then crouch and run for the end room. Repeat the routine on your way back. Is it worth it? There's an extra life in the end room. If you don't kill yourself trying to get it, it's worth it. Return to the main area the way you came in — but be on your guard for regenerated stormtroopers. **(11)**



Exit out the catwalk door but don't cross all the way over. This is the platform that we earlier said to remember. Jump across and try the first door on your left. **(12)**

JEDI TIP:

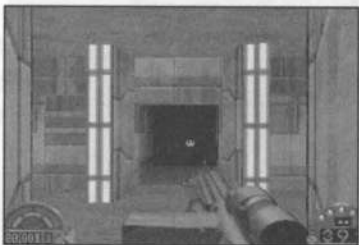
Quick regeneration of the enemy becomes a standard in this and the remaining missions. That means you must work quickly in each area; otherwise, you waste ammo and risk your life unnecessarily. Don't waste time thinking too much while the game is running. If you need to think, pause the game.



Inside awaits a zigzag force field with stormtroopers at the end. Enter on the left side, cross to the right side, then cross back to the left side. Please notice, however, that a claymore mine is waiting just on the other side of the last field. Move quickly to trip the mine and dart back before it blows you up. Enter a room. **(13)**



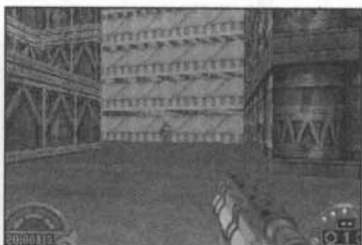
The room features one mighty Bossk. Toss in a few grenades to soften him up, then dodge in low with fusion cutter exploding. Be sure to collect the infrared goggles before you retrace your zigzag steps back to the platform.



And don't forget this spinning gem. Just as you step through the first force field on your return trip, turn to the wall and open a false panel. At the end of the secret room is an extra life — and a claymore. Turn on your light, toss in a grenade, then grab your life. (14)



The other door off the platform opens into a much larger arena. Enough pussy-footing around with power-ups — it's time to complete your mission objective. This is no cakewalk, however.



The courtyard ahead features several Bossks heading straight for you and Ree-Yees tossing grenades from balconies. Use your concussion rifle to shoot the ground troops from a good, safe distance, and then make a run for it in speed mode. Run straight for the light-colored cement wall in front of you, turn left, then make a quick right. (15)



This next part gets tricky, mainly because enemy fire is coming at you from both sides and it's a long haul. Run straight ahead until you see this last ledge on your right, jump onto it, and angle right. (16)

JEDI TIP:

For the best results in this well-guarded arena, switch back and forth between your fusion cutter and concussion rifle. The rifle works best at long distances and the cutter reigns supreme for close encounters. Your ability to quickly switch between these guns is vital.





At the back of the area is a hidden entrance. Move quietly around the wall and enter this room firing your fusion cutter. Get close to the Bossks so they can't fire at you easily. There's a door at the other end of the room. **(17)**



Open the door. It leads to this outside platform, which serves no useful purpose other than as a place to shoot the guard on the platform across the way. Switch to the concussion rifle and take him out with a couple of shots in secondary mode, and then go back inside.



At the other end of the room, you find another tricky wall that leads into another large room. Dash in and run straight across into a niche for cover. From here, you can shoot a few defenders and a couple of remotes. Again, the concussion rifle works nicely.



You have three ways to proceed here. Behind you and to the left is a control room with power-ups. The straight, level path leads you to a switch. The straight, downstairs path takes you to an important item. Try the straight, level path first. **(18)**



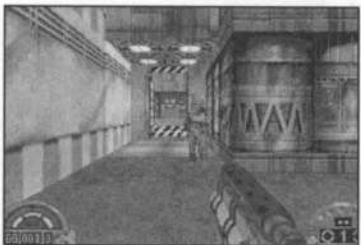
Here's the switch. Flip it, turn around quickly, and fire your concussion rifle just as quickly. The switch opens a Bossk hideout. Pick up his power-ups and head downstairs. **(19)**



The downstairs room definitely calls for your fusion cutter. The enemies are tightly packed together and close to you. Crouch to fire and take them out systematically. When the room is quiet, jump over the bar, grab the blue key, and head back upstairs. If you have a blue key, it must be time to find the blue key door. **(20)**



The path to the blue-key door can be confusing. Here's the description: At the top of the stairs, go straight to the wall, turn right, cross to a similar wall, and turn left. That brings you to here, the large, central area you ran through earlier. Jump off the ledge and hightail it left. The faster you go, the less likely you are to be bombed by Ree-Yees from the ledges above you.



As you pass a light-colored cement wall on your left, turn sharply left to spot this door — the blue-key door. Run for it and dive inside. **(21)**



Or should we say outside? It opens onto the platform that was previously the home of a living Ree-Yees, the same one you killed from the platform across the way. Pick up his power-up and go inside this door.



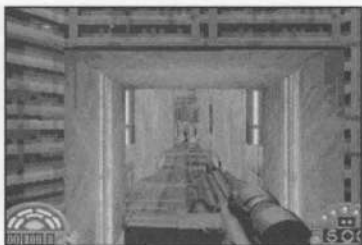
Follow a narrow corridor to these two doors. You probably saw the Gamorrean guard in a window before you got here. He and a couple of buddies are inside the left door. Enter with your fusion cutter cocked and ready. **(22)**



The second door opens into a more interesting area with a similar door opposite, and a Ree-Yees and Bossk to greet you. Duck and cover and blast them. The door straight ahead takes you to a lift that takes you nowhere useful. Check it out later (concussion rifle in hand) but for now keep going on the critical path. Turn right.



Another door on your left, another wild goose chase. You can grab a few power-ups inside, but the navigation device you need is past this door. Watch out for more Bossks as you reach the end of the corridor and open two red doors.



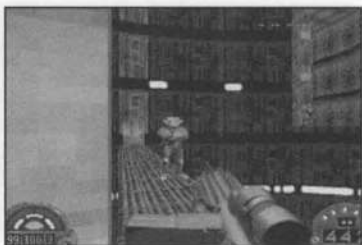
The second door opens onto a walkway that leads to another red door. Beware the pair of Ree-Yees on the walkway. Stay in the near room and blast them with your concussion rifle. Then cross and open the next door. **(23)**



Inside is a large, bare room with claymores and a couple of Ree-Yees. Toss grenades to set off the mines, then creep around the corners, nail the grenade tossers, and then keep moving through more corridors.



You're almost home, but this dark corridor ahead spells trouble. Crouch when you enter and fire at anything that moves. At the end is a door that leads to a catwalk outside.



Warning! Do not let this Ree-Yees thug push you off the platform. The drop is a free-fall into black space. Use the wall here for cover and blast him with everything you have. When he's done for, cross to the door on the other side. **(24)**

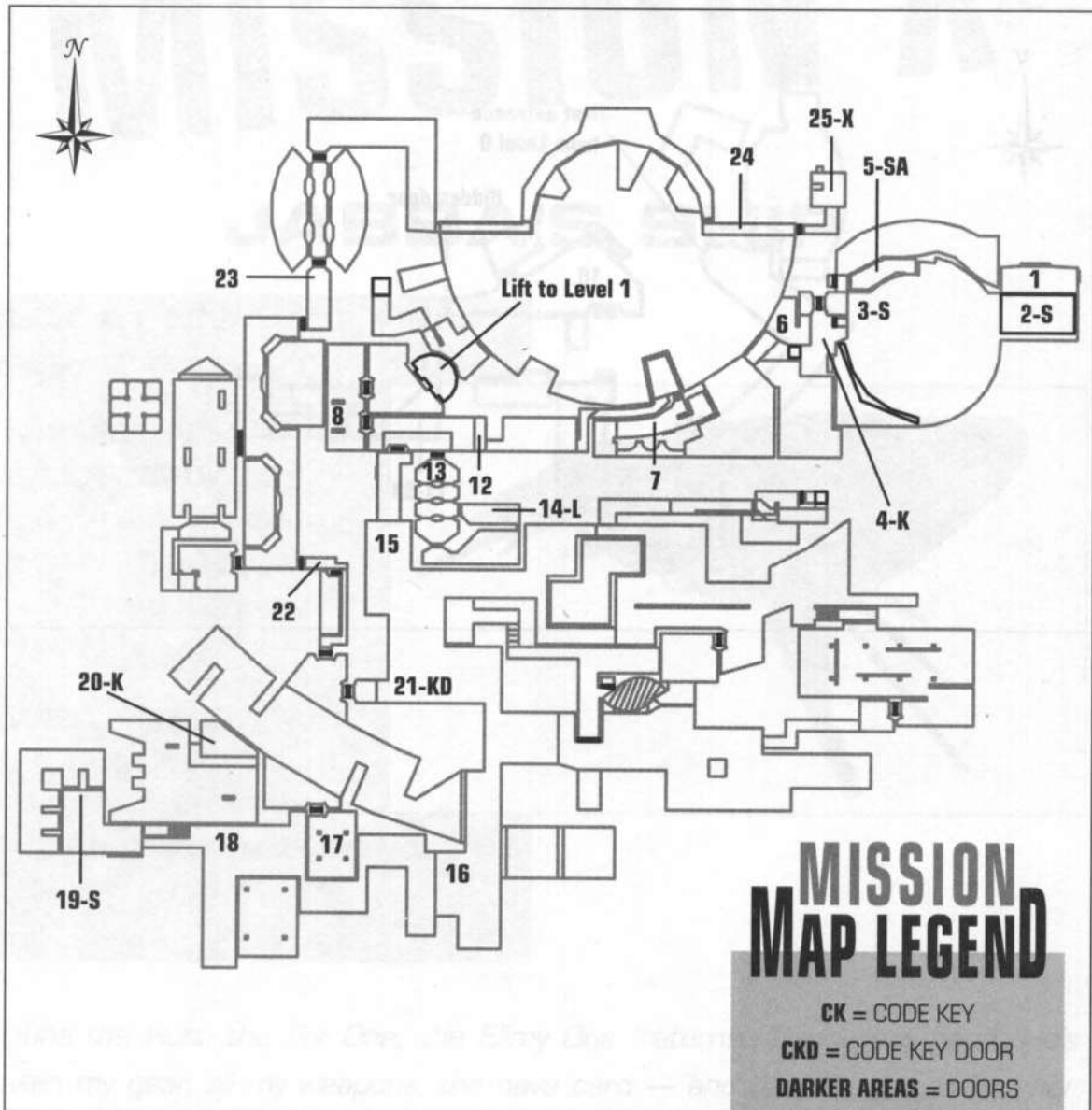


When you open the door, it's like a subway tube crowded with Imperial commuters. Fill it with concussion explosions, then enter with your fusion cutter for any close-quarters mop-up work.



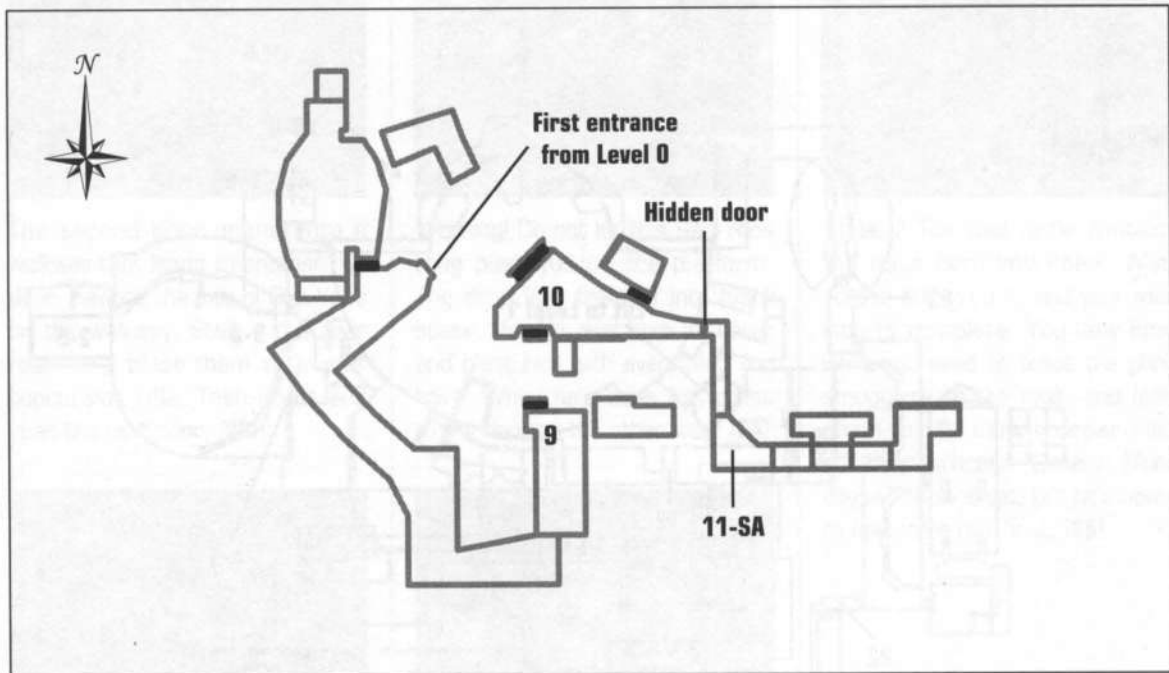
At last! The wall niche contains the nava card you need. Walk across and grab it, and your mission is complete. You now have what you need to trace the phrik smugglers to the next, and last, chain in the dark trooper construction process. General Mohc doesn't know it yet, but he's about to feel some real heat. **(25)**

LEVEL 0

MISSION
MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

LEVEL 1



MISSION X

JABBA'S SHIP

LOCATION:

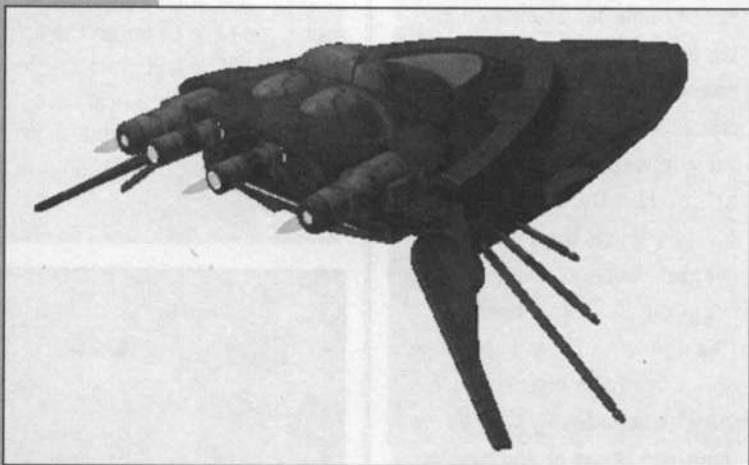
THE SHIP OF JABBA THE HUTT.

MISSION OBJECTIVES:

SAVE YOURSELF FROM KELL DRAGONS, FIND YOUR CONFISCATED GEAR SO YOU CAN RECLAIM THE NAVA CARD, AND FREE JAN ORS.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINES, FUSION CUTTER, MORTAR GUN, CONCUSSION RIFLE.



Jabba the Hutt, the Fat One, the Slimy One, returns. This is not good. He's taken my gear, all my weapons, the nava card — and Jan. I've got to find her after I battle some Kell dragons. I'm normally an optimistic guy, but how do you fight a Kell dragon with your bare hands? There's got to be a way. I'm not going to let that slimebucket Jabba get away with this.



JEDI TIP:

What's the proper way to punch a Kell dragon or two? First, punch them head on, right in the nose. Your punches pack less wallop when you hit them from the side so it takes many more hits to kill them. Second, use your speed mode for the entire battle and run backwards at the same time that you punch. This maneuver keeps you away from their powerful jaws and lethal bites. Finally, when you're fighting more than one beast, circle them to keep them together and stop them from flanking you. If they do flank you, move to another room. You must engage these dragons on your own terms or you're dead.



Into the pit you go, and this pit is really the pits. Kell dragons are formidable obstacles even with a fusion cutter in your hands — and all you have at the start of this mission are your bare hands. In short, you have to punch the lights out of five or six Kell dragons before you can get out of here. It's no simple feat, especially when you have to box more than one at a time. (1)



As soon as you kill the first dragon, both large doors in the room open and more beasts are upon you. Keep moving, get as close as you can before you punch them, and don't give up. This battle can be a marathon.

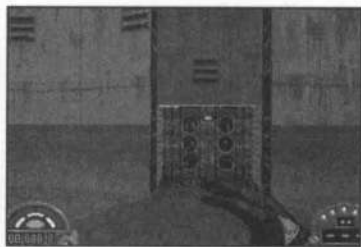


When all the dragons are history, go into the room that has a long concrete corridor running through the middle of it and enter that corridor from the right side. Entering from the right side lets you sneak up on the Ree-Yees inside because he's facing the other way. Run up quickly and punch his lights out. Another Ree-Yees arrives to give support. Punch him out, too. Things are improving. You now have a few thermal detonators. (2)

JEDI TIP:

The small room that contains the switch is a good place to run to if you are under heavy attack from the Kell dragons. Slip in there, turn around, and punch the dragon head on. It takes a bit of fine-tuning to get your position just right so that you can reach the dragon with your punch, but the dragon can't get you with its teeth.

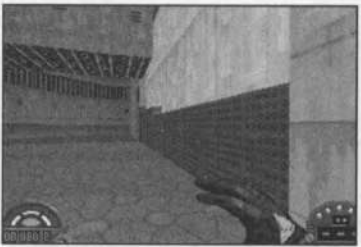




The door at the opposite end of the corridor requires a blue key. It's time to go get it. **(3)**



Find and flip this wall switch near the end of the corridor that you entered. (If any dragons are still alive, the escape ledge will go up for a few seconds but then will go back down.) Exit the corridor and go back toward the big door where you were thrown into the pit. **(4)**



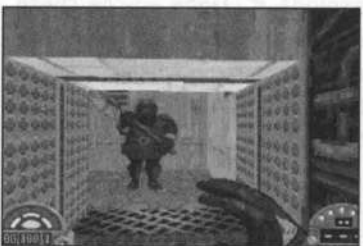
Across from the big door is this ledge. The switch you flipped turns the flat ledge into a kind of a stairway. Jump onto the ledge and run up the steps into an opening. **(5)**



Cross through the short tunnel to the other side of the corridor, then turn right and make your way (carefully!) along another ledge.



This room holds the blue key and a pack of claymore mines. Make the jump across to the goodies, then jump down into the corridor and return to the blue key door. **(6)**



You have explosives, but stick with your fists for Gamorreans. They move slowly, and you need to save your detonators and claymores for more dangerous enemies.



Gamorrean pigs and a claymore mine greet you when you round the corner. You can use the claymore to blow up these guys. Get them to follow you and trip the claymore, then watch them soar. (Because Gamorreans regenerate, this entire next section can be frustrating if you don't work fast.)



There's not much you can do right now about the guys inside this room because the door is locked. And when you come around the corner, you come upon some Ree-Yees tossing detonators at you from another room. Proceed carefully. **(7)**



There's one thing about Ree-Yees: They can throw grenades more accurately than you can. Hug the left wall for cover and take extra care in your tosses. You don't have that many to waste.



If for some reason you fall or are knocked off your platform, kill the Gamorreans below with your fists, then find the lift that takes you back upstairs. Watch out for a Ree-Yee at the top of the lift, however. The bad news is that he's blocking your way. The good news is that after you knock him out, you get five more grenades. **(8)**



When the Ree-Yees across the way are subdued, jump across to their room. Pick up the shield units and their grenades. **(9)**



You can see another opening from the Ree-Yees' perch. Use your speed mode and make the jump to it. There's a claymore over there, however, so it's a good idea to toss a grenade over first to explode it. Once you're there, quickly punch out the Ree-Yee and collect his grenades, then flip the switch in the room and exit the door.



The switch has opened the locked door to the room with the Gamorreans inside. Beware the claymore as you enter, then kill them with your fists and pick up a revive.



Your confiscated gear hangs from the ceiling in the adjacent room. Jump to grab it. It feels good to be a walking death machine again, doesn't it? Go into the next room and flip a switch. **(10)**



Go back outside the way you came in and you see that the switch has raised the level of the floor below. You can now walk across and begin the final phase of your mission — finding the nava card and Jan Ors.



Enter this first room on little cat feet. Claymores abound. You could waste your grenades to blow up these things, but it's easier to just dash up to one to trip it, then dash back to safety. Repeat that dance until all the mines are exploded. Then cross into the next room (watch out for claymores there) and flip the switch inside. (11)

JEDI TIP:

If you're not ready for a firefight, pause here, toggle on your map, and visualize what you're about to face. Switch to your concussion rifle, open the door, and

pull back to shoot from a safe distance. Then storm the large room — still with concussion rifle in hand — so that you can fire a long way down the center of the room.



The switch opens the big door to some stairs and two Bossks. Use the left wall for cover and take them out. The fusion cutter works well, or you can kill them with their own medicine: the concussion rifle.



Run through this door and into a large room with a row of doors along the left side. (12)



When the coast is clear, come back to this first door — but don't rush in! A claymore awaits you right on the other side. Walk right up to the closed door — that will detonate the mine on the other side. Then open the door and proceed through several doors, picking up power-ups along the way. It's a great idea to bump against all the doors in this section without opening them to detonate mines behind them. You can also open a door right away and quickly dash backward to avoid the explosion. (13)



First try killing these Bossks using your smarts. The first door on the left is guarded by two claymore mines. Zip past them at full throttle to trip them. The resulting explosion is guaranteed to remove at least one Bossk, two if you're lucky. Then scamper from column to column, shooting at will, until the Bossks and Gamorreans are history.



When the coast is clear, come back to this first door — but don't rush in! A claymore awaits you right on the other side. Walk right up to the closed door — that will detonate the mine on the other side. Then open the door and proceed through several doors, picking up power-ups along the way. It's a great idea to bump against all the doors in this section without opening them to detonate mines behind them. You can also open a door right away and quickly dash backward to avoid the explosion. (13)



The room behind the final door holds a red key — and quite a few defenders. Open it with your gun blazing until you eliminate some Gamorreans, then creep around the wall on your left to get the jump on a Bossk. Pick up the key and power-ups and head back to the central room. Switch to a fusion cutter to mop up some regenerated Gamorreans. (14)



The next door is the red key door. Switch to the concussion rifle for long range shooting, open the door, and shoot some Ree-Yees before they can throw grenades at you. (15)



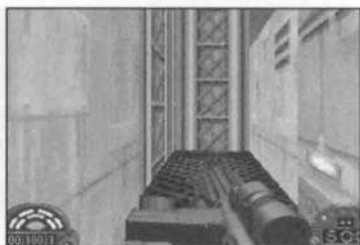
Suspect everything in here. Behind these power-ups is a claymore. Run up to trip it and back away before it explodes. Take the loot and continue to the next room.



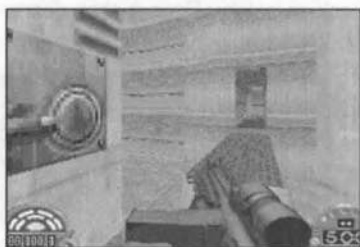
This room features Ree-Yees and Bossks. Sneak around the corner and blast them. Ree-Yees are also tossing grenades at you from upstairs balconies. This is no time to procrastinate. (16)



Run across the room and duck into this opening. Watch out for a claymore inside!



Move down the corridor and take the lift at the end. As you ascend, prepare for the Ree-Yees waiting for you at the top.



Flip the switch in the room upstairs and briskly run across the catwalk that is momentarily raised over the dragon pit. Whatever you do, don't fall off, unless you want to play catch the grenades with some more Ree-Yees. (17)

JEDI TIP:

It appears that you must jump to the catwalk and jump from the catwalk to the opposite side. You don't have to, and it's too difficult anyway. Use speed mode and just run across.

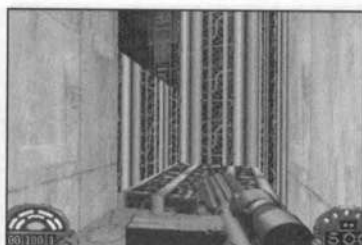




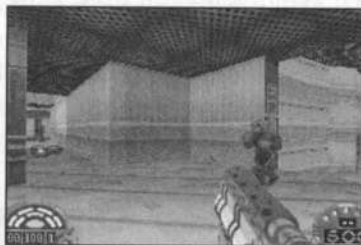
Ah, a nice open room. Not really! There are more claymores inside, and a Ree-Yees torments you from an upstairs opening. You can toss a grenade to blow the claymore and shoot the Ree-Yees from cover, but what's the point? It's easier to run into the room and cut left into a doorway before the claymore explosion gets you. When you run into the doorway, a Ree-Yees blocks you. Blast him.



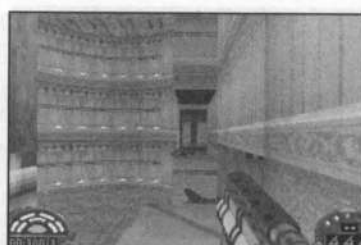
Here's yet another room with a couple of noxious Kell dragons and pesky Ree-Yees. Run straight across the room without killing them and get inside the doorway. Then you can turn and kill the beasts in comfort. **(18)**



Take the lift upstairs to the home of many Ree-Yees. Many weapons work well here, but a personal favorite is the concussion rifle. It's very antiseptic. It takes them out at a distance so you don't have to bloody your hands.



Turn left down a corridor just before you reach a dragon-pit overlook and do some long range shooting to take out some defenders. **(19)**



This jump doesn't look makeable, but it is. Use your speed mode to feel safer and go for it. On the other side, angle right until you arrive at a door that requires a yellow key — which you don't have. Yet.



Go back to this oddly-angled wall that is actually a hole in the floor. Jump down, but don't linger — dianogas lurk in this scummy water. **(20)**



Turn and run right as soon as you hit the moisture. Jump onto this ledge and grab the yellow key. Now how do you get back upstairs? **(21)**



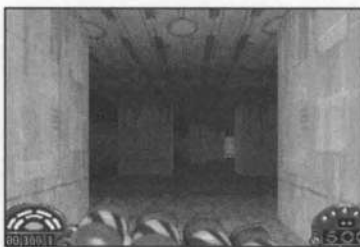
In the far-most corner of the sewer room is a switch. Run to it, flip it, and jump as quickly as you can onto the lift that appears to your right. It automatically takes you up. (21)



Find the yellow key door again, open it, and immediately pull back while your concussion rifle spits blue flame at a Bossk on the other side. (22)



Switch to your fusion cutter as you climb these stairs and make short work of some Gamorreans and Ree-Yees. Pause at the top of the stairs to assess the situation. (23)



These pillars to your right conceal power-ups and claymore mines. In order to collect the power-ups and not the claymore surprise, here's what you do: Run up to each pillar (on this side of the pillar). If there is a claymore on the other side, you trip it, but the pillar protects you from the blast. If there is no explosion, you know it's safe. (23)



Ree-Yees engage you as you push past the pillars. Take out the close ones with your fusion cutter, then switch to the concussion rifle for long-range work as you proceed through the turn-filled corridor. Be on the lookout for claymores. (24)



Move past these cell doors. You find a Gamorrean in the first darkened recess on your left, an angry Bossk in the second one, and another Gamorrean at the end of the corridor. (24)



Finally you reach this large door. If you're not brandishing a fusion cutter already, do so now. There are more pig guards loitering on the other side. (25)



After eliminating the Gamorreans, you come to a tricky area with three lurking Bossks. Take them out and sweep the area for power-ups, then pass right through these double doors. (26)

JEDI TIP:

In a bit of unfairness, the Bossks can shoot at close range with their concussion rifles, but you can't. So in a tight room like this, they have an edge if you both

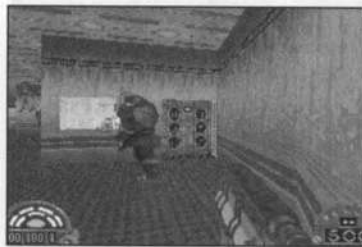
wield CRs. Remove their advantage by running at them as fast as you can and blasting them with your fusion cutter when you're right in their face. The sudden maneuver throws off their timing and lets you easily waste them.



As soon as you pass through the double doors, you see a panel on your left — a painting of Jabba himself. Open it to find some power-ups inside, then continue on your way. (27)



The corridor opens into a much larger area with side rooms — and it swarms with Ree-Yees, Bossks, and Gamorreans. Switch back and forth between your fusion cutter and concussion rifle to handle the hordes. Ignore the Gamorreans until the others are dead because they can't hurt you unless they're right on top of you. Keep moving and shooting from cover until the area is quiet, then gather all power-ups. (28)



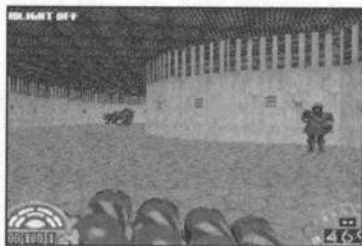
From where you entered, move along the wall to your right — ignoring all the rooms unless you like shootouts — until you come to this door. Go inside to pick up power-ups and the nava card. You're nearing the end of your mission. Now to liberate Jan! (29)



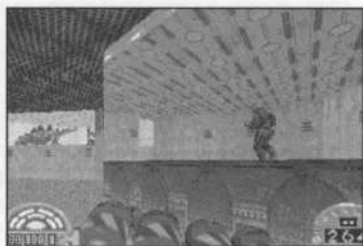
As you exit the nava card room, keep to the left and you'll quickly come to this door (south of the circular rooms on the screen map). It opens automatically. (30)



Here's another unlikely jump that pays off with some shields on the other side. You only get one shot at the jump because if you fall down, there's no way back up. Fortunately, the fall is on the critical path. Make the jump, grab the shields, then fall. (31)



Blow away a Gamorrean guard with your fusion cutter, then slay a couple of Kell dragons with the same device. (32)



A bigger problem is these Ree-Yees. Jump on their stage and blast them, then run to the end of the stage and blast the Ree-Yees on the next platform before turning your attention to the third and final Kell.



