



Wiki Guide PDF

- Walkthrough
 - Endar Spire
 - Taris
 - Upper City
 - Lower City
 - Undercity
 - Vulkar Base
 - Sith Base
 - Escape
 - Dantooine
 - Jedi Training
 - Dantooine Side Quests
 - Ruins
 - Tatooine
 - Sand People Dilemma
 - Tatooine Side Quests
 - Star Map
 - Kashyyyk
 - Arrival
 - Shadowlands and Beyond
 - Manaan
 - Surface
 - Underwater
 - Korriban
 - Sith Academy
 - Final Exam
 - Leviathan
 - Unknown World
 - Warring Factions
 - Temple
 - Star Forge
- Character Central
- Weapons and Items
- Combat
- The Force
- Hacking
- Mini-Games
- Q&A

Walkthrough

This is the **Walkthrough** section of the Star Wars: Knights of the Old Republic Wiki guide.

- Ender Spire
- Taris
- Dantooine
- Tatooine
- Kashyyyk
- Manaan
- Korriban
- Leviathan
- Unknown World
- Star Forge

Endar Spire

Though our walkthrough is complete, our journey through the world of KOTOR is not. We'll continue to insert new tips and different strategies throughout the walkthrough in the coming weeks. As big and in-depth as it is now, it will be more so by the time we're through. Enjoy.

It should be said as a preliminary note that this game can be incredibly open-ended. Apart from the entire aspect of choosing your path as a dark Jedi, a light Jedi (or even a chaotic neutral Jedi), you make countless choices throughout the game in your actions and in speaking with other characters, NPCs and otherwise. They are many and too numerous to document.

Some of these choices (while not all) will effect the outcome of certain events and the entire game in general. It's blatantly obvious, however, which choices will bring you to the dark side and which to the light side. It's one or the other. This walkthrough is an attempt at writing an impartial documentation from beginning to end through KOTOR, but let it be known the following:

Author Colin Moriarty's character:



Ryder Sexton

Male Scout

Default "recommended" stats, feats, et cetera.

Being played all the way to the **Dark Side**.

Henceforth this walkthrough, while written as impartially as humanly possible, will likely document what happens if you answer everyone with a snide attitude. Those who are looking to play the way of Luke Skywalker will find help within this guide and walkthrough, but some parts might be incorrect for the path you choose. And now, on to the walkthrough.

Aboard the Endar Spire

In a struggle between the forces of Darth Malak and the remaining Light Jedi in the Outer Rim, a large battle is taking place over the planet of Taris. Your character will wake up in his chamber on board the Endar Spire as the ship seems to be going down due to the heavy fire from Sith battle cruisers. From here, the choices you must make begin immediately.

The man who approaches you as you wake up will talk to you. His name is Trask Ulgo. You can answer him by either asking who he is who what the Endar Spire is. Either way it doesn't effect anything. Following that conversation, he informs you that you are responsible for taking care of a passenger on board the Endar Spire named Bastila. The way you want to go with your answers are obvious throughout the conversation... being straight with your questions is "light" while being rude

with your questions, et cetera, is considered "dark." Eventually you'll be told by Trask to get your gear and get moving.

Go to your foot locker in your chambers (where you currently are) and grab and equip your gear. You won't have much to choose from so what to equip (Clothes, a Blaster Rifle, and so on) should all be no-brainers. In addition to simply getting the equipment out of the foot locker, you'll also get experience, your first experience "dose" in the game.



Following the time when you get your equipment and gear yourself up, Trask will automatically join your party. Confirm his joining of the party and then listen to him as he tells you to use his knowledge of the override codes to open the locked door (since it's locked due to an automatic lockdown). Switch to him and open the door, then switch back to your character and walk through to the corridor ahead.

As you do, an elite pilot named Carth Onasi will contact you and Trask and tell you to get to the bridge of the ship immediately to help protect Bastila. Listen to him and be on your way. Go ahead through this corridor, passing the Security Droid on your left. You'll eventually come to another door which is locked beyond even the security override knowledge of Trask. However, if you switch him to the head of the party (as he recommends) and use his Security skill, he can again override the locked door, granting you access to the next part of the ship.

As you enter the next part of the ship, a Republic guard will be getting mowed down by a pair of Sith Soldiers. After a brief over-view on entering battle you'll have the option to continue or engage the foes in battle. It can't hurt to get a little experience from battle. Engage the foes in battle and do them both in for 75 experience a pop. Make sure to search their bodies to see if they have anything (such as Credits and other goods), and heal if need be (although you shouldn't have to). Then continue on your merry way.



From where we battled, go left down the corridor to yet another door. This door will open for your

character (so no worries about changing to Trask this time). Within you'll fight two more Sith foes. Once they're slain, check their bodies for any goods and then open the foot locker at the right side of the room to find two **Frag Grenades**, a **Short Sword**, a **Long Sword** and a **Combat Suit**. Equip the Combat Suit and move on to the container on the other side of this room, opening it to find **10 Credits** and a **Medpac**.



Going through the other door out of this room will lead you to a melee of Republic and Sith soldiers going at it. Although both sides will have casualties in this small cutscene, the Sith come up on top. Engage the five or so Sith enemies in this large winding corridor, making sure to check all of their bodies for goods when they've fallen. Although there are seemingly many doors out of this winding corridor area, all but one are broken. If you go forward from where you run into the first of the Sith soldiers here, make your first right and head towards that door, opening it to go through to the next area.

In here you'll watch two Jedi fight. The one Jedi (who Trask tells you was accompanying Bastila) will kill the Sith Jedi, but only to be killed by a random explosion herself. From here, clear out the rest of this corridor along with Trask of any remaining evil foes, collecting goods (if any exist) on the dead corpses in the area. Then go forward to the next door and through to the next area.

Here on the bridge you'll face off with a slew more of Sith foes. As Trask suggests, equip your melee weapons here (Short Sword in one hand, Long Sword in the other) and have him stay back and use his Blaster Rifle. Take out the foes in the area and search their corpses. You'll find when the smoke clears that Bastila isn't here, so continue forward and around the control panels and through another door, heading to the escape pod area of the ship.



As you approach the door off of the bridge, you won't be allowed to go through unless you first level up (so do so). Then go through the door. You'll find a Dark Jedi on the other side of the door wielding a double-sided lightsaber. For whatever reason, Trask goes to hold him off so you can get to the

escape pods. Once in this room, head up and right through some doors to the Starboard part of the ship, where the pods are located. Carth Onasi will contact you and tell you that you're all that's left living on this ship, so you need to get the hell off of it.



As you go through this next corridor, a lone Sith soldier will be waiting for you. Engage him in combat and then head left and down the adjacent corridor to another door. Carth will again contact you and tell you that since the number of Sith ahead are great, you're going to need some assistance. He even provides you with some clues. You can basically hack the computer system or repair the broken droid within the room you're in. Conveniently, if you go into the footlocker on the right side of the room, you'll find both **Parts** you need for the droid and **Computer Spikes** you need to hack the computer system.

You don't have to do either, or you can do one or the other. But doing both will net you extra experience and take care of the foes in that room good and quick. Do what you'd like but make sure to not run in there and fight them on your own or you will die. With that in mind, go into the next room when the coast is clear and examine the bodies. The elite Sith soldier in there should have on his person an **Ion Blaster** and **Prototype Vibroblade**. Good to have.



As you enter the next room you'll find Carth Onasi, in the flesh. He'll tell you to get in the escape pod with him. Do so to escape the ship... and just in time. It explodes as soon as you get off of it. The escape pod, on the other hand, lands on the Sith-occupied planet of Taris below.

Taris

Taris is a big place. As such, we've split it up into easily digestible, bite-sized chunks.

- Upper City
- Lower City
- Undercity
- Vulkar Base
- Sith Base
- Escape

Lower City

As you enter into the Lower City area of Taris, go forward and you'll immediately see a fight between two rival gangs in the area. They both talk a lot of trash but one beats the other fairly easily. As you approach where this fight took place, they attack you, since you're still in your Sith Armor! This fight can be fairly difficult (as there are three of these foes) but the experience points are rewarding enough indeed. Make sure that when you kill all three of them you search their bodies for Credits and whatever else they might have, including the powerful **Vulkar Shock Stick**. You may want to go back to the Upper City and go to the clinic to heal. Otherwise, lets continue on our way.



Basically there's quite a bit we have to do down here but it's a very hostile area. You're going to be attacked a lot. To avoid the confusion when we're doing important things, here's what I suggest you do - run up and down the main stretch in the Lower City and simply kill all of the enemies you come across. You'll know when you do because the battle prompt will come up. The enemies down here are numerous and they are tough, so if you don't want to waste Medpacs, take as many trips as necessary to the Upper City and go to the clinic to heal yourself. Make sure to search their bodies as well. You're essentially caught in the middle of a three way conflict between Davik's crime syndicate, the Swoop gang that's not giving anyone any problems (the Hidden Bek) and the Swoop gang that's being really difficult to everyone (the Vulkars). You'll fight primarily Vulkars, although everyone will be in on the mix eventually.

Also, make sure to listen to the various dialogue in the cutscenes you encounter as you fight. You'll learn a lot about the gangs and such through listening.



When you know the scene is safe, all of the corpses are completely cleaned of any valuables they have and you're healed up by either using Medpacs or going to the Upper City to heal yourself at the

clinic, we're ready to proceed onward with our mission. Head to the elevator where we originally got to the Lower City via. Across from the elevator is another door, in which leads to a Lower City apartment complex. Enter this complex now.

The entire apartment complex thing should be quite familiar to you by now. Lets work counter clockwise from the entrance into the apartment building. Keep in mind that you will encounter and fight more gang members and the like within the apartment building (without having to enter any of the apartments themselves), but that's good for experience points.

The first door we get to as we work our way counter-clockwise is a door locked via Low Security. Pick the lock and enter to meet a rather angry Twi'lek. You can talk to him and such, persuade him to trust you, or simply kill him. He's inconsequential so it doesn't really matter what you do to him. Kill him for experience and take what's on his corpse or leave him alone. In any event, the foot locker located in the room along with him has a **Computer Spike**, some **Parts**, and **13 Credits**.



The next room we come across has an open door that we don't need to lock pick. Within are a bunch of holograms with popular band members showing on each when you examine them. This is a weird one. Go to the computer console in the right corner of the room and examine it to get an item called **The Twisted Rancor Trio**. You can read up on the popular band with this item. From there I simply examine the left-most of the hologram projectors and it made the foot locker in the middle of the room explode. Within this foot locker? **Echani Fiber Armor** and **50 Credits**. Equip the armor on whoever you want (it's rather strong) and then move on to the next room.



As we get to the next apartment, that door will also be open. Within, two Vulkar foes will immediately begin to attack you, so you'll have little choice but to fight back. That's a good thing, however, as they are both fairly powerful and worth plenty of experience. When you kill them, make sure to collect what's on both of their bodies. What's really of interest in this particular room, however, are the two containers in the room. In the one container, you'll find two **Medpacs**. In the foot locker on the top of the room, you'll acquire **16 Credits**, three **Parts**, and two **Frag Grenades**. Big find indeed!



The very next apart will also be open and provide you with much of the same. As soon as you enter, two more (weaker than the last) gang members will attack you. Kill them both and scour their bodies to see if they have anything. Then, approach the foot locker on the top end of the room to acquire **Parts**, a **Computer Spike**, and **7 Credits**.



Again, the next apartment will be open. This time a lone thug will open fire on you. Take him out with ease, check to see if he's carrying anything you can take, and grab the **Computer Spike**, **Medpac** and the **14 Credits**.



In addition to searching these apartments for various goods, you can also fool around with and fix up the Security Droid roaming the halls of the apartment building. It's not exactly worth the Parts needed to really make him worthwhile, but you should at least activate him. Once you do, he'll help you fight any other enemies in the building, although you won't be able to take him with you. Fun to fool around with, but not very rewarding! Head out of the apartment building now, to our next destination.



Your next stop should be Javyar's Cantina, which is located down the hall in the Lower City from the apartments we were just in. Talk to the Rodian bouncer if you so choose and enter the cantina itself to get some more information and the like.

As you enter the cantina, you'll run straight into a Pazaak table, just like in the Upper City cantina. You can play Pazaak here with the guy that apparently cheated up there here. He doesn't seem as tough as the expert players in the Upper City so you might want to play and win a few rounds. Also, the alien named Uriah is near the Pazaak table... you can buy some rare cards from him to better your deck!

As you go past the Pazaak table into the cantina itself, however, a cutscene will ensue. An infamous bounty hunter named Calo Nord is approached by three men from a local Taris gang. They try to rile

Calo Nord up but he simply counts to three and kills all three men with a grenade before walking out. More will come with him later, but if you talk to him, make sure he doesn't count to three. If he does, he'll kill you, and he'll do it quickly and effortlessly. You can't yet engage him in battle or have a hope of surviving against him. Talk to him but get out of the conversation before he hits "three" in his countdown.



Feel free to search the remains of the three creatures Calo Nord just exterminated in front of your very eyes. From there you want to find the little room in the cantina where there are dancing Twi'leks. In here you'll find a man named Holdan. If you remember correctly, you encountered a woman who cut a guy with a Vibroblade when she was assaulted. That man is Holdan, and as you may also remember, he took out a bounty on her. You could have helped her or killed her, or ignored the situation completely. Depending on what you did, the conversation with Holdan will be different. I personally killed her and asked Holdan for the money on the bounty. He directs you to go see Zax the Hutt about the Credits he now owes you.

As you work your way farther into the Cantina, another cutscene ensues. Two Rodians approach a Twi'lek dancing girl with a lot of threats and the like. However, things are calmed down and the Rodians turned around when the Twi'lek girl mentions to them that she, in essence, has a wookiee bodyguard that'll rip them limb from limb. The Twi'lek's name is Mission and the wookiee's name is Zaalbar. By talking to the two of them you can learn a hell of a lot about Taris, the Swoop Gangs, Davik and even Calo Nord the infamous bounty hunter who nearly killed you when you tried to talk to him. Make sure to ask them a lot of questions so you can further your understanding of what's going on, on Taris and beyond. You'll find that the wookiee-Twi'lek duo like to hang out at the Hidden Bek gang base, so you'll know where to find them later on.



Further in the cantina, you'll find another off-room with lots of people. You can talk to a rather defensive odd-looking enemy stuck on the planet through the Sith occupation. Nothing comes of the conversation either way, so say what you want and act as you please to him.

Further on down is Zax the Hutt's Bounty Office. Within here you can talk to Zax and other bounty hunters, but first... well, there's a Twi'lek dancing girl in the corner of the room auditioning for a spot with Starlight Entertainers, a galactic dancing group. If you talk to her and can persuade her properly, you can actually dance with her for her audition and help her make it. You can also ruin it for her completely. If you manage to persuade her, you won't get Light Side or Dark Side points for either helping or ruining, but you do get experience points for helping her out, so I think you know what to do. You'll be given choices for each dance she does. Keep it simple, then get a little closer, then keep it simple again. This is a very easy way to make experience points. When she makes it, she'll run off, leaving you with nothing but a memory and some experience points. Not too bad!



Feel free to talk to the other three bounty hunters in the room - none of them will have anything interesting to say to you, however. Then, talk to the large Hutt at the top of the room named Zax, who runs the whole bounty hunter gig on Taris. There is a lot you can get out of the Hutt, so make sure to be kind and play your cards right. You can learn about the Rakghoul Serum (that Gurney told you about back in the Upper City), you can learn about the various bounties available, and ask other questions.

Mentioning the Rakghoul Serum will have Zax tell you that it's worth 1,000 Credits to Davik, and if you get it to go to him. Keep that in mind... we'll run into it before long. Additionally you can talk to Zax about any bounties currently out. Depending on how you handled various situations with people with bounties on their hands thus far, you might be able to collect some Credits for Zax. Ask him about each bounty to learn more about what you have to do to collect the bounty, or if you've already killed that particular person, collect your 300 Credits per kill. Remember that if you decide to take him up on bounties we've yet to encounter, you have to come back and talk to Zax himself to collect the Credits for that kill. Don't worry; he'll be here.



Leave the cantina once you've finished your various business here. Next up on our tour is a stop at the Hidden Bek base, further up the corridor from the cantina. You'll run into the doorway into the

hideout, but a Hidden Bek recruit is guarding the door. Talk to him and he won't let you in. However, if you can convince him (this is easily done without "Persuade") that you're a good guy, he'll let you in under the knowledge that if you try anything you will die. And that's very true indeed.

Once inside, approach the man behind the desk. His Twi'lek bodyguard will step in and try to stop you but it is of no use, really. The man who lost his eyes in a Swoop accident, as you heard from Mission back at the cantina, is also the leader of the Hidden Beks. This is that man - Gadon. Talk to him to learn about the Swoop Gangs, what happened to Bastila (she was captured by the Vulkars) and how you can win her back by winning the big upcoming swoop race.

There's a catch, however. The Hidden Beks developed an accelerator for their swoop bike that was stolen by the Vulkars. While the Hidden Beks are willing to sponsor you in the upcoming race, you'll need that accelerator if you want any chance to succeed. And with that said, Gadon will offer you security papers you'll need to get past the Sith guarding the elevator to the Undercity in exchange for your Sith Armor. The Sith Armor is weak and all around useless now anyway, so take him up on his offer. You'll lose the armor but gain the papers, and that's all that really matters.



Before leaving the base to go to the Undercity, we have a few more things we need to take care of. If you go to the left of where you talked to Gadon and through the standard door there, you'll find a container on the other side, in which you'll find an **Antidote Kit**, **Parts**, and a **Sonic Grenade**. There's little else of interest here, so you can now leave the Hidden Bek hideout completely, and go back to the Lower City corridor.

Heading further on down the corridor from the Hidden Bek base, you'll find yet another apartment building that we should check out. Enter the apartments and get ready for another appearance of Calo Nord.



