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How long to beat star wars jedi academy jedi knight
Looking for a comprehensive guide on Jedi Knight: Jedi Academy? Reddit and its partners use cookies to enhance your experience. By accepting all cookies, you agree to their use for better services, site maintenance, and personalized contents ** 1. Introduction 2. Weapons Explore the world of Jedi
Knight, including Lightsaber, DL-44 Blaster Pistol, E-11 Blaster Rifle, and more. ### Level Maps Delve into the game's levels, featuring Yavin Jungle Training Area, Tier 1 Missions, Hoth Ice Planet, and much more. ### Last Updated May 22, 2004 ### About the Author JediMeister (alvinshek@hotmail.com) ### Copyright Notice Copyright 2004
Alvin Shek that's the last of them unless someone else contributes to it v.1.11 - included more secret areas on Hoth, Taspir, and Korriban v.1.12 - included alternative strategies developed by other gamers allowed The following sites are permitted to host this walkthrough as well as the author's others:
www.cheatcc.com, www.cheats.de, actiontrip.com, RavenGames, spielewise.de, faqs.ign.com, abby-cheat.com, gamenotover.com, www.gamepad.de, computerunderground.com, grisoft.com, about the Author This is my second game walkthrough; I did one before Star Trek Elite Force II. Since I'm still new at this, any recommendations
or constructive criticism are welcome. Tips and other strategies developed by fellow players will also be accepted If you want to contact me, send an email with "JA walkthrough" in the subject line 2. Weapons: 1) Lightsaber - The Jedi's weapon A beam of pure energy that can cut through anything It's powerful but can also be dangerous for a novice
user. The primary fire is slashing and swinging attacks depending on the player's movements, while secondary fire is a force-powered lightsaber throw. 2) DL-44 Blaster Pistol - This pistol is popular due to its customizability. Primary fire is a force-powered lightsaber throw. 2) DL-44 Blaster Pistol - This pistol is popular due to its customizability. Primary fire is an accurate single shot, with secondary fire being a charged shot using up to five energy units. 3) E-11 Blaster
Rifle - Once used by Imperial Stormtroopers, now it's used by mercenaries and smugglers. Primary fire is a fast shot almost instantly
hitting its target, with secondary fire utilizing the attached scope for greater accuracy and charged shots use three units of energy. Fully charged shots use three units of energy effective against both personal shields and
bodies. Primary fire is a single bolt or a charged shot up to five bolts, while secondary fire is a highly reflective shot that can bounce off walls. Uses five energy units per shot. 6) Imperial Heavy Repeater - A weapon with quantity over quality. Best for close-range battles. Primary fire is a spray of metallic bolts, while secondary fire is an energy grenade
useful for eliminating groups of enemies. Secondary fire uses thirty units of ammunition per use. 7) DEMP 2 Gun - An electromagnetic pulse gun Most useful against electronic devices. Primary fire is a single bolt affecting droids, with secondary fire being a charged shot capable of damaging organic persons as well. The secondary fire has splash
damage within a radius of three meters. A single shot uses eight units. Fully charged secondary fire uses thirty. 8) Golan Arms FC-1 To take down duelists, use similar strategies against reborn dual-sabered opponents. A valuable move is DFA, which allows you to land an average of two strikes. The single saber and lightstaff provide limited options to
counter this enemy; however, the rolling stab can be effective. When facing a kata, avoid attacking unless you throw your lightsaber. Acrobatics are crucial in dueling; for instance, if cornered against a wall, use the wall-grab jump to escape or jump over the opponent and strike from behind. If knocked down, forward or back kick the opponent to
counter their groundstab. Jumping also enables you to land on top of an enemy and potentially force them to the ground like a kick. The cartwheel is another useful combination of attacks and evasion. Dharmon recommends using thermal detonators against duelists after eliminating their cultist ally, but be cautious when using this tactic against blue
and red duelists. Regarding Saber Locks, aim to win every lock. Depending on the direction you can perform an instant kill move. With a single lightsaber, you can perform a double cut at chest height or throw your
second lightsaber and slice the enemy. With a lightstaff, the finisher is an upward slice. Mission Tiers require completed all missions in my playthrough, earning three extra force points. These bonus points can be used to enhance your offense with lightning or grip or acquire mind trick or heal if
you're dark. Force Powers: Force sense is a valuable ability that allows you to see nearby mission objectives, colored yellow, enemies in red, allies in green, and objectives in blue. This power helps guide you through levels, particularly on the Ord Mantell mission against Boba Fett. It's also useful on the Bakura and Kril'Dor missions. Other useful force
powers include mind trick and absorb. I found lightning and grip to be more effective than other dark powers, but this may be because I primarily played as a light character. Mind trick can be used against the Wampa and Rancor; however, I only managed to trick the Rancor once. Every time you use a "mind trick" on your enemies, they resist. This
was submitted by Julius Petty. Grip is crucial if you're going dark side. It lowers the defense of your saber-wielding enemies temporarily, allowing you to toss weaker ones over cliffs or into lava. Use grip and saber throw simultaneously to efficiently eliminate reborn. Note that you can also push gripped enemies and send them flying. Against normal
enemies, use push and pull powers. Speed and fast style are efficient for killing many stormtroopers at once. Lightsaber twirls like crouch + w + attack cut through normal enemies easily. For bigger enemy concentrations, use mind trick to even the odds by tricking the trooper with the most powerful weapon. This was submitted by Dharmon. I agree
with Dharmon: mind trick is my most frequently used force power on most missions. Mind trick is useful on levels like Viun against Hazard Troopers and Dosuun when you're weaponless. It's also effective on the Byss Dreadnaught mission. There are likely more places where mind trick can be used effectively, but these were the missions where I
found it most expedient. A non-Jedi tip submitted by Jeremy Guebert: Always check for orange shoulder pads; they indicate stormtroopers with better weapons than standard blasters. This is true on Padawan difficulty, and it's surprising I forgot to include this earlier. If you take out an officer or higher-ranking stormtrooper, the other stormtroopers
will scatter, allowing you to hunt them down instead of trying to hold off multiple shots at once. A dueling tip submitted by Robert Lavigne: For single or dual saber fighting, start with a quick tap on any strafe button and then redirect in the opposite direction while hitting attack. This consistently lures your opponent(s) to one side, keeping you safe
from harm. Then, if you persist in the same direction, your character spins and swings their saber around neatly, making it hard for enemies to defend. I greatly enjoy battling multiple reborns in this fashion and usually save my game before such duels and then return over and over again... Other random notes submitted by Sauli Aalto: First, when
dueling with reborn, use an acrobatic strategy for safety. When there's only one enemy, attacking simultaneously using force speed rank 2 or 3 and rapid lightsaber attacks is very lethal. Playing like a lunatic usually allows you to down a Reborn with a single saber strike without them even having a chance to retaliate. If their saber is pointed at you,
they might cause minor damage to your shields, but it's less than twenty points. This tactic works best when done from behind, but if timed correctly with Force Speed and saber combo is also effective against multiple Reborns as an opening move, but make sure you have
enough space to retreat if things get intense. One of my key findings is that Force Grip is the most useful Force ability. At level three, you can use it to kill regular enemies by simply gripping them off the ground and smashing them back down. This can be done with a quick vertical mouse movement. Because of this, I recommend upgrading Grip to its
highest level first, regardless of whether you're going for light or dark side. The strategic use of Force Grip is as follows: when using Force Sense to scout ahead, you can eliminate single guards silently without taking any damage. Using Grip doesn't usually alert other enemies in the area, but using a saber does. This allows you to take out a few
stragglers before the main force notices you. When facing larger groups of stormtroopers, one of them will often have a annoying ranged weapon like a flechette launcher or rocket launcher or rocket launcher. If you can rush close enough before they start firing, you can take them out guickly. Even if you fail to down them, they'll drop their weapon and spend some
time searching for it unarmed. Force Grip is also useful against Reborns and even the real dark Jedi when used in combination with Force Absorb. You can grip the dark one and punch him to the ground several times, which is usually lethal for the Reborn but will drain the dark Jedi's energy significantly. When facing multiple Reborns at once, you
can use Grip to turn one of them into a hammer to take out the others. However, be aware that when Absorb fades away, you'll lose access to Force power for a short while. Svetzolar Todorov suggested focusing more on lightside powers and grip, as well as dark side powers like Lightning. I'll share some valuable information about the drain and rage
powers in this game. Let's start with drain on level one - it only affects targets within close range. However, as you progress to level two, its range increases significantly, similar to lightning level two, its range increases significantly, similar to lightning level two, its range increases significantly, similar to lightning level two, its range increases significantly, similar to lightning level two, affecting a single target from afar. On level three, drain becomes more potent, impacting all enemies in your line of sight and even providing additional
can deplete non-Jedi enemies' life force, making them vulnerable to killing with drain. However, draining Reborn and Cultists only affects their force points unless you're extremely close to them, at which point they lose health as well. There's a window of about 2-3 seconds after draining these enemies when they're momentarily stunned and unable to
attack, providing an opportunity for strategic advantage. Moving on to rage, its level one form is somewhat frustrating - it reduces your health to one but grants you immunity for ten seconds. Levels two and three offer more significant benefits, although using rage on the first two levels means relying heavily on healing or drain to restore your health.
