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Wiki Guide PDF

Introduction

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Introduction

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convert: missing an image filename `/z/oyster.ignimgs.com/mediawiki/apis.ign.com/star-wars-kotor-ii-the-sith-lords/thumb/5/52/33b.jpg/225px-33b.jpg' @ convert.c/ConvertImageCommand/2800.

Kights of the Old Republic 2 The Sith Lords once again gives you the chance to take the role of an outcast Jedi with a shady past. Gain new force powers, meet interesting people, and decide the fate of the Republic as you blast from planet to planet in the Ebon Hawk.

This time around almost every conversation will change how your party views you. By the end of the game you can have a loyal group of friends that would die for you in battle, or a reluctant party of backstabbing freeloaders. If you gain enough influence with certain members you can train them in the ways of the force and create the ultimate army of Jedi warriors.

We help you to control the galaxy with:
- Basics: Learn how to wield the force and how all of those character statistics influence your game.
- Items: Get your lightsaber as soon as possible and collect rare artifacts.
- Characters and Influence: How to obtain every character and train them to follow you on the path to glory. Use the influence system to shape your team into a force wielding army.
- Walkthrough: We take you down the satisfying path of the dark side. We visit all of the planets and complete every side quest. Follow our instructions and you'll have your lightsaber in no time at all.
- Secrets : Win every swoop race and unlock hidden items across the galaxy.

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On to Basics...

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Guide

Basics and Experience

Character Selection

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At the onset you will have the option to choose from a Jedi Guardian, Consular, and Sentinel. The Guardians focus on combat and lightsaber training while the Consulars are more force oriented. The Sentinels are a blend of the two orientations and are the best choice for a well rounded character. After choosing a type of Jedi, there is the option to create a "quick character" or a "custom character." The quick character not only assigns attribute points, it also handles the skills and feats. In the custom character mode, everything is left up to the player. Although, even in custom character mode there is the option to choose the recommended allotment of attribute points. As a Sentinel, the six attributes will begin at eight and you will have twenty points to distribute among them.

Attributes
- Strength: This attribute adds a modifier to melee attacks. It is essential for close range damage with a lightsaber or a vibro blade. Without strength, a character will have to rely on force powers and ranged blaster attacks.
- Dexterity: Dexterity covers both defense and the power of ranged attacks. Characters with a high defense will be able to strike from a longer distance and dodge more enemy attacks.
- Constitution: This is the attribute that governs the number of hit points gained at each level. It also determines which implants can be equipped. Implants can add boosts to different attributes.
- Intelligence: A higher intelligence means that a character will receive more points to put towards skills.
- Wisdom: This attribute determines the strength of force powers and the ability to resist force attacks.
- Charisma: A Jedi with high charisma suffers less of a penalty when using force powers of the opposite alignment. The character will also have a more effective persuade skill, more powerful force powers, and a higher chance for landing a hit.

Skills
- Computer Use (related attribute: Intelligence): Many of the doors and security measures in

Kotor 2 are controlled through computer terminals. These terminals can be hacked or "sliced" through the use of computer spikes. For every four points gained in this area, one less computer spike will be necessary for each slice.

- Demolitions (related attribute: Intelligence): This skill is used solely for disarming and recovering mines. Recovering a mine is more difficult than simply disarming it.
- Stealth (related attribute: Dexterity): When a character has a stealth generator they are able to enter a mode where they can move around undetected by enemies. You cannot enter combat in stealth mode, but there is the option to set, remove, and disable mines.
- Awareness (related attribute: Wisdom): This allows characters to notice enemies who are using camouflage. It also reveals the presence of mines. Running imparts a -5 penalty to this skill.
- Persuade (related attribute: Charisma): This skill is only available to the main character and decides whether they can convince other characters to reveal information when conversing with them.
- Repair (related attribute: Intelligence): Repair allows characters to fix broken machines and droids using parts. For every four points added to this skill it takes one less set of parts to complete the repair task on an object. A high repair skill level will also add points when fixing a droid.
- Security (related attribute: Intelligence): This is used to open locked doors. Security spikes add a bonus to this option.

Feats
Feats add modifiers to attributes in different areas. It also unlocks new abilities. For example, the Armor Proficiency: Light feat allows characters to wear light armor and is a prerequisite for heavy and medium armor.

Force Forms
A new option in this series is the ability to choose which lightsaber form to use against opponents. There is a bonus in certain areas like damage and bolt deflection depending on which form you choose.

Shii-Cho	**Makashi**
Attack modifier: +1	Attack modifier: +3
Defense: +3	Damage +3
Defense vs. target: -3	Blaster Deflection: -5
	Saves against Force: +2
Soresu	**Force Channel**
Defense vs. target: +2	Force regeneration: +50%
Blaster deflection: +4	Force damage: +50%
Weapon range: -1	Saves against Force: +2
Ataru	**Niman**
Defense: -2	Attack: +1
Defense vs. target: +5	Defense: +1
Blaster Deflection: +2	Blaster Deflection: +1
Critical Multiplier: +1	Saves vs. Force Powers: +1

Juyo	Shien
Defense: -4 Defense vs. Target: +2 Saves vs. Force powers: -4	Attack: +2 Defense vs. Target: -5 Blaster deflection: +2 Critical X's: +1
Force Affinity Force regenerates during combat.	**Force Potency** Force damage: +30% Force Cost: +20%
Force Mastery Force power duration: +50% Opponent's Saves against Force: -2 Saves vs. Force Powers: -4 Force Cost: +20%	

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Note: There is a map screen that can be accessed by pressing the start button. Important areas are marked with circles and can be cycled through using the directional pad. This guide will refer to areas according to their names on the map screen.

On to Items...

Guide part 2

Items

Healing Items

Item	Effect	Component Cost
Medpac	+10 Vitality Points + wisdom modifier + Treat injury	20
Advanced Medpac	+20 Vitality Points + wisdom modifier + Treat injury x's 2	40
Life Support Pac	+30 Vitality Points + wisdom modifier + Treat injury x's 3	75
Antidote Kit	Stops poison effect	20

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Stimulants

All stimulants last for 120 seconds before they wear off. Stimulant effects can only add one bonus to a character's stats at a time.

Item	Effect	Component Cost
Adrenal Strength	Strength +4	25
Hyper Adrenal Strength	Strength +6	50
Adrenal Alacrity	Movement +20%, Dexterity +4	25
Hyper Adrenal Alacrity	Movement +30%, Dexterity +6	50
Battle Stimulant	Vitality Max +8, Attack +1, Damage +1	50
Hyper Battle Stimulant	Vitality Max +16, Attack +2, Damage +2	100
Echani Battle Stimulant	Vitality Max +25, Attack +3, Damage +3	100
Adrenal Stamina	Constitution +4	25
Hyper-Adrenal Stamina	Constitution +6	50

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Grenades

Item	Effect	Component Cost
Frag Grenade	20 Damage,	40
Concussion Grenade	Stun 9 Seconds	40
Sonic Detonator	12 Damage, -4 Dexterity for 30 seconds	35

Sonic Grenade	20 Damage, -6 Dexterity for 30 seconds	65
Thermal Detonator	60 Damage, knocks down	NA
Adhesive Grenade	Keeps enemies locked in place for 15 seconds	65
Poison Grenade	4 Damages every 3 seconds	65
Plasma Grenade	36 Damage	375
Minor Sonic Detonator	6 Damage, -2 Dexterity for 30 seconds	NA
Cryoban Grenade	20 Damage, Freeze for 6 seconds	65
Ion Grenade	15 Damage, 45 damage against droid	65

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Mines

Item	Effect	Component Cost
Minor Flash Mine	Stun 9 Seconds - Effects up to DC 15	50
Average Flash Mine	Improved Stun 9 Seconds - Effects up to DC 20	125
Strong Flash Mine	Improved Stun 9 Seconds - Effects up to DC 25	175
Blinding Flash Mine	Improved Stun 9 Seconds - Effects up to DC 35	200
Devastating Flash Mine	Improved Stun 9 Seconds - Effects up to DC 45	NA
Minor Frag Mine	18 Damage	50
Average Frag Mine	42 Damage	126
Strong Frag Mine	42 Damage	175
Deadly Frag Mine	66 Damage	200
Devastating Frag Mine	66 Damage	300
Minor Gas Mine	3 Damage every 3 seconds for 30 secs	50
Average Gas Mine	4 Damage, -1 attributes every 6 seconds for 36 secs	125
Strong Gas Mine	4 Damage, -1 attributes every 6 seconds for 36 secs	175
Deadly Gas Mine	5 Damage every 3 seconds,-1 attributes every 6 seconds for 72 secs	200
Devastating Gas Mine	5 Damage every 3 seconds,-1 attributes every 6 seconds for 30 secs	300
Minor Plasma Mine	24 Damage	50
Average Plasma Mine	60 Damage	125
Strong Plasma Mine	60 Damage	175

Deadly Plasma Mine	96 Damage	200
Devastating Plasma Mine	96 Damage	300
Minor Sonic Mine	18 Damage, Dexterity -2 for 30 secs	100
Average Sonic Mine	30 Damage, Dexterity -2 for 30 secs	100
Strong Sonic Mine	54 Damage, Dexterity -4 for 30 secs	150
Deadly Sonic Mine	54 Damage, Dexterity -4 for 30 secs	200
Devastating Sonic Mine	66 Damage, Dexterity -6 for 30 secs	300

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Lightsaber Crystals

Crystal	Effect	Component Cost
Damind	+3 Attack	99
Rubat	+1, +1	49
Jenraux	+2 Damage, +5 Blaster Damage	49
Phond	+1-6 Damage	74
Firkrann	+2-12 Damage, +2 Attack	124
Eralam	+2 Damage, +2 Attack	149
Sigil	+1-6 Damage, +1 Attack	149
Upari	+1-8 Damage, +3 Attack	249
Opila	+3 Damage, +2-12 Criticals	149
Nextor	+1 Damage, Times 2 critical threat range	199
Sapith	+3 Damage, +2 Attack	199
Bondar	Stun for 6 seconds	49
Pontite	+1-10 Cold, Charisma +2	199
Adegan	Damage +2	49
Solari	+3 Damage, +1-8 Dark Side, +3 Attack	250
Ruusan	+1 Wisdom, +1 Character	49
Dragite	+1 Damage, +1 Constitution	49
Velmorite	Dexterity +1	60
Kasha	+2 Wisdom	49
Stygium	+1 Dexterity, +4 Stealth	149
Ultima Pearl	+2 Damage, +3 Attack, Criticals 1-6	249
Lorrdian Gemstone	Blaster Deflection +3	250

Barab Ore Ingot	+2-16 Damage	250
Ankarres Sapphire	+2 Strength, +1 Dexterity, +2 Regeneration	250
Qixoni	Regenerate Force +1, +5 Damage	250
Kaiburr	+3 Wisdom, +3 Constitution, +3 Regeneration	250

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On to Characters and Influence...

Guide part 3

Characters and Influence

Kreia	T3-M4	Atton Rand Guide part 3	Bao-Dur Guide part 3	Handmaiden	G0-T0
HK-47	Mandalore	Visas Mar Guide part 3	Han-Har	Mira	Disciple

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Kreia
Jedi Consolur
Kriea is the first person you will encounter in the game. She doesn't join you at first, but immediately enters your mind to provide advice throughout the journey. Her most powerful attribute is her ability to wield the force. This means that she works well as a ranged character and should be equipped with a blaster rifle or pistol.
Influence
Kreia can be a difficult character to read but there is one thing that will always please her: decisiveness. Be sure to speak to Kreia once you have reached level 15 and have a very strong alignment in either direction. At this point she will give you access to the addition classes that come with being evil or good. When you recieve your personalized lightsaber crystal in the Crystal Caves of Dantooine, speak with Kreia and she will center the crystal on your alignment and make it more powerful.

Starting Attributes	Point Values	Bonus
Strength	10	
Dexterity	15	3
Constitution	15	3
Intelligence	14	2
Wisdom	15	3
Charisma	12	1
Vitality	36	
Force	49	
Defense	16	
Fortitude	6	

Guide part 4

Walkthrough - Prologue

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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The republic is on the verge of collapse as the Sith has spread through the galaxy. The last known Jedi lay injured aboard a devastated ship as it floats towards the mining colony Peragus. You begin the prologue in the cockpit of the Ebon Hawk as a damaged droid named T3-M4. At any point in the prologue it is possible to return to the cockpit and skip this section of the game.

The narrator and onscreen commands offer instructions on how to complete the goals of this area. At first, Take T3-M4 down the hall and make a left into a room with a plasteel cylinder and a communication console. Open the container to receive a computer spike and then use the spike at the communications console to open the door into the main hold.

In the main hold there is a broken droid that can be scavenged for parts and a locked foot locker. Under security, select the bash command and T3 will blast open the locker revealing 2 broken items and 2 computer spikes. On the other side of the room there is an old woman lying on the ground. Search her and the broken droid next to her for a key card and some parts.

Open the low security door to the right of the woman to enter a small hall containing a lift that leads outside of the ship and another low security door leading to the medical room. Your character is in critical condition and must be healed. Search the plasteel container to the left of the bed and use the medpack inside on your character. This will stabilize their condition and reward you with 100 experience points.

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Use the lift across from the medical room to search the outside of the ship for items. The starboard side of the ship has a number of broken panels that yield parts for repairing the inside of the ship. There are also some exposed wires that will open the door to the dormitory inside the ship. This requires one set of parts. Cross over to the port side of the Ebon Hawk, approach the two mines and recover them. This gives you the mine and 100 experience for each one. There is also a proton missile that can be examined to find a minor frag mine and some parts. Grab the parts from the damaged quad laser and return to the inside of the ship.

Back inside the ship, continue down the hall to the engine room door. This door can be opened by planting a mine on the door and then backing away when it explodes. Inside of the engine room, use the parts collected from outside of the ship on the hyper drive to bring it back online. At this point you receive 500 experience points and it is now possible to travel to Peragus. There are still some objectives to complete on the Ebon Hawk if you so choose.

Exit the engine room and make a left to a door that opens the cargo hold. Inside this room you can repair the droid 3C-FD with one part and he will join your party. In the closest plasteel container there is a survival pistol. Grab this item and some sensor droids will float into the room. This is your first opportunity to practice combat. Press the start button and go into the equip screen to give T3-M4 the pistol. Then, select the droids as targets and shoot them.

Next to the wall there is another plasteel container that holds a security tunneler and some parts. Use the tunneler on the other plasteel container and it will pop open. It contains some parts, components, and a computer spike.

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Return to the main hold and access the computer terminal in the center of the room. Slice the computer using two spikes. You now have access to the garage door controls. The garage door acts like an air lock. Only one or the two doors can be opened at a time so there must be someone working the controls while the other person advances through the door. Enter solo mode by pressing the BACK button and then take control of 3C-FD by pressing the BLACK button. Move the droid to the central control panel, close the outer garage door and open up the inner door.

Switch back to T3-M4 and enter the garage. There is a workbench that can be used to break down the spare parts that were lifted off of the droid earlier. You can learn about using the workbench and then enter into the bench menu to create a repair kit that will bring T3 back to full health. Explore the halls outside of the garage to enter the dormitories and find two footlockers. One contains some parts and the other hides a droid flame thrower which can be equipped.

Switch to 3C-FD and return to the cockpit to select Peragus II on the galaxy map. As the Ebon Hawk drifts into dock an evil droid emerges from his hold. This completes the prologue, get ready to ditch the bag of bolts and play as a human.

On to Walkthrough Part 2...

Guide part 5

Secrets

Cheat: Spawn Items
Submitted by Pandaman
As with Star Wars: Knight of the Old Republic you must have EnableCheats=1 under [Game Options] in swkotor2.ini. While in the game, hit ` to activate the console (which is invisible in KotOR2) and type use the "giveitem [item code]" command to spawn the item that you want in your inventory. This was taken from the templates.bif file in the /data directory. There is a "spawn item list" below.

Robes
{01}Clothing   a_robe_01
{02}Padawan Robe   a_robe_02
{03}Dark Padawan Robe   a_robe_03
{04}Baran Do Novice Robe   a_robe_04
{05}Matukai Apprentice Robe   a_robe_05
{06}Zeison Sha Initiate Armor   a_robe_06
{07}Jal Shey Neophyte Armor   a_robe_07
{08}Jedi Robe   a_robe_08
{09}Dark Jedi Robe   a_robe_09
{10}Norris Robe   a_robe_10
{11}Jal Shey Advisor Armor   a_robe_11
{12}Gray Jedi Robe   a_robe_12
{13}Jedi Knight Robe   a_robe_13
{14}Dark Jedi Knight Robe   a_robe_14
{15}Matukai Adept Robe   a_robe_15
{16}Zeison Sha Warrior Armor   a_robe_16
{17}Jedi Master Robe   a_robe_17
{18}Dark Jedi Master Robe   a_robe_18
{19}Baran Do Sage Robe   a_robe_19
{20}Jal Shey Mentor Armor   a_robe_20
{21}Ossus Keeper Robe   a_robe_21
{22}Natth Cowling   a_robe_22
{23}Arca Jeth's Robe   a_robe_23
{24}Aleema Keto's Robe   a_robe_24
{25}Sylvar's Robe   a_robe_25
{26}Darth Malak's Armor   a_robe_26
{27}Jolee's Robe   a_robe_27
{28}Thon's Robe   a_robe_28
{29}Crado's Robe   a_robe_29
{30}Nomi's Robe   a_robe_30
{x01}Handmaiden's Robe   a_robe_x01