As soon as you walk in you see Calo Nord talking to two other Rodian bounty hunters. The Rodians

talk smack, but Calo Nord informs them that there is a bounty out on them and he's here to collect on that bounty. When the Rodian tells Calo that he'll have to kill him, Calo makes good on his threats to kill the Rodians and does so. He then turns around, takes a look at you and Carth, and then walks out of the apartment building completely. Check the Rodians bodies, they might have something on them. Otherwise, that's just yet another encounter with Calo Nord. Lets explore this apartment building now. Work your way counter-clockwise from where the Rodians were killed. Keep in mind that you will be attacked by various Vulkars and other foes walking the regular halls of the building... those aren't included in the sweep of the apartments I'm about to walk you through, but they are going to happen, so know that. Just make sure to search their bodies thoroughly for goods and Credits after you slay them, and watch your health too!

The first apartment you come to will have a door you won't need to pick. Within is a lone Vulkar thug. Kill him and search his body for any goods. Following that, open the foot locker in the room and grab the **Computer Spike**, **Medpac**, and **3 Credits** from within it.



The next apartment we come across has a low security lock on it. Pick it and enter the building to run into Selven, one of the people Zax the Hutt told you about with a bounty over her head. She immediately talks down to you, so why not kill her and get the money? You don't have to, but you might as well! She is a toughie (with a lot of firepower and hit points), but your reward will be over 600 experience points, as well as the 300 Credits you'll get from Zax the Hutt! Make sure that if you decide to kill her, you go back to Zax the Hutt to claim the bounty. In addition, search her foot locker to get a **Medpac**, **Computer Spike**, and **15 Credits**. Search her body for more goods as well!



This next room you'll have to pick open. Once inside you'll notice a foot locker in the corner surrounded by some sort of force field. Approach the force field and examine it to get rid of it. Then you'll notice that the foot locker itself has a security system on it. You need to answer the questions correctly in order to gain access to the box. You can get the answers (in a roundabout way) by examining the computer to the left of the box and reading something from the person's uncle. The answers, if you're lazy, are Hyperdrive, Uncle, and Alderran. For opening the box, you'll get a **Blaster Pistol, Republic Mod Armor**, and **100 Credits**. That's a pretty big find!



In the next room you come to, the apartment door will be open, just go on through it. Within you'll find two Vulkar thugs. Take them both out quickly and without much pain, and then approach the back of the room, where you'll find a foot locker. Within it? A **Medpac**, a **Computer Spike**, and **12 Credits**.



In the final room in the apartment, open it on up and fight a Vulkar thug and a boss as well. Once they're defeated, search their bodies for some goods, and check out the supplies container in the corner of the room as well; you'll find some **Armor Reinforcement** and a **Medpac**.



Work your way back outside of the apartment building and continue on your merry path down to the Sith Guard patrolling the elevator that leads down to the Undercity, which is the next place we need to access. Talk to the guard, show him your papers and take the elevator down to the Undercity.



Undercity

As soon as you go to disembark off of the elevator and enter the Undercity, a few thugs try to tell you that they want 5 Credits from you for using the elevator. It doesn't matter how you answer them, the scuffle will be broken up anyhow. Just to be safe, tell them to screw off and then a kind young woman from the Undercity named Shaleena will come and talk to you.

Shaleena will tell you that the Undercity is all she knows. Talk to her about the various people you can find here in the Undercity, including two fairly important people we should speak with - Gendar and Rukil. In addition, don't forget, you're here to find Mission so you can break into the Vulkar base and get the Swoop accelerator. Talk to her about anything you want and then dismiss her when you've learned as much as you could from her.



Explore the town a bit. As you get towards the middle of town, a cutscene will ensue with a vendor named Igear. He sells "scrap" (which is really just talk for cheaper supplies). Talk to him to learn information, his significance to Undercity society, and why the leaders of the Undercity don't really care much for him. You can buy a fairly powerful blaster from him (called an Arkanian Heavy Pistol), as well as Medpacs for 30 Credits a piece, far cheaper than they go in the Upper City. Other than that, he's of little use right now.

Explore the city further and you'll see a few people gathered around near a gate. Approach them and a cutscene will take place in which a small boy is running towards the gate with a Rakghoul on his tail. Convince the man that you'll fight the Rakghoul if he opens the gate to let the boy in, and then fight the Rakghoul. When the Rakghoul strikes you, you'll lose your energy quickly, so kill him and then quickly talk to the man there to freeze the effect of the Rakghoul and learn some new information as well.



From here, you can go back into the village and find Gendar. Talk to him and learn more about the Undercity, the Rakghoul, and even where to find Mission and her wookiee friend. They are in the Sewers most likely, and Gendar tells you that there are two entrances to the sewers from this Undercity village. Listen to what he has to say carefully, and ask him all of the questions you need to... he's a wealth of knowledge.



In addition, you can find Rukil in the village, in front of a tent. He'll be talking craziness (as everyone said he would) to you. He speaks a hell of a lot of craziness but eventually cuts to the chase - his apprentice, Mayla, has been lost in the sewers and he'd like for you to find her. Simple enough to undertake, since we'll be going to the sewers anyway. Wrap the conversation up with the old man and we'll move on.

What we need to do now is gain access to the sewers. Go back to where we fought that Rakghoul originally and saved the young boy. Go back through the gates and you'll run into Mission. A cutscene will ensue... it seems as if her wookiee friend was captured by some Gamorreans, and they intend to sell him to a slaver as soon as they possibly can. He's being held in the sewers along with the Gamorreans guarding him. Talk to her, calm her down and tell her that if she helps you find a way into the Vulkar base, you'll help her. She'll immediately agree and join your party! Equip her with anything you might want her to have, and then lets move on into the sewers.



As you work your way around, you might run into the odd Rakghoul victim screaming for your help. It seems as if no matter how you answer one of the victims of the Rakghouls, they turn into a Rakghoul themselves before you can actually help them. When this happens, you'll have little choice but to kill the victim and end his misery (and hell, it's experience points as well). You'll find as you battle that Mission is quite an addition to your party.



Side Quest: Medical Mysteries Part 2

In the area of the Undercity beyond the gates (but before the sewers), you'll encounter and engage many Rakghouls in battle. If you go to the right side of this compound, you'll come to a far off entrance to the sewer (but not the one I chose to take into the sewer, and hence not the one this walkthrough is written around). What's of real interest in this area, however, are the three corpses you find. One of them happens to be a Sith Soldier corpse. Search the other two corpses first to find **Parts** and **1 Credit** on one, and **20 Credits** and a **Medpac** on the other. Then, search the Sith Soldier's body. On him, you'll find the all-important **Rakghoul Serum**, in addition to **2 Antidote Kits**, a **Beam Splitter**, **2 Medpacs**, a **Heavy Combat Suit** and a **Blaster Rifle**. You know what needs to be done with it.



If you think back to the Upper City of Taris (you can just view the walkthrough for that part, seeing "Medical Mysteries Part 1" there), you were offered money by two different people for the Rakghoul Serum. You can go sell it to Zax the Hutt (for Dark Side points and a whole lot of Credits), or you can sell it to the medical office on the Upper City (for Light Side points, but not many Credits at all). What you do with it is up to you. But make sure that before you sell it, you see the "Curing the Outcasts" side-quest for even more you can do with the Rakghoul Serum. To take advantage of that side-quest however, you must do it before you sell the Rakghoul Serum off.

Me? You know I sold it to Zax the Hutt... and I even got 150% more for it then he originally offered. Just use your powers of persuasion.

Side Quest: Curing the Outcasts

If you're feeling like a nice guy and want some Light Side points (and hey, they can't hurt, there's plenty of opportunity out there for Dark Side points if that's what you're jonsing for), go into the Undercity's village. There's a small gated-off part of the city with Rakghoul-infected villagers running around. Walk into this area and they'll beg you to help them out... then, they'll turn into Rakghouls. Kill them off and approach the two humans at the back end of this small compound who've yet to turn to a Rakghoul, even though they are effected and close to turning. If you have the Rakghoul Serum, give it to them. You'll receive Light Side points, experience points and that nice feeling of doing something good. Okay, maybe not the last thing...



Once you enter the "Lower Sewers," go forward. You'll run into a mine on the ground. Make sure to "engage it in battle" which basically makes your party leader walk up to it and disengage it. If you run over it or ignore it, it might explode under you and there's a good chance that the two party members that you're not controlling will run over it and be damaged or killed. Once the initial mine is disengaged, walk ahead to the door in front of you and go through it into the next area of the sewer.



As soon as you walk through the door, three Rakghouls are gonna come at you fast and furious. Immediately have the party unleash laser fire on them to kill them quickly, before they have much of a chance to damage you. Once they're killed, proceed forward to the "skeletal remains" next to another sewer door there. On these remains, you'll find a **Computer Spike** and **18 Credits**.

The sewers from here on out can be a bit daunting and the like. Everything looks the same but there's a lot to be explored. Since there are numerous Rakghouls and Gamorreans down in these sewers, it can't hurt to find them all and fight them for experience points and other goods. Follow my instructions and directions and you should find your way through rather easily. Right next to the corpse we got those goods from just before is another sewer door. Open it and go on through to the corridor beyond it. Here you'll fight more Rakghouls and Gamorreans as you go. When you get to your first door on your left, go through it to find two corpses on the ground, both of which have some goods for you to

grab. Then, leave this room and go back to the prior corridor.



Once back in the corridor, go slightly forward and through a door to your left. Once within you'll fight a literal onslaught of Gamorreans, some Elite Gamorreans and even the Gamorrean Chief himself. Keep an eye on your characters' health and use Medpacs (you'll need to during the fight for certain). When things calm down, make sure to comb the bodies of the dead foes for any goods they may be carrying. Then, walk into the room they were so busy watching over. If you approach the left door, it'll be locked. A cutscene will take place in which Mission will automatically unlock the door for you. Within it is the Wookiee we've been looking for. For saving him he swears a lifedebt to you (kind of like what Chewbacca had for Han Solo... actually, that's exactly what Chewbacca had for Han Solo). Accept him into the party, and then choose who you want to bring with you. You have to have Mission with you so she can let you into the Vulkar base, so you have one other slot open for either Carth or our new wookiee companion. I chose Carth, but it doesn't really matter who you choose. Once you've chosen, we continue on our merry way.



You can explore the rest of the place for more goods (including both **Promised Land Journals**) that you'll need to complete the side-quest I've aptly named "The Promised Land"... otherwise, go back to the beginning areas of the sewer system. As you traverse your way through you'll undoubtedly come across a blue forcefield over a doorway leading to what seems to be further into the sewers. Across from this forcefield is a computer console. Analyze it and Mission will automatically lower the forcefield with some codes she picked off of a drunken Vulkar in the cantina one night. With that, go through where the forcefield was and to the Upper Sewers.

As soon as you get to the Upper Sewers, go forward through the door into a circular room. Within this room, you'll fight an onslaught of Gamorreans and Rakghouls. Take them all out with your blasters and whatnot, and then you'll notice that there are two doors out of this circular room. One door leads to a small room with a frag grenade you'll have to disable, as well as two corpses you can search for some goods. The other leads down a pathway which will open into another circular room, this time

where you'll have to fight a malfunctioning (but still quite deadly) droid.



Off of this room are two more doors. Again, one leads to a room with some Gamorreans to kill and a corpse to search for some goods. The other leads down a pathway to a large room with a Rancor monster in it. It is a fight you cannot win, so don't fight the Rancor head on. Instead, go to the severed arm before the door into the Rancor's lair, where you'll find a datapad of a dead man and an item called **Synthesized Odor**. Then, walk into the Rancor's lair. When you see him, just ignore him, don't fight him, you *won't* win. Go to the pile of bones and such in the middle of the room and search them for some Frag Grenades and the like. Then, insert back into the pile of bones a **Frag Grenade** *first*, and *then* a Synthesized Odor. You must do the grenade first, otherwise the Synthesized Odor will bring the enemy over to the bone pile and nothing will happen. However, with the grenade there, he'll explode when he goes to the odor, giving you experience points in the process. The door behind where he was guarding will lead to a small corridor where you'll fight off the last of the Vulkar resistance before getting to the elevator that leads to their base itself.



Side Quest: The Promised Land

In the Rakghoul-infested area of the Undercity before you enter the sewers, explore around the wreckage of the Republic escape pods and whatever else is in the area. In a far off part of the compound, surrounded by all sorts of Rakghouls, you'll find a corpse of an outcast. On his body, when you search him, you'll find the **Promise Land Apprentice Journal**. If you think back and remember talking to Rukil back in the village, this is his missing apprentice! With this in hand, go back and talk to Rukil in the village.



When you talk to him, he'll tell you more of the Promise Land story. He'll tell you that there are two other journals located in the sewers that he needs. If you didn't already get them, they are located on two corpses in two different places deep in the sewers. They aren't extraordinarily hard to find, but you'll need to fight a fair number of Rakghouls and Gamorreans to get to them.



When the two other journals are in your hands, go back and talk to Rukil. Now here is the catch... you can give those books to Rukil, and send the people of the Undercity to the Promise Land. This will net you experience points and Light Side points. However, you can also give the books to his rival across the way, Gendar, who will give the city up to the Swoop gangs. This will net you experience points and Dark Side points. The decision is up to you, but it does pay off to see a happy old man finally fulfill his dream. In a corny sort of way.

Vulkar Base

As you enter the Vulkar Base, heal yourself and your other characters if need be with your Medpacs and continue forward to a door, through which is a large room ahead with a droid guarding it. Kill the droid and walk around this expansive room. You'll notice that there are a great many options for doors out of this very room. Which to take first is the true question.



Go down the corridor ever so slightly to the second door on your left (if your back is facing the door in which we entered the corridor via). Once inside you'll enter a fierce fire-fight with three enemies within. When they're all killed, scour their bodies for any Credits or other goods they might be carrying, and walk forward into the room they were patrolling within. To get out of this room you can either bear right through a door or go forward through a door.

Go through the right-side door and engage the lone foe in the room. There's another character in the room we can talk to, but before we do that, go right into the adjacent room and kill the Vulkar Chef within this room. Go across the kitchen and through the door back into the previous corridor, across the corridor, and through the door into yet another small room. In here, you will have to disable a mine. In the right corner of this small room is a supplies canister, in which you will find a **Medpac**, a **Computer Spike** and some **Parts**. With those in hand, go all the way back to the room with the lone woman in it (the Waitress), and speak with her.



It seems that this woman doesn't want you to hurt her. By talking with her further, you'll find that she was sold into slavery to the Vulkars by Davik when her father owned Davik money. After killing her father, Davik seized her daughter and gave her up to the Vulkars. You can learn more information about her, and you'll eventually see that you can either let her go or kill her. Let her go for Light Side points, kill her for Dark Side points. It's really that simple. When that whole ordeal is over, go to the

foot locker across the room from where we talked to that woman, and grab the **Repair Kit**, **Medpac**, and **Ion Grenade** out of it. Then, go through the left side door there into the next corridor.



Once in the next corridor you'll likely be assaulted by a Vulkar from the right side. Kill him from afar, and then bear left and down through a door. Follow the corridor beyond the door to the original corridor in the area. There's one room we've yet to explore here that we should now. Go through the door next to the entrance into the area where you'll find a disabled droid along with a supplies canister. Within the canister you can retrieve a **Medpac**, a **Computer Spike**, and some **Parts**. You can choose to fuss around with the droid there if you'd like, reactivating his weapons and shields and such. He can help you fend off Vulkars, but it's not really worth the Parts it costs to do so.

Circle back now to the corridor beyond the doorway we came through earlier, and head down the corridor to where the room opens up. You'll encounter all sorts of Vulkar resistance here. When you kill them, make sure to search their bodies - you never know what you might find! Straight ahead is a door that leads back to the Lower City. You might remember this door as the door we couldn't earlier get through. Go through the door to unlock it from the outside so that we can have free access to the base from here on out. Then, walk back inside.



Once back inside, approach the closed-off room in the middle of the expansive room below the door leading back to the Lower City. This room is called the Armory. The door is heavily locked and you'll likely need the unlocking skills of Mission to get through the door. Once the door is picked and open, go inside and collect what's there. There's **2 Ion Grenades**, **2 Frag Grenades**, and **2 Concussion Grenades** in the metal box within, and in the foot locker you'll find an **Average Frag Mine**, a **Disruptor Rifle**, a **Military Suit**, a **Heavy Combat Suit**, a **Vibration Cell** and a **Mesh Underlay**. Lots of goods in this here armory. Equip the various gear on anyone you want, and then go back to the previous expansive room.

Head leftward now to the next door along the wall there. It's locked, so you'll again need Mission's

security skills to open it up for you. Once inside you'll see a Vulkar foe, a Twi'lek. But he doesn't want to fight. As soon as you fire at him and hit him, he'll run up to you and a conversation will ensue. He will, in essence, beg you to stop firing at him, that he's a Vulkar from long before the reign of Brejik. If you threaten his life if he doesn't answer your question, he'll give you the option of learning about everything from the swoop accelerator to how to obtain a pass card to get through to the elevator below to where it is actually located. You can either kill him or let him go (let him go, you won't get any Light Side points if that's what you're worried about, you evil tyrant), and then search the foot locker in the back of the room where he was chillin' to find an **Ion Grenade**, a **Medpac**, and some **Parts**. Of course, killing him will net you Dark Side points, so do what you must. Then, leave the room and go to the next room to the right.



