



## Introduction

This is it - the sequel to the original LEGO Star Wars. This time, you can shoot and slash your way from Episodes IV through VI, with LEGO renditions of every character, of course.

Not sure if the Force is really with you? Still crashing your speeder bike into a tree? Don't know where all the canisters and power bricks are located? Figuring out how you can finally get to hack up Jar Jar Binks with Darth Vader? Don't wait; learn all the secrets to the game by checking out this guide, you should!

*In this LEGO Star Wars II: The Original Trilogy strategy guide, you'll find:*

- **BASICS** // General tips and strategy to help you throughout the game.
- **WALKTHROUGH** // Complete LEGO Star Wars II walkthrough, taking you through the Cantina and all three original Star Wars episodes.
- **SECRETS** // Details on unlocking characters and other extras.

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# Basics

## Character Types

LEGO Star Wars II features many characters, and they can be generally categorized under the following types:

**Jedi** - The characters who are skilled in the ways of the Force and in the art of the lightsaber. They can double jump, and they can deflect blaster shots with their lightsabers (by pressing the Attack Button just as a projectile is about to hit them). Jedi, whether light or dark, can use the Force to construct platforms and manipulate other objects that have sparkling lights on them. However, dark objects (the ones with red sparkles) can be manipulated only by Dark Jedi. Some examples of Jedi are Yoda, Obi-Wan Kenobi, and Darth Vader.

**Blaster-Type** - The characters who use blasters, bowcasters, or slings. They can hit enemies from a distance, and they can use grappling hooks to climb up to high areas (by pressing the Use Button when standing at grappling points, the spots marked by red circles). Many blaster-type characters can also quick-dodge blaster shots (by pressing the Attack Button just as a projectile is about to hit them). Some examples of blaster-type characters are Princess Leia Organa, Chewbacca, and Han Solo.

**Astromech Droids** - The robots designed for use with starfighters. They can use astromech panels, and they can temporarily incapacitate most enemies with their probes. They can also hover over long distances, and they can move through swamp water and poisonous gas without harm. However, they cannot build things from loose pieces, and they cannot flip levers. An example of an astromech droid is R2-D2.

**Protocol Droids** - The robots designed for use as diplomatic aids. They can use protocol panels. However, they cannot build things from loose pieces, and they cannot flip levers. An example of a protocol droid is C-3PO.

**Small** - The characters who are supposed to be smaller than humanoid adults but look just as big due to the freakish proportions that characterize LEGO people. They can crawl into hatches to reach places that are inaccessible to other characters. An example of a small character is Wicket.

**Bounty Hunters** - A subset of blaster-type characters who can use bounty hunter panels. They can also throw out an infinite supply of thermal detonators (by pressing the Use Button). Some examples of bounty hunters are Boba Fett and Greedo.

## Items

**Stud** - The small circular piece that should be familiar to all LEGO fans. In this game, studs serve as money and can be used to purchase additional playable characters and other bonuses at the cantina. Silver studs are worth 10, gold ones are worth 100, and blue ones are worth 1000. Collecting studs will also increase the Jedi meter, which resembles a bar of studs. Fill up the Jedi meter in a chapter to earn a gold brick (one for story mode and one for free play mode).

**Heart** - A big red heart. Run out of hearts, and the players' characters will blow up and lose some studs, respawning shortly afterward.

**Canister** - A white capsule that holds a portion of a minikit vehicle. Each chapter contains ten canisters. Collect all of them to complete the vehicle for that chapter and to earn another gold brick.

**Gold Brick** - A gold two-by-two piece. Gold bricks are used to build golden doorways at the cantina that lead to bonus challenges. There are 99 total in the game.

**Power Brick** - A bright red two-by-two piece. Power bricks are used to make special extra options (cheat options) available for purchase at the cantina. Each chapter contains one power brick.

## General Tips

Many canisters can be obtained only in free play mode, where you can switch between more characters with different abilities to reach new areas. To unlock free play mode for a chapter, finish that chapter on story mode first. In free play mode, press the shoulder buttons to switch characters. (The game will automatically include characters of as many different types as possible.)

Stormtrooper panels can be used by any characters affiliated with the Empire, including all types of stormtroopers, Imperial Guards, Darth Vader, and Emperor Palpatine. Other characters can also wear stormtrooper helmets (from the helmet dispensers) to use these panels.

Bounty hunter panels can be used by any characters who is considered a bounty hunter, including Boba Fett, Greedo, IG-88, Bossk, Dengar, and 4-LOM. Other characters can also wear bounty hunter helmets (from the helmet dispensers) to use these panels.

TIE gates (in the vehicle levels) can be opened only by TIE vehicles.

Dark objects (the ones with red sparkles) can be manipulated only by Dark Jedi, so consider unlocking or custom-creating a Dark Jedi as soon as possible for use in free play mode. (To custom-create a Dark Jedi, give your custom character a red lightsaber.)

Reinforced objects (which deflect blaster bolts and usually have a shiny metallic surface) can be destroyed only by heavy weaponry, like thermal detonators and turret fire, so consider unlocking a bounty hunter as soon as possible for use in free play mode.

Enemies tend to ignore astromech droids. In free play mode, switch to R2-D2 to sneak past bad guys.

The Jedi meter fills up a little bit whenever a stud is collected, but it is reduced whenever the players' characters die. However, once the Jedi meter is completely filled (and is flashing), it will remain that way, even if the characters get blown up afterward.

For a much, much easier time, obtain power bricks that grant highly useful extra options, like Invincibility (found in Episode IV, Chapter 5) and Fast Build (found in Episode V, Chapter 2).

For those playing the PS2, GCN, and Xbox versions, you have the option to use the characters on your save file for the first LEGO Star Wars when you go into free play mode in this game.

# Walkthrough

<b>Cantina</b>	<b>Episode IV</b>	<b>Episode V</b>	<b>Episode VI</b>
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The cantina is the hub of the game. The levels that form the chapters of every episode can be accessed through the many doors inside this place. To start buying bonuses, stand in front of the counter with the shelves of goodies. (See the Secrets section for more details.)

## Gold Brick Bonuses

Gold bricks are used to build golden doorways at the cantina that lead to bonus challenges. Unlike studs, gold bricks aren't spent up when they are used.

- **Episode IV Bonus Doorway:** 8 gold bricks required
- **Episode V Bonus Doorway:** 16 gold bricks required
- **Episode VI Bonus Doorway:** 32 gold bricks required

In each episode's lounge, there is golden doorway that offers three bonus challenges. "Super Story" puts you through all six chapters for that episode. "Character Bonus" is a time attack for collecting 1,000,000 studs. "Minikit Bonus" is a time attack for collecting 1,000,000 studs that uses vehicles (instead of people). Complete these challenges to earn more gold bricks. Note that in the Character and Minikit Bonuses, there will be purple studs that are worth 10,000.

### LEGO City Doorway: 60 gold bricks required

Outside the cantina, there is a gate shaped like a question mark. It leads to LEGO City, which is a scavenger hunt-like stage that is completed by collecting 1,000,000 studs. Having trouble finding enough studs? Be sure to use the Force on all the windows before breaking them, and be sure to build all the vehicles and ride them.