Belts

```
{01}Adrenaline Amplifier          a_belt_01
{02}Cardio-Regulator             a_belt_02
{03}Stealth Field Generator       a_belt_03
{04}Czerka Utility Belt           a_belt_04
{05}Advanced Adrenaline Amplifier   a_belt_05
{06}Aratech SD Belt              a_belt_06
{07}Strength Enhancer            a_belt_07
{08}Systech Cardio-Regulator      a_belt_08
{09}Hyper Adrenaline Amplifier    a_belt_09
{10}Exchange Shadow Caster        a_belt_10
{11}Inertial Inhibitor            a_belt_11
{12}Electrical Capacitance Shield   a_belt_12
{13}Thermal Shield Generator      a_belt_13
{14}Eriadu Stealth Unit           a_belt_14
{15}CNS Strength Enhancer         a_belt_15
{16}Exchange Utility Belt         a_belt_16
{17}Immunity Belt                a_belt_17
{18}Adrenaline Stimulator         a_belt_18
{19}Nerve Amplifier Belt          a_belt_19
{20}Jal Shey Belt                a_belt_20
{21}Multishield Generator         a_belt_21
{22}Defel Mimicker               a_belt_22
{23}Frozian Scout Belt           a_belt_23
{24}Tech Specialist Belt          a_belt_24
{25}Aratech Cardio-Regulator      a_belt_25
{26}GNS Strength Enhancer         a_belt_26
{27}Qel-Droma Belt               a_belt_27
{28}Immortality Belt             a_belt_28
{29}Aratech Echo Belt            a_belt_29
{30}Jal Shey Mentor Belt          a_belt_30
Safety Harness                100_belt01

Droid Items
Advanced Blowtorch            g_d_blowtrch02
Advanced Repair Kit           g_i_drdrepeqp002
Blowtorch                    g_d_blowtrch01
Construction Kit              g_i_drdrepeqp003
Droid Advanced Upgrade Slot    d_tool_04
Droid Agility Upgrade          d_interface_08
Droid Agrinium Armor          d_armor_08
Droid Anatomy Library         d_interface_12
Droid Assassination Module     d_hk47_03
Droid Battle Upgrade          d_tool_11
Droid Bio-Assault Spray        d_device_10
Droid Capacitor Armor         d_hk47_02
Droid Carbonite Emitter        d_device_11
Droid Carbonite Projector      d_device_08
Droid CEPB                   d_tool_14
Droid CERS                   d_tool_12
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Droid CESS	d_tool_13
Droid Defense Barrier	d_shield_03
Droid Deflector Mark I	d_shield_01
Droid Deflector Mark II	d_shield_02
Droid Deflector Mark III	d_shield_05
Droid Desh Plating	d_armor_04
Droid Diatium Plating	d_armor_12
Droid Dura Plating Mark I	d_armor_09
Droid Dura Plating Mark II	d_armor_11
Droid Durability Upgrade	d_interface_07
Droid Energized Armor Mark I	d_armor_13
Droid Energized Armor Mark II	d_armor_14
Droid Energized Armor Mark III	d_armor_15
Droid Energy Collector	d_shield_04
Droid Exchange Interface	d_interface_10
Droid Fighting Upgrade	d_tool_07
Droid Flame Thrower	d_device_03
Droid Impact Armor Mark I	d_armor_01
Droid Impact Armor Mark II	d_armor_03
Droid Impact Armor Mark III	d_armor_05
Droid Ion Blast Mark I	d_device_12
Droid Ion Blast Mark II	d_device_13
Droid Ion Blast Mark III	d_device_14
Droid Ion Striker	d_device_06
Droid Lockout Bypass	d_interface_04
Droid Machine Interface	d_interface_03
Droid Memory Upgrade	d_tool_09
Droid Micro-Optics	d_tool_15
Droid Modular Plating Mark I	d_armor_02
Droid Modular Plating Mark II	d_armor_06
Droid Modular Plating Mark III	d_armor_07
Droid Molten Cannon	d_device_07
Droid Motion Tracker	d_tool_01
Droid Motivator Booster	d_interface_06
Droid Multi-spectral Emitter	d_device_15
Droid Neural Pacifier	d_device_01
Droid Neural Scrambler	d_device_05
Droid Omniscience Unit	d_g0t0_02
Droid Optimized Interface	d_interface_01
Droid Parabolic Guides	d_interface_05
Droid Perception Sensors	d_tool_08
Droid Plasma Thrower	d_device_09
Droid Quadranium Armor	d_armor_10
Droid Reference Database	d_tool_05
Droid Remote Interface	d_interface_11
Droid Renewable Shield	d_t3m4_03
Droid Repulsor	d_device_02
Droid Scavenger Upgrade	d_interface_13
Droid Self-Sustaining Unit	d_t3m4_02

```
Droid Shock Arm                     d_t3m4_01
Droid Singulararity Projector        d_g0t0_03
Droid Source Ripper                 d_interface_14
Droid Stabilization Subroutine       d_interface_02
Droid Stealth Booster               d_g0t0_01
Droid Surveillance Upgrade           d_tool_03
Droid System Fortification           d_tool_06
Droid Systems Upgrade               d_interface_15
Droid Toxin Emitter                 d_device_04
Droid Unity Grid                    d_shield_06
Droid Upgrade Slot                  d_tool_02
Droid Warfare Upgrade               d_tool_10
Droid Wisdom Upgrade                d_interface_09
Fire Suppression System             g_d_firesupres01
Goto Targeting Module               d_g0t0_04
Repair Kit                      g_i_drdrepeqp001


Forearm Bands
{c01}<FullName>'s Armband             a_band_c01
{x01}Nomi's Armband                 a_band_x01
{x02}Vao Armband                    a_band_x02
{x03}Ludo Kressh's Armband            a_band_x03
Arkanian Energy Shield               a_shield_03
Echani Dueling Shield                a_shield_06
Echani Shield                a_shield_04
Energy Shield                a_shield_01
Mandalorian Melee Shield             a_shield_02
Mandalorian Power Shield             a_shield_05
Telos Mining Shield              100_fore01
Verpine Prototype Shield             a_shield_07
Wrist Launcher                g_i_wristlaunch


Gauntlets
{01}Insulated Gloves                 a_gloves_01
{02}Exchange Casual Gloves            a_gloves_02
{04}Taris Survival Gloves             a_gloves_04
{05}Accuracy Gloves                 a_gloves_05
{06}Gamorrean Gauntlets              a_gloves_06
{07}Exchange Work Gloves             a_gloves_07
{08}Czerka Defensive Gauntlets        a_gloves_08
{09}Detonator Gloves                a_gloves_09
{10}Unarmed Accuracy Gloves           a_gloves_10
{11}Infiltrator Gloves            a_gloves_11
{12}Jal Shey Perception Gloves         a_gloves_12
{13}Gamorrean Wargloves              a_gloves_13
{14}Eriadu Strength Amplifier          a_gloves_14
{15}Karakan Gauntlets               a_gloves_15
{16}Bothan Precision Gloves           a_gloves_16
{17}Sith Power Gauntlets             a_gloves_17
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{18}Gamorrean Power Gauntlets   a_gloves_18
{19}Nagai Combat Gloves   a_gloves_19
{20}Kubaz Scoundrel Gloves   a_gloves_20
{21}Automation Gloves   a_gloves_21
{22}Jal Shey Meditation Gloves   a_gloves_22
{23}Echani Accuracy Gloves   a_gloves_23
{24}Zeison Sha Gloves   a_gloves_24
{25}Dominator Gauntlets   a_gloves_25
{26}Nikto Soldier Gloves   a_gloves_26
{27}Ossluk's Gloves   a_gloves_27
{28}Disruption Gloves   a_gloves_28
{29}Improved Automation Gloves   a_gloves_29
{30}Lightning Gloves   a_gloves_30

Implants lvl 1
{imp1 01}Reflex Package   e_imp1_01
{imp1 02}Pheromone Package   e_imp1_02
{imp1 03}Cardio Package   e_imp1_03
{imp1 04}Strength Package   e_imp1_04
{imp1 05}Response Package   e_imp1_05
{imp1 06}Fitness Package   e_imp1_06
{imp1 07}Skills Package   e_imp1_07
{imp1 08}Health Package   e_imp1_08
{imp1 09}Physical Boost Package   e_imp1_09
{imp1 10}Mental Boost Package   e_imp1_10

Implants lvl 2
{imp2 01}Retinal Combat Implant   e_imp2_01
{imp2 02}Lornan Implant   e_imp2_02
{imp2 03}Biotech Implant   e_imp2_03
{imp2 04}Power Implant   e_imp2_04
{imp2 05}Alacrity Implant   e_imp2_05
{imp2 06}Insight Implant   e_imp2_06
{imp2 07}Skills Implant   e_imp2_07
{imp2 08}Durability Implant   e_imp2_08
{imp2 09}Physical Boost Implant   e_imp2_09
{imp2 10}Mental Boost Implant   e_imp2_10

Implants lvl 3
{imp3 01}Bio-Antidote System   e_imp3_01
{imp3 02}Nerve Enhancement System e_imp3_02
{imp3 03}Reaction System   e_imp3_03
{imp3 04}Advanced Combat System   e_imp3_04
{imp3 05}Bavakar Strength System   e_imp3_05
{imp3 06}Cardio Power System   e_imp3_06
{imp3 07}Skills System   e_imp3_07
{imp3 08}Numbness System   e_imp3_08
{imp3 09}Physical Boost System   e_imp3_09
{imp3 10}Mental Boost System   e_imp3_10

Impants lvl 4
{imp4 01}Strength D-Package   e_imp4_01
{imp4 02}Immunity D-Package   e_imp4_02
{imp4 03}Perception D-Package   e_imp4_03
{imp4 04}Enhancement D-Package   e_imp4_04
{imp4 05}Immortality D-Package   e_imp4_05
{imp4 06}Quickness D-Package   e_imp4_06
{imp4 07}Skills D-Package   e_imp4_07
{imp4 08}Universal D-Package   e_imp4_08
{imp4 09}Physical Boost D-Package   e_imp4_09
{imp4 10}Mental Boost D-Package   e_imp4_10
Masks
{01}Neural Band   a_helmet_01
{02}Breath Mask   a_helmet_02
{03}Rakatan Band   a_helmet_03
{04}Stealth Field Enhancer   a_helmet_04
{05}Bothan Perception Visor   a_helmet_05
{06}Sonic Nullifiers   a_helmet_06
{07}Interface Band   a_helmet_07
{08}Targeting Visor   a_helmet_08
{09}Shielding Visor   a_helmet_09
{10}Spacer's Sensor   a_helmet_10
{11}Regal Visor   a_helmet_11
{12}Meditation Band   a_helmet_12
{13}Bothan Sensory Visor   a_helmet_13
{14}Arkanian Blinders   a_helmet_14
{15}Combat Sensor   a_helmet_15
{16}Multi-spectral Target Assessor   a_helmet_16
{17}Consciousness Helm   a_helmet_17
{18}Rebreather Mask   a_helmet_18
{19}Das'skar Hunting Mask   a_helmet_19
{20}Force Mask   a_helmet_20
{21}Sith Mask   a_helmet_21
{22}Stabilizer Mask   a_helmet_22
{23}Matukai Meditation Band   a_helmet_23
{24}Target Assessor   a_helmet_24
{25}Circlet of Saresh   a_helmet_25
{26}Bindo's Band   a_helmet_26
{27}Enchanced Shielding Visor   a_helmet_27
{28}Force Shield   a_helmet_28
{29}Absorption Visor   a_helmet_29
{30}Force Focusing Visor   a_helmet_30
Survey Gear   100_mask01

Miscellaneous
Chemicals   chem_00001
Broken Item   brokenitem
Components   compont_00001
Credits   g_i_credits001

Credits	g_i_credits002
Credits	g_i_credits003
Credits	g_i_credits004
Credits	g_i_credits005
Credits	g_i_credits006
Credits	g_i_credits007
Credits	g_i_credits008
Credits	g_i_credits009
Credits	g_i_credits010
Credits	g_i_credits011
Credits	g_i_credits012
Credits	g_i_credits013
Credits	g_i_credits014
Credits	g_i_credits015
Datapad	g_i_datapad001

Tools/Meds/Mines/Grenades

Adrenal Alacrity	g_i_adrnaline002
Adrenal Stamina	g_i_adrnaline003
Adrenal Strength	g_i_adrnaline001
Advanced Medpac	g_i_medeqpmnt02
Antidote Kit	g_i_medeqpmnt04
Average Flash Mine	g_i_trapkit002
Average Frag Mine	g_i_trapkit005
Average Gas Mine	g_i_trapkit011
Average Plasma Mine	g_i_trapkit008
Average Sonic Mine	g_i_trapkit014
Battle Stimulant	g_i_cmbtshot001
Blinding Flash Mine	g_i_trapkit003
Computer Spike	g_i_progspike01
Deadly Frag Mine	g_i_trapkit006
Deadly Gas Mine	g_i_trapkit012
Deadly Plasma Mine	g_i_trapkit009
Deadly Sonic Mine	g_i_trapkit015
Devastating Flash Mine	g_i_trapkit017
Devastating Frag Mine	g_i_trapkit019
Devastating Gas Mine	g_i_trapkit023
Devastating Plasma Mine	g_i_trapkit021
Devastating Sonic Mine	g_i_trapkit025
Echani Battle Stimulant	g_i_cmbtshot003
Hyper-adrenal Alacrity	g_i_adrnaline005
Hyper-adrenal Stamina	g_i_adrnaline006
Hyper-adrenal Strength	g_i_adrnaline004
Hyper-battle Stimulant	g_i_cmbtshot002
Life Support Pack	g_i_medeqpmnt03
Medpac	g_i_medeqpmnt01
Minor Flash Mine	g_i_trapkit001
Minor Frag Mine	g_i_trapkit004
Minor Gas Mine	g_i_trapkit010

Minor Plasma Mine   g_i_trapkit007
Minor Sonic Mine   g_i_trapkit013
Parts   g_i_parts01
Pazaak Deck   g_i_pazdeck
Security Spike Tunneler   g_i_secspike02
Security Tunneler   g_i_secspike01
Squad Recovery Stim   g_i_medeqpmnt08
Strong Flash Mine   g_i_trapkit016
Strong Frag Mine   g_i_trapkit018
Strong Gas Mine   g_i_trapkit022
Strong Plasma Mine   g_i_trapkit020
Strong Sonic Mine   g_i_trapkit024

Plot Items
Aesthetic Item   g_i_asthitem001
Bith Accordian   g_i_bithitem004
Bith Clarinet   g_i_bithitem002
Bith Guitar   g_i_bithitem001
Bith Trombone   g_i_bithitem003
Comlink   comlink
HK Chassis   hkpart02
HK Control Cluster   hkpart03
HK Droid Processor   hkpart01
HK Protocol Pacifist Package   hkpart05
HK Vocabulator   hkpart04
Keycard   g_i_pltuseitm01
Pazaak Card +/- 1/2   g_i_pazcard_019
Pazaak Card +/-1   g_i_pazcard_013
Pazaak Card +/-2   g_i_pazcard_014
Pazaak Card +/-3   g_i_pazcard_015
Pazaak Card +/-4   g_i_pazcard_016
Pazaak Card +/-5   g_i_pazcard_017
Pazaak Card +/-6   g_i_pazcard_018
Pazaak Card +1   g_i_pazcard_001
Pazaak Card +2   g_i_pazcard_002
Pazaak Card +3   g_i_pazcard_003
Pazaak Card +4   g_i_pazcard_004
Pazaak Card +5   g_i_pazcard_005
Pazaak Card +6   g_i_pazcard_006
Pazaak Card -1   g_i_pazcard_007
Pazaak Card -2   g_i_pazcard_008
Pazaak Card -3   g_i_pazcard_009
Pazaak Card -4   g_i_pazcard_010
Pazaak Card -5   g_i_pazcard_011
Pazaak Card -6   g_i_pazcard_012
Pazaak Card Double   g_i_pazcard_020
Pazaak Card Flip 2&4   g_i_pazcard_022
Pazaak Card Flip 3&6   g_i_pazcard_023
Pazaak Card Tie Breaker   g_i_pazcard_021

Pazaak Side Deck   g_i_pazsidebd001

Upgrades
Armor Reinforcement   g_i_upgrade005

Armor Upgrades
{ov 01}Heat Shielding Mark I   u_a_over_01
{ov 02}Armorply Plating Mark I   u_a_over_02
{ov 03}Sound Dampening Overlay Mark I   u_a_over_03
{ov 04}Ablative Plating Mark I   u_a_over_04
{ov 05}Energy Shielding Mark I   u_a_over_05
{ov 06}Ballistic Shielding Mark I   u_a_over_06
{ov 07}Bonded Plates Mark I   u_a_over_07
{ov 08}Heavy Bonded Plates Mark I   u_a_over_08
{ov 09}Heat Shielding Mark II   u_a_over_09
{ov 10}Armorply Plating Mark II   u_a_over_10
{ov 11}Sound Dampening Overlay Mark II   u_a_over_11
{ov 12}Ablative Plating Mark II   u_a_over_12
{ov 13}Energy Shielding Mark II   u_a_over_13
{ov 14}Ballistic Shielding Mark II   u_a_over_14
{ov 15}Bonded Plates Mark II   u_a_over_15
{ov 16}Heavy Bonded Plates Mark II   u_a_over_16
{ov 17}Heat Shielding Mark III   u_a_over_17
{ov 18}Armorply Plating Mark III   u_a_over_18
{ov 19}Sound Dampening Overlay Mark III   u_a_over_19
{ov 20}Ablative Plating Mark III   u_a_over_20
{ov 21}Energy Shielding Mark III   u_a_over_21
{ov 22}Ballistic Shielding Mark III   u_a_over_22
{ov 23}Bonded Plates Mark III   u_a_over_23
{ov 24}Heavy Bonded Plates Mark III   u_a_over_24
{ov 25}Heat Shielding Mark IV   u_a_over_25
{ov 26}Armorply Plating Mark IV   u_a_over_26
{ov 27}Sound Dampening Overlay Mark IV   u_a_over_27
{ov 28}Ablative Plating Mark IV   u_a_over_28
{ov 29}Energy Shielding Mark IV   u_a_over_29
{ov 30}Bonded Plates Mark IV   u_a_over_30
{un 01}Environment Underlay Mark I   u_a_unde_01
{un 02}Biorestorative Underlay Mark I   u_a_unde_02
{un 03}Armorweave Underlay Mark I   u_a_unde_03
{un 04}Strengthening Underlay Mark I   u_a_unde_04
{un 05}Flexible Underlay Mark I   u_a_unde_05
{un 06}Durasteel Underlay Mark I   u_a_unde_06
{un 07}Environment Underlay Mark II   u_a_unde_07
{un 08}Biorestorative Underlay Mark II   u_a_unde_08
{un 09}Armorweave Underlay Mark II   u_a_unde_09
{un 10}Strengthening Underlay Mark II   u_a_unde_10
{un 11}Flexible Underlay Mark II   u_a_unde_11
{un 12}Durasteel Underlay Mark II   u_a_unde_12
{un 13}Environment Underlay Mark III   u_a_unde_13

{un 14}Biorestorative Underlay Mark III   u_a_unde_14
{un 15}Armorweave Underlay Mark III   u_a_unde_15
{un 16}Strengthening Underlay Mark III   u_a_unde_16
{un 17}Flexible Underlay Mark III   u_a_unde_17
{un 18}Durasteel Underlay Mark III   u_a_unde_18
{un 19}Environment Underlay Mark IV   u_a_unde_19
{un 20}Biorestorative Underlay Mark IV   u_a_unde_20
{un 21}Armorweave Underlay Mark IV   u_a_unde_21
{un 22}Strengthening Underlay Mark IV   u_a_unde_22
{un 23}Flexible Underlay Mark IV   u_a_unde_23
{un 24}Durasteel Underlay Mark IV   u_a_unde_24
{un 25}Environment Underlay Mark V   u_a_unde_25
{un 26}Biorestorative Underlay Mark V   u_a_unde_26
{un 27}Armorweave Underlay Mark V   u_a_unde_27
{un 28}Strengthening Underlay Mark V   u_a_unde_28
{un 29}Flexible Underlay Mark V   u_a_unde_29
{un 30}Durasteel Underlay Mark V   u_a_unde_30
Beam Splitter   g_i_upgrade003
Durasteel Bonding Alloy   g_i_upgrade008
Energy Projector   g_i_upgrade009
Hair Trigger   g_i_upgrade004
Improved Energy Cell   g_i_upgrade002