As you walk into this next room you'll be met with several Vulkars, as well as two powerful Vulkar lieutenants. If you managed to get to talk to the man in the room beforehand, he told you that only lieutenants carry the cards we need to access the elevators. When you kill these foes, make sure to search their bodies for these cards. And, of course, search the other bodies for anything as well, including Credits and the like. This fight is tough - you'll definitely want to use Frag Grenades on the groups of enemies to weaken them and then take them out from afar with your blasters. When all is quiet and everyone is dead, search the foot locker and container at the top end of the room to find **Parts**, a **Computer Spike**, and a **Medpac** in one, and **2 Antidote Kits**, **4 Concussion Grenades**, and an **Adrenal Strength** in the other. With those in hand, go left through the door and into the previous corridor, out of this room.



As you come back outside, the "door" to your left is a dud, but the door straight ahead leads to a room with a large hole in the middle of it. At the far end of this hole is a foot locker, but guarding it (so to speak) are two holes on either side of this hole shooting poisonous gases out. And while you can get through these gases by running, you will be damaged and might die. The easier way to get through and to that foot locker with the goods in it is to reactivate the "Pool Droid" in the corner of the room and order him to go into the hole and explode. It'll cost four Parts, but it's worth it in the end. When he

explodes, it's safe to go through what's left of the gas and to the foot locker. Within it, you'll find **3 Plasma Grenades**, a **Cardio-Regulator**, a **Hair Trigger**, and **Durasteel Bonding Alloy**. With those in hand, go all the way back out of this room, and way, way back to the very beginning of this level, to the corridor we originated in.



Once back to this corridor, go down to the end we didn't explore. When you do, you'll see a door blocked off by various junk objects ahead of you. But to your left is a room with a computer console in front of it. Within the room are defense turrets that will tear you limb from limb if you so much fire one bolt from your blaster at them. Don't walk into the room. Instead, approach the computer console and swipe your Pass Card through it. This will deactivate the turrets inside of the room and allow you to pass on through. Once in the room, go to the end where the gun turrets are and swing right into the elevator, which will lead you further down into the Vulkar base.



We're now down in the garage area of the Vulkar base. We're closer than ever the accelerator we need, now. Go forward from the elevator doors, and go right down a corridor that slants downwards and then swings right. As soon as you do you'll run into an enemy called the Garage Head, as well as an accompanying Vulkar soldier. Kill them both (the Garage Head is tough but worth a lot of experience points), and search their bodies for any goods they might have on them.

Now, further on down this dead end corridor are two doors on your right. Go through to the first door we come to on the right, where, within, you'll have to fend off two weak Vulkars. When they're dead, search the foot locker in the back of the room for a **Sonic Grenade**, **20 Credits**, and an **Ion Grenade**. In the adjacent room to your left, you'll find a container holding **2 Medpacs**, **2 Computer Spikes**, and a **Repair Kit**. If you search the Garage Head's desk, you'll find the **Garage Head Key Card**, an **Improved Energy Cell**, **Pazaak Card -2**, and **Pazaak Card +3**. You can also fool around with the computer console in this room as well, but it's really pointless at this juncture. When that's all said and done and you have the one important item (that item being the Garage Head Key Card), go back to the large garage room we started out this floor on.



Once out here, head right down another corridor. You'll meet some enemy resistance as you go, and at the end of this corridor as it starts to go right or left, you'll have to disengage some mines as well. Once that's done and the enemies on the corridor are slain, go right. There are two doors down here, both which lead to small garages with swoops in them. You can kill the weak enemies here for some quick experience points, and although there's nothing else to see down here (search the Radiation Shields in the first room for an **Energy Shield**, that's about it), the far room has a workbench if you want to upgrade your weapons or armor here. I'm sure it can wait, however. So kill those weak enemies, comb their bodies for any goods they might be carrying, grab the Energy Shield from the Radiation Shields in the first room, then go left down this corridor.



In the first room we come to, we'll have to kill a bunch of Vulgars. Once they're dead, go into the small room they were guarding. Before going into the adjacent room, heal up and save your game, we're about to enter a pretty fierce battle indeed. We're going to fight four guards (two of them heavily armed) who are keeping an eye on the accelerator. Before the battle begins they give you the option to go and kill Gadon for them (which will net you Dark Side points), or you can just kill these guys (for experience points), and take the accelerator back to the Hidden Bek hideout in the Lower City. I personally did the latter and wrote it as such.

When you take on these foes, you'll want to be fully healed. Let the other two characters in your party fire away at the foes - this battle is so tough that I chose to lob continuous Frag Grenades at the two in the front row. I threw four and followed that up with a few blaster shots to take them out. Once the two enemies in the front are dead, the two bodyguards in the back should be no problem for you. Heal if you need to during the battle, hurl Frag Grenades, and you should be okay. When all four enemies are dead, search their bodies for all sorts of good stuff. Then, go to the back end of the room and scoop up the accelerator we came here for.



With the accelerator in hand, head back to the elevator leading to the upper level of this base, out of the garage. Then, go to the doorway we found earlier that leads back into the Lower City. Run down the Lower City corridor until you get to the Hidden Bek hideout. Once in the Hidden Bek hideout, go talk to Gadon. He'll let you not only race in the swoop race coming up, but use the accelerator as well... not because he's a nice guy, however, but because it could explode at any moment. Accept the race and we'll be racing in no time...



When you get to the racing arena, talk to the creature who will give you instructions on how to ride and what to expect. When you're ready, talk to the creature behind the counter to begin your race. When you race your first race and you win, it'll seem like you've done what you needed to do. But then someone comes in from the Vulkars and beats your time. You'll have to race again and beat the second time in order to finish racing swoops and be on your way... or are you really on your way?



Brejik, leader of the Vulkars, withdraws his part of the money from the race because he accuses the Hidden Bek's racer (that's you) of using the swoop accelerator, which you did. After some talk, Bastila breaks herself out of her "cage" in the corner and a fight ensues. Kill off the Vulkars quickly and concentrate your attacks on their leader. You'll find that Bastila does a great deal of the damage, so you can sit back and simply watch her go to town on the foe. When they are all dead, search their

bodies for goods, making sure to get the Double-Bladed Lightsaber from Brejik's corpse. After you talk to Bastila (she has a bit of an attitude, doesn't she?), we're brought back to the apartment in the Upper City of Taris.



Sith Base

Back in the safety of our Upper City apartment room, Carth, Bastila and your character talk. Bastila keeps giving an attitude. You can go with her attitude or speak against it. Either way, you'll eventually have to pick a team to go to the Sith Base with you... and it's going to be a difficult journey, so choose wisely. My personal team was the main character (mandatory), as well as Carth and Bastila. Make sure that if you choose Bastila, you level her up (manually), as she'll have many levels automatically for you to level her up via.

When you get outside of the apartment, a Rodian immediately runs up to you and asks if you are indeed the Hidden Bek who won the Swoop Race in the Lower City. Answer to the affirmative, and he'll tell you that Canderous Ordo, Davik's personal Mandalorian "peace-keeper" wants to see you. He suggests that you don't keep him waiting. He's waiting in the Upper Level cantina, so you now know where to find him.



Once in the Cantina, pass the Pazaak table in the beginning of the area and talk to Canderous Ordo, who's waiting for you just beyond the Pazaak table. A long conversation ensues in which Canderous tells you that if you're crazy enough to race Swoop bikes in the Lower City like a maniac, that you'd be crazy enough to break into the Sith Base here in the Upper City and get the launch codes from the base. The launch codes are transmitted in space around orbit of the planet Taris to make sure the Sith ships blockading the planet don't obliterate you on sight. The plan is simple... you get the launch codes, Canderous will steal Davik's personal starship, the Ebon Hawk, and escape from Taris. The group of us will make the trip off of the planet with all sides cooperating. Canderous tells you that since everyone knows who he works for (Davik, even if he's betraying him) that if he breaks into the Sith base, everyone knows who he is. Agree to the deal, and he'll tell you to go see the droid dealer on the other side of the Upper City and talk to her about buying the droid she's holding for Davik, as it's the only hope we have of breaking into the Sith base.



Once at the droid shop, talk to the shopkeeper. She'll tell you that she does indeed have the T3-M4 droid that she was holding for Davik. She's easily persuaded, however, into giving you that droid for free. She wants 2,000 Credits for it. Pay her the 2,000 Credits, talk her down to a mere 1,000 Credits, or better yet, just take it from her and threaten her with Davik's name. You'll get Dark Side points, but what the hell, 2,000 Credits is a lot of money! After you purchase T3-M4, you have the option of putting it in your party. And you'll need to, if you want to break into the Sith base, which is aptly located across from the droid store, in an independent compound.

With T3-M4 at the helm, approach the door to the Sith Base and he'll automatically go to work on it. When the door is open, don't enter the base. Go back to your apartment and make up your ultimate party with the members of the party you have available. Make sure that if anyone is able to level up that you do so before making your decision. This is by far the hardest obstacle we've come to in the game and you're going to need the strongest possible party to get you through this alive. Keep that in mind! Also, go to the medical store and buy Medpacs and upgrade your armor and weapons if you'd like as well. And, of course, feel free to go to the equipment store to buy anything else you might want, although you should be alright with what you have, as long as you upgrade your stuff. When all is well, take your A-Team (no pun intended) to the Sith Base and enter it.



Once inside a Twi'lek at the desk (a secretary of sorts) will confront you. She'll tell you to explain what you're doing here or she'll hit the alarm! She's very, very easy to "do away with" however, as all you have to do is offer her (and give her) 50 Credits, and she'll take off, telling you how much she hates the Sith in the process. Gee... that was easy.

Now, go to her desk and access her computer. Spike the computer (costing you one computer spike) and you'll have access to not only cameras of the entire facility, but access to the gun turret commands and sentry droid commands as well. If you're willing to spend the necessary Computer Spikes, you can take the sentries offline, and the gun turrets as well. Otherwise, examine the room you're in. The "door" to your right (if your back is facing the way we came in) is a dud... the door at the

back and to the left of the room are our only options. First, go through the door at your left.



It's a small, isolated room with a few Sith guards within it. Start the battle by throwing a grenade at the foes, and then shooting them up with your blasters the rest of the way, until all of the Sith in the room are done away with. Comb their bodies for goods and grab the Datapad in the corner of the room. Read up on a droid getting fitted with new shields on the **Datapad** if you choose, then go back to the previous room where we spoke with the secretary. This time, go through the door at the top of the room and into the next area.

As you enter this corridor, devoid of any droid or human life (or other life, for that matter), you can either go forward through a door, through a door to your left, or through a door to your right. Go through the door to your left and into a medical room. You'll fight two sentry droids and a medical droid in here. They shouldn't put up too much of a resistance. Search the droids and you'll find some good parts for your T3-M4 droid (although if you want to live, you shouldn't have him with you). Then, search the "first aid" canister in the back of the room to find **2 Medpacs**. Leave the room thereafter, and back to the previous corridor. Go further up the corridor and swing right into the room there.



In this large computer room you'll have to deal with two more droids shooting blasters at you. When they're dead, approach the gas mine in front of the computer terminal and disengage it to make things safe. Grab the **Repair Kit** out of the supplies canister in the corner of the room, and then approach and use the computer terminal there to shut anything off that you think needs shutting off. It's not mandatory, and the walkthrough is written without any of the droids or gun turrets shut off. Once that's said and done, we're finished in this room, so go back to the previous corridor and go forward through the door at the top of the corridor, going into the next room.

In this next room, take care of the two battle droid enemies and search their bodies for any goods they might be carrying. What's interesting about this room is the creature named Duros who is being held in an electronically sealed jail cell in that room. He is going to be executed because he moved

the bodies of those you killed in the very beginning of the game. Yeah, he's *that* guy. The key to letting him go is to manipulate the control panels on the wall across from him. You have to make all five panels show red, and not green. It's easy to do, just know that the middle panel controls both the one on its right and left, the far-side ones control the one next to it and so on and so forth. When you make all five panels shine red, he escapes (and tells you to do the same)... but we're not done here! You get Light Side points and some experience points for letting him go. Good man.



In this next corridor, go down the corridor and fight off the lone enemy. Then continue down the corridor as it winds. You'll come to a doorway on your right and a doorway straight ahead, both leading to new rooms attached to this corridor. Go through the right side door. This room has a bunch of Sith enemies in it, and it can be dangerous because they like to lob Frag Grenades. Fire at them from as far away as possible, and if you see them throw a grenade, well good god man, run! When all of the foes are dead in this room, you'll find an **Improved Energy Cell** and **Sith Base Passcard** in the foot locker at the left side of the room. Good work!

In the room at the top of this corridor, you'll fight a battle droid (a very, very strong one) and get to fight the Sith Governor thereafter. But that'll end our trip here, and we aren't done here. If you want the full effect of the experience points that can be earned here, and the items as well, then follow the rest of this walkthrough. Otherwise, skip the next few paragraphs.

Back in the room where you freed that creature earlier, go through the top door there and into a small room. In this small room, you will find no enemies, but you will find a footlocker. Within it? An **Adrenal Strength**, **4 Computer Spikes**, and **4 Sonic Grenades**. That's a big find indeed! With those in hand, go back to the previous room and head leftward to the last two un-explored doors of this area. Ignore the first door you come to (as it has nothing but a rusted sentry in it), and instead take the door on the extreme left side into the adjacent corridor.



In this corridor, fight off the lone assault droid. Go farther down the corridor and there will be

doorways in front of you, as well as on your left and right. First, explore the room on your left. In this room, you will find a plethora of enemies. They'll use grenades so be careful, and combat them with some of your own grenades. When they are dead, explore the footlocker in the right corner of the room to find an **Adrenal Alacrity**, an **Adrenal Strength**, and an **Advanced Repair Kit**.



In the room at the right of the corridor, you'll find nothing of interest but a computer terminal. That is, after you blast through the plethora of enemies within. Again, grenades are good, but be careful of enemy grenades! The top room of this corridor is what's of real interest. Enter the room, disable the grenade and kill both gun turrets in the room. Then, open up the four weapons lockers (footlockers, really) in the room. Here's what you'll find: a **Beam Splitter**, **Ion Rifle**, **Energy Projector**, **Disruptor Rifle**, **3 Frag Grenades**, **3 Sonic Grenades**, **3 Concussion Grenades**, a **Flame Thrower** and a **Shield Disruptor**. That's a hell of a find indeed. With those in hand we're completely done exploring the rest of this base, so go all the way back to where I told you to turn back before going through a door with a powerful droid behind it. Once back there, go through said door.



Open the door and you'll be met with two gun turrets and a humongous droid wanting to do battle with you. He has shields that can take a *lot* of damage before being shut down so you can damage the droid itself. Weaken it with Ion Grenades and fire away at his shields, keeping your distance as to avoid his attacks. When his shields drop, he can be damaged and won't last much longer. He's worth a huge 700 experience points, and when he's dead, you'll gain access to the elevator behind him. Take the elevator up to the top floor and through the door...



On the other side of the door, you'll meet the Sith Governor, a powerful Sith Jedi apprentice who wants a piece of you. He thinks that by killing you he will finally get the lightsaber from his master. Don't let him beat you and have that satisfaction! He fights with a staff... and although common sense would tell you to fight him with melee weapons, your chance of success is infinitely better if you fight him with blasters. Take him out with blasters (he has the attack which can freeze you in place, so it's not a glitch if that happens), and when he's dead, search his body for the **Taris Launch Codes** we came here for, as well as some other goods. In addition to that, search the "Strong Box" on each side of the room for **Light Battle Armor**, **3 Security Spikes**, **3 Computer Spikes**, **Durasteel Bonding Alloy**, and **500 Credits**. (By telling the Sith Governor, at the beginning of the battle that you're going to kill him right away, you'll gain Dark Side points!)

Now, leave the Sith Base... it's time to escape Taris!

Escape

From the Sith Base, you'll want to make your way to the Lower Level's cantina. Within, you'll find Canderous. After some banter, you can hand him over the codes he wanted from the Sith Base and he will join your party. Since he's mandatory to take with you, you have one other slot to fill, and I'd fill that slot with Carth. When the party is created, a cutscene takes over in which you see Lord Malak giving his admiral orders to destroy the entire planet of Taris. Why? Because he can't risk Bastila getting off of the planet alive, now that's she's been given up after the swoop race. And with that said, an apprehensive Admiral goes off to make final preparations to destroy Taris. A familiar Alderran-like sequence if I do say so myself.



Finally we're automatically brought to Davik's base, and you get to meet Davik face to face for the first time in the game. He talks to you, shows you the Ebon Hawk, and finally brings you to your chambers. While you have free access to the slave chambers, he threatens you to leave beyond there. And with that, Canderous suggests we get going to the Ebon Hawk so we can get off of Taris right away.



Go outside into the hallway. You'll see a door to your left and some doors on both walls. Go left down the corridor and swing left down another wing of the corridor to the door there. Go through this door and into the slave quarters where two Twi'lek girls will be waiting for you. When you enter, talk to them both to get massages if you like. If you threaten (or persuade) the first Twi'lek girl well enough, she'll divulge information about the pilot of the Ebon Hawk named Hudrow. He usually gets special treatment says the girls, but since the Ebon Hawk has been grounded, he's been nothing but a bother to Davik. Davik has locked him away in the torture chamber of the hideout! Now, go back into the hallway where our room is, but not before going to the footlocker at the back end of the slave quarters and grabbing the **19 Credits**, **Parts** and **Medpac** within it.



Back near our room, open the low-security door adjacent to our room, where we'll have a run-in with an angry Rodian. He won't give up any information, but you can earn some Dark Side points by instantly threatening him. He'll engage you in battle. Kill him, and this will alert two more Rodian guards from another room to come in and fight you. Use a Concussion Grenade on them and go to town on the punks. Search their bodies for goods, making sure to search the footlocker at the back of the room we just broke into to find a **Computer Spike**, **20 Credits** and a **Medpac**.

