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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 content. **\*\*Table of Contents\*\*** 1. Introduction 2. Weapons 3. Level Maps **### 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 Twin Junction Training Area, Tier-1 Missions, Hoth Ice Planets, and more. **### Last Updated** May 22, 2004 **## About the Author** JediMaster (ahmedk@hotmail.com) **## Copyright Notice** Copyright 2004 Alvin Shek that's the last of them unless someone else contributes to v.1.1.1 - included more secret areas on Hoth, Taspir, and Korriban v.1.1.2 - included alternate strategies for Rax and Tavion v.1.20 - general 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, abbey-cheat.com, gamefaqs.com, gamenotover.com, www.gamepad.de, computerunderground.com, grisoft.com.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 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 slow but damaging, while secondary fire is more rapid but less accurate. Secondary fire uses energy packs twice as fast as primary. 4) Tenloss Disruptor Rifle - Rips apart matter at the molecular level. Primary fire is a fast shot almost instantly hitting its target, with secondary fire utilizing the attached scope for greater accuracy and charged shots. A fully charged shot can disintegrate an enemy. Non-charged shots use three units of energy. Fully charged shots use thirty units. 5) Wookiee Bowcaster - This primitive bowfires greenish bolts 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 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 duelsuits, 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 lightsaft provide limited options to counter this enemy; however, the rolling stat 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 elites after eliminating their cultist ally, but be cautious when using this tactic against blue and red duelsuits. Regarding Saber Locks, aim to win every lock. Depending on the direction you push while in a lock, you can perform an instant kill move. With a single lightsaber, the finishing moves are either a chest stab or an upward diagonal swipe from right to left. For dual lightsabers, you can perform a double cut at chest height or throw your second lightsaber and slice the enemy. With a lightsaft, the finisher is an upward slice. Mission Tiers require completing four out of five missions in each tier: 1 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 see nearby mission objectives, colored yellow, enemies in red, allies green, and objects in blue. This power helps guide you through levels, particularly on the Ord Mantell missile quest against Boba Fett. It's also useful on the Bakura and Krill'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 reborns. 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 YJua 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's wings and their saber around you, making it hard for enemies to I greatly enjoy battles with multiple reborns in this fashion and usually save my game before each duel and then return after the duel. I've found that the return after the duel is a great way to save your game. 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, you can easily circle around and take them down. Using the 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. If you can rush close enough before they start firing, you can take them out quickly. 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 red 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. Svetzlar 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, 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 healing alongside damage. When using drain effectively, it's crucial to max it out, especially on level three, as this allows you to conserve force points while gaining extra health points - about 25% more than your base. This should be done early in the game or after completing the Hoth base for optimal results. Drain is particularly useful because it 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 attack 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 rage 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. 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 your left is 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 your left. As you head into the clearing ahead, you'll hear Rosh 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 engage in your first duel. This opponent is quite weak, so take them out quickly. After they're 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 reborns - 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. Sign A cutscene will follow where Kyle will offer some advice, and the switch he indicates. Move toward and take a right at the next opportunity. Head downstairs to the lower level. On the upper level, exit left through the door. Enter a room with a pillar; turn right and enter the door on your left side. The next room requires a good bit of navigation - it doesn't matter which door you choose. Enter the single door off to the right. 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. A healthpack and shields are nearby, so don't forget to grab 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 Jaws 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 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 crane to access the upper levels, where you'll encounter three enemies. Clear the catwalk by jumping onto boxes and hitting the switch. As you progress through the level, avoid flames in a specific aisle by timing your jumps, and then take out the remaining Raider. Take a detour around the burning building to reach an inaccessible lift. Descend it, 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 Tusken 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, you'll find a large hall with a central console. Activate the console to reveal a secret area containing grenades and blaster ammunition. Follow the path forward, avoiding fire from an E-web positioned on top of an AT-ST. A mercenary 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 bomb then go around storage tanks to find health and shields. If you need 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 bombs one below you and second past right hand door on top level. One of these is guarded by stormtroopers and a commando so be careful there. You can see the guard looking around with sight. Deactivate bomb and exit from door. More soldiers spawn including two more below and another commando on catwalk. Finish them off then deactivate 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 see 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 let it normally. The next hallway again to your ship now and that's the end of level two. Second, make sure you've defused all five explosives then head into the room with the right hand side of the entrance. Alternatively, you can medp through the wall if you don't feel like taking the long way. In the Misisi mine, you'll find a large cavern filled with a large shield booster, an Imperial cannon, and a large shield booster. Run back to 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 stormtroopers. 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 snwtroopers. 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 cannon towards it and fire until defeated. Remember DEMP gun can kill the AT-ST with little hassle. Return to the gate guarded by the AT-ST, then kill lingering snwtroopers 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 snwtroopers, 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 snwtroopers and officer, then collect ammo and shields. A short distance away is a room filled with shards of ice, containing health, trippines, and thermal detonators. On the opposite side of this room, find the switch to open a locked door below. Move the lift down twice to access the door. Upon entering, find yourself in a snow-filled hallway. Proceed through the door on the right to face four snwtroopers, 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 snwtroopers, but you must defeat them to progress. Continue down the corridor and reach a checkpoint with two additional snwtroopers. The secret area is found 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 path forward, avoiding fire from an E-web positioned on top of an AT-ST. As you progress, additional snwtroopers 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 trippines. Cut through power posts to drop down into a bunker with a forcefield, then defeat two snwtroopers 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 snwtroopers talking; kill them. Exit the cavern through the only unlocked door, where three more foolhardy snwtroopers will rush in - cut them down and proceed. You'll hear four snwtroopers 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 snwtroopers to help take out an E-web operator. Exit through the door and enter... the medical ward. Mind trick all my snwtroopers as you can; inside is a shield generator. Head towards the next door, duck into an alcove on the right for a secret area with medpacks, small shield boosters, and detonation packs. In the next room are two snwtroopers - mind trick them if you can. Take the lift up to a checkpoint, where three more snwtroopers 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 and one snwtrooper inside - mind tricking the 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 snwtroopers. Checkpoint! There's a large shield booster and ammunition generator in the next room; pass through the green door. Kill the next three snwtroopers, then return to the icy hallways, turning the corner to find just one snwtrooper waiting. Three more rush from side passages - two snwtroopers and one merc. Kill them and proceed through the door to the next level. On the straight path, ignore lifts for now and interact with workers; a Gran with thermal detonators, Weequay, Rodian, and three others. Mind trick one of the Rodian's friends to take out the sniping threat. Explore each control room, mind 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 - an 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'Leek; 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 tube room or where the Trandoshans were. To free prisoners, hit the switch in the control room lift destination. The green room holds another secret area: opposite the exit is a mesh door, sliceable with your lightsaber to reveal power cells. Freeing four Hutts 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, and return to the locked room. On the straight path, ignore lifts for now and interact with workers; a Gran with thermal detonators, Weequay, Rodian, and three others. Mind trick one of the Rodian's friends to take out the sniping threat. Explore each control room, mind 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 - an around the computer bank and slice up the duelist. 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