### LEGO Tower: 99 gold bricks required

Outside the cantina, this tower will be completed when all 99 gold bricks in the game are found, and it will keep releasing studs for free. Having trouble finding all the gold bricks? Be sure to fill up the Jedi meter in both story mode and free play mode for every chapter, find all the canisters, complete all the bonus challenges (Super Story, Character Bonus, and Minikit Bonus) in every episode, finish all the bounty hunter missions, and buy the eight gold bricks from the counter at the cantina.

## Bounty Hunter Missions

Inside the cantina, the door to Jabba's room opens when all six bounty hunters are obtained: Boba Fett, Greedo, IG-88, Bossk, Dengar, and 4-LOM. Talk to Jabba to play the bounty hunter missions. There are 10 missions total, and each one is a challenge to find the target character within a time limit. Having trouble finding the targets? The pictures of the targets on the bottom of the screen flashes when they are getting nearer. Also don't forget to use thermal detonators to quickly destroy many types of objects.

## Minikit Vehicles

At the cantina, use the doors with the down arrows to go to the area outside. The minikit vehicles that are assembled from the canisters in the game can be found here.

### Episode IV Minikits:

Star Destroyer  
Sandcrawler  
Land Speeder  
Millennium Falcon  
Y-Wing  
TIE Advanced

### Episode V Minikits:

AT-AT  
Snowspeeder  
TIE Fighter

X-Wing  
Cloud Car  
Slave 1

**Episode VI Minikits:**

Desert Skiff  
Sail Barge  
TIE Bomber  
AT-ST  
Imperial Shuttle  
TIE Interceptor

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**Chapter 1: Secret Plans // Story Mode Tips**

The first chapter is a good place to get reacquainted with the blaster-type characters and to try out the new building and pushing moves in this game. When Darth Vader first appears at the end of a corridor, flip the levers nearby to bring out some bombs near him, and then shoot these bombs to make them explode, driving away Vader. At the crane room, get rid of the enemies so the Rebel Friend can lower a bridge, and then use the crane to carry C-3PO over the pits to the protocol panel. To complete this chapter, use the astromech panels, the protocol panels, and the levers (switching between the characters as needed) at the escape pod area.

**New Characters Unlocked: Rebel Friend, C-3PO, and R2-D2**



**Power Brick 1: Super Blasters:** After driving away Darth Vader, use the bounty hunter panel or the stormtrooper panel to reach the rear corridors, and then use a protocol panel to reach the hydroponics bay. Use the Force on the sprinklers to make the plants grow, and then destroy the plants.

**Canister 1:** Shortly after the starting point, some allies can be seen running to the left. Turn right instead. Use the Dark Force to open the dark door.

**Canister 2:** In the vertical room with the first grappling point, use thermal detonators to destroy the reinforced metal object on the floor.



**Canister 3:** In the vertical room with the first grappling point, use the Force to pull out the platforms on the upper walls.

**Canister 4:** After driving away Darth Vader, use the bounty hunter panel or the stormtrooper panel, and reach the end of the rear corridors with two small circular doorways. Find some loose pieces there, and build a door in the wall from those pieces.



**Canister 5:** In the area after driving away Darth Vader, uncover the 3 grape panels. This canister will appear at the end of the rear corridors with two small circular doorways.

**Canister 6:** In the room with the two pushable blocks (before where the droids would be found in story mode), use the Force to stack the heavy blocks.



**Canister 7:** In the corridor where the droids would be found, use the Force on the vents near the spot where Leia would disappear in story mode. Doing so opens a secret panel in the wall.

**Canister 8:** After driving away Darth Vader, use the bounty hunter panel or the stormtrooper panel to reach the rear corridors, and build a vehicle. Drive it through the pushable block room and onto the orange ramp in the crane room.



**Canister 9:** In the final corridors leading to the ending point, uncover the 3 flowers hidden inside various objects. Thermal detonators are required to blow up one of these objects.

**Canister 10:** At the ending point, use the Dark Force on the stopper of the hot tub inside one of the escape pods.



Cantina

Episode IV



Episode V

Episode VI

## Chapter 2: Through the Jundland Wastes // Story Mode Tips

Luke Skywalker and Ben Kenobi have to work together to finish this chapter. While Luke can shoot and grapple, Kenobi can use the Force on many things to construct platforms and other objects. To enter the sandcrawler, grapple and use the Force to reach the top, flip the levers there, and then go through the chute at the bottom. To free R2-D2, push a bomb over to his cage. To free C-3PO, push the rotating lever until the magnet moves over him, and then have R2-D2 use the astromech panel to pull him out. After leaving the sandcrawler, C-3PO can use the protocol panels to drain the deadly lakes. To complete this chapter, step on all the buttons outside Kenobi's home, flip the lever, and then enter the doorway.

**New Characters Unlocked: Luke Skywalker (Tatooine) and Ben Kenobi**



**Power Brick 2:** Fast Force: Near the starting point, find a large pit off to the sides with shiny metal objects. Use thermal detonators to blow them up. At the area with a railway, use the Force to stack the heavy blocks. Push the mine cart down, so it will crash through the boards blocking the mine shaft.

**Canister 1:** Near the starting point, find a large pit off to the sides with shiny metal objects. Use thermal detonators to blow them up. From the huts, find an outcropping, and hover across to the opposite outcropping.

**Canister 2:** After the starting point, go past the large boulder after making it drop (by destroying the debris propping it up). Use the Dark Force to open the dark doors. Build some bombs to blow open a ledge on the rock walls.



**Canister 3:** After the starting point, go past the large boulder after making it drop. Near the dark doors, build a grappling point, and grapple up to a high ledge. Hover to reach the hatch on another very high ledge. Crawl into the hatch.

**Canister 4:** On top of the sandcrawler, use thermal detonators to break the shiny circular panels. Step on the floor buttons, and crawl into the hatch.



**Canister 5:** Inside the sandcrawler, at the room where R2-D2 would be found in story mode, push a bomb to the cell that holds this canister.

**Canister 6:** Inside the sandcrawler, at the room with two rows of floor buttons, use the Dark Force to reveal a hatch. Crawl through this hatch. At the other side, use the Force on the objects to stop the flow of molten metal, and then hover across.



**Canister 7:** After leaving the sandcrawler, use the Dark Force on the dark block, and climb up to a capsule. Ride an



animal and have it step on the big button, and have another character step on the regular floor button to open the capsule.

**Canister 8:** After leaving the sandcrawler, at the area with the protocol panels for draining the deadly lakes, use the Force on the fallen hook and build the grappaling point. Grapple up to the high ledge.



**Canister 9:** After the area where the Force can be used to build a bridge, climb up to the high ledge on the left, and then jump onto the rock pillar, causing it to lower.

**Canister 10:** Outside Kenobi's home, build and ride the landspeeder across the deadly lake. Build a grappaling point to reach the high rocks.



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### Chapter 3: Mos Eisley Spaceport // Story Mode Tips

To reach the cantina, Luke and Kenobi will have to build an AT-ST from the pieces they find on the streets, because they'll need the AT-ST's heavy blasters to break the reinforced barricade. After the meeting at the cantina, Han and Chewbacca will have to go to their ship. To reach the very high walkway toward the end, they should ride the animals and then jump off, gaining extra height. To complete this chapter, defeat all the enemies, including Garindan (the imperial spy) at the area with the Millennium Falcon.

#### New Characters Unlocked: Han Solo and Chewbacca

**Power Brick 3:** Super Lightsabers: After the starting point, in the first area, find four small garbage cans that are grouped together. Use the Force on these cans to bring out some loose pieces, and then build a doorway with an astromech panel from those pieces.