Both doors across from your room are low-security doors. Pick the one across from your room first to find one of Davik's bounty hunters fooling around with a Twi'lek slave. She runs out and you have the option to either persuade the Bounty Hunter to calm down or just kill him. Why not kill him, he's worth a lot of experience. He will call the guards in the next room over, however, so do be aware of that. Kill all of the foes and go to the footlocker in the bounty hunter's room, grabbing the **19 Credits**, **Computer Spike**, and **Medpac** from within. If you go to the adjacent room (which is empty), you'll find two footlockers. In the two combined you will find a **Pazzak Card +/-1**, a **Hair Trigger**, a **Pazaak Card -3**, a **Pazaak Card -2**, **100 Credits** and a **Datapad**. Keep in mind that the footlockers in this empty room are locked, so you'll have to pick them! The Datapad, if you choose to read it, is Calo Nord's! Read up on his kills a bit, if you so desire. Then go back into the corridor and into the next large room.



Once in the big room, there's a door to your immediate left. Ignore it for now and go right to the open doorway ahead. You'll meet some enemy resistance in this conjoined set of rooms. You'll find a computer terminal which you can spike and then hack the various things in Davik's place. Whether or not you want to do that is up to you. Otherwise, the only things of interest here are in the back small room behind the door near the conference table. In a supplies container in there, you'll find a **Medpac**, **2 Computer Spikes**, **Parts**, and a **Repair Kit**. Go back into the previous large room now, and once there, turn right and approach the door there. It's a standard door you can go right through.



As soon as you get through this door it's likely you'll meet some enemy resistance. From the door that we came into this new door via the large room, go straight across the doorway ahead of you. In this room you'll find a plethora of weak Rodian guards. Nothing better than greeting them with a Frag Grenade or two to begin the battle! You'll take care of this fierce battle quicker and easier than you thought, so no worries. When all of the guards are dead, comb their bodies for any goods on their corpses. Other than that, nothing of interest in this room, so go back to the corridor.



Go to the adjacent room and pick the lock. A nobleman will be in here, talking rather snobishly to you. Give him enough attitude and threaten his life and an easy battle will ensue. When you've downed him, search his body for goods, and then direct your attention to the strong boxes flanking the back corners of the room. In the right-side strong box, you'll find **500 Credits!** In the left-side strong box, you'll find an **Advanced Medpac**, a **Heavy Blaster**, **Armor Reinforcement**, a **Computer Spike**, and one each of an **Ion Grenade** and **Frag Grenade**. With those in hand, head back to the corridor and straight ahead to another door there on your left.

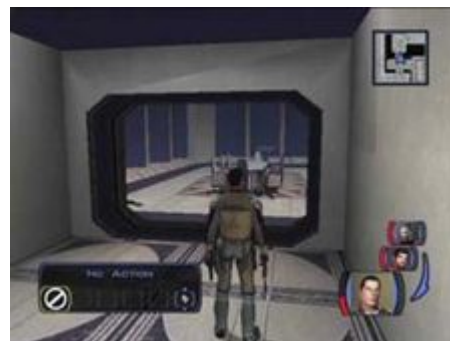


This door isn't locked at all, so go right in and face off with two tough torture droids. When both foes are destroyed (it's a tough battle but they're worth good experience so worry not!), go to the computer terminal on the left side of the room and free the man in the chamber to your right. This man is the

pilot to the Ebon Hawk. Ask him for a reward for saving him and he'll upload the security codes for the Ebon Hawk onto your datapad! He's a backstabber, but I will say this much - Davik deserves it! And with that, you can do what you want with the pilot... kill him or let him go. I think you know the right thing to do. But don't let that stop you.



Back in the corridor, follow it to the other end and go through the door there. In the next room you'll meet a plethora of enemy guards. Nothing too out of control, however. Kill the foes easily and then enter the carnage-filled room. In the back right corner of the room, a canister there will carry a **Medpac** for you to take. Then go through the left door into the next corridor ahead. This corridor is completely void of life, so follow it down to the next door, and go on through that door as well. Once through you'll see guards in the room ahead. Kill them from afar and search their bodies for any goods that might be on them. In the room they were in, there's another computer terminal if you want to do any hacking. Otherwise, the room and the corridor branching off of it are useless to us (it simply leads back to the large room on the other side of Davik's place). Instead, in the corridor before the room, go right to the door there and through the door to enter the holding place of the Ebon Hawk.



After speaking with Calo Nord and Davik, they both tell you that the Sith are destroying the planet from orbit and that they won't allow you to take the Ebon Hawk and get off of the planet alive! Then, both Calo Nord and Davik enter in battle against you. Calo Nord is a badass, and to end the battle quickly, you'll want to focus 100% of your attacks on Davik. He has a shield on him, but a Frag Grenade or two with some blaster fire will get rid of that. Then Davik will be literally defenseless. By killing him, however, the battle ends. Calo Nord threatens the party with a thermal detonator, but is crushed by falling debris after the ceiling collapses above him due to the Sith bombardment. Make sure to search Davik's body for his armor, gun, and other goods, and then board the Ebon Hawk so we can get the hell off of this planet before it's too late!



Meanwhile, in space, Malak continues to order the utter destruction of the planet Taris. His vessels are firing full blast on the planet and are soon to destroy it. The Ebon Hawk escapes the destructing planet just in time...



The peace doesn't last very long, however. Bastila is manning the Ebon Hawk and lets you know that we're going to Dantooine, which is a safe haven for Jedi. However, until she can punch in the coordinates for hyperspace travel, she'll need you to man the gun turret on the ship and fend off the pursuing Sith fighters! This is a fun and easy exercise. Use the right and left triggers on the Xbox controller to shoot the turret guns. Destroy all of the ships (it's easy, trust me). Then the party will land on Dantooine, and a whole new part of the story will unfold...



Dantooine

Need some assistance on **Dantooine**? Pick a section below and we'll happily lend a hand.

- [Jedi Training](#)
- [Dantooine Side Quests](#)
- [Ruins](#)

Ruins

The only true task we have yet to undertake on Dantooine before we can leave is going to the ruins as the Jedi Council has asked us to. These ruins are where the shared dream by your character and Bastila took place, and it's vital that we explore them.

They are located in the fields beyond the Jedi Council building, and since I'm sure you've run into them in our many exploits out in the field, you should have no trouble finding them. When you get to the ruins door, simply go through them and into the ruins itself. Go forward through another door and you'll run into a droid identified as an Ancient Droid. He speaks to you in a language you cannot decipher. It seems, Bastila thinks, that the droid is cycling languages so that it can communicate with anyone that comes into the ruins, and this does indeed seem to be the case. You'll eventually understand what the droid is saying when he cycles to a language (the language of the people of Manaan) that is understandable. It would be repetitive to go over everything the droid has to say (and he says a lot), but to outline it for you, the Star Forge seems to be something powerful (a weapon, perhaps) that Revan and Malak managed to get their hands on. The Star Forge was built by an ancient race of people (20,000 years old or more, it seems) called the Builders, and this droid was left here to give anyone "worthy" all of the information he can on the Star Forge. The droid challenges you to attempt to deem yourself worthy. And we'll do just that.

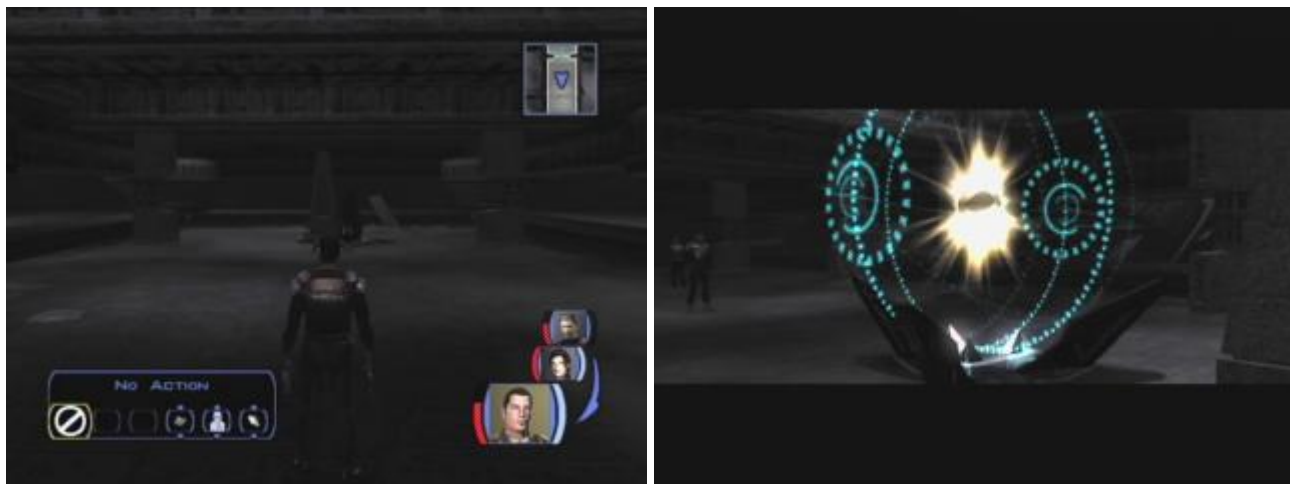


Search the body of the fallen Jedi the Council sent in earlier before you guys got here. Basically, this is what you have to do. The doors flanking you on your right and left both lead to rooms with ancient computer terminals within them. Guarding each one of them is a powerful ancient droid that will take up to ten minutes (!) each to defeat. They are incredibly resilient enemies. They don't have very powerful attacks (one does have a fire attack and the other an ice attack, however), but they take forever to damage. Ion blasters and Ion Grenades are your best bets against these foes. When they've fallen in each room you'll gain access to the computer terminal. What you want to do to each is first talk to the terminal, then insert your datapad. It'll talk to you in some gibberish language. Again, talk to the computer, then remove your datapad, and it'll begin to talk Basic to you on the screen. One computer will ask you to choose three life-giving environments, and the other will ask you to choose three death-giving environments. Choose Grassland, Oceanic and Aboric for the life-giving environments and Desert, Barren and Volcanic for the death-giving environments. This will lead to the

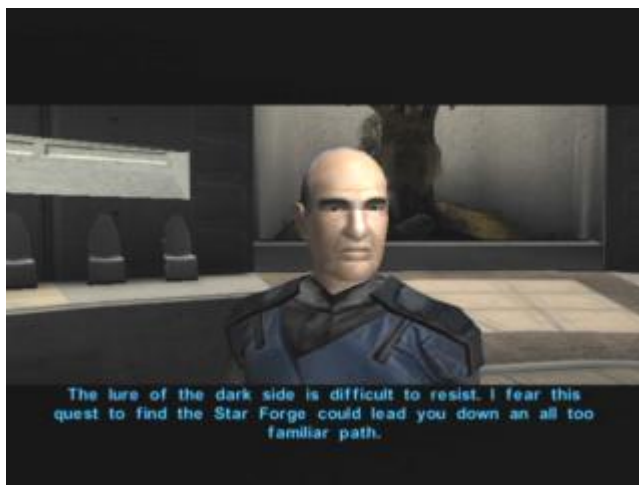
door in the room with the ancient droid being opened for you.



Within you'll approach an ancient device. This device opens up to reveal a hologram of the galaxy. This must be a cryptic map to find the Star Forge! There are pieces of the map missing, and these pieces correspond to four planets that Bastila manages to identify. The party decides that Malak and Revan must have found clues to the Star Forge's whereabouts by visiting these four planets missing on the map. Bastila says that we must go back to the Council chambers now and tell them what we've discovered.



Leave the ruins, warp to the Ebon Hawk and then walk forward, into the Jedi Council building, and go talk to the council itself. After much talk, the Council decides to give you, young Padawan, a quest to the four planets missing on the map - Kashyyyk, Korriban, Manaan and Tatooine. You can visit them in any order you want, but you should leave right away!



And now, our true quest begins!

NOTE #1: I hope you didn't kill Juhani in the fields beyond the Jedi Council building like I instructed you not to. If you didn't, she'll automatically join your party now. If you did... you're out of luck, my friend!

Tatooine

Lots to do on Luke's home world of **Tatooine**. Click a section below for all the assistance you could possibly need.

- [Sand People Dilemma](#)
- [Tatooine Side Quests](#)
- [Star Map](#)

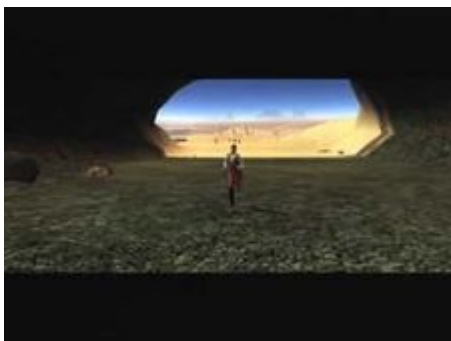
Star Map

Off to the desert we go for our final leg of this desert journey. Once you leave the gates out of Anchorhead and into the desert, you might want to throw back on your Sand People Clothes, that way you aren't randomly attacked in the desert. For some reason, the Sand People are incredibly strong now and the battles are fierce. It's best to avoid conflict with the Sand People from here on out.

Go behind the Sand Crawler on the far side of the Dune Sea. Behind the Sand Crawler and some wreckage (where you might have the pleasure of fighting some punk Gamorreans) you'll find the entrance to the East Dune Sea. There is literally nothing here but two things - Dewbacks and a cave. The cave is easy to spot, just do a 360 until you spot it, then run towards it. The Dewbacks here are completely harmless, so no worries about them either.



Approach the cave entrance and you will see a Twi'lek hunter that goes by the name of Komad. He has a glorious plan to get the infamous Krayt Dragon from his lair. He is at the end of his hibernation cycle (this particular Krayt Dragon, anyway) and will be an easy kill. Komad's friend ran into the lair (as we see in the beginning of this sequence) and was likely killed. Komad has no intention of fighting the beast. Instead, he's laid out mines all around the entrance to the cave. He needs the traditional food of the Krayt Dragon, Banthas, to lure the dragon out of his lair, into the mines, and dead as a doornail he will become. For some reason, Komad wants you to help him out by doing all of the legwork. That includes getting Bantha Fodder and using it to lure the Banthas to the cave, where they will be eaten. Other than that, Komad warns that the Sand People this deep in the desert are a far greater threat than the ones we dealt with that were harassing Czerka Corporation interests. He wishes you luck and you go out on your quest.

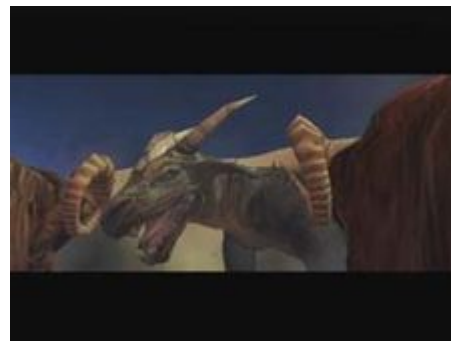


You should already have Bantha Fodder. We could have bought it at the Spaceport, but it's more

likely you either found it on a Sand Person's dead body, or in the Sand Person City we raided earlier... or both. Either way you should have plenty. If you don't for whatever reason, warp back to the Ebon Hawk, which will bring you within steps of the dealer that sells Bantha Fodder. Then simply work your way back to the cave where the Krayt Dragon lay. The Banthas that we want to lure can actually be seen from where you stand in front of the cave. Approach them and their interest will be perked because they will smell the Bantha Fodder on you! This will not make some of the local Sand People happy though, and they engage you in battle. They are difficult indeed, and use Energy Shields and Grenades as well, so be weary and watch your health. When the Sand People whose Banthas those were are dead, "talk" to one of the Banthas and they will automatically follow you to the cave we need them at.



Talk to the Twi'lek once the three Banthas are in place (you'll know they're "in place" when they stop moving and look forward). Everything from here will happen automatically. The Krayt Dragon will walk out of his cave and a first wave of mine explosions weaken him. However, he sees Banthas and keeps moving forward. The final round of grenades does him in, however, and he falls to the ground, dead. The Twi'lek congratulates you on the hunt (or lack thereof, as even he admits), and then bids you farewell. You can tell him you want it all (instead of a piece of the treasure) for Dark Side points, but other than that, our quest here is nearly done!



Enter the deceased Krayt Dragon's cave, now. The rubble on the left side of the cave will carry a Crystal for your lightsaber. The Twi'lek corpse on the right side carries **3 Parts**, **30 Credits**, and a **Nerve Amplifier Belt**. The real prize is the Star Map at the top of the cave, however. Approach it to make it open up and show you a map of the galaxy, much like it did back on Dantooine. After that, we're free to leave. But it's not quite that simple...



As you're walking out of the cave, Calo Nord, who you left for dead back on Taris in Davik's estate, is there to greet you with a team of bounty hunters. As you probably saw in a cutscene after leaving Dantooine, Calo Nord has been hired by Malak to hunt you and your party down and kill you. This battle will be fierce, and it's unavoidable. You definitely do kill Calo Nord at the end of the battle, however (or so it seems, one cannot be certain at this point). The battle will be fought with blasters, so equip blasters on all of your characters. Use grenades (Frag, especially) and try to parry enemy grenades best you can. You'll want to narrow down Calo's posse as soon as you possibly can so you can concentrate exclusively on him. It shouldn't be too difficult to do that - he's the real challenge. In any case, once you've killed them, search Calo's body for his armor and his Mandalorian blasters, and then go back to the Dune Sea. Warp from there to the Ebon Hawk, and once everything you need to do is in order, get off of this rock.

Kashyyyk

Do you like Wookies? **Kashyyyk**'s got 'em in spades.

- Arrival
- Shadowlands and Beyond

Manaana

Manaana has two major areas. Click the links below for more detail on each.

- [Surface](#)
- [Underwater](#)

Underwater

As soon as you leave the Sith Base, you are apprehended by the Selkath authorities. What for, you ask? Well this ruckus (and carnage) you've caused at the Sith Base is quite illegal and you're going to be held for it. You're eventually introduced to your Arbiter (he'll be to you what you were to Sunry earlier). Answer his questions as honestly as you want, or straight-out lie; simple facts when the trial gets underway will set you free my dear man.