Lightsaber Upgrades
{ce 01}Discharge Energy Cell   u_l_cell_01
{ce 02}Diatium Energy Cell   u_l_cell_02
{ce 03}Ion Energy Cell   u_l_cell_03
{ce 04}Telgorn Jolt Cell Mark I   u_l_cell_04
{ce 05}Improved Discharge Energy Cell   u_l_cell_05
{ce 06}Improved Diatium Energy Cell   u_l_cell_06
{ce 07}Improved Ion Energy Cell   u_l_cell_07
{ce 08}Telgorn Jolt Cell Mark II   u_l_cell_08
{ce 09}Superior Discharge Energy Cell   u_l_cell_09
{ce 10}Superior Diatium Energy Cell   u_l_cell_10
{ce 11}Superior Ion Energy Cell   u_l_cell_11
{ce 12}Telgorn Jolt Cell Mark III   u_l_cell_12
{ce 13}Ultimate Diatium Energy Cell   u_l_cell_13
{color 01}Crystal, Blue   u_l_colo_01
{color 02}Crystal, Green   u_l_colo_02
{color 03}Crystal, Yellow   u_l_colo_03
{color 04}Crystal, Red   u_l_colo_04
{color 05}Crystal, Violet   u_l_colo_05
{color 06}Crystal, Cyan   u_l_colo_06
{color 07}Crystal, Silver   u_l_colo_07
{color 08}Crystal, Orange   u_l_colo_08
{color 09}Crystal, Viridian   u_l_colo_09
{color 10 NOT USED}Crystal, Bronze   u_l_colo_10
{cr 01}Crystal, Adegan   u_l_crys_01
{cr 02}Crystal, Rubat   u_l_crys_02

{cr 03}Crystal, Ruusan   u_l_crys_03
{cr 04}Crystal, Nextor   u_l_crys_04
{cr 05}Crystal, Dragite   u_l_crys_05
{cr 06}Crystal, Firkrann   u_l_crys_06
{cr 07}Crystal, Phond   u_l_crys_07
{cr 08}Crystal, Bondar   u_l_crys_08
{cr 09}Crystal, Velmorite   u_l_crys_09
{cr 10}Crystal, Sigil   u_l_crys_10
{cr 11}Crystal, Jenruax   u_l_crys_11
{cr 12}Crystal, Kasha   u_l_crys_12
{cr 13}Crystal, Opila   u_l_crys_13
{cr 14}Crystal, Eralam   u_l_crys_14
{cr 15}Crystal, Stygium   u_l_crys_15
{cr 16}Crystal, Damind   u_l_crys_16
{cr 17}Crystal, Sapith   u_l_crys_17
{cr 18}Crystal, Pontite   u_l_crys_18
{cr 19}Crystal, Upari   u_l_crys_19
{cr 20}Ultima-pearl   u_l_crys_20
{cr 21}Crystal, Solari   u_l_crys_21
{cr 22}Lorrdian Gemstone   u_l_crys_22
{cr 23}Barab Ore Ingot   u_l_crys_23
{cr 24}Ankarres Sapphire   u_l_crys_24
{cr 25}Crystal, Kaiburr   u_l_crys_25
{cr x21}Crystal, Qixoni   u_l_crys_21x
{cr x23}Crystal, Hurrikaine   u_l_crys_x23
{em 01}Deflection Emitter   u_l_emit_01
{em 02}Disrupting Emitter   u_l_emit_02
{em 03}Crude Phobium Emitter   u_l_emit_03
{em 04}Fencing Emitter   u_l_emit_04
{em 05}Improved Deflection Emitter   u_l_emit_05
{em 06}Advanced Disrupting Emitter   u_l_emit_06
{em 07}Synthesized Phobium Emitter   u_l_emit_07
{em 08}Improved Fencing Emitter   u_l_emit_08
{em 09}Expert Deflection Emitter   u_l_emit_09
{em 10}Superior Disrupting Emitter   u_l_emit_10
{em 11}Phobium Alloy Emitter   u_l_emit_11
{em 12}Expert Fencing Emitter   u_l_emit_12
{em 13}Refined Phobium Emitter   u_l_emit_13
{le 01}Synthesized Kunda Lens   u_l_lens_01
{le 02}Dragite Lens   u_l_lens_02
{le 03}Synthesized Byrothsis Lens   u_l_lens_03
{le 04}Beam Gem Lens   u_l_lens_04
{le 05}Vibration Lens   u_l_lens_05
{le 06}Pure Kunda Lens   u_l_lens_06
{le 07}Adegan Lens   u_l_lens_07
{le 08}Pure Byrothsis Lens   u_l_lens_08
{le 09}Improved Beam Gem Lens   u_l_lens_09
{le 10}Improved Vibration Lens   u_l_lens_10
{le 11}Ossus Dueling Lens   u_l_lens_11

{le 12}Pontite Lens	u_l_lens_12
{le 13}Enhanced Byrothsis Lens	u_l_lens_13
<FullName> Crystal{01_D}	qcrystal_1_1
<FullName> Crystal{01_L}	qcrystal_1_3
<FullName> Crystal{01_N}	qcrystal_1_2
<FullName> Crystal{01_VD}	qcrystal_1_0
<FullName> Crystal{01_VL}	qcrystal_1_4
<FullName> Crystal{02_D}	qcrystal_2_1
<FullName> Crystal{02_L}	qcrystal_2_3
<FullName> Crystal{02_N}	qcrystal_2_2
<FullName> Crystal{02_VD}	qcrystal_2_0
<FullName> Crystal{02_VL}	qcrystal_2_4
<FullName> Crystal{03_D}	qcrystal_3_1
<FullName> Crystal{03_L}	qcrystal_3_3
<FullName> Crystal{03_N}	qcrystal_3_2
<FullName> Crystal{03_VD}	qcrystal_3_0
<FullName> Crystal{03_VL}	qcrystal_3_4
<FullName> Crystal{04_D}	qcrystal_4_1
<FullName> Crystal{04_L}	qcrystal_4_3
<FullName> Crystal{04_N}	qcrystal_4_2
<FullName> Crystal{04_VD}	qcrystal_4_0
<FullName> Crystal{04_VL}	qcrystal_4_4
<FullName> Crystal{05_D}	qcrystal_5_1
<FullName> Crystal{05_L}	qcrystal_5_3
<FullName> Crystal{05_N}	qcrystal_5_2
<FullName> Crystal{05_VD}	qcrystal_5_0
<FullName> Crystal{05_VL}	qcrystal_5_4
<FullName> Crystal{06_D}	qcrystal_6_1
<FullName> Crystal{06_L}	qcrystal_6_3
<FullName> Crystal{06_N}	qcrystal_6_2
<FullName> Crystal{06_VD}	qcrystal_6_0
<FullName> Crystal{06_VL}	qcrystal_6_4
<FullName> Crystal{07_D}	qcrystal_7_1
<FullName> Crystal{07_L}	qcrystal_7_3
<FullName> Crystal{07_N}	qcrystal_7_2
<FullName> Crystal{07_VD}	qcrystal_7_0
<FullName> Crystal{07_VL}	qcrystal_7_4
<FullName> Crystal{08_D}	qcrystal_8_1
<FullName> Crystal{08_L}	qcrystal_8_3
<FullName> Crystal{08_N}	qcrystal_8_2
<FullName> Crystal{08_VD}	qcrystal_8_0
<FullName> Crystal{08_VL}	qcrystal_8_4
<FullName> Crystal{09_D}	qcrystal_9_1
<FullName> Crystal{09_L}	qcrystal_9_3
<FullName> Crystal{09_N}	qcrystal_9_2
<FullName> Crystal{09_VD}	qcrystal_9_0
<FullName> Crystal{09_VL}	qcrystal_9_4
Lightsaber Emitter Fixture	lspart02
Lightsaber Energy Cell Fixture	lspart01

Lightsaber Focusing Lens Fixture   lspart03

Melee Upgrades
{ed 01}Mild Devaronian Edge   u_m_edge_01
{ed 02}Basic Ionite Edge   u_m_edge_02
{ed 03}Basic Mullinine Edge   u_m_edge_03
{ed 04}Basic Neutronium Edge   u_m_edge_04
{ed 05}Moderate Devaronian Edge u_m_edge_05
{ed 06}Improved Ionite Edge   u_m_edge_06
{ed 07}Improved Mullinine Edge   u_m_edge_07
{ed 08}Improved Neutronium Edge u_m_edge_08
{ed 09}Severe Devaronian Edge   u_m_edge_09
{ed 10}Superior Ionite Edge   u_m_edge_10
{ed 11}Superior Mullinine Edge   u_m_edge_11
{ed 12}Superior Neutronium Edge   u_m_edge_12
{ed 13}Deadly Devaronian Edge   u_m_edge_13
{ed 14}Quadranium Edge   u_m_edge_14
{ed 15}Ostrine Edge   u_m_edge_15
{gr 01}Agrinium Grip   u_m_grip_01
{gr 02}Contoured Grip   u_m_grip_02
{gr 03}Zabrak Grip   u_m_grip_03
{gr 04}Basket Hilt   u_m_grip_04
{gr 05}Nagai Grip   u_m_grip_05
{gr 06}Advanced Agrinium Grip   u_m_grip_06
{gr 07}Advanced Contoured Grip   u_m_grip_07
{gr 08}Advanced Zabrak Grip   u_m_grip_08
{gr 09}Advanced Basket Hilt   u_m_grip_09
{gr 10}Advanced Nagai Grip   u_m_grip_10
{gr 11}Superior Agrinium Grip   u_m_grip_11
{gr 12}Superior Contoured Grip   u_m_grip_12
{gr 13}Superior Zabrak Grip   u_m_grip_13
{gr 14}Superior Basket Hilt   u_m_grip_14
{gr 15}Superior Nagai Grip   u_m_grip_15
{mc 01}Ion Cell   u_m_cell_01
{mc 02}Vibration Cell   u_m_cell_02
{mc 03}Enhanced Energy Cell   u_m_cell_03
{mc 04}Sonic Discharge Cell   u_m_cell_04
{mc 05}Ion Cell Mark II   u_m_cell_05
{mc 06}Vibration Cell Mark II   u_m_cell_06
{mc 07}Enhanced Energy Cell Mark II   u_m_cell_07
{mc 08}Sonic Discharge Cell Mark II   u_m_cell_08
{mc 09}Ion Cell Mark III   u_m_cell_09
{mc 10}Vibration Cell Mark III   u_m_cell_10
{mc 11}Enhanced Energy Cell Mark III   u_m_cell_11
{mc 12}Sonic Discharge Cell Mark III   u_m_cell_12
{mc 13}Ion Cell Mark IV   u_m_cell_13
{mc 14}Vibration Cell Mark IV   u_m_cell_14
{mc 15}Enhanced Energy Cell Mark IV   u_m_cell_15
Mesh Underlay   g_i_upgrade006

Ranged Upgrades
{fc 01}Broadening Chamber Mark I   u_r_firi_01
{fc 02}Amplifying Chamber Mark I   u_r_firi_02
{fc 03}Precision Chamber Mark I   u_r_firi_03
{fc 04}Beam Splitter Mark I   u_r_firi_04
{fc 05}Mandalorian Chamber Mark I   u_r_firi_05
{fc 06}Broadened Chamber Mark II   u_r_firi_06
{fc 07}Amplifying Chamber Mark II   u_r_firi_07
{fc 08}Precision Chamber Mark II   u_r_firi_08
{fc 09}Beam Splitter Mark II   u_r_firi_09
{fc 10}Mandalorian Chamber Mark II   u_r_firi_10
{fc 11}Broadened Chamber Mark III   u_r_firi_11
{fc 12}Amplifying Chamber Mark III   u_r_firi_12
{fc 13}Precision Chamber Mark III   u_r_firi_13
{fc 14}Beam Splitter Mark III   u_r_firi_14
{fc 15}Mandalorian Chamber Mark III u_r_firi_15
{pp 01}Ion Charger Mark I   u_r_powe_01
{pp 02}Power Pulsator Mark I   u_r_powe_02
{pp 03}Basic Rylith Power Cell   u_r_powe_03
{pp 04}Ion Charger Mark II   u_r_powe_04
{pp 05}Power Pulsator Mark II   u_r_powe_05
{pp 06}Standard Rylith Power Cell   u_r_powe_06
{pp 07}Ion Charger Mark III   u_r_powe_07
{pp 08}Power Pulsator Mark III   u_r_powe_08
{pp 09}Advanced Rylith Power Cell   u_r_powe_09
{pp 10}Ion Charger Mark IV   u_r_powe_10
{pp 11}Power Pulsator Mark IV   u_r_powe_11
{pp 12}Superior Rylith Power Cell   u_r_powe_12
{pp 13}Ion Charger Mark V   u_r_powe_13
{pp 14}Power Pulsator Mark V   u_r_powe_14
{pp 15}Pure Rylith Power Cell   u_r_powe_15
{sc 01}Pinpoint Scope Mark I   u_r_targ_01
{sc 02}Accuracy Scope Mark I   u_r_targ_02
{sc 03}Targeting Scope Mark I   u_r_targ_03
{sc 04}Crippling Scope Mark I   u_r_targ_04
{sc 05}Pinpoint Scope Mark II   u_r_targ_05
{sc 06}Accuracy Scope Mark II   u_r_targ_06
{sc 07}Targeting Scope Mark II   u_r_targ_07
{sc 08}Crippling Scope Mark II   u_r_targ_08
{sc 09}Pinpoint Scope Mark III   u_r_targ_09
{sc 10}Accuracy Scope Mark III   u_r_targ_10
{sc 11}Targeting Scope Mark III   u_r_targ_11
{sc 12}Crippling Scope Mark III   u_r_targ_12
{sc 13}Pinpoint Scope Mark IV   u_r_targ_13
{sc 14}Accuracy Scope Mark IV   u_r_targ_14
{sc 15}Targeting Scope Mark IV   u_r_targ_15
Scope   g_i_upgrade001
Vibration Cell   g_i_upgrade007

Weapons
Blaster Rifles
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{02}Ion Carbine   w_brifle_02
{03}Sonic Carbine   w_brifle_03
{04}Blaster Rifle   w_brifle_04
{05}Bowcaster   w_brifle_05
{06}Repeating Blaster Carbine   w_brifle_06
{07}Ion Rifle   w_brifle_07
{08}Disruptor Carbine   w_brifle_08
{09}Sonic Rifle   w_brifle_09
{10}Repeating Blaster Rifle   w_brifle_10
{11}War Bowcaster   w_brifle_11
{12}Arkanian Blaster Rifle   w_brifle_12
{13}Disruptor Rifle   w_brifle_13
{14}Argazdan Riot Buster   w_brifle_14
{15}Bothan Droid Disruptor   w_brifle_15
{16}Combat Enforcer   w_brifle_16
{17}Heavy Repeating Carbine w_brifle_17
{18}Plasma Projector   w_brifle_18
{19}Mandalorian Assault Rifle w_brifle_19
{20}Verpine Droid Disruptor   w_brifle_20
{21}Ceremonial Bowcaster   w_brifle_21
{22}Heavy Repeating Rifle   w_brifle_22
{23}Charric   w_brifle_23
{24}Zabrak Blaster Carbine   w_brifle_24
{25}Slavemaster Stun Carbine   w_brifle_25
{26}Onderon Repeating Carbine   w_brifle_26
{27}Sonic Disruptor   w_brifle_27
{28}Mandalorian Heavy Repeater   w_brifle_28
{29}Verpine Droid Disintegrator   w_brifle_29
{30}Zersium Rifle   w_brifle_30
{hk47 01}Droid Assasin's Rifle   d_hk47_01

Blasters
{01}Blaster Pistol   w_blaste_01
{02}Ion Blaster   w_blaste_02
{03}Field Survival Pistol   w_blaste_03
{04}Sonic Pistol   w_blaste_04
{05}Disruptor Pistol   w_blaste_05
{06}Heavy Blaster   w_blaste_06
{07}Scout Enforcer   w_blaste_07
{08}Systech Aural Blaster   w_blaste_08
{09}Republic Blaster   w_blaste_09
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{11}Arkanian Heavy Pistol   w_blaste_11
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{13}Systech Static Blaster   w_blaste_13
{14}Arkanian Sonic Blaster   w_blaste_14

{15}Sith Disruptor   w_blaste_15
{16}Mandalorian Heavy Blaster   w_blaste_16
{17}Heavy Sonic Blaster   w_blaste_17
{18}Watchman Blaster   w_blaste_18
{19}Zabrak Blaster Pistol   w_blaste_19
{20}Mandalorian Ripper   w_blaste_20
{21}Aratech Ionmaster   w_blaste_21
{22}Onasi Blaster   w_blaste_22
{23}Dashade Sonic Blaster   w_blaste_23
{24}Zabrak Heavy Blaster   w_blaste_24
{25}Systech Electric Blaster   w_blaste_25
{26}Micro-Pulse Blaster   w_blaste_26
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{28}Mandalorian Disintegrator   w_blaste_28
{29}Dashade Sonic Disruptor   w_blaste_29
{30}Freedon Nadd's Blaster   w_blaste_30
{Special}Drink In Hand   w_drink_01
{Special}Empty Hand   w_emptyhnd_01
{Special}Pazaak Cards In Hand   w_pazaak_01
{x05}Luxa's Disruptor   w_blaste_x05
{x20}Remote's Blaster   w_blaste_x20
KillBlaster   killblaster
Mining Laser   mininglaser

Grenades
Adhesive Grenade   g_w_adhsvgren001
Concussion Grenade   g_w_stungren01
CryoBan Grenade   g_w_cryobgren001
Frag Grenade   g_w_fraggren01
Ion Grenade   g_w_iongren01
Minor Sonic Detonator   g_w_sonicdet01
Plasma Grenade   g_w_firegren001
Poison Grenade   g_w_poisngren01
Sonic Detonator   g_w_sonicdet02
Sonic Grenade   g_w_sonicgren01
Thermal Detonator   g_w_thermldet01

Melee
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{02}Long Sword   w_melee_02
{03}Energy Baton   w_melee_03
{04}Quarterstaff   w_melee_04
{05}Vibroblade   w_melee_05
{06}Vibrosword   w_melee_06
{07}Double-Bladed Sword   w_melee_07
{08}Exchange Negotiator   w_melee_08
{09}Gamorrean War Axe   w_melee_09
{10}Zabrak Vibroblade   w_melee_10