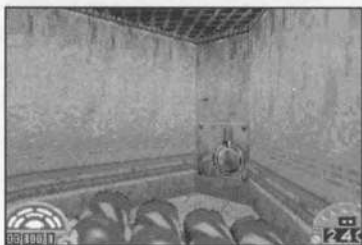
Go through this door and you arrive at the area from which you were first tossed into the dragon pit. Kill the defender across the way with your concussion rifle if you want to. **(33)**



Or you can flip this switch to raise the floor so that you can cross to the defender and blast him. Jump on the stage and go right, through a doorway. Does this mission never end? **(34)**



You can go left or right past the Gamorrean guard you just skewered, but both paths lead to the same place. To the left are some power-ups.



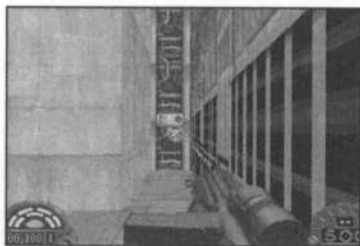
To the right, in a corner, is a switch that slides back a wall behind you to reveal more and better power-ups. Gobble them up and go find some stairs in the area. Look for a Ree-Yees at the bottom of the stairs. **(35)**



The stairs drop you here. A dragon pit is to the left. Avoid it, but if you do fall in, find the lift to get out. Turn right and go around the perimeter of the pit, picking up power-ups (watch out for claymores!) and eliminating any Ree-Yees and Gamorreans lurking around corners. **(36)**



Finally you arrive at this sunken room. Toss grenades over the edge to kill the Gamorreans below. You have two choices: You can either angle left and walk along the ledge to the other side of the room (watch out for the claymore on the ledge), or you can drop down into the sunken room. **(37)**



If you drop down, find this switch. It raises the entire floor you're standing on and makes it easy to cross to the other side. **(38)**



However you got across the sunken room, you arrive at this scenario — and you have to make the jump. Use speed mode. If you drop into the first compartment, you return to the sunken room and must repeat the jump. If you leap over the first compartment, you are in the final area of the mission. **(39)**



And what an area! The first groupies that greet you are two Bossks, so it's wise to duck for cover immediately after you make the leap and take them out quickly. Switch to your mortar gun and proceed ahead. **(40)**



To the left you can see your ship. To your right are a series of alcoves that house more Ree-Yees. It's for these guys that you carry the mortar gun. One good mortar shell does the trick. In the room beneath the Ree-Yees slouch some Gamorrean guards. Switch to grenades to eradicate them.



It's time for one last jump. Speed mode makes it a simple one. If you don't make it, you fall into the pig den and have to take a lift back upstairs and try again.

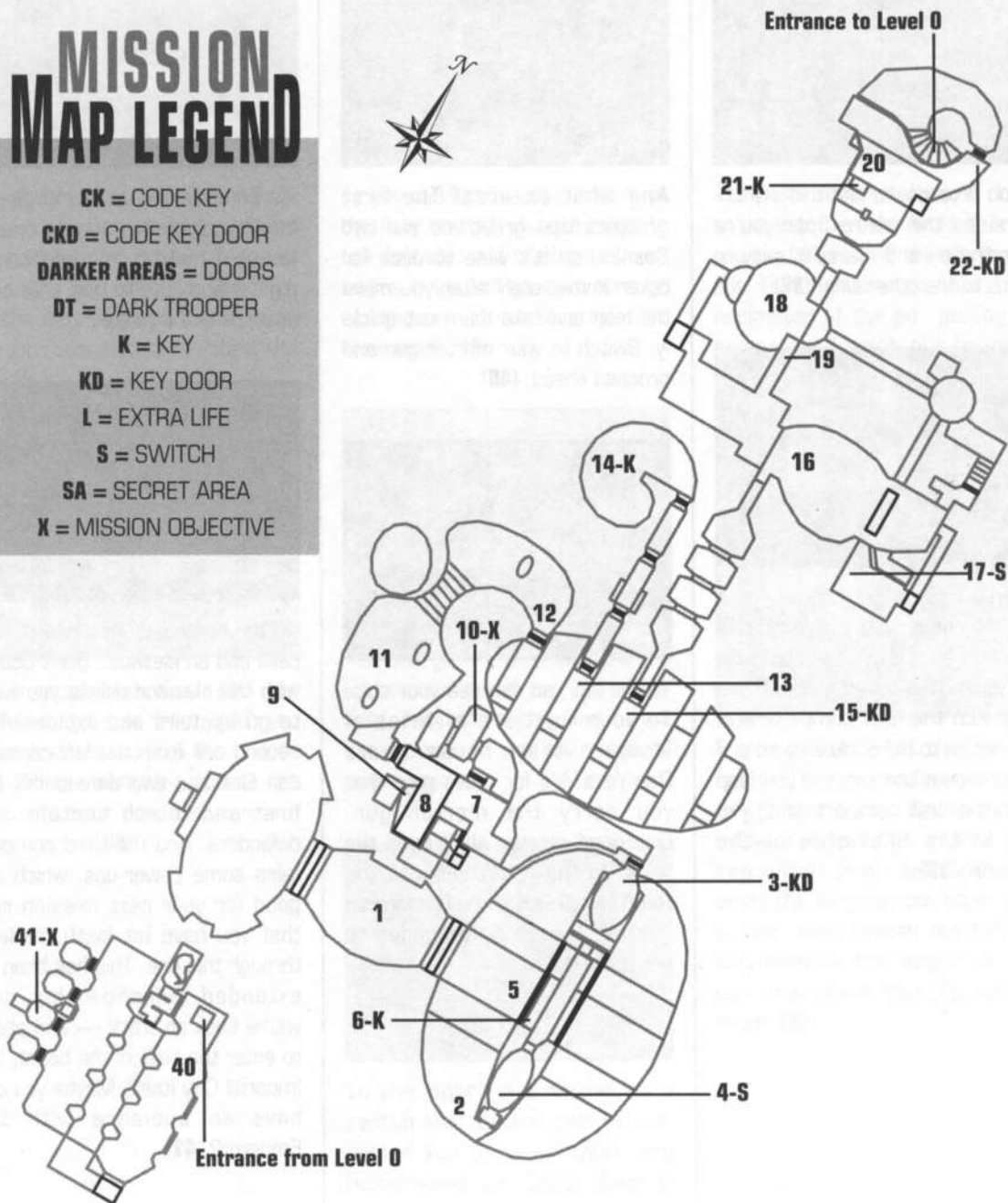


On the other side is a row of four cells and an elevator. Don't bother with the elevator unless you want to go upstairs and explore. The second cell from the left contains Jan Ors and two defenders. The first and fourth contain only defenders. And the third one contains some power-ups, which are good for your next mission now that you have (at last!) made it through this one. This has been an extended sideshow, but now you're back on track — and about to enter the belly of the beast, the Imperial City itself. Maybe you can have an audience with the Emperor? **(41)**

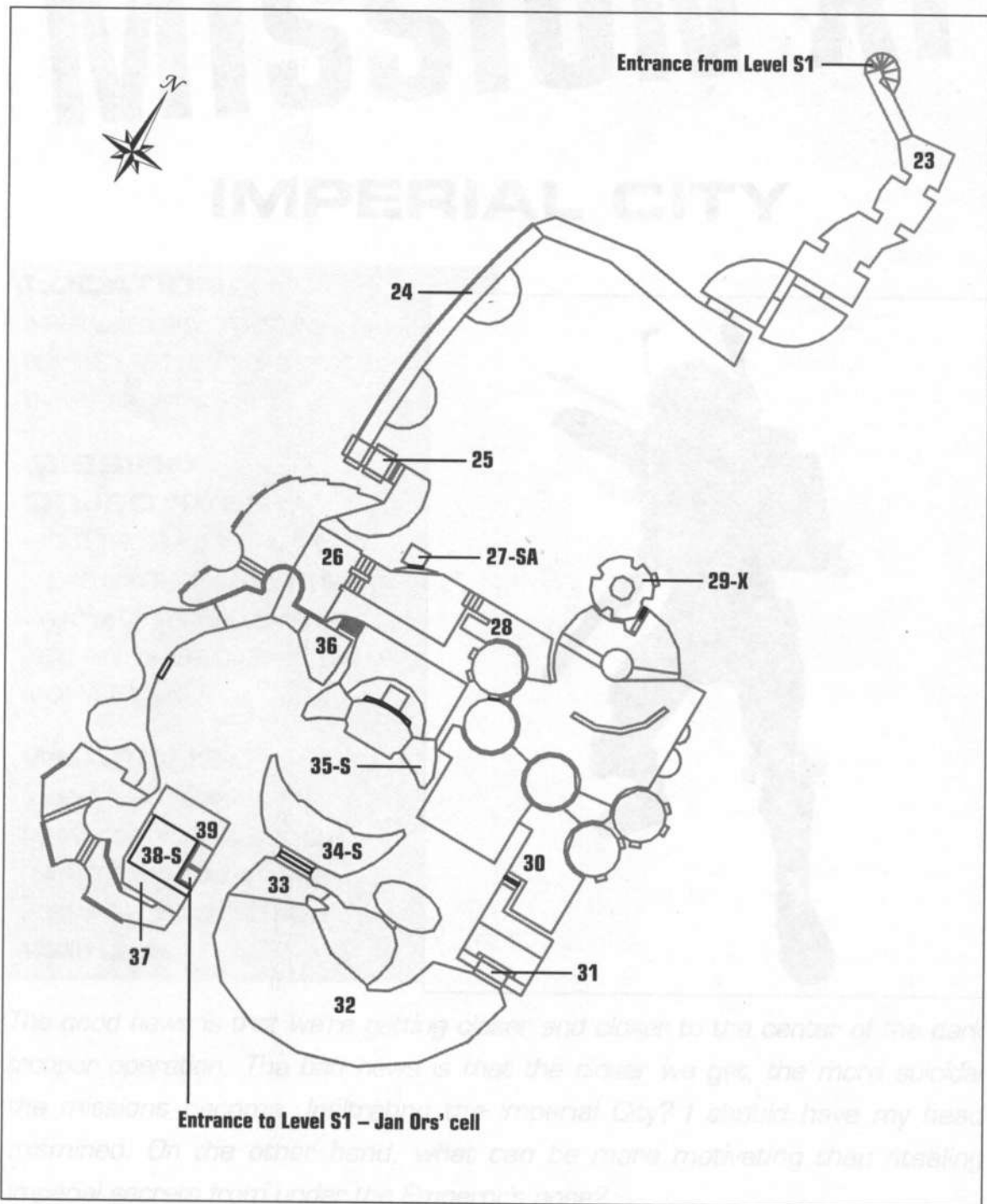
LEVEL S1

MISSION
MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE



LEVEL 0



MISSION XI

IMPERIAL CITY

LOCATION:

IMPERIAL SECURITY OPERATIONS (ISO) BUILDING IN THE HEART OF CORUSCANT, THE IMPERIAL CITY.

MISSION OBJECTIVES:

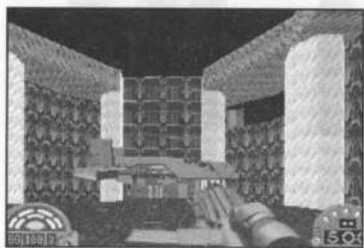
LOCATE THE ISO BUILDING IN THE CITY, FIND AN UNDERGROUND VAULT, INSERT THE NAVA CARD INTO A COMPUTER TO RECEIVE DECODED DATA TAPES, AND GET BACK TO THE SHIP.

WEAPONS:

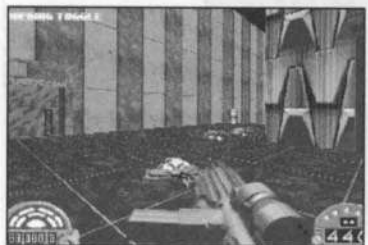
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINE, FUSION CUTTER, MORTAR GUN, CONCUSSION RIFLE, ASSAULT CANNON.



The good news is that we're getting closer and closer to the center of the dark trooper operation. The bad news is that the closer we get, the more suicidal the missions become. Infiltrating the Imperial City? I should have my head examined. On the other hand, what can be more motivating than stealing Imperial secrets from under the Emperor's nose?



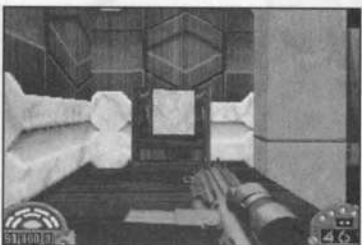
Starry, starry night. Your ship hovers above you. No place to go but straight ahead, under your ship, and through the large door opposite you. Be warned, however, because the moment you pass through that door, it's bonzai! Stormtroopers rush at you from both sides and from a building across from you. (1)



Turn quickly right at the door to get out of the line of fire and circle around to a porch. Watch the skies for probe droids. At the end of the porch, collect some power-ups, then swing around the other side of the landing area to another porch just like this one. Be quick about it — troops are firing at you from a building to your right. (2)



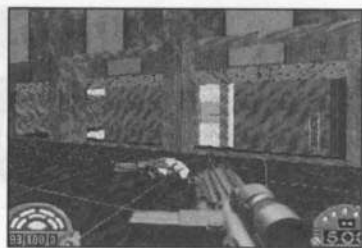
There are more power-ups at the end of this porch, as well. Don't stop to collect them just yet unless you like sniper fire. Jump off this ledge to your right to find a secret door. (3)



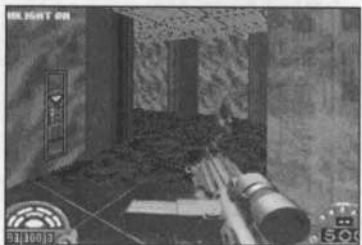
This is the door. It opens onto a lift. Step in only if you're ready to mow down some troops after a short rise. (4)



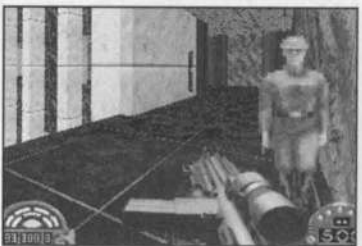
Run down the corridor as you spit fire. They won't know what hit them. Collect some med kits at the end, then head back down the lift to the porch. Things should be more quiet now. Pick up the power-ups on the ledge and head back toward the first door by your ship. (5)



Three openings front that door. Choose your favorite opening and cross through. You're now leaving the landing area and entering a very rectangular area with two levels. This is the top level, and several lifts located in the corners can take you downstairs to the lower level. (6)



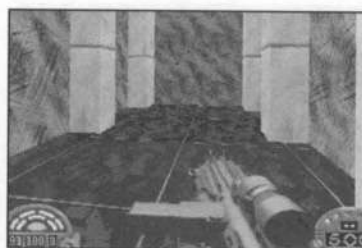
The lower level doesn't have much going for it, so don't waste your time going down there. Turn right when you pass through the doors, then turn left at the first corner. (7)



Turn right at the next opportunity, take out this officer, and proceed to the next corner.



Hang a left at the next corner. Watch it! There's a stormtrooper waiting for you just as you make the left turn. Blast him.



Run past the dead stormtrooper all the way to the end of the hall and into what looks like a dead end. But — surprise! — as soon as you step on the floor, it lowers to a new area. And what an area. It's very big and populated with way too many Imperial defenders for one's optimum health. (8)



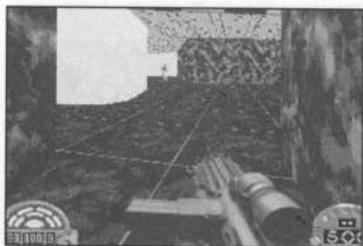
Turn left at the end of the wall, taking out the two officers hanging out there like sitting ducks and hug the wall on your right. It ends in a niche filled with power-ups, which you'll probably need right about now. The niche also gives you a chance to catch your breath and safely snipe at some defenders. When you're ready, emerge from the niche and turn right toward the big central courtyard. (10)



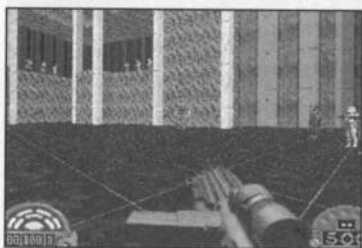
JEDI TIP:

As you run through the area, you awaken the defenders. Don't stop to fight, just lure them with you until you can find any hiding place or cover.

Wait there for them to cluster around you then take out your concussion rifle and blast them. If you don't fight them now you will have to fight them later.



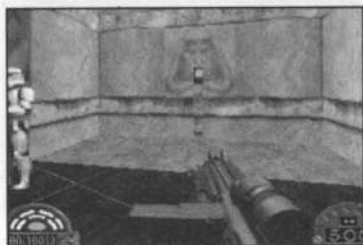
As you leave the lift, you can turn left or right, but there's not much of value to your left. Turn right, shooting any opposition you see, and hug the wall on your right all the way to its end. (9)



Across the courtyard are quite a few stormtroopers in two upstairs openings. That's your next objective, but crossing is no picnic. The probe droids circling above you are the least of your problems. There's a swarm of officers and troopers — and a Phase One dark trooper — in the courtyard. Fight if you want or if you have to, but it's much healthier to run straight across to a stairwell to the right of the upstairs openings.



However, if you do want to linger in the courtyard for some suicidal reason, here's a bonus area to show for your foolishness. Turn around and you can see this upstairs room. To get up there, shoot the guards and then the red switch. A lift drops down and you can ride it back up into an area with power-ups. **(11)**



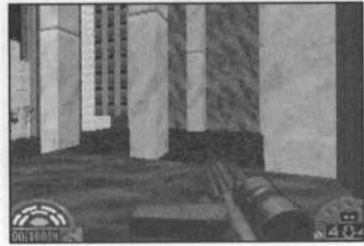
Still not at the stairs? This large yellow door adorned with the scowling mug of the Emperor himself conceals an extra life and a revive. If you find the exact spot on the Emperor, you can open a hidden switch. Shoot the switch and you're in. **(12)**



If you're smart and quick, you've made it to these stairs in one piece. (Before you climb up, you might want to search straight behind you in an alley. At least it's protected and there are some shields at the end.) As you run onto the stairs, you are automatically lifted up to the next level. Come off firing. **(13)**



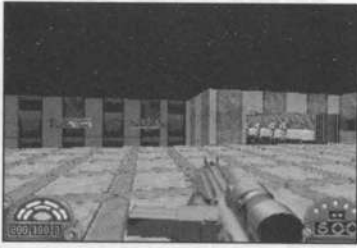
This L-shaped balcony is not only the route to the next area, it also contains some great power-ups just to the right as you step off the lift. Your choice: Clear the area and come back for them, or grab them while you're clearing the area. Do you feel lucky?



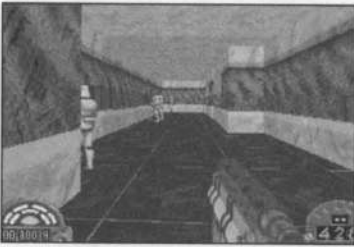
At the opposite end of the L-shaped balcony, the floor changes texture. As soon as you step on the new surface, a lift takes you further upstairs. Step off the lift and into a new area. **(14)**



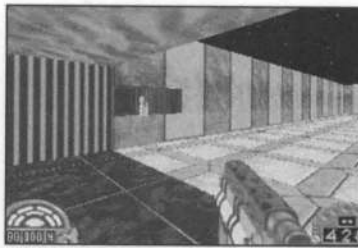
After you walk down this empty hallway and open the door at the other end, you may want the old area back. The door opens to the great outdoors. What's not so great is that the platform outside is wide open and surrounded by gun turrets. And that's not all.



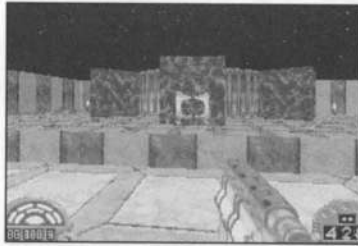
As soon as you step into the center of this courtyard, you are bathed in searchlights and a half-dozen stormtroopers pop out from the door that opens across the way. You don't have much choice but to attack them. Back quickly into the door you just opened and fire your concussion rifle. After the area is somewhat clear, run as fast as you can to a column just to the left of the door. It offers some cover, but not much. Take out stragglers as quickly as you can and get inside. **(15)**



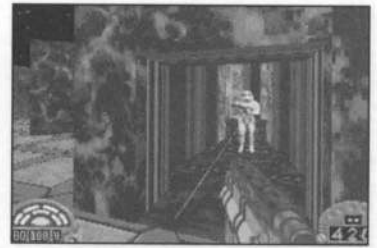
Around the corner lurk more troopers. Use the wall for cover and take them out. When they're toast, sweep along the right wall for much-needed power-ups. Then come back outside. **(16)**



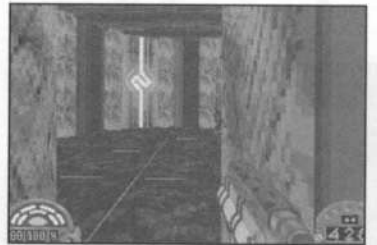
You spot this wall niche and blue key as soon as you emerge. Snatch it quickly because you're going to need it immediately. As soon as you have it, turn around and run at blitzkrieg speed across the courtyard. Speed protects you somewhat from the gun turrets. **(17)**



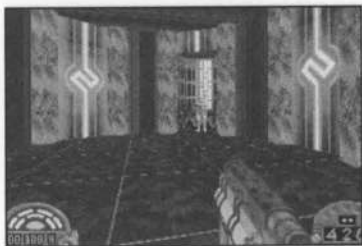
More importantly, speed gives you the power to make a death jump over this ravine to a door on the other side. It's not just any door, mind you. It's the blue key door, which provides the only escape from this shooting gallery. **(18)**



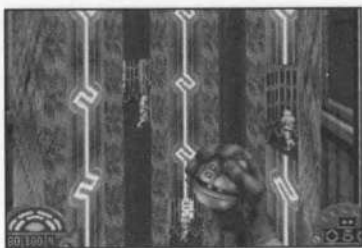
Blast the stormtrooper inside as soon as you open the door, but don't take one step further. There's tricky business directly ahead.



The short hallway opens into a circular room that is actually not a room at all. It's an elevator with seven levels, this being the top one. Unfortunately, there are guard rooms at every level with a stormtrooper in each one pointing a gun at your totally exposed body. The idea is to make it to the bottom of the lift in one piece. **(19)**



The first thing to do is shoot the stormtrooper across the way before you step onto the elevator platform. As soon as you step onto the platform, it drops down to the next level.



The elevator doesn't stay at any level, however. It pauses for just a few seconds, just enough time for you to shoot one of the guards on the level and duck into his room. From there, you can shoot the other guard on that level and guards on any other level that you can see from your vantage point.



After you shoot any guard you can see, flip the switch inside the room and the lift comes to your level. Hop on and it drops you to the next level. Kill a guard and run for his room before the elevator drops again. Once again, kill every guard you can see from the safety of your room, flip the switch, hop on the platform when it arrives, take the ride down a level, and repeat the process. Keep repeating it until you reach bottom.

JEDI TIP:

Want to find a secret area in this elevator shaft? What you find there is worth the effort. First, clear the guard rooms and the bottom level of all resistance so that you can search for the area safely. Then take the elevator to the top level and drop down three levels. Inside one of the guard rooms on that level is a false panel, and inside the secret area is a weapons supercharge — perfect for your next confrontation. (20)

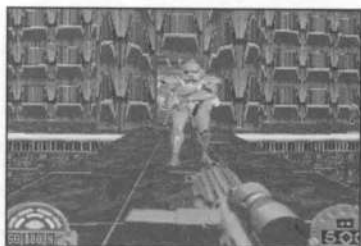


JEDI TIP:

This elevator sequence is the hardest part of this mission. It is possible to jump from one guard room to another but it's not easy, and if you miss, you end up in a dangerous position. It's better to run into a room, then toss thermal detonators to take out the guards in rooms below you.



You've hit bottom. Like most of the levels, it has two rooms and guards, but one of the rooms leads to this door. Kill the guard and step to the door. It opens automatically. (21)



Surprise! It's another bulky Phase Two dark trooper just itching to stomp you. Don't let him. If you don't already, you should have a concussion rifle in your hands. Use the door you just came through for protection. Back up as you fire at the dark trooper; the door opens automatically when you touch it with your back and closes automatically after a few seconds. Keep firing as you open and close the door with quick movements. When he's toast at last, take care of the probe droids and commandos in the same manner. (22)

JEDI TIP:

With the weapons supercharge, this dark trooper battle is a snap. Take your fusion cutter and just charge him. By the way, if you fall or get knocked off the walk-

way by the dark trooper, don't worry. You can find good cover down there to shoot from, and there are lifts on each side that can bring you back up to the walkway.



Cross the walkway to the other door and it opens automatically as well. This is the ISO building, the inner sanctum, so naturally you should expect heavy defenses.



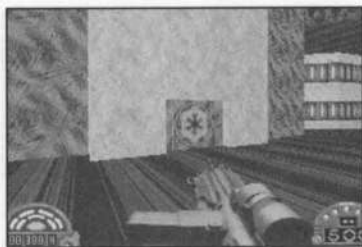
Run straight and fast across this entranceway — it's guarded by gun turrets on both sides — and kill the officer standing behind the desk. Then lob a few grenades over the top to soften your next move. (23)



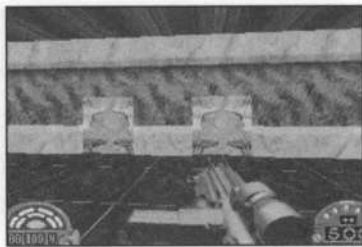
The area behind the desk opens into a large corridor that encircles a central core. This place is teeming with soldiers, and you can't possibly take them all on. If you need power-ups, forget the central core for the moment. Turn left and, using the left wall for protection, kill all the guards you encounter. Hug the left wall until the corridor opens into a rectangular wing (there's an identical wing on the opposite side of the circular corridor as well).



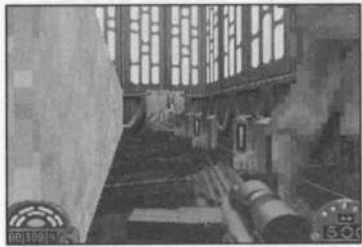
The wing contains six alcoves, three on each side. Interrogation droids and Imperial troops guard the first two on each side, so run to either of the back two alcoves for cover — and for power-ups. When you've cleared this wing of defenders, and if you still need power-ups, you can return to the circular corridor and fight your way to the wing on the opposite side, but it's a real battle. (24)



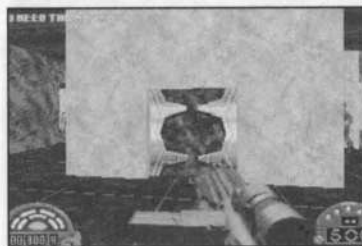
When you're finished collecting power-ups, enter the center core, find your way to this red door, and quickly get inside. A lift takes you upstairs to the upper level of the center core. (25)



As soon as you step off the lift, you spot these two doors. These become important in a moment. Before you enter, you need to secure this upstairs area and grab more power-ups. Turn left or right and, using alcoves for cover, make a full circle of the area. (26)



Enter the door on the right first and blast the officer inside. On the other side of the block, you find this switch. You have to crouch and flip it twice. The block pushes into the next room. You'll see why in just a moment. Grab power-ups and go to the other door. (27)



As you make the circle, you find this door. It requires a red key to open, and you need to return to the double doors to get it.



Shoot the officer as you enter the left door and collect power-ups in the room. Flip the switch in the corner to open an air duct above you, then hop onto the block and use speed mode to jump into it. (28)



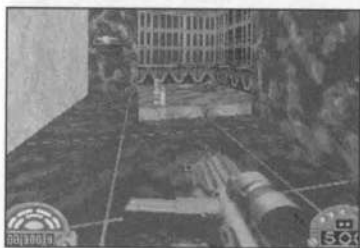
JEDI TIP:

You really don't need to explore this lower area, and it may be overly dangerous to do so. The safest bet is to just run immediately to the large red door and get inside.

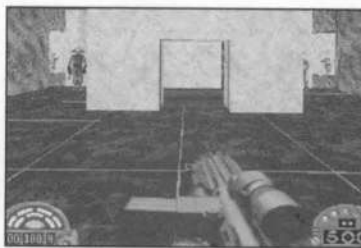
You can toss grenades from the top balconies if you want to kill the defenders below.



It's dark inside the duct. Switch on your head lamp or infrared goggles to see your way to this switch. Flip it to open a panel just in front of you, which drops you into a secret room that contains the red key. But that's not all — droids, stormtroopers, and commandos must be eliminated. (Don't forget to turn off your light or goggles.) **(29)**



On the opposite side of the room from the air duct lies the red key and an assault cannon — the dark troopers' weapon! Snap them up, then flip the wall switch to open a large door that deposits you just outside the door that needs the red key. How convenient. **(30)**



Open the red key door and step into a lift that takes you upstairs. **(31)**



A probe droid lurks just ahead of you as soon as you step off the lift. Take it out, then walk carefully around the columned pit where it was hiding. A fall is lethal. At the end of the corridor on the other side of the pit is another lift. Hop on and you go down this time. **(32)**



The lift stops and you get to eliminate a couple interrogation droids. Cross to the other side of the corridor to yet another lift, which takes you upstairs. This is starting to feel like up the down staircase, but you're actually getting somewhere. **(33)**



Where you're getting to is an outside courtyard filled with probe droids and Imperial commandos. Don't stay and fight. Run when you get off the lift and make a hard left to this door. **(34)**



Before you open the door, you might want to loot this secret area. Find this ledge — straight out from the door you just came through, then toward the right — and walk very carefully to a panel and open it. Go back to the trooper door. **(35)**



Get your concussion rifle or assault cannon at the ready because in addition to officers and stormtroopers, there's a Phase Two dark trooper guarding a switch that you need to flip. After you waste the dark trooper (it's a good idea to run behind a wall near the window so you have some cover), flip the switch and go back outside. (36)



It's time for another sprint. Turn left when you exit the dark trooper room and you see that another red door has miraculously appeared across the courtyard. Get to it, open it, and step into a lift that takes you down several levels. (37)



A friendly neighborhood interrogation droid is there to greet you when the lift stops. Blast it, walk straight ahead, and shoot a couple of guards in a room to your right. You've found the vault that contains the nava computer you're looking for. This vault is shaped like a hexagon. But there's a bit of a switch puzzle to figure out before you can snag the data tapes in the center of this hexagon. You are starting in the outermost corridor of the hexagon and must find entrances into inner corridors of the hexagon until you reach the center. Sound confusing? Wait until you try to find the entrances. (38)

JEDI TIP:

You can use the hexagon's reflective walls as an ally. Unlike you, Imperial defenders can only shoot when they eyeball you. So when you approach a blind doorway or corner, just shoot salvos into the opening and watch the fur fly. It's delightfully effective.