Get the trial underway immediately. Your Arbiter will basically blow the case for you, but you shouldn't interrupt him until he tells the court you are insane. When he does, cut in and make sure the court knows that you have the Sith Datapad you stole from the base. This Sith Datapad will single-handedly set you free from the Selkath courts by proving to them that the Sith are training young Selkath in the ways of the Dark Jedi so that future generations of Selkath can rule Manaan while secretly being of the Sith Order. This information will set you free - *that's* why it was so vital to go that deep into the Sith Base!



Side Quest: The Youth of Manaan

Remember how we met up with the young Selkath back in the Sith Base and how you turned them back and told them to head back to Ahto City? Well there's someone named Shaelas in the Cantina here in Ahto City who will be happy to hear this news.

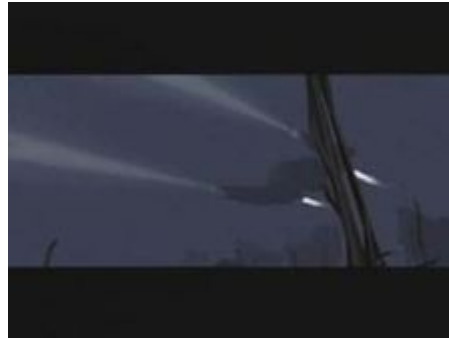


Talk to him in the Cantina and, if you haven't yet talked to him up to this point, he'll tell you that he's curious what happened with the young Selkath that are basically missing in Ahto City. He'll offer up a credit reward for you. It really doesn't matter if you've talked to him yet or not, though - if you've followed my walkthrough, you already have the information he needs. Tell him that not only did you find the young Selkath and turn them away from the Sith, but you found his young child and turned her away from the Dark Jedi path as well. He'll thank you and give you 500 Credits. You can actually refuse the credits, and you'll get Light Side points if you want. In addition, you'll get 600 experience points! Easy!

From here, head back to the Republic Embassy. Find Roland Wann (in the same place he was before, behind that little computer terminal in the first room of the Republic Embassy). Tell him that you found the droid parts in the Sith Base he wanted, and hand them over. You've lived up to your side of the deal, now it's time for him to live up to his. The story goes like this - basically, the Republic has broken the treaty with the Selkath and the Sith and has gone underwater in Manaan. It's harvesting its own Kolto supply to stay ahead of the Sith, since it's such a valuable commodity. Additionally, it's taking mercenaries left and right to protect the Republic people down below from dangerous Manaan creatures, but most have died. Keep that particular part in mind for the final side quest of the planet (in a little while). And with that, Roland gives you a passcard that will allow you access, via the Republic Embassy, to the underwater areas below, where your Star Map might be found!



The room that leads to the submarine is located deep in the Republic Embassy. The door before the submarine will say "Restricted Access" which isn't true anymore, since Roland Wann gave you a passcard. Enter into this room and jump in the Republic submersible. This submersible will take you deep underwater to an underwater Republic station.



Once down here, you can find a footlocker in the back end of the submarine hangar which holds **2 Repair Kits**. Another footlocker near the front-end of the hangar will reveal **3 Antidote Kits**. Go forward through the door now, and through another door, where you'll run into a Twi'lek. This Twi'lek seems to be one of the mercenaries that the Republic hired to help down here with the Kolto production. He's gone completely mad because he's been attacked by Selkath and Droids... something isn't right down there! Talk to him, calm him down - hell, even offer to bring him back up to the surface. Nothing will work. But when the conversation is over, you can certainly go back up to the surface yourself and take care of the final side quest on this planet...



Side Quest: Mercenary Deaths

Head back up to the surface and work your way to the Ahto City Cantina vicinity. Once in the Cantina, you'll find a man named Niko Bwaas. Actually, he's not a man - he's a Selkath. A Selkath of some importance, a lower ranking politician.



Talk to him and he'll ask you about why the Republic is hiring mercenaries. Accept his offer, then talk to him again and tell him about what you've found. He immediately tells you that he can tell the Selkath authorities about this and get the Republic kicked clean off of Manaan, but he won't. He sides with the Republic and was simply curious about everything that was going on. In fact, he offers you guidance on how to be safe whilst under the water, and promises to not only keep this information to himself, but to try to further the Republic's cause. And with that, he gives you 500 Credits. You'll get 500 experience points for your troubles as well. Good times. Good times all around.

Head back to the submarine at the Republic Embassy and work your way back to where the Twi'lek was. You, of course, only need to do that if you previously left to do the above side quest. If not, you're already there.

In that room with the Twi'lek mercenary, you'll find two footlockers. Search them both to find **50 Credits, 2 Sonic Grenades, and 3 Antidote Kits**. Go through the door into the tunnel the Twi'lek recently told you not to go into. Make sure to search the corpses to find goods. Then go forward and through the next door, into another corridor. Go straight back in this corridor to a computer console. Next to the console is a footlocker, which, when opened, will reveal **2 Computer Spikes**. You can fool around with that computer console as well if you'd like... otherwise, ignore the door to your right (it's a dud). Go back to the beginning of this corridor and through that door, into the next corridor.



Once in this corridor you'll be met with some simple droids to kill. Kill them all, then run down the corridor and swing left at the end of it. There's a pressurized door locked from the other side there, and a dud-door on the left. But there's a footlocker here with a **Plasma Grenade** in it. Then, go back to where we fought the droids at the beginning of the corridor, and go right through the door there. Here you'll meet "insane" Selkaths. Easy to defeat, no worries. Search their bodies and move into the room they were guarding. You'll find a broken droid you can fix and use for yourself if you want. Next to him is a footlocker with **3 Parts** in it. The door to your left is a dud, so the only other option is so go up and through the door there.



Once through the door, more Assault Droids will be there to greet you. Kill the easy foes and search the footlocker at the left side of the room for a **Frag Grenade**, **Concussion Grenade**, and **Poison Grenade**. Then, go through the next door to an empty room. Here, you can go up or left. Go left and fight off the Selkaths within this room. Around the bend in this room, you'll find a footlocker, in which is the all-vital **Sonic Emitter**, as well as a **Medpac** and the **Scientist's Notes**. Then, go back into the previous room, and north through the door there. Then, go north through this small, empty room into the next room above.



Here you'll fight a heavily armed Sentry Droid. Take out his shield and go in for the kill. Then search the footlocker in that room for **2 Frag Grenades** and a **Sonic Grenade** before going left into the next room. In this room you'll find a series of lockers you can pick and get goods out of. Additionally there's a locker with someone stuck inside of it. He'll talk to you frantically but good luck trying to get him out! Work your way into the next room and take out the Selkaths.



To the left of the door you came into this room via, there's a mine on the ground. Disable it and then search the footlocker near the top of this room to find another **Sonic Emitter**, a **Medpac** and another **Scientist's Memo**. Then work your way into the next room. Here, you can go forward through a door or left into a corridor full of patrol droids. The very end of that corridor leads back to the original corridor, so you'll have some idea of where you are. Swing left into this corridor and swing away at the droids to kill them all. Off of this corridor are several rooms, some of which with goods, others of which have pressurized doors that'll lead you into the oceans of Manaan. Go into the oceans, now, and let's find that Star Map!



The movement underwater is extremely, *extremely* slow moving. One thing you need to keep in mind is that, if you followed my walkthrough, you'll have two Sonic Emitters to use. You know where you go on the active menu to use enhancements and activate shields? Well that's where you'll go to use Sonic Emitters as well - I'll let you know when to use them.

Go forward from the leftmost airlock, and when you can go right or left, go left. Going right leads to a dead end. You'll see another man in the same yellow underwater suit that you're wearing. He frantically tells you of his plan to escape these waters and the crazed Selkath "mutants" (as he calls them) back in the underwater base. Simply tell him you'll follow him, and then do just that - follow him. When you follow him, he'll tell you to keep moving and then a shark will kill him!



You'll need to move leftward now. There are sharks everywhere. The only way you can hurt them is to activate the Sonic Emitter when they go at you. This high-pitched sound somehow kills the Sharks. As you *sloowwwwwly* move leftward, you'll eventually see a well-lit door leading back into the underwater base. Go on in.



Once inside you'll be faced with four Selkaths to fight on your own. Kill them all and search their bodies. Additionally you'll find **2 Antidote Kits** in a footlocker in the corner of the room, vital to heal yourself of the poison the Selkaths can put upon you. Go forward through the door now, where you'll find a purple force field blocking your way through one of the corridors. Behind it are the two scientists who constructed this force field to protect themselves. Talk to them and persuade them to lower the force field, and then get into a deep discussion with them about what's going on and what you can do. It'd be repetitive for me to repeat all of the talk you'd have with the two scientists, but they do leave you with two choices in which to stop the madness underwater here.



Before going back out of the hatch behind where the scientists are located, go back to the little room before where the force field was. If you're facing the scientists, the door you came into this area via will be to your left. Behind you and to your right are two more doors we need to explore. Go to the small, vacant room to your right, where you'll find two footlockers. In them you will find **2 CryoBan Grenades**

and **2 Medpacs**. Then, go back to the other door leading north. In here, you will do battle with nutty Selkaths. When they are slain, inspect their bodies for any goods they might have on them. In the footlocker in that room, you'll find **2 Antidote Kits**. There are two vertical lockers in here as well, holding a **Hyper-Adrenal Strength** and **2 Average Plasma Mines**. Now, go back to the room with the scientists.



In the room beyond the scientists, you'll find the door leading back out to the water. Before going out there, get the **Advanced Medpac** and **Repair Kit** out of the footlocker there. Then, go back into the water. Walk rightward, killing sharks as you go. You'll eventually come to the Kolto Control Panel. Be nice to the planet and access fuel tank pressure control. It'll get you Light Side points, *but* feeding poison into the ocean will get you Dark Side points and kicked off of Manaan. You'll want to access the planet again, just in case. For the sake of this walkthrough, access the fuel tank pressure control.

This is what you'll want to do...

1. Fill injector pod.
2. Transfer from injector to container.
3. Fill injector pod.
4. Transfer from injector to container.
5. Dump container pod.
6. Transfer from injector to container.
7. Fill injector pod.
8. Transfer from injector to container.

When you do this, in this order, and you do it properly, you'll explode the kolto machine, putting the beast that was going insane to rest.



From there, go rightward and further down the path we're on. At the end of the path, you'll find the

Star Map. That was simple... or maybe not that simple, but whatever. You need to turn back now, and find your way back to the submarine that'll bring you back up to the Republic Embassy.



It's not that simple, however! En route you'll run into Darth Bandon and two Jedi Knights. Kill the easily destroyed Jedi Knights first, then take out Darth Bandon himself, who is surprisingly weak, even with that double-bladed lightsaber of his. When he's dead, make sure to search his body for a considerable amount of Credits, and his robes as well. Then, go back up to the Republic Embassy via your submersible. Talk to Roland Wann, who is waiting for you there. Tell him what happened below, and he'll thank you, give you experience and Credits and bid you adieu.



When you leave the Republic Embassy, you'll be picked up by the Selkaths yet again and brought to court for the "destruction" you caused down below. Worry not my friend - tell them the truth and you'll be quickly released, with their thanks. And with that, we're free to leave Manaan - you've done everything you needed to here!

Korriban

Looking to get your Sith on? **Korriban** is the place to do it.

- Sith Academy
- Final Exam

Leviathan

Note: The Leviathan quest happens after you've acquired the third Star Map. It doesn't matter which order you visit the planets, but on your way to the fourth planet, The Leviathan will capture you.

En route to your fourth planet, you'll come out of hyperspace with the Sith flagship, The Leviathan, staring you in the face. It isn't long before the tractor beam gets hold of the Ebon Hawk and pulls it towards its docking bay. The three party members on board that the Sith know exist, Carth, your character and Bastila, all give up hope knowing that they'll be captured. They quickly make a decision to use the other five (if you got everyone... you could be missing two characters, Juhani [if you didn't save her on Dantooine] and HK-47 [if you didn't buy him on Tatooine]) to make an escape. I say five because you can't use Zaalbar to break off of the ship.

For the sake of the walkthrough, follow the path I did if you'd like - I chose HK-47, our parties most able fighter not captured by the Sith.



Before you know it, you find Carth, your character, and Bastila on board The Leviathan in three electronic field holding cells. After talking amongst yourselves, Admiral Karath comes in to check up on you. It's not an incredibly long time before he begins to torture the party and ask questions. He asks where the Jedi training facility is and what the mission the Jedi Order sent you out on is. Answer "Alderran" and "To Assassinate Darth Malak" to which Admiral Karath will know you are lying. It's then that you learn that Admiral Karath has destroyed Dantooine. It is the fear of Bastila that he isn't lying. After more torture, he leaves.



HK-47 was chosen for the "solo" part of the Leviathan quest. While your choice in character will have a minor effect on the events described below, the basics remain constant no matter which character you choose.

You'll find a Sith Technician messing around with HK-47. His memory has been erased and power shut off, but remember that he tells your party upon being chosen to break everyone off of The Leviathan that he has both a backup power supply and backup memory chip. When the Sith Technician turns his back to leave, run up to him and punch him. Keep in mind that you're completely unequipped and stripped of all weapons and items, so you'll need to fight with fists right now. Search the table to your left to find all sorts of goods for HK-47, as well as the footlocker at the top left of the room to find a **Stun Ray**, **5 Construction Kits**, **6 Parts**, **2 Security Spikes**, a **Flame Thrower**, **Droid Medium Plating Type 2**, and **Droid Motion Sensors Type 2**. Using everything we've found in this room, equip yourself properly before leaving and going into the next room.



As you walk out of the room, look right to find three weak Sith Technicians there. Being equipped with weak swords, they can do no damage to you. Kick and punch them to death while not being damaged, or use your Flame Thrower to do away with them quickly. Make sure to search their bodies, one of them will have Credits on him. Then, go to the door across from the door we came into this corridor from, and enter into that room there, where you'll find all sorts of medical goods. In the two tall lockers at the back right of the room, you'll find a Retinal Combat Implant, a **Nerve Enhancement Package**, an **Advanced Medpac**, a **Life Support Pack**, **3 Medpacs**, **2 Medpacs**, a **Battle Stimulant**, **2 Antidote Kits**, an **Adrenal Strength**, an **Adrenal Stamina**, and an **Adrenal Alacrity**.



Back in the corridor, have your back face the medical room we just came out of. If you go left and follow that pathway, you'll come to the door to the Detention Center. You can't open or pick the lock on this door, however, so it's futile to go down there. Instead, head rightward down the sloping corridor. Turn right when you can and a Sith Guard will attack you. Kill him and grab the **Starboard Cell Block Key** off of his dead body. Now, look for a door in that corridor that leads into a rightward room. In here you'll fend off two Sith Technicians. Search their bodies, then grab the **4 Parts** and **4 Computer Spikes** out of the storage container in the room. Fool around with the computer in that room if you want (I'd wait, you'll get an item that allow you to do it minus the cost of Computer

Spikes) - otherwise, go back to the corridor where will killed the other Sith Guard.



Go down the corridor further, where it splits going left and right. With the Starboard Cell Block Key, you can unlock the four cells to your right. Let the Rodian on the far side out of his cell and he'll give you an item called an **Ice Breaker**, which we can use on the computer we earlier ignored in a moment. *Don't* open the cell with the three Rodians in it. They'll attack you and you will get a paltry 120 experience *total* for killing them. Not worth your time. The other two cells, in fact, carry nothing for you as well.



At the other end of the corridor, you'll find a footlocker and a canister called Riot Equipment. Open both up to find **2 Medpacs**, an **Advanced Medpac**, a **Short Sword**, a **Long Sword**, a **Combat Suit**, **2 Blaster Pistols**, a **Stun Baton**, a **Stealth Field Generator**, a **Pazaak Deck**, a **Short Sword**, **Pazaak Card +/-6**, **Hair Trigger**, **Pazaak Card +1**, **Pazaak Card +2**, and **4 Computer Spikes**. Then, look left to the door there. Go left through the door into a room with five Sith guards. You will be amazed how HK-47's resiliency lasts through this battle. I got through with no healing and not even half-damaged. Stand in the doorway to minimize damage and shoot away with the two blasters you just found previously. When the five enemies are dead, search their bodies, and then focus your attention to the container, three vertical lockers and footlocker at the north end of the room, where combined you will find an **Antidote Kit**, an **Advanced Repair Kit**, a **Sith Passcard**, **3 Computer Spikes**, **2 Medpacs**, **6 Credits**, a **Computer Spike**, **2 Medpacs**, **18 Credits**, a **Computer Spike**, a **Medpac**, **9 Credits**, **Parts**, and a **Computer Spike**. Worth the trouble!



Go back to the room with the computer terminal in it. Access the computer terminal and use the Ice Breaker to get yourself 99 Computer Spikes on this level of the ship. Open the Detention Center and download the Area Schematics before moving on. With that done, you'll want to move back to the room where we started our quest. Now, move past that room, down the corridor I told you to previously ignore, and to the now-open Detention Center door. Approach the computer terminal here and have all of the doors opened. This will signal a cutscene in which the party is reunited. It is decided that Carth, Bastila and your character will get to the bridge of the Leviathan while the rest of the party dedicates their efforts to getting back to the Ebon Hawk. And with that said, you find yourself in the room with all of the gear we got taken from us when we were captured.



In this room, you will find a **Frag Grenade**, **12 Credits**, a **Repair Kit**, a **Mandalorian Assault Rifle**, **5 Computer Spikes**, a **Security Spike Tuner**, and **2,000 Credits**. One vertical locker there will have all of the rest of the stuff that was taken from us. Re-equip your party. Now, leave the series of rooms you're in (there's nothing of interest in any of them), and back to the computer terminal where we opened the cells. From there, go back along the corridor to where we started the game. Go past that room and straight down to an elevator, where Canderous will tell you that the party has reached the Ebon Hawk. Then, go into the elevator and toggle the controls. Our destination? The Bridge.