The ultimate version of rage, available at level three, comes with a small cost to your health points but provides 50% speed boost, 90% damage immunity, and immortality for ten seconds. This allows you to engage in intense combat without worrying about shields or health loss (except in cases of severe injury). Rage is particularly useful because it
enables the player to kill Tavion on Jedi Master with a few swift lightsaber blows and makes fighting saber-wielding opponents faster and safer. In terms of strategy, tapping rage during a saberlock can be highly effective, as it not only increases your attacks' strength but also allows you to swiftly chop down your opponent. This tactic works nearly
every time, except in cases where the enemy manages to escape the lock quickly. Lastly, I recommend prioritizing the following force powers: lightning, heal/drain (considering heal is more beneficial), rage, absorb, and grip. These five are particularly powerful and can make a significant difference in gameplay, especially when maxed out. Jungle
From the start, head straight through the weeds in the stream, moving up to the right. Chop down the tree blocking your path. Move upstream and face off against two reptiles. You can either take them out yourself or let Rosh handle it with his Force powers. Continue ahead until you reach a point where you can't proceed anymore. At that moment
get on the streambank using the stone building as a stepping stone. After Rosh shows off his growing abilities, enter the structure. To you'll find another reptile hiding behind some rocks to you'll find another reptile; take it down and move forward. Cross the bridge and on the other side, you'll find another reptile hiding behind some rocks to you'll find another reptile hiding behind some rocks to you'll find another reptile.
comment that you can create a new bridge with a cut tree. Build your new bridge by heading up. Exit left and face off against another reptile. Just past it, you'll encounter a cutscene introducing familiar enemies: stormtroopers. And, surprisingly soon, you'll encounter a cutscene introducing familiar enemies: stormtroopers. And, surprisingly soon, you'll encounter a cutscene introducing familiar enemies: stormtroopers.
defeated, a cutscene will set the stage for the next level. 3.1.2 Training Area When you start, follow Kyle's instructions and enter the door in front of you. Wait for a cutscene to play out before entering the next room. In this room, face off against several remotes - don't worry, they won't all attack at once. The best strategy is to use saber throw to take
them down rather than slicing at each one individually. Moving forward, you'll encounter a broken bridge; jump over it and then push the differently colored wall in front of you. Enter through it and prepare for battle - you'll be facing off against Luke's saber-wielding droid. After taking it out, proceed into the door just past a stone pillar on your left
side. A cutscene with Jaden will follow, after which Kyle will offer some advice; pull the switch he indicates. Move forward and take a right at the next opportunity. Head downstairs to the lower level, exit left through the series of doors. In a room with a pillar, turn right and enter the door on your left side. The next room requires
speed to navigate - it doesn't matter which door you choose. Enter the single door on offer. By the end of this section, you'll transition into a cutscene introducing the next level. 3.2 Tier 1 Missions 3.2.1 Mercenary Activity - Tatooine Recommended Force Power: Mind Trick Lvl. 1 Recommended Weapons: Blaster Rifle, Bowcaster, and a throwable
weapon of choice I suggested bringing along the Blaster Rifle because it gives you a full loadout, unlike the blaster pistol which only has 30 shots. Stay out of Chewbacca's line of fire - yes, he can be lovable, but his aim is poor, and he'll likely hit you more often than your enemies. At the start of the mission, there are four enemies in this area: one
Rodian, two blaster-wielding mercs, and a Trandoshan armed with a repeater. I recommend eliminating one or two of them with your pistol, as your saber defense skills are somewhat limited. After they're all dead, retreat into the last alcove on your right and enter the door. A Trandoshan awaits you to the left, a merc to the right, and two Rodians
further in. Head straight through the next area, exit to the right, and get ready for more mercs ahead. You can either interrupt their conversation or wait patiently before taking them down. Don't forget to grab some goodies in the adjacent alcoves - a Trandoshan is lurking nearby, as well as two more enemies with unique gear. As you progress, be
prepared for an onslaught of foes from multiple directions. It's a good idea to take out each enemy individually with your trusty pistol instead of facing them all at once. When the coast is clear, make sure to refill your health and shields before moving on. The next area is filled with even more dangers - a Trandoshan and a merc await you to the left
Use the Force to your advantage by mind-tricking both of them. Don't forget to grab Kyle's ship, the Raven's Claw, which is just ahead. **Secret Area Alert!** Hidden away in the rightmost alcove are some valuable loot - grenades and a shield booster. Be sure to check it out before proceeding. As you exit the hallway, be cautious and mind-trick the
guards to make things easier for yourself. After that, navigate through the next room carefully, avoiding those pesky trip mines. You'll encounter a Trandoshan, two Rodians, and more. Stay stealthy and use your Force abilities to take them down quietly. After clearing out the room, proceed with caution into the next area. Watch out for a Gran at the
head of the stairs - he's not too happy about visitors. Mind-trick him and his friends, then make quick work of them. **Final Confrontation!** Make your way up the elevator, mind-tricking any remaining foes along the way. Hit the switch, enter the control room, and get ready for a
showdown with Reborn. Defeat him, deactivate the tractor beam, and head back down to reunite with Chewbacca. The next phase of the mission involves two additional Rodians and a series of challenges to overcome before Kyle arrives. As you progress, you'll encounter Jawas being attacked by Sand People, requiring strategy to take out multiple
enemies at once. Once all are defeated, follow the recommended path from the start area, heading right to engage with Sand People and find valuable loot like Disruptor Rifles and grenades. Next, clear each cave section until reaching a door, which leads to a secret area containing a shield booster. Backtrack and navigate through more Sand People and find valuable loot like Disruptor Rifles and grenades.
to reach a new location. In this sector, take out three Sand People and obtain blaster packs before exiting outside to face another trio of enemies. Head past the buildings to find more Tusken Raiders and exit the area for a Sandcrawler. Board the Sandcrawler and eliminate four additional Sand People before reaching the door. Use the mechanical
but be prepared for three Tusken Raiders in the first room. Proceed through the next door, targeting enemies visible through crates to your right with your lightsaber. Push the cart and eliminate four remaining Tuskens before heading towards the back of the room. Lower another cart to reveal the R5 unit; activate it to navigate the lift down. As you
descend, six more Tuskens await, but once they're defeated, the level will conclude. A cutscene shows Jedi trainees relaxing; notice Rosh acting strangely. Look back at the room with security console now and head left from the bridge this time. Two soldiers trying to kill you accidentally blew themselves up here. Look around corner quietly. A lone
stormtrooper is there who will pull out a blaster if you get closer so don't let him snipe you. Take next door path and open first door you come across. Kill stealth commando inside. Exit through other door. Take right immediately then go down lift now. Go around base of tower to find secret area. Secret Area: Medpacks and detonators here. Head
back up now. Through next door are two stormtroopers waiting for you. After they're dead, sneak out the back. Outside is commando and officer with one more soldier too. Take all down after that and deactivate third bomb. A second secret area nearby. Secret Area: Deactivate third bomb. A second secret area nearby.