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{11}Rodian Blade            w_melee_11
{12}Sith War Sword          w_melee_12
{13}Trandoshan Sword        w_melee_13
{14}Force Pike              w_melee_14
{15}Vibro Double-Blade      w_melee_15
{16}Gamorrean Cleaver       w_melee_16
{17}Rodian Death Blade      w_melee_17
{18}Gand Silencer           w_melee_18
{19}Ryyk Blade              w_melee_19
{20}Trandoshan Double-Blade      w_melee_20
{21}Echani Vibrosword       w_melee_21
{22}Sith Tremor Sword       w_melee_22
{23}Gand Shockstaff         w_melee_23
{24}Shyarn                  w_melee_24
{25}Arg'garok               w_melee_25
{26}Geonosian Electro-Staff   w_melee_26
{27}Tehk'la Blade           w_melee_27
{28}Zhaboka                 w_melee_28
{29}Gand Discharger         w_melee_29
{30}Freyyr's Warblade       w_melee_30
{x01}Handmaiden's Staff     w_melee_x01
{x02}Twi'lek Spinning Blade   w_melee_x02
{x03}Twi'lek Spinning Blade   w_melee_x03
{x12}Ludo Kressh's War Sword      w_melee_x12
Dark Jedi Lightsaber             g_w_drkjdisbr001
Double-Bladed Lightsaber     g1_w_dblsbr001
Double-Bladed Lightsaber     g1_w_dblsbr002
Double-Bladed Lightsaber     g_w_dblsbr001 (Blue)
Double-Bladed Lightsaber     g_w_dblsbr002 (Red)
Double-Bladed Lightsaber     g_w_dblsbr003 (Green)
Double-Bladed Lightsaber     g_w_dblsbr004 (Yellow)
Double-Bladed Lightsaber     g_w_dblsbr005 (Purple)
Double-Bladed Lightsaber     g_w_dblsbr007 (Bronze)
Double-Bladed Lightsaber     g_w_dblsbr008 (Orange)
Double-Bladed Lightsaber     g_w_dblsbr009 (Silver)
Double-Bladed Lightsaber     g_w_dblsbr010 (White)
Double-Bladed Lightsaber     g_w_dblsbr011 (Viridian)
Double-Bladed Lightsaber     g_w_drkjdisbr002
Freedon Nadd's Short Lightsaber      w_sls_x02
Lightsaber                   g1_w_lghtsbr01
Lightsaber                   g1_w_lghtsbr02
Lightsaber                   g_w_lghtsbr01 (Blue)
Lightsaber                   g_w_lghtsbr02 (Red)
Lightsaber                   g_w_lghtsbr03 (Green)
Lightsaber                   g_w_lghtsbr04 (Yellow)
Lightsaber                   g_w_lghtsbr05 (Purple)
Lightsaber                   g_w_lghtsbr07 (Bronze)
Lightsaber                   g_w_lghtsbr08 (Orange)
Lightsaber                   g_w_lghtsbr09 (Silver)
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Lightsaber	g_w_lghtsbr10 (White)
Lightsaber	g_w_lghtsbr11 (Viridian)
Short Lightsaber	g1_w_shortsbr01
Short Lightsaber	g1_w_shortsbr02
Short Lightsaber	g_w_shortsbr01 (Blue)
Short Lightsaber	g_w_shortsbr02 (Red)
Short Lightsaber	g_w_shortsbr03 (Green)
Short Lightsaber	g_w_shortsbr04 (Yellow)
Short Lightsaber	g_w_shortsbr05 (Purple)
Short Lightsaber	g_w_shortsbr07 (Bronze)
Short Lightsaber	g_w_shortsbr08 (Orange)
Short Lightsaber	g_w_shortsbr09 (Silver)
Short Lightsaber	g_w_shortsbr10 (White)
Short Lightsaber	g_w_shortsbr11 (Viridian)
Vibrocutter	vibrocutter
Visas Marr's Lightsaber	w_ls_x01

Rockets

Buster Rocket	w_rocket_03
Concussion Rocket	w_rocket_11
Explosive Rocket	w_rocket_01
Ion Rocket	w_rocket_10
Kyber Dart	w_rocket_04
Paralysis Dart	w_rocket_09
Piercing Dart	w_rocket_08
Plasma Rocket	w_rocket_05
Poison Dart	w_rocket_07
Poison Rocket	w_rocket_06
Tranquilizer Dart	w_rocket_02

Armor

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{hvy 04}Durasteel Heavy Armor	a_heavy_04
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{hvy 06}Flex Heavy Armor	a_heavy_06
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{hvy 08}Mandalorian Heavy Armor	a_heavy_08
{hvy 09}Verpine Zal Alloy Mesh	a_heavy_09
{hvy 10}Mandalorian Assault Armor	a_heavy_10
{hvy 11}Corellian Powersuit	a_heavy_11
{hvy 12}M'uhk'gfa	a_heavy_12
{hvy 13}Iotran Braceman Armor	a_heavy_13
{hvy 14}Felenar Armor	a_heavy_14
{hvy 15}Matrix Armor	a_heavy_15
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{light 02}Combat Suit	a_light_02

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{light 14}Zabrak Field Armor   a_light_14
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{light x08}Electromesh Suit   a_light_x08
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{med 09}Powered Light Battle Armor   a_medium_09
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{med 11}Exar Kun's Light Battle Suit   a_medium_11
{med 12}Heavy Cinnagar War Suit   a_medium_12
{med 13}Verpine Fiber Ultramesh   a_medium_13
{med 14}Electromesh Armor   a_medium_14
{med 15}Jamoh Hogra's Battle Armor   a_medium_15
Armored Flight Suit   g_a_armrdfsuit
Khoonda Militia Armor   a_khoonda

Clothing
{light x02}Atton's Ribbed Jacket   a_light_x02
{light x09}Mira's Ballistic Mesh Jacket   a_light_x09
Clothing   g_a_clothes01
Clothing {Variant 01}   g_a_clothes07
Clothing {Variant 02}   g_a_clothes02
Clothing {Variant 03}   g_a_clothes03
Clothing {Variant 04}   g_a_clothes04
Clothing {Variant 05}   g_a_clothes05
Clothing {Variant 06}   g_a_clothes06
Clothing {Variant 07}   g_a_clothes08
Clothing {Variant 08}   g_a_clothes09
Clothing {Variant 09}   g_a_clothes010
Clothing {Variant 11}   g_a_clothes012
Clothing {Variant Czerka}   g_a_clothes011
Dancer's Outfit   g_danceroutfit
Miner Uniform   mineruniform

Cheat Node
The Cheat Node is a menu that can be accessed in the backrooms of the Jekk'Jekk Tar tunnels. Much like the galaxy droid from the original game, there are interesting features in this hidden menu. Some of them skip you ahead in the area, such as 'Skip to final final sequence', while others seemingly do nothing, such as 'Delete Mira'.

To access the Cheat Node, you need to climb out of the pit after defeating your opponent (Mira or Hanharr). Go through the door that leads out of the pit, after defeating the Ubese, then take the left most door. There is another door straight ahead of this where the Node is. Upon entering this room, defeating the three Ubese, and immediately after you defeat the last Ubese, you need to move your character to the wall directly opposite of the door and keep moving towards it. If done correctly, your targeting reticule will go blue and select the wall for a split second. Select the reticule. You are now in conversation mode with a Ubese who is behind the wall in the room with the Exit. You are now able to access the Cheat Node.
Submitted by - nufy8

Hint: Fastest Method To Assemble Lightsaber
As soon as you leave Telos travel to Nar Shaddaa. Once there proceed into the central area and find the zoning door to the Docks. Halfway across the Docks will be a door that leads to the Flophouse. Go to the end of the hallway of this flophouse and the second to last door has a guy named Lootra. Taunt him into attacking. Also note that any characters you can have in your party at this point will lose influence with you if they are with you when you kill him, so go alone. His corpse will have a lightsaber part, there is a quest that as a reward he gives this part to you but the dark side gain is minimal even for lightside characters.

Next if your alignment bar is about 25% good or bad you can return to the Ebon Hawk for a special fight which will get you the last lightsaber part. If you are not 25% good or bad there are tons of things to do in Nar Shaddaa to get the last of the points you need.(If you do not have a colored lightsaber crystal the merchant Geeda will have one you can buy so don't scare her away) Now talk to Bao-Dur to have your saber made.
Submitted by - Monolythdesign

Cheat: Handmaiden Robes
Whenever the Handmaiden teaches you more fighting moves, you both remove the clothes or armor you are wearing. After you fight, she does not put her clothes back on herself. Instead of going to the Equip screen and reequipping her with her robes; put clothes on yourself and talk to her and tell her that she should put some clothes on. She will then put on her robes and when you check the inventory, you'll find you have more than one. This works every time you have the conversation with her. No one else can equip the robes, but they do bring in a couple thousand credits for each. They can also be broken down into components.
Submitted by - Dax_Jendo, synbios

Cheat: Infinite Experience
On Narshadaa there is a speeder that needs to be repaired. Get the navigation interface from the droid vendor or shop and install one part. Choose to repair the speeder and it will give you the experience and the part back. Repeat this to gain infinite experience.
Submitted by - Monolythdesign

Cheat: Unlimited Dark Side Points

At one point during the Czerka/Ithorian Conflict on Telos, a band of Mercenaries attack the Ithorian Complex. You receive a call from Mozo, who is holed up in the vivarium. When you come to his rescue and wipe out the Mercenaries, he thanks you and offers you a keycard. Ask for a reward, and when he offers you none, leave him to fend for himself, and then say "Better you than me". You will receive dark side points. The best part is, you can keep repeating this over and over again for as long as you want for unlimited dark side points!
Submitted by - Alex

Unlockable: Secret Compartment on Ebon Hawk
Ask the "Original owner" of the Ebon Hawk (Nar Shaadda) for proof of ownership of the Ebon Hawk and he will rattle off Ebon Hawk facts including the location of 2 secret compartments. They can't be found unless you do this. Sadly the smugglers compartment was removed. But one secret compartment remains in the starboard side. Be "nice" to the chap.
Submitted by - mytkralc

Unlockable: Ultima Pearl
Upon the participation of the invasion/defense of Onderon Palace, you will find a terminal with (3) numerical riddles which only have a one shot chance. You fail, it is locked permanently.

The codes are: 1)66 2)45 3)39
Inside this locked room is a rare item called the Ultima Pearl. It is a rare light saber crystal that contains stats: Damage +2, Attack +3, and Mass Criticals 1-6.
Submitted by - Dave Sutton

Hint: Bao-Dur Uses the Force
Once you have a high influence with Bao-Dur a new line of questions opens up. This only happens once so pay attention. He will tell you that traveling with you has had an effect on him. After this an offer to train him appears and if you both have the same alignment he agrees.
Submitted by - nawr

Hint: Mandalorian Battle Circle
If you are have difficulty defeating the more advanced fighters on Dxun, simply cast the force powers you want to use during the fight right before you talk to the Mandalorian Sergeant. Once you do that, speak with him and tell him you want to fight, after this you can enter a fight already having the effects of your force powers, without being disqualified.
Submitted by - M*Lindsay

Hint: Nar Shadah Lock Code
On Nar Shadah there is a locking mechanism that you'll need to get past in order to save one of your characters. You must make the top code match the bottom code to proceed. Simply pick Rotate middle set counter-clockwise, Rotate left set counter-clockwise, Rotate right set clockwise.
Submitted by - fury7319

Hint: Persuade Handmaiden to Become Jedi
You need to have a high influence with Handmaiden & have completed training with her. This is done after finishing on Nar Shadda as the third or fourth planet. Find out that her mother was a Jedi from Kreia. After a long talk with the Handmaiden you have the option to train her in the force. If you agree to train her, you will get a nice cut-screen.
Submitted by - Nucleus

Hint: Unlimited Experience
In the Sith tomb inside the Shyrack cave on Korriban there is room that contains the body of a dead Jedi. Every time you search the body a pair of Hssiss appears in the room. Keep searching and killing to level up as much as you want. The death field power speeds things up and keeps you healthy in the process.
Submitted by - john Curl

Hint: Free The Nadd's Tomb
In Freedon Nadd's tomb there are two rooms containing boxes which may only be opened by a computer terminal. The first box gives you the choices of A) feb, B) dce, C) eba, D) fac, E) fdc, F) acd. The terminal asks you to choose which of these has an error and the correct choice is "C".

The second box the computer terminal gives you an equation to solve (6_2)_8_9_1=13. The answer to this question is (6*2)-8+9*1=13. If you remember your order of operations from grade school, this should be easy!
Submitted by - Will

Hint: Persuade Atton To Become Jedi
You must have a high influence over Atton for this to work (Ed - Well, duh.) When playing through as a good Jedi, go to Nar Shadda as your third or fourth world (it may or may not work earlier). DO NOT take Atton with you. Go to the refugee area and explore it thoroughly; a couple of Twi'leks will come up to you and tell you something about Atton's past.

Return to the Ebon Hawk, and talk to Atton. Play nice, get his side of the story, and eventually you'll get the option of offering to teach him to use the Force. He may or may not take you up on it the first time, but with enough persistence and influence you'll get him to agree to be taught. Voila! One more Jedi Sentinel to add to your collection, as well as the dubious pleasure of seeing Atton in Jedi robes.
Submitted by - Rei

Hint: Power Wookiee
When you take the path of the male dark Jedi, you can gain influence with Hanharr, the Wookiee, until you are able to ask him why he follows you. When you have enough influence, respond with the following:

"Why do you follow me?"
"Does that mean you serve me?"
"What is this debt that you speak of?"

After this, always choose the first choice. If you have enough influence, the scene will tell you influence: failure one time, then it'll say influence:success after that. Doing this will give Hanharr +2 Strength and -2 Intelligence. Each time you do this, you'll get dark side points and 1000 experience. Here's where the best part is. If you get his intelligence to 0 and do it again, you'll go up to 253 intelligence! Caution: If you do this too much you will get his strength too high then the game won't save properly. If it saves, the glitch is fine.
Submitted by - Revan

Hint: Sith Academy Matriculation Answers
First get the datapad from the corpse that tells you to enter "New Recruit" into the computer, then head down the hallway until you find a computer in one of the rooms off the areas off the main

hallway. From there take the level 1 test by accessing the computer and enter 3401726-B853S5O0X001. The answers are as follows:

1. Freedon Nadd
2. Twenty
3. Gizka
4. I always lie
5. passion - strength - power - victory
Submitted by - Laylo

Hint: Beating Master Vrook
If you go dark side you will have to face Master Vrook in a one on one duel. Master Vrook is one tough customer. After several attempts I found the way to beat him is to have the force focus power active (the little purple sphere). And keep hitting him with Force lightnings. Once you get him low enough, Kreia will interrupt and give you a new Force form. It looks like another purple sphere, but it absorbs the Force from the opponent. When you continue, Vrook will try to heal himself (you probably should too).

Make sure the new ability is active and use Plague on him. With it's 100% chance of hitting it's really the only thing that works. But every time you get him with that he will try to heal the poison. Keep alternating Plage and Force lightning. He will run out of Force and start attacking you again. Just keep nailing him with Force lightning, and when he has only a quarter of his strength left he will colapse, and you've won.
Submitted by - Dax_Jendo

Hint: Disciple A Jedi
After you have finished Korriban talk to Disciple while your inside the Ebon Hawk. He will explain his history about how he once was able to use the Force, but he lost the ability when he was younger. Then tell him that he maybe able to return that power. If Your influence is strong enough he will trust you and you will train him. Disciple will then become a Jedi Counsular.
Submitted by - SqueekToy

Hint: Revive Dead Party Members
If one or both of your teammates is killed in a battle, get your own character to a safe distance out of battle and have them use an item that does not bring anything up on the screen.

For example: a speeder that is lying out in the open, or a door that won't open. After you use it your partner(s) will stand up and continue attacking. However, when they get back up their health will be extremely low.
Submitted by - Raptor Stomp

Guide part 6

Walkthrough Part 2 - Peragus

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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</tbody> <tbody>

You awaken on the floor in front of a Kelto tank. These healing containers can be used at any point to fully restore health. Open the door in this room and walk out into the hall. Open the door on the left to enter the medical bay control room. There is a plasteel container in this room with a medpack inside. Open the storage room and search the containers in this area for chemicals and more medpacks.

Use the control panel to learn the back story of the mining colony by accessing the medical logs. Patient treatment information can only be accessed with a computer spike which is not yet in your inventory. Access the medical bay functions and unlock the door to the morgue.

Next to the control panel there is a medical bay work bench. Here you can break down items and use chemicals to fabricate health, stimulants, mines, and grenades. The only available creation at the moment is a normal medpack. Enter the morgue and search the copse covered in the white sheet to find a plasma torch. At this point the old woman in the corner will awaken from her deep sleep and begin a conversation with you. During this conversation you will have the option to intimidate the old woman and refuse her help in order to earn dark side points.

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These responses will earn you dark side points, bringing you closer to the ways of the evil path. Now, equip the plasma torch and use it to bash the smoking door next to the morgue. This new area is filled with corpses and destroyed droids. Search the first corpse to find a vibroblade. Search the other corpse to find a droid deflector.

Equip the vibroblade and ready yourself for combat. Through the next door there are two mining droids ready to pounce on your underwear clad back. The white button pauses the battle, so do not engage the droids until you are ready with the correct equipment. Attack the droids and take the mining laser from the wreckage. This can be used instead of the vibroblade if you prefer long range attacks.

Two more droids wait in the next room. Open the door to the next area and search another broken droid for some items. There is a blast door in this room that should be searched. Kreia will contact you through her mind and suggest that you continue looking for a control panel. Walk through the next door and enter a room with a security panel and some lockers. Search the corpse and the lockers to find a security tunneler and then access the security records of the terminal. It turns out that the droids have been sabotaging the miners and may be set to destroy humans instead of rock. The security cameras also show a number of unfriendly mining bots up ahead. Check the holding cell cameras to see a man being kept prisoner.

As you pass through the next door, Kreia will again nudge into your mind and grants you the passive

precognition power. This power works like spider sense and is activated by possible danger in the future. Save your game whenever passive precognition is triggered, it usually means that there is a battle up ahead. There are three bots in the next room, killing two of them will most likely cause your character to level up. This is indicated by a large arrow on the character picture in the bottom right hand corner of the screen. Press start to distribute your points. At this point you will have the option to add a power or feat. Press Y to use the recommend option if you are indecisive about which power to grant yourself.

There is a stealth field generator in one of the footlockers of this room. This can be equipped to enter the next area where a number of mining droids are waiting for an intruder. There are a total of four droids in this area, use the stealth generator to get the jump on one of them and then keep your medpacks handy for the battle ahead.

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In the northwest corner of this large area there is a door leading to the holding cell that appeared on the camera earlier. Head to the control panel looking out into space. To the left of the control room there is a long hallway that leads to two mining droids and a container. This area yields some components that will be helpful later. Kill the droid in this area and scavenge the plasteel cylinders at the bottom of the ramps. There is a disabled droid at the bottom of the ramp that can be repaired for components and then shut down. Use the command console to shut down the field in front of the holding cells, then travel to them to initiate a conversation with Atton.

Threaten Atton with violence, or with being left in the cage and you will earn dark side points. If you feel like being a nice guy, decide to let him out without hesitation. After your new friend is done talking, access the command console and choose to access the comm system. Choose to communicate with hanger bay 25, this will put you in touch with T3. Tell the bot to do a diagnostic check and find another way out of the mining base.

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Take Control of T3

You take control of T3 in a storage hanger. There are two low security doors that can be opened and one door that has been welded shut and can only be opened using explosives. One door leads to a ramp overlooking the Ebon Hawk. Search the two footlockers and the broken droid in the storage room. Enter the low security door that leads to a battle with two mining droids.

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Go down the ramp and battle two more mining droids and then enter the Paragus Fuel Depot at the bottom of the ramp. The next area is a dead end and contains two mining droids but it also holds some important equipment. Search the corpse to find a data pad explaining the reason behind the frag mines she was carrying. There are also some droid specific weapons to be found on the destroyed mining bot in that room.

Equip the droid ion striker. This should be used against the two shielded droids guarding the ramp back up to the control station. After a blast from this weapon, their shields will be down and the robots will be vulnerable. Go back up to the store room and use one of the mines on the locked hanger door. Inside there are some special parts that repair the computer console in the next room. 3CFD is also in this area, but he has been rendered inoperable by someone or something.