Once up on the bridge, go forward off of the elevator and ahead to a corridor. A fierce melee will ensue with all sorts of foes going at you. Run around the various rooms and take out all of the Sith foes with fierce lightsaber action. Some use Grenades, some fire blasters - but the Sith are all easy to defeat here, thankfully. Once the fighting is complete in the corridors, head back to the elevator and I will instruct you on what to do from that focal point.

Go forward from the elevator and head left down the corridor, and left through the first door you come across. When you go left through that door, you'll come into a room with some weak War Droids and the like. Slay the droids and search their remains. Make sure to get the **Advanced Flame Thrower** and **Droid Heavy Plating Type 3** from the droid upgrade bin in the room. There are two doors leading left out of this room. The one closer to the door we entered the room via leads to an empty room with a computer console. Spike and hack the computer and use one Computer Spike to open security doors. With that done, go back to the previous droid room, and left out of the other door in that room. Go straight left through this room and left into another room. Fighting earlier happened here. There are two footlockers and three vertical lockers in this room. Within, you'll find **14 Credits**, **2 Parts**, **2 Medpacs**, **2 Advanced Medpacs**, an **Ion Grenade**, a **Sonic Grenade**, **2 Credits**, a **Medpac**, a **Sonic Grenade**, **Parts**, **37 Credits**, an **Antidote Kit**, **23 Credits**, and an **Antidote Kit**.



Go back right into the previous room and forward through the door out of that room and into another corridor. Go right down the corridor and left through the door in between the two corridors leading farther upward. In this room, you'll be attacked with several mysterious grenades, so keep an eye on your health. Out of the various holders and lockers in this room, you should find **6 Concussion Grenades**, **6 Sonic Grenades**, **3 Thermal Detonators**, **3 Blaster Rifles**, **3 Sith Assault Guns**, a **Light Repeating Blaster**, a **Disruptor Rifle**, **Durasteel Heavy Armor**, **2 Battle Armors**, **3 Powered Light Battle Armors**, and **3 Security Spike Tunnelers**. In addition, you'll want to grab the **Space Suit** in the corner of the room - we'll need that shortly. Go forward out of this room. The only thing of interest in this room is a computer console if you want to mess around with it. Otherwise, bear left out of this room and into another corridor.



As soon as you go left into the corridor you're likely spot and engage in combat two Dark Jedi. Kill them and take their gear. Then, go down this corridor left, and through the door there. In the containers in this otherwise-vacant room, you will find an **Advanced Repair Kit**, an **Antidote Kit**, **2 Antidote Kits**, **2 Medpacs**, a **Bio-Antidote Package**, an **Advanced Medpac**, a **Hyper-Battle Stimulant**, a **Hyper-Adrenal Stamina**, a **Hyper-Adrenal Alacrity**, and **2 Medpacs**. In the rightward adjacent room, you will find two footlockers, in which are **3 Computer Spikes** and **3 Parts**.

Work your way to the bottom most corridor and go right. Kill the enemies in the corridor and then go into the room with grenade-throwing enemies and whatnot. Kill all of the Sith in this room, then search the four footlockers within. You'll find **68 Credits**, **57 Credits**, an **Advanced Repair Kit**, **22 Credits**, and **64 Credits**.



The door that is entitled Bridge is locked, so we can't access the Bridge via that door. Go back down the vertical corridor and swing right two rooms to a part of this area also called "Bridge." This will, after a load screen, lead you to another room. Search the rubble on the left side of the room to find a **Shield Generator**, **2 Computer Spikes**, and **2 Parts**. Then go through the Outer Doors and find yourself literally out in space. This is where the Spacesuits we found earlier come in handy. Space walk (it's slow going, I know) along the enemy-less and linear pathway ahead of you to another door, and go through that door to be out of your spacesuit.



Ahead of you is a Standard Door. Go through this door and be met by the cream of the crop - the Elite Sith Soldiers. They are nothing special but are far more resilient than their weaker, normal counterparts. When they're dead, search their bodies for goods. Search the lockers on the far side of the room to find **Parts**, a **Frag Grenade**, **2 Medpacs**, a **Computer Spike**, a **Repair Kit**, an **Ion Grenade**, a **Medpac**, a **Life Support Pack**, a **Construction Kit**, a **Hyper-Adrenal Stamina**, and an **Advanced Medpac**. The door on the opposite side of the lockers is our next target, so go through that door.



Walk up this enemy-less corridor to another door which leads to the bridge itself, where not only a slew of enemies are waiting for you, but Admiral Karath himself. After he tries to warn you of what's about to happen, and that by surrendering you will live by Lord Malak's mercy, a fight naturally ensues. Kill the Sith enemies, two Dark Jedi and Admiral Karath himself. When all are dead in the room, a cutscene ensues in which Admiral Karath, in his dying words, tells Carth a very, very important secret. You'll find out what it is soon enough... just make sure to search the Admiral's body for a considerable amount of Credits.



When all is quiet on the bridge, heal yourself and then leave, going back to the previous corridor. When you do you'll meet up with a few stray Sith enemies. Kill them, search their bodies, and continue down the corridor ahead of you. Before leaving the control room, however, you'll want to go to the computer console and open the docking bay doors. If you don't, you won't be getting very far. Run straight down the corridor ahead of you to the now-opened doors at the end, near the lockers we earlier searched. This will lead back to the previous area of the ship. Run straight through, killing the odd and stray Sith soldier or Dark Jedi. Go back to the elevator and go down to the Hangar. We're about to blow this joint!

Once down into the Hangar from the elevator, go through the door ahead of you and onto a corridor. Go down the corridor and through the first door on your left, leading into a small room. In this small room, you'll find numerous weak Sith enemies. Kill them all and search their bodies. Then search the canisters at the back of the room to find **2 Advanced Repair Kits**, a **Medpac**, **2 Antidote Kits** and a **Medpac**.



Further up the corridor (but not too much further) you'll find a door on your right. Beyond this door is a room with two Dark Jedi and a Dark Jedi Master. Kill the three foes and search their corpses. Then, out of the two footlockers and three vertical lockers in the room, you'll find a **Frag Grenade**, a **Sonic Grenade**, an **Ion Grenade**, **2 Concussion Grenades**, an **Adrenal Stamina**, **3 Advanced Medpacs**, a **Repair Kit**, a **Computer Spike**, a **Frag Grenade**, **11 Credits**, an **Antidote Kit**, **34 Credits**, and an **Antidote Kit**. Go back to the corridor and all the way up it now, through some blast doors, and into a large room with some Sith and Dark Jedi waiting for you yet again. Kill the foes, they shouldn't prove to be a problem. Then, search the canisters and footlockers in the room to find an **Advanced Repair Kit**, an **Antidote Kit**, a **Medpac**, an **Antidote Kit**, **31 Credits**, an **Advanced Medpac**, **37 Credits**, an **Antidote Kit**, and a **Medpac**. Now, go back to the previous corridor and straight up through another door...



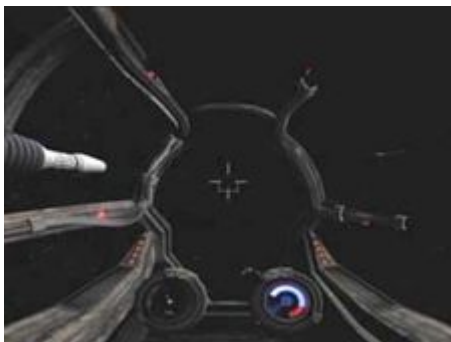
Get ready to be floored. Malak appears, and it isn't long before you find out the real truth. The truth that you, yes... you... are Darth Revan. It's not a joke, it's true. You are the old master of Darth Malak, who he left for dead after the Republic trap. The long, long conversation not only shows you what you truly are, but even brings you flashbacks to all of the things characters in the game said that would give you a hint as to who you really are. It's not long before Malak challenges you to a fight. And he even does it honorably, disabling your two friends (Carth and Bastila) and taking you on, one-on-one.



The fight with Revan isn't too hard. He hardly swings his lightsaber, but he does use Dark Jedi skills on you awesome. Damage him a bit and he'll retreat behind a door in front of you. Since the door is locked, you'll have to go around to gain access to him. When you do, fight him some more. After damaging him enough, Bastila will break into the room and throw her lightsaber at Malak. This will give you and Carth enough time to get to the Ebon Hawk and leave the ship, which you should do now.



From here, it's much the same as it was when we left Taris through the Sith Blockade. You'll need to fend off Sith fighters in the gun turret once again. It's insanely easy as it was before - no worries. Once the ships are destroyed, get ready for some deep and heavy dialogue. I'll let you witness that for yourself.



Unknown World

Not much is known about the **Unknown World**. But what we do know, you'll find in the links below.

- [Warring Factions](#)
- [Temple](#)

Warring Factions

A lot happens in between getting your fourth Star Map and leaving that fourth planet, en route to the Star Forge. You don't actually get to the Star Forge... yet. After you fend off an initial Sith fighter attack while in space (like we've done many times before), you are caught in a disruptor field in space, which sends the Ebon Hawk hurdling down towards a planet that has no name.

Evidence is all around the planet that other ships have suffered the same fate as the Ebon Hawk. After a long conversation, the party decides that it's best to search the wreckage of other ships strewn around the nearby surface of the planet to find the parts we need to fix the Ebon Hawk and get to the Star Forge. To do that, we need to start exploring.

Pick your party and leave the Ebon Hawk. You'll find yourself on a beach. A very pristine, beautiful beach. You can look around the back side of the Ebon Hawk's crash site if you want, but you'll find nothing of interest there. Feel free to marvel at the absolutely stunning scenery surrounding you, however. The ship crashed out in the ocean, the water, the sand... beautiful. However, as soon as you go north of the ship, you are attacked by five local enemies. These enemies look strangely familiar... like the hologram computer deep in the Shadowlands of Kashyyyk! Something's going on here.



When they die, two blue aliens (familiar ones, we've seen their kind many time before) come out from hiding behind the rocks. They thank you immediately for saving them from the violent locals. Ask them many questions and make sure not to miss any with these guys - they can offer you all sorts of information on many different subjects. It seems as if their ship was also downed by the same odd field in space and they crash landed out in the water (that's the ship you see out there). There were ten of them; not all survived. Of who survived, some swam to a neighboring island hoping to avoid confrontation with the natives on this island, but the two of them stayed. They decide, after they've talked to you enough, that they will swim to a neighboring island as well... but not before they tell you about Mandalorians on the island. We'll run into them soon enough...



Go north, now, along the pathway leading up away from the beach, above the Ebon Hawk. When you do, you'll follow a winding path briefly before coming across some natives surrounding a piece of a crashed ship. They immediately attack you. Fend off these primitive (but worthy) fighters. Keep an eye on your health in the battle, although they should truly not provide you with any trouble whatsoever. When they're dead, go up to the wreckage of the ship, and you realize that you can literally go left or right here at this juncture. You'll want to head left (which is actually the skinny northern passage if you look at your on-screen map) - this linear pathway leads to North Beach.



As you enter this area of the Unknown Planet and follow the linear pathway upwards, you'll eventually run into a cutscene. Rakata warriors, just like the ones that attacked you before, approach you with Rancors flanking them on both sides. Talk to them and they'll tell you that they are here to shed no more blood - that they want to take you to their leader, The One. You don't have to agree with them, and you can't actually fight them. But for the sake of this walkthrough, you'll want to agree with them; otherwise it negates much of what I write beyond this. Talk with them and tell them to bring you to The One.



When you get to The One, he instantly recognizes you. Again, for the sake of this walkthrough, be kind to him. The One knows you are Revan. He knows because three "standard" years ago, you and

Malak travelled to this very planet, crashing much like we just did, and looking for the secrets locked away by this planet's people's ancients. This planet is responsible for technology and advanced civilization, but it has reverted back to a primitive lifestyle, its reasons unknown. The One tells you that Malak and yourself made him a promise three years ago - that you would kill the Elders, cross-island rivals of The One's tribe. This walkthrough is written in the way that you will help The One. He wants you to kill the Elders, then he will help you get into the nearby Temple that apparently holds what everyone is looking for.

In addition, he'll allow the party to look through the piles of ship junk that his tribe has collected over the years from fallen ships. Surely the part we need for the Ebon Hawk is within these piles of wreckage! And with that said and done, ask him whatever questions you may have for him, and then tell him that you'll be back when the Elders are dealt with and killed. He'll bid you adieu from here.



The city of The One is very linear indeed. From where you talk to him, you can only leave via one corridor. Talk to everyone as you go - you won't find out very much from anyone, they'll all say the same two or three things to you. However, near the exit from the settlement, you'll find some baskets. Search them to find a **Hyper-Adrenal Stamina**, a **Hyper-Adrenal Alacrity**, a **Hyper-Adrenal Strength**, **5 Computer Spikes**, **4 Parts**, and a **Hyper-Adrenal Strength**. With those in hand, you might also want to talk to a Rakata near the baskets named Luo. He is quite envious of the Force. You can teach him what you know about it, explain how the Force works, how it flows through the universe and through all living things. That is, of course, optional. Further beyond him, down a corridor and in a small alcove, you can find **3 Computer Spikes**, a **Construction Kit**, and a **Hyper-Adrenal Stamina** in a basket as well. In the next room beyond that, you can find three more baskets, in which are a **Hyper-Adrenal Strength**, a **Construction Kit**, a **Hyper-Adrenal Alacrity**, a **Hyper-Adrenal Alacrity**, a **Construction Kit**, a **Hyper-Adrenal Stamina**, **3 Parts**, a **Construction Kit**, and a **Hyper-Adrenal Alacrity**. Then, feel free to leave this village.



Go north across the Rakata-controlled beach, and back to the pathway that'll lead off of the North

Beach area. Follow the pathway back to the small wreckage we came to before, and go straight past it, following the pathway beyond it. It's time to do a quick side quest, the only one on this island.

Side Quest: Mandalorian Punks

At the top of the path beyond the wreckage, you'll have to bear in leftward, and to the temple that The One spoke of. Surrounding this temple are Young Rancors all over the place. Thankfully they aren't too hard to defeat in melee lightsaber battle, and they are awesome for experience. Run around the temple killing every Young Rancor you see. At nearly 700 experience points a piece, this little arrangement can't be beat. But this isn't what we're here to do.

On the right side of the map, on the right side of the temple, it'll look tame, like nothing is going on over there. But when you get there, you go into a little cutscene - Mandalorians appear out of no where, using their other-worldly stealth technology. These Mandalorians are the most difficult you've faced yet, all being elite fighters. No worries, however. Just keep an eye on your health, keep using Jedi Heal and fight away, melee style. When all of the Mandalorians are dead, search their bodies; nearly all of them are carrying something. The Mandalorian Captain's body is of primary interest, however, as he'll be carrying not only his armor, but his actual head. You can take his head. It's vital to finish this side quest off.



With the head (and your other goods) in hand, head out of the Temple area and go back to the Rakata settlement. You'll want to go along the water before the walls to the village, and you'll look for a man with a Rancor. Well not a man, a Rakata. Talk to him and he'll tell you about his problems with some mysterious armor-clad enemies. Tell him that they're Mandalorians and that you've killed them for him already. He'll be forever thankful (this will only happen if you have the head from the Mandalorian Captain). He'll make a treasure chest appear on the coast, near where he stands. Open up the treasure chest to find a **Thermal Shield Generator**, a **Verpine Prototype Shield**, a **Verpine Zal Alloy Mesh**, **6 Thermal Detonators**, **2 Deadly Plasma Mines**, **4 Advanced Repair Kits**, and **4 Advanced Medpacs**. Huge score indeed!



Now, you'll want to go back to the temple area where we did the above side quest. To get there (in case you happened to skip the side quest), leave the beach beyond the Rakata village, go around the linear pathway that leads out of the North Beach, go past the wreckage where we earlier fought, to the pathway beyond the wreckage, and then swing left into the temple area.

Once in the temple area, go up and then left. When you can go left again down another narrow pathway, do so, and work your way into the South Beach area. In the South Beach area, go south along the pathway and you'll find yet more wreckage of another ship. This ship is unique, however, in that it has laser beam traps that will fry you if you go in front of them. Learn to navigate them if you want to not be damaged. Underneath the middle of the ship's wreckage, you will find the all-important **Ship Parts** that you will need to fix the Ebon Hawk and get off of this rock when the time comes.



Beyond the ship wreckage, you will find that the path extends onward. Two adult Rancors will meet you on this path and give you a hard time - kill them both, but keep an eye on your health! Eventually, the pathway will open up into a beach. To your left is the impressive settlement of the Elders, the Rakata's rivals and obviously the more technologically advanced of the two. Approach the entrance to get behind the electronically guarded walls and an automated hologram will ask your business here at the Elder settlement. To guarantee you won't be blown to bits by the machine (and trust me, it isn't too hard to get it to do so), ask the machine who he is, then tell him you are Revan. He will tell you that the Elders wish to speak with you, and you will be whisked inside.



When you get inside, the leader of the Elders will speak with you. It's a shame he won't be living very long. You can cut to the chase whenever you want, and you know exactly what the chase is - to kill the leader of the Elders and the people that surround him (for now, anyway). Threaten to kill him and the battle will begin. The Elders put up a decent fight, but they are no match for Revan (good or evil). When all Elders are dead in the general vicinity of where the leader was, it's time to further explore the Elder settlement.