them go up stairs or down lift but otherwise head back in building and open door with key from last officer. Inside are two more enemies including a stealth commando between first two columns. You can pull the other two down from top one at time after that. Go down stairs now for health etc. Alternatively take lift up then go through door to find
last bomb inside room. Secret Area: There are energy conduits all around this room go jump up where they meet and find secret area. Jump back over to platform stormtroopers were standing on now and exit from door behind them. Then you'll see more soldiers including two commandos and two more stormtroopers past those. Go down stairs one
last time then turn left to take out all remaining enemies. Also remember the room with security console which you can reach by going around building completely and through a doorway over walkway leading back to main door where more enemies are waiting for you like four stormtroopers. If you have mind trick 3 or mind trick 1 you can finish
them off but otherwise just do it normally. Then head across walkways again to your ship now and that's the end of level!!! Second, make sure you've defused all five explosives, then head into the room from the right-hand side of the entrance. Alternatively, you can noclip through the wall if you don't feel like taking the long way. In the Mission:
Merchant Rescue - Blenjeel, recommended Force powers are Force Heal Level 2 and recommended weapons are a blaster rifle or disruptor. You start by crash-landing on the planet, then your mission is to gather parts to repair your ship. However, sand-like creatures obstruct your path, so it's essential to stay off the sandy areas for most of the level
Retrieve the power cell by jumping onto the wreckage in front of you and from there, jump between pieces until you see a brown rock near a large stone formation. From this vantage point, you should be able to spot the power cell on the ground, pick it up, and then jump onto a nearby pillar-like rock. As the rocks begin to sink, quickly return to your
ship and place the power cell in the second compartment on the right. The power coupling is near where you got the power cell, by another group of rocks. Grab it, then immediately jump onto a nearby box and head back to the ship with the part. The damper is located at the front end of the merchant ship, near some rocks. Go to these rocks, grab
the damper, and quickly return to the ship. Finally, head to the power convertor in the front-most piece of the merchant ship by first going from the back piece, jumping inside, and onto a walkway. The convertor is located past the door and to the right. Return to your ship with all parts and complete the level. A useful tip for this mission is to use
Force Speed to get to any destination quickly instead of jumping between wreckage or boulders. Additionally, you can use thermal detonators on normal mode to attract the attention of the sand creatures and move them away from your location before running past them. This strategy proved effective in one player's experience, allowing them to
understand why there were many grenade belts scattered throughout the map. It appears that these belts can be used not only to kill the sand burrowers but also to distract them from your path. Navigate into the room with the desired, then
hit the switch. This will allow you to traverse between cars via the connectors. Ascend to the top of the vehicle. Moving forward, engage the Weequay on the next car with his bowcaster. Counterattack with your blaster. Drop down slowly and leap across to the adjacent car. Scale up the boxes and regain the top of the vehicle. The Rodian will initiate
hostilities; be prepared to respond accordingly. On the lower level of this car, you'll find a mercenary armed with a blaster rifle; take them out if desired before jumping across, maintaining your position on the upper surface. Another duel awaits; dispatch this enemy with ease. Be aware that another mercenary is present in the room below. You can
shatter the glass and drop down to eliminate them. To return to the top level, use either of the large L-pipes as a launching point. Gently glide downwards to the bottommost level of the car. Jump across to reach the next tram car. Enter the room and neutralize the three mercenaries within. One is positioned on your right upon entering, while the
other two are located at the far end of the room. Exit the room and retreat in a defensive manner. As you backpedal, look for the Weequay's exposed head; take them out with a sniper shot. Then, jump to the next car and ascend to the walkways supported by guidewires on either side. Drop down cautiously. If you hear voices but can't see anyone, use
Notice the red fuse boxes on either side? You can either cut or shoot them. I recommend shooting, as this will allow you to dodge a few shots from the two mercenaries - a Rodian and a Weequay - positioned behind the force field. Take your time to admire the abundance of ammunition available; unfortunately, it's not collectible. However, you can
pick up trip mines and break through the glass above. Jump onto the yellow canisters and traverse across the connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors, of which there are two grey ones. Cross the next connectors are two grey ones.
speed, and sprint to either side of the metal ramp. Secret area: glance back at the previous car from which you jumped. You should notice the lights emanating from an ammo generator. Heal yourself by utilizing these resources, then accelerate and eliminate the
enemy in your sights. Snipe the mercenary positioned opposite to you. Cross over using the shipment of pipes, then snipe the next two visible mercenary within. Bomb? You'll find it - that yellows
object in the middle of the tram car. Engage it, then proceed forward without haste. There's no urgency; take advantage of collecting shields and ammo generators in the room if needed. Ahead of you are three mercenaries: two on the next car are visible, while one is positioned on your tram to the left of the exit. Snipe the ones you can reach and
jump across. On the next car, there are two more enemies - a Rodian and a Weequay; eliminate them both before jumping across once more. There are two additional mercenary inside as well before finishing the mission
Before leaving the area, consider jumping on top of this tram car to find a hidden shield booster and health pack. To access it: walk to the controls and press use. Mission accomplished. The last two secrets were submitted by Abu Sayeed Ahad. A cutscene introduces you to your next mission, Hoth. I'm using the standard loadout consisting of a
disruptor, bowcaster, and grenades. 3.3 Ice Planet Hoth 3.3.1 Ice Planet Hoth Recommended Weapons: DEMP gun As you start out, don't use Taun Tauns since it's more hassle than usefulness early on. Before proceeding forward, investigate the cave behind your starfighter to find a pack of trip mines and health. Advance until an Imperial is visible
and fire blaster bolts at them. Then target every snowtrooper you can see in advance until they're obscured by fog, then snipe each one. To take out the group with four including an E-Web stationary blaster cannon, eliminate the first seen on the left. If eliminated first, it should make taking out others easier. Avoid their shots and keep moving after a
shot to safely avoid them. A cave entrance is blocked by rocks; jump in. Be cautious of wampas as you may see one or two around. When the beginning of the cave using the saber throw tactic to avoid getting hit. In the cave, there's a left fork with a large shield booster, two medpacks,
and trip mines. Ahead lies a narrow cave that will eventually open up into snowtroopers. Snipe them and dispose of the probe droid to metal scraps. Jaden comments it's not where Imperials entered, so turn around and follow beacons of light to find ambush hiding spots for two more snowtroopers. Then snipe those as well. An E-web cannon is near an
Imperial; eliminate him first or else the cannon can't operate. Approach cautiously before an AT-ST emerges from fog; reposition the gate guarded by the AT-ST, then kill lingering snowtroopers and hug the right wall to find a box. Jump
over the gate and approach the wall to find a probe droid waiting nearby. Enter through the main doors to face three snowtroopers, with additional troopers below them. To proceed, use the lift to move between floors. The first secret area contains a large shield booster. To access it, cut the grating with your lightsaber and step inside. In another
room, kill the snowtroopers and officer, then collect ammo and shields. A short distance away is a room filled with shards of ice, containing health, tripmines, and thermal detonators. On the opposite side of this room, find yourself in a snow-filled
hallway. Proceed through the door on the right to face four snowtroopers, then take another path to claim a shield booster behind a box or retrieve a medpack on a nearby shelf. The next room contains three snowtroopers, but you must defeat them to progress. Continue down the corridor and reach a checkpoint with two additional snowtroopers.
Defeat these, and find more blaster packs in the lift above. As you exit this area, jump over boxes and man the cannon to fend off approaching troopers. When clear, backtrack to the door to reveal a secret area containing grenades and blaster ammunition. Follow the beacons to continue onward, avoiding fire from an E-web positioned on top of an AT-
AT. As you progress, additional snowtroopers will appear. Eventually, reach the front doors to Echo Base, but they are locked; ignore for now and enjoy the gifts within. Nearby, a secret area awaits those who hug the wall while facing the doors. This depression contains health and tripmines. Cut through power posts to drop down into a bunker with a
forcefield, then defeat two snowtroopers before descending further. at the hotkey, swipe away, keeping Wampa silent and nonmoving as you go. Keep walking forward until you reach some supply containers with medpacks and large shield boosters. Peek over the edge to hear three snowtroopers talking; kill them. Exit the cavern through the only
unlocked door, where three more foolhardy snowtroopers will rush in - cut them down and proceed. You'll hear four snowtroopers talking below; mind trick one or two, finish off the rest, and continue onward. Take the left path, avoiding the secret area for now. As you come around the corner, mind trick some snowtroopers to help take out an E-web
operator. Exit through the door and enter... the medical ward. Mind trick as many snowtroopers as you can; inside is a shield generator. Head towards the next room are two snowtroopers - mind trick them if you can. Take
the lift up to a checkpoint, where three more snowtroopers await; mind trick...ah, you can do it yourself. Rinse, wash, and repeat until they're all dead. Head left from the entrance and find an E-web operator as he takes control of the E-web is a good strategy. Take the ramp down and head out
the exit on the lower level, killing three more snowtroopers. Checkpoint! There's a large shield booster and ammunition generator in the next troom; pass through the green door. Kill the next three more rush from side passages - two
trick another to start the motion. Continue ahead, mind tricking as you go until you enter a wrecked control room, girders hanging everywhere. A cutscene will ensue; run around the computer bank and slice up the duelist. Exit the room from the passageway on the other side and continue onwards until you see a Wampa attacking a Taun-Taun. Kill
the Wampa - if it manages to grab you, just hit attack for an instant kill move. Just past this are two more ammo and shield generators; checkpoint! You should probably be getting worried now. Through the door is a big boss battle with an extremely similar fight against Kyle and Tavion. Every now and then, you can sneak in a combo on the Twi'Lek;
save every time you do damage. She doesn't seem to use much Force... mostly saber skill, then she'll go on the hunt after you've worn her down. New cutscenes reveal more about the story, and you get promoted to Apprentice, letting you choose an additional saber style - I picked fast for dual-saber use. You start Tier 2 Missions with Rescue Mission
Nar Kreeta, requiring Force: Mind Trick Lvl. 3 or Force Protection Lvl. 2, and Recommended Weapons: Disruptor, Repeater, and your preferred throwaway weapon. A secret area is hidden from the start: turn around, jump onto the beam left of the pipe, then rock-hop to the watchtower against the wall. You'll find shields, mines, and a fan to cut
through. Listen in on merc conversations as you drop down and take out two mercs, Grans, Weequay, and Trandoshans. For an alternate exit, go through the green room holds another secret area: opposite the exit is a mesh door
sliceable with your lightsaber to reveal power cells. Freeing four Hutt prisoners involves jumping into the control room window and fighting off a rancor. Mind trick it temporarily for a quick escape or take advantage of the distraction to dispatch the beast. You've freed four prisoners so far. To rescue more, return to the locked room by the lift, grab
the key from an escaping prisoner, and ride the lift down. Two Grans await you, with three more in the bar area. On the straight path, ignore lifts for now and interact with workers: a Gran with three more in the bar area. On the straight path, ignore lifts for now and interact with workers: a Gran with three more in the bar area. On the straight path, ignore lifts for now and interact with workers: a Gran with three more in the bar area.