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At the main console, use the parts and then access the emergency control commands. Use the computer spikes found in the previous area to open the blast doors and re-route the emergency sub-systems to the fuel depot terminal. The blast door on the right of the terminal will now be open. Head down the hall and face three more attack droids. Open the door at the end of the hall and two more droids are waiting. There is also a foot locker in this room that will yield an implant and some useful items. The elevator in this room takes you to the fuel depot.

There is a control terminal at the end of the long hall past the containment field. Access the emergency system schematics and open the emergency hatch on Paragus Administration Level.

Into the Mines
The perspective switches back to the fallen Jedi. In the next conversation, suggest that Atton go and check out the blast, and then taunt him for being a coward to earn some darkside points. Next, backtrack to the point on the map labeled "emergency hatch" and travel down to the mining level. When Atton contacts you, remark that he should keep his useless comments to himself. In the next room you will finally be given some clothing and an implant that raises awareness. Equip these items and move into the next area that contains a large red reactor core.

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Facing the reactor, travel to the right and then straight to pick up some components and parts from busted droids. You can then use these parts on the disabled droid to the left and have it fight against the enemies ahead. There are a large number of droids as you round the corner into the mine, ready some medpacks and some grenades to use against the grouped enemies. The shields will also come in handy, especially the Telos mining shield which protects against the flame blasts from the droids.

The Dark side power "shock" is also very effective against the droids.

The hall marked on the map as the "super heated blast tunnel" is filled with colored smoke that will deplete your health. Equip the Telos mining shield to avoid taking damage from the heated hall. Search the broken droids and the body surrounded by mines on the other side of the tunnel. Continue into the central mining core and fight the mining droids on either side of the circular room. There is a catwalk over the hole in the center of the room, search the corpse lying on it and the plasteel container in the center. Then, use the computer terminal in the middle of the room to access the camera functions. There is an unidentified recording of a conversation regarding the plan to sell you to the exchange.

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Next, access the fuel containment functions and shut down the containment fields. Then, access the droid functions and reassign droids to mine sealed doors to open up a new area. Or, if you tremble at the thought of facing more enemies, use a computer spike to cancel the droid's mining of organic life.

In the four corners of the room there are fuel containment units. Since you have shut down the fields, a number of droids are now m free to attack you. The fuel container to the west is a dead end but contains a broken droid with a computer spike. You can grab this spike and return to the central terminal to shut off the rest of the attacking mining bots. In the fuel container to the east there are two droids guarding a corpse that contains some useful items including credits. Travel to the container to the south and there should be two open doors in this area. First, go down the hall leading to the southwest. This is a dead end, but it is also filled with droids containing parts and small rock hallway lined with mines. Skirt around the mines to receive an implant and other items from a corpse.

Backtrack and travel down the other hall and Atton will contact you. The mines are about to get toasty and you must hurry to the turbo lift. At the end of the next hall there are around 5 mining droids and some floating droids that attack with electric blasts. Attack the orbs from a distance and when they explode they will cause damage to surrounding enemies. There is also a plateel container in this area that can be opened using the sonic mine that is found on the broken down droid in the hall to the next area. Defeat the next wave of droids and hop into the turbo lift.

Miningtunnels.jpg

In the next area you will be greeted by a decidedly evil droid who will refer to you as Master. At the end of the conversation choose to save the miners as a good response or say that you will dispose of them after obtaining the codes to travel down the path of darkness. Threaten to turn the robot into scrap, and choose the rude responses to his "conjectures." You can also pursue a lengthy conversation regarding the back-story and the events at the mining colony since the arrival of the Ebon Hawk. The corps of the maintenance officer contains some credits and components.

Check the adjacent rooms to find a plasteel container that holds a sonic imprint sensor. With this you will be able to open the airlock door. There is also a workbench where the vibroblade can be upgraded with the basic ionite edge. Also, scavenge the broken droids to the right of the bench for components. Return to HK-47 and use the Sonic Sensor to record the maintenance officer's last words.

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Exit out of the door and encounter a few more mining droids. These are the typical mining droids from earlier in the level but halfway down the hall, a door will open and heavier attack droids will storm through. Use a single sonic grenade to reduce them to rubble. At the end of this hall you will face a new threat called the Mining Droid Mark II. These larger robots have more powerful laser blasts and a higher number of hit points. At the end of the hallway there is a damaged door next to a low security door. They both lead into a room that only contains one of the Mark II droids, so skip it if you don't want to fight.

In the next cluster of room there are Mark II Droids, floating mines, and the small floating repair droids. It is best to equip your blaster and attack the smaller droids from a distance. This will cause explosions that take out other enemies. When the enemies in this area have been killed you will find a locked airlock, a droid control station, and a turbo life to the administration level. Access the droid control panel and investigate every level of information, especially the data logs from droid maintenance. Afterwards, destroy the console and the airlock in the adjacent room will pop open. Be sure to open the container to the right of the terminal that was just put out of commission. Enter the airlock and grab the space suit from the locker.

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The suit automatically equips as you exit the airlock. On the platform outside, look out for the vented smoke blowing out of the station. It will rapidly deplete your health, so move through it quickly and head up the ramp. A conversation will ensue with Atton before a ship docks at the station. Continue forward into the dormitory section.

Dormitories

Just past the first door you will encounter more Mark I mining droids. Open the plasteel container in the corner of the room for items. The room to the left contains a Mark II droid and a corpse holding a data pad. This pad describes the dangers you will face in the next room. Apparently, there are some carbonite turrets guarding the next area. These will need to be taken out from a distance with a blaster rifle or you can sneak past them using a stealth field generator. The guns also have a cold status effect.

Take a left at the corpse (south) and enter a storage room. Check the lockers to find some medical supplies and items that protect against cold and hot status attacks. If you receive an upgrade for armor, be sure to assemble it on the workbench in this room. Walk to the northern door and open it, but do not proceed through the entrance. Notice the fire extinguisher turrets ahead. These are the guns that have been set to attack organic life forms. If you blast them from the previous room they will not have the range to fire back.

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Grab the items from the corpse behind the mines on the left side of the room and the broken down droid on the right side. Through the next door you will encounter fire suppression Mark I and II droids that use status attacks and are protected by shields. This is a good battle to become familiar with

queuing attacks. At the beginning of the battle, activity will be frozen. Select a first attack, then choose the following attacks by pressing the X button. Cycle through enemies using the L and R triggers. With this method you can choose to shock the Mark II droid and toss some sonic grenades at the shielded Mark 1's.

Around the corner there is a shift alignment console. First repair the console using spare parts and then end the dormitory emergency lockdown and use a spike to shut down the dormitory ventilation system. The door across from the console will now open. If you did not have enough computer spikes to shut down the ventilation system, then you will need to do a bit of extra traveling. Before entering the dormitories, continue around the U-shaped hall and take on the Mark I droids and two more fire extinguishers.

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To the south, there is a room that contains two droids and some useful supplies. To the east, you will find the cafeteria, which is protected by four droids including a Mark II. Clear this room with sonic grenades and pick up the supplies from the corpses and scattered supply packs. The room to the north of the cafeteria has a workbench and a breath mask that will allow you to travel into the dormitories unharmed. Check the cafeteria for a corpse with a data pad describing a hidden weapons cache in the dormitory area.

Return to the north and enter the dormitories. Follow the path to the left and take out the Mark II droid. At the entrance to this section of the dormitories is a corpse holding a data pad containing some holo info. Insert it into the terminal to watch the recording. Search the surrounding dormitories for supplies and use a sonic mine on the broken door to blow it open.

The Dormitories on the right side are also guarded by a Mark II. There is a broken computer terminal here that can be scavenged for parts. Search the corpses and the "refresher" in one of the dormitories to find more holographic records. Collecting and playing these records will give you the codes needed to advance. The broken door on the right side dormitories can be destroyed with a mine to reveal the hidden weapons cache referred to in the cafeteria data pad.

Return to the left dormitory and choose to "check the transmission". The mine administrator's hololog has given you the first three digits of the five digit code needed to open the turbo lift to the south of the cafeteria. Decoding the message results in a five digit code: **3-17-13-5-7**. Entering this code does not activate the lift, but it does produce a journal entry telling you to check the camera logs. It turns out that the lift code has been reversed, so enter the code manually as **7-5-13-17-3**. The door will

open and lead you to the administration level.

At the top of the lift you will be greeted by Kreia who joins your party. Keep refusing her help for some dark side points. Kreia has leveled up, so remember to give her new attributes and equipment. Run down the hall back to the main hall where Atton is still waiting by the control panel. Speak harshly to him to gain further disapproval and leave the room.

Battle Against HK
As you walk out of the terminal, the team will be confronted by the assassin droid from earlier. Ignore his exclamations and threaten to turn him into scrap. With two team members this battle is a breeze, especially if Kreia has the stun droid capability. First blast the mine droids, then lob some grenades in the direction of the assassin droid and he should fall. Don't forget to search his remains for items.

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The Harbinger
When facing the command terminal, take the door directly to the right of it to reach the Harbinger command deck. The party will enter a conversation upon boarding the vessel. Argue with Atton and tell the old woman that you have lost patience with her. At this point you will be able to change the influence over each character through your responses. Not all characters respect the same thing, so every conversation will be different.

To the east of the entrance to the Harbinger is a door leading to the bridge of the ship. Log into the navicomputer using spare parts to download the asteroid drift charts. Then listen to the hololog of the recent events on the Harbinger. After checking the logs, the other rooms and halls on the ships will be filled with cloaked Sith assassins. They travel in groups of three or four and will attack with melee weapons.

There are three paths that lead to the east in this area of the ship. Search the north passage for a holorecording and some experience. Search the south passage for some items in the escape pod bay. Then, take the middle passage to continue on to the crew quarters. All of these areas are filled with cloaked Sith so be ready for a confrontation around every corner.

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Once in the dormitory, search the rooms to the right and the left for items and then continue down the hall. The second cabin on the right is your old room. Search the footlocker to find an armband and some data that needs to be used in the medical facility. The door ahead leads to another ambush by cloaked Sith. Walk to the north and enter the medical facility that is marked on the map. On the north side of this room there is a plasteel container. There is also a computer console in the center that can be used to check up on your treatment request. Listen to all of the holo recordings here and notice that the kolto station to the left of the console is still active and can be used to heal you. For three repair parts, the medical droid in this area can be activated and will follow the party. There is also a lab station in the south of the room.

Travel to the southeast to the maintenance room where there are many footlockers filled with items. Before taking the eastern route to the next deck, travel to the north and face some more Sith. Also, open the small room containing the sabotaged droids and a record of their destruction. After entering the engine deck, Kreia will leave the party. Travel to the north to find a workbench and some items, and then continue east

In the maintenance room, grab the items and use the security console to open the engine room doors to the south. Run through the engine rooms until you reach the engine control panel. Then, activate the engine maintenance procedure to open the door behind you. In the next sequence, tell Atton to stay on the ship and die if it suits him, then tell him the pain in your hand was nothing. Exit through the fuel depot.

Back on Peragus
In the fuel line you will come across the damaged T3-M4. Take care of his levels and equip him with the most powerful items. Then, pick up the concealed stash ahead and disable the mine. When exiting the vent you will encounter some more mining droids. Remember, T3-M4 can be used to upgrade weapons and armor. To do this, simply pick another character and speak to him.

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Around the next corner there are more attack droids until you reach ramp containing a computer console. In order to enter the next area you will have to disarm or detonate the mines in the fuel lines and then access the console to shut down the energy field. Run up the ramp and there will be three Mark II mining droids waiting to greet you just past the energy field. Take a right at the top of the ramp and enter the docking station.

Switch to T3-M4 and access the control panel above the Ebon Hawk. Choose to replace the conduit and the door to your left will pop open. There are a slew of attack droids in the open hallway. Toss some sonic grenades at large groups to end the battles quickly. There is a footlocker at the end of the hall and another compartment filled with droids midway down the hall to the left.

Disable the mines and run down the ramps to find a control panel. Access the panel with T3 and you will have the option to open the door to the next area and use spikes to clear the area of poisonous gas. If your computer skill is not high enough or you lack the spikes, put on the breath masks before entering the tunnel. There is a low security door at the end of the tunnel containing two metal boxes. Continue through this room to finally reach the Ebon Hawk. Before entering the ship, search the perimeter of the room for footlockers, containers, and broken droids.

Once aboard the Ebon Hawk, Sith soldiers will flood the hanger and you must control the ship's blaster rifle. The Sith who escape the cannon will board the ship and you must fight them in hand to hand combat.

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After that battle, Kreia will return to the party, decide to blow up the asteroid field and jump to hyperspace. After the jump, you will be able to investigate the ship. Open the storage compartment to find a damaged HK droid. He needs four parts to be repaired, of which you already have the vocabulator. Kreia can be found meditating in the port dormitory.

For an evil take on the conversation tell her that the pain was her choice and that you wish to sever the link. Take her on as a servant and you will not only gain dark side points but you will lose influence with Kreia. Travel back to the cockpit to speak with Atton about your past.

Guide part 7

Walkthrough Part 3 -Telos

<st1:place></st1:place> **Guide part 7**

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Jump to the Surface

Behind Atton there is a navigational chart that shows the Ebon Hawk's destination. Choose Telos and the next planet will come into view. A security crew will stop the crew and arrest them as witnesses to the destruction of the mining facility. When you are trapped in the force cages, a bounty hunter named Batu Rem will enter the facility to kill you and your allies. Blast him with force powers and he will quickly fall. Unfortunately, the facility officers do not believe your claims and must investigate the killing.

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You will be placed under house arrest in a dormitory. Choose to rest and your meditation will be interrupted by a messenger from Chodo Habat. He wishes you to speak with him when you are released. After this conversation you choose to rest again and the communications console will ring again. This time, an offer will come in from the Czerka Corporation offering you a job when you are released. Working with the Ithorians is the light side path and working with Czerka will lead down the path of darkness.

TSF Headquarters

Before speaking with either of the groups you should go to the TSF headquarters to retrieve your equipment. Travel up the ramp from the Cantina and into the TSF headquarters. Speak to the protocol droid behind the desk. The Ebon Hawk has been stolen and moved to the surface of Telos. The armory will be opened and you will have to search the lockers for all of your equipment.

Speak to Lieutenant Grenn and he will offer you three bounties on recent criminals that are currently on the station. Also, ask about what the TSF plans on doing for a fuel source since the destruction of Peragus. The General will offer you money for finding alternate energy sources and your journal will

be updated. Pursue the line of conversation involving criminals that are loose on Telos and you will be able to collect on three bounties. This is discussed further in the "bounty hunting" quests at the end of this section.

Czerka Offices Dark Path
The Czerka offices can be entered from the Residential Module 082 East. Travel through the offices until you reach Jana Lorso behind a desk. The two criminals that the Gerneral spoke of earlier will be at her desk but will run away. This updates your journal. Offer to help Czerka steal the Ithorian's droid from docking bay. You can use the persuade command to get 50 more credits out of Lorso if your skill is high enough.

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Travel to the docking bay. (It is in the hall with the windows just past the second cantina entrance.)
Lie to the Ithorian in front of the door to the hanger and then show him your credentials.

Inside of the docking bay you will run into the advanced droid and one TSF guard. A group of 5 thugs will enter the hanger and you will have to battle them. After defeating the group you will come across a modified assassin blaster. Later, take this blaster party to the evil Dobo brother who runs an item shop next to the Cantina. This will open up an option to join the smugglers and earn some points towards the dark side. Speak to the new droid and tell him that you will be escorting him the Czerka offices. Threaten to melt him into scrap if he complains and you will be teleported directly to the Czerka offices. Speak with Jana Lorso to earn your dark side points and receive another evil quest.

Kill Lopak Slusk
Slusk is an exchange boss that Czerka would like to get rid of. In order to find this character you must travel to the Cantina and talk to Luxa who is standing at the bar. She will ask you to complete a task before she sets up a meeting with Slusk

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Luxa tells you to head to the medical bay to await a transmission regarding a weapons transaction. The medical bay is back up on Residence Module 082 West. Use the communications console in the back of the medical facility and you will receive a message directing you to Apartment B3. Before entering the apartment complex you must access the character select screen and remove all teammates from your group. Only then will you be allowed into the apartment to make the deal.

Once in the apartment, the two bounty hunters will attempt to kill you and make off with the goods. Take them down with a flurry of force attacks and return to the Cantina to speak with Luza. You can keep the 500 credits as hazard pay and Luxa will come up with another task for you to complete. Travel back to the dormitories and enter apartment B2.

Here you will encounter Opo Chano, a technician. He cannot pay back the exchange and will suffer greatly for this. Kill him and return to the Cantina to report back to Luxa. She senses that you are visiting Slusk to take him out for Czerka. She agrees to help you accomplish this task and directs you towards the Bumani Exchange Corp offices across from the Czerka offices. Tell the guard outside that you have been sent by Luxa and he will allow you to pass.
Inside of the Bumani Exchange building you will be stopped by a secretary named Vula. Use either intimidation or Jedi mind tricks to get past her and further into the exchange. There are groups of Gamorreans inside the building. Travel through the doorway to the right to greet Lopak Slusk. He asks what you are doing in his offices. Reply that you are there to kill him and he will order his guards to attack.

There are 5 guards armed with blaster rifles in this battle. Focus on one guard at a time until they are all put down. After the battle, pick up any dropped items, heal yourself, and use the lab table if necessary. Speak to the Gamorrean by the door in the next room and he will lie to Slusk and grant you access to his office. Two droids will defend the door. They are easily killed with a few blasts of force lightning.

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Inside Slusks office he asks what your motives are, and you reply that you simply want him dead. During this final conversation with Slusk, Luxa enters the room with her band of thugs. Do not threaten to kill her while intimidating Slusk or you will have to fight both of them at the same time. Instead, kill Slusk and then deal with Luxa. She will try to subdue you after the battle and another fight takes place. Kill her Gamorrean guards first, then focus your team on her.

After the battle there are two containers and a footlocker in the room that can be searched. Speak to Kreia about her past to see a cinema involving her and other Sith. Then, ask her about constructing a lightsaber in order to become a more powerful member of the Sith and you will gain experience and dark side points.

Czerka Offices Attacked

Since you have completed the missions involving the exchange, return to the Czerka offices to find them being attacked by mercenaries. There are four mercenaries in the Lobby armed with blaster rifles. You can attack them through the walls with force lightning. Deeper into the offices there are four more mercenaries who are accompanied by two combat droids. Use the stun droid force power to get an edge on them.

As you enter the main hall where Jana Lorso works you will face another group of mercenaries. After the battle, demand a reward from Lorso, then tell her that the exchange has been taken care of. She will reward your party with credits and inform you that a shuttle is waiting at docking bay 3 that will take you to the planet's surface. Leave the offices and take the lift to the cantina level. At docking bay three you can bribe the secretary behind the desk for information related to the Flase Batu mission. Before you leave, you will receive a crucial lightsaber fixture from the Duros behind the desk at the docking bay.

Side Quests

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Downstairs, outside of the Cantina you will encounter a couple humans who are harassing an offworlder. Tell them to teach him a lesson to earn dark side points after they kill him.

Inside the cantina you can engage in swoop racing and games of pazaak to win credits.

There is a thug in front of the Bumani Exchange corp offices. Pick a fight with him and kill him to earn dark side points. He will always be replaced by another thug after you kill him off. This can be useful for experience points.