**Canister 1:** Near the starting point, use the stormtrooper panel, and enter a spa. Use the Force on the shower valves to

drain the pool.

**Canister 2:** After the starting point, in the first area, climb onto the rooftop of a house. Use the Dark Force to open the dark panel.



**Canister 3:** In the first area, uncover all 3 carrots hidden in the garbage cans. This canister will appear over a broken bridge. To reach it, hover across this broken bridge, use the bounty hunter panel, and then build a fan on the ground.

**Canister 4:** At the end of the first area, above the large gate, use the stormtrooper panel to reach a high walkway in the second area. Hover across the gap to a rooftop, build two turrets, and then use these turrets to kill 10 of the creatures that come out from the holes.



**Canister 5:** In the second area, before the place where the AT-ST can be built, use thermal detonators to blow up the shiny metal object. Build a rotating lever, use it to raise the large dark gray structure, and build a grappling point from the loose pieces that fall off from it.

**Canister 6:** In the second area, at the place where the AT-ST can be built, use the Force to stack the heavy blocks.



**Canister 7:** At the cantina, crawl through the hatch to get behind the force field.

**Canister 8:** In the streets after the cantina, uncover all 3 turnips hidden in the garbage cans. This canister will appear on a high ledge overlooking the reinforced door that can be blown up.



**Canister 9:** In the streets after the cantina, use the bounty hunter panel, use the protocol panel, or use the Dark Force on the large dark windows to reach an area with circular switches. Have both characters use the Force on these pairs of circular switches to open the gates.

**Canister 10:** Toward the end, use the astromech panel to enter the theater. Break the lights to open the curtains, use the Force to assemble the viewing screen, and then destroy this screen.

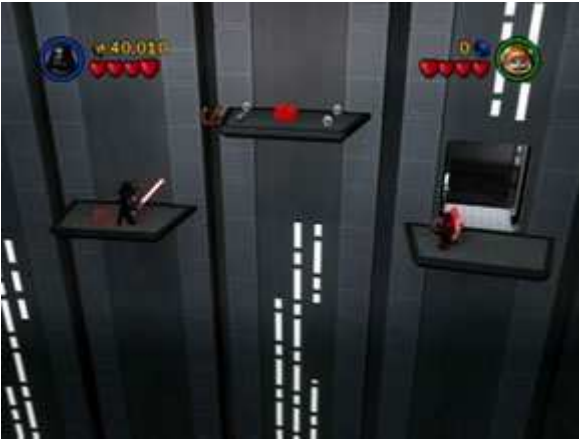


**Chapter 4: Rescue the Princess // Story Mode Tips**

This is the first place where helmets (disguises) must be used. To use the stormtrooper panels, get a stormtrooper helmet by using the helmet dispensers first. Take care not to get hit, or else the helmet will fall off, and it'll have to be replaced. To complete this chapter, reach the prison cell where Leia is being held.

**New Characters Unlocked: Han Solo (Stormtrooper) and Luke Skywalker (Stormtrooper)**

**Power Brick 4:** Tractor Beam: After the data terminal room (where the droids would leave the others in story mode), continue on Luke and Han's path. Use the astromech panel to open the door in the corridor, hover across the pit, and grapple up to the high platform.



**Canister 1:** Shortly after the starting point, find and use a crane to eliminate 10 enemies inside the hangar. This canister will slide out afterward.

**Canister 2:** At the data terminal room (where the droids would leave the others in story mode), use the protocol panel to open the compartment.



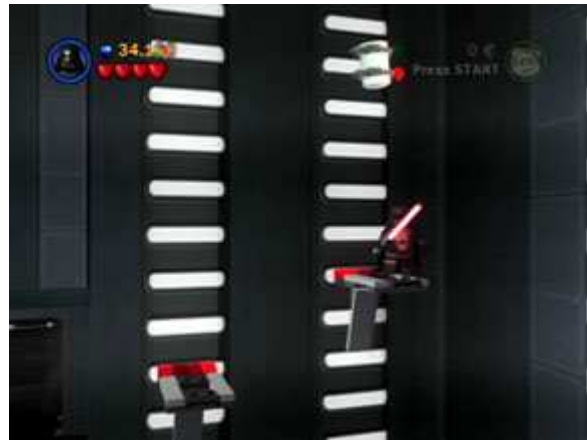
**Canister 3:** After the data terminal room, continue on Kenobi's path, hovering across the gap. The canister is inside a short passageway along the side of the corridor.

**Canister 4:** After the data terminal room, continue on Kenobi's path, hovering across the gap. Hover across the large pit, grapple up to the high ledge, and crawl through the hatch.



**Canister 5:** Continuing along Kenobi's path, find the reactor. Use the Force on the panels (to form them into a bridge on Luke and Han's path), flip the three levers, and then grapple onto the reactor.

**Canister 6:** Continuing along Kenobi's path, after the reactor, use the Force on the gate to form some platforms.



**Canister 7:** In the room with the rotating lever and walkway, grapple up and then hover across to the last of the highest walkways.

**Canister 8:** In the room with several display panels, destroy all the panels.



**Canister 9:** Before the turbolifts that lead down to the prison cells, use the Force to stack the heavy blocks, and then push the object at the top into the floor hatch.

**Canister 10:** At the prison cells, use the protocol panel to open the last of the cells.



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**Chapter 5: Death Star Escape // Story Mode Tips**

This chapter is very similar to the previous one. Again, put on the helmets to use the stormtrooper panels. At the first hangar, find and use a hover vehicle to illuminate all the floor lights quickly enough. To complete this chapter, defeat all the enemies at the hangar and then board the Millennium Falcon, after lifting it out of the force field by using the various panels and levers around the place.

**Power Brick 5:** Invincibility: After the starting point, use the protocol panel and enter another trash compactor area. Build the refrigerator, and then use the Force to open it.

**Canister 1:** After the starting point, use thermal detonators to blow up the reinforced panel along the corridor.



**Canister 2:** At the first hangar, in the lower compartment where the hover vehicle is found, crawl into the hatch.



**Canister 3:** In the room with the window washers, use the crane to move the scaffolding around until the window breaks.

**Canister 4:** After the window washers and some levers, use the Dark Force on a dark gate in the corridors.



**Canister 5:** In the vertical area with the automatically moving elevator, near the stormtrooper panel, use the Force on a high cage to turn it into a platform.

**Canister 6:** After swinging across the large chasm and entering a corridor where a lone stormtrooper is running away through some doors, move toward the camera and jump around the exterior corner to a small walkway.



**Canister 7:** After swinging across the large chasm and entering a corridor where a lone stormtrooper is running away through some doors, uncover all 3 grape panels hidden in the side tubes. This canister will appear in this corridor.

**Canister 8:** In the room with lots of enemies coming in from two doors, use the Force to stack two heavy blocks, and then jump onto the high walkway.



**Canister 9:** In the hangar where the Falcon is, go inside the room where the droids would be found in story mode.

**Canister 10:** In the hangar where the Falcon is, use the bounty hunter panel on the upper walkway that leads to the room where Vader and Kenobi would be fighting each other in story mode.



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**Chapter 6: Rebel Attack // Story Mode Tips**

Copy that, Swollen Ostrich. This is the first of the vehicle levels. To shut off the force fields, gather torpedoes from the torpedo dispensers, and then fire them at all the purple nodes that can be found. To complete this chapter, use a torpedo to destroy the final purple node at the end (the thermal vent).