eliminating opposition and hitting switches. The first control room has three quards; mind trick two, kill survivors, and hit the switch. Drop down, run to prisoners by following you. You're heading into a rancor-filled bar, where each time you free prisoners, more mercs
will spawn. Another rancor will also be waiting for you upon death. Be cautious of the added trip mines and guards after freeing the prisoners three times. To access a secret area, use the Force Sense on the taps behind the bar and two Weequays.
Mind trick them into doing your work, then repay them with a lightsaber slice. Hit the final switch, create a distraction by killing the rancor, and eliminate the three waiting Trandoshan guards. If you fail to kill them, they'll end the mission. Next, head to Meet Contact - Zonju V where a swoop ride awaits. Be prepared for several swoops attacking;
ignore or take them out with your lightsaber or laser cannon. Avoid dismounting as it'll result in instant death. Continue on the straight path until reaching an unpassable gate. Get off the swoop, jump up, and drop down to proceed. Fill up on shields or ammo from the generators before heading out. Get back onto a swoop and keep going straight, but
be prepared for a chasm ahead where turbo is required. Keep weaving and zig-zagging through narrow passes and avoid direct confrontations. Take advantage of rest stops to gather health and shields. Unfortunately, Rosh has been captured by the Imperials, leaving speculation on future missions. For Covert Operation - Kril'Dor, your mission will be
to join Wedge Antilles in capturing a gas platform held by the Imperial Remnant. Enter the hangar bay door, take out stormtroopers and a TIE pilot, and disable trip mines. Use the lift to reach the upper area, where you'll face off against various foes. Recommended Force Power is Force Lightning Lvl. 1, with Disruptor and Flechette as preferred
weapons. Exit the hangar bay immediately after taking out the Imperial worker. Make your way to the barracks building on the roof of the hangar bay, follow the improvised walkway down to the central platform, ready to mind trick the stormtroopers. Take
two out at once for maximum effect. As you watch, look towards the comm station on the platform's right path, noticing a large walkway leading up to the highest platform. Approach it cautiously due to the presence of two stormtroopers waiting outside. Once inside, face additional stormtroopers on each level reached by taking lifts up. Ignore the lifts
down for now and proceed. On the second floor, take out one stormtrooper to your right, while ignoring the next lift. The third floor has two flechette-wielding characters but you can mind trick through the window into a secret area. To
access this area, navigate around the ledge to find a pipe leading down to the comm building while keeping watchful of waiting jetpack stormtroopers. First, eliminate the stormtrooper then take the lift down
Next, place the beacon and watch the cutscene that follows. The control room is where you were initially ambushed by stormtroopers; head back up in the lift to get there. Be cautious as two jetpack-equipped stormtroopers; head back up in the lift to get there. Be cautious as two jetpack-equipped stormtroopers will attack upon arrival at the top. Use mind tricks on one of them to make him kill his ally, then use your lightsaber to dispose
of both enemies once they ignore you. Return to the control room tower by making your way back down. If you can't recall which building it is, look for the one with three doors having blue borders at the bottom - this will be your destination. Inside are four enemies and two automated turrets; a straightforward approach would be to simply rush past
them to reach the beacon. However, if you're looking for a challenge, consider disabling the stormtrooper's power and taking out the officers and turret with precision strikes before disarming the duelist. Proceed to the area mentioned by Wedge, which comprises four platforms located near the tall cylindrical towers. Circumnavigate these platforms
as they are all close to each other and deactivate the bombs in this vicinity. Your next destination should be the hangar bay where your ship awaits. Be cautious of the five enemies present - one is a lightsaber-wielding duelist while the rest are stormtroopers. Use mind tricks to make the stormtroopers turn against each other, then exploit the
distraction to take down the duelist from behind. For task 3.4.4, which involves capturing Crime Lord on Coruscant, recommended force powers include Force Absorb Lvl. 2 and Force Lightning Lvl. 2, while suitable weapons could be Disruptor or DEMP along with a preferred throwable weapon. Due to Racto's destruction of the direct route to him,
you'll need to find an alternative path. First, turn around your fighter and navigate to the other side of the platform, which should allow you to see the next building across, featuring boxes on its roof. You will encounter two mercs, a Rodian, and a Trandoshan upon reaching this location; use mind tricks to simplify the task at hand. Continue navigating
until you spot a Rodian in a floating platform - use mind tricks on him as well before moving around the platform you're on to eliminate the merc. Note that on Jedi Knight difficulty, there's another Rodian sniper in the area, positioned directly in front of you when the vehicle is to your right. In this case, using speed to take him down or simply avoiding
him could be an effective strategy. Jump across the gap onto the floating vehicle and kill the two Weeguay who emerge from the building's steps. Finish off the Rodian before jumping to the next roof over. On this rooftop, you will
find two Trandoshans and three more mercenaries; deal with these threats first before navigating to the roof of another building where a Gran will start throwing grenades at you. Use the lampost as a stepping stone to reach the top and finish off the Gran. Jump to the next rooftop and locate an assassin droid behind the box farthest from you. Its
tactics involve dropping its shields when it's firing or moving, allowing you to run around it with force speed and attack it while its defenses are down. Avoid using your lightsaber to break through its shielding as it can inflict significant damage; instead, consider using a DEMP to overload its circuits. If you're looking for the secret area nearby, face
the building you jumped down from, use the box to reach the highest level on the roof, and then proceed around to the left. This will lead you to a large shield booster, which you can disable once it's destroyed. After completing this task, jump to Landing platform ahead has a speeder on it; jump down to find mercs rushing in. Clear the room of
Trandoshans, then take the lift. A Gran is nearby - push him over the edge. Proceed along the walkway above your ship; watch out for ambushes by two Trandoshans and a Weequay. Mind trick a pair and eliminate all. Further ahead lies another roof to jump to. Break the force field generators with your lightsaber, then take care of the merc behind
them. Ahead is another merc in hiding - walk around to the left to find shield and ammo generators guarded by one. Right-side ambush awaits; mind trick as many as possible before proceeding. Jump across and take care of the droid on the left. Past him are a large shield booster and medpack, if needed. Next, jump over and approach Racto's side of
the bridge - find a checkpoint inside. Clear out cultist and his lightsaber-wielding friend; exit through the lift past the door to the right. Upstairs, a cutscene introduces four assassin droids; use the same tactics as before. After defeating each droid, save your progress. When the last one falls, Racto will open up the barrier thinking you're dead - but
you'll surprise him! Mission complete! The secret area above was discovered by txa1265. The door on your left unlocks with the key. Inside, you'll find four Imperial workers. Two are right ahead, one is below the stairs, and the fourth is upstairs near some computer panels. Eliminate all of them and flip the switch upfront. Take the elevator on the
opposite side of the room. At the top, there's only one Imp worker, facing away from you. Sneak up and take him out. Grab the belt with a repeater, and the other with a blaster rifle. Mind trick the one in sight (the repeater-wielder), and he'll kill the
other while you put a bullet in his head. Flip the switch on the console to unlock nearby doors. Don't exit through the main door; instead, re-enter the way you came. A secret area awaits. Next door to the control area, look up at the wall in front of you - you'll see a hole and three boxes blocking the way. The fourth box is missing. Jump up, grab the
DEMP gun for your troubles, and take the right door at the next opportunity. Just outside, two stormtroopers stand by the smallish doors to the left. Mind trick one, kill both, and proceed past them to the large door behind. Inside, you'll find two officers and eight stormtroopers. Mind trick two at a time; all should be fine. The second officer and two
stormtroopers are in the central room, while the last officer is on the other side of this barracks area. Rush him with full auto. For the inner room, disable the forcefield, mind trick both stormtroops, and finish them off. Vacuum up any powerups inside if needed, then return to the smallish doors in the large hallway. Inside this room, a disruptor rifle
awaits you on top of one of the lockers. Head back out to the main hall, enter the lifts, exit, and take the closest door to the lifts. Enter the control room on the left, mind trick the stormtroopers so they kill the officer, enter, and finish off the survivors. Examine all available camera stations; they'll reveal your next destination. Exit and take the second
door on the left, including the lift doors. In the intervening room to the firing range, a secret area awaits. Look up at the stack of boxes - notice the explosive crate? Shoot it, then drop down behind it. You'll find shields and detonation packs hidden within. The stormtroopers must have been talking about this target range before you interrupted them.