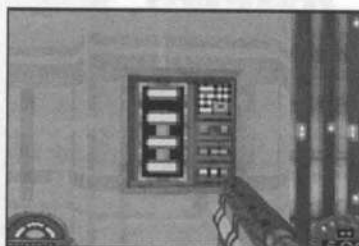
JEDI TIP:

To slay this trooper, first shoot all the other guys inside the room before you enter. That keeps the dark trooper asleep. Then toss some grenades inside the room to awaken the

dark trooper and lure him out. Back up as you fire at him with the auto gun or grenades—grenades are probably most effective overall. It is also possible to just run (in speed mode) into the dark trooper room, flip the switch inside, then quickly dash outside to the open door across the courtyard. It's cowardly but effective.



The first step is to open every door in the outermost corridor and wipe out any defenders so you have time to solve the switch puzzles. You find the first switch in a corner of this room. (39)



Flip the switch several times. Notice that three red lights on the left side of the switch change position, from top to bottom like a traffic signal. Flip the switch until the top position is black and the bottom two are red. That opens a door to your right. Enter the door and kill the officer inside. Then go to the next switch and flip it to match the first switch. It opens another door to your right with more guards and power-ups. Continue to do this until all six switches in each of the six arms of the hexagon have the top position black and the bottom two positions red.

After you've wiped out all opposition, return to the first switch you flipped near the "lobby," which we'll call Switch 1. You must now reconfigure the switch lights so that all the doors within the hexagon are opened in the correct sequence. Set Switch 1 first, then turn to your left, move into the next compartment and reconfigure Switch 6. Continue to your left until all switches are set. Here's the proper sequence:

Switch 1: Red-Red-Black

Switch 6: Red-Red-Black

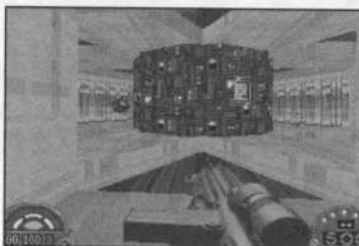
Switch 5: Red-Red-Black

Switch 4: Red-Black-Red

Switch 3: Red-Black-Red

Switch 2: Black-Red-Red

After all the switches are set, you are standing at Switch 2. Now turn right and go back the way you came. In the next compartment you find an opening on the right wall. Go into that right compartment and proceed in the same direction. (Of course you are being wary of defenders and picking up power-ups.) Two compartments later you see another opening on the right. Move into it and continue in the same direction. Go until you can go no further. The opening on the right is your destination.



When you finally solve the hexagon puzzle, you enter this room, which contains three switches. Kill all the opposition before flipping all three switches, which drops the entire floor of the room. You get an audio reward from Kyle and Jan for cracking the vault. But like Jan says, "You're not done yet." (40)

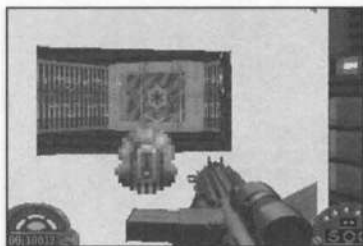


After the floor drops, find this elaborate console. Flip both switches and then flip the center area as well. Kyle informs you and Jan that you've engaged the nava computer. After Jan responds, a door beside the left switch opens, revealing the data tapes. Snatch them and head back to the ship. (41)

JEDI TIP:

When you grab the tapes, the exit door opens and soldiers appear from the other side. For a little added protection, go around to the other side of the console before you grab the tapes and shoot at the troops through the tape window.





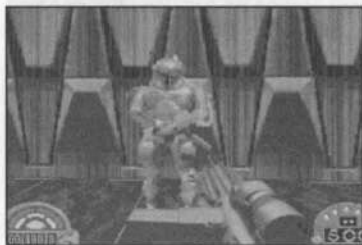
After you snatch the tapes, this door behind you opens. Inside are two troopers that require quick elimination. Jan warns you of upcoming trouble when you step inside the room to grab the power-ups. Find the exit in the room and follow a corridor (killing a few troopers along the way) to a lift at its end.



The lift takes you upstairs. When you step off, make a hard right and hug the wall until you come to the first opening in the wall. Step inside the opening onto an auto-lift that takes you upstairs. (42)



Step off the lift and proceed straight ahead. This area should look familiar to you. It's where you came in. Turn right at the first wall you hit, then left at your first opportunity, then right again at another wall. Voila! One more left up the steps and you are where your ship ... used to be. (43)



But instead of your ship, there's only that leatherneck mercenary Boba Fett looking smug and ready to wipe you off the face of the galaxy. Prepare to do battle. He flies up and around and carries a lot of fire power. When Boba is dead, Jan decides to return. You have every right to be upset by her absence, and she gives you a lame excuse. But at least you're safe and, with the data tapes in hand, you now know how to find the *Arc Hammer* — the final assembly point for Phase Three dark troopers. (44)

JEDI TIP:

Typically you ignore most opposition as you head back to your ship. But you're about to face an atypical situation. Therefore, kill everybody you can in every area that you can before you get to your ship. Sound ominous doesn't it? It is.





JEDI TIP:

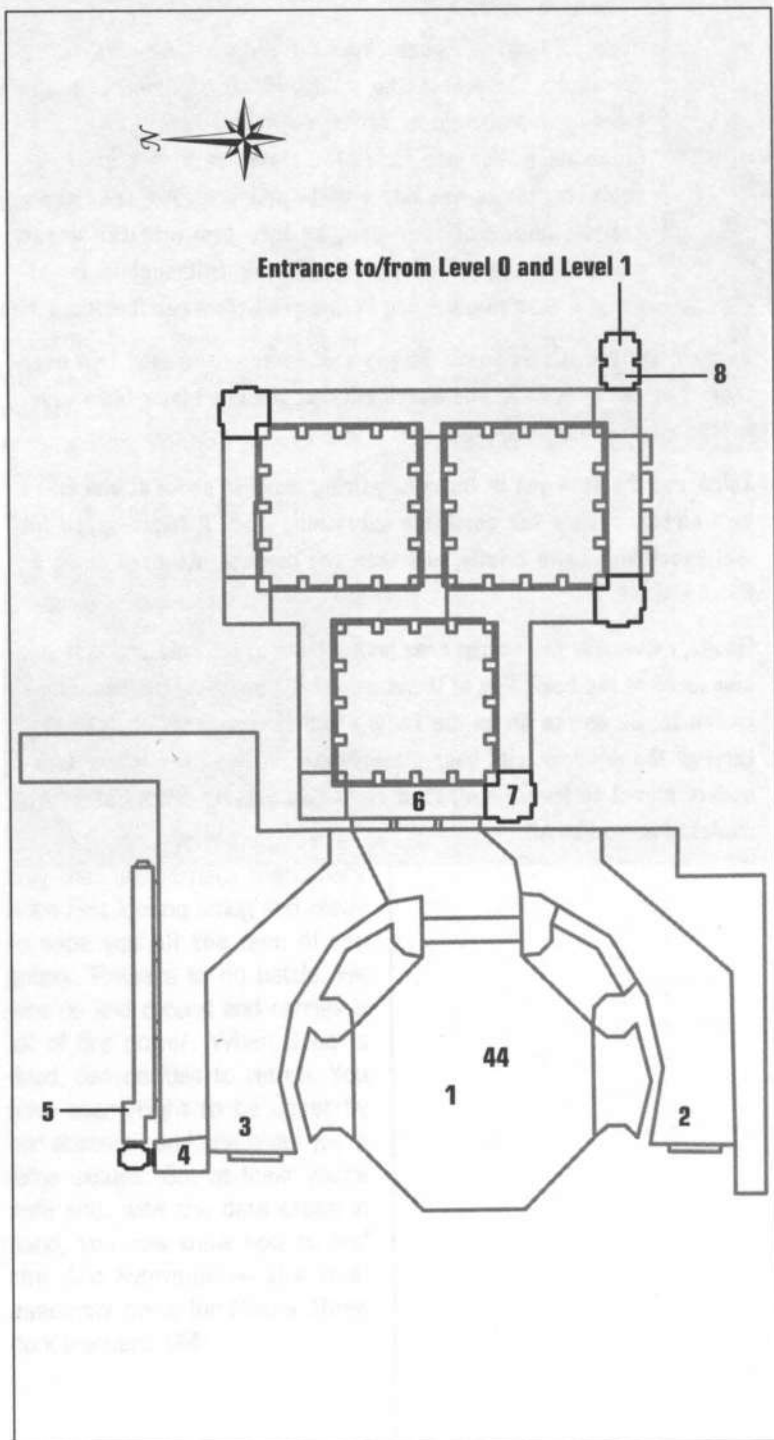
One could write a book about the different ways to defeat the mighty Boba Fett (the most difficult opponent to kill in the game), but we'll narrow it down to a few quick strategies. Every time you face him, try something else. First, don't stay inside the ship area to do battle. You need cover and distance between you, so lure him into the areas beyond the ship and play hide and seek. (Although he is better at it than you, tending to find you before you find him.)

Second, lay down claymores as you run away — he may trip over them. But don't bet on it, and watch out that you don't later blow yourself up on an unexploded mine.

Third, use the auto gun in secondary firing mode to shoot at him when he's airborne. He's too quick for everything else. A triple-speed hit will knock him down briefly, and then you can use standard mode to finish him off.

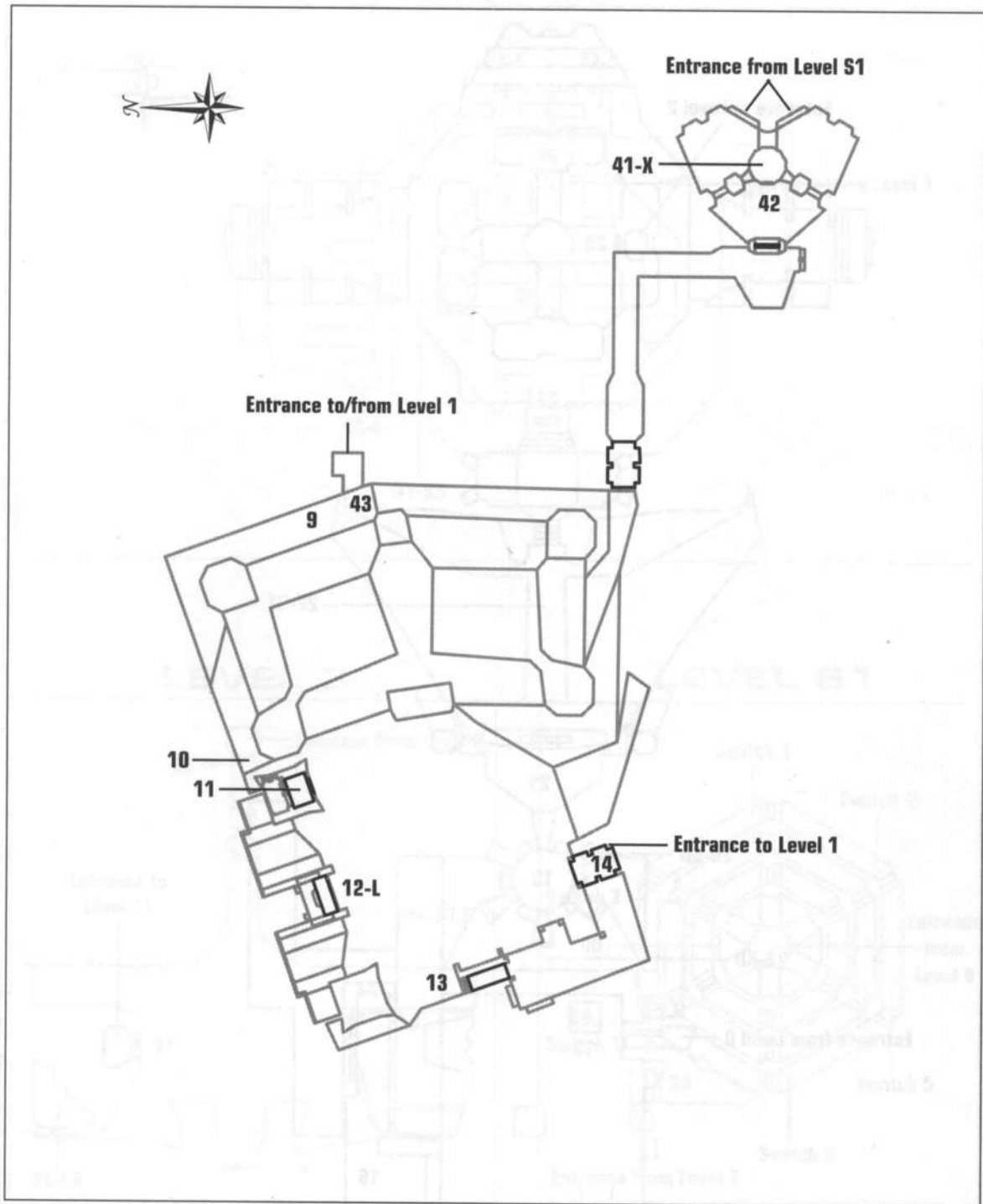
Finally, remember the secret area just outside of the ship pad that you plundered at the beginning of the mission? It's probably the best place to run to. Go up the lift to the room upstairs and shoot at Boba Fett through the window with your plasma cannon. Use the rockets (secondary mode) to freeze him, then switch to plasma shells (standard mode) to finish him off.

LEVEL 1

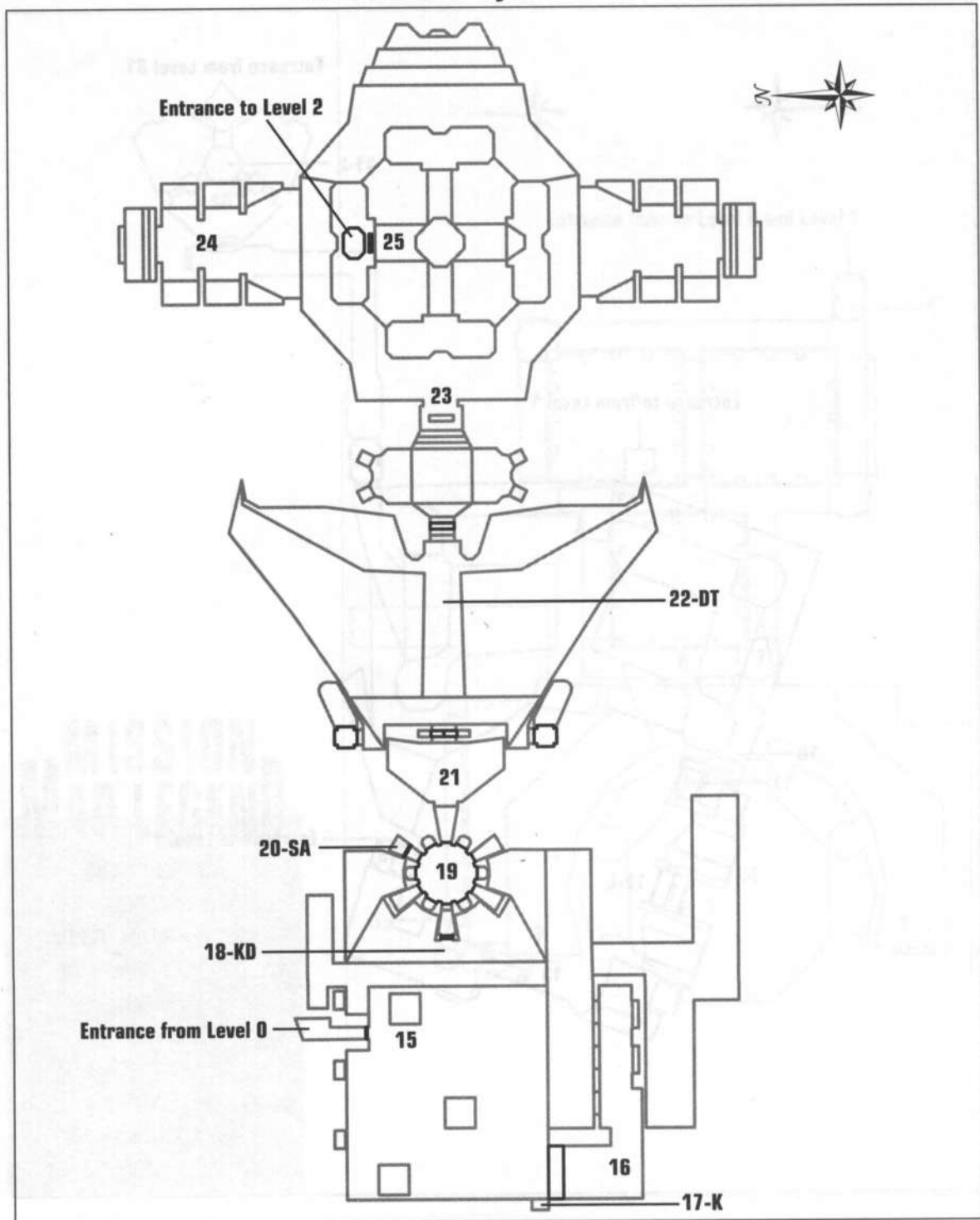
MISSION
MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

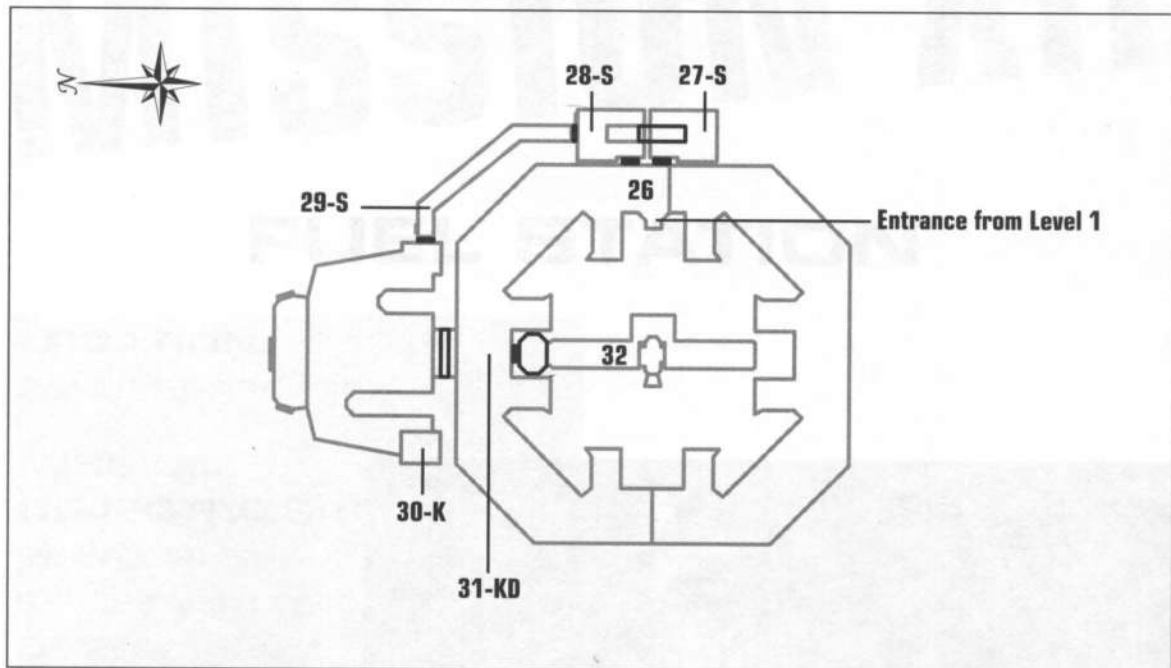
LEVEL 0



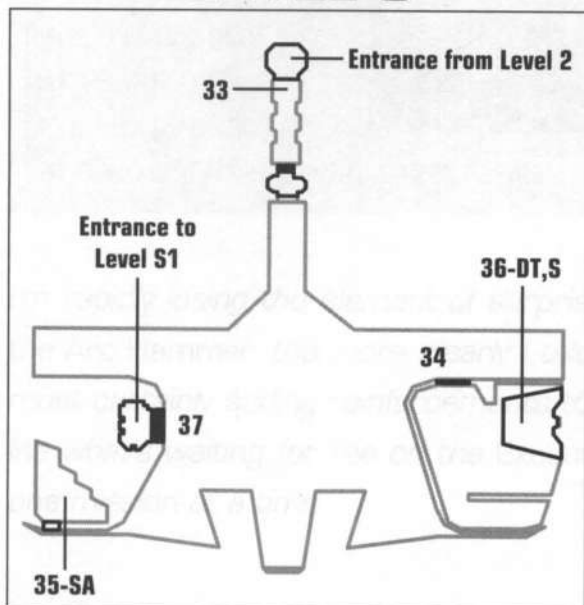
LEVEL 1, PART II



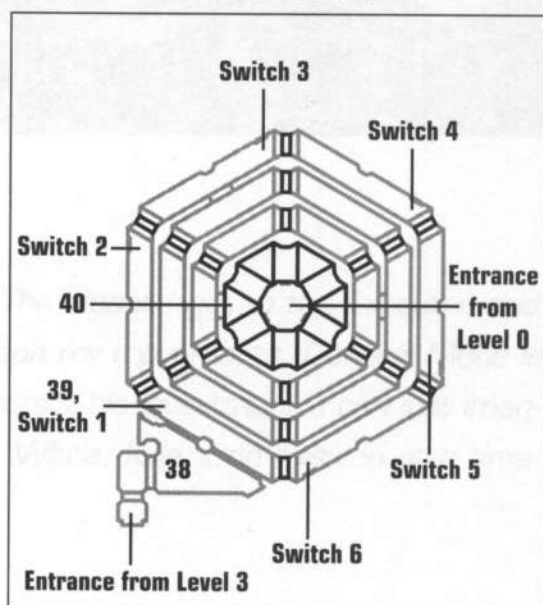
LEVEL 2



LEVEL 3



LEVEL S1



MISSION XII

FUEL STATION

LOCATION:

ERGO, AN IMPERIAL FUEL STATION.

MISSION OBJECTIVES:

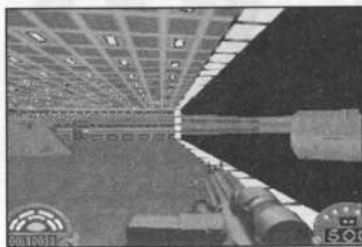
FIND AND BOARD A SMUGGLER SHIP DOCKED AT THE FUEL STATION, THEN HIJACK IT TO THE *EXECUTOR*.

WEAPONS:

BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINES, FUSION CUTTER, CONCUSSION RIFLE, MORTAR GUN, ASSAULT



I'm rapidly losing the element of surprise. The closer I get to the Executor and the Arc Hammer, the more clearly I telegraph my movements. General Mohc is most certainly adding reinforcements to protect his investment. I can just imagine what's waiting for me on the Executor. Whoa, Kyle. One mission at a time, one mission at a time.



You start out in a docking bay of the fuel station Ergo. But let's get the big picture here. This is a docking bay that is not yet connected to the fuel station, so first you have to connect it. Exit through the only door in the bay. (1)



Flip this hand switch and three things happen. First, the door behind you closes and locks. Second, the door in front of you opens. Third, the rotating arm (or corridor) on the fuel station swings around to your docking bay so that you can reach the fuel station. You are connected. (2)



The first area is a small anteroom with a stairway exit that leads to a lower level. Shoot the soldiers and vacuum the area for shields, claymores, thermal detonators, and an auto gun. Aim low and head downstairs. You encounter much foot traffic in the stairwell. (3)



JEDI TIP:

The question is, where is the rotating arm swinging from? Perhaps another ship? Exactly. The smuggler ship that you want to hijack is in a docking bay in

another section of the fuel station. When you swing the arm around to your docking bay, you disconnect the smuggler ship from the fuel station. Therefore, you won't be able to reach the smuggler ship until you swing the arm back again. To do that, you have to find the main control room in the fuel station and throw the proper switch. That's the main puzzle of this mission.



Pass through the opened door and open this new door, which leads to a lift. There's a commando inside so be ready to kill. Then up you go — be prepared for a fight, as always, when you exit a lift like this.



Be sure to check out this corner downstairs. There's a weapons supercharge hidden among the power-generating units (PGUs). Jump over them to pick it up, then turn around and open the large door, which slides away and leads you to the main corridor of the fuel station. Opposition is immediate but not overly fierce. (4)

JEDI TIP:

The concussion rifle is particularly useful on this mission because of all the power-generating units along the corridors and in the rooms. When you hit

a PGU, it explodes, wiping out everything in the vicinity — and there's no better weapon to hit a PGU from long distance than the concussion rifle. Look for clusters of defenders around PGUs and create a firestorm.



Eventually, on your left, you spot this opening into a cantina. Be forewarned: It's a regular Imperial convention in there with Bossks, Ree-Yees, Gamorrean guards, stormtroopers, and officers. Use your concussion rifle in here with great flair. Swing to your right as you enter and circle the place. You're looking for a blue key dropped by a soon-to-be-dead officer. (5)



The officer in question is actually the first one that you come to. Drop him and he drops the key. If you need power-ups and more weapons (there's a mortar gun on a ledge and other weapons to swipe from downed aliens), you can continue to sweep the area. Otherwise, get back to the entrance. (6)



When you reach the entrance to the cantina, turn left and run to this large door on your right. It opens automatically onto a gaggle of Gamorrean guards and Ree-Yees. Shoot them quickly.

JEDI TIP:

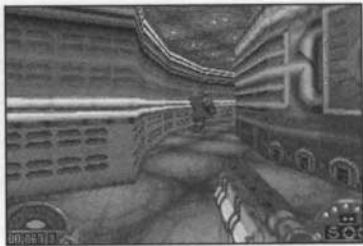
This entrance is a great place to take out a group of Bossks and Ree-Yees with one blast. When the door opens, fire some quick bursts into the area with your concussion rifle. You're bound to hit a PGU or two — and that makes for an instant inferno.



When you come through the door, turn right down the circular corridor. You're headed for the fuel station watering hole, which is a bit of a jaunt — and dangerous. Move fast and shoot fast.



After you clear the lobby, you can take stairways on your left or right. Both lead up to the same balcony area. It may be slightly easier to clear the balcony if you take the left stairway. Beware: There's a Bossk with a concussion rifle at the top, so get the jump on him. (8)



The balcony is circular, with a narrow hallway around an elevator shaft. Rush past the dead Bossk and circle the tank clockwise, killing every organic obstacle you meet.



When the balcony is clear, return to this switch and flip it. Turn around to see a walkway rotate slowly toward you from another control room. If you have a penchant for death runs, you can zip out on the walkway and around the center island. But other than shooting and being shot at, there's not much point to it. (9)

JEDI TIP:

To smooth out this operation, fire your concussion rifle from this switch area at the enemies in the other openings. And if you ever fall into the lower area — or deliberately jump or run into it — nail every PGU you can see with your concussion rifle. It helps even out the odds. Don't worry about killing every trooper in the area; they just regenerate anyway.



JEDI TIP:

Solve the rotating walkway puzzle in this fuel area to gain access to the main room that controls the rotating arm (corridor) of the fuel station. There are four control rooms in this fuel area — the one you're in, one opposite you, one on your left, and one on your right. Your goal is to rotate the walkway with you on it to the control room directly opposite you.



Step out a short way onto the walkway to see a red switch beneath the control room on your left. It's your next destination. You could jump down to it, but it's unhealthy to be so wide open to attack. Instead, turn around and go behind the switch.



The elevator shaft is behind the switch. The lift is just below you, so go ahead and jump. When you jump, it brings you up to the control room again. Just press the space bar and down you go.



You're slightly more protected from here and can snipe at the guards in the control room above the switch. Here's the challenge: You must run out, flip the switch, run back to the elevator, ride upstairs, and jump onto the now-moving walkway before it leaves without you. It sounds impossible, but you can do it. If you don't make it, flip the switch in your control room to swing the walkway back to you and try again. (10)



Circle the control room, killing everything in sight. Along the way, you pick up an extra life. Come back to the switch, flip it, and jump back on the rotating walkway. It swings past the original control room to the next control room. That takes awhile, of course, so use the center island for cover and eliminate the guards before you arrive. (11)

JEDI TIP:

It is possible — although not easy — to jump from the center island to any of the openings. It requires enough speed, the perfect angle, and perfect timing on the release of your jump. If you want to give it a shot, flip the second switch and try jumping from the island to the opening directly across from the first switch. Why? It's your final destination, so if you successfully make the jump, you save time. If you don't, you still have time to run back to the elevator and jump on the walkway as it swings slowly past the first switch.



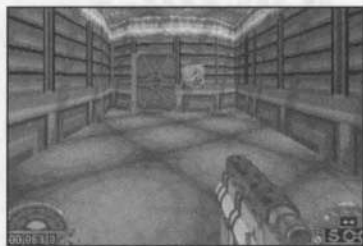
JEDI TIP:

When the walkway is moving, run inward and hug the center island. It provides more cover from the enemy, and you should be able to kill everyone in the next

control room before the walkway stops. It's especially good to circle the center island constantly as the walkway turns. The enemy can't get a good head on you when you're moving, but you can get a good jump on them.