In Apartment complex A, search the northern dormitory's footlocker and the inhabitant will confront your party. Threaten him and then take his life to earn dark side points. Search his body to find an armor upgrade. You can also search the apartment next to this one to find a footlocker.

Twi'lek Dancer - Also in apartment complex A, in room 1, there is a man who complains of loosing his girlfriend in a game of pazaak. This Twi'lek can be found dancing in the Cantina. Speak to the Twi'lek man watching the dancers to try to win her back in another game of pazaak. Before entering the game, be sure to buy some better cards from the woman near the swoop racing entry desk. If you win the card game, the slave becomes yours, however if you loose you will give up 1000 credits. Be sure to save the game before entering the match. If you win the card game you will be rewarded with the dancer. You can either return her to her boyfriend for light side points, or keep her as your slave for dark side points. If you choose to keep her, you can collect money from her whenever you return to the cantina on Telos.

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Bounty Hunting - Speak to Lt. Dol Grenn in the TSF offices to begin the bounty quests.

The first bounty is on a man named Batano. To find information on him start with the guard at docking bay 3 in the docking module. He tells you to speak with Jana Lorso at the Czerka headquarters. From what you gather from Lorso, this man is in trouble with Czerka. Travel to the Ithorian complex and speak to Chodo for more information on the man. With some prodding, Chodo will give you a pass key to apartment C1 where Batano is hiding. When you reach the apartment you have the option to turn the man into TSF where he will be safe, give him to Czerka where he will be killed, or extort him and then betray him. Obviously, the last choice is the darkest.

The second bounty is on two criminals that can be found in the Czerka offices. All you have to do to complete this quest is witness the two leaving the office and then tell the lieutenant that you killed

them.

The third bounty is on Batu Rem, the man who was impersonated someone trying to kill you. Information on this character can be obtained from the man behind the desk at docking by 3. Bribe him for the info and return to Grenn to collect the reward.

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Smuggling Quests - Keep in mind that smuggling quests are aligned with the Dark Side. Speak to Samhan Dobo in the shop next to the Cantina and agree to complete some tasks for him to join the smugglers.

The first quest involves traveling to the Ithorian Compound and entering their Vivarium. In order to get close to the plants you will have to do one of two things. Either use computer spikes to shut down the security system, or if your persuade skill is high enough you can lie to the guard and convince him to give you samples of the plant. After he deactivates the system, select the plant in the center of the room and take some leaves. Return to Samhan Dobo's shop to complete the quest.

The second quest is to steal some shield generators from the Ithorian docking bay. Travel to docking bay number 2 and show the guard you credentials to enter the facility. Once inside, walk across the docking bay to the storage facility. An Ithorian inside will question you. Respond with a lie that Chodo would like you to pick up the shields for inspection. Search the lockers to grab the shield and return to Dobo's shop.

Next, Dobo will instruct you to go to the medical facility across from the Ithorian compound and steal some supplies from the canister. Open the canister from the control panel and take the supplies. A CSF officer will witness the theft and say that he is going to report the act to his superiors. Kill him to keep him quiet.

Return to Dobo's shop and return the medical supplies to him. His last quest is to escort him to the docking bay so he can make his escape. Unfortunately some CSF officers have caught on to the smuggling and are waiting there to intercept your team. There are only three officers in the group, so make quick work of them and you will be transported back to Dobo's shop. Demand a final payment for the quest and he will give you a discount at his store. Dobo must lay low for awhile and so ends you excellent adventures in smuggling.

Travel to the Surface
This area has two clues regarding the bounties given to you by the TSF general. Speak to Duros in front of the Czerka station for information on Batu Rem. He can be bribed or persuaded to give you the information. Right next to the information desk is a Czerka guard that can be intimidated into

giving you information regarding Batono. He says that Jana Lorso has more information.

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Speak to the secretary behind the desk and tell him that Lorso sent you to board the shuttle. He will open the doors and give you a gift from Lorse - a piece of equipment needed to construct a light sabre.

Your ship is shot down by some ground turrets and you party is rescued at the crash site by Bao-Dur. This strange looking alien refers to you as general and has the ability to disrupt shields. He is also a required member of the party. On the other side of the crash site there is a hidden cache that is surrounded by mines. Use Bao-Dur to defuse them and collect the goods.

Just past the crash site there are three mercenaries waiting with a sentry droid. These enemies are likely to be using shields so prepare to hit them with some force powers. Be sure to collect their dropped items. Around the next bend there is another sentry droid which announces the presence of three more mercenaries around the corner. Stick to ranged attacks for these enemies, or risk running through the mine field in front of them.

In the next area, Bao-Dur will initiate a conversation with you when you head out to the beach. You have the option to stick to the cliff side path, the water, or attack the mercenaries in the center of the map head on. Due to the way your allies react to enemies, avoiding the fight in the center can be difficult. There are also items to be found at the end of the beach and among the skeletons on the southwest corner of the map.

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Going through the center leads to a large battle, but its one that can be won. First, remember that the mercenaries like to use shields, so a lot of melee attacks will be deflected. First off, equip every character with their own deflector shield. Then begin the battle by throwing sonic grenades into the middle of the group as you approach, this will take off a good chunk of their health and may even take down a few mercs. Then attack the shielded enemies with force powers to take away large amounts of health.

Be sure to heal as soon as you finish off the human enemies because the surrounding beasts are quick to close in. Then, grab the items on the beach and in the southwest and head towards the mine field in the southeast. Be careful not to let your allies charge across the field and detonate the mines. Keep them back and have them attack the turrets at the end of the field from a distance.

In the next area there are two attack droids behind a wall of mines. Take them out with grenades before attempting to disarm the mines. Save the droid master for last as she wears a powerful shield. As you round the bend into a village, another group of mercenaries will attack you, this time with their commander. There are four of them, kill the commander first and then the rest of his guards. The battle leads to the center of town where there are three more mercenaries (one is a veteran) and two heavy defense turrets on top of a platform. At the top of the platform there are also two more normal mercs. You may want to take advantage of a Jedi with healing abilities for this battle.

Check the terminal at the top of the platform to find the best method for obtaining the Ebon Hawk. Then, take a left while walking down the ramp from the platform and face three more mercenaries guarding a tunnel entrance leading underground. Be sure to open the containers next to and on top of the platform. Then, take the tunnel down into the old military base.

Underground Base

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When you enter the base, avoid the square in the center of the room because it emits poisonous gas. The door to the next area is shielded, so select Bao-Dur and select the bash option. He will use his prosthetic arm to open the door. The next room is filled with turrets that will fire on the party as soon as they enter the area. The center of the room is filled with noxious gas emission, so stick to the sides near the wall. In the center of the room there is a computer terminal where the turrets can be switched off and you can download a map of the facility.

Continue through to the next force field using Bao-Dur and face three Telos Military Droids. In the halls of the next area. There are supplies hidden amongst a corpse at the end of the hallway to the

left. The next room is filled with poisonous gas grates, so stick to the walls. Then disable the next force shield and fight three more military droids. Search the hallway straight ahead and the supply pack in the center of the next area. You will come across the first lightsaber crystal. Take a right down the next hallway where you will encounter more turrets.

There are four turrets in this large area, and they are shielded so use anti shield weapons or force powers to take off large chunks of their health. After the room is cleared there is a workbench and a lab station on either side of the room. The next area contains the orbital shuttle. Unfortunately for you, the bay doors are locked and ship requires ignition pass codes. If you inspect the rear of the ship it will restore the party's health for no apparent reason.

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There is a hall branching from the hanger, take this path to find three doors. The door on the left contains a control panel that will shut down the gas valves beneath the floor. There are also four black lockers that can be searched for items. The room on the right contains the bay controls that unlock the hanger doors. Open the security door straight ahead to enter a long hall that contains another military droid. Grab the supplies behind the droid and then enter a large room at the end of the hall and face a second military droid.

As you open another military door, there will be a man ahead. Don't be distracted by him, instead turn to the left and take out another military droid. The man will then approach you and ask to be escorted out of the area. Refuse him and take his supplies to earn some dark side points. Bao-Dur will not take kindly to this behavior and your influence with him will drop if you ignore his complaints.

Blow up the damaged container in this area with a minor frag mine to obtain the contents. Then travel to the next force shield and battle two more military droids, followed by three more in the next room. This room also contains a computer terminal that can be used to overload the droid recharging stations. Choose this option to skip a battle and earn some experience. Walk in the direction of the military base sub-level. This door is locked, so open the door to the right of it to find an inactive HK-47 protocol droid. This droid can be reprogrammed to assist the party. Across from this hall is the entrance to the reactor.

Travel to the reactor and activate it through the control panel. If the turrets in the previous room have not been destroyed, they will become active when the reactor is brought online. The door down the hall will now be open. It is next to the control panel that overloaded the droid recharging stations. Inside this room there are some supplies and a data pad containing the ignition codes. The activation

of the reactor also releases a tank droid which is waiting in the hanger next to the orbital transport ship.

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When attacking the tank droid, equip any shields that protect against heat. The tank's most powerful weapon is a flame thrower. Forget the stun droid force power and instead stick with force lightning to bring the machine down in only a few hits. Kreia's force heal command will make this battle much easier. Don't forget to search the tank droid storage room before taking off for the polar region.

Polar Region.
When the party lands at the polar region, three HK-47 assassin droids will greet the survivors of the crash. This battle is more difficult than the tank droid. Focus your entire party on one droid at a time until they are disposed of. Note that Bao-Dur is knocked unconscious during the crash and will be replaced by another party member who may need to be leveled up. Be sure to pick up the remains of the HK units. One item that is dropped is one of the four critical items that will activate the HK unit inside of the Ebon Hawk.

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The Secret Academy
After the battle, look for the bunker entrance near the crash site and head underground. A long scene between Kreia and Atton will play out and then you will face Atris. The secret Academy is not large but once you leave, you can never return. Search every area for plasteel cylinders and items. The goal of this area is to visit the prison and release your party members. T3-M4 can also be found at the entrance to the hanger. Forgiving Bao-Dur, Atton, and T3-M4 for their capture will give you increased influence with these characters. There is also a handmaiden known as the Last Handmaiden who

resides in the entrance chamber. Speak to her sisters and follow the path of conversation about her knowledge of the Jedi.

Handmaiden Battles
There are five handmaiden battles, each of which increase in difficulty. The first battle is against one woman and you are not allowed to use any equipment, items, or powers. These battles can be difficult and your best bet is to set the battle difficulty to easy.

- Battle number 2 is again against a handmaiden and you are allowed to use melee weapons.
- Battle number 3 is against a handmaiden and you are allowed to use any items or techniques at your disposal. Get ready to bust out the armor and force powers and zap the woman in white across the room.
- Battle number 4 is against a pair of handmaidens. This battle also has no restrictions so they should stand little chance against your force powers.
- Battle number 5 is the most difficult of the encounters. You will face five handmaidens, three from the front and two in back. This may seem impossible but there are some tricks to get ahead. First, make sure you are stocked up on life support packs and advanced med packs. If not, take a character who has a high treat injury skill and use the lab station in the entrance to the ship hanger to create some. Remember, items can be broken down into chemicals. Next, start out the battle by lobbing some powerful grenades (plasma works well) into the three oncoming handmaidens. This will give you a chance to inflict some damage to the group without harming yourself. Then, choose one maiden at a time and take them down using force lightning. When you run low on health and force power queue health replenishing items along with a shield like the Mandelorian melee shield. With a little luck this should be enough to take down three of the handmaidens before they kill you. From there the battle is as easy as the previous attack.

Besides the handmaiden battles there is little else to do at the academy. Board the Ebon Hawk and take off for another destination.

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Ebon Hawk
If you have chosen a male character the Last Handmaiden will join your team on the ship. This is also an opportunity to converse with your team members and gain influence. Speak kind words to T3 and the Handmaiden and put your trust in Bao-Dur. Even if you are leaning towards the dark side, the small amount of light side points gained through changing the influence of a character is worth it. Its time to choose a new planet to visit. The choice is yours, but in terms of assembling a lightsaber, the

fastest method involves traveling to Nar Shaddaa first.

Guide part 8

Walkthrough Part 4 -Nar Shaddaa

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Narshaddaa.jpg

Swoop Racing
The Docks
Entertainment Promenade

After landing on Nar Shaddaa inform the winged creature who hassles the group about the parking job that you work for the exchange. He will back off quickly under threats to his life and you will gain some more dark side points. Be sure to level up your new characters and equip them with new armor and weapons. As you leave the landing pad you will run into two thugs harassing a human for wandering from the refugee sector. Beat down the thugs and tell the helpless human that he owes you. He tells you that a member of the exchange has been clamping down on the refugee sector recently. Tell the loser to shut up and get lost to gain some dark side points.

Influence - Kreia
There will be a man begging for money close to where the thugs were standing. Listen to Kreia's advice after dealing with them and tell her that you will take her lesson to heart. This will increase influence with her.

Influence - Handmaiden
In the northeast section of Nar Shaddaa there are two more thugs shaking down a citizen. You can use force persuade to convince one of them to jump off the nearby ledge. This will gain you some dark side points. After killing the other thug the handmaiden will interject with her thoughts on helping people. You can disparage Atris, but tell the handmaiden that each person learns from their experiences to gain influence with her.

Tienn Tubb's Shop
Take a lap around the large square area to reveal the map screen. One of the first attractions in Nar Shaddaa is Tienn Tubb's shop in the southwest corner of the map. Tienn is blind, but his droid will approach you and ask for you to find a missing droid which has been appropriated by a junk dealer named Kodin.

Kodin is located in the north west section of the map in a corner. Threaten him with harm in order to obtain the droid and take it back to Tienn. Talk to Tienn's droid to obtain a free shield upgrade. If you choose to shake down the droid for more compensation you will loose influence with T3-M4.

Outdoor Merchant Quest

There are two outdoor merchants on the landing pad: Geeda and Oondar. You can play them off of each other to gain a discount at both shops. There is also a light and dark side points opportunity. Side with Oondar and kill Geeda to receive dark side points and side with Geeda to receive light side points. Behind Oondar the merchant is a door leading to a supply room. There is a deal gone bad going down behind the door so get ready for a battle against four thugs once you enter the room. Collect the items from the containers after the battle.

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Swoop Racing
The swoop racing track is in the north west corner of the refugee area behind a door. You will see a man passed out on the floor. To the right of him is a Twi'lek named Borna Lys. She explains that the swoop races are rigged because there is a droid challenger who cannot lose. Negotiate with her to obtain the access codes to this droid's cage, reminding her that you both stand to benefit from its sabotage.

Access the droid in the next room and reprogram it to think that it is about to crash in a swoop race. The droid will self destruct. Lie about your involvement with the explosion and suggest that the track is sold to Borna to cover the cost of the droid. Then speak to Borna to take your share of the profits. You can now enter the swoop races. If you win (the swoop race cheat helps) you can use force persuade to take all of the winnings thus gaining dark side points.

The Docks
If you decide to take the dancing quest you will be transported to Vogga's Enclave on the docks. Speak to Vogga and negotiate a deal for a new fuel source for Citadel Station in return for getting rid of Goto, an Exchange member. Also, mention that you have been sent to dance for him for some experience.

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Down the hall from the Hut there is an alien named Bith. He has found an alternate fuel source that would be useful for the inhabitants of Citadel station. If you have taken the quests from Lt. Green on Citedel station you will want to take this fuel source idea for yourself. This can either be done through negotiations, or by killing Bith. The latter will give you glorious dark side points.

Pylon Quest
Outside on the docks there are three pylons in a row. At the entrance walkway to pylon two there is a computer console. You can use a computer spike to optimize power to the three pylons and receive experience. Walk towards pylon 1 to trigger a scene with Han Har the Wookiee. Walk towards the doorway to the Landing pad to trigger another scene with this bounty hunter.

Talk to Fassa who is by the walkway leading to pylon 2 to receive the pylon quest. You must first power up all of the pylons from the console next to Fassa. Then there is a puzzle involving the ship's signatures. The rules to this puzzle are as follows. The higher set of numbers gets priority. The first set of two numbers is always the same as the second set of two. If there is a tie, then the last set of two numbers takes priority. Using these rules the ships should be arranged in this order:

Silver Zypher
Alakandor
Toorna
For completing this task you will receive the Jal Shey Neophyte Armor which is very useful because it does not restrict force powers.

The Flop House
On the western side of the docks there is a door to the flop house. The first room on the right contains a group of Mandalorians that can be taunted. In the room across from this one there is a container filled with items.

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? In the first room across from the entrance, use stealth to come across two thugs discussing how to break into Vogga the Hut's chambers. This will allow you to purchase juma juice at the cantina. You will use this item when you accept the dancing mission which begins in the Cantina. During the course of that quest you will put Voga the Hut to sleep with your dancing and then spike the Kath hound's drinking bowl. This will give you access to Voga's storage room.

? The second room contains a crew member of the Lunar Shadow. Here you can receive a quest to get the captain of the ship out of the alien bar Jekk'Jekk Tarr. Also, take the credits from the container in this room and the next room on the right. The Jekk'Jekk Tarr Bar is located next to pylon 3. The captain is located in the corner of the Arid Room and you can force persuade him to rejoin his crew.

? In the fourth room on the right there is a Sith Scientist investigating a signal that is only audible to his ears. Tell him that his work sounds interesting and eventually he will offer you a fetch mission leading to Pylon 3. When you reach this destination you will find a dead Twi'lek who has been robbed. The door will slam shut and you will have to battle against the cleaning droid. This enemy drops a number of very useful droid upgrades. Return to the flophouse to find the scientist's arm and a data pad that recorded his demise.

? Turn the corner and speak to Lasavvou in the first room on the left. You can trick him into thinking you are the docking authority and gain some credits. You can also agree to talk to the dock master for him and receive a new quest.

? The next room on the left has a backpack filled with items.

? The third room of the left contains a man who is looking for his wife. You have the option to tell him to join the exchange and tell them that you sent him.

Entertainment Promenade
This section is located to the east of the landing pad. To the left of the entrance there is an alien named Twik'Gar who will ask you to get Geredi to leave the Pazak Den. To the right of the door there is a small mousy creature named Kaalah-nah. Because the Pazak den is locked to those who don't have a code, pay the mouse to give you the password.

Pazaak Den
Geredi can be found in a corner in the Pazaak Den. Lie to him and say that there is a female Twi'lek waiting for him outside and he will meet his doom in the form of the thugs you spoke to earlier. This little trick will earn some dark side points.

Speak to the Twi'lek in the corner next to Geredi to automatically win a game of Pazaak and increase

your reputation amongst the players. Near the bar there is a droid that has been programmed to love playing Pazaak even though she is not a very good player. This character can be used to slowly win money, or you can offer to repair her. An awareness response will indicate that there is a transponder located under the droid's arm just like the swoop racing droid. Repair the droid and she will thank you. At this point, a mouse like creature will enter the den and claim to be an unbeatable Pazaak player. The importance of this character is that he allows a maximum wager of 500 credits. Be warned, he also plays with rare tie breaker cards that will win on a push and + or - 10 cards that can drastically change his hand. Its best to face this player when you have an elite side deck.