**New Ships Unlocked: X-Wing and Y-Wing**

**Power Brick 6:** Score x2: At the ending point, where the final purple node (thermal vent) is, fly into the rear rightside corner.

**Canister 1:** After the first force field, find and shoot a rotating switch on the left side.

**Canister 2:** Near the first set of four purple nodes, shoot the wall panel along the right side to reveal a secret compartment.



**Canister 3:** Across from the first set of four purple nodes, go through the TIE gate, and destroy the purple node inside.

**Canister 4:** At the second area, find and shoot a rotating switch on the left side, near a TIE gate.





**Canister 5:** At the second area, go through the TIE gate on the left side, and quickly fly over all the green light panels before they reset.

**Canister 6:** At the second area, open the TIE gate to the right, and tow the bombs (by using a snowspeeder). Moving toward the upper right side of this area, open another TIE gate, and then drag the bombs into the generator panels on both sides to shut off the electrical barrier.



**Canister 7:** At the second area, near the TIE gate toward the upper right side, shoot the wall near the gate to reveal a secret compartment.

**Canister 8:** At the third area, near the beginning, find and shoot the rotating switch near the left side wall.



**Canister 9:** At the third area, after the force field, shoot the wall along the left side to reveal a secret compartment. Take care not to exit to the next area before doing this.

**Canister 10:** At the ending point, where the final purple node (thermal vent) is, find and shoot the rotating switch at the rear leftside corner.



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**Chapter 1: Hoth Battle // Story Mode Tips**

This is another vehicle chapter, but this time it's about using towing cables instead of firing torpedoes. Press the Use Button to send out the cable, which can drag bombs or wrap up the legs of AT-ATs. To destroy the reinforced walls, drag a bomb into them. AT-ATs can also be eliminated by bombs, but their legs must be completely tied up first. To complete this chapter, destroy all the enemies at the third and final area.



**New Ships Unlocked: Snowspeeder**

**Power Brick 7: Self Destruct:** At the second area, tow a bomb. Go through the TIE gate, through the cave, and out to the dead end. Use the bomb to destroy the wall at this dead end.

**Canister 1:** Near the starting point, at the first area, go through TIE gate, fly across the pits, and shoot the rubble at the end, near the reinforced wall.

**Canister 2:** Near the starting point, at the first area, tow a bomb. Go through the TIE gate, and use the bomb to blow up the wall, revealing a cave entrance. Inside this cave, shoot the objects at the back.



**Canister 3:** At the first area, use the tow cable to drag down 10 AT-STs. This canister will appear at the end of this area,

near a wall.

**Canister 4:** At the first area, before flying through the tunnel to the second area, shoot the capsule hidden behind a wall.



**Canister 5:** At the second area, after eliminating the first two AT-ATs, use the tow cable to drag down 10 AT-STs. This canister will appear in the middle of this area.

**Canister 6:** At the second area, go through the TIE gate, and look inside the cave.



**Canister 7:** In the second area, go through the TIE gate, through the cave, and out toward the dead end. Shoot the rubble here.

**Canister 8:** At the second area, before leaving to the third area, shoot the capsule hidden at the end of a ravine to the right.



**Canister 9:** At the third area that runs around in a loop and where several enemies must be destroyed to end the chapter, shoot some rubble.

**Canister 10:** At the third area that runs around in a loop and where several enemies must be destroyed to end the chapter, shoot some more rubble.

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**Chapter 2: Escape From Echo Base // Story Mode Tips**

To melt the ice frozen over the doors, build or push heaters near them. To break the reinforced junk and the force field emitters, build and then use the turrets. At the room with a yellow tank cart, use the lever to switch the track, so the cart will leave the room and blow up the rubble blocking another room. To complete this chapter, reach the Millennium Falcon, fix its two broken parts (by building them), and then enter it.

**New Characters Unlocked: Han Solo (Hoth) and Princess Leia (Hoth)**

**Power Brick 8:** Fast Build: Before the hangar, use the Dark Force to form some steps on the slippery sloped corridor. Use these steps to climb the sloped corridor. At the top, go into the rightside room. Flip the levers until the markers match those in the hangar, causing the gates there to open. Later, at the hangar, go through those open gates.



**Canister 1:** At the starting point, use the Force on all the display monitors.

**Canister 2:** At the room with the yellow tank cart, jump from the cart to the high ledge. Take care not to switch the track before doing this.



**Canister 3:** In the room blocked by the rubble that is blown apart by the yellow tank cart, use thermal detonators to break the metal objects, and build heaters from the pieces. After the skeletons thaw out, build them back together, so they can step on the floor buttons.

**Canister 4:** In the large room with the snowmobile, use its springboard to jump high into the air. Or, perform a double jump attack (as a Jedi) from it.



**Canister 5:** In the large room with the snowmobile, use the astromech panel to enter a frozen room, and build the canister from the pieces there.

**Canister 6:** In the large room with the snowmobile, use thermal detonators to blow up some junk along the wall, and then go into the large crack.



**Canister 7:** In the large room with the snowmobile, ride on a platform while another character uses the Force to raise it.

Use the Dark Force on the cage above the high ledge.

**Canister 8:** At the square room with two pushable blocks, use the protocol panel. In the next room, use thermal detonators to blow up the junk blocking the corridor, and build a console from the pieces to open the capsule.



**Canister 9:** Before the hangar, use the Dark Force to form some steps on the slippery sloped corridor. Use these steps to climb the sloped corridor. At the top, go into the leftside room. Grapple up into an observation area. Crawl into the hatch. (To break the second dome at this area, use the Force on it.)

**Canister 10:** Before the hangar, use the Dark Force to form some steps on the slippery sloped corridor. Use these steps to climb the sloped corridor. At the top, go into the rightside room. Flip the levers until the markers match those in the hangar, causing the gates there to open. Later, at the hangar, go through those open gates.



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### Chapter 3: Falcon Flight // Story Mode Tips

In the first area, destroy the turrets on the Star Destroyers. In the asteroid fields, use torpedoes to blow up the purple nodes on the large rocks. To complete this chapter, destroy all the large rocks in the way and reach the back of the Star Destroyer at the end.

#### New Ships Unlocked: Millennium Falcon

**Power Brick 9:** Score x4: At the first area, where there are several Star Destroyers, look behind one of the Star Destroyers toward the "top" side.

**Canister 1:** At the first area, look near the rear of a Star Destroyer toward the "right" side.

**Canister 2:** At the second area, shoot one of the asteroids.

**Canister 3:** At the second area, go through the TIE gate to the left. Tow a bomb (as a snowspeeder) onto the red switch at one side.



**Canister 4:** At the second area, go through the TIE gate to the left. Tow a bomb (as a snowspeeder) onto the red switch at the other side.

**Canister 5:** At the second area, shoot a capsule floating in space.

**Canister 6:** At the second area, shoot the capsule near the rocks blocking the path ahead.



**Canister 7:** At the third area, go to the wide cratered area that has the entrance to the beast. Go through the TIE gate on the left side, and use torpedoes to destroy the purple node.