Sweep this control room for power-ups and return to the switch. When you flip it, the walkway starts for the last control room. Hop on, taking the same center-island safety precautions. There's just one Bossk waiting for you inside the control room — waste him long before you get there. (12)



There are no power-ups in this control room, but there is a door in the back. It opens onto a lift that takes you upstairs. Don't flip the switch beside the door, just open the door and hop on the lift. **(13)**



When the lift stops, you step out into a long, narrow corridor with a Bossk at the end, near some stairs. Run off the lift at full speed, zigging and zagging, to get the jump on the Bossk. Zap him, then it's up the stairs you go.



There's a lobby upstairs with two officers and two stormtroopers as receptionists. Annihilate them. Because you have a blue key in your possession, you can now walk over and open a large metallic-looking door in the middle of the lobby. After it opens, fill your knapsack with power-ups and an assault cannon. After your bag is full, open either small door to the left and right of the large door. They both lead to the same place — the main control room of the fuel station. **(14)**

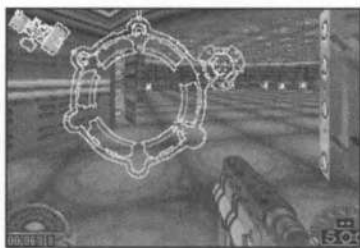


Enter the room blasting to clear it of all defenders, then return to this large electronic switch and map of the fuel station. Flip the switch and turn around to see the rotating arm move from the docking bay that holds your ship to a docking bay that houses the smuggler ship — your next objective. Exit the way that you came in and retrace your steps to the rotating walkway area and beyond it into the main circular corridor of the fuel station. **(15)**

JEDI TIP:

This time when you pass through the rotating walkway area, you can just run across the walkway to the other side, jump off, and run to either the elevator or stairwell to take you upstairs. Be on the lookout for regenerated defenders, however.





Toggle on your screen map. Turn right when you exit this sliding door into the circular corridor. Follow the corridor around 180 degrees from where you are until you come to another sliding door on your right.



Open this sliding door, take out the officer and two commandos inside, then head to the right up the stairs. Be on the lookout for several more defenders in the stairwell. It would be prudent to aim high as you climb. (16)



At the top of the stairs is a lobby. Shoot any remaining defenders and sweep the lobby for power-ups and weapons. Because you moved the fuel station's rotating arm, a door in the center of the lobby is now open. Step through onto a lift and flip the switch to take it down to the level of the docking bays. (17)



When you step off the lift, this corridor should look familiar. You're traveling in the station's rotating arm, from the fuel station toward the smuggler ship. Open two consecutive doors, but get ready for a Bossk in your face as soon as you open the second one.



After you slay the Bossk — aren't their death screams wonderful? — cross to the next door. You might notice cargo boxes through the windows on your right and left. They're for verisimilitude only and have no value to you at all. Open the door and make two quick turns, first to the left and then to the right, down the main corridor of the ship. (18)

JEDI TIP:

You have two major tasks aboard the smuggler ship. First, you have to find a yellow key from a dead officer. Second, you have to find the door that the yellow key opens. That door opens onto the bridge of the smuggler ship, and as soon as you get inside and flip a switch, your mission is complete.

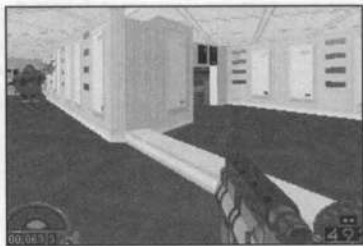




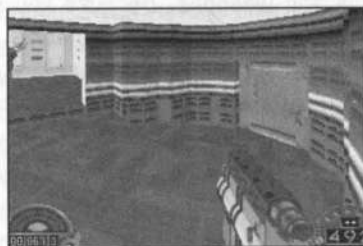
As you head down this main corridor, there's a Bossk in a side room to your right, a few Gamorreans in a room to your right, and few more straight ahead. You can try to kill them all, but it's better to fly down the corridor, killing what you have to, and get to the door on the other end.



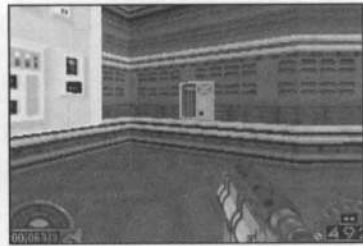
Open the door and run to a small room at the end of the corridor, the one with an Imperial officer just waiting for you to blast him. After you do, he coughs up a yellow key. Pocket it and go back out to the first corridor. **(19)**



Shooting your way clear, turn into the first opening on your right.

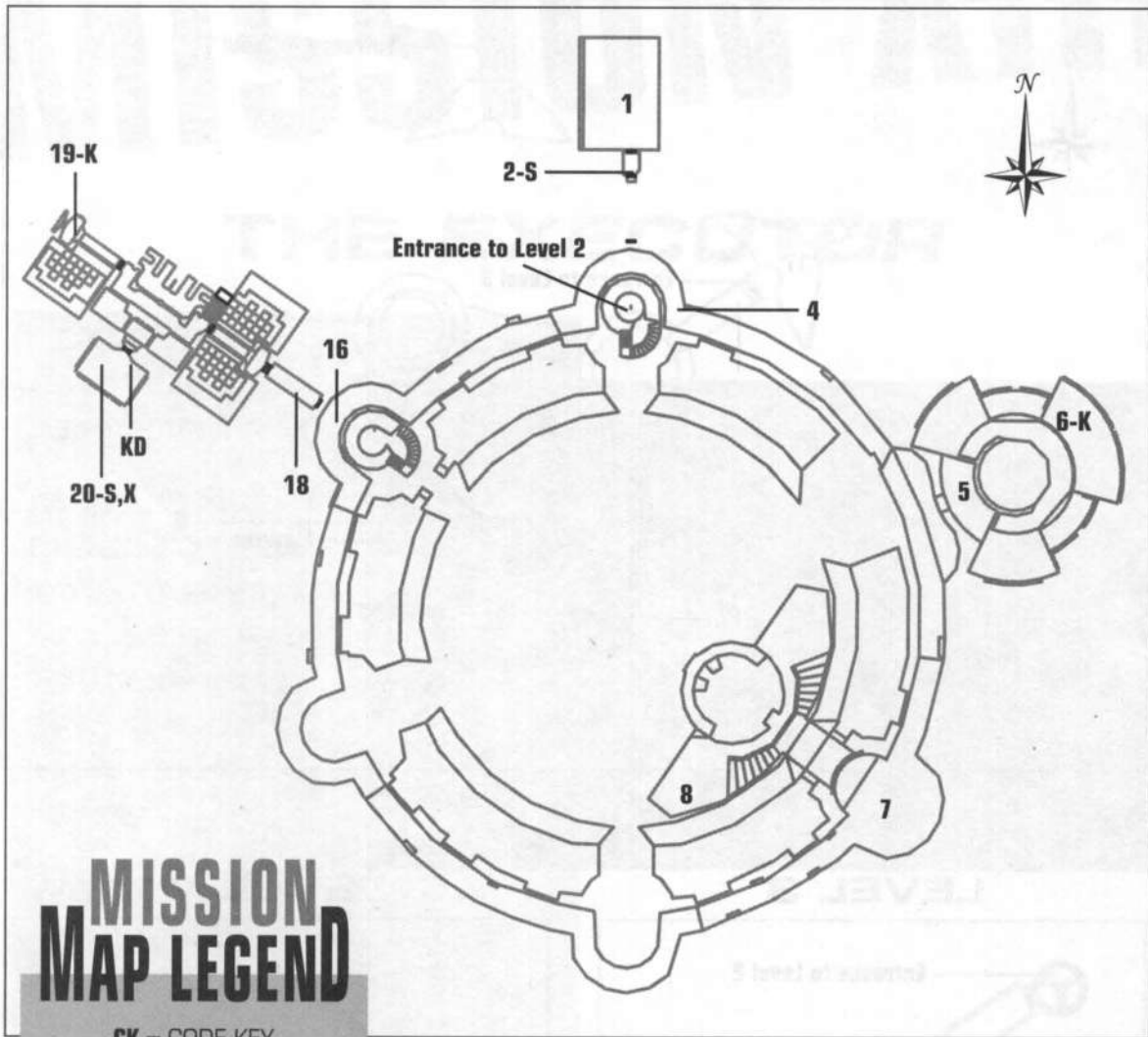


Dash through another opening and trot down a few stairs and, voila, the yellow key door is yours for the opening. No one is inside the bridge when you enter. You hear a quick conversation between Kyle and Jan that confirms you're in the right place.



Find and flip this switch, and Kyle engages the engines for take-off. Jan and Kyle say their good-byes, and you're off to the *Executor*. Your final rendezvous with the *Arc Hammer* is just one more mission away — but the penultimate mission is no cream puff. The Empire is getting a little steamed with your success, so expect major opposition when you set foot on the *Executor*. It's never easy. **(20)**

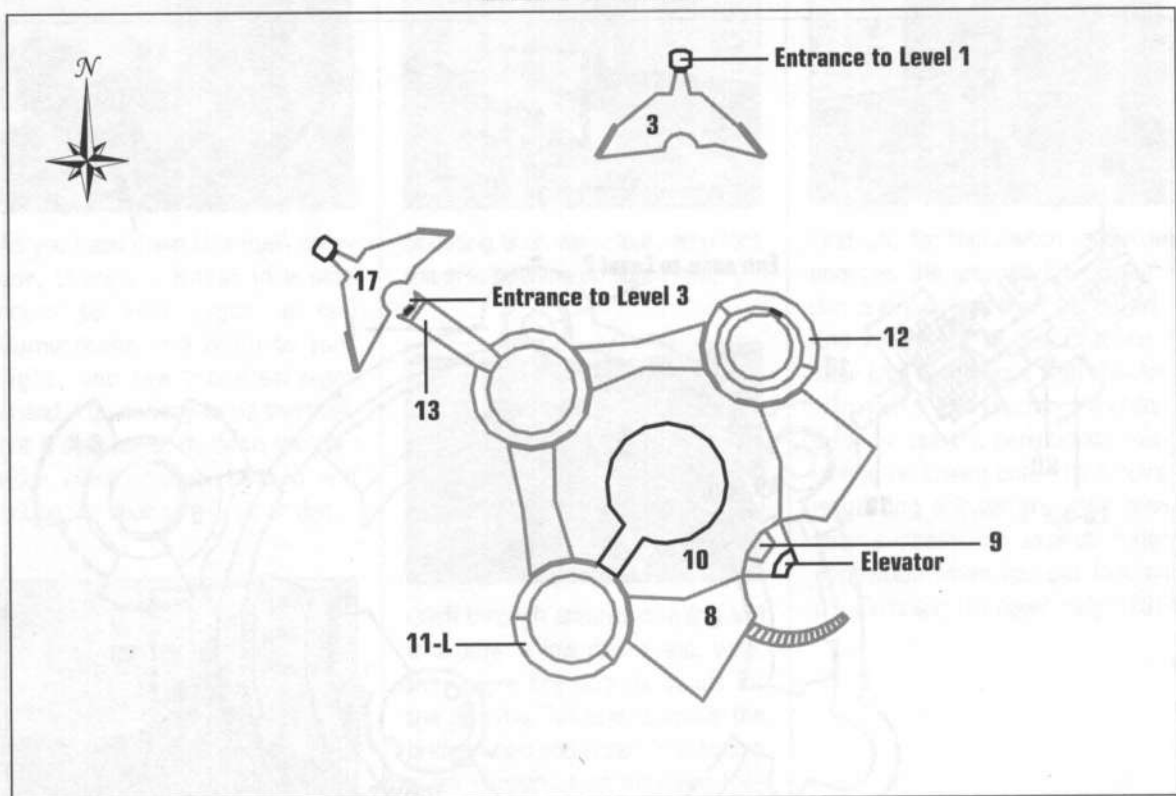
LEVEL 1



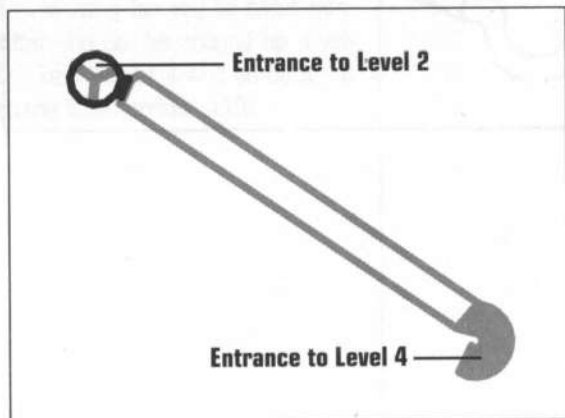
MISSION MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

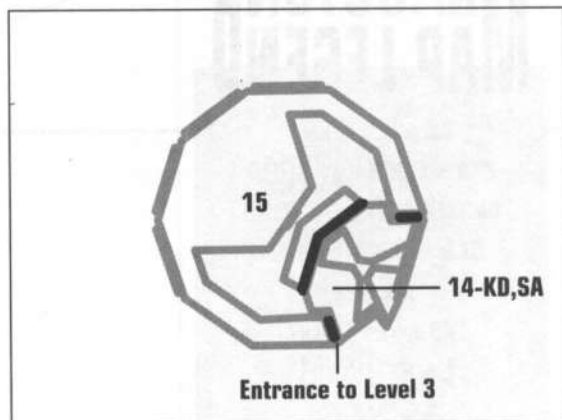
LEVEL 2



LEVEL 3



LEVEL 4



MISSION XIII

THE EXECUTOR

LOCATION:

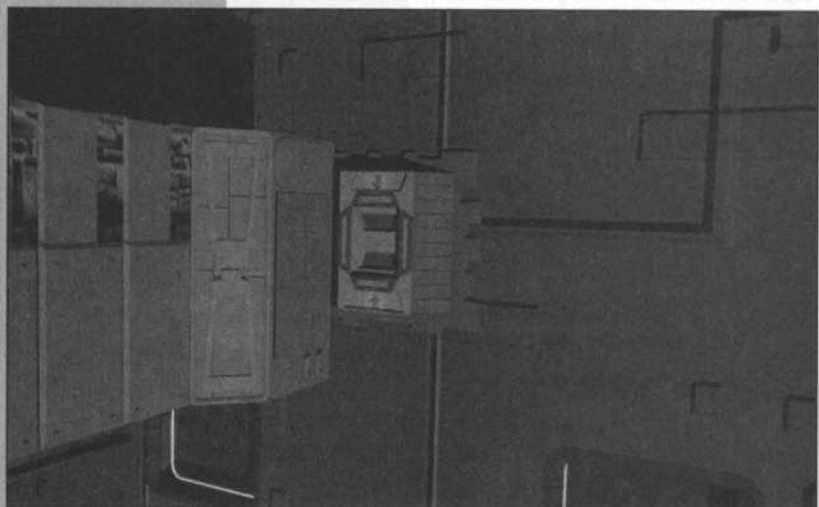
ABOARD THE SUPER STAR DESTROYER *EXECUTOR*.

MISSION OBJECTIVES:

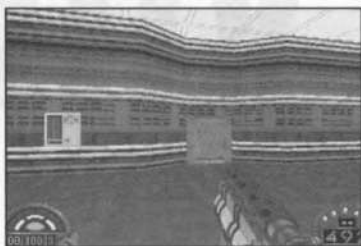
FIND THE CARGO SHUTTLE BAY, ACTIVATE THE SHUTTLE SYSTEM, CLIMB INSIDE A SHIPPING CONTAINER, AND HITCH A RIDE TO THE *ARC HAMMER*.

WEAPONS:

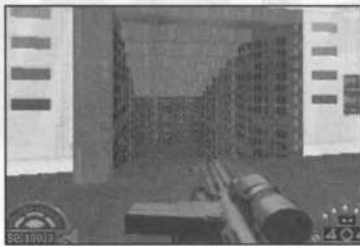
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINES, FUSION CUTTER, MORTAR GUN, CONCUSSION RIFLE, ASSAULT CANNON.



A cloaking device would be nice for this jaunt. When you're snooping around Imperial Super Star Destroyers, it helps to be invisible. Maybe they won't notice that I'm stealing one of their cargo shuttles. Yeah, right.



Look familiar? It should. It's the bridge of the smuggler ship you hijacked. It's now in the docking bay of the *Executor*, and your first order of business is to get off this ship and into the *Executor* where you can search for its cargo bay. Watch the door on the way out; it's booby-trapped with a claymore. Run up to the door to trip it, then dart back quickly to avoid the explosion. (1)



Blast whatever troops remain as you run through this room and straight ahead into a stairwell.



At the bottom of the stairwell, you land on a lift that drops you into the *Executor*. Prepare for battle. Stormtroopers stand directly before you, and there's an officer on a ledge above you and to your left. (2)



Ignore the switch on the left wall for now and turn right into a short tunnel. Waste the two officers inside.

JEDI TIP:

As soon as you reach the bottom of the lift, press the space bar to bring it up again. From the higher vantage point, you can shoot the troopers and the officer more easily and with better cover. After they're dead, take the lift down again.

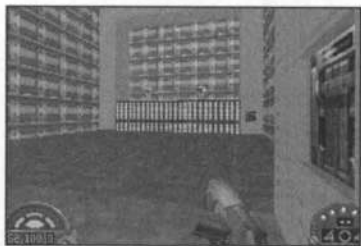


Switch to the blaster pistol and, from the protection of the tunnel, snipe at the stormtroopers on the platform above you. Then cross over to the switch in the corner and flip it. The platform before you lowers, but don't go just yet. (3)

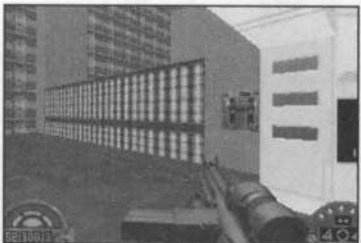


JEDI TIP:

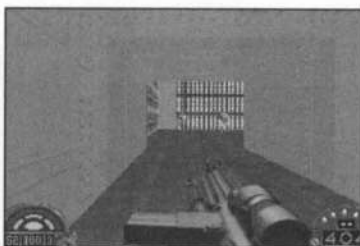
Some missions, such as rescuing Crix Madine from the Imperial detention center, favor stealth over power. This jaunt through the *Executor* is not one of those. The puzzles you must solve to reach and activate the shipping container in the cargo bay are relatively simple. But between you and that container stands some major firepower, including Phase Two dark troopers. You must use all the combat wiles you've gained on previous missions to survive this onslaught.



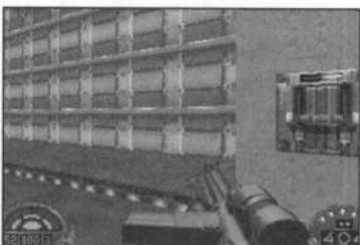
Hold your ground by the switch and use the protection of the switch wall to snipe at the stormtroopers on the far ledge. When they're gone, switch to a faster-firing weapon, move forward out of your hiding place, and turn right into a white-walled corridor. Blast any troopers and move to the next room.



The next room has two switches and two sliding platforms. Ignore the switch and platform to your left, but flip the switch on the right to lower the platform on the right. Move into the next room. (4)



Find another short tunnel that leads into the next room, and again use the tunnel walls to protect you as you eliminate troopers on the other side. (5)



Find the switch in the corner and flip it. A lift drops down. Hop on it, flip another switch on the right side, and ride the lift up to the next level. When you stop at the top, hug the wall by the switch for cover — more troopers and commandos await you. Strafe left to kill them, then strafe right to duck their bullets. Proceed when clear. (6)



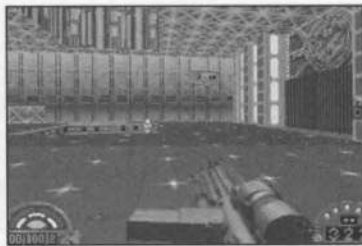
Don't forget to harvest the power-ups on this ledge to your left before you turn right toward the center of the ship. If you need med kits, run straight to a ledge at the far end of the corridor.



Right about now, however, you are going to need to focus on something more vital than power-ups — your survival.



A Phase Two dark trooper is coming at you from the next room. Use whatever cover you can find and shoot him with your concussion rifle or assault cannon. (7)



Explore this big room after you subdue the dark trooper and his more mundane buddies. Grab power-ups along the walls. Open the door to the left on the other side of the pit. Inside are more power-ups and an extra life (to replace one the dark trooper might have snatched from you). There's a window on the upper right side of the far wall, but there's nothing in the room behind it.



Open this door. It reveals the room with the window you saw from below. Kill the Imperial officer inside, then flip a switch next to the window. It opens the large door that you just came through in the other room — just in case you need to go back down to the dark trooper room for some reason. (9)



JEDI TIP:

You momentarily stun virtually every enemy when you shoot them point blank — but that's not so with dark troopers. They keep firing and coming at you even when

they're hit. The trick is to keep moving as you shoot so they can't focus their fire on you. The fusion cutter or plasma cannon (the dark trooper weapon) are the best weapons to use against them.

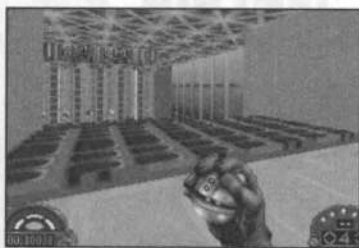
Claymore mines are also excellent weapons against the dark troopers. Drop them in a tight place as the big guys stalk you. With this guy, for example, you can back all the way up to the last tunnel, drop some claymores, then back up even further. Eventually he pursues you into the tunnel (especially if you keep shooting at him) and blows up.



Flip this switch to open the large door just above you. Then step on the lift to the left of the switch and ride it up to the next level. Scatter the stormtroopers up top, then turn left and head for a hallway. (8)



Go back out to the other room and open this door. Shoot the officer on the other side and go to the window to your left. It overlooks the area that you're about to invade. It's a good idea to toss some thermal detonators over the side to soften the resistance. Toss until trooper screams subdued. (10)

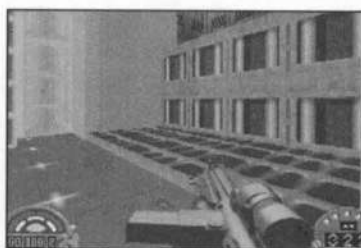


Hop on the lift on the other side of the balcony. It drops you into the large lower area, but the going should be easier now. Eliminate any remaining defenders and thoroughly cleanse the area of power-ups — you're going to need full weapons and shields for an imminent confrontation.

JEDI TIP:

The most effective method of eliminating the troopers is to stand tall at your end of the hallway with a concussion rifle in your hands. A couple of long-range bursts

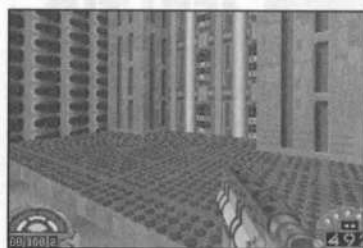
makes mincemeat of them and takes away all the potential drama of the situation.



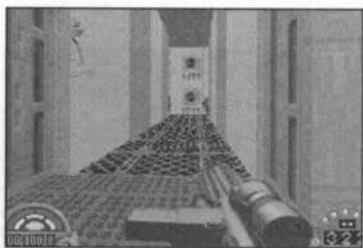
Find this lift on the right side of the room and ride it up. Switch to a rapid-firing weapon (fusion cutter, blaster rifle, or auto gun) and take off the safety because the largest single concentration of stormtroopers in Dark Forces is coming at you from the far end of a long corridor. (11)



Just as you step off the lift, turn sharply right and duck into this narrow space. It provides a perfect place from which to dart out and strafe the advancing troops. After the corridor is piled with Imperial bodies, turn left and investigate three small rooms filled with power-ups, including a weapons supercharge. (12)



Run to the end of the hallway that housed the company of stormtroopers and hop onto this lift. It's a relatively long, slow ride up, which gives you time to ponder your next situation. (13)



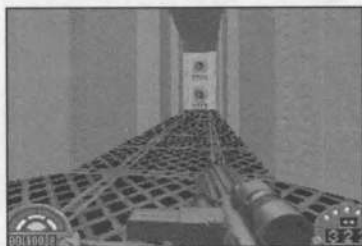
Here's the situation: You must traverse a long metallic walkway obstructed by commandos and bordered by probe droids in side wall niches. (14)



JEDI TIP:

Stay on the lift when it stops at the walkway and strafe the commandos left and right, using the front walls of the lift for protection. When the commandos are gone,

aim your gun high and charge down the walkway, dropping the droids like bloated flies.



After you round a tank, the next walkway is exactly the same as the first. Use the tanks surrounding walls for cover as you blast the probe droids, then run down the walkway and circle yet another tank.



This lift (on the right, just after the last tank) is next on the critical path, but it pays to delay the ride up. Shoot commandos from this opening, then swing to the left and go through another opening to the left. (15)



When you clear out the lower level, return to the lift and ride it upstairs. There you face a rather simple jumping puzzle, jumping from this platform to five consecutive islands. You must use speed mode to jump to the islands. When you land on one, crouch and circle around to the other side for the next jump. Crouching gives you better visibility and makes it easier to stay on the island without falling off. (16)



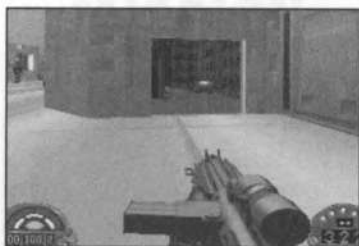
You can stop and shop for power-ups on the fifth and final island. There's a switch on the left side of the island column (as you face your destination) that opens a panel on the left wall. Jump over to collect the shields and ammo, then jump back for your final leap to a platform. (17)

JEDI TIP:

This next section has two levels, this lower one and one above it. The critical path takes the upper level, but exploring the lower level lets you collect power-ups and eliminate defenders that could kill you if you fall from the upper level.



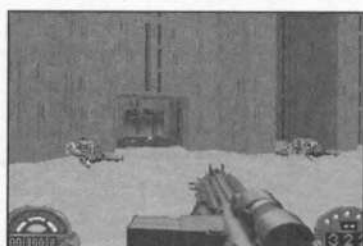
The lone door on the platform opens into a small room with a handful of Imperial troops. Take a rapid-fire weapon, crouch to reduce your vulnerability, and take them out. You face a large door straight ahead. It's on the critical path, but turn left first and head into a lift that takes you on a brief downstairs detour.



Blast the commandos and an officer waiting for you downstairs, then head for the back of the room and this mouse hole. Crouch to enter, grab the power-ups inside, then return to the lift and go back upstairs. (18)



It's The Big Door. Behind this door is an area with three more doors, each containing a friendly neighborhood Phase Two dark trooper. So when you're ready, load up your favorite dark trooper weapon and open the door. (19)



After you slay the dark troopers, a door between their lairs opens and you enter the final stage of the mission — inside the shuttle bay of the *Executar*. Troopers and interrogation droids block your path.

JEDI TIP:

This next battle can be scary. As soon as you step through the door, another door in front of you opens, the first of the three dark troopers flies at you, and the door

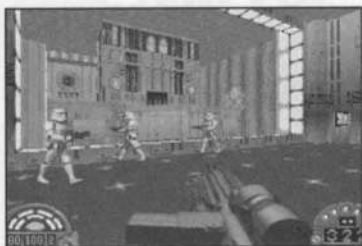
behind you shuts forever. Do the smart thing and don't step all the way through the door. Stay underneath it so it can't close. That way you can fire at the dark trooper, but if things get too hot, you can duck back from the door and it closes automatically. Repeat that routine until you've eliminated the big guy.



After you kill the first dark trooper, you can pass through his door into another area with two doors and two dark troopers or you can zoom down the ledges on your left and right for power-ups. Either way, you automatically and simultaneously open both doors. (20)

JEDI TIP:

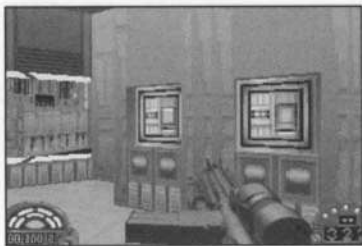
After you kill the first dark trooper, the art is to wake up the remaining two one at a time. Try tossing some plasma rockets or mortars into the room until the second dark trooper awakens, then blast him with the plasma cannon as soon as he comes outside. Then do the same thing to the third. If you do awaken them both, find a safe pillar to hide behind and strafe with your plasma cannon. It works well.