Flip the switch nearby to lower the forcefield, use the cannon to blast holes in the wall behind the furthest targets, and shoot the explosive case on the other side just before you jump through - it'll become apparent why soon. As you jump out, an AT-ST walks out from the gate to the left; you can kill him now or later. Get into the hole you blasted with
the explosive crate and jump in. Shoot the explosive crates by the control room to blast open the glass, then eliminate the officer. Flip both switches - one opens a door leading to the rest of the level inside the AT-ST area, and the other ... Jump up to the door behind the switch, bypassing mines. Reach the other side's door and enter the AT-ST. Blast
troopers outside and return to the tower with the AT-STs. Near the upper level, stop and take the other door. Climb the stairs while ready for speed and sight, as the fat guy awaits at the top. Grab cover and fire the E-web cannon to eliminate him, the commando, and three troopers. Target the concussion rifle user, then remove the remaining four.
Alternatively, use an AT-ST from the bay to chase Rax away safely. Continue along the wall until you reach a checkpoint! Just before entering, you'll hear stealthed commandos. Take out the one on your left with sight and speed. Use the nearby shield generator if necessary, then backtrack. Explore two hallways, leading to a
hangar bay. Clear the area and enter the control room. Mind trick the disruptor-wielding commando first, then eliminate the rest. Two officers await; mind trick the grey uniform one and snipe the other. Hit the switch, and take the lift down to reach the cutscene with Rax. Try to get up to his level, following him around. When near, engage speed and
unleash full-auto blaster fire on Rax until he's defeated. Alternate Boss Strategy: From the docking area, go right and take the lift up. This position allows you to snipe at Rax without fear of his attacks, using the sniper rifle to eliminate him with minimal risk. Only Rax's visible body part was vulnerable to attacks on Jedi Master difficulty, requiring only
two fully charged disruptor shots to eliminate him. Alternate Strategy: Use the rocket launcher found near the elevator to defeat Rax by firing two rockets after switching to it. Tip submitted by Kai Ito. For this level, consider picking lightning as your darkside power, especially with level 3, which can take out most stormtroopers before they attack
you. Tip submitted by Marie Godin. Note: Be prepared to face Hazard Troopers on Viun. When the mission starts, seek cover near the Raven's Claw and wait for Kyle to eliminate the first Hazard Trooper will appear. Stay away
from them until they're eliminated. When you've cleared the area, head up the path with your concussion rifle out and fire at emerging Hazard Troopers before retreating. Kyle will take care of both. Recharge your force and return to the entrance. If you're willing to venture back into the rain, a secret area below the ramp contains shields and health.
The secret area has shields near the entrance, allowing you to heal up and grab additional shields. Proceed down the ramp, where three stormtroopers will emerge from the door across the way. Take them out before Kyle does, then continue through the control room, letting the Jedi Master handle any remaining enemies. When you've cleared the
area, head through the next door, where three stormtroopers are waiting for you. Use speed to take them out. The side doors lead outside, where Hazard Trooper is on the ground and one on each roof. Up there, find two
sets of detonation packs as well as health. The door ahead serves as a checkpoint, with three Imperials waiting beyond - an officer and two stormtroopers. Take them out without effort. Finally, climb up the ramp to reach the next area. Hallway to the right. Witness Kyle nearly wiping out the entire garrison single-handedly. You can contribute by
mind-tricking a few while he's at it. After they're all defeated, exit through the door on this level. Speed and protection activated once more for cover. Enter the next door to find shields, ammo, and health. Exit again to take cover behind Kyle as he finishes off the Hazard Trooper. Proceed ahead until you emerge outside once more. Utilize speed and
protection to run under cover of some platforms. Wait for force recharge between platforms. A short while later, an archway will come into view. As you approach it, three stormtroopers will be waiting on your right before the archway will come into view. As you approach it, three stormtroopers will be waiting on your right before the archway. Turn on protection briefly and then speed as you get closer. One of the stormtroopers is operating an E-web, so he's
priority one to eliminate. Ignore the archway for now; a secret area awaits discovery within. Secret Area: Use protection to run through the archway and head right, where you'll see a gap between some rocks and the structure itself. Inside this small covered alcove are shields and health. Rest under cover and then return outside to the left when
ready. Take cover beneath the first overhang you encounter. Continue onward until you spot an overhang with three stacks of canisters. Run in, duck, and prepare a mind trick for the incoming Hazard Troopers. Mind-trick two of them and enjoy the show; eliminate the remaining one at range using your concussion rifle. Proceed ahead, keepings
distance from the rain. When you're next to the river, turn left. Continue in this direction. Health and shields are nearby on top of some canisters. A secret area lies at the river's mouth. Secret Area: This non-covered area contains shields and health but isn't particularly worth it considering you'll get hit by the rain on the return trip since your force is
depleted. At the second bridge-like structure, run across and turn left. Take cover before the rocks. When ready, run across with just protection on and jump from rock to rock. Around the corner are two TIE bombers; they initiate a cutscene bombing the area. Right after the cutscene, engage speed and rush the door to your right. Three
stormtroopers emerge; you can take them due to having speed activated. If timed correctly, you'll only lose three health and shields. Ahead of the pillar is an officer, while further down the corridor to the right lies another Hazard Trooper. When you hear the door hissing open, turn around and retreat. Kyle will likely kill it; you can assist by using
speed, running around it, and throwing or slicing while Kyle finishes the job. After its defeat and your force meter is refilled, exit through the door. Activate protection and speed, then run left until you see the ramp. Climb the ramp and eliminate the stormtroopers. Two more await under cover to the left; if you use sense on a nearby roof, you can spot
several sets of detonation packs inside a storm hatch. You'll need to cut open the hatch and pull to retrieve the packs. This is not a secret area. When they're defeated and your force is full once more, run for the only open door, which is the one by the last two stormtroopers you just eliminated. Upon entry, four stormtroopers will attack. If needed,
drop down into the room below to find a large booster awaiting. When you reach the corridor, duelists will appear as it widens. You can take both of them, but Kyle might beat you to it. The next room contains multiple opponents; assist Kyle by mind-tricking. Proceed through several rooms with computer equipment and follow the coiling corridor.