Go rightward from the area where you killed the leader. As you go rightward, both Elders and their droids will attack you. Bear left into the first room you come to, kill any remaining enemies, and grab the **Hyper-Adrenal Stamina, 4 Parts**, and the **Construction Kit** out of the basket in that room. Then go through the right-side opening into the adjacent room, kill any remaining foes, and open the basket in that room as well to find **3 Parts**, a **Construction Kit**, and a **Hyper-Adrenal Alacrity**. Further down the corridor, you'll fight more enemies. The corridor will eventually open up a little wider on the left. There will be lots of white bins on both sides of the opening. Search them to find a total of... **4 Repair Kits, 4 Medpacs, 5 Concussion Grenades, 5 Adhesive Grenades, 2 Advanced Repair Kits, and 2 Advanced Medpacs.**



From there, you can go straight ahead into another part of the complex, but you'll want to go finish going around the original circle we're on within the compound and make sure you've killed all of the Elders up to this point. There is one room further up the circle from where we got all of those items that has some worshipping Elders you need to slay. There's no items in the room of any use, but you'll need to take them out in any case. In the room next to that room, there are more Elders you need to kill, as well as Rakata prisoners. We'll release them shortly.

Go back leftwards to the opening in the corridor, and go left down an explored part of the settlement. You'll meet more Elder resistance here, naturally, as you fight along this circle. On the other part of this small circle, there is a door that leads to the Elder Computer Room - our ultimate goal in our visit to this settlement.



Before approaching the computer in the room, go to the four baskets at the back of the room and gather the goods within them. Within, you shall find a **Construction Kit**, a **Hyper-Adrenal Alacrity**, a **Hyper-Adrenal Strength**, a **Construction Kit**, a **Hyper-Adrenal Strength**, a **Hyper-Adrenal Stamina**, a **Hyper-Adrenal Stamina**, a **Hyper-Adrenal Strength**, a **Hyper-Adrenal Alacrity**, a **Hyper-Adrenal Stamina**, a **Hyper-Adrenal Strength**, and a **Hyper-Adrenal Alacrity**. These aren't typos - you're finding a lot of the same stuff over and over again.

Access the computer console itself now. You'll be able to learn so much from speaking with this computer, everything from the secrets of the Rakata to their place in the universe. You'll learn that they once colonized over 500 planets, that at their peak there were 10,000,000,000 of them, and they had over *one trillion* slaves on the 500 planets they conquered. Due to internal strife and an unexplainable plague, the empire was destroyed, and its last remnants disappeared over 20,000 years ago. The computer explains that the Rakata are nothing but a primitive people now, knowing nothing of their ancient greatness, and simply war with each other for little more than land. And most importantly, the computer gives you access codes and information so that you can enter the temple and do what you need to do here.



With what you have from the computer, you need to go back to the Rakata village. Talk to The One there and tell him what you have found. After much talk and deliberation, he tells you that he's gotten one important thing out of the texts you've brought back to him - that he can definitely lower at least one shield surrounding the temple by ritualistic chants. The other shield can only be passed through by people who have severe command of the Force however, so that part will naturally be up to you. And with that, he tells you that his priests will be waiting for you at the temple entrance.



Talk to the priests around the temple and they will tell you that the ritual can begin. Suddenly, from behind, Juhani and Jolee join you and insist on coming with you. There's a lot of resistance on the part of the priests to let them come with you, as the ritual clearly states that you must enter the temple alone. However, they are easily swayed. Keep telling them that the two must come with you, and eventually, you'll get to tell them that you indeed feel that this is ridiculous because these rituals are Elder rituals, not the rituals of his clan. He agrees, and before you know it, you gain entrance to the temple. You'll see a quick cutscene with Darth Malak, and then back to the temple you go.



Temple

The temple is absolutely huge inside. From the beginning, you'll face a door right in front of you. It's locked, so from here, go left and down the corridor leftward. The first room you come across is locked, so ignore it and continue as the path itself swings leftward. Here you'll likely meet your first enemy resistance in the form of enemy droids, both patrol droids and Sith droids. Kill them as you head down this corridor. The doors as you head down this corridor are on your left. The first door is open (actually it's just a room with no door), but there's nothing in it. The next room you need to open the door to get into. Within is a lone Dark Jedi. Kill it and then search his body. What's of real interest in this room is not the Dark Jedi, however - it's the five footlockers within the room! In these lockers, you will find a total of... an **Adrenal Stamina, 3 Parts**, an **Adrenal Strength, 18 Credits**, a **Sonic Grenade**, a **Concussion Grenade**, **3 Antidote Kits**, an **Adrenal Strength, 3 Parts**, an **Adrenal Strength**, an **Advanced Repair Kit, 3 Parts**, an **Advanced Medpac, 2 Parts**, and an **Advanced Repair Kit**. With those in hand, head back to the corridor and out of that room.



You'll need to head all the way down this corridor and follow it as it swings in a new direction. When it does you'll come across another door. Within the room behind the door is another Dark Jedi who wants a piece of you bad. Kill him and search his body for any goods he might be carrying. Then search the two canisters in that room to find **4 Life Support Packs** and **8 Advanced Medpacs** total. From there, go left through into the next room where you'll need to deal with two gun turrets. Go north from that vacant room into the next room above, then swing left into a room with a droid in it. Kill the droid and search the various containers and the like to find all sorts of goods, including **6 Parts**, **2 Computer Spikes**, **4 Computer Spikes**, **2 Concussion Grenades**, **4 Sonic Grenades**, **2 Construction Kits**, and **4 Advanced Repair Kits**. Go back a few rooms now, back to the original corridor.



Further down the winding leftward corridor, you'll come across another door on your left leading into another room. Go in here and fight off two resilient prototype droids. There is nothing else in this room, and the door leading out of this room leads lower into the tombs, so remember this for later! Go back to the corridor and continue leftward for now. The path winds some more until you come to yet another door on your left you can go through. In here is an old broken droid. Surrounding him are all sorts of bins. Make sure that you grab these out of them: **2 Construction Kits, 4 Advanced Repair Kits, a Repair Kit, Parts, 13 Credits, 6 Parts, and 2 Computer Spikes.**



If you leave this room through another door in the previous room you'll come to a series of rooms where you'll have to fight a bunch of fairly strong Dark Jedi. It'll be repetitive to go over what they say and the battles, but the battles will be tough, so be ready, heal often, and save your game! Make sure to search the bodies of the fallen Dark Jedi as well, as they often are carrying very important items.



The room you want to look for after fighting the slew of Dark Jedi is a room called the armory. It holds many goods if you can get into it. Otherwise, head back on the path heading leftward. You'll need to back a ways to get there, but once you do, head leftward on it some more.



You'll likely meet up with more enemy resistance on these corridors in the form of droids. I think you get the basic idea from here on out - it'll be repetitive if I go on more. Comb all of the rooms for

enemies and goods. This is one of your last major chances for major experience points and items, so take advantage of a good situation. When you're ready, recall the room I told you to ignore before, guarded by two prototype droids. We killed the droids but left the door. Beyond that door is the entrance to the catacombs. Go there now.

Once down in the catacombs you'll instantly be attacked by powerful droids. As you go up, the path will stop going ahead and you can either go right or left from here. Go left and disable the Frag Mine there. Search the pillar to find a powerful lightsaber-enhancing crystal. Then search in the footlocker in that small dead end room to find a Datapad which you can read. From here, head rightward.



Once rightward, go north and through the door. You'll come across ten red-colored squares on the ground. When you touch one of them by walking over one, it'll turn not only that square blue, but every square it touches, whether it be by a side or on a diagonal. The idea is to walk on each cardinal corner - that is to say, the corner of the square, all four of them, northeast, northwest, southeast and southwest. When you do that, you'll then be able to walk from any side you want (east, north, south or west) into the middle and walk out on the other side to make all nine blocks blue and unlocking the puzzle. In other words, after lighting the four corners up, you can walk on the east block to light the middle up, as long as you walk off of the blocks westward. Either way, solving this puzzle will open the door ahead of you. Keep in mind two things. One, the tenth square, the one not in the square itself, is the "reset" square. If you mess up, press that square to reset the sequence. Additionally, being in Solo Mode (by pressing the Back button on your Xbox controller) is the way to do this - otherwise, your other party members will screw the sequence up!



Beyond this door is the ancient computer of the people of the Unknown Planet. There's little to say about it, other than the fact that it can tell you everything you need to know about many of your questions regarding the game. It'll tell you what the Star Maps truly are, that the computer has spoken to you (Revan) before, and a bunch of other important stuff. What it tells you of true importance, however, is that you can gain access to the top of the temple and shut off the disruptor field. It was

designed to protect the Star Forge, but you can shut it off, for you are worthy. To get to the top of the temple, you should recall the entrance into the temple in the first place. Once inside the temple, there is a door directly in front of you that's locked tight. This door will now be open...



Once through those now-opened doors, you'll be attacked by two powerful Sith droids. Then, you can simply go north, through another door, and north through to the summit of the temple. Once on the summit, go into the upper left-hand corner where you'll see three plastic cylinders. Open each of them up to find **3 Computer Spikes**, an **Advanced Medpac**, **2 Antidote Kits**, **3 Frag Grenades**, an **Advanced Repair Kit**, an **Adrenal Alacrity**, an **Advanced Repair Kit**, **4 Computer Spikes**, and an **Adrenal Alacrity**. Then go forward and outside.



You'll meet up with Bastila out here. She's turned to the Dark Side under Malak's influence! There are two ways to approach Bastila. This is your final exam: Will you go Light or Dark Side? Here's how each option unfolds:

Dark Side- Join Bastila's Side



Why fight Bastila when you can join her and accept your destiny as Darth Revan? It's rather obvious in the dialogue choices how to come about this choice. Doing this, you'll have an interesting fight ahead -- with members of your crew! Jolee, Mission, and Carth will be quite unhappy with your decision. You'll have to kill them, they can't be turned (Carth runs away, though!). However, Zaalbar has an interesting conundrum. He has sworn a life debt to you. If you are *truly* evil you can Force Persuade Zaalbar to kill Mission. It's so good to be bad!

Now, on to the Star Forge and the chance to take your true destiny -- as Dark Lord of the Sith!

Light Side - Attempt to Turn Bastila



Through conversation, you can attempt to turn Bastila to the Light Side. It won't work. Instead, you'll end up with a decent fight. Once won, Bastila will hop into her ship and flee to the Star Forge. Don't worry, you'll meet her again. You get to keep your party members (minus Bastila, of course), but you are now destined for the Light Side... sorta (you can still be bad to the bitter end!).

Once a side is chosen, you'll need to go forward to the computer console beyond where you were talking to Bastila, and shut off the shields so the Republic fleet will be able to approach the Star Forge (and you'll be able to leave the Unknown World). Then, head back to the Ebon Hawk. The party will talk, and then it'll be time to go to the Star Forge and finish this once and for all!

Star Forge

Note: This final level of the walkthrough was written from the perspective of having rejected Bastila's offer to take your place as Dark Lord of the Sith. This Light Side walkthrough, however, is only a slight variant on the events of the Star Forge. Inserted throughout this final piece of our walkthrough are the Dark Side differences, so that even those on the Dark path can fulfill their destiny.

As you gain control of your character in the Ebon Hawk after successfully landing your ship in the Star Forge, go towards the exit of the ship and get off. If you want to make any last minute enhancements to your lightsabers, armor, blasters and all that jazz, now is the time to do it. Otherwise, get off of the ship and choose your party.

As you get off of the ship, you'll be met by a few Jedi that managed to get aboard the ship. Their leader tells you that some Jedi have gone ahead to look for Bastila. If she manages to keep on using her Battle Meditation, the Republic fleet will be completely destroyed when they come out of Hyperspace to fight the battle here over the Unknown Planet. And with what said, four Dark Jedi come through the doors and engage in battle with the Jedi and your party. Help the Jedi fight these foes off and search their bodies for any goods. The door ahead of you is your objective. Go through this door and through another door to come out in a new part of the Star Forge.



Dark Side

Obviously if you've taken the Dark path, Bastila will in fact be on your side and no one will need to go "looking for Bastila." Your goal is to find Darth Malak, but the path is almost identical for most of the Star Forge. Make certain you have Bastila in your group. HK-47, as always, is a wise choice as your third character. You'll want one character who can fight at range -- Trust us, you're gonna need 'em!

Once you go far up enough, a Dark Jedi will talk with Darth Malak and tell him that the Jedi have landed on the Star Forge. Darth Malak isn't surprised at all and tells the Dark Jedi to dispatch the ancient fleet of battle droids on the Star Forge to take care of the intruders. And before you know it, your party is battling four of these foes. They are of little difficulty, but definitely harder than most droids we've come across thus far, mainly due to their built-in shields. In any case, when the four of them are defeated, go left down the corridor and through the door down there. Once through the door you'll face off with two more of these droids guarding another door. Kill the droids, and go through the door they were guarding.



Follow the pathway around beyond that doorway. You'll run into a few more droids, but nothing major. When you finally come out at the bottom of this area, a cutscene will ensue in which three Jedi are fighting three Dark Jedi. The Dark Jedi kill all three of the Light Side Jedi, and then come for you. They are easy to kill, you should be able to wipe right through them. When they are dead, search their bodies before continuing further.

Beyond them, you should go left, where you'll face off with two more Dark Jedi guarding a doorway. Once they're dead, their bodies should be thoroughly searched as well. The door behind them leads to the second deck of the Star Forge.



Once through here, go forward ever-so-slightly to make another cutscene ensue. This cutscene will be Darth Malak and his Dark Jedi apprentice once again. He'll tell Darth Malak that the droids could not hold the Jedi. This puzzles Darth Malak until he realizes that it is Revan who is with the Jedi, and that's why they can't stop him. Malak realizes that nothing will stop Revan (you) from getting to him, but that sending out all available Dark Jedi and Sith Soldiers to slow down the Jedi assault will give him enough time to use the full power of the Star Forge. And with that said, you gain control of your character once more.

Basically, you're going to be working your way along linear pathways while incredible amounts of Sith intercept you. These are the most powerful Sith soldiers in the Sith army, as well as both Dark Jedi and Dark Jedi apprentices. Hack, slash and blast your way through these enemies, *constantly* keeping an eye on your health. Remember - if one character dies in this onslaught, he won't be revived until this battle is over, and this battle can literally take 15 minutes of your time. Make certain to heal often. Your Jedi should have Heal, use it often. Be prepared for seemingly endless waves of enemies. Also, be certain to save regularly. You will likely die a couple of times on your way to Malak, so save (even in the middle of fights) so you don't have to backtrack much. Once your enemies are dead, make sure to search their bodies thoroughly for any goods they might have. When you get to a sealed door on a vertical corridor that you can open, save your game and fully heal yourself. Then,

walk through the door.

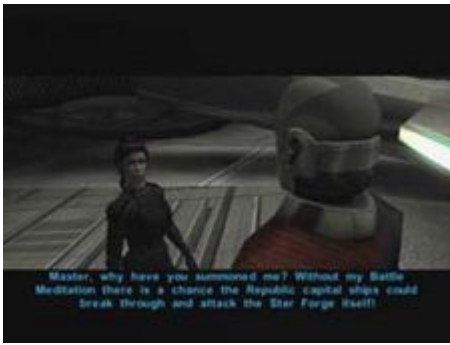


Once through the door, the next onslaught of Sith soldiers and Dark Jedi will begin. Here you can go right or left. Go left first as there's a special computer room. You can hack the computer and ask it to create you a custom-made robe, along with some powerful weapons. The robes are specific to your character, whether you are Dark or Light side and offer the best rob bonuses in the game!

Once you've gathered your booty, head right. Kill off the Sith soldiers, Dark Jedi and the gun turrets strewn about this area. Make sure to search the bodies of all killed (especially those of the Sith Soldiers, as they carry Life Support Packs). When you finally get all the way to the right and things calm down (this will take a good fifteen minutes, as soldiers and Dark Jedi will seem to be coming from everywhere), you'll find the elevator that'll lead you deeper into the Star Forge, and closer to Darth Malak and Bastila. Keep an eye on your health throughout this long battle, and remember the vital words I told you earlier - if one of your party members here dies, he won't be revived (as it has been throughout the game) until the battle is over. Since this battle is so epic, you'll be short-handed for a very long time. With this said, heal often and save your game often as well.



Once through the elevator and on the next floor, another cutscene with Darth Malak and Bastila takes place. Bastila has been called away from doing her Battle Meditation to speak with Darth Malak. He tells her, quite simply, that Revan (you) is aboard this ship, and if she wants to prove herself worthy of being his apprentice, then she will have to fight Revan (you) to the death. Darth Malak's intentions with Bastila are the same as they were with sending a slew of Sith Soldiers and Dark Jedi/Dark Jedi Apprentices after you - he has no intentions of her beating you, but it'll slow her down until he can do what he needs to do with the Star Forge.



Dark Side

Yeah, you don't get this cutscene because Bastila is already on your side. The one benefit of having Bastila is that you won't have to fight her later on. The trade-off in terms of the game is that on the Light Side you fight Bastila but don't have to fight your own companions (remember when you killed Jolee?) and on the Dark Side you have to battle some of your companions (and don't get to use them in Star Forge... since they're dead), but not Bastila. Six of one, half dozen of the other.

It is official - your confrontation with Bastila is inevitable (for you Light Side folks). Regardless, you'll need to fight your way to her. This shouldn't be too difficult - the pathways are linear. Go where you haven't yet been in the Star Forge and chances are you're on the right path. Thankfully BioWare kept the last stage fairly simple for us in layout, but difficult in enemy encounters... just how I like it. You'll encounter more of the cream-of-the-crop of Darth Malak's Sith forces. Sith Soldiers and Dark Jedi will meet and greet you at every turn. Eventually you'll come to the end of the line, the doorway that leads to Bastila. Guarding the doorway are four Dark Jedi. You'll know it's the door I speak of because a cutscene takes place in which the Dark Jedi put a shield over the door. You'll need to kill them before you proceed. Kill the four Dark Jedi, go through the door, and meet up with Bastila.