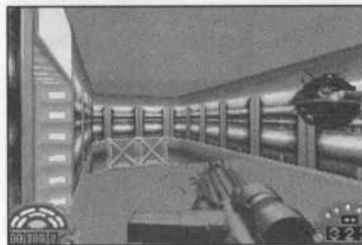
Welcome to the shuttle bay. That floating hunk of concrete outside the window is your ticket to the *Arc Hammer*. Flip the switch in the corner and the shipping container starts to move into position. Find and exit through a door behind you into the next room of the shuttle bay. **(21)**



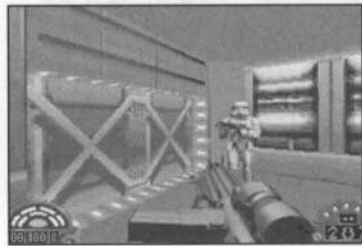
Another room means more Imperial henchman to send to their maker. Flip another switch and the shipping container moves into the launch bay. Then find and exit through another door behind you. **(22)**



Some officers want to prevent you from throwing these last two switches. Don't let them. Flip the left switch first, then the right one, and you're ready to board and launch the shipping container. Turn right from the switches and go straight to the launch bay door. **(23)**



There's one last interrogation droid inside to prevent you from your destiny. Take it out and march down some stairs to yet another door. **(24)**

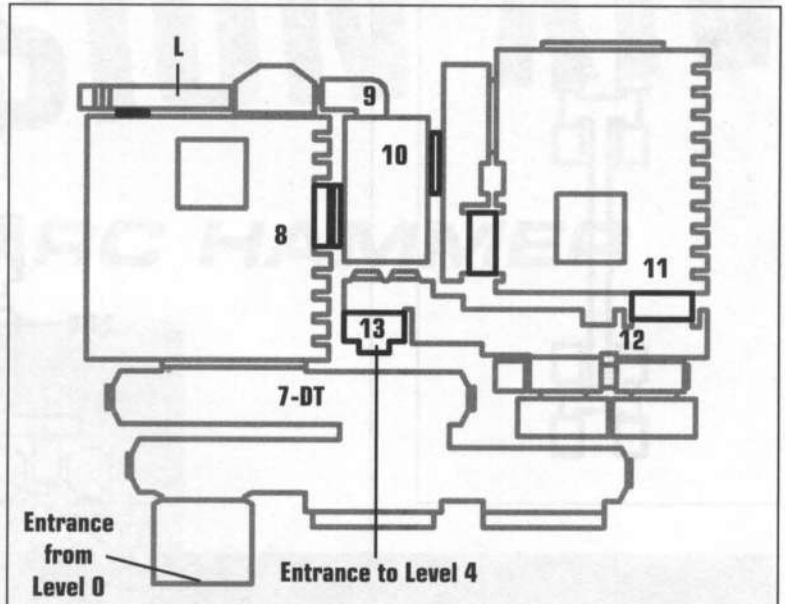


Strafe the die-hard stormtroopers loitering just outside your ride, go through another door, and then yet another door, and you're there! You've finally gained entry to your space taxi. "Here we go," Kyle says. A man of few words, our Kyle. One would think the imminence of the next mission, a last do-or-die mission after so many difficult missions, a final epic confrontation with the dark trooper architects — at last! — would warrant a longer, more eloquent monologue. But action, as the saying goes, speaks louder than words. Carry on. **(25)**

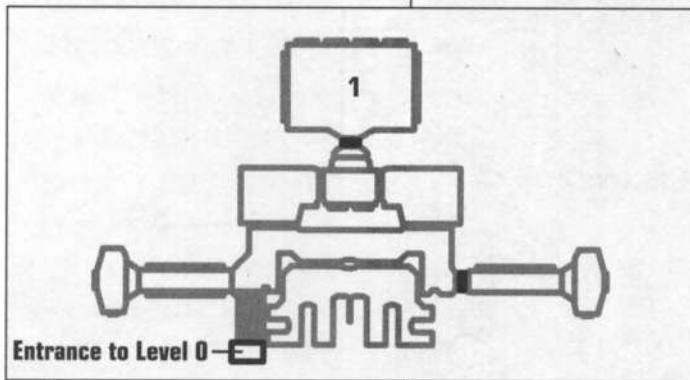
MISSION MAP LEGEND

- CK** = CODE KEY
- CKD** = CODE KEY DOOR
- DARKER AREAS** = DOORS
- DT** = DARK TROOPER
- K** = KEY
- KD** = KEY DOOR
- L** = EXTRA LIFE
- S** = SWITCH
- SA** = SECRET AREA
- X** = MISSION OBJECTIVE

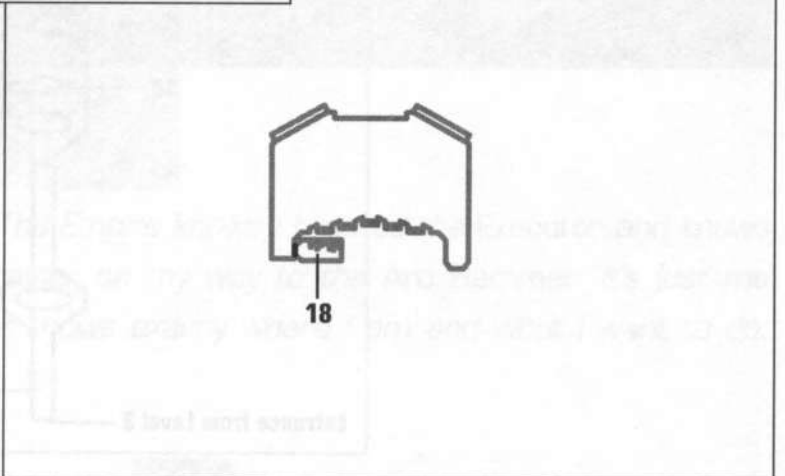
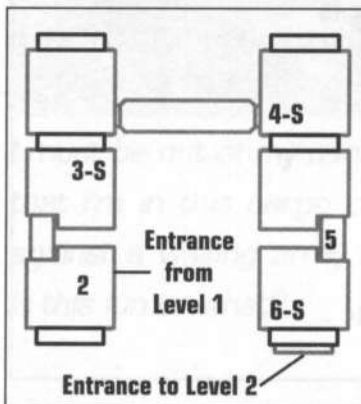
LEVEL 2



LEVEL 1

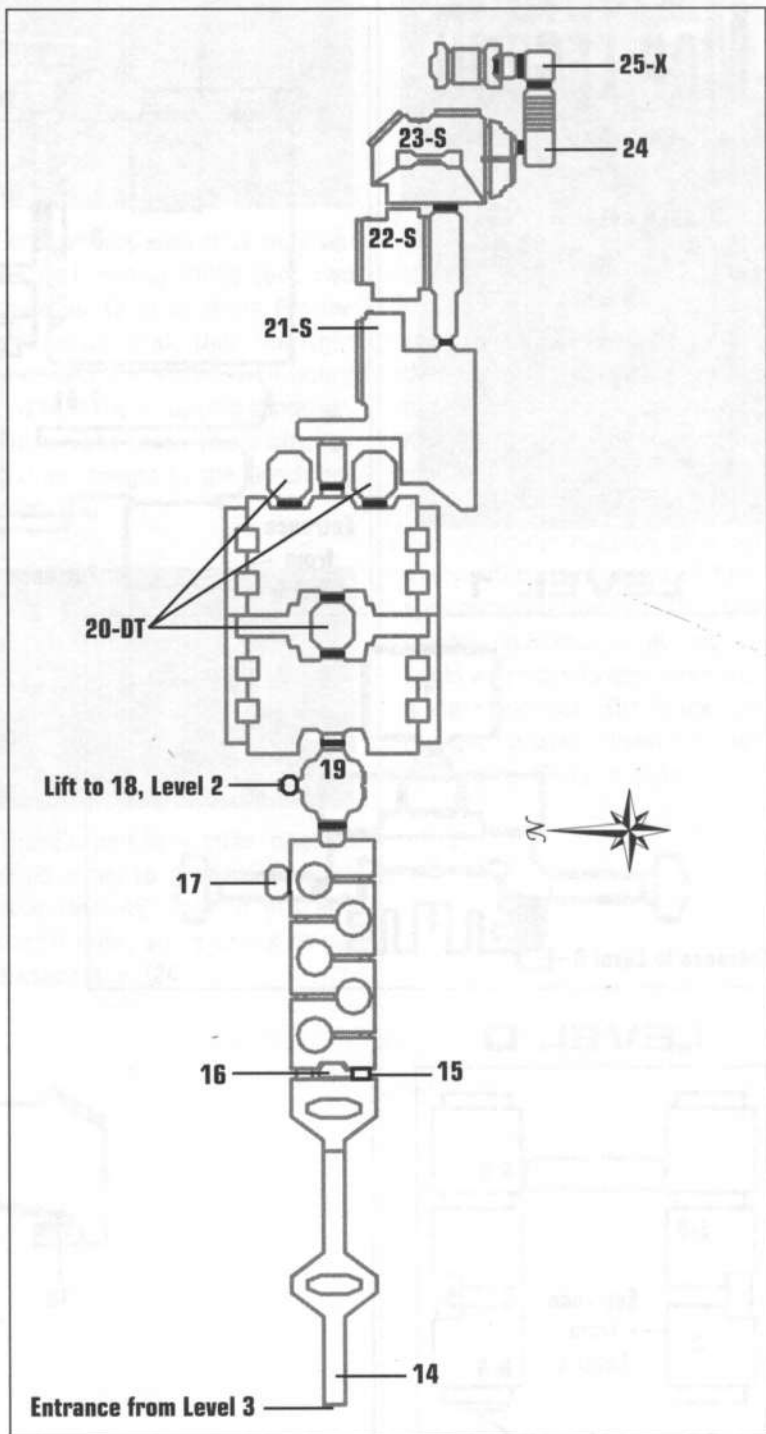
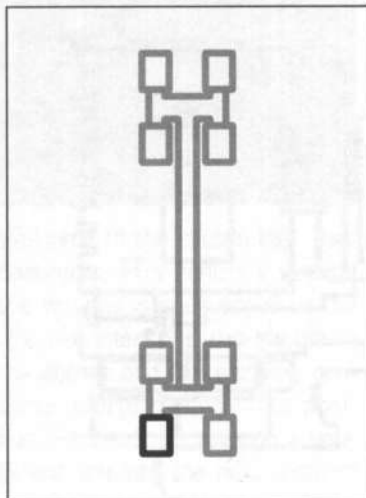


LEVEL 0



LEVEL 3

LEVEL 4



MISSION XIV

THE ARC HAMMER

LOCATION:

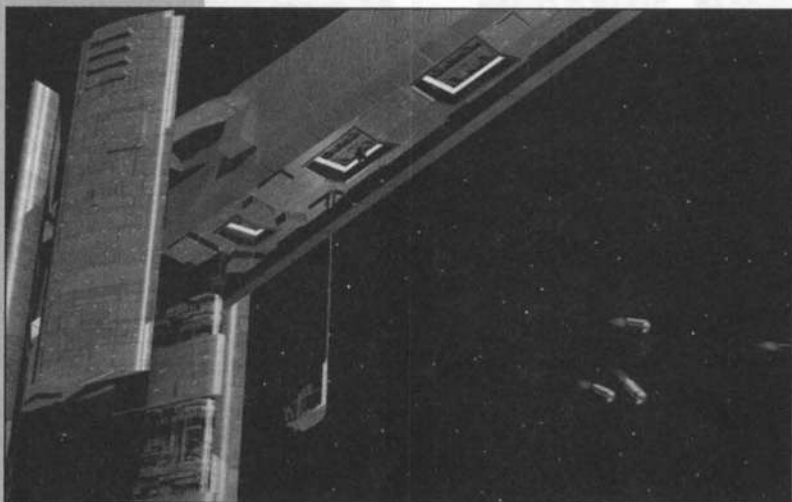
THE CRUISER *ARC HAMMER*, THE LAUNCH PAD FOR COMPLETED DARK TROOPERS.

MISSION OBJECTIVES:

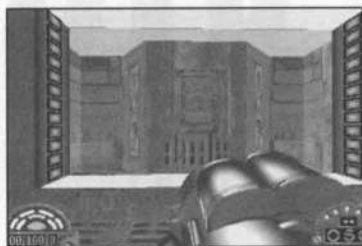
SET THREE SEQUENCER CHARGES ALONG THE SHIP'S MAIN POWER GRID, THEN FIND THE *ARC HAMMER* SHUTTLE BAY AND COMMANDEER AN IMPERIAL SHUTTLE FOR YOUR ESCAPE.

WEAPONS:

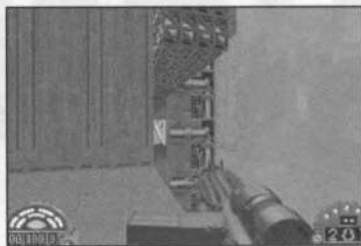
BLASTER PISTOL, BLASTER RIFLE, THERMAL DETONATORS, AUTO GUN, CLAYMORE MINES, FUSION CUTTER, MORTAR GUN, CONCUSSION RIFLE, ASSAULT CANNON.



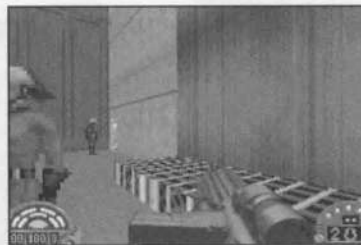
I must be out of my mind. The Empire knows I hijacked the Executor and knows that I'm in this cargo container on my way to the Arc Hammer. It's just me against a waiting army that knows exactly where I am and what I want to do. Is this fun or what?



Ah, it's a good day to die — for dark troopers, that is. The first step to "glorious victory" (as General Mohc puts it) is to exit this floating mausoleum. Jump up on the ledge in front of you, put your finger on the trigger of a rapid-fire weapon, and open the door. (1)



After you zap a few more guards, peer along this wall to see a red door. It's a primary objective, but first you have to create a ledge to walk to it. To do that, you must go downstairs, and the quickest way downstairs is to jump off the ledge to your right. (2)



This angle shows the ledge that you raise to walk to the aforementioned red door. Kill the commandos down here and walk through the red door in the corner. These soldiers regenerate so be on guard when you return this way.



Turn through some corridors and you come to this room. Blast the guards and run straight ahead as far as you can. (3)

JEDI TIP:

The stormtroopers firing at you from across the way are standing in the corridor that lies behind the red door. You can simplify the start of this mission significantly by jumping across the gap from this side to that side — but the jump is not simple. Game testers say they make it about 30 percent of the time (I'm at about 10 percent). To make the jump slightly easier, toss some grenades below to stop the snipers down there.



JEDI TIP:

There are quite a few stormtroopers on the other side of the door and just one of you on this side. An elegant way to even the odds is to open the door and, as you

quickly back up, fire a mortar shell or throw a thermal detonator into the room.



Take out the troopers in this ante-room, then find the room's only opening on your right.



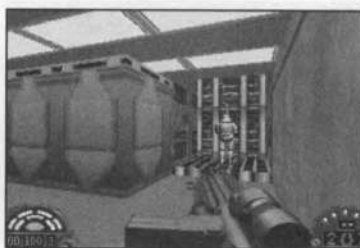
Sneak around this corner and shoot the troopers standing guard on the thin walkway around some sort of dark trooper assembly arm. That arm can zap you, so it's wise to take it out with the plasma cannon. Follow the walkway into a corridor and then into a room. (4)



Voila, the room. Shoot the defenders that lie between you and the switch on the wall. Flip the switch and the ledge moves from its down position to the level of the aforementioned red door, to which you should now return. Don't forget to snag the power-ups in this room before you leave. (5)

JEDI TIP:

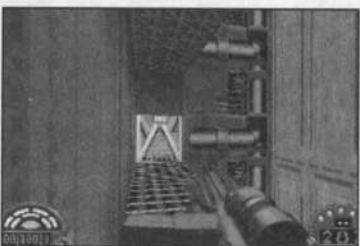
So many soldiers populate this lower level that pitched battles with them may be detrimental to your health. The alternative? Run back upstairs as fast as you can and get into that red door.



On your way back to the red door, turn right at the first corridor and hop on a lift. It takes you back upstairs. (6)



When you step off the lift, you face some opposition from across the way. Take these guys out now so that you don't have to worry about them later.



The ledge is now up and you can walk across it to the red door. The first puzzle of this puzzle-laden mission is complete, but don't rest on your laurels. You're about to enter a war zone. Put a rapid-fire gun in your hands and enter the door firing. (7)

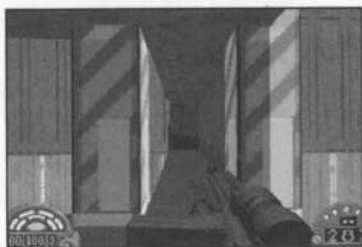


After clearing out a corridor and a room, you pass through these double doors. Here's where things get tough. When you pass through these doors, you spark to life two Phase One dark troopers and a Phase Two dark trooper in a room just below you. (8)

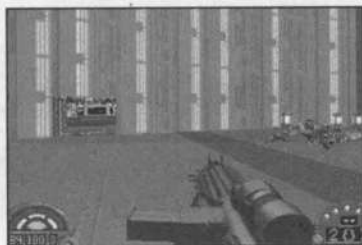
JEDI TIP:

Several strategies to thwart these dark troopers come to mind. First, only one of the Phase One dark troopers must be killed in order to open the exit door in the room below — your eventual destination. It's impossible to know which one, so don't discriminate. Stand at the ledge above the room and toss thermal detonators down there (time release) until your arm is sore. Even if you don't kill them all, you soften them considerably for any face-to-face confrontations. After you finish lobbing grenades, jump downstairs from the ledge to your right, take out the mechanical arm with your plasma cannon, then walk around to the dark trooper room and blast any surviving troopers.

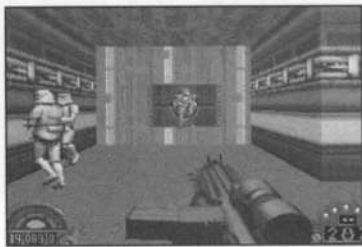




Between these columns is a walkway that leads to a secret duct with a few goodies. The only problem is that the duct also features three ceiling turrets. You can waste ammo trying to take them out or just run all the way in and out with your lights off. As long as your lights are off, you'll make it before the turrets respond to your movement. (9)



After you slay the troika of dark troopers, this door opens automatically. Pass through and turn to your right, but watch out for some snipers at your back. You want to have your backside safe because you're about to face another Phase Two dark trooper. (10)



As soon as you can see the dark trooper, he spots you and starts his attack. The door behind him is your next objective, but you obviously have some killing to do before you can worry about getting inside there. (11)



After you rid yourself of the dark trooper and his assorted cohorts, jump up to the next level and flip this switch. It opens the door behind the dark trooper's ledge. But before you flip the switch, go past it down the corridor killing soldier soldiers so that you have the time to plan your next engagement. (12)

JEDI TIP:

Try not to wake this guy up so quickly. Sneak along the left wall out of his range of sight until you can just see him. Fire the mortar gun or plasma cannon to wake him up over there. He then flies over to engage you in the hallway. Back up with the plasma cannon and fire away until he's crunched metal.



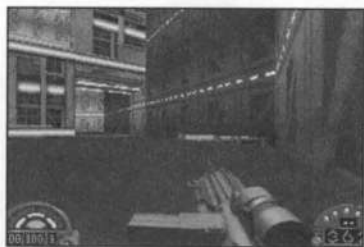
The routine to get through the door is to flip the switch, run quickly back to the door, jump across the gap (using speed mode), and run through the open door before it closes. You have plenty of time to perform the maneuver, although it's not an eternity. But hold on just a second. What if you don't jump right away after flipping the switch? What if you crouch down on the ledge before you jump? You spot a Phase Two dark trooper on an elevated walkway through the now-opened door across the way.



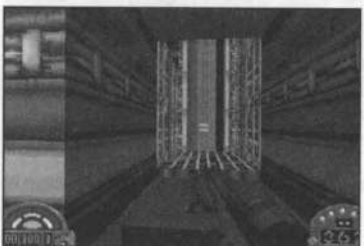
JEDI TIP:

Instead of jumping right away, flip the switch, take your plasma cannon, crouch, and fire away at the dark trooper until the automatic door closes. Keep

opening the door and repeating this attack until the dark trooper is burnt toast.



After you subdue the dark trooper, take the time to look at the gap in the lower part of the wall on your right, just past the entrance door. The room inside holds a revive and power-ups, but you can't retrieve them now. There's a switch ahead that opens this room, and you can return for them if you want to or need to. Find the now-unlocked exit door (it opens after the dark trooper dies) and continue your coupling quest. (14)



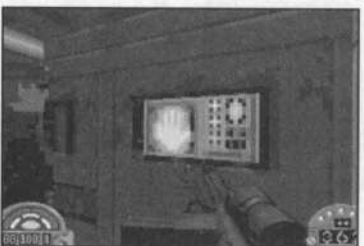
On the other side of the door, you trudge through some corridors that lead to this lift. Take it up. (15)



After you pass through a darkened room, you emerge into the light — and onto the walkway on which the last dark trooper was standing. Cross over the walkway and run straight through a room with columns. (16)



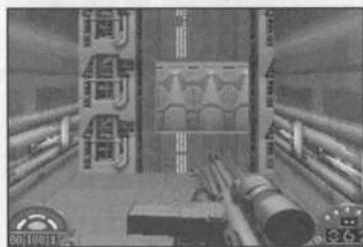
At the end of the room you find an opening to a corridor that reveals a stairwell. Shoot the commando and officer that block your way and run up the stairs. (17)



Flip the hand switch at the top of the stairs and turn quickly to your left. You see the stairwell rise. Run up the stairs before they drop back down again. (18)



Follow the corridor at the top of the stairs (plugging some commandos as you go) and you hit an apparent dead-end in this room. Not so! Before you jump up into the darkness at the end of the room, toss a thermal detonator up there to clean out any defenders. **(19)**



Inside the darkness you can switch on some light, or just run and jump (using speed mode) across to the opposite ledge. When you reach the ledge, walk along it into a small room.



From this vantage point in the small room, you can see a switch to your right and another ledge across the way to the left. The ledge is on the critical path, but the switch might be critical to your survival. It's the switch that opens the secret power-up area inside the last dark trooper room. If you sorely need power-ups, go for it. If not, forget it. **(20)**



The jump to the opposite ledge that's on the critical path is no slouch, either. Oh, and lob before you leap: There's a commando over there just waiting to be taken out by a few thermal detonators. You can make one jump all the way across (if you use speed mode and time your jump perfectly), or you can make two jumps — one from here to a small ledge on your right and from there to the other side.

JEDI TIP:

To hit the switch, you must jump across and press the space bar at the point of contact. For best results, aim to hit the wall above the switch then press the space bar as you fall. It's not easy, but you can do it. If you fall, just find the moveable stairs and try again.





After the leap, you make a small jump down into a darkened room. Kill the troopers inside and run through to the light of this corridor. Before you reveal yourself, however, switch to a long-range weapon and snipe at the guards in the corridor from a protected position.



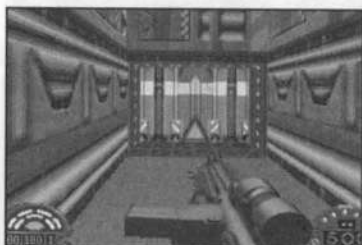
Blast the troopers on the other side of the door and pass through the room into a corridor that leads you to your next challenge. You should start to hear the mechanized sound of the ship's engines. You're getting closer to the power grid and your first exchange coupling. (22)



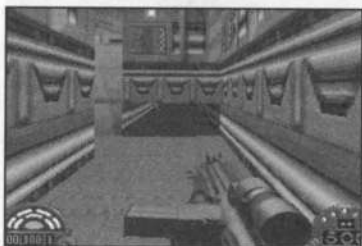
As you crouch to enter the room at the end of the corridor, you get a partly obscured view of the first exchange coupling on the far side of the room. You can jump into the room now like a fool, or you can remove the ceiling turrets first.



As you head down the corridor toward the door at the end, ignore the two dark doorways on your left and right. They are truly not worth your effort. After you pass them, turn around and look up to your right. Check out the two extra lives spinning seductively at you. It is possible to collect them, but the way is so convoluted and dangerous that it is not worth the effort. (21)



This red door is your next objective on the critical path, but unfortunately it is locked. How can you unlock it? Turn around. (23)

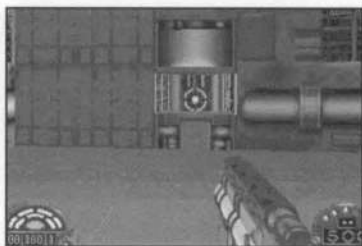


Crouch and run into this crawl space and follow a twisting, darkened corridor to its inevitable end. (24)

JEDI TIP:

Taking out these turrets is no easy task. Use your assault cannon, aim high, and strafe into the opening from the protected position on the left of the landing. Once the turrets start firing at you, dodge back to the left. If you don't want to use your precious plasma shells, use the tried-and-true auto gun or blaster rifle.

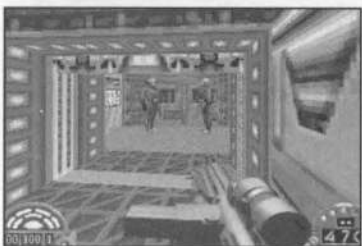




From where you jumped into the room, this is the second piston on your right. Shoot the switch on the other side and it clears your way to the exchange coupling. Set the first sequencer charge and you have only two more to go. They won't be as easy. (25)



Go back and find the auto-lift at the other end of the room and ride it back up to the twisting, darkened corridor. Follow the corridor in the reverse direction to the red door that was locked.



Now the red door is unlocked, open, and revealing some Imperial defenders. Kill them and board their elevator, flipping the hand switch to take you downstairs.



Step off the elevator like a gladiator and storm through the room filled with commandos and an interrogation droid. Follow the room around and make a left, then another left. (26)



You find yourself in a darkened area with fast-moving, pistonlike blocks on either side. Get on the single block on the left, then move onto the ledge next to it. (27)



You can see another ledge just like it across the way. Jump to it using speed mode.

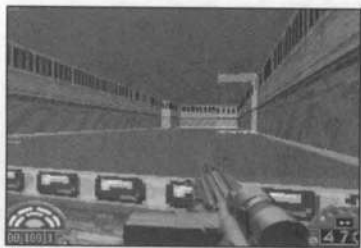


From the second ledge, you can cross over the next three piston blocks in the same fashion as the first, but hold on. If you back up to the edge of the ledge and look over the next piston block, you can see an opening in the wall. The room beyond it is not on the critical path, but it does cough up power-ups — including an extra life. (28)

JEDI TIP:

The best way to make it into room is to crouch on the ledge as you are facing the opening. When the piston block comes down, shoot into the opening (using speed mode) as soon as it appears. Beware a commando in your face as soon as you enter the opening, however.





Even if you make it into the room, it's still a tough path to the power-ups. The rising and falling ceiling can make mincemeat of you if you're not careful as you try to make your way to the opposite end of the room where the power-ups are located. (29)

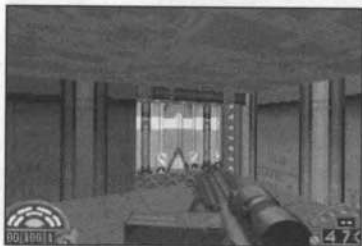
JEDI TIP:

You can't make it across the room without making two stops, first in a recessed area part of the way down the right wall and then in another recessed

area along the left wall. Start from the right wall, time your jump, and dash to the recessed area as soon as the stamp lifts. Listen, this is no easy path. How many lives are you willing to sacrifice for an extra life? Even if you get the extra life safely from the room on the other side, you have to make it back safely. That's six dashes with little margin for error. From such decisions are warriors made.



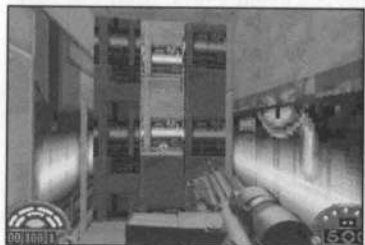
After you answer the existential extra-life question to your satisfaction, return to the piston blocks and cross the remaining three to terra firma on the other side. (Shoot the troopers on your destination platform from the blocks.) From this platform, shoot the guards across the way from a protected position, then jump over to their platform. (30)



This red door is at the end of the platform, but it's locked. Turn around and, with your back to the door, jump across to ledge on the other side using speed mode.



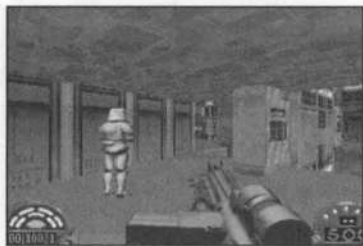
On the ledge — with your back still to the red door — turn to your left and open a false wall. Enter a corridor to pick up a few power-ups. (31)



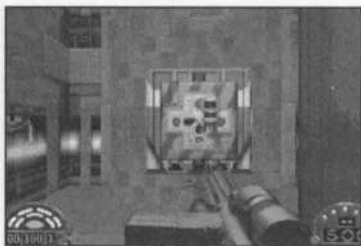
At the end of the corridor, you can see another power-up across the way. Jump to it. From this protected pocket, you can toss a few thermal detonators down on some troopers, then jump down to the lower level. (32)



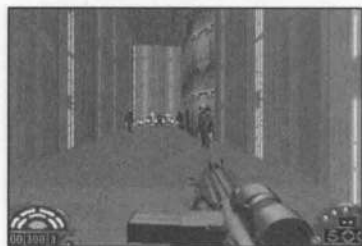
After you jump, turn to your left and run until you reach a low ledge. Turn left at the ledge and you reach a lift that takes you upstairs again. (33)



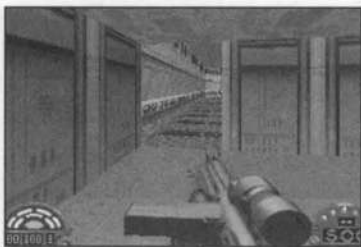
When you step off the lift upstairs, shoot some stormtroopers and go to the far end of their platform. Here you can walk across the near corner of this opening into the next room. But don't be so quick about it. The next room houses two Phase One dark troopers who block your path to the second exchange coupling.



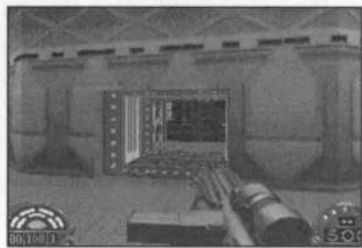
After you kill the dark trooper wanna-bes, place a sequencer charge in the room's exchange coupling and head back. This time, head left at this opening instead of right. (34)



The elevator opens into a cathedral-like room. There's not much cover for you here. Crouch, zig and zag, and blast the defenders before they blast you. Then find the next door by using the concussion rifle on the barrels. (36)



Hop on the conveyor belt, which takes you back to the platform near the piston blocks (and which foreshadows your next challenge).



The door opens to another platform. To the left is an elevator shaft that you might need. But the critical path is to your right, to a conveyor belt at the end of the platform. (37)



Again jump across to the platform that leads to the red door. It's open now because you placed the second charge. After you pass through the door, you encounter stiff opposition. Battle your way through to an elevator and take it downstairs. (35)

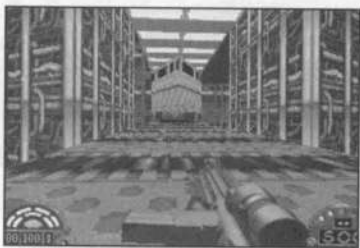
JEDI TIP:

Before you walk into the exchange coupling room, kill everyone else in the area so you have time to concentrate on the big fellas, then toss in a thermal detonator to wake them up. They then appear but can't cross into your area. Take a fusion cutter — or something else that won't reflect so much off their shields — and blast 'em.