**Canister 8:** Inside the beast's mouth, shoot the capsule along the right side.



**Canister 9:** At the fourth area, shoot the asteroid inside an alcove along the right side.

**Canister 10:** At the fourth area, shoot one of asteroids in the middle.

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**Chapter 4: Dagobah // Story Mode Tips**

R2-D2 can enter the water without dying, but Luke will have to build platforms here and there so R2-D2 can catch up with him. After meeting Yoda and entering the training area, Luke will need to carry Yoda to boost his own Force powers. When Luke passes this training area, he will become a full Jedi and can use the Force normally. To complete this chapter, use the Force to lift the X-Wing out from the swamps at the end.



**New Characters Unlocked: Luke Skywalker (Pilot), Luke Skywalker (Dagobah), and Yoda**

**Power Brick 10: Regenerate Hearts:** After the starting point, use the Dark Force on a dark plant along the right side of the path. At the race course, build a tractor, and then drive it for one lap, illuminating all the green panels on the road.

**Canister 1:** At the starting point, use the Force to stack the heavy blocks, jump onto the tree, and then hover across.

**Canister 2:** Near the first grappling point, double jump or hover to the small island in the middle of the deadly lake, and destroy the container.





**Canister 3:** Near Yoda's home, use the Dark Force on a dark box, and build a raft from the pieces. Ride it to cross the river, and then use thermal detonators to blow up the junk blocking the small cave.

**Canister 4:** Enter Yoda's home (as a small character), and use the Force on the television set.



**Canister 5:** In the training area, open all 3 circular hatches by hitting them. This canister will appear near the last of these hatches.

**Canister 6:** After leaving the training area and going around a large tree, grapple up to the high ledge.



**Canister 7:** In the cave with the large chasm running through the middle, use the Dark Force on the sides of the cliffs to form a bridge. Cross to the other side of the cave, destroy the boxes, and build a grappling point.

**Canister 8:** In the cave with the large chasm running through the middle, crawl into the hatch, and then jump toward the hanging cage and shoot to break the chain holding it.



**Canister 9:** Before the area where the Darth Vader phantom is found, use thermal detonators to blow up the shiny junk blocking a side cave. Inside this side cave, carefully jump across the shaky pillars, some of which will collapse.

**Canister 10:** After fighting the Darth Vader phantom and leaving the cave, crawl into the hatch, hover to the lever, flip it, and build a grappaling point.



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**Chapter 5: Cloud City Trap // Story Mode Tips**

As usual, Luke and R2-D2 will have to combine their special abilities to work their way through this chapter. Luke will also have to fight Darth Vader several times. At the room where Vader jumps up onto some high vents, R2-D2 can use the astromech panels to open the vents, forcing Vader back down, but Luke will have to push a rotating lever or form a ramp to help R2-D2 reach those panels. At the area with the circular glass window, Luke will have to use the Force to push back the objects that Vader sends at him. To complete this chapter, defeat Vader at the last walkway.

**New Characters Unlocked: Luke Skywalker (Bespin)**

**Power Brick 11:** Minikit Detector: At the starting point, look behind the X-Wing.



**Canister 1:** Near the starting point, use thermal detonators to blow up the shiny metal gate next to the astromech panel.

**Canister 2:** After entering the first building and getting past the reinforced barrier blocking a doorway, use the bounty hunter panel.



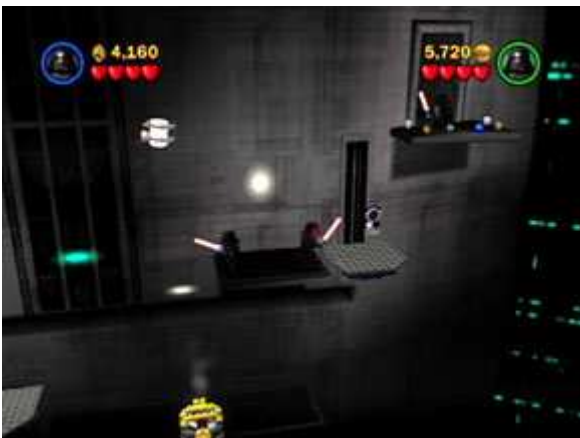
**Canister 3:** At the carbonization chamber (the first fight against Vader), use the Dark Force on the small dark object to open the central pit. Use the crane to drop an enemy into this pit, and then build this canister from the pieces.

**Canister 4:** In the area after the carbonization chamber, shoot the wall panels on the walkway above the astromech panel to make some ledges drop out, and then double jump onto them.



**Canister 5:** In the area after the carbonization chamber, above the second fan unit, hover from the lift.

**Canister 6:** At the room with the rotating lever and the vents (the second fight against Vader), crawl into the hatch.



**Canister 7:** Near the circular glass window (the third fight against Vader), destroy the floor grating.

**Canister 8:** After going through the circular glass window, simply turn back toward the end of the walkway.



**Canister 9:** After going through the circular glass window and driving away Vader two more times, double jump toward the camera.

**Canister 10:** Before the ending point, use the stormtrooper panel.



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**Chapter 6: Betrayal Over Bespin // Story Mode Tips**

Blast and grapple through the corridors and rooms, and wear the helmets to use the stormtrooper panels. To get rid of the poisonous gas in the areas toward the end, have R2-D2 go through the gas first and use the astromech panels. To complete this chapter, reach the Millennium Falcon and defeat all the enemies on the way to it.

**New Characters Unlocked: Lando Calrissian and Princess Leia (Bespin)**

**Power Brick 12:** Score x6: Find and double jump onto Boba Fett's ship, the Slave 1.

**Canister 1:** At the starting point, use the protocol panel.

**Canister 2:** In the circular room where Boba Fett first



appears, use the Force on the sculpture in the middle.



**Canister 3:** After the circular room, near the bounty hunter panel that Fett activates, use the astromech panel. In the next room, double jump across the platform while the other character uses the Force to hold it down.

**Canister 4:** Near the two turbolifts, use the Force on the three dining tables.



**Canister 5:** At the two turbolifts, take the left one by using the bounty hunter panel. On the rooftop garden, destroy the trees, and then use the Force to join two of the planters together.

**Canister 6:** At the two turbolifts, take the right one as usual by using the stormtrooper panel. On the walkway at the top, turn back toward the camera.



**Canister 7:** Near the area with pushable blocks, grapple up to a high walkway, and then hover through the air.

**Canister 8:** Build all 3 white pylons. This canister will appear near the last of these pylons.



**Canister 9:** In the corridors before the ending point, where there are some gas vents, use the Dark Force on the dark door switch, and destroy the chandelier in the room.

**Canister 10:** At the ending point, double jump up from the Millennium Falcon.



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**Chapter 1: Jabba's Palace // Story Mode Tips**

To open the main gate, reveal and then destroy all the turrets in the gate. To use the bounty hunter panels, put on the bounty hunter helmets from the helmet dispensers. While wearing the bounty hunter disguise, the characters can also toss out powerful thermal detonators. To free Han Solo, use the bounty hunter panel next to him. To complete this chapter, defeat the rancor. (Use the protocol panels to drop out enemies, whom the rancor will grab. When the rancor moves next to a bomb, hit the bomb. At the end, when the rancor moves under a gate, use the switches to slam the gate down.)

**New Characters Unlocked: Princess Leia (Boushh), Luke Skywalker (Jedi), and Han Solo (Skiff)**



**Power Brick 13:** Super Zapper: In the room with the first

pushable block, double jump from the block (before pushing it) or create and then use the grapple point to reach the upper walkway.

**Canister 1:** At the starting point, use thermal detonators to destroy some rubble and then grapple up to a high ledge.

**Canister 2:** At the starting point, further away from the main gate, destroy more rubble, and grapple up to a high ledge.