When a protocol droid is in front of consoles, head up the ramp for a cutscene. A harder duelist will appear afterwards, requiring special care due to their strong style and defense. After defeating them, Kyle unlocks a door, allowing you to proceed. Head out with protection enabled and run towards the gun emplacement. You'll need protection
throughout this mission; it's crucial for survival. If you lack protection, utilize secret areas to minimize damage or consider using Drain for assistance. Once inside Bast Castle, follow Kyle towards the lift but find an alternative route when it becomes inoperable. A nearby secret area can be accessed by jumping onto the AT-ST platform, where two
health packs are located. The adjacent platform holds thermal detonators. Navigate through the grating and prepare for a transitional cutscene, as garbage disposals will soon appear. Do not follow Kyle; instead, head up the other chute with a mind trick ready. This leads to a room with an Imperial officer and three stormtroopers. Clean them up
before entering the control room. A nearby secret area contains health and blaster ammunition by pulling a middle box and slicing the grate. Proceed through the hallway and ignore locked door for further progression. In the
control room, activate pumps on the wall to drain water. Follow Kyle up the broken conduit, avoiding a mobile turret by having Kyle handle it. Continue through vents until you see an air tube, leading to another secret area and your next destination. This tube connects the two sections of Bast Castle but it's really hard to get to. Secret Spot: Halfway
up the tube, there's a spot that's just big enough for you to squeeze into. Inside, you'll find shields, health, and thermal detonators. However, you can only grab either the health or the grenades because they're on opposite sides of the tube. Follow Kyle and get into the alcove he squeezed into first. Let him take out the turret in that room. In the next
room, Kyle will use his level 3 force jump to reach the top. You'll need to run through the laser beam when it's not firing. There are four stormtroopers in this room, and behind a pillar on your right as you enter is a set of trip mines. Jump onto something that's moving, then jump up to the upper level before it lines up with the green beam. Meet back
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up with Kyle. Secret Area nearby: Go into the room where Kyle jumped up to. Inside are trip mines, health and shields. Keep going through two more doors until you reach a room with two duelists dropping from the ceiling and three stormtroopers coming in on the opposite side of the room. Once they're dead, go into the next room and kill the
remaining stormtroopers and officer in the room below. The room below has ammo and shields. Next, head to the room where six stormtroopers are waiting for you - two close by and four across from you. Take them all out. Go back to the control area and take one of the two lifts up to a new room. This room is filled with several stormtroopers,
including one with a rocket launcher. Take care of them all, then choose either door to exit. In the next room are two stormtroopers - one armed with a flechette and the other with a rocket launcher. After that, proceed into the adjoining room where two jet-packed troopers will attack you. Mind trick one of them and take out the other. Jump onto the
top part of the bunker with boxes on it. A similar platform on the other side has health and grenades. But be careful - the one you want has trip mines nearby. Look at the laser emitters and use force pull to feed energy back into the machine. Once all four are pulled, a cutscene will lead you into the next mission. On Jedi Knight difficulty, note that
there are two turrets mounted on the ceiling in this room, making it slightly tougher. Run to take out the troopers and then focus on the turrets when you have cover. Exit through the door into a hallway with another duelist; he's more skilled than previous ones but uses katas often, allowing you to throw at him while he attacks. Next room has a
duelist, a cultist with a blaster rifle, and three regular stormtroopers. The column in the middle of this room is actually a lift that you'll use later. Mind trick the stormtroopers, kill the cultist and duelist, then head upstairs using the lift. You'll find two duelists, one hard (red) and one easy (yellow), with difficulty indicated by color. There's also a small
shield booster and medpack to the left of the lift if you need them. Back up and blast the explosive crate near the window for a better view of the room below. This contains a duelist, cultist, and jet-pack stormtrooper. The cultist primarily uses grip; stay away or shoot him from above before dropping down. His death makes this room easier. Jump
down, mind trick the stormtrooper to distract the duelist, kill the duelist, kill the duelist, then take out the stormtrooper with your concussion rifle. He drops metallic bolt ammo. You hear Jaden and Kyle's conversation, exit through the only door in the hangar, which is on the far side from the hole you blew in. There are shields, health, and ammo by the door for use
later. Enter and get accosted by another duelist and cultist pair; this cultist is a force user. After both are dead, go to the area they were waiting from using nearby boxes and machinery. Through the next door is your first dualsaber opponent. If he starts his saber barrier, throw your saber at him. Generally, just run around and attack when he's
cartwheeling; keep jumping to hit him on the shoulder or head. After he's dead, pick up the DEMP gun in the room. Enter the next room and hit the switch in the middle. Prepare for a gauntlet of foes. Your first group will be two droids, followed by mobile turrets, then assassin droids like the ones you fought on Coruscant. Wait, you have a DEMP gun
- use it to take them out easily. Before leaving through the door that just opened, collect shields and health in nearby alcoves as necessary. Exit to a checkpoint, take the lift down, and deal with the cultists to your right before continuing. Looking forward to seeing everyone at the meeting tomorrow, where we'll discuss our strategies in detail. Upon
arrival, be cautious of a blue cultist who uses lightning attacks, so take him out with your absorb ability. Inside, face a dual-bladed opponent who wields their swords skillfully; try to get into a saber lock and overpower them. After clearing the room, check out the broken Vader statue by the window, then proceed up the ramp. Ignore an upper-level
cultist who starts shooting at you and enter the door on your level. Up the ramp and around is another duelist, kill them to reach the top level with the broken statue. Head across to the other side of the room and continue until you encounter a person waiting for you - your first saberstaff opponent. To defeat him, use strategies I outlined earlier. If he
starts doing the twirl, wait until almost done, then throw your lightsaber at his legs. Proceed through the door, ready for anything the boss, who are some of the hardest NPCs in the game. They use push extensively, so use protection and absorb. After defeating them, the boss is
relatively easy to defeat; just keep running around slicing him up. On higher difficulty levels, more duelists will appear in additional rooms. Once you've completed this level, you'll be promoted to Jedi Knight, allowing you to choose between learning the last single lightsaber style or switching to a staff or dual sabers. A new mission, Cult Sighting on
Chandrila, is also available. To complete it, start by pushing a rock and entering the area with your lightsaber(s) drawn. A dual-bladed opponent will drop from above; kill them, then exit to the right and jump down partially to listen in on a conversation or eliminate mercenaries for a concussion rifle. Look up at the stairs and face three single-bladed
Reborn. The best way is to take out the first one on his own, then fight the last two 2 vs. 1. After they are gone, go to the door on the right. Use your head to pull the marker to open it. Just beyond and down the stairs is a dual-sabered opponent. Once he's dead, jump over to the right where a Reborn will come from below to attack. Checkpoint! When
he isn't alive, jump down to the platform directly under the gap. There are two secret areas near there. Secret Area: Look up at the platform directly under the gap. There are two secret areas near there are two secret areas near there. Secret Area: Turn around after jumping onto the platform. Jump over the step and walk on the wall to the other side. You should end up on top of
an archway. Drop down to find a merc with his bowcaster guarding a shield booster. In any case, drop down another single-bladed Reborn next to you, and a cultist, and another single-bladed Reborn next to you, and then jump over to kill the two
enemies on the other side and the merc, OR, walk over the beam on the left and slide down. Below are two mercs and a dual-sabered Reborn. Whether you choose one path or not, you will have to fight them. Note: if you take the first path, there is a small chance that the cultist will grip you mid-jump and release you to your death. I suggest if you take
path 1, eliminate him first. On the other side awaits the Reborn. After dueling him, use the shield booster and medpack at your disposal. Jump over the steps to the right and kill the waiting merc. Head down the path and eliminate the three enemies mentioned above. The merc in the archway is guarding a shield booster. Get onto the platform which
sticks out over a series of stone steps. Nearby is another secret area. Secret Area: Jump from this platform to the platform above which has a flower-shaped crystal on it. Long jump (speed+jump) to the platform to the platform above which has a flower-shaped crystal on it. Long jump (speed+jump) to the platform above which has a flower-shaped crystal on it.
the cultist in the next area. Jump back across onto the jutting platform, again using long jump to continue, hugging the wall. If you keep going on the path, you'll come across a wide open area, and a dual-sabered Reborn to the left. Look along the
edge of the walkway until you see a platform which you can drop down to. From here you can shoot at the three mercs in the next area, as well as the cultist, leaving you with just the Reborn to deal with. After you eliminate the three mercs, the Reborn will make his way up to you. If you don't feel like dueling, push him into the abyss as he's jumping.
Make your way down the path he came up on, and drop to the last archway. Jump across and kill the cultist. Jump up to the platform above and onto the bridge. The fight with the Reborn warriors begins as you enter the next area.
The group consists of one warrior wielding a single-blade, two dual-sabered opponents, one cultist, and the level's boss. Take out the cultist from a distance using your pistol while on the bridge, then focus on the dual-sabered enemies in plain sight. The boss, armed with a lightstaff, awaits you near the Jedi Knight's coffin in the final chamber. To
bypass this challenge easily, navigate around the Reborn, activate your sight ability, and push two blocks in the final chamber from the top of the steps leading to the coffin. Then, quickly retreat back to the bridge as the burial chamber from the top of the steps leading to the coffin. Then, quickly retreat back to the bridge as the burial chamber from the top of the steps leading to the coffin. Then, quickly retreat back to the bridge as the burial chamber from the top of the steps leading to the coffin.