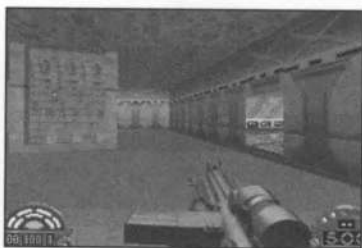
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JEDI TIP:

You are about to enter the conveyor-belt gauntlet. It's not Imperial defenders that you have to confront in this gauntlet, it's the fast-moving and confusing conveyor belts themselves. If you don't turn, crouch, or jump at the right time, you are dumped into a mine-laden level below the belts and must find an elevator to bring you back up. To find the lift, hug one wall until you stumble upon it. When you spot a mine, run up to it to trigger it, then pull back in speed mode.



For the first belt, jump on and crouch immediately after the belt turns sharply to the left. (It's also good to run here so that snipers can't get you.) Just ahead is a cow-catcher-shaped hood that funnels you off the belt if you don't duck. After the crouch, you are automatically swept into a room. (38)



The room is replete with storm-troopers. Using the walls for cover, vanquish them, then find the opening to the next conveyor belt and hop on. (39)



As soon as you board the belt, get ready to shoot a red switch just to your right. If you don't hit it, a door around the next corner does not open and you get dumped downstairs — right on top of a claymore. Be sure you hit the switch. (40)

JEDI TIP:

Before you leave the room, you might want to check out a secret area that gets the Dark Forces award for Most Useless and Dangerous Secret Area. The front of the large, square pillar in the middle of the room is actually a door into a darkened, curving corridor. Open it and you get ceiling turrets, lots of them. Use your plasma cannon and thermal detonators to take them out. It's a rough road back to the power-ups, and when you get there, it's only a handful of thermal detonators and shields. Definitely not worth it.

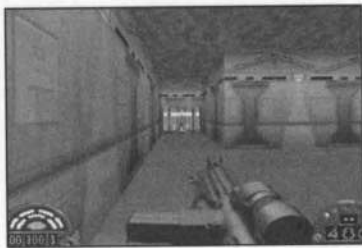


JEDI TIP:

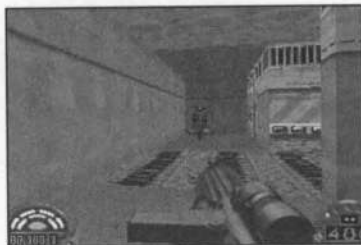
These conveyor belts move so quickly that you often don't have time to think. That's why the computer gods invented pause buttons. If the next decision is coming too quickly, press the Esc key to give yourself time to think. Start the game again when you have a solid plan in mind. Some purists justifiably feel this "hardware" approach to buying time is cheating. If you're one of those purists and want to maintain the integrity of the game, you can achieve this same "pause" effect by running backwards in speed mode.



With the next door open, the belt deposits you in a room with commandos and a red door on the other end. Shoot the commandos and go through the red door into a darkened corridor. You can switch on your light or goggles to see, or you can just blast the few guards inside and let the explosions light your way. (41)



You pass through another room with minor opposition and reach another red door. Open it and step through, but watch for guards on your right. (42)



Find this next conveyor belt to your left and jump over the belt before you board it so you can retrieve some power-ups. The door by the power-ups is locked from this side. (43)



When you hop on the conveyor belt, get ready to make an immediate decision. A wedge pushes you left or right. Right is the way you want to go. (44)



After the right turn, you face an immediate jump over a low ledge. If you don't make it, you are again swept downstairs. (45)



After the ledge, you face a quick series of acrobatic maneuvers on the belt. Here's the quick-and-dirty on how to do it: Go left, jump over two consecutive ledges, crouch to duck under an overpass, go left again, and duck once more to reach a small platform. Got all that? You might have to run it a few times to get the footwork down, but it becomes a fun challenge. (46)



From this platform, you jump on one more conveyor belt. It dumps you immediately onto a lift that rises. As soon as it stops its ascent, crouch to avoid an overhang. You'll be swept under the overhang into a pitch-black tunnel. Don't worry. Ride the blackness until you reach the end of the belt. (47)

JEDI TIP:

If you get dumped off the belt from this point, you get dumped into another large area. It has commandos, interrogation droids, and the like. To find the lift that

takes you back to the conveyor belt level, hug a wall and follow it until you find it. (Hint: it's not either of the two red doors down there.) And one more thing: there's a somewhat bogus secret area right at the top of the lift. Jump straight ahead and you find a ledge that has a few power-ups. Unfortunately, you are left high and dry up on that ledge and have to sustain damage jumping back down. Again, it's not really worth the struggle.



At the end of the conveyor belt you see this switch. Flip it to shut off the belt. Turn around and walk back up the motionless belt. (48)

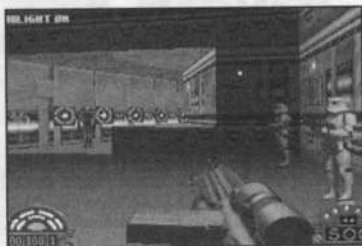


After a short distance, you come upon an opening to your right. Jump down into the corridor below, grab some power-ups, and follow the corridor as it twists its way into a switching room. (Watch out for mildly stiff opposition in the corridor.) (49)

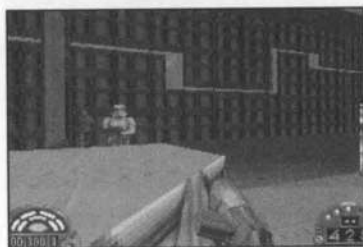
JEDI TIP:

Before you enter the switching room, roll a few thermal detonators inside the room to rid the area of the more mundane defenders, then dash out of your protective corridor and drop a few claymores to wake up a Phase One dark trooper. Back up into the corridor and use your auto gun for the final kill. Finally, before entering, use the auto gun from inside your cover to take out the ceiling turrets.

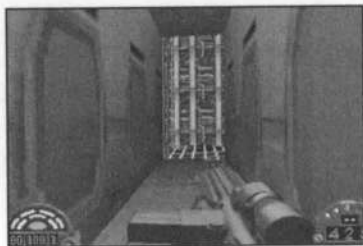




You've made it to the switching room. After you clear out the area, stand with your back to the wall of switches and examine the tall wall with seven columns that's opposite you. The ones on the far left and far right are solid and immovable. The middle five columns are actually panels that can be moved up and down by flipping the five switches. The left switch controls the up-and-down movement of the left panel, the second switch from the left controls the movement of the second panel from the left, and so on. To make it easier to see the moving panels, you can shoot the switches with your pistol. (50)



The object of this switch-and-column puzzle is to move the panels so that the gray markings on the seven columns, when connected, form a continuous line that looks like this.



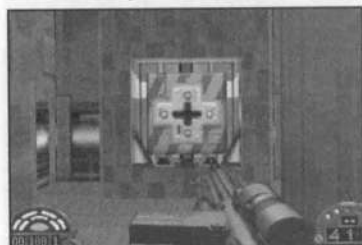
Why should the line be continuous? When it is, a hallway of doors opens upstairs. These columnar panels are actually wall-like obstacles in the hallway. To get up there, leave this room through the thin, darkened corridor from which you entered and walk until you hit a wall. Then turn right and run down the corridor into a lift at the end. Up you go. (51)



When you step off the lift, you can see all the way down this hallway. You can also see commandos coming at you — and a couple Phase One dark troopers will soon be on their heels. There's no cover here, so just run and dodge and shoot your way to the other end. The locked red door at the end won't open until you set the third and final sequencer charge. (52)

JEDI TIP:

Once the dark trooper makes his appearance, stand at your end of the long hallway and, with your concussion rifle, blast away from a safe distance. You'll take him out in short order. When he's toast, run down the hallway to set off another dark trooper and do the same thing.



Like the first exchange coupling, this last one is also partially blocked. To gain access, shoot the switch beyond the second piston on your right. Then set the charge and return to the now-open red door — blasting the interrogation droids inside the elevator. (53)

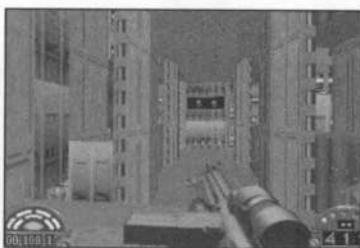


Step into the elevator and flip the hand switch. The elevator makes a long, slow drop. When it stops and you open the door and step out, you better be ready for the Last Hurdle, the Big Showdown, the Grand Finale, the Battle Royale of Dark Forces.

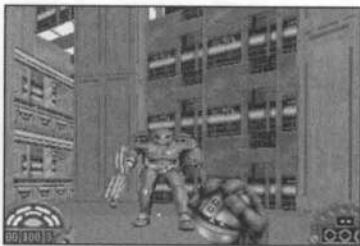
JEDI TIP:

The two dark troopers in the main area are on you quickly. Drop claymores as you retreat toward the elevator, then switch to your plasma cannon to finish

them off. Concentrate on one at a time and remember that you can win combat with dark troopers at close quarters with a plasma cannon. Your bursts occupy them so they can't fire a lethal burst at you. In this area, however, there is no single correct way to fight all these troopers.



Let's set the scene: You are standing on this platform in the center of this great room, staring eyeball to eyeball with two Phase Two dark troopers on the other end. Below you is another level bordered by six enormous doors, three on each side. Four of the doors have switches beside them, so you can open them. And when you do, it releases more dark troopers. The last door on the right is the door that leads to your final confrontation with General Mohc, progenitor of the dark troopers — it opens automatically after you kill all the other dark troopers. (54)



This is the evil General Mohc in his best Phase Three dark trooper costume. He is a tough kill. Stay out of his line of sight so that you control his activation. Awaken him with rockets, which softens him up — but not much — then lure him into the big center area where you have more room to move. (55)

JEDI TIP:

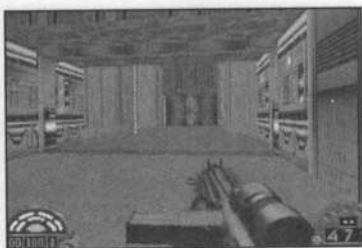
To kill Mohc, you must outlast him. You can't overpower him; he's too strong. Run and hide wherever you can so that you can take a few shots at him from cover.

Assume that you're going to lose a life or two before you finish him off. The best weapon is actually distance. Stay as far away from him as possible. You can also hide from him in the lift in one of the dark trooper rooms and fire at his kneecaps. His missiles follow you, but they're slow and can be shot down. If one connects, though, you're one crispy critter.



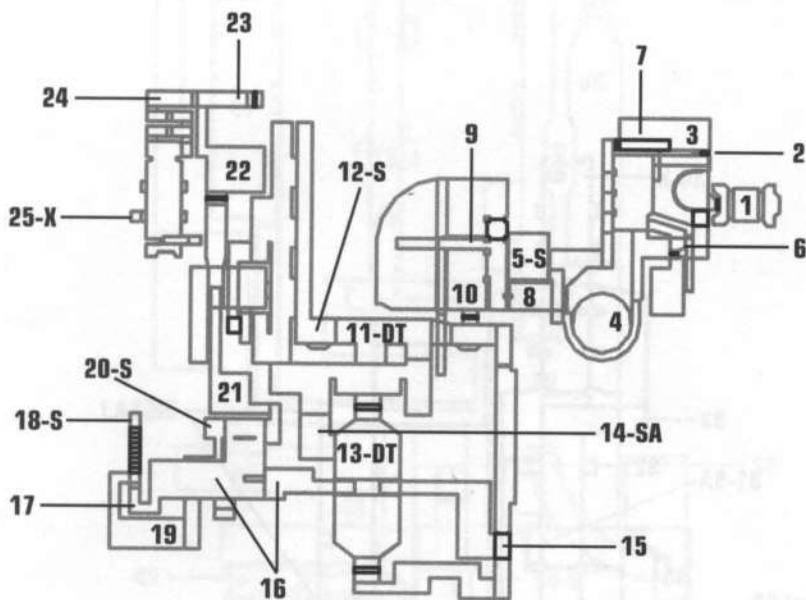


Congratulations! General Mohc is now a pile of heavy metal. You've saved the Rebel Alliance — for the moment.



Here's the exit door that opens to you after you kill Mohc — and your escape vessel awaits. One lone officer stands outside to stop you. (According to the designers, he was put here not so much as a threat but as a reference point to show you how big the ship is.)

LEVEL 0

MISSION
MAP LEGEND

CK = CODE KEY

CKD = CODE KEY DOOR

DARKER AREAS = DOORS

DT = DARK TROOPER

K = KEY

KD = KEY DOOR

L = EXTRA LIFE

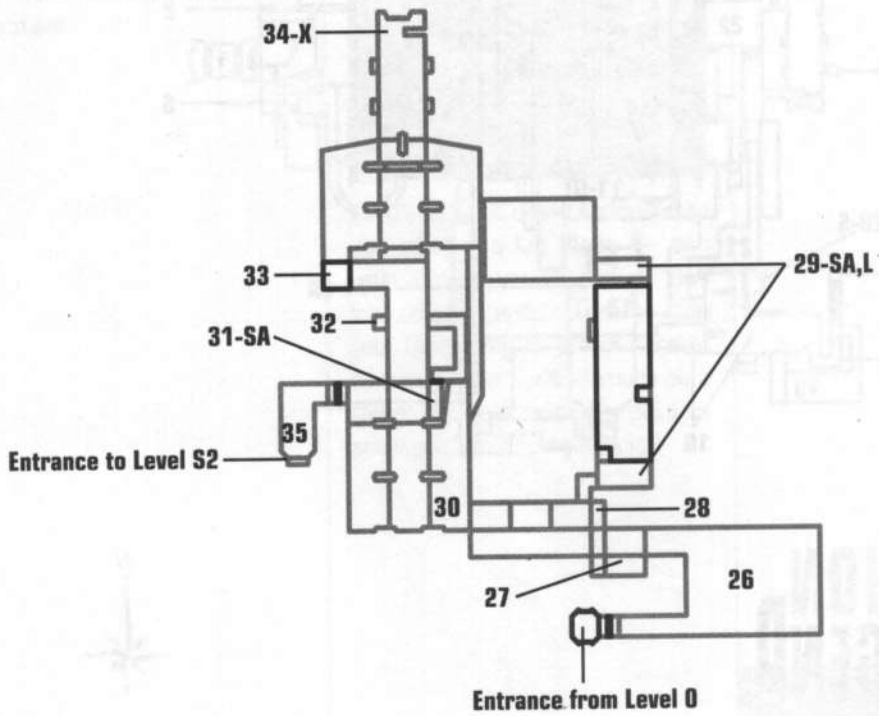
S = SWITCH

SA = SECRET AREA

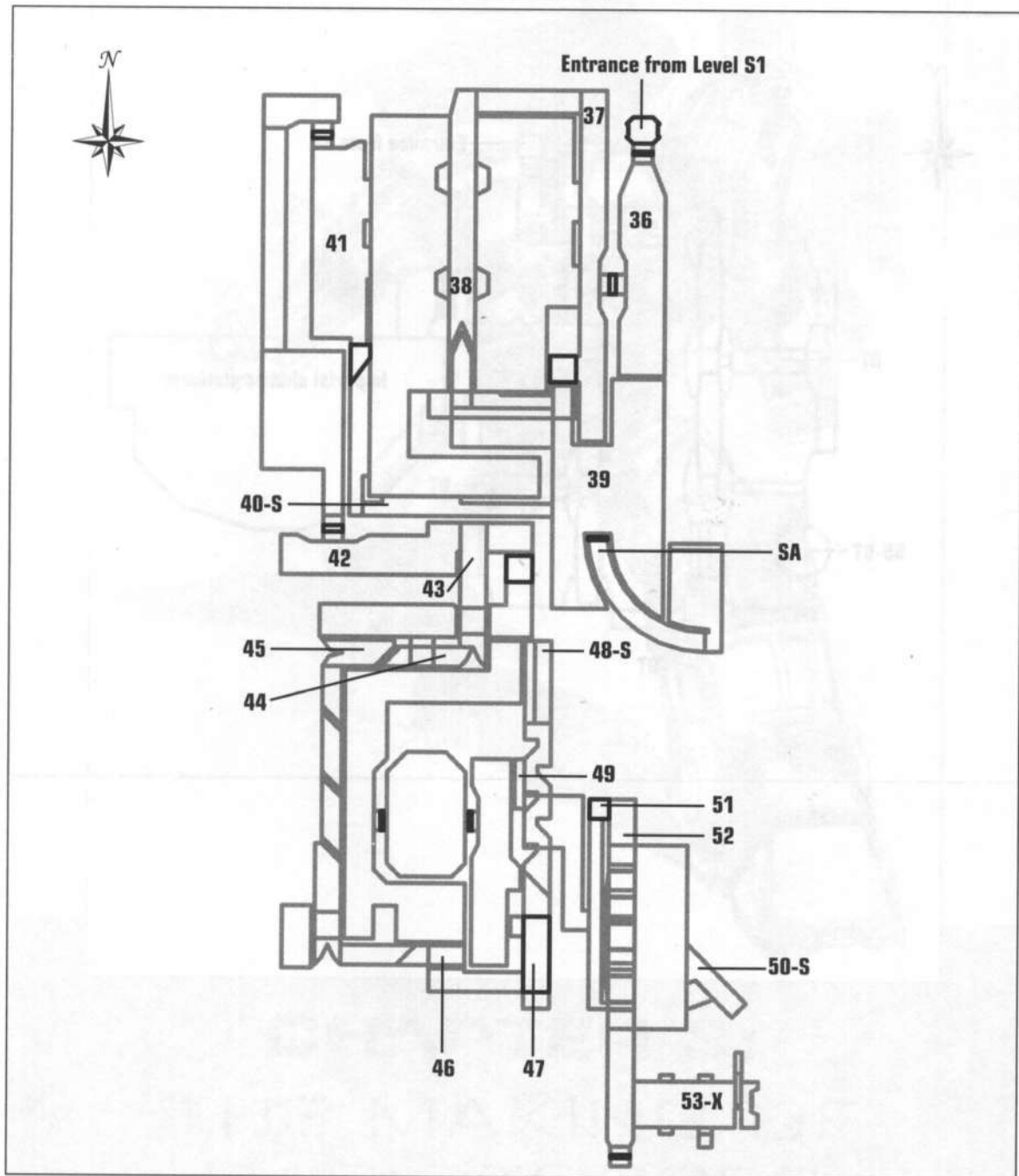
X = MISSION OBJECTIVE



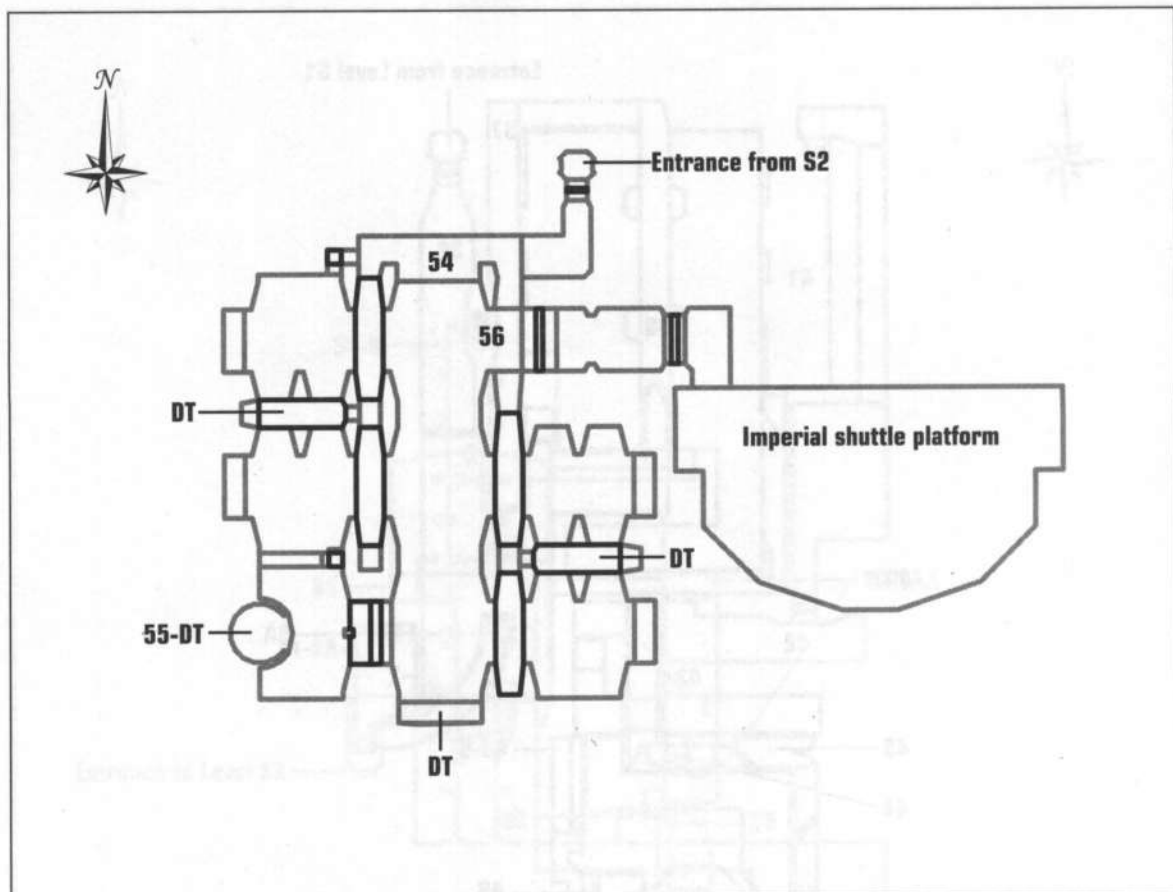
LEVEL S1



LEVEL S2



LEVEL S3





CHAPTER 3:
THE MAKING OF
DARK FORCES

A complete description of all the steps, stages, and processes behind as rich a game as *Dark Forces* would take a book in itself — 20 people worked 20 months to complete the game, many of them putting in 60-hour weeks without vacations. This chapter can obviously only scratch the surface of their experience.



The Dark Forces team (L to R): Dan Connors, Patrick Sirk, Chris Ross, Jim Current, Brett Tosti, Aaron Muszalski, Chris Hockabout, Justin Chin, Ingar Shu, Tom Payne, Daron Stinnett and his dog Tanner, Matt Tateishi, Ray Gresko, and Winston Wolff.

LucasArts Entertainment Co. is a small firm located in San Rafael, Calif., just north of the Golden Gate Bridge and just south of Skywalker Ranch, home of Lucasfilm Ltd. The core of the *Dark Forces* development team works in an unremarkable office building that has no identifying signs. Like many of the doors in *Dark Forces*, the building's entrance requires a code key to enter. Inside, the artists and programmers strive to make an office building look like it's not an office building. It's dark for the most part; fluorescent ceiling lights remain unused, and light to work by is provided by individual lamps and the glow of computer screens. Because two or three people squeeze into each office, each one creating an idiosyncratic territory in a tight space, the place looks and feels more like a college dorm than a place of business. The average age of the inhabitants? Young. The average attire? Rumpled.

BUILDING THE TEAM

Daron Stinnett, 29, was the Dark Forces project leader. He looks like a project leader mainly because he's about the only one on the team who shaves daily and wears button-down shirts with his jeans. Project leaders, like movie producers, manage everything during the creation of a computer game, from story concept to engine design to final testing. That's usually more than enough work for any one person, but Stinnett was also one of the lead programmers on the project.



Daron Stinnett, project leader

A self-taught programmer from Seattle who has developed video games since the tenth grade, Stinnett was hired by LucasArts in July, 1993, to develop a game based on the *Star Wars* saga. Originally he wanted it to be a flight simulator for video game systems but he quickly turned his attention to a first-person *Star Wars* computer game, akin to *Wolfenstein 3-D* from Id Software. That game had already made its revolutionary splash, and the release of its megahit sequel, *Doom*, was just months away. The challenge was clear: Not only did this LucasArts game have to surpass significant competition, it had to live up to the considerable expectations of millions of finicky *Star Wars* fans.

The challenge — and the weight of preserving the *Star Wars* legacy — was placed squarely on Stinnett's shoulders. He had extensive programming experience and had managed the high-profile flight simulator division at Spectrum HoloByte (Falcon, et al), but he had never worked in the trenches on a PC game and knew little about first-person walk-about shooters.

But there wasn't anyone else on the planet, shy of the folks at Id, who had direct experience in this kind of thing. So Stinnett did what any good coach or general manager does on draft day: He ignored training or experience and picked the best talent — programmers and designers and artists — he could find and hoped they would gel as a team.

And so the Dark Forces team was pulled together by quirk more than by top-down strategy (a theme that would become a norm for the game rather than the exception). The average age was 27. At its peak, the team had 20 people, with a core group of about 10 who worked full-time during the 20 months of design and development. That number doesn't include another dozen or so testers and product support people who are so vital to a game's final depth and polish.

A programmer at heart, Stinnett naturally looked first to his own kind. He hired programmers Ray Gresko and Winston Wolff, and the three of them set out together in late August '93 to build a 3-D game engine worthy of the *Star Wars* name.

Next up were level designers, who are like architects. They take the concept for a mission and draw the schematic plan for it on the computer. Stairs, elevators, windows, doors, corridors, ceilings, walls — anything and everything that you see on the screen, they design and lay out on the computer.



Winston Wolff, Daron Stinnett, and Ray Gresko, programmers.

Level designers don't grow on trees. Stinnett wasn't even sure what skills to look for. "I tried to design a level myself," he remembered. "It soon became clear that I couldn't do it, but I found out what it takes. The more I researched it, the more it seemed like architecture than anything else. The complex mathematics and spatial relationships inside a game like this are much like those in building a house."

One day, Stinnett was in a movie theater describing these complexities to a friend. Someone in the next row heard the conversation and recommended that he contact the University of California at Berkeley because it has a program that combines architecture and computers. Several phone calls, a couple of interviews, and some preliminary sketches later, Ingar Shu, a Berkeley architectural undergrad, was the team's first level designer. Jim Current, a former LucasArts tester, came aboard shortly after. He was followed by Matt Tateishi, another Berkeley undergrad. Brett Tosti, LucasArts' head of testing, rounded out the group when he wasn't busy with other games.

Justin Chin came to the Dark Forces project in December, 1993, as lead artist. An artist by trade and story writer by love, Chin had worked for several years at Accolade Inc.

as art director on the company's graphic adventure games.

It was quickly Christmas, 1993, and the game's initial release date was but one year away. On one side, an engine was up and running. On the other side, a strong script and design concept was in process. Between them stood an enthusiastic but inexperienced group of level designers who had to somehow find a way to bridge the two. The team was assembled but raw, and nothing was definite. Was Stinnett worried?

"Of course," he can say now with a laugh. "Looking back, it is amazing that the crew completed this project pretty much on time and that it came out better than we expected. Usually when you develop a game, you have some idea of where you're headed and how to get there. With Dark Forces, we winged it at the beginning, but then things started falling into place. The incredible talent and dedication of the team was the only thing that could have pulled it off."

BUILDING THE ENGINE

Until Christmas 1993, virtually all effort was poured into the technical, mechanical aspects of Dark Forces — the engine.

"Unlike other 3-D games, Dark Forces had to seem real because *Star Wars* seems real to so many people," Stinnett said. "This would be the first time anyone could actually walk around in a *Star Wars* universe. It had to have the same rich look and feel and sound and detail of the movies, plus compelling gameplay."

Simple movements that are taken for granted in life or in movies, such as the ability to look up and down, seemed impossible at first but were finally incorporated.

The basic engine was up and working after six months of diligent effort, but it was

constantly improved upon. The computer code was originally written in a programming language called Assembly, but when 486 and Pentium chips suddenly and surprisingly became the market standard, the code was translated to a more prevalent language called C. According to Stinnett, C "really shines on those chips."

The rest of the team ceaselessly pushed for new and better features, and it became a non-stop process of balancing performance and realism. It takes "an awful lot of eye candy" to create a realistic *Star Wars* universe to walk about in, Stinnett said, and giving that walk a real *Star Wars* action feel takes "an awful lot of speed." And eye candy usually comes at the price of speed, or vice versa. This time it could not.

"We knew the engine had to be fast so that the game experience would be fast and furious," Stinnett said. "We had a frame-rate standard (how fast graphics appear onscreen) that we couldn't drop below. If it dropped, we knew we'd added too many graphics or that the geometry wasn't right, and we had to go back in and fix it."

The team was also trying to establish a new standard for first-person shooters. "In order to be real and fast, we had to break the limits of Doom-style engines," Stinnett said. And the limit they broke was between a 2-D world that sometimes appears as a 3-D world and a 3-D world that genuinely feels like a 3-D world. In most first-person-perspective games, the vertical city of Nar Shaddaa, for example, would look on your screen like the horizontal world of Nar Shaddaa. But in *Dark Forces*, you can stand on one of several distinct levels and look down at a floor below you or above you, or take an elevator to different levels using the same door.

"Most users won't have any idea what it takes to accomplish on the computer screen

what everyone takes for granted on a movie screen or in real life," Stinnett said. "But in *Dark Forces*, you really feel like you are inside this universe — and that is an amazing achievement."

During the game's development, Stinnett didn't get a chance to play the game all the way through. He was simply too busy. After it was completed, however, he sat down one Saturday and played it from start to finish. "Before then I thought it was good," Stinnett said. "After, I knew it was good — incredible. The textures, the look and feel, the sounds, the music, how the story line connects the missions — I was truly amazed and happy at how it all came together."

BUILDING THE STORY

No matter how terrifically capable your game engine, it's almost worthless without a good story. Movie makers have always known that no matter how cleverly a flick is filmed, it's the story that carries the day. With the advent of CD-ROM games, game makers are discovering the same thing. *Dark Forces'* early story ideas revolved around Luke Skywalker and the original *Star Wars* plot, but the designers quickly felt the limitations of that idea. Luke did what he did in two hours, and LucasArts needed a 40-hour playing experience full of surprises.