**Canister 3:** Opposite from the first helmet dispenser, use the protocol panel to open the cage.

**Canister 4:** In the room with the first pushable block, use the astromech panel to open the side room.



**Canister 5:** At the prison area, use the protocol panel to open the cell that holds this canister. Or, crawl through the hatches going through two of the other cells, destroying the beds in the way, and go through the underground passageway to enter the same cell.

**Canister 6:** After the prison area, build and then destroy a bomb to blow open a path into the barred-off room.



**Canister 7:** In the room where the droids would be held in story mode, destroy the ground panels near the entrance of this room, and then go through the underground passageways.

**Canister 8:** At the area with the high walkways ringing around the room, use the Dark Force on the objects and the grid covering this canister.



**Canister 9:** In the room where Han Solo is held in story mode, use the stormtrooper panel to open the storage closet.

**Canister 10:** In the rancor pit, build the grappling point, and then use it to reach the high ledge.





## Chapter 2: The Great Pit of Carkoon // Story Mode Tips

On the skiffs, build and then flip the levers to extend the bridges to the next vessel. At the rear end of the sail barge, use the Force to completely open the panels over the two door locks. Use the Force again and push the rotating lever to make the colors of the rightside lock match those of the leftside lock. At the top of the barge, push the heavy blocks and use the protocol panel to remove the protective casing around the two engine cores. Climb to the uppermost deck, moving through the underground passageways as needed, and reach the turret. R2-D2 can use the astromech panel to recharge this turret. To complete this chapter, use the turret to destroy the two engine cores.



**New Characters Unlocked: Lando (Palace Guard) and Princess Leia (Slave)**

**Power Brick 14:** Bounty Hunter Rockets: On top of the sail barge, at the higher rear portion of the upper deck, destroy a block, and build a grappaling point from the pieces. Grapple up to the high platforms, and hover across.

**Canister 1:** Using the Force as needed, build the four turrets on the first two skiffs, and then use the Force to build the mast on the second skiff.

**Canister 2:** On the second skiff, walk out onto the plank.



**Canister 3:** At the bow of the sail barge, grapple up to the front forward deck. Build and flip the two levers, shoot the middle panel on the wall, and then build this canister from the pieces.

**Canister 4:** On the port side of the sail barge, use the three panels with 4-LOM or IG-88 to lower the gates in the higher corridor. Grapple up there, and use thermal detonators to destroy the last gate in this corridor.



**Canister 5:** At the stern of the sail barge, grapple to the rear deck, above the entrance to the barge's interior. Flip all three levers there, using the Dark Force to flip the left one.

**Canister 6:** After entering the sail barge, crawl through the hatches near the glass walls at the back. Inside, flip the two levers.



**Canister 7:** In the room after the one with the disco dance floor, destroy the windows, and then build this canister from the pieces that fall out.

**Canister 8:** On top of the sail barge, use the Dark Force to break the dark block, and then build a grapping point from the pieces. Grapple up and hover across the high platforms.



**Canister 9:** On top of the sail barge, at the higher rear portion of the upper deck, crawl through the hatches into the fenced-off corridor.

**Canister 10:** On top of the sail barge, destroy one of the two generators (by using the turret or by using thermal detonators), and then drop down through the hole to the lower passageways beneath. Take care not to destroy the other generator yet (or else the chapter will end).



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**Chapter 3: Speeder Showdown // Story Mode Tips**

This chapter looks confusing at first, but it's really quite simple. When Leia and Luke reach the speeder bikes, they will travel along a looping course. Defeating all the present enemy speeder bikes will cause Leia and Luke to automatically stop at a checkpoint, where they have to find an AT-ST (building it if necessary) and use its heavy blasters to destroy a force field pylon. Afterward, they have to ride along the course again, defeat another group of enemy speeder bikes, and then reach the next checkpoint. When all the force field pylons are gone, they can go through the shut-off force field gate and reach the installation. At the top of the installation, flip the levers to reveal the communication equipment on the towers. Use the spring board to jump into the AT-AT, and use it to shoot the communication equipment. To complete this chapter, flip the last two levers after all the communication equipment is broken.



**New Characters Unlocked: Princess Leia (Endor) and Luke Skywalker (Endor)**

**Power Brick 15:** Score x8: Outside the installation (after destroying all the force field pylons), push the block into the wall to form a hatch, and then crawl through this hatch.

**Canister 1:** On the speeder bike course, in a cage that is already on the ground.

**Canister 2:** On the speeder bike course, in a cage that is lowered after flying over one ramp switch.

**Canister 3:** On the speeder bike course, in a cage that is lowered after flying over three ramp switches.

**Canister 4:** On the speeder bike course, in a cage that is lowered after flying over two ramp switches.

**Canister 5:** On the speeder bike course, in a cage that is lowered after flying over four ramp switches.

**Canister 6:** On the speeder bike course, in a cage that is lowered after flying over one ramp switch that is followed by three more ramp switches.

**Canister 7:** At the first checkpoint (after defeating the first set of enemy speeder bikes), use the AT-ST to jump up to a high spot with dark plants. Use the Dark Force on the dark plants, crawl into the hatch, and hover to a lever. Flip the lever to lower the cage, and then use thermal detonators or speeder bikes to break it open.

**Canister 8:** At the second checkpoint (after defeating the second set of enemy speeder bikes), use thermal detonators to break the shiny metal blocks, and then use the Force to stack them. Flip the lever to lower the cage, and then use thermal detonators or speeder bikes to break it open.



**Canister 9:** At the third checkpoint (after defeating the third set of enemy speeder bikes), use thermal detonators to break the shiny metal block. Build a grapple point from the pieces, use the Force to make a high platform, and then grapple up to the lever. Flip the lever to lower the cage, and then use thermal detonators or speeder bikes to break it open.

**Canister 10:** After entering the installation via the elevator, use the stormtrooper panel to lower the cage outside. Go back down to it, and use thermal detonators to break it open.



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**Chapter 4: The Battle of Endor // Story Mode Tips**

This chapter introduces Wicket, a blaster-type character who also doubles as a small character. He can crawl into the hatches, which will bring him to areas that are otherwise out-of-reach. Outside the shield generator bunker, ride an AT-ST and then jump off from it, gaining extra height, to climb onto some very high wooden walkways that lead to the top of the bunker. From there, push a block down, and build an astromech panel from the pieces. Inside the bunker, go into the leftside and rightside rooms and play around with the switches and hatches to shut off the four force field units. To complete this chapter, build the bombs beyond the force field, after shutting it off.

**New Characters Unlocked: Han Solo (Endor) and Wicket**

**Power Brick 16: Super Ewok Catapult:** Inside the bunker's leftside room, use the Dark Force to raise a block, and push it into the gap, so it goes to the other side. Use the stormtrooper panel near this gap, hover to the protocol panel above the window, and use it to reveal a hatch. Crawl through this hatch, and push the block to the other end.

**Canister 1:** At the starting point, ride the wooden chair while another character uses the Force to raise it. Jump onto the

high wooden walkway, and hover to the distant high walkway. Or, destroy the block near the starting point, build a rotating lever, use it to raise a lift, and then hover to that lift.

**Canister 2:** At the automatic wooden elevator, go up to a walkway with a lever. Hover around to the other side of the tree. Use the Force on the boulder to lower a lift, double jump onto this lift, and then flip the lever at the top.