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Cantina

Enter stealth mode and walk to the right side of the bar to overhear the Vogga thugs and gain some experience. (Before starting this quest, see the section on the flophouse. In order to break into Vogga's chambers you need to prepare yourself before dancing for him.) In the cantina, walk up to the group of dancers on the left side of the room. A Twi'lek named Domo will ask you to help him find dancers for Vogga the Hut. If the handmaiden is in your party, you can offer her as a dancer. She will not have a problem with performing this task and this will gain you access to Vogga's chambers. You also get to keep the slave dancer outfit.

Jekk'Jekk Tarr Bar

Before entering this bar be sure to equip all organic party members with a breath mask so that they are not harmed by the fumes inside. If there are not enough masks to go around, enter solo mode. At first there are three rooms open in the Bar. The captain of the ship mentioned in the flop house is in the Arid room and can be convinced to return to his shipmates. There is nothing left to do in this area, you must first

Refugee Sector

Upon entering the refugee sector you will be stopped by two thugs who demand a toll payment. You have the option to ask them about Lorta if you talked to him in the Flophouse. You can force persuade the thugs to let you pass, or face them in battle. The only open direction is to take a left down a ramp. Keep heading down to enter the Refugee commons

Refugee Commons

Upon entering this sector there is a sick man to your right. Convince him to kill himself for the good of others to earn some dark side points. Wandering through this area will cause you to be approached by two Twi'lek who inform you that Atton is a cold blooded murderer. There are many refugees in this

sector that ask for help, but these lead to light side points so it is better to ignore their pleas for help.

Serroco Thugs
If you continue to walk east using the ramps you will eventually reach an area filled Serroco Thugs. You can choose to pick a fight with this scum, but be warned you will have to fight them all at once. On the very eastern edge of this area there is an air speeder that requires part to get it working again. Be sure to check all of the cargo bins in the Serroco controlled areas for lots of useful items.

Exchange
Travel to the south and then take the ramps to the west to find the entrance to the exchange headquarters. In the Exchange there are plasteel containers in almost every room. You can take the items inside using a stealth field generator, or just grab them and prepare to fight the thugs in the room.

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About three rooms into the exchange there is a locked door where Nadaa's daughter Adana is being kept. She was the woman living in the Refugee Commons. You can save the girl without gaining light side points, and gain experience for completing the quest. If you return to the mother after saving the daughter she will reward you with a Sigil crystal lightsaber crystal.

Take the hallway through the dining room and into the heart of the exchange where Saquesh is standing by a window. Speak to Saquesh and force persuade him to let Adana go, even though you have just saved her. Then use the response "you will die anyway". This will lead to experience and dark side points. Be aware that once you start battling Saquesh you will also have to face the thugs in the dining room behind you. Don't let yourself be overwhelmed with the large number of enemies in the area. After clearing out the exchange, you should be out of quests to perform on Nar Shaddaa. Your only option is to return to the Ebon Hawk. But don't get too excited, this planet still has a few surprises to throw at you.

Guide part 9

Walkthrough Part 5 -Nar Shaddaa II

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Return to the Ebon Hawk

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When you return to the ship there will be a group of thugs waiting for you known as the Red Eclipse. The entire walkway to your craft is lined with these enemies so prepare yourself for a long battle. Boarding the Ebon Hawk is the only way to advance the story line. Many more members of the Red Eclipse are on the ship waiting to do battle. Many of them carry sonic rifles. Slash through the ranks until you encounter the leader of the group who will speak to you. Tell him that you could kill the Red Eclipse easily and then take control of their slave trade. This is not only a choice dark side move, but it will net you profits in the future. You can control the slave trade from the cantina on Nar Shaddaa in the future.

After dealing with the Red Eclipse you will be approached by a woman member of the Sith who will attack you. Switch to the Contention battle stance which works well against Jedi. In order to win this battle you only need to bring her down to half health, so use lightning attacks to finish the fight quickly. Afterwards she will appear in the medical where you can speak to her.

Atton's Past Catches Up
Leave the Ebon Hawk again and Atton will stop you and tell you that he has just received a transmission that the group should hear. Return to the ship to receive an invitation to a private room in the Jekk'Jekk Tarr Bar You have to travel alone so walk towards the entrance to the docks and Atton will see you off and give you some medical supplies.

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The game's perspective will switch to Atton who has decided to cool off in the bar. Here you will be attacked by the Twin Suns, the Twi'lek bounty hunters. This battle can be won easily with a couple of cheap methods. First off, you can cover the floor of the cantina with mines earlier in the game. Or, you can hide behind objects like the doorway to force the Twin Suns to fight from a distance. Their blaster shots are not nearly as powerful as their melee attacks so you can damage them from afar with grenades.

Mira
Next, you will take control of Mira and walk into the private lounge of the Jekk'Jekk bar. Watch the cut scenes that follow and you will again take control of the main character in a hideout in the flop house. Return to the Jekk'Jekk bar.

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Inside the bar the fumes will begin to poison your character. Kreia communicates through the force and teaches you the breath control force power. Use this technique to remain safe from the toxic fumes of the area, then take on the hoards of enemies inside the bar. There may be a large number of combatants but none of them have very many hit points. A couple force power attacks are enough to take out the thugs. Before walking towards the private room, walk into the room on the left to kill more thugs and earn some bonus experience. Continue through the bar into the private lounge. Question the Twi'lek as to the location of their master and they will spill the beans about their boss and the trap he has laid. Tell them to get out of your site before you kill them to earn some dark side points.

Tunnels

The tunnels are filled with mines and also contain two dead bodies that hold items. The following map will make your journey faster. Once you select the high security door at the end of the tunnels the point of view will switch to Han Har the Wookiee and you will have to kill Mira. Light side characters have the opposite choice. Be sure to level Han Har up and then use his Wookiee fury to boost his attack. Normal attacks will quickly kill Mira.

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After the battle you are betrayed, and a pack of Kath hounds are released into the pen. Kill the hounds, then pick up the mines and remains of the other pit victims. Search the small room at the back of the pen for more credits and a keycard. When you exit the pen Ubese bounty hunters will be the next enemies that block the path. These hunters fill the corridors of the following area. The quickest path to freedom is to take a left from the sparring room and use the special keypad to enter the tunnels. Also, the vent controls are marked on the map and can be used to turn the environment of the underground sanctuary against its inhabitants.

Once Han Har opens the vent shaft you take control of the main character again. Walk into the circular arena to advance the story. Order the killing of Visquis to earn some dark side points and you will witness a deal between Kreia and Han Har.

Droid Warehouse
Enter the warehouse and speak to the droid at the control panel at the end of the warehouse. He will not let you pass through to the next section of the warehouse. Speak to the C6 droid on the other side of the crates and he will ask that you disable the C7 blocking the path. Return to the C7 to attack it and continue into the warehouse. The next doorway is locked by a puzzle which can be solved by completing these commands:

Rotate the Center block counterclockwise
Rotate the Right block clockwise
Rotate the Left block counterclockwise

</tbody> <tbody>
This will permit you access into a room where a droid will provide T3 with Vogga's launch codes. Take this info and wheel towards the exit of the warehouse. You are stopped short by HK assassin droids. Fry these enemies with regular laser blasts and the shock arm if needed. Don't forget to search the remains of the droids to find another piece that is necessary to activate the HK-47 droid on the Ebon Hawk.

Goto's Ship
You enter Goto's ship with two characters from your team. The room you start in contains a utility droid. Download the program "shutdown" from this droid and move into the next room which is filled with mines droids.

There are many consoles throughout Goto's ship. In order to access many consoles you will either need numerous computer spikes or enter the "count". This number corresponds to the transmission broadcasts from destroyed droids. These broadcasts appear on the screen before the droids explode. The count table is as follows:

Zero Zero Zero: 0
Zero Zero One: 1
Zero One Zero: 2
Zero One One: 3
One Zero Zero: 4
One Zero One: 5
One One Zero: 6
One One One: 7

There are also programs that can be downloaded from maintenance droids scattered throughout the ship. Once you find a program, be sure to upload it to a console and run it through "system control" on any unlocked console. This will take down Goto's defense systems completely.

In between the two sets of cells on the eastern section of the ship there is an audience chamber where you can release the main character to form a full party. Both cell blocks contain maintenance droids with helpful codes. The console in the audience chamber also has a code to access power distribution. When you enter the area of the ship near the torture chamber there is a work bench and a lab table to make use of. There is also a scene showing Goto activating the mine fields on the ship.

</tbody> <tbody>
While traveling through the ship be sure to:

- Shut down the power distribution
- Reset the turrets to cancel their advanced targeting systems
- Shut down the mine fields

When you reach the bridge, check the small plasteel container on the right side to find the Droid controller codes. Enter these into the main console and shut down the droids on the ship. After you have disabled the secondary power, the cloaking system on Goto's craft will be shut down and bounty hunters will board. Check the map and head back towards the Ebon Hawk to. There are groups of bounty hunters on the way including a second battle with the Twin Suns.

Back on Nar Shadaa
You appear back in the Flop House district in Zez-Kai Ell's chambers. Light side followers will have the chance to recruit this Jedi. Darker players can either battle him, or learn from him and send him away. Next you should return to Vogga the Hut's chambers to complete his quest to destroy Goto. Collect your reward and return to the Ebon hawk.

On to Walkthrough Part 6 ...

Guide part 10

Walkthrough Part 6 -Dxun

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Onderon.jpg

While queuing to land at Onderon your ship will be attacked by a fleet. Whether you chose to fight or run, Atton will land the Ebon Hawk on the jungle moon of Dxun. When you land the Ebon Hawk, step off and choose two party members, preferably one with computer skills.

This canyon is filled with carnivorous Cannoks and old crash sites. At the onset there are two paths to take leading up hill. Check both routes for remains that yield useful items. The paths meet up again where there is a branch to the right. In this small alcove there is the wreckage of a large craft. Search under the crash to find a computer console where you can activate the remote droids that are scattered about the area. When you come upon one of these droids, you now have the option to activate them and use them as allies. Also, search near the wreckage for a large stockpile of items.

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Continue through the jungle to the next clearing where you will run into Dezanti and his bounty hunter friends. The three enemies attack with blasters and are no trouble at all. Scavenge their bodies for loot. To the left of the bounty hunter's crashed ship there is a plasteel cylinder and some wreckage that contains some items. The path past the ship leads into the next area.

The next area is maze of jungle paths infested with Maalraas. These beasts put up about the same resistance as the Cannoks from the last section. The first path to the right of this section contains a dead Mandalorian and a weapon cache. This door can only be opened with a permacrete charge that can be bought on Dantooine or found on Korriban. You will have to return to this door later in the game.

Straight ahead, is a group of Mandalorians that wish to take you to their camp. This will lead you to a

meeting with their leader, the Mandalore.

Camp
Mandalore offers you a trip down to the planet's surface, but only if you will complete some tasks for him first. The first task is to set off some charges that conceal weapons caches. These charges are in the jungle, so before walking back into the wild, explore the Mandalorian camp. Search the perimeter of this camp to find a plethora of items. Next to the exit from the camp there is a shop where you can purchase some powerful Mandalorian weapons and armor. There are also boatloads of side quests that start in this area which are listed below.

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Missing Mandalorian
Across from the command station there are some Mandalorian recruits being trained. Speak to their commander to receive a quest to find a Mandalorian corpse in the jungle and strip it of equipment. The location of this troop is marked on the map.

When you run into him he is trapped on top of a hill and asks you to help him down. If you kill the beasts at the base of the hill you will receive light side points for clearing the path. If you set off the charge, it will kill this soldier and you will receive dark side points. There is also a third choice: help the soldier out of his predicament, then extort him for a reward back at the camp. After this, tell everyone at the camp of his embarrassing misstep. This will give you double the dark side points, items and experience.

Zakkeg Challenge
Speak to the guard next to the exit of the camp and he will challenge you to kill a zekkeg. These red beasts can be found in the jungle. The Zakkeg is in the southeast corner of the jungle. This large animal is immune to force powers and does some nasty damage with its bits. Start an attack with some grenades, then charge in with melee attacks.

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Tech Assistance
Also near the entrance to the camp there is an officer working at a computer console. He needs help repairing the telemetry computer and some cables. Use parts on the cables right next to the officer to fix them. The telemetry computer can be found in the north east of the camp and is marked as "relay dish and workbench". Use computer spikes to repair the dish. Approach the console with a computer savvy character like G0t0 to cut down on the number of spikes required. Return to the officer at the console to receive experience, spikes, and repair parts.

The three necessary components that the maintenance officer needs are hidden in the jungle inside the corpses of Cannocks. Each piece is found in a different area of the jungle, so be sure to explore every path and check the animal corpses after a slaughter.

Battle Circle
The battle circle is where the Mandalorians train according to their rituals. It is similar to the handmaiden battles in the hidden base on Telos.
 ?   The first battle will be against Davrel, a very weak soldier who decided that no items, weapons, or force powers can be used.
 ?   The second battle against Kex can be competed using dueling swords or using all powers. Choosing to fight on your terms makes this battle very short.
 ?   The third fight is strictly hand to hand and is against Tagren the warrior.

Back to the Jungle

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If you have already fought Davrel in the battle circle, when you exit the camp he will confront you. Here you have an opportunity to fight Davrel to the death and impress the guard outside. In the jungle you can find all of the necessary components to complete the quests listed above. When you finally return, speak to Mandalore again and he will offer to take you to Iziz.

Before the ship takes off, Kreia will work her evil magic and Mandalore will join your party. A group of Sith assassins will attack the party after he joins. They are armed with conventional weapons and don't put up that much of a fight, especially against you lightsaber. You are now ready to hit the planet's surface.

Guide part 11

Walkthrough Part 7 - Onderon

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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When you walk out of the ship's dock on the planet's surface you are greeted by the port master. He gives you a star port visa that allows you free transport into space. In the southern section of the star port there is a Beast Rider that stands among some caged animals. After speaking to him, one of his stock becomes agitated and breaks free from its confinement. Strike the animal down and the Rider will repay you with money. You can also demand a secondary payment for your trouble.

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Merchant Quarter
On the way to the merchant quarter you will be stopped by an officer of the city. Force persuade him that he has no reason to ask you questions and head on through. Immediately upon entering the merchant quarter there are some interactions to be had. First, across from the entrance, speak to the old man surrounded by troops. They will haul him off for spying for the republic. If you choose to interfere you will receive light side points, so it's best to stay out of the way.

There is also a woman and her children standing at the entrance next to an older man. Both people want an open star port visa. The woman wants to relocate her family and the man will pay 2000 credits. If there has ever been a more clear choice between light and dark I can't think of it. Talk to the two groups to add these quests to your journal.

Around the corner on the right a man named Gregorran runs a weapons shop that is stocked with some useful armor. Just past Gregorran there is a crowd gathered around a statue. Here you can voice your opinions about the situation on Onderon to the public. Later in this area you can incite a riot by convincing the citizens to fight. This will cause death and chaos, and of course leads you further down the path of the dark side.

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Anda

Just past the statue there is a woman named Anda. Speak to her and she will ask you to remove three captains from their command posts around the city. For each general removed you will receive a generous payment of 2500 credits.

 ?   The first captain to remove is guarding the entrance to the sky ramp. Access the computer terminal just behind the statue in the middle of the area and overload the terminal in front of the ramp. This will kill the captain and complete one-third of the quest.
 ?   The second captain is at the base of the gun tower near the entrance to the merchant quarter. Speak to him twice to convince him to speak out against the general. Play the part of the instigator to get him to blow his top and he will be removed from his post.
 ?   The third captain is supposed to be at the star port but he is hanging around in the cantina in the western square. When you run into him in the cantina you only need to persuade him that he is endangering his family by staying on the planet. He will leave his post and the quest is complete. Report back to Anda to collect your reward.

Western Square

When you enter the western square a Rodian Mercenary will attack you with eight thugs. There are two grenadiers in this party, so you'll have to go for the jugular. By now you should have some devastating force powers to work with. An attack like force storm will take out three of these enemies with one shot. Pick up their items after they have been disposed of.

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IB-8D

Across from the cantina there is a droid named IB-8D. Choose to repair this droid and then ask him to lower his costs to zero. He will refuse, but you will be able to change his market data to lower the prices of his goods to cost value. Check under his miscellaneous items to find the HK processor. This is the last item you need to unlock the HK droid aboard the Ebon Hawk.

Cantina
Inside the cantina there is the third captain from the previously mentioned quest. There is also a swoop racing track where you can enter a number timed laps for money. After you win the first race, demand to take a portion of the winnings for each consecutive race. This will up your winnings by 500 credits each time. Back outside along the western wall you can enter Dhagon Ghent's quarters and scour them for items. The man outside of his door informs you that he is being questioned about a murder in the cantina at the tower in the merchant quarter.

As you leave the merchant quarter a group of bounty hunters will stop you at the exit. They appear from the front and from behind so be prepared from an assault from all angles. After killing these thugs you can find a star port visa on the ground. In order to make this an "open" start port visa you must take it to Kiph in the cantina and pay him 500 credits.

Dhagon Ghent's Murder
The doctor is a friend of Mandalor. Go to the tower and speak with Captain Riiken at the base of the turret tower to learn more about the murder charges the Dr. faces. You will have to prove his innocence in order to advance in the game so head back to the cantina. Inside, speak with Bahima, Nikko, Panar, and Kiph in order to learn more about the murder.

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The next stop on this fact finding mission is outside the cantina. Check the broken droid near the pool of blood and pile of garbage. There was no mention of a droid in the murder so far, so return to the cantina to find out more. Speak to Panar in the beast rider room to find out that 1B-8D might have some of the broken droid's parts for sale.

1B-8D is standing just outside of the cantina. Ask him about the broken droid and he will sell you the parts for 25 credits. Now take the parts to Kiph in the cantina and ask him to look at the memory core of the droid. This will provide you with evidence that the true murderer came from the market place. Show the recording to Nikko and then you head back to the base of the turret tower and speak with Captain Riiken again. Explain the details of the case to the General and you will appear at the good doctor's quarters.

Dhagon Gent has a contact inside that palace that might know a Jedi Master in hiding. First, he needs some holodiscs back from the looters. Walk back into the cantina and head for the beast rider's den. Speak to Bakkel and inform her of your plan to kill her and her men, then rob their corpses of the object you need. Kill her and her men, then search her body to find the holodiscs and another star port visa.

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Star Port Visas
You only receive two star port visas on Onderon. One for killing the bounty hunters when leaving the western square and one for killing Bakkel in the beast rider room of the cantina. There are a few places you can sell these for items. At the entrance to the merchant market there is a woman named Terlyn who can be helped and a man named Tolas that will pay cash. Your best bet for dark side points and bonus items is a woman named Sakarie in the center of the cantina. She will trade you a Qixoni lightsaber crystal, a Rodian death blade, or 5000 credits.

Jedi Meeting
When you return the discs to Dhagon he will set up a meeting in the Cantina with a member of the Jedi Council that had you exiled. The meeting is interrupted by General Vaklu. Kavar stuns his men and runs to the palace, attack the guards while they are stunned and move towards the merchant quarter. Choose to attack the civilians as well to earn dark side points. The battle will be interrupted and you can choose to make a friend of the general before you leave the planet. You will still have to fight his troops as you head back to the star port.

There are two groups of soldiers waiting for your party in the western square. These enemies are not very powerful but they carry useful items with them. More guards disguised as citizens will attack you in the merchant quarter. Just outside of the path to the star port the turrets are programmed to attack as well. A few droid or lightning force attacks will set these turrets aflame. Get back aboard the shuttle and escape to the Mandalorian base.