The next idea was a new character called Kyle Katarn, but he was still moving around in the existing *Star Wars* chain of events, which was still too constraining. Something had to give.

Enter lead artist Justin Chin. When he saw Ray Gresko's 3-D engine, he was instantly excited about the possibilities of telling a story within it. "It was just a really cool world to walk around in," he recalls. "It sparked some ideas." His favorite spark revolved around a special force of stormtroopers. He described the idea to Gresko

and Stinnett, they liked it, and Stinnett quickly sold it to the powers that be.

"I wanted to write it fast," Chin remembered. He had seen good stories ruined at other companies over time and in mass design meetings. "With a single clear vision of how this game would look and work, we could really get things moving. I figured it could always be edited and changed. But we needed something concrete right away."



Justin Chin, lead artist

Chin started writing on a Thursday and produced the first design document the following Tuesday. It contained background sketches of major characters, including Katarn and General Mohc (the bad-guy creator of the dark troopers), as well as descriptions for 32 missions. Each mission had a mission objective and a "look-and-feel" description of the world and Imperial enemies the player would face.

BUILDING THE LOOK AND FEEL

Once he had the story nailed down, Chin's job as lead artist was to hire and work with other artists to establish a look and feel that would bring his story and design document to life. "The only way I thought this game would work was if it were like an action movie," Chin said. "The levels or missions would in essence be a long

sequence of action scenes. In order to complete the mission, players would have to master these sequences. For ideas, I started watching a lot of movies: the *Star Wars* trilogy of course, but also the *Die Hard* films, James Bond — anything with a lots of physical, visual action."

Based on his VCR research, Chin sketched hundreds of maps and puzzle sequences, situations that players would abruptly run into and immediately react to — or die. He gave these ideas to the level designers who would bring them to life on the computer and develop their own ideas. They gradually scoped out the "walk-through" designs of the missions, which were cut from the original 32 to 14 because of time and space constraints.

"Visually, you try to push the game as far as you can, but sometimes you hit the technical limits of the engine and have to back off," Chin said. "It's a constant trade-off between what would look or be cool to do and what is doable."

While mission levels were being laid out, the mission and character art was flooding in. "It was really a baptism by fire," Chin said. Five artists were creating "texture" art (walls, ceilings, floors, skies, landscapes), and a couple more were translating flat art to 3-D computer models. Generally, the work started with pencil sketches in which Chin would work out the general look of a character or mission scene. These would then be handed over to computer artists to flesh out on the computer screen and spice up with their own flair and originality.

At first there were hundreds of pieces of texture art and animations. Then there were thousands, and the task of managing this torrent of visual information became a monumental problem. Enter Aaron Muszalski. A young artist who had worked as an art technician on Rebel

Assault, another LucasArts game, Muszalski came aboard to organize all this data. First he created a naming convention for computer files. Until then, artwork was given any old name the artist wanted, and it was virtually impossible to quickly find what was needed. Next, Muszalski helped build a computer program that made hard-copy printouts of all the art, which he collected in catalogs for easy reference.

"The benefit of Aaron's work cannot be overestimated," said project leader Stinnett. "We had to develop the ability to keep track of and manage all this information, and he pulled it off."

In addition to the art catalogue, data management was considerably streamlined by using a computer network system. Everyone on the project was connected. By checking an online directory, anyone could see the latest version of any part of the project and who was working on it. This prevented two people from working on the same art or level design at the same time — a highly probable occurrence with so many chefs in the kitchen.

Despite these helpful systems, however, Chin wasn't comfortable that everything was coming together as it should. "You want to know the most challenging part of this game for me?" Chin asked. "It was the mystery of how everything was going to work together. We had new engine technology, new kinds of art, new kinds of animation, and new people. Nobody on the team had ever done this before. We had skill, but it was anyone's guess how it would come out. There was a lot of experimentation, finding out what would work and what wouldn't, which ate up a lot of time and added to the pressure."

But finally it clicked. "Suddenly, when the game was about 60 percent finished, we figured things out," Chin said. Features were added, such as the ability for the engine to regenerate

enemies once they had been killed. Features were removed, such as taking the cut scenes (the story scenes between missions) out of the game engine and putting them into their own engine so they wouldn't interfere with gameplay but would still feel part of the whole. This last change led to the creation of the Jan Ors character, who serves as the story mouthpiece for players as well as Kyle Katarn.

"I can't tell you how satisfying it was to work with a team like this," Chin said. "When you're immersed in a game, you tend to see only the problems and how things are not working out. It's then that you have to step back and see the spectacular work that people are doing. At a certain point, the team took over and everything came together as it was supposed to. It had nothing to do with me and everything to do with the team effort and contributions to the game."

BUILDING THE MISSIONS

Level or mission design is a process more than a solid science. For some missions, the designers received simple text descriptions and sketches from Chin; for others, they developed their own ideas. Like an architect designing a house from scratch, they took the idea of what a mission might look like and what you might do in it, then they drew a skeleton 3-D picture on the computer. The only difference between designing a house and a game is that on the computer you have the ability to instantly see your design come to life — and to see if it works.

"The level designers did a superb job in pushing the technology. They pushed it until it broke, and gave us things we never thought were possible," Stinnett said. "I actually was unable to play the game all the way through until after its release," Chin said. "But having played

it, I have to say now that the success of the game depends primarily on the level designers. They did a great job. Whatever was asked of them, they not only pulled it off, they made it better."



Jim Current, Ingar Shu, and Matt Tateishi, level designers. (Not pictured: Brett Tosti)

The working medium of the level designers was AutoCAD, Autodesk Inc.'s modeling program. AutoCAD was chosen partly because it is a full 3-D modeling program that is powerful and expandable, and partly because architectural students Ingar Shu and Matt Tateishi were well-versed in it. Working in conjunction with the game's 3-D engine, they were able to draw their designs into the system with AutoCAD and instantly see it translated into a 3-D world. This instant gratification is the most satisfying part of being a level designer, according to Jim Current. Unlike an architect who has to wait months or years to see his vision come to life, these guys design and build it at the same time. As Current describes it: "You start with a blank screen, and pretty soon you're walking around inside your own world."

First versions of levels are 3-D schematic or skeleton drawings. You can see the environment and walk around in it, but there isn't much detail or color. That detail — and lots of it — comes later. Texture artists, like house builders

and interior decorators, hang walls, floors, and ceilings around a basic frame, then paint them. "We greatly underestimated or miscalculated what it would take to create these worlds," Shu said. "Our major challenge was to complete all the details," Tateishi added.

And in *Dark Forces*, the details are everything. Unlike *Doom*, an abstract world in which anything goes, *Dark Forces* had to be a very real *Star Wars* universe that matched existing expectations from the movies. "If you violate the look and feel of the *Star Wars* universe, people know it," Shu said. "They know what fits and what doesn't. Therefore, we had to place an unbelievable amount of detail in the game — and it took a long time to fit it all in and get it right."

Getting it right also meant designing just the right amount of action and challenge into the game. The goal of *Dark Forces* was to have a game that would take a good gamer at least 40 hours to finish. And those 40 hours had to be fast, engaging, and thoroughly satisfying — as well as realistic and beautiful.

The elevators in the game are an excellent example of how the level designers combine realism and challenge to enhance the *Dark Forces* experience. In most games like this, you must enter an elevator through one door and exit through another, and you don't truly get a feel that you are on a different vertical level. But in such missions as *Detention Center*, you can press a button and call the elevator to any floor, entering and exiting through the same door. The geometry involved in accomplishing this seemingly simple activity is stupendous from a programmer's point of view, and it allows an entirely new kind of puzzle experience for the player.

What was the most important thing the level designers learned during the building

process? Shortcuts. In AutoCAD, you can create whatever you want. But whatever you want won't necessarily work with your 3-D engine. Eventually the level designers learned the hard and fast limits of the engine and wouldn't waste so much time designing the impossible. You get bugs with the impossible, and bugs waste time.

They eliminated the bugs while continuing to push the engine to the limits of impossibility — and sometimes beyond — much to Stinnett's short-term frustration but long-term delight. A case in point: When you're aboard the *Executor* in Mission XIII, you flip a switch to swing a rotating walkway from one ship to the other. This might look easy enough, but the computer geometry to pull it off is phenomenal. "You just don't see a box like this in a game, the outside of it, and then be able to walk inside of it. It's a very neat trick. The level designers really had to know the engine to pull it off," Stinnett said.

BUILDING THE GAMEPLAY

The level designers were so preoccupied with designing the geometry of the missions and filling in all the details that the gameplay was suffering from lack of attention. Enter lead tester Brett Tosti, 30, a two-and-a-half year veteran of LucasArts game testing and a stickler for good gameplay. He had come onto the *Dark Forces* project at an early stage and was incessantly bringing up gameplay issues at design meetings.

"Early on, our suggestions focused on general things that we wanted to see in the design,"

Tosti explained. It was their idea to offer the possibility of finding new lives within missions instead of having just one life to get you all the way through. And their lobbying changed what happens when you lose a life: Originally, you had to start the mission all over again; now you are bumped back just a short distance to restart points.

When it came time to place enemies, power-ups, and weapons inside the missions — critical to a game's challenge and "playability" — the team turned to Tosti and his game testers. Tosti assumed responsibility for placing everything within each mission. That may sound simple, but there may be nothing more important to a game's long-term playability. "I took it very seriously," Tosti said. "It's fundamental." And subtle. There are countless ways you can place stormtroopers and commandos, for example, so that the experience is different each time the player confronts them. It's called rotation. They may face you and start firing as soon as they see you. Or their backs are turned to you and it takes a few seconds for them to pivot and shoot. Or they walk back and forth until they



The Dark Forces testers: (Front, L to R) John Hannon, Mark Cartwright, Sean Matheis, Doyle Gilstrap. (Back, L to R) William W. Burns, Darth Vader, Al Chen, Chris Purvis, Brett Tosti, Reed Derleth, Chris Snyder, Dan Connors.

spot you and then start firing. It was Tosti's job to balance these variables to keep the action fresh and the challenge compelling.

"I tried to create a different theme for every mission," Tosti said. "I'd figure out what enemy would be placed in different parts of the mission, then choose specific weapons that a person might be inclined to use in that situation and on that enemy." So on Ramsees Hed, for example, you encounter Ree-Yees on a ledge above you tossing grenades. It's a tough kill for you. But Tosti discovered that the mortar gun is extremely effective in that situation, so he placed that weapon and extra shells nearby. "There are countless situations like that within the game where the perceptive player can pick up great clues from the placement of power-ups."

BUILDING THE VOICES, SOUND EFFECTS, AND MUSIC

The next focus for the Dark Forces team was rounding out the experience with aural effects. Try this experiment: Turn on Dark Forces, turn off the sound, then play a mission. The realism and enjoyment plummets. As in movies, music and sound are vital for a full, satisfying experience. LucasArts has built a reputation for having the highest quality sound and music in the industry. Dark Forces only adds to that reputation thanks to the work of composer and sound designer Clint Bajakian. Bajakian, 32, is a classically trained musician who has worked at LucasArts for nearly four years. A student of guitar and piano, he has a masters in composition from the University of Michigan, focusing on orchestra and instrumental ensembles. He composed the Dark Forces music, blended some of the original *Star Wars* music into the

score, and designed all digital sound effects.

He also blended the rich voice talent produced by Khrist Brown and Tamlynn Barra into the game. Actors' voices were digitally recorded in a Los Angeles studio and brought into his electronic studio in San Rafael for processing. That entails optimizing the quality of the recording for the lowest level computer that will play it back.



Clint Bajakian, music and orchestration, sound effects

As with every other discipline within a Dark Forces, Bajakian pushed for the highest quality. Ideally, he would have had full resolution, CD-quality sound. But the ideal is rarely possible in a computer game. There is too much competition between graphics, sound and speedy gameplay to give everyone what they want. "Everyone is grabbing for space, and 16-bit, stereo sound grabs a lot of space," Bajakian said. He had to settle for basic 8-bit, mono multimedia sound standards but make it sound like the real McCoy.

To accomplish that daunting task, Bajakian processes all sounds at the full-resolution stage. "That way, you can still get most of the nuances of the high-res sound to come out in order to create the sound you're looking for." This "sampling down" from full CD stereo sound

to current multimedia sound is risky, according to Bajakian. You can lose high frequencies, "which is where sounds get their brilliance and subtleties," he said. "You have to be very careful how you convert down in order to maintain the character and cleanliness of the sound. It's easy to make things sound dirty, gritty."

There are more than 300 sound effects culled from three sources. Some were taken from professional sound-effects libraries. Others are actual *Star Wars* movie sound effects taken from Skywalker Sound. For example, the sound of TIE fighters and X-wings are exact duplicates. "My rule of thumb is that if it's a specific *Star Wars* icon sound, I do my best to duplicate it," Bajakian said. "But if I'm creating, for example, the sound of a weapon that's new to the *Star Wars* universe, I'll often use an effect from the movies as a departure point and really play with it." The third source is his own recorded sound library, which he has been developing for years.

His work on Dark Forces will add to that library. "There's two effects that I enjoy," he said. The first occurs in a cut scene when General Mohc shows Darth Vader the launch of his dark troopers to the planet Talay. To create a mechanical-sounding launch that still had a human element, Bajakian started with a similar sound from *The Empire Strikes Back* — the launching of probe droid spies to the snow planet. To this he added the sound of a "really fast snowspeeder from *Star Wars* and my voice shifted for frequency. I think the blend gives the trooper pods a semihuman personality."

His other favorite sound effect is the various dark troopers stages. For each of them, he started with his own voice that was "ring modulated," which means that it was recorded in and out of phase to distort it. Then he played with different combinations. When you kill a Phase

Two dark trooper, for example, the death sound you hear is his pained, ring-modulated voice mixed with the metallic falling sound of an Imperial walker from *Star Wars*.

After getting each sound effect just right, Bajakian moved on to the soundtrack. He explained that "at all times I try to emulate the sound of the movies, but there are instances where I depart dramatically from that sound in order to give the game a variety and uniqueness. I don't want it to sound like all other products."

Bajakian distinguishes between aspects of the game that are clearly *Star Wars* — such as the appearance of Darth Vader — and brand new characters. "The fun and challenge is to write a theme for (new characters), with great drama and potential." That theme, which is always compatible with the overall *Star Wars* sound, is then used for reference throughout the game.

Practically, here is how this musical strategy works in Dark Forces: When someone like Darth Vader appears, it is John Williams' score all the way. But there is fresh music for fresh faces. Bajakian wrote two new musical themes for the game. The first is called The General Mohc theme. It accompanies the opening credits, has a dark and foreboding resonance to it, and appears whenever Mohc or dark troopers are nearby. The second theme is Kyle's theme and is closely related to Mohc's theme in that it is almost a mirror opposite. "It's a heroic, upbeat slant to Mohc's badness," Bajakian explains.

Creating the themes and figuring out a way to make these themes fit seamlessly into the game was just part of Bajakian's goal. He wanted them to enhance the gameplay by having the music track the action of the game, which essentially is a burst of frenzied action when a

player is surrounded by enemies followed by quiet moments of exploration and solo travel.

"The image I came up with is a feather that is first blown vigorously into the air but which then calmly floats down," Bajakian said. "The music follows parallel lines — frenetic when you are under attack and more peaceful when the threat is gone — and I call it fight music and stalk music. The goal is for the player to be consciously unaware of this movement but to feel it as he moves in and out of battle."

It's but one of the subtle details that makes the Dark Forces universe so captivating. Add in the gameplay, the multileveled universe, the amazing 3-D animation and art, and you create

a gaming experience that is unrivaled while remaining true to the *Star Wars* legacy.

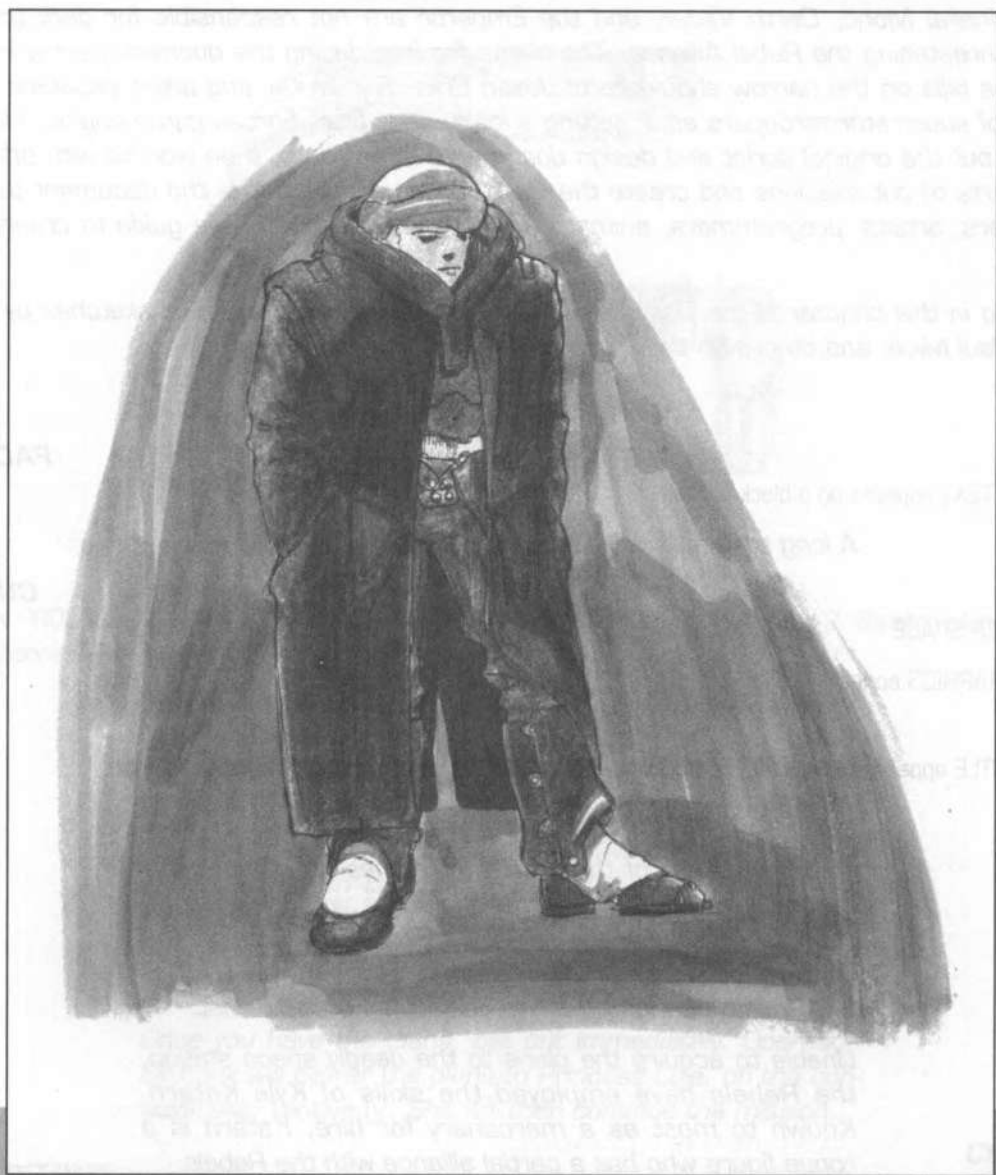
But the design team is not resting on its laurels.

BUILDING A SEQUEL

Perhaps the most-asked question of the Dark Forces team is, "Is a sequel to Dark Forces in the works?" In a word, yes. But LucasArts won't reveal much more, except that Justin Chin is project leader for the sequel and is working on a story script and preliminary design. In addition to a new story line, the sequel will be built around an entirely new engine, Chin said. Stay tuned.

DARK FORCES CREDITS

Project Leader	• Daron Stinnett	Stormtrooper, Dying Rebel	
Lead Artist	• Justin Chin	and Narrator	• Denny Delk
3D Engine	• Ray Gresko	Darth Vader	• Scott Lawrence
Story	• Justin Chin	Install Utility	• Gary Brubaker
Programming	• Daron Stinnett, Ray Gresko and Winston Wolff	Landru System Developed by	• Edward Kilham
Game Design	• The Dark Forces Team with Special Thanks to Justin Chin	Executive Producer	• Steve Dauterman
Level Design	• Ingar Shu, Jim Current, Matt Tateishi and Brett Tosti	Project Coordination	• Dan Connors
Tools	• Winston Wolff	Lead Tester	• Brett Tosti
Texture Placement	• Aaron Muszalski and Chris Ross	Testers	• Chris Snyder, Chris Purvis, Leyton Chew, Reed Derleth, Darren Johnson, William W. Burns, Al Chen, John Hannon, Dana Fong, Brian Kemp and Sean Mathias
Texture Artwork	• Chris Hockabout, Patrick Sirk and Tom Payne	Compatibility Testing	• Doyle Gilstrap and Chip Hinnenberg
3D Artwork	• Ralph Gerth IV, Scott Baker, David Vallone, Ron Lussier and Bill Stoneham	Quality Assurance Supervisor	• Mark Cartwright
2D Cutscene Artwork	• Justin Chin, Jon Knoles and Paul Mica	Product Marketing Manager	• Barbara Gleason
Art Technician	• Aaron Muszalski	Public Relations	• Sue Seserman & Camela Boswell
Video Effects	• Michael Levine, C. Andrew Nelson and Mark Christiansen	Package Design	• Jon Knoles, Justin Chin and Terry Soo Hoo
Animations	• Leonard Robel and Gordon Baker	Package Cover Art (front)	• Ron Lussier
Additional Art Design	• Paul Mica	Package Cover Art (back)	• David Vallone
IMUSE™ Interactive Music System	• Michael Land, Peter McConnell, Michael McMahon and Justin Graham	CD-ROM disc Art	• David Vallone
Music and Orchestration	• Clint Bajakian	Manual Written by	• Jo "Captain Tripps" Ashburn and Mark Cartwright
Digital Sound Effects	• Clint Bajakian	Manual Design	• Shepard Associates
Voice Directing and Editing	• Khris Brown	Product Support	• Mara Kaehn (Manager), Jason Deadrich, Tabitha Tosti and the Product Support Team
Voice Producer	• Tamlynn Barra	Key Accounts Manager	• Meredith Cahill
Kyle Katarn, Imperial V/O	• Nick Jameson	Manufacturing Manager	• Jason Horstman
Jan Ors	• Julie Eccles	International Manager	• Lisa Star
Rom Mohc	• Jack Angel	Additional Programming	• Mark Haigh-Hutchinson
Mon Mothma	• Peggy Roberts-Hope	Special Thanks	• Wayne Cline, Donald Bies, Stacy A. Mollerma, Julia Russo, Howard Roffman and Lucasfilm Ltd.
		Original Music Score	• John Williams
		Very Special Thanks to	• George Lucas
			• Kalani Streicher



CHAPTER 4: DARK FORCES SCRIPT & CONCEPTUAL ART

General Mohc, Darth Vader, and the Emperor are not responsible for dark troopers threatening the Rebel Alliance. The blame for introducing the doomsday army into the universe falls on the narrow shoulders of Justin Chin. This writer and artist visualized a new breed of super stormtroopers after getting a look at the Dark Forces game engine. He hammered out the original script and design documents in five days, then worked with others at LucasArts to cut missions and create the Dark Forces script. This is the document the level designers, artists, programmers, animators — everyone — used as a guide to create Dark Forces.

Included in this chapter is the Dark Forces script and original conceptual sketches by Justin Chin, Paul Mica, and others on the art team.

INTRODUCTION

FADE IN:

Familiar TEXT appears on a black screen.

A long time ago in a galaxy far, far away ...

CUT TO:

EXT. DEEP SPACE

TITLE GRAPHICS appear.

STAR WARS

GAME TITLE appears on screen, then drifts back into the stars, story text following in its path.

DARK FORCES

The New Order of the Empire stretches its evil clutches across the galaxy, consuming planets with devastating results. Through many struggles, the Rebel Alliance has learned of a new Imperial battle station, the DEATH STAR, with enough power to destroy an entire planet.

Unable to acquire the plans to the deadly space station, the Rebels have employed the skills of Kyle Katarn. Known to most as a mercenary for hire, Katarn is a rogue figure who has a partial alliance with the Rebels.

Armed only with a blaster pistol and an intimate knowledge of Imperial methods, Katarn prepares to infiltrate the Imperial base in which the plans are kept ...

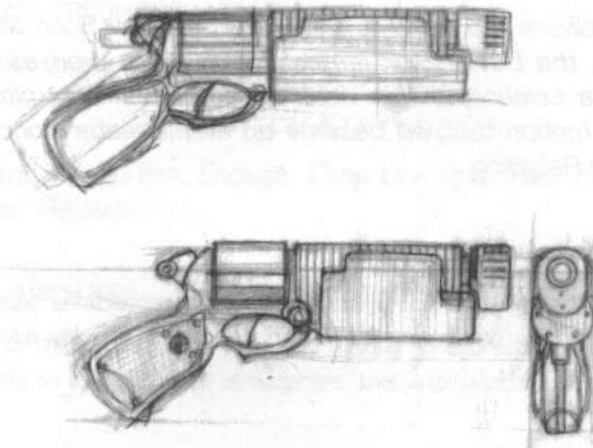
PAN DOWN TO:

A SMALL PLANET — Danuta — AND MOON in the distance. KYLE'S SHIP passes over the top of the screen in a fast approach to the hidden Imperial base.

Dark Forces TITLE GRAPHICS. Roll CREDITS.

CUT TO:

CUT TO:



MISSION I

MISSION PROLOGUE GRAPHICS for The Death Star Plans, Operation Skyhook, Phase 2. Senator Mon Mothma of the Alliance delivers a secret briefing to Commander Kyle Katarn.

MON MOTHMA

The Rebellion is counting on the completion of this mission, Commander Katarn. I hope success is on your side.

The Death Star Plans are locked away at an Imperial Secret Base on the planet Danuta, where they await transport to Lord Vader. Very little is known about the layout of the base itself, so I'm afraid you will have to act as your own reconnaissance.

Once you have the plans, get out immediately. Operation Skyhook will deliver the plans to Princess Leia, on the consular ship Tantive IV. She will then continue the mission.

INT. SECRET BASE

Kyle drops from the roof of the base through an air duct into the base itself. The duct grate opens automatically.

At this point, you step in and guide Kyle Katarn to a successful pilfering of the Death Star plans and a safe getaway. That ends your first mission, but you have a long way to go. The script continues with the story setup for the remaining Dark Forces missions.

EXT. STAR FIELD

Kyle's ship zooms away from the planet Danuta, mission accomplished.

CUT TO:

CUT TO:

NARRATOR (V.O.)

Kyle delivers the plans to the Rebel Alliance. Soon afterwards, the Death Star is destroyed.... But even as the Alliance celebrates this victory, another sinister plot is set in motion that will become an even greater concern for the Rebellion....

ANGLE ON:

A STAR DESTROYER — the *Executor*

The massive ship moves into frame. ANOTHER SHIP of respectable proportions cruises alongside. TIE FIGHTERS zoom toward the *Executor*. Their destination: home planet of the city of Talay, a secret Rebel base.

CUT TO:

INT. EXECUTOR — MAIN BRIDGE

DARTH VADER addresses GENERAL MOHC, a soldier from the old school who prefers mechanized combat troops over antiseptic, hands-off weapons such as the Death Star. Its failure is his opportunity.

VADER

The Emperor has approved your test demonstration, General Mohc.

MOHC

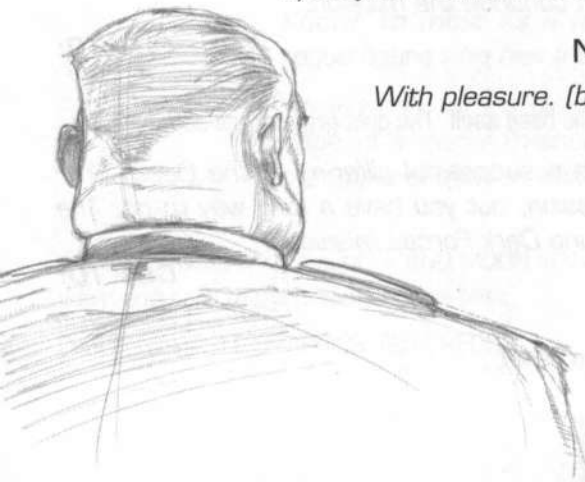
Thank you, Lord Vader. What I unveil today will mark a new era for the Empire. We will be able to decimate the Rebels just as we did the Jedi Knights. At last the Emperor's war will be filled only with the glory and beauty of decisive victory.

VADER

A noble cause, General. I hope the demonstration lives up to your claims. Proceed.

MOHC

With pleasure. (beat) Dark trooper release.



CUT TO:

INT. ARC HAMMER — DARK TROOPER LAUNCH TUBES

Several canisters load with troopers and drop into position.

IMPERIAL (V.O.)

*Primary drop line. Engage. Drop Line One, Two, Five, and Nine. Release.***CUT TO:**

EXT. ARC HAMMER — LAUNCH BAY

Multiple canisters fire from the bay, spreading out and making an aggressive descent to the planet below. The canisters leave fiery streaks as they enter the atmosphere, then explosive bursts ripple the planet surface.

CUT TO:

INT. EXECUTOR — MAIN BRIDGE

Darth Vader watches the attack from the bridge window.

VADER

Very impressive, General. The Emperor will be most pleased. Continue with your project.

MOHC

*Certainly, Lord Vader.***DISSOLVE TO:**

EXT. DEEP SPACE

AN ARMADA OF REBEL SHIPS surrounds a REBEL FRIGATE. KYLE'S SHIP weaves through the traffic and prepares to land.

CUT TO:

INT. FRIGATE COMMAND ROOM

SENATOR MON MOTHMA greets KYLE. She stands beside a hologram unit.