**Canister 3:** After the first protocol panel, grapple up onto a ledge with a lever. Use the Force on one of the higher walkways to move it down. After jumping across it, use the Force on the same walkway again to move it back up to its original position, and then jump across it.

**Canister 4:** After riding the six-button elevator down to the ground level, destroy the objects nearby, toward the left side. Build a grappling point from the pieces, grapple up, and destroy the boards blocking the alcove.



**Canister 5:** After crossing the river, build a green tractor from the pieces found at this place. Drive the tractor up the river, toward the small waterfall.

**Canister 6:** After crossing the river and lowering the large wooden gates, follow the left side of the path. Crawl into the hatch at the base of a tree, and then hover to the high walkway.



**Canister 7:** In the area outside the bunker, find a grappling point under several high platforms. By grappling, by using the Force on the boulders, and by hovering, cross these high platforms.

**Canister 8:** In the area outside the bunker, find a lift near a hatch. Use the Force on the boulder to raise the lift, and then crawl into the hatch. Use the Force on one of the higher walkways to move it down. After jumping across it, use the Force on the same walkway again to move it back up to its original position, and then jump across it.



**Canister 9:** Inside the bunker's rightside room, destroy the wall panels, and then use the Force on the hatches. Build this canister from the pieces.

**Canister 10:** Inside the bunker's rightside room, after crawling through the hatch to one of the force field's levers, hover across the pit.



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### Chapter 5: Jedi Destiny // Story Mode Tips

Luke and Darth Vader will have to work together to defeat Emperor Palpatine. As a Dark Jedi, Vader can also manipulate certain objects (the ones with red sparkles) that Luke can't. To complete this chapter, defeat Emperor Palpatine.

#### New Characters Unlocked: Darth Vader

**Power Brick 17:** Infinite Torpedoes: At the starting point, use the Dark Force to illuminate the eight red square panels near the throne.

**Canister 1:** At the starting point, use the Force to set up a platform, toward the left.

**Canister 2:** Shortly after the starting point, use thermal detonators to blow up some metal objects, and then build a grappling point from the pieces.



**Canister 3:** At the central column, use thermal detonators to blow up the reinforced panel along the sides of this column.

**Canister 4:** At the central column, use the bounty hunter panel. Build and then use the protocol panel to make a bridge. Build this canister from the pieces.



**Canister 5:** At the place with the second fight against Palpatine, use the Dark Force on the ten rectangular panels to

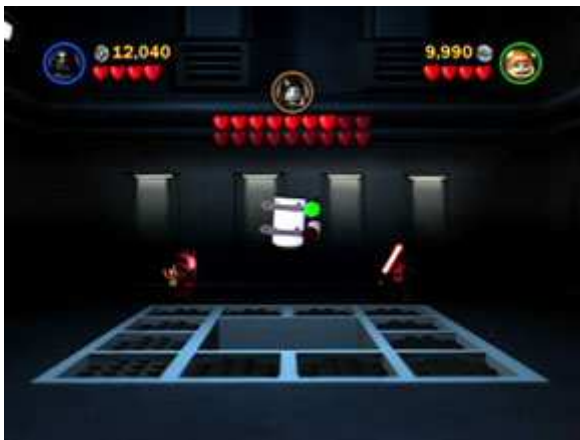
open the middle panel.

**Canister 6:** Under the place with the second fight against Palpatine, use the Dark Force to set up a platform, and use the bounty hunter panel. Jump onto the higher platform, and then hover over to another platform.



**Canister 7:** Under the place with the second fight against Palpatine, go through the door to a room with a square pit. Run around the room, stepping on all the black round tiles.

**Canister 8:** Under the place with the third fight against Palpatine, crawl through a hatch, push a bomb over the ledge, use it to blow up the door. In the large red room, use thermal detonators to blow up a fan panel on the wall.



**Canister 9:** Under the place with the third fight against Palpatine, crawl through a hatch, push a bomb over the ledge, use it to blow up the door. In the large red room, use the Force to stack up the chairs, crawl through a hatch, and then destroy the object in the way.

**Canister 10:** Under the place with the third fight against Palpatine, crawl through a hatch, push a bomb over the ledge, use it to blow up the door. In the large red room, push the battery onto the green circular platform. Build a rotating lever, and use it to rotate the battery on the circular platform so its arrow matches that of the slot nearby. Push the battery into this slot to activate an elevator. At a corner of the room, find and use the protocol panel to lower a platform, and flip the lever to open the way to this canister.





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**Chapter 6: Into the Death Star // Story Mode Tips**

Roger that, Nasty Butler. At the first space battle area, use torpedoes to destroy the purple nodes (shield generators) on the Star Destroyers. Inside the Death Star II, use more torpedoes to eliminate the purple nodes. At the reactor core area, destroy the turrets along the walls, and then shoot the core when an opening appears in its rotating protective casing. To complete this chapter, leave the Death Star II after destroying the core.

**Power Brick 18:** Score x10: At the reactor core area, use torpedoes to destroy the two turrets on the left side.

**Canister 1:** In the space battle outside the Death Star II, at the first area, shoot a capsule near a Star Destroyer.

**Canister 2:** In the space battle outside the Death Star II, at the first area, shoot a capsule near another Star Destroyer.



**Canister 3:** At the second area, after entering the Death Star II, go past the first purple node barrier.

**Canister 4:** At the second area, to the right of the second force field with four purple nodes, go through the TIE gate.



**Canister 5:** At the third area, past the torpedo dispenser, go into the back corner with some large red lights.

**Canister 6:** At the third area, on the left side of the corridor leading to the core area, go through the TIE gate.

**Canister 7:** At the reactor core area, shoot the capsule floating around.

**Canister 8:** After destroying the reactor, in the first part of the escape, shoot a capsule.

**Canister 9:** After destroying the reactor, in the second part of the escape, shoot a capsule.

**Canister 10:** After destroying the reactor, in the third part of the escape, shoot a capsule.



## Secrets

Hints, playable characters, and extra options can be obtained by purchasing them at the cantina. Many characters won't be available until after certain chapters in story mode are completed. The power brick options also won't be available until the corresponding power bricks have been found. Note that the score multiplier options can be combined, making studs far easier to earn.

### Hints

<b>Hint A</b>	Free	Double-jump and press the Attack Button when in the air to do a special Jedi attack.
<b>Hint B</b>	Free	Press the Attack Button to attack.
<b>Hint C</b>	Free	Press the Jump Button to jump. Press the Jump Button when in the air to double-jump.
<b>Hint D</b>	Free	The more LEGO studs you collect, the more things you will be able to buy here.
<b>Hint E</b>	Free	Collect all the LEGO canisters in each level to build minikit models. You can view these outside the cantina.
<b>Hint F</b>	100	Many areas of the levels can only be reached by certain characters. Go back to these levels in Free Play, and try to find all the secrets!
<b>Hint G</b>	100	Once you have defeated an enemy character in a level, you will be able to buy it here. Try to collect all the characters!
<b>Hint H</b>	100	Astromech droids can hover for a limited time. Press and hold the Jump Button to activate the boosters.
<b>Hint I</b>	100	Watch out for black LEGO objects. Dark Force characters can use the Force on them.
<b>Hint J</b>	100	Free Play mode means you can go back and play a completed level with any character that you have unlocked!
<b>Hint K</b>	100	To take other characters into the levels in Free Play, simply tag them in the Cantina and go through the door of the level you wish to play.
<b>Hint L</b>	100	Fill up the Jedi meter in each level to receive a gold brick. The more gold bricks you have, the more levels you will be able to unlock!
<b>Hint M</b>	100	The True Jedi meter appears at the top of the screen in each level. Fill it up by collecting LEGO studs. Take care - you lose studs if you die!
<b>Hint N</b>	1,000	Shiny metallic objects can only be destroyed with Bounty Hunter Thermal Detonators.