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Return to Dxun

When you land on the moon, Mandalore decides to join your party permanently. As you walk towards the guide at the camp exit six Sith assassins will attack your group. Take care of them and head back to the Ebon Hawk.

Before traveling to the next planet, you should take care of some side quests. Travel back to Nar Shaddaa with Mandalore in your party. Head to the flop house and speak to the group of Mandalorians. They will decide to join your cause and leave the room to gather more of their kind. You should also have all of the necessary parts required to reassemble the HK unit in the hold of the Ebon Hawk. Once he is operational you can pursue a line of conversation dealing with how evil you have become and earn some more dark side points.

On to Walkthrough Part 8 ...

Guide part 12

Walkthrough Part 8 -Dantooine/Onderon

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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At the landing pad in Dantooine you are greeted by a woman who notices your lightsaber. She suggests that you go to the city center. If you speak to the old man by the sparking machinery to the right of the Ebon Hawk, you have the option to intimidate him, and kill him for pointing out your force powers. This will earn you some dark side points. Search the containers on the perimeter of the port before continuing on.

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As you exit the space port, if you take a left you will run into a trader named Akkere. He sells an HK control cluster if you haven't already found this item and activated the HK unit on the Ebon Hawk. Next, walk through the main entrance of the building labeled as the "Khoonda".

In the center of this building speak to Terena Adare. She will ask you if you have connections to a Jedi named Vrook. Lie to her and say that he sent you to the planet. She will ask you to investigate the Jedi Enclave on the planet and you are allowed to keep any of the relics found on the site.

In the southeast of the building there is a room containing a man named Zherron. You can choose to take a quest from him that involves killing the hoards of kinrath that infest the caves on the Khoonda plain.

Crash Site
Walk to the east of the Khoonda building. This area is filled with kinrath, but by this time you have become powerful enough to wipe them from the fields without much effort. Along the western wall of this area you will run into a man named Saedhe. He is investigating a crash site and offers you 1000 credits for every piece of equipment you find that helps him. Take the quest and then move further to the east.

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The crystal caves are directly east of the town. Forget about the caves for now and instead walk north towards one of the two openings to the enclave courtyard. Once in this area, travel to the east to find a mercenary camp. Speak to a man named Nallek here and he will seek a confrontation. Use force persuade to get him to hand over his gun and his credits. This will earn you some dark side points.

Before entering the Enclave sublevel you will run into a salvager's camp. A woman named Daraala sells some useful Jedi artefacts and will give you a quest to bring dead bodies up from the enclave sub level. She stands next to a man named Ralon who will try to sell you a fake holocron. Threaten the fool and take the holocron from him as punishment. This will earn you dark side points.

As you approach the Enclave there is a dead end path to the south that leads to a battle against a group of kath hounds. Walk to the north where a group will emerge from enclave and head for the hills. The sub level is crawling with Laigrek which are the most powerful beasts you have faced yet. This doesn't make them difficult, but they will take longer to die than the fodder on the fields of Dantooine.

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Inside the Enclave
When you enter the enclave head north to find a small room where a man named Jorran is trapped. Kill the Laigrek in the area and let him out of the room. Ask him for a reward and then kill him for the artifacts in his bag. You can sell the moister vaporator he drops to one of the farmers back at the Khoonda.

The sub basement of the enclave is shaped like a square with many corridors and closets. The

hallways are filled with laigreks which attack in packs and should be fended off with group attacks like force wave. In the north eastern section of the enclave there is a droid bay which contains a number of bots. You can repair these droids and have them battle the creatures that lay in wait ahead. Or you can overload the terminal next to the droids and blow them all to hell. This doesn't serve any purpose, but it looks cool. Be sure to set the terminal to explode in enough time that you can avoid the blast.

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The south eastern section of the enclave contains the storage room that is filled with rare items. Overload the computer terminal near the storage room door to force the room open. The goal of searching the archive is the far eastern room where a man called The Disciple waits in the archives. If you are a female character, he will join your party. Speak to the Disciple and search the bodies in the archive, then return to the enclave entrance.

At the western door you will run into a group of mercenaries that seek to collect the bounty on your head. Lob some detonators their way and tear into the group with some force powers. Now you are free to leave the building. Outside the salvagers are congregating around the camp fire. Speak to Daarla the grey haired woman amongst the mercenaries to collect the reward for finding the dead bodies inside the enclave.

Crystal Caves

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When you first enter to the caves, head towards the western paths. You will reach a mercenary stronghold where master Vrook is trapped behind a force field. The mercenaries will attack you no matter what the response, but there are only a few of them. Vrook is not pleased with your actions, but you can interrogate him on your treatment at the hands of the Jedi before attacking him. He will end the fight prematurely and escape from the cave.

The rest of the cave is filled with kinrath and their more deadly cousins the hive kinrath. Be sure to check all of the gray rubble piles as they will yield components for the crash site mission as well as helpful items. Deep in the caves you come upon a mercenary encampment and a crystal chamber. In the crystal chamber there is a kinrath population that can be killed to complete the mission given to you by the military. Also, search the large cluster of crystals in the center of the room to find a special, character specific crystal for your lightsaber.

Azkul
The mercenary leader waits for you outside of the cave and asks for help with his attack on Khoonda. Decide to help the merc for some hefty dark side points. Now, return to Khoonda and begin your sabotage of the base. First, disable all of the mines on the eastern and western sides of the building.

Next, walk inside and speak with Terena Adare. She will give you a key card that provides access to all of the locked doors in the building. Also, if you've killed the kinrath in the crystal cave, speak with Zherron for the reward. This will not effect your alignment in any way. In the south eastern wing of the building across from the militia headquarters there is a control panel that can now be accessed. Using an expert droid, set the turrets to attack friendlies to earn dark side points. Next, walk down the northern corridor and open the droid maintenance facility. Here you can bring three droids back online and optimize their abilities. Then, use the computer terminal to set them against the Khoonda troops. In one of the droids you find a condenser that belongs to Akkere, the merchant outside of the base. Use this evidence to wring some hush money out of Akkere to earn dark side points.

Enter the rear door to the base. Use the security skill to compromise this entrance and loot the room inside. It is now time to return to the mercenary Azkul and begin the assault on the base.

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Master Vrook
After the assault on the base begins you will face Master Vrook at the center of the base. Master Vrook is a tough opponent. Use your defensive force powers to protect you from his onslaught. Also, the environment can be used to your advantage. Vrook becomes caught on the edges of the desk and planters in the room. This gives you plenty of time to set mines, replenish health, and use shield items. Midway through the battle Kreia will inform you that it is better to go on the defensive and outlast Vrook. This is a good method. Just make sure to keep healing and using medpacks and soon his health will drain to nothing.

After killing Vrook, Azkul will pay you for your help. Demand more money and he will increase the

reward by 50%. Search Vrook's corpse for some lightsabre upgrades and then leave the planet.

Return to Dxun and the Sith Camp
Back on Dxun, general Tobin has contacted you in hopes that you will lead an attack on a Sith camp and the merchant quarter of Onderon. The first part of the quest requires you to pick three members of your team to explore the Sith camp. This starts in mined tunnels just outside of the camp. For this quest you are going to need stealth, demolitions, and repair abilities to fully take advantage of the environment. It is also helpful to have a Jedi on the team, as you will be facing quiet a few enemies around the tomb.

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 Midway through the tunnel you can sneak past the minefield and disable a sensor that alerts the enemy to your presence. Then, use repair skill to detonate the power generator at the tunnel exit. At the Sith camp to the right of the space craft, use the console to run a program that turns the droids and turrets against the Sith. Pick up the supplies scattered around camp, and make a dash for the second power generator in the northwest.

As you climb the ramp to the tomb you will need to use a range of force powers against the swarms of enemies. Check the area to the left and right of the tomb entrance to find alcoves containing items. Once inside the tomb you will have to face Sith Lords and generals. The lightsaber attacks can be devastating, make sure to keep your party healthy with generous use of med packs.

There are divergent paths inside the tomb. Take the path leading to the southeast first. There are Sith droids guarding this area. Take them down, then search the room until you trigger the Dark Side energy. Here you can bask in the power of the Dark Side in order to learn new dark force powers. In the center of the room there is a terminal that requires operators to be inserted in order to solve an equation. The correct entries are:

Multiply, Subtract, Add, Multiply

You receive lightsaber components for solving the riddle. Use the workbench to add them to your weapons, then activate the droid next to the bench and send it off on a patrol of the area. It will encounter a group of Sith in the center of the area. Help it to defeat these troops. Now run to the south western room which is guarded by Sith Troopers. After defeating them, walk into the central terminal and chose to replace core module C.

Its time to head north through a barrier where you will face a group of dark Jedi apprentices. The powerful force powers of Visas will come in handy for this battle. There is a path to the right and the left of the next room. First, travel to the left where you will face elite troopers and more apprentices. At the end of this path is a lever that will help to open the main gate. Be sure to bask in the power of the dark side next to the terminal and earn some new powers.

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As you return to the central room, Sith troopers and bomas will charge towards you. Group lightning attacks will take them down quickly. You will face two waves of three Sith troopers before you reach the Sith master. Choose to listen to his tales of the power of the dark side. Then, strike him down and take the power for yourself. Force lightning works well against the three enemies. Search the corpses to find a double bladed light. Then search the tomb to find another lightsaber.

Iziz
When you land in Iziz you will have to battle a hoard of royal guards. There are a lot of them, but they fall quickly. You meet up with the general and make demands for your work. Use the persuade command to increase your reward for the battle. After the general takes his leave, walk up the sky ramp to the palace.

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You will face a mine field and a few royalist troops on the way up the ramp. When you reach a plateau, take a left and storm the military barracks. There is a workbench here as well as some loot. Across from the barracks is a turret station. Enter this building and use the control console to deactivate the force field up ahead. The only other way to pass this section is by using Bao-Dur's arm if he is on your team. Continue up the sky ramp into another group of officers. Stay away from the

power couplings, they are set to explode and deal out heavy damage. At the top of the second ramp is the entrance to the palace.

Once inside the palace you will face Dark Jedi Apprentices. There are Sith guarding the northern hallway and royal guards to the south. Head to the north first and face some Boma. On the way through the hall, be sure to break into the museum and take the Jedi artefacts on display. The terminal in this area is just ahead, choose to disable it. At the end of the hall enter this code into the terminal to access more of the palace's riches: **66, 45, 39**.

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Now, take the northern hall towards the slicer. He sends waves of droids at you along with the royal guards. The last of these droids are equipped with freezing rays that can be a bit annoying if you do not have cold deterrent equipment. In the next room you will fiind Kiph, kill him for his acts against you. Disable his terminal and the door in the center of the area will swing open.

There is a Drexl Larva guarding the throne room. The beast will not take as much damage as other enemies from force powers, but a few bursts of lightning are enough to take it down. When you enter the thrown room, if you have the battle meditation force power you can use it to rally the troops against the royal guards.

Kavar Battle
Your old friend Kavar is in the throne room as the last line of defense. You can persuade him to give you some information before doing battle with him. Kavar will use attacks that have status effects on you. Equip items that will cancel these effects and use your own force powers against him. When Kreia interrupts the battle he is almost at his end. After this fight you will slay the queen with some help from your allies. The general offers his thanks and you return to Dxun.

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Guide part 13

Walkthrough Part 9 -Korriban

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Once you land on Korriban, search the area to the right and the left of the Ebon Hawk and Kreia will contact you through the force bond. You can listen to her info about each Sith tomb to gain dark side points. There are two more tombs up ahead. If you search the skeletal corpses laying about the area you will be attacked by two or three hssiss each time. These can be annoying battles, but they will reward you with a good amount of experience.

Continue walking south until you reach a cave that is filled with dark energy. Kreia advises that you investigate the academy first. Listen to her and continue to the south. There are a few annoying tuk'ata outside of the academy, but at this point in the game they should be no problem. Continue inside the building where you will find more of these goat creatures and some Sith assassins. Darth Sion is waiting for you somewhere inside the academy, so be prepared.

The Academy
You will reach a crossroads of sorts inside the academy. You are traveling from the north so first check the locked door to the northeast. There are some footlockers in this room as well as a trio of Sith assassins waiting to strike. The next stop is the hallway directly to the west. This leads to the dormitories and some computer terminals. In order to enter the rest of the academy you will need to enter into the automated training program. This area also contains many cloaked Sith Assassins and footlockers.

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When you reach the terminal enter as a new recruit. Then select the student **ID number 3401726-B853S5O0X001**. Now, grant yourself access to the course materials and the doorway that leads to the north western passage (from the middle of the academy) will open up. Travelling to this area is necessary because you will receive thorium charges needed to open the locked door at the very west of the academy. Thorium charges can also be used to blow open the weapons cache in the woods

outside of the Mandalorian outpost. Read the working computer console in this area to gain knowledge needed to pass the written test.

Return to the training console and enter these answers to pass the test:

- Freedon Nadde
- 20
- Gizka
- I always lie
- Passion, strength, power, victory

You will now have level 2 access and can enter the training room which is down the eastern hall and to the south. Use the console in this room to begin the training sequence. Unfortunately for you, the program is corrupted and level 16 training initiates. This involves the cages being open in this room. Since you know this before hand, line the cages with mines before using the console and save yourself the trouble of killing the beasts manually.

No matter how well you fare in this battle the program will declare that you have failed the test. The torture room across from this area opens up. Enter this room to find one of the Jedi Council dead in a cell. Take her data pad and enter her name into the computer console to open up the front door. Return to the center of the academy and you will face Darth Sion. Kreia informs you that this battle is futile, and you escape out the front door. Now is a good time to investigate the Shyrack cave outside.

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Shyrack Cave

This quest is lengthy and optional but it yields some sweet loot. As the name suggests this cave is filled with Shyrack. If you have a character with level three force lightning than this area presents no problem. You will want to search all of the possible paths in order to collect the relics hidden in the darkness. Once you reach the chasm at the eastern end of the cave there is a point where you will have to continue the journey without help from your party.

When you enter the secret tomb you will relive the recruitment by Malak. Choose to join him on his path to the dark side and you will face him and his recruits in battle. Malak attacks with a light sabre and he is very susceptible to force powers. After a few attacks, he fades away. Search the paths to the north and south to find some useful items and battle pairs of shyracks.

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Continue to the east and you will encounter a next of shyracks. If this is not the final planet you have visited, this battle may prove too difficult to complete. However, if you are nearing the end of the game, simply use group attacks to bring down the flying pests. Past this test of strength there is another test of will. You will have a vision taking you back to Dxun during the Mandalorian crusade. Force the men to charge through the mines to gain more dark side points.

Travel down the hall to the south of the mine field to find some items, then continue to the east. First take the next path to the south where you will find a fallen Jedi guarded by Hssiss. Then, take the path north. You will face a vision of your companions in battle when you enter the next area. Ignore the vision to stay with dark side behavior. You must strike down Kreia to end this scene.

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The final room is guarded by Revan. Beat the vision to receive another lightsabre and some other items hidden in the tomb. When you have opened the other doors, leave through the door to the east and run back through the cave. Return to the Ebon Hawk and speak to Kreia. She will state that the last of the Jedi can be found at the Jedi Enclave on Dantooine.

On to Walkthrough Part 10 ...

Guide part 14

Walkthrough Part 10 -Endgame

Prologue	Peragus	Telos	Nar Shaddaa	Nar Shaddaa II
Dxun	Onderon	Dantooine	Korriban	Endgame

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Back to Dantooine
When you return to the enclave it appears as though the building has been put back together. Enter the enclave through the previously locked path on the left. After you enter, you will face Master Zez-Kai Ell in battle if you didn't kill him earlier.

After a lengthy story sequence you will play as the Handmaiden on Taris where you must battle Atris. She will strike down the Handmaiden, and then you (the main character) will battle her in her quarters. This is a straightforward fight between two Jedis. Strike her down without mercy and then follow Kreia to Telos.

Telos
Here you will run through the base while killing Sith soldiers. There is only one path to take, so keep on murdering people until you reach the Ravager. When you enter the entertainment module, there is an injured officer waiting outside of the lift. You can choose to kill him because he is of no use and earn more dark side points.

Ravager

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As you move through the Ravager you will have to set four bombs. Once you visit a bomb site it will be marked on your map. After planting the first three bombs, a Mandalorian will report that one of the charges has been destroyed. You must now find the Maintenance Bay where you can unlock a proton missile and remove its core. Take this core to the last bomb site. Also, you can visit Visas' meditation chamber in order to increase her force points and give her a stronger connection to the force.

Malachor V

The surface of Malachor is covered in noxious gas and broken down ships. Use breath control to avoid taking damage from these hazards. You will travel alone on the surface of the planet, so attack the storm beasts the roam over the surface from a distance at first to inflict some damage before they move in for the kill. Make sure you fully explore the surface of this planet and kill all of the storm beasts. This will make things easier for you later in the game.

Greater Storm Beast

Direct hits from this animal are powerful enough to harm the most powerful characters. Fortunately, he is a big lumbering moron. Force speed along with force lightning are enough to hit him from afar. If this method is too cheap for you, instead hit him with an adhesive grenade and pelt him with attacks while he's stuck to the ground.

When you enter Trayus Academy you will take control of Bao-Dur's droid. You will have to visit the four republic ships strewn throughout the planet's surface. This section is easy if you have tackled all of the storm beasts previously.

Trayus Academy

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Trayus Academy is a large building made up of four areas. To the west is the Trayus Crescent and to the east are the proving grounds. Both of these areas are filled with Sith Assassins, Sith Lords, and Apprentices. All of these enemies yield decent amounts of experience and this is a good area to gain some levels if your character is feeling a bit weak.

Most of the battles in the academy are against large groups of Sith. Kill each group completely before moving onto the next section of the building or you will quickly become overwhelmed.

There is a work bench at the very southern area of the proving grounds which can be useful for upgrading your equipment with the rare items that the Sith drop as they die. To advance the story,

walk to the center of the northern area, in front of the doorway that leads to the core. Here you will encounter Darth Sion.

Darth Sion
Stick with the Makashi lightsaber form for this encounter. Sion's battle takes place in the middle of the northern section of the academy in front of the doorway to the core. When talking to Sion, you can erode his will by telling him that Kreia has abandoned him. After you bring his health to zero he will completely restore himself and continue to fight. You must beat the shattered Jedi four times and he will take his own life. Each time the battle stops, you may have different conversation options based on wisdom, intelligence, or persuade. Each time you can lower Sion's stats and make the rest of the battle that much easier.

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Kreia
The final battle is against Kreia takes place at the core of the mangled planet. The first segment of the fight is a one on one lightsaber duel. Be sure to equip any items that protect against force attacks. If you become overwhelmed, there is always the option to make a run for the outside ring of the room where Kreia will temporarily lose track of you.

After defeating Kreia the first time, she will summon three lightsabers to fight along side her. The best defence against these floating menaces is to use the force wave technique and knock them back while inflicting damage. First, run away from the center of the room and focus on destroying the sabers. Continuous use of force wave along with melee attacks will take care of them quickly. You can also get the lightsabers caught on the edges of the pillars on the outside of the room. If you manage to get even one saber stuck against a wall, Kreia will be vulnerable to lightning attacks from the edge of the room.

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Back to the Basics ...