MON MOTHMA

Thank you, Commander, for responding at such short notice. The Empire has been keeping us on the run since the destruction of the Death Star.

The hologram blinks to life and a blurred image hovers at the center. A Rebel officer is vaguely visible floating in space. Static breaks up the image.

MON MOTHMA

Five days ago the Empire attacked one of our secret bases in the city of Talay.

REBEL (ON SCREEN)

This is Tak Base to anybody out there ... please ... we're under Imperial attack ... they're everywhere, there was no warning at all ...

HORRIBLE TECHNICAL SCREAMS are heard in the background of the hologram, followed by the FRIGHTENING SFX SOUNDS of a dark trooper.

REBEL (ON SCREEN)

... total devastation ... they broke through our shields ... they broke through our shields ...

The screen blinks out.

MON MOTHMA

Tak Base was destroyed in minutes. Many innocent people in the surrounding city as well as the Rebel staff were killed. Intelligence thinks that this may be an act of retaliation for the destruction of the Death Star.

Kyle studies the screen.

KYLE

Interesting. This looks like it could be a normal Imperial attack — except for those sounds.

MON MOTHMA

Very perceptive, Commander. I know you understand that all we discuss here is classified.

The hologram returns, displaying an image of CRIX MADINE.

MON MOTHMA

This Imperial officer, Crix Madine, wishes to defect to the Alliance. He has supplied us with information on the development of a new Imperial weapon. Those sounds you heard, we believe, come from that weapon — a new type of stormtrooper, the dark trooper.

KYLE

A new stormtrooper that can take out a Rebel base that quickly?

(beat)

I should've kept working for the Empire.

MON MOTHMA

The Rebel Command is not taking this lightly. They have authorized me to hire you to find out if there is a threat, and if there is, to shut it down.... That is, if you are still on our side.

Kyle pauses, pondering his options.

KYLE

This could be interesting ... All right, I'm in. But I think I'll need some help on this one. I want Jan Ors as my mission officer.

MON MOTHMA

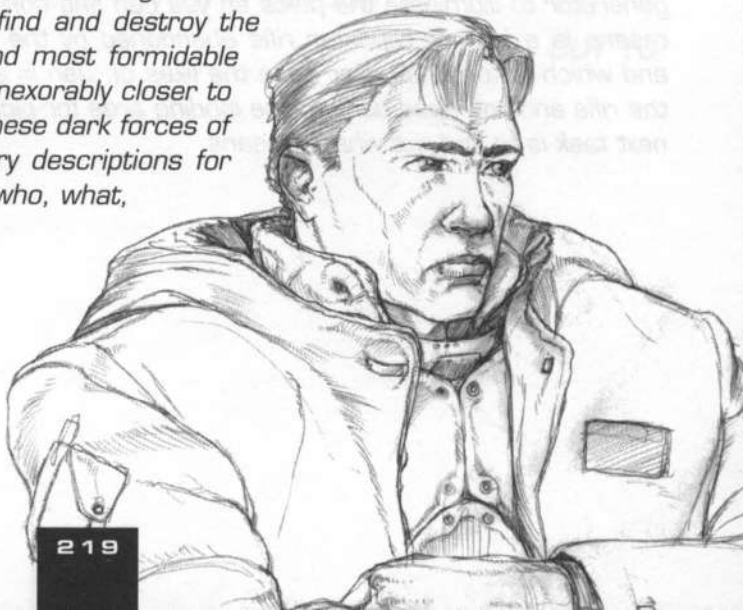
Certainly. Then I will let Jan brief you further on your mission objectives. Thank you, Commander, and may the Force be with you.

CUT TO:

EXT. DEEP SPACE

KYLE'S SHIP takes off from the Rebel frigate, leaving the other Rebel ships behind.

And so you as Kyle Katarn — with the offscreen guidance and camaraderie of Jan Ors — set out to find and destroy the dark troopers, the Empire's newest and most formidable weapon. Each mission now brings you inexorably closer to a final, cataclysmic confrontation with these dark forces of ultimate destruction. The following story descriptions for each of the 13 missions describes the who, what, where, and why of your missions.



MISSION II

MISSION PROLOGUE GRAPHICS. Mission specialist Jan Ors briefs you on your next mission entitled Talay: TAK Base: After the Massacre.

JAN ORS

It's good to see you, Kyle. Good job on Operation Skyhook, the Rebels were very impressed. Now it's back to mission hopping, just like the old days.

Rebel command has made a brief reconnaissance of the area and it's swarming with activity. The power is still down in the city so some of the systems are going to be down as well. You'll need to find the main hydroelectric power generator and get it back online.

The Empire usually gets sloppy after a major offensive, so we may be able to find evidence or leads about this new "dark trooper" we've been hearing about through Crix Madine. His contacts inside the Empire will help us follow up on anything you may pick up. Good hunting, Kyle.



CUT TO:

EXT. LANDING PLATFORM — TALAY TAK BASE

KYLE'S SHIP, Jan at the helm, lifts off from the planet and zooms out of sight.

You as Kyle are left alone to your task. You enter the former Tak base looking for a power generator to illuminate the place so you can find some clue to the dark troopers. What that means is a broken repeater rifle abandoned by the dark troopers during the massacre — and which no one has ever seen the likes of. Jan is automatically summoned when you grab the rifle and you head back to the landing area for pick-up. Having found the busted rifle, your next task is to find out what it means.

MISSION III

MISSION PROLOGUE GRAPHICS. Jan briefs you on your next mission entitled Anoat City: The Subterranean Hideout.

JAN ORS

That thing you found was a weapon of some sort — too large for a human being to use. Most likely it's a prototype weapon for the dark trooper.

I found the symbol "M.R." on the barrel — the signature of an infamous weapons specialist named Moff Rebus, a real character known for paranoia and extreme loyalty to the Empire. He may be our next lead to the dark trooper.

Rebus has hidden himself somewhere deep within the sewage system under the city of Anoat. He has engineered an elaborate series of drain gate switches designed to thwart any intruder from discovering the route to his lab. First, activate these switches, then your search for Rebus may begin. Beware, it is likely that Rebus has surrounded himself with guard droids, and the largely unexplored sewer maze may hold other dangers as well. Remember, we need you both back alive. I'll have the decontamination shower warmed up and ready.

And so you and Kyle don your mukluks and enter the lovely, chilly subterranean sewer chambers of the planet Anoat. Virtually all of the opposition that you face here are droids, with a few dianogas (sewer creatures) thrown into the scum for fun. After you figure out the sewer system puzzle, you find Rebus and take him back with you for questioning.

CUT TO:

MISSION IV

MISSION PROLOGUE GRAPHICS. While Kyle has been hosing off the Anoat sewer ooze, Moff Rebus has undergone in-depth interrogation by Rebel experts. Jan brings you up to date on your next mission: The Planet Fest: Imperial Weapons Research Facility.

JAN ORS

Moff Rebus designed the prototype weapons for the dark troopers. He wouldn't reveal much under questioning, but during one of his rants he revealed: "You shoulda seen the results of our tests on Fest — my repeater's gonna put a lot of holes in a lot of Rebel scum."

Crix Madine has confirmed the existence of an Imperial weapons site on the planet doing metallurgical research on new alloys. Knowing what kind of metals they're using will give us definite clues to the dark troopers.

I'll drop you in an old landing area far outside the base surrounded by rocky cliff areas. Be careful — one bad move and you'll be a crater. The base itself is buried deep within the rock with an access-controlled front encampment that protects it from a strong frontal attack. Find other openings that may provide easier entry. When you have completed your mission, I'll pick you up at the drop point. Otherwise it's just the way you like it — on your own.

CUT TO:

EXT. PLANET FEST

KYLE'S SHIP hovers momentarily after dropping Kyle off, then accelerates out of the area.

You are alone once more, but this time at least you're in the fresh air of Fest. The white stone cliffs are lousy with stormtroopers. Jan always speaks so cryptically, although that phrase "metallurgical research" is a good clue. You're hunting for a hunk of rare metal alloy called Phrik. When you find it, you have to return safely to the drop-off point where Jan sweeps you up.

CUT TO:

MISSION V

EXT. GROMAS MOONS

Kyle's ship weaves through an asteroid belt, making its way to the Blood Moon in the Gromas system.

CUT TO:

MISSION PROLOGUE GRAPHICS. Kyle has had a nap and some grub, but Jan has been busy assaying the rare and precious Phrik. This is no ordinary rock, as Jan tells you, and it leads cleanly to your next rung on this dark ladder: Gromas Mines: The Blood Moon.

JAN ORS

The metal that you found is called Phrik, a rare material that they must be using for armor-ing the dark troopers.

I tracked the known sources of Phrik and came across a selection of small moons in the Gromas system. It's probably not a coincidence that the Empire has a mining facility in that very system.

We need to take out the facility to slow down the dark trooper project and give us an edge over the Empire. At the main reactor there is an exchange coupling that leads to the central power grid. Place a sequencer charge in this coupling and it will cause the facility to explode. Once the charge is laid, waste no time getting out of there.

CUT TO:

EXT. BLOOD MOON — COURTYARD

Jan drops Kyle off in the eerie red light and takes off. Kyle can hear the monotonous drone of mining machines as he begins his search of the facility.

The Blood Moon is also where you and Kyle get your first up-close and personal look at a dark trooper. It's only a Phase One dark trooper (Phase Two is nearly complete and Phase Three is the real McCoy), but even a Phase One dark trooper is more than most mortals can handle. Before that confrontation, however, there's a sequencer charge to set, and afterwards you still have to make it safely back to your ship.

CUT TO:

EXT. BLOOD MOON — KYLE'S SHIP

The ship glides away from the red moon. Behind it an enormous explosion rips the surface and a fire cloud spreads and rises into the atmosphere.

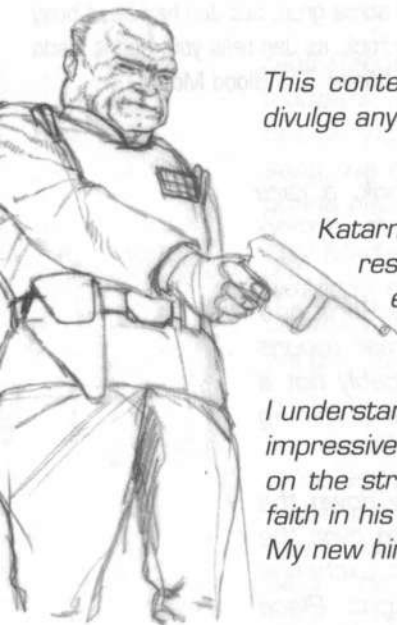
CUT TO:



MISSION VI

INT. ARC HAMMER — LAUNCH BAY

GENERAL MOHC points a pistol at CRIX MADINE, the captured Rebel spy. Darth Vader looks on ominously.



MOHC

This contemptible excuse for an officer will no longer divulge any more information to that Rebel, Kyle Katarn.

VADER

Katarn will not be as easy to deal with. He is very resourceful — more resourceful, it seems, than even your dark troopers.

MOHC

I understand the threat, Lord Vader. Katarn was once an impressive Imperial officer, but he was weak and gave up on the struggle for our new order. I wouldn't put much faith in his abilities. Katarn will never come near this ship. My new hire will see to that....

From the darkness behind Madine emerges BOBA FETT, Jabba the Hutt's hired gun, looking silent and deadly.

CUT TO:

MISSION PROLOGUE GRAPHICS. It's obvious Darth Vader and General Mohc have not been idly standing by while Kyle rummages around the universe for clues to the dark trooper project. And Kyle, of course, is not supposed to know yet that the legendary and menacing Boba Fett is on his tail. Kyle's next mission should be the next link on the dark trooper food chain — but Jan has a more merciful idea. It's called Imperial Detention Center, Orinackra: Crix Madine's Fate.

JAN ORS

Bad news, Kyle: Our spy, Crix Madine, has been captured. He's being held at the Imperial Detention Center on Orinackra and awaiting execution. He has been valuable in supplying us with information on the dark trooper, and I think we owe it to him to make a rescue effort.

The Imperial Detention Facility is well secured — hard to get in, even harder to stay alive. There is a switch-controlled shuttle carrier to the facility that will bring you

to the main doors. Inside the complex two main elevators access the lower prison blocks. One goes to the low security levels and down to the command center; the other leads back up to the high security blocks where Crix Madine is being held in the XX block.

Each cell is locked with its own code card carried by an Imperial officer, so first you'll need to find the right card to Madine's cell. Since the high security blocks are controlled from inside the block, once the guards are alerted it will be impossible to penetrate. I suggest you find an optional entrance into the high security block. You'll really be outnumbered here, so rely on stealth rather than fire-power.

CUT TO:

EXT. ORINACKRA

KYLE'S SHIP lands near the high walls of the Imperial detention facility. Under dark, leaden skies Kyle sets out for the shuttle carrier and to find his condemned comrade.

The shuttle carrier is easy to find, but finding Madine's cell inside the facility is considerably more difficult. There is a shortcut, however, which saves considerable time and energy on this mission. After you've secured Madine, it's back to the dark trooper hunt.

CUT TO:

MISSION VII

MISSION PROLOGUE GRAPHICS. It was definitely good to rescue Crix Madine before a premature death. He has much to reveal to Kyle and Jan before this next mission entitled Ramsees Hed Docking Port, Cal-Seti: Deadly Cargo.

JAN ORS

Crix Madine informs us that the leader of the dark trooper project is a general named Rom Mohc. You might remember him from your time with the Empire. A decorated soldier in the Clone Wars, Mohc became very prominent during the Emperor's rise to power. He was one of the few generals to oppose the construction of the Death Star because of his distrust of any technology that separates the warrior from battle and engaging the enemy. He's absolutely obsessed with the honor of personal combat.

Madine further reports that the dark troopers have three phases of construction. The first one is the Gromas Mines, which you so effectively blew to bits, where they mine the alloy resource, Phrik. The resulting alloy is then transported to the Robotics Facility, where it is treated and refined. The alloy is then taken to a special cruiser, the Arc Hammer, where the final composition and assembly of the dark trooper takes place. The locations for the Robotics Facility and the Arc Hammer are still unknown.



Our next focus will be to find and destroy the Robotics Facility. General Mohc has solicited the help of an underworld kingpin, unknown to us at this time. This kingpin supplies Mohc with smugglers to move his raw goods to the different facilities. Madine, before his capture, was about to find that one of the routes that the smugglers use starts from Ramsees Hed, a spaceport on the planet Cal-Seti. Placing this tracking device in the engine port at the rear of the smuggler ship should lead us right to the Robotics Facility.

CUT TO:

EXT. RAMSEES HED SPACEPORT

Kyle is dropped outside his target structure.

Find your way into the spaceport, then locate the smuggler ship somewhere inside. Even if you find the ship, it won't be easy to place the tracking device — the place is filled with stormtroopers and other stalwart defenders of the Empire. But if you don't succeed, you'll never know where the dark troopers are being built. And time is running out.

CUT TO:

MISSION VIII

EXT. CAL-SETI

The smuggler ship lifts off from the planet Cal-Seti, leading the Rebels to the second critical location of the dark trooper assembly process.

CUT TO:

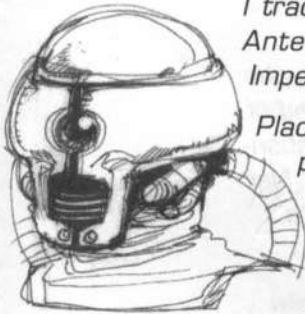
MISSION PROLOGUE GRAPHICS. With the tracking device aboard, tracing the smuggler's ship was easy, and now you know exactly where the dark troopers get their Phrik treatments before final assembly. Jan has a short briefing for Robotics Construction Facility, Anteevy: Ice Station Beta. Kyle had better bring his parka because it's going to be cold.

JAN ORS

I tracked the smuggler ship to a remote planet called Anteevy. This frigid planet is lifeless, except for an Imperial construction facility built beneath its icy surface.

Place three sequencer charges in the exchange couplings located in the solution for the Phrik. This should disable the facility. Keep a careful eye out wherever you go; there are highly volatile chemicals used in this facility. I suggest that you find a breathing mask like those used by the Imperials to protect themselves. Also I wouldn't put it past Mohc to have stationed dark troopers in this facility. Battling a few dark troopers should warm you up after your walk through the snow.

It looks like it's freezing out there. I'm glad I'm not you.



CUT TO:

EXT. ICE PLANET ANTEEVY

KYLE'S SHIP tilts and lifts away from the icy surface of the planet. Kyle hears the sound of water rushing.

One thing about snow — it makes walking very slippery. First thing you need to do is improve the traction by finding a pair of ice cleats. Then you can battle your way inside the robotics facility. Jan was wrong about one thing. You will definitely meet up with some dark troopers after you place the third charge. And it's Phase Two dark troopers as well as the Phase One jobs you killed back on the Blood Moon. Let's hope you make it back to the landing area in one piece. You won't want to miss the pyrotechnics.

CUT TO:

EXT. ICE PLANET ANTEEVY

A beautiful explosion tears at the surface of the planet as Kyle's ship makes its escape.

CUT TO:

MISSION IX

MISSION PROLOGUE GRAPHIC. Two facilities down, one to go, but it will be some time before you get to find and challenge the *Arc Hammer*. Apparently you weren't the only ship that left the ice planet before the explosions. Jan describes the next mission in Nar Shaddaa, the Vertical City: The Death Mark.

JAN ORS

You must be making a big dent in Mohc's plans, Kyle. I got word that he has placed a healthy death mark on your head. Every bounty hunter in the system will be out for your hide. But if that's not enough, I've tracked some smuggler ships that have made routes to and from Gromas and Anteevy, and they all lead to Nar Shaddaa, the smuggler's den — just the place you want to be when you have a price on your head.

The smugglers must be getting their routes from the Empire somehow, and this is the hub for just that kind of activity. What you'll be looking for are Imperial navigational devices or charts. I will be landing in the heart of Nar Shaddaa, so try not to stir up the local bounty hunters.

CUT TO:

INT. CITY OF NAR SHADDAA

NEON LIGHTS. Kyle's ship has infiltrated the city and found a landing spot among the high-rise structures. Kyle finds himself just outside the center of the city.

Nar Shaddaa is definitely a city of technical marvels and urban "hoodlums" — better known as Imperial guards of every ethnic variety. The navigational device that Jan Ors mentioned is called a nava card. And it's your only ticket to the Arc Hammer.

CUT TO:

EXT. VERTICAL CITY

KYLE'S SHIP pulls away from Nar Shaddaa when, suddenly, a tractor beam appears and locks onto the ship, jolting it off course.

The ENORMOUS SHIP of Jabba the Hutt fills the screen. Kyle's ship, tiny in comparison, is dragged underneath the behemoth vessel and locked into a cargo arm.

Just as things were looking pretty good for the Rebel side, circumstances have suddenly turned for the worse. Kyle, Jan, and ship are being held hostage by that old slob, Jabba the Hutt. The next mission was definitely not preplanned, but it's more than essential: free Kyle and Jan from Jabba's clutches so that the search for the dark troopers can continue before it's too late. With Jan Ors in captivity, there's no mission prologue, only the Fat One himself.

CUT TO:

MISSION X

INT. JABBA'S SPACE CRUISER

KYLE, surrounded by Gamorrean guards and standing at the edge of a Kell dragon pit, watches as a hologram of Jabba the Hutt blurs into focus.

JABBA

So this is Katarn, the one that has been a thorn in Mohc's side. Your reputation has traveled far. Too bad you have interfered with my affairs.

KYLE

Jabba? What have you done with Jan? If any harm comes to her, I'll personally shove my blaster down your slimy throat.

JABBA

Hoa, hoa, hoa, you talk brave for one who is about to journey down the throat of my favorite Kell dragon.

(beat)

I only wish that I could personally be there to watch you die.

KYLE

I wish you were here also, Jabba. There's nothing like roast Kell dragon.

JABBA

Throw him in!

CUT TO:

INT. DRAGON PIT

KYLE finds himself inside a pit that appears innocuous enough. But the only escape is a switch in the corner of the pit. Who knows what's on the other side?

The objectives here are unusually straightforward: Kill every Kell dragon you can with your bare hands, get your confiscated gear back so you have a fighting chance, relocate the nava card you just stole, then rescue Jan. You're in for a long work day.

This is a mission that never seems to end. But what can be sweeter than shoving it back in Jabba's bloated face?

CUT TO:

EXT. SPACE — JABBA'S SHIP

Kyle's ship blasts safely away from Jabba's cruiser and disappears into the stars.

CUT TO:

MISSION XI

MISSION PROLOGUE GRAPHIC. With Jan and the ship safe, Kyle is back on track, but there's no time to waste. The dark troopers are nearly at full strength. It's nice to have Jan's steady hand and sharp wit back at the controls. Kyle is wondering what the nava card can do for him. He's about to find out as he heads for Imperial City, Coruscant: The Imperial Mask.

JAN ORS

That's another one I owe you, Kyle.

I checked out the nava card you stole from Jabba's henchmen. The card is an Imperial military encrypted navigation device that plugs into a decryption key box to decode nava coordinates for the Nava Computer. This card could tell us where the smugglers are taking their shipments. Unfortunately, the nava card is useless without a decryption key to decode it. That key is located in the Imperial City, in the heart of the Empire. I don't need to tell you this mission is going to be a dangerous one.

Madine, through his inside contacts, has arranged a security code clearance that will allow me to fly into the city and drop you off. Your target will be the Imperial Security Operations building, the center of covert operations and intelligence for the Empire — a maximum security area with all posts alert at all times. The decoder is kept in a large underground vault in the heart of the ISO building. Once you have cracked the central computer, you will be able to insert the nava card into the decoder and write the navigational information on data tapes. Then you will have to get out of the building with those tapes and return to the ship.

CUT TO:

EXT. IMPERIAL CITY — LANDING PLATFORM

Kyle is left alone again, this time in the center of the Imperial City.

It's not just your imagination. The Imperial City definitely has more troops than any other mission. You may be able to find the Nava Computer, but it won't be easy. And just when you think your mission is complete and everything is hunky-dory, you're in for another big surprise. Remember the other mercenary that General Mohc hired a while back? When you try to reach your ship, you won't be alone.

CUT TO:

MISSION XII

MISSION PROLOGUE GRAPHICS. Kyle is closing in on the final confrontation. On this mission — Imperial Fuel Station, Ergo: Smuggler's Hijack — he finds out how to rendezvous with the *Arc Hammer* and takes the first step to climbing aboard. As Jan informs him, Kyle won't have any backup after this mission. It's just Kyle and his destiny rushing to meet one another.

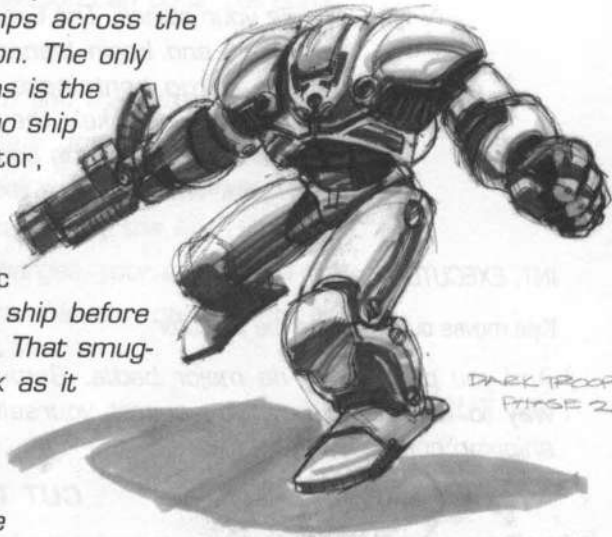
JAN ORS

From the navigational data tapes, I was able to trace the next smuggler cargo ship's route. That route leads to the Super Star Destroyer, the Executor.

We have found that, for security reasons, the Arc Hammer makes periodic jumps across the galaxy, always hiding its location. The only ship that knows those locations is the Executor. The smuggler's cargo ship will meet up with the Executor, which will then hyperspace to the Arc Hammer.

In order to get to the Arc Hammer, hijack the smuggler ship before it meets up with the Executor. That smuggler ship will be a sitting duck as it fuels up at the Fuel Station Ergo. Hijack the ship and (under the guise of a smuggler) meet up with the Executor. There you will sneak onto the Executor and wait until its rendezvous with the Arc Hammer.

For the rest of the mission, I won't be able to provide backup, so be careful. Get your hide back safely. It would get pretty lonely back at the Rebellion without you to worry about.



EXT. FUEL STATION — LANDING AREA

Kyle is dropped inside a covered docking port.

This maze-like docking port is chock-full of Imperial, weapon-bearing nuts. But your objective is simple: Find the smuggler ship and steal it.

CUT TO:

CUT TO:

MISSION XIII

MISSION PROLOGUE GRAPHIC. Jan is gone, but she leaves you with some parting text in your PDA (Personal Digital Assistant — apparently the term has survived a few hundred years since its coining in the early 1990s on the planet Earth). In this mission — *The Executor: The Stowaway* — you begin inside the *Executor*, must take control of the *Executor*, then hitch a ride into the *Arc Hammer* where the fun really beings.

JAN ORS

Now that you're on your own, you won't have me to get you out of trouble. I've programmed your PDA with the mission that will help you with your tasks.

Once on the Executor, you will wait for the right time to make your attack. The Executor will meet up with the Arc Hammer and begin transporting its cargo. Get into one of the cargo containers and ride inside it to the Arc Hammer. Most likely they will halt this operation when they find out you're on board, so you will need to start it up again. That is where your next mission will begin.

CUT TO:

INT. EXECUTOR

Kyle moves out to secure the *Executor*.

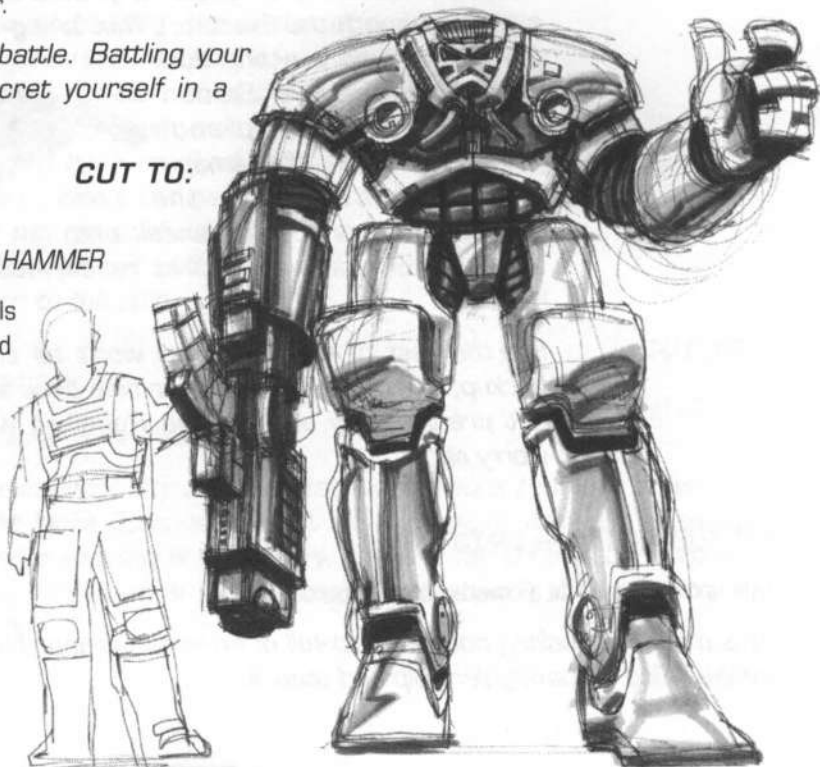
And you prepare to do major battle. Battling your way to the cargo bay, you secret yourself in a shipping container.

CUT TO:

EXT. EXECUTOR — ALONGSIDE ARC HAMMER

The **CARGO CONTAINER** that conceals Kyle lowers from the *Executor* and glides toward the *Arc Hammer*.

CUT TO:



MISSION XIV

MISSION PROLOGUE GRAPHIC. The Grand Finale, the Big Bang, and it's called *The Arc Hammer: The Dark Awakening*. Kyle's objective seems straightforward enough: Place three big-time bombs around the *Arc Hammer*, escape safely, and watch the Empire's dream of an invincible army of super robots explode into oblivion. Maybe he can finally rid the universe of Darth Vader as well. (Maybe not.)

JAN ORS

The Arc Hammer is a large cruiser that acts both as the construction facility and as a launch platform for the dark trooper. Taking this thing out of commission will be a daunting task. I am confident that you can do it, but don't let that go to your head.

Once on board, you will need to find the three exchange couplings that lead to the main power grid. Place a sequencer charge in each coupling. These couplings most likely will be in a small alcove deep inside the Arc Hammer structure. Once you set those charges, your escape will be by Imperial shuttle. Stay out of trouble and make it back in one piece.

INT. ARC HAMMER — CARGO CONTAINER

Kyle finds himself in a tight spot with only one way out.

No mission is as easy as it sounds, especially final cataclysmic confrontations in an enclosed space. There are several large and powerful surprises in store for you aboard the Arc Hammer. The Empire won't give up its dream easily. If you succeed in blowing up the Arc Hammer, you've definitely earned it.

CUT TO:

EXT. ARC HAMMER

A shuttle with Kyle in it flies away from the *Arc Hammer* just as several explosions rip through its fuselage.

CUT TO:

INT. EXECUTOR — MAIN BRIDGE

Darth Vader watches the *Arc Hammer* explode and crumble toward the planet below.

CUT TO:

VADER

This is an unfortunate setback. The Force is strong with Katarr.

CUT TO:

INT. REBEL FRIGATE — COMMAND CENTER

MON MOTHMA stands before KYLE and JAN. Mon Mothma hands them a MEDAL.

CUT TO:

EXT. DEEP SPACE — REBEL FLEET

Kyle's ship weaves in and out of the victorious Rebel fleet, then flies off into space. What's next for our reluctant hero?

FADE TO BLACK:

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