and sealing the tomb afterwards. As you start crossing the rickety bridge, it begins to crumble beneath your feet. Execute a long jump across to reach solid ground and complete the level. It's worth noting that some players have found a way to skip certain fights in this mission. Matt shares his strategy for avoiding cultists within the pillared room
with a sense+pull door: By using the force to push yourself from one platform to another, you can bypass the area where the two Jedi fighters are located. Looking for an alternate path, keep moving forward until you stumble upon another entrance. Beyond this new opening, a switch is located which will lower a box into place. Proceed through the
doorway. Checkpoint achieved! Now, ascend the ramp within the room and take down the duelists present. Three opponents can be expected, including two wielding dualsabers and one using a staff. These combatants rely heavily on push, grip, and lightning techniques, making absorption and protection a valuable asset in this fight. Upon defeating
them, you may take brief respite. Nearby, a hidden area awaits discovery. Secret Area: Leave the room, move past the rancor, towards the blue energy field at the end of the path. On the left-hand side, a small alcove contains some useful items. Next, return to the control room and activate the switch situated atop the ramp when the rancor is
positioned directly in front of it. A unique discovery was made by JarJarBinks on the jediknight.net forums regarding this level. Although my walkthrough to aid in your progress. Credit goes to JarJarBinks for providing useful tips: Avoid engaging
 with enemies unless they block your path or pose an obstruction, such as at the control room's conclusion. From the start, activate force speed and proceed towards the opposite side wall of the room where the Mutated Rancor is released. Locate a platform to jump onto, then engage with the lever on this platform. A crate will be raised nearby;
approach the crate and find a door leading to the second room. Nevertheless, you must continue cautiously as the Mutated Rancor's arrival will soon cause destruction of the large doors. Utilize force speed once more until you collide with the wall, then turn right. If your force speed depletes, wait for it to recharge approximately 25-30 points before
reactivating it. A significant hallway awaits; proceed down this corridor and, if your initial direction was correct, a blue glowing transparent door will be visible at the end. To access this doorway, unlocked entrance, entering the third room
without pause, as the Mutated Rancor's repeated assault against its enclosure will soon necessitate continued progress. Continue down the hallway, approaching a lever at the end. Activate this lever to raise a crate atop other crates; you may need an extra boost of force points for the jump ahead. Go past the blue alien with a gas gun into the other
room. Then turn left and continue into the pump room where you'll see five enemies: three Stormtroopers and two Noghri. Go inside and take your time to clear them. Use mind trick on the Noghri to avoid taking damage. Take the final door down below and you will find a lift that should be taken. As you get off, three stormtroopers are waiting for
you. Turn left and exit through the door. Inside you'll see an officer and his three stormtrooper friends. Hit the workable switch inside then return to the pump room and jump over the fan up the air stream. You will lose eight shields but you can still get past this. Jump past the fan and confront the pair of duelists. The next door leads to several Noghri
and Stormtroopers, also a duelist and his cultist pal. Wait for the stormtroopers to die then use the disruptor on the Noghri for four shots to the head. Head left down the hallway for two more Noghri as well as shields and ammunition. Go past the duelist and take the door behind him, check point. Two duelists will rush you but backpedal to draw
them into the hallway. The next room has a lightstaff enemy in it so kill him then go up the airshaft inside. This room has four stormtroopers and an Imperial worker, they can be killed easily. After you've defeated this group take the left door and collect small shield booster that will repair your eight lost shields. Continue to the right side of the
platform where a lightstaff enemy is found, then mind trick the Noghri on top of you. While navigating the area, encounter two Noghri across the wooden bridge and defeat them using a mind trick. Enter the structure behind you and face a lightstaff duelist on the upper ramp. Below the ramp lie shields, ammunition, and a secret passage. To access it
 smash your lightsaber against the hole below the ramp and use the beams to descend. Upon ascending the next ramp, engage with a duelist and his cultist companion. Utilize absorb to reach the cultist, then kill him. Proceed up the tower, where you'll encounter dualsabered opponents at the top. Lure them outside and eliminate them there. Return to
the area below using your concussion gun, targeting only the sabered Noghri. Proceed with caution, navigating through a lift to the top level, where multiple duelists and Noghri await. Eliminate all targets, then trigger the explosives to initiate the cutscene and conclude the level. To defeat the enemies in the corridor, sneak into the nearby room to
gather information about the Raven's Claw. Then proceed cautiously to take down the guards and complete the objectives. Utilize mind tricks on Hazard Troopers and Imperial personnel along the way. Once you've defeated Boba Fett, use a combination of speed and
Force abilities to bring him down without taking significant damage. Unlock only door go down hit both switches. Turn round fast mind trick Hazard Trooper before he shoot you. Kill him then hit switch end corridor left, extend walkway above. Go back inside take open door left where stormtrooper wait. Ride lift up first enter stealthed commando
left. Room full five enemies kill them all. Door ahead platform jetpacked stormtrooper was on. Right door rest level outside duelist force cultist stealth commando. Kill them proceed across walkway. Secret area behind you. (Note: Some minor adjustments were made to the original text to maintain readability and clarity, while still adhering to the
specified rewriting method.) Take the path to the right from the broken walkway. Before entering the door, eliminate the officer hiding in the shadows on the left. Outside, face two duelists on the bridge, one with a staff and the other with dualsabers. Enter the room and take out five stormtroopers and workers inside. Shield generators are nearby
Continue outside and engage three enemies: two duelists across the bridge and a jetpack stormtrooper to the right. Use the concussion rifle to incapacitate the duelist. Pull the jetpack stormtrooper in and finish him off.
Nearby, two more jetpack stormtroopers are waiting around a rock on the right-hand path. One is outside, accessible by walking forward off the path and slipping between the landscape and the building. Inside, two stormtroopers
await your entry; pull them in and eliminate both. A stealth commando can be found on the right ramp; use sense to locate him and kill him. Further down, a duelist with a single lightsaber awaits; take him out, then proceed further. At the bottom, find three commandos and workers; kill them all. Before exiting, remember there's another secret area
below the core. To access it, drop into the central area and look for shields and health at the base. If you can't locate them, use sense to guide you. Take out a cultist and his duelist companion, then proceed through the door behind them. In the next hallway, find two duelists on either side of the room; use absorb to take them out. Continue to the
other side, where you'll find a dualsabered opponent waiting outside the bridge. Engage in combat with him, then face another duelist armed with a staff. Kill both, and proceed inside and health; return inside and fight the duelist guarding
the other door, armed with a staff. After defeating him, exit outside again. 1. Enter bridge, take left path to find shields. Clear room, then go right for duel. 2. Red door leads to health pack. 3. Continue on mission by lifting up. 4. Lightstaff opponent appears when lift stops. Kill him and proceed to the next step. 5. Dualsabered opponent drops from
ceiling, use sense to find commando behind boxes. 6. Enter side-by-side doors and face dualist with staff in room to right. Officer also present. 7. Proceed to right door on wall and exit to find duelists on bridge. 8. Saber-wielding duelist has very high HP, can be defeated by knocking saber into lava. 9. Continue down empty hall until next room is
reached. 10. In 3.7.2 Imperial Power Station, Alora appears with parting words before ceiling falls. 11. Look at statue in corner after cutscene, then enter left gates and lift to find cultist and duelist duo. 12. Kill first cultist quickly, then take leisurely time with second duelist. 13. Exit door on left side and watch out for flames. 14. Enter and start
cutscene, ready for next wave of duelists. 15. Two duelists drop down after cutscene, kill both before exiting through opposite door. 16. Take lift down to find more duelists. 17. When both are dead, exit through opposite door. 16. Take lift down to find more duelists. 17. When both are dead, exit through opposite door. 16. Take lift down to find more duelists. 17. When both are dead, exit through opposite door. 18. Take lift down to find more duelists. 19. Two duelists drop down after cutscene, kill both before exiting through opposite door. 19. Jump onto pipes and
climb up, face duelist and cultist in secret area. 20. Defeat duo, then face structure in middle of room with shields and health. Looking for tips on how to defeat a very skilled Force user with dual lightsabers in Star Wars: Rancor? Here's a strategy guide to help you overcome this challenging encounter. This opponent has extremely high levels of
healing, protection, and absorption abilities. To counter his powers, use absorb and protection techniques to whittle him down. Consider entering a secret area where he might have drained your shields, and then backtrack to the head of the room. Once you've reached that point, look up and jump onto the green pipe to
access a shield booster and health boost. After defeating him, proceed with caution, as the forcefield reactivates soon after. Follow the path indicated in the guide, including using heal to recover from a difficult hit, navigating through sprayers, and avoiding steam jets. As you move forward, you'll encounter more challenges, including another
lightsaber duel and worker fights. To overcome these encounters, use absorb and protection, as well as speed and agility tactics. Additionally, look for secret areas, such as the one located near the exit door, where you can find rocket ammo and other valuable resources. The final battle will be against a duelist with a lightstaff user, who seems to be
 immune to your attacks. To defeat him, smush him between blocks and the blue forcefield or use speed to navigate through the area and reach his weak points. Upon exiting the room, you'll encounter another duelist and must decide whether to spare Rosh or kill him, depending on your light Jedi allegiance. The choice is yours, but sparing him will
lead to a positive outcome. You're in control, battling Alora while using protection and absorb to minimize damage - only losing 40 shields. The outcome depends on whether you choose the light or dark side; if you go dark, a unique cutscene plays where Kyle forgives Rosh for turning to the dark side and declares him a Jedi before Rosh dies.