**Characters**

<b>Princess Leia</b>	Available by default
<b>Captain Antilles</b>	Available by default
<b>Rebel Friend</b>	Episode IV, Chapter 1
<b>R2-D2</b>	Episode IV, Chapter 1
<b>C-3PO</b>	Episode IV, Chapter 1
<b>Luke Skywalker (Tatooine)</b>	Episode IV, Chapter 2
<b>Ben Kenobi</b>	Episode IV, Chapter 2
<b>Han Solo</b>	Episode IV, Chapter 3
<b>Chewbacca</b>	Episode IV, Chapter 3
<b>Han Solo (Stormtrooper)</b>	Episode IV, Chapter 4
<b>Luke Skywalker (Stormtrooper)</b>	Episode IV, Chapter 4
<b>Han Solo (Hoth)</b>	Episode V, Chapter 2
<b>Princess Leia (Hoth)</b>	Episode V, Chapter 2
<b>Luke Skywalker (Pilot)</b>	Episode V, Chapter 4
<b>Luke Skywalker (Dagobah)</b>	Episode V, Chapter 4
<b>Luke Skywalker (Jedi)</b>	Episode VI, Chapter 1
<b>Yoda</b>	Episode V, Chapter 4
<b>Lando Calrissian</b>	Episode V, Chapter 6
<b>Princess Leia (Bespin)</b>	Episode V, Chapter 6
<b>Luke Skywalker (Bespin)</b>	Episode V, Chapter 5
<b>Princess Leia (Boushh)</b>	Episode VI, Chapter 1
<b>Lando (Palace Guard)</b>	Episode VI, Chapter 2
<b>Han Solo (Skiff)</b>	Episode VI, Chapter 1
<b>Princess Leia (Slave)</b>	Episode VI, Chapter 2
<b>Princess Leia (Endor)</b>	Episode VI, Chapter 3
<b>Luke Skywalker (Endor)</b>	Episode VI, Chapter 3
<b>Han Solo (Endor)</b>	Episode VI, Chapter 4
<b>Wicket</b>	Episode VI, Chapter 4
<b>Darth Vader</b>	Episode VI, Chapter 5
<b>Rebel Trooper</b>	10,000
<b>Stormtrooper</b>	10,000
<b>Imperial Shuttle Pilot</b>	29,000
<b>Tusken Raider</b>	23,000
<b>Jawa</b>	24,000
<b>Sandtrooper</b>	14,000
<b>Greedo</b>	60,000
<b>Imperial Spy</b>	13,500
<b>Beach Trooper</b>	20,000
<b>Death Star Trooper</b>	19,000
<b>TIE Fighter Pilot</b>	21,000
<b>Imperial Officer</b>	28,000
<b>Grand Moff Tarkin</b>	38,000
<b>Han Solo (Hood)</b>	20,000
<b>Rebel Trooper (Hoth)</b>	16,000

Rebel Pilot	15,000
Snowtrooper	16,000
Luke Skywalker (Hoth)	14,000
Lobot	11,000
Ugnaught	36,000
Bespin Guard	15,000
Princess Leia (Prisoner)	22,000
Gamorrean Guard	40,000
Bib Fortuna	16,000
Palace Guard	14,000
Skiff Guard	12,000
Boba Fett	175,000
Ewok	34,000
Imperial Guard	45,000
The Emperor	275,000
Admiral Ackbar	33,000
Gonk Droid	1,550
Ben Kenobi (Ghost)	1,100,000
Anakin Skywalker (Ghost)	1,000,000
Yoda (Ghost)	1,200,000
IG-88	100,000
Bossk	--
Dengar	--
4-LOM	--
X-Wing	Episode IV, Chapter 6
Y-Wing	Episode IV, Chapter 6
Snowspeeder	Episode V, Chapter 1
Millennium Falcon	Episode V, Chapter 3
TIE Fighter	30,000
TIE Interceptor	40,000
TIE Fighter (Darth Vader)	50,000
TIE Bomber	--
Imperial Shuttle	25,000
Slave 1	--

### Extras

Extra Toggle	30,000	In free play mode, you can switch to extra characters who are found in the current chapter.
Fertilizer	10,000	Large animals can defecate (by pressing the Use Button when riding them).
Disguise	10,000	Put on a stupid disguise.
Daisy Chains	5,000	Grapples look like strings of flowers.
Chewbacca Carrying C-3PO	10,000	Chewbacca has C-3PO strapped onto his back.
Tow Death Star	5,000	The bombs in the vehicle levels look like the Death Star.

<b>Power Brick 01: Super Blasters</b>	30,000	The strength of blasters is doubled.
<b>Power Brick 02: Fast Force</b>	25,000	The Force works more quickly.
<b>Power Brick 03: Super Lightsabers</b>	26,000	The strength of lightsabers is doubled.
<b>Power Brick 04: Tractor Beam</b>	40,000	In the vehicle levels, the players' vehicles automatically drag in and then destroy nearby enemies.
<b>Power Brick 05: Invincibility</b>	900,000	The players' characters are invulnerable, and they don't lose studs if they fall into a pit.
<b>Power Brick 06: Score x2</b>	2,000,000	The studs earned are multiplied by 2.
<b>Power Brick 07: Self Destruct</b>	20,000	The droids can blow themselves up (by pressing the Use Button).
<b>Power Brick 08: Fast Build</b>	40,000	Building works more quickly.
<b>Power Brick 09: Score x4</b>	6,000,000	The studs earned are multiplied by 4.
<b>Power Brick 10: Regenerate Hearts</b>	290,000	The players' characters automatically refill their hearts as they keep moving.
<b>Power Brick 11: Minikit Detector</b>	500,000	The locations of minikits are marked by arrows.
<b>Power Brick 12: Score x6</b>	12,000,000	The studs earned are multiplied by 6.
<b>Power Brick 13: Super Zapper</b>	15,000	Electric zappers and probes kill droids (instead of stunning them).
<b>Power Brick 14: Bounty Hunter Rockets</b>	75,000	Bounty hunters with jetpacks can fire a missile (by pressing the Tag Button).
<b>Power Brick 15: Score x8</b>	20,000,000	The studs earned are multiplied by 8.
<b>Power Brick 16: Super Ewok Catapult</b>	50,000	Ewoks shoot thermal detonators (instead of their regular shots).
<b>Power Brick 17: Infinite Torpedoes</b>	90,000	In the vehicle levels, the players' vehicles always have the maximum amount of torpedoes.
<b>Power Brick 18: Score x10</b>	30,000,000	The studs earned are multiplied by 10.

### Gold Bricks

<b>Gold Brick 1</b>	10,000
<b>Gold Brick 2</b>	15,000
<b>Gold Brick 3</b>	20,000
<b>Gold Brick 4</b>	25,000
<b>Gold Brick 5</b>	30,000
<b>Gold Brick 6</b>	35,000
<b>Gold Brick 7</b>	40,000
<b>Gold Brick 8</b>	45,000