Otherwise, Kyle rushes to deliver Rosh to a medcenter, allowing you to continue your journey to Korriban. Once in Korriban, navigate the Sith Crypts, helping your friends defeat lightstaff-wielding enemies. Along the way, you'll meet other Jedi who will aid you in your quest. Take a left turn and enter a room where you'll face off against several
duelists. Use absorb to negate push and pull abilities. As you progress, you'll discover a secret area outside by jumping onto beams and finding health and shields. Once the statues are pushed open, a hole forms below, leading down to a set of stairs. Meet the lightstaff user and defeat him quickly before helping fellow Jedi take on duelists. Make your
way back to the entrance and pull discolored rocks to jump atop a pillar, where you'll encounter a dualsabered duelist. Defeat him and climb to the entrance and pull discolored rocks to jump atop a pillar, where you'll encounter a dualsaber combos. Help the Jedi
fend off duelists and explore the lower level, where you'll find a large hole leading into a tunnel. Avenge the Jedi and pull the duelists and a cultist. As you progress, keep an eye out for secret areas and hidden paths. One such area contains shields; access it by jumping onto
archways and ledges. When finished, head to the carving with a hole in it and enter. You'll find a checkpoint. Drop down from beam to beam or explore a secret path containing rocket ammo and shield boosters. In the final chamber, you'll face off against cultists and possibly discover additional secrets before ultimately arriving at a Checkpoint. Start
by taking out two enemies in the room to your left, including a duelist. Continue onward and eliminate two more duelists using absorb and protection techniques. As you proceed down the path, come across lava-filled room - navigate through it carefully using stairs and jumping blocks. Upon reaching the other side of the lava pit, engage with three
opponents: two duelists wielding lightstaffs and one dualsabered opponent to your right. Defeat all three before releasing the stone block by breaking its supports and cutting nearby chains. Return to a previously visited room where you had to use sight to push blocks in a specific order. Break through the door at the opposite end of these panels,
which you unlocked earlier. As you venture deeper into this new area, be prepared for multiple duels with lightstaff-wielding opponents and one exceptionally powerful foe. To overcome them efficiently, it's advisable to go light; however, if you chose to go dark, focus on evading fights and moving towards the final door after releasing the supports.
For Sith Ruins specifically, this advice assumes a light approach; if not, expect more aggressive combat. Upon entering the structure to reach the sandy area below and proceed leftward while navigating through the terrain. You'll encounter
various enemies along the way; strategically move when you observe fights in the distance. Reach a rock that can be used as a bridge to cross over to the other side of the terrain. To access a secret area, drop down before jumping off the rock and enter the crack in the wall on your left. Here, find a large shield booster. As you proceed further into the
Sith Ruins, witness one of the dark masters armed with a staff fighting three classmates. Use absorb and protection to take him out efficiently. Once he's defeated, push the crumbled part of the pillar to use it as a bridge. Snipe the cultist nearest to you first and then kill his partner before sliding down the pit using the column below. Inside the
structure on your left, jump from rock to rock until you reach the topmost level. Peek out to the left carefully and perform a mind tricks whenever possible while eliminating any opponents. Weave through shuttles, targeting the cannon fodder as you run along
Collaborate with another Jedi by taking down two duelists and one cultist together. To access a secret area near parked shuttles, look for broken pillars and obelisks; jump to the highest point on these structures and then onto the top of a brick building without pillars. Grab rocket ammo, health, and shields from this location. If you successfully
jumped to another structure with rocks supported by pillars, you'll find additional health packs and shields (although grabbing shields might be challenging due to an awkward jumping spot). If necessary, push any duelist off the edge to send them falling into the distance. Looking ahead, you'll encounter a lightstaff duelist on the stairs. Defeat them
and proceed. Next, a dualsabered opponent will attack after they're defeated. Move forward and engage in combat with another pair of duelists - one using a staff and the other wielding a dual saber. After defeating both, access the final room. Within this room, you'll initially face Tavion, who utilizes her staff to fire projectiles at you. However, you
can jump over these beams or utilize speed to outmaneuver her. A more effective strategy involves rapidly cutting her down before she can react. After defeating Tavion, Ragnos' spirit will possess her body, allowing him to wield a sword infused with dark side power. This transformed version of Ragnos primarily uses lightning and drain attacks. To
counter these, use absorb or protection shields. Continue battling until Ragnos is sufficiently weakened, leading to the game's conclusion. The final duel against Tavion/Ragnos is significantly more challenging on higher difficulty levels. You'll need to master the saber twirl technique, which involves a crouch + forward + attack combination, to
effectively deal damage. On lower difficulties, this tactic can be quite effective. In contrast, Jason suggests conserving armor when facing Tavion on Jedi Knight difficulties, this tactic can be quite effective. In contrast, Jason suggests conserving armor when facing Tavion on Jedi Knight difficulties, this tactic can be quite effective. In contrast, Jason suggests conserving armor when facing Tavion on Jedi Knight difficulties, this tactic can be quite effective.
who use sonic attack that can incapacitate and drain health, so backpedal and throw them to death if aggressive. 2. Then you meet Stormtrooper on Yavin 4 with standard blaster rifle, some armed with flechette and repeater rifles, or rocket launchers. 3. Duelist from Ragnos disciples uses lightsaber, single blade yellow and blue types use force
 powers rarely while red variety has high ability and frequently use force attacks, 4. You encounter Remotes on Yavin 4. shooting harmless laser attacks, 5. Saber Droid used to test lightsaber abilities, first one is easy but Viun ones can be defeated with masterful use or destroyed by the DEMP gun, 6. Mercs hired by Ragnos disciples are armed with
blaster rifles, repeaters, bowcasters, disruptor rifle, and concussion rifle, and concussion rifle, and concussion rifle, and concussion rifle as snipers. 8. Commandos are elite Imperial Special Forces with stealth suits, armed with blaster rifles or pistols, not immune to force sight. 9. Sandworms on Blenjeel
cannot be killed and sense prey through vibrations in the sand, use environment to avoid them. 10. Snowtroopers on the planet have blaster rifles similar to Stormtrooper standard equipment. Alora, a skilled Twi'Lek, is the main predator on Hoth. She primarily hunts Taun Tauns but will consume other organic creatures that dare to confront her.
Armed with a laser cannon, concussion grenade launcher, and missile launcher, the AT-ST walker is vulnerable to force lightning level 3 and stationary cannons. During your encounters with Alora, you'll face her twice: once on Hoth and again on Taspir III during the mission to rescue Rosh Penin. On the first occasion, she wields a single lightsaber,
while on the second encounter, she employs dual sabers. Rancor, bipedal creatures with clawed arms and legs, are formidable opponents that primarily use grabbing and slapping attacks. If caught in their grasp, focus on attacking until they release you. On Zonju V, the Swoop Gang, armed with blaster rifles, will attempt to destroy your swoop or ram
it into walls or cliffs. If forced to exit your swoop, quickly acquire a new one or prepare for an uneven battle. The swoop riders may try to run you over by charging head-on. The Jetpack Stormtrooper is equipped with a jetpack, allowing it to hover and unleash repeater fire on enemies. Assassin Droids, armed with blaster rifles and shields, pose a
significant threat, deflecting lightsaber attacks and damaging the attacker upon close proximity. However, they are vulnerable when their shields decrease. Rax, the commander of an Imperial base on Dosuun, is a ruthless individual who enjoys hunting live people. Armed with a concussion rifle, he is a formidable enemy. The Hazard Trooper,
equipped with power armor and a concussion rifle, requires two shots to eliminate. Cultists, members of the disciples of Ragnos, employ the Force for attack and defense. Some are armed with blaster rifles, while others use Force Absorb to counter their opponents' abilities. Green cultists are the easiest enemies, using force lightning and grip attacks.
Blue cultists primarily use force lightning, followed by a lightsaber-wielding duelist. Red cultists are similar to green cultists but often provide support to the duelists. Remnant was retrained by Tavion to wield the dark side of the Force. Tavion, once an apprentice of Desann, has since lost her mind after being discarded by Kyle and now seeks to
destroy all Jedi with her scepter. She serves as your primary antagonist in the game. A genetically modified Rancor, dubbed Mutant Rancor, resides on Tanaab and boasts an unusual level of aggression and territorial behavior. Its attacks involve slaps, swipes, and poison breath that can damage both health and shields. The Noghri, blue-skinned aliens
and former personal death squads of Darth Vader, utilize staffs firing a projectile gas that drains an enemy's health and lowers their personal shields upon contact. Boba Fett, the infamous bounty hunter, dons Mandalorian armor and wields a variety of weapons, including a flamethrower, blaster rifle, disruptor rifle, and rocket launcher. As long as
you keep him in sight, you should have no issues. Deflect his shots unless he fires a rocket, which requires pushing it away. Marka Ragnos, a deceased Sith Lord, attempts to persuade Tavion to revive him. A comprehensive list of Star Wars games includes titles such as LEGO Star Wars: The Complete Saga and its sequel, alongside other notable
entries like the Force Unleashed series. Other mentioned games are part of various franchises within the Star Wars universe, including Empire at War Gold Pack, Knights of the Old Republic II - The Sith Lords, and the classic X-Wing and Tie Fighter simulations.
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