Once through the door, Bastila will greet you. You'll have to fight her several times here (and somehow she regains her strength while you stay at what you were), but the fight is more symbolic. You can kill her here or simply talk her out of everything that's going on. If you want the Republic to win, you'll need to be nice to her, convince her that the Light Side is the right side, that the Republic is the side she needs to be on. Also remember that Bastila is strong in the Force, so stay away from Persuades at all cost, they will not work. Tell her to come back to you, to come back to the Light Side. Tell her that Malak is wrong and that you love her. When you tell her that you love her, this will snap her out of it completely. She'll agree to use the Battle Meditation against the Sith now, and help the Republic Fleet gain way into Star Forge space so they can blow the station up.



Dark Side

You won't have to fight Bastila, but she will leave you in this room. She uses her battle meditation to help the Sith destroy the Republic forces! After all, you want the Republic crushed when you take over as Dark Lord of the Sith. It's off to fight Malak alone.

From here, you'll want to leave the room you're in with Bastila through the east doorway (the only other door in the room that'll open for you). Move along this seemingly empty corridor until you get to the door on the other side, where Darth Malak will be waiting for you. He goes off on you, saying that he's tired of you getting in his way, and that the power of the Star Forge itself, not him, will be who ultimately kills you. And with that said, six droid computers activate and start creating droids around you. Do not engage the droids in combat. Completely avoid the battle and run up to the computer console on the side of each of the droid computers. If you do end up in combat, exit combat mode immediately. Hack and spike all of the six computers, using six Computer Spikes per computer (you should have plenty, you'll need 36 total), telling the computer to destroy itself. When all six are deactivated, the door holding Malak opens, and the droids cease to function.



When you reach the next closed door, make certain you are fully healed and ready for battle. This is the final showdown and the end of the game.

Alternate Ending

If you want to see a special ending, save your game right before opening the door. Plug a second controller in the Xbox. Press down the Left and Right Triggers *and* the Y buttons on both controllers *at the same time*. You may need a friend (or a third hand) to pull this off. You'll get a special, quirky ending. Once finished, load up your save and face Malak for real.

Note: Once we uncover the PC secret ending, we will add it to this section.

The battle with Malak is broken into two parts. The first part is not terribly difficult, but don't be fooled into thinking this is an easy battle by any means. When you enter the room, Malak awaits at the end of a long path. Walk about two-thirds down the path and stop. Once you get to Malak, you'll have a cutscene and then the battle, so now is your chance to prep. Shoot yourself up with one of every single battle stimulant in your possession and cast Force Immunity on yourself (if you have it). Save the game, then step up to Malak.

The battle stimulants wear off in real time, so the longer you spend talking to Malak, the less time the battle stimulants last in battle. Listen to the conversation the first time through, just to hear it all. Then load your save and talk to Malak again. Quickly skip through the dialogue and get to the fight to preserve your stimulants.

The first part of the battle is fairly simple. Your best weapon is the Force Wave. Malak is hurt by Dark Force powers, but has some built in immunities, which lessens the effect. Go toe-to-toe, using Force Wave to knock him back and then charge. It won't take long before he backs off. You have about five seconds to heal or shoot up more stimulants before a cutscene begins.

The first part of the battle is the same for either Light or Dark Side. However, the second half is a bit different. Malak has several Jedi in stasis chambers and uses them to draw Dark Side power. If you're **Light Side**, you need to avoid combat and run quickly to each chamber (including the two up top) and destroy them (Destroy Droid works best). This sets the Jedi souls free and keeps Malak from using them to increase his power. However, **Dark Side** Jedi can target the chambers and gain powers from the poor captured Jedi. It's not as necessary to run around and grab them all, just do one or two, fight for a bit, and then suck up a couple more souls.

This final battle is incredibly difficult and there are multiple ways to defeat Malak, but no matter which way you choose, you must do the following if you hope to survive:

- **Save Often** - That's right. You can save mid-battle, so why not? If you have Malak weakened, don't take any chances. Save. Malak can turn the tide of battle very quickly, so have a backup for such an instance.
- **Stay Healthy** - If you die the game ends, so nothing is more important than keeping your health up. Heal as often as possible, especially when your health dips below 50%.
- **Stim Up** - Shoot up as often as you can to keep yourself as strong as possible in battle and with the highest defense possible.
- **Use the Jedi** - As described above, use the captured Jedi to your advantage.
- **Keep Your Distance** - You don't have to stand toe-to-toe with Malak to win. Sometimes

knocking Malak down (thank you, Force Wave) and running for a bit can help more than you'd think.

- **Force Defenses** - Force Immunity and the other protective Force powers can help quite a lot here, so don't be afraid to gain distance from Malak and boost your defenses.

There are generally two methods to this fight. If you are very good at hand-to-hand combat (lots of strength, you're a Jedi Guardian), then you'll want to stim up and take it to Darth Malak with your lightsaber. Mixing in Jedi powers can help, but also costs time and Dark Force powers aren't that effective on Malak. If you're a Jedi Consular or just not strong enough to handle Malak's onslaught, then the following strategy may be your best bet.



This method requires liberal use of Force Wave. The idea is that Force Wave knocks Malak back and down each time, giving you the chance to perform one (and sometimes two) actions before he gets up. If you have Force Speed, be certain to cast it on yourself to give you extra time. Here's how the combat should go down after freeing (or absorbing) the captured Jedi souls:

Use Force Wave to knock Malak down, then perform one of the following: Heal, stim up, cast a Jedi protection power, do a distance attack like Throw Lightsaber. When Malak gets up, quickly cast Force Wave again. He may get a hit in on you, but when you knock him back, you can heal again. *Do not* use Heal. Instead use medpacks to heal yourself. You need to conserve your Force as much as possible. Continue on this way, saving occasional just in case, and you will generally be able to beat Malak. If you have Force Immunity, be sure to keep it active (in the Character option of the Pause Menu you can see which powers are enabled).

You'll likely die several times (if not several dozen) but keep on it. This is by far the toughest battle in the game!

Once Malak is defeated you will see one of two endings. If you chose the Light path, you'll get the one and only Light ending and if you chose to become Dark Lord of the Sith with Bastila at your side, you'll see the Dark Side ending. The only other ending is the alternate ending explained above. What happens in these endings? Well, you bought the game for a reason... go find out!

Character Central

Star Wars: Knights of the Old Republic is a deep and intricate role-playing game. It's character-driven, with a focus on allowing gamers to create and play a character their way. Every conversation offers a variety of responses ranging from benevolent to maleficent. Just about every objective has a Light and Dark solution. Now, moreso than in any other RPG, how you play your character affects other characters around you and the game itself.

With that in mind, it's crucial before embarking on your adventure that you understand the consequences of your actions in the game. Everything from character creation to leveling up to your NPC conversations to your actions in the game affect your path to the final outcome. Not to worry, below you'll find info on how to make and play the character that's right for you. More importantly, we show you how to walk the path of the Light or Dark Side.

Character Creation

The very first thing you'll have to do in KOTOR is create your character. Through the course of the game, you will need to make two crucial choices. The first is choosing which character class you will be. The second is choosing which Jedi class you'll become later in the game (detailed in The Force section). There are several steps to creating a character, and all of them need to be considered carefully.

1. Choose Your Class

The character class you choose has a dramatic effect on how you'll play the game. There are three classes to choose from: Soldier, Scout, or Scoundrel. The class you choose will affect your character progression through the first portion of the game. It's where you will gain the majority of your skills and feats and determines how you will have to play the game until you become a Jedi.



Soldier - *A battle-ready fighter with no equal in combat.*

The choice for those who want to battle their way through every situation. In KOTOR, there are often multiple ways to deal with situations. One of them is almost always through combat. This is the most mindless of ways, but also can be a lot of fun. The Soldier is proficient in both hand-to-hand and ranged combat.

Scout - *An explorer at home on the fringes of space.*

The balance between the Soldier and the Scoundrel, the scout is actually lowest on our list of classes to play. While a balanced character sounds good in theory, it's not so great here. The Scout isn't as skilled as the Scoundrel nor powerful enough to charge into combat like the Soldier. While the

balance allows them to handle situations through cunning or combat equally well, the Scout is not dominant in either arena.

Scoundrel - *A skillful rogue that gets by on stealth and guile.*

The Scoundrel is our personal favorite. Better served with long-ranged combat, the Scoundrel starts of a bit weak in combat. However, the Scoundrel has more skill points by far and a good range of feats. This is the "do everything" character who can hack computers, convince a Hutt to give them a better deal, and snipe a Sith soldier from 20 meters away. For combat lovers, however, this may not be the right choice.



2. Choose Your Sex

It may seem insignificant, but the sex you choose has some effect on the conversations you'll hear. While events will unfold in the same manner, a female character gets hit on by quite a number of folks in the game. On the other hand, playing as a male character allows you the opportunity to hit on the female characters within your group. If you do decide to play through the game twice, it's strongly suggested you play through once as a man and once as a woman, just to get a full taste of the range of dialogue in the game.

3. Character Portrait

This is the face you'll be looking at for the next 60-70 hours. Choose wisely.

4. Attributes

Your attributes are the statistics used to determine many of the "behind the scenes" rolls made by the computer. Each attribute offers modifiers to different rolls. Every character class has 30 points to spend on attributes, but none should spend them the same way. You can read the descriptions of each attribute on the game screen and can choose to distribute your attributes any way you like. Here are our recommendations for each class:



Attribute **Soldier** **Scout** **Scoundrel**

Strength 16 12 10

Dexterity 14 16 16

Constitution 14 12 10

Intelligence 10 14 14

Wisdom 12 12 12

Charisma 10 10 14

As you level your character up, you'll earn extra attribute points to raise your stats. As stats are raised, you'll earn better modifiers. Each attribute offers modifiers for the same stat value. Here's the list:

Attribute Value	8-9	10-11	12-13	14-15	16-17	18
Modifier	-1	0	+1	+2	+3	+4

5. Skills

Skills are your abilities to perform specific, non-combat tasks. These tasks are quite common in the Star Wars universe and even if your character does not have an affinity for a specific skill, someone in your party will. Don't worry if you don't have Computer Use, Demolitions, or any other specific skill. That's why you will eventually have nine other characters to depend on!

The amount of skill points you have to spend depends on two things: Your character class and intelligence modifier. Soldier's begin with 4 points, Scouts begin with 12, and Scoundrels start with 16 points. You get an extra 4 points for each +1 intelligence modifier. For example, if you are a Scoundrel with 14 Intelligence (+2 modifier), you'll have 24 skill points to spend.

There are two types of skills, class and cross-class skills. Class skills cost one point for each level, cross-class cost two points per level.

Our recommended stat distribution below is based on a character having no extra skill points from their intelligence modifier. At the bottom of the list you'll find our suggestions for spending those extra points. *Class skills are noted with an **



Skill	Soldier	Scout	Scoundrel
Computer Use	0	4*	0
Demolitions	0*	4*	0*
Stealth	0	0	4*
Awareness	0*	0*	4*
Persuade	0	0	4*
Repair	0	4*	0
Security	0	0	4*
Treat Injury	4*	4*	0

Extra Points	Soldier	Scout	Scoundrel
	Awareness, Demolitions	Awareness, Treat Injury	Demolitions, Computer Use

6. Feats

Feats are primarily combat-oriented, but also include a handful of abilities that add modifiers to skills. Feats are earned every few levels and must be chosen carefully. You can choose one extra feat at the start of the game. You can find descriptions of every feat (as well as prerequisites) in the game. Below you'll find a list of feats you begin with for each character class and our suggestion for the feat you should add. Note: For recommendations on feats to add later on, see our section on leveling up.

Soldier

Starting Feats	Recommended Addition
Armor Proficiency: Light, AP: Medium, AP: Heavy, Power Attack, Power Blast, Weapon Proficiency: Blaster Pistol, WP: Blaster Rifle, WP: Heavy Weapons, WP: Melee Weapons	Dueling or Flurry

Scout

Starting Feats	Recommended Additions
Armor Proficiency: Light, AP: Medium, Flurry, Implant Level 1, Rapid Shot, Weapon Proficiency: Blaster, WP: Blaster Rifle, WP: Melee Weapons	Critical Strike or Dueling

Scoundrel

Starting Feats	Recommended Additions
Armor Proficiency: Light, Critical Strike, Sniper Shot, Weapon Proficiency: Blaster, WP: Blaster Rifle, WP: Melee Weapons, Sneak Attack I, Scoundrel's Luck,	Empathy or Rapid Shot

7. Name Yourself

You can choose to randomize your name and give yourself a proper "Star Wars" title or you can enter your own. Or, if you are daring, choose from our list of suggestions:

Slacker Names	Female Names	Manly Names	Dark Jedi Names	Oddities
Dude	Butch Cassidy	Lando L. Jackson	Cain	William Wonka II
Bill S. Preston	Foxy Brown	Hugh G. Rection	Darth Hommie	Jewbacca
Spicoli	She-Bitch	Captain Morgan	Martha Stewart	HR Puff-n-Stuff

8. Go Play!

Now you're ready to set off on adventure. Of course there's a lot more you need to know about your character, such as how to level up, the best way to interact with people, and how to choose your path to the Dark Side (or Light Side, for that one guy in the back of the class).

Experience/Leveling Up

As with any RPG, you earn Experience Points (XP) through your adventuring. When you earn enough, you gain a level. However, KOTOR is a bit unique compared to other RPGs. First and foremost, you must manually level up your character. When a character has enough XP to level up, an orange arrow appears over their on-screen portrait. To level up, go to the Character Screen in the pause menu. You can auto level-up, or do it manually. We suggest always doing this manually for every player character. This way you have full control over each character's progress in the game.

XP is earned for killing creatures and completing missions. Most missions have multiple ways to complete. Some ways offer more XP than others because they are harder to do. In generally, being "good" is rewarded with more XP, while doing things from the Dark Side offer a little less XP but far more satisfaction (and less legwork). The good news is, every character gains XP as you play, even the ones you're not using.



Level XP Needed Level XP Needed

1	0	11	55,000
2	1,000	12	66,000
3	3,000	13	78,000
4	6,000	14	91,000
5	10,000	15	105,000
6	15,000	16	120,000
7	21,000	17	136,000
8	28,000	18	153,000
9	36,000	19	171,000
10	45,000	20	190,000

Depending on the level you've reached, your character may earn an extra attribute point to distribute, skill points, an extra Feat, or new Jedi powers. Until you complete your Jedi training on Dantooine, you will be adding levels to your main character class (Soldier, Scout, or Scoundrel). However, once you become a Jedi you will no longer level up in these initial classes and will instead begin leveling up in your Jedi class of choice. Jedi classes and Force Powers are explained in The Force section of this guide.

What this means, is that you have a limited time to boost up your skills and feats before focusing on being a Jedi. Make sure that you are at level 8 before choosing your Jedi class. That will give you enough experience to prepare you for the rugged life as a new Jedi.

Below you'll find our strategies for leveling up each of the three character classes as you prepare to become a Jedi:

Soldier

Soldiers are the brute force of the game. As a soldier you really won't have the ability to do the sneak things of a Scout or Scoundrel. You won't be able to con people into giving you more money for completing a task and you'll have a tough time disabling mines and hacking computers. However, you will have no trouble kicking the crap out of people. Don't try to diversify your talents so your Soldier can "do everything." You need to rely on your allies to do these tasks. Your goal is making the ultimate warrior.

Primary Attributes: Strength, Dexterity

Secondary Attributes:

Constitution, Wisdom

Skills: You won't have many skill points to spend when you level up, but make sure to keep Treat Injury as high as possible. Also focus on Awareness.

Feats: While ranged attacks are good, remember that after level 8 you will be a Jedi, fighting up close with your lightsaber. All three Critical Strikes are good to pursue as are the following combat-centric feats: Flurry, Power Attack, Dueling, Rapid Shot, Two-Weapon Fighting, Weapon Focus/Specialization: Melee Weapons, Toughness.

Scout

The Scout is the balance between Soldier and Scoundrel and as such must split attentions to both combat and specializations. Your best bet is to concern yourself with combat improvements first, then choose one specialization (demolition, hacking) to be great at, allowing the supporting cast to fill the other roles.

Primary Attributes: Dexterity, Intelligence

Secondary Attributes: Strength, Wisdom

Skills: Pick one skill you want to be good at, allowing the other character's to fill in the remaining needs. Maintain that skill and Awareness each time you level up. (i.e. Choose to be a hacker and put skill points into Computer Use and Awareness before any other skills)

Feats: Strike a balance between melee and ranged combat. Two-Weapon Melee, Critical Strike, and Power Blast are good choices. For non-combat, increase your Implant Level and Conditioning.



Scoundrel

Our personal favorite. The Scoundrel sucks in combat early on in the game, however, their early skills are invaluable. Your supporting cast will be able to get your back while you gain strength from leveling up. Plus, the Scoundrel has extra luck to fall back on and is the best class to use to persuade NPCs into giving you better deals. Once you become a Jedi, you'll be a main focus of combat.

Primary Attributes: Dexterity, Wisdom

Secondary Attributes: Strength, Charisma

Skills: At the start of the game, the Scoundrel must rely on his skills to get through many of the difficulties. Fortunately, you'll have plenty of skill points to spend. Make Persuade your number one priority -- You won't regret it! Beyond Persuade, give points to skills in the following order: Awareness, Stealth, Security, Computer Use, Repair, Demolitions, Treat Injury.

Feats: Remember that while you are currently better suited at long range, you will soon be a Jedi. Jedi fight up close and personal, meaning that you can't neglect hand-to-hand feats.

Other Player Characters

The road to victory over Darth Malak is a long and difficult one. Luckily for you, there are others in the galaxy willing to aid in the Republic cause. While your companions have their own motivations and backgrounds, you can take control of them at any time. These characters are important to your success and each has their own skills, feats, and powers to draw on. You can explore areas with two other characters in your party, while the others wait in your ship, the Ebon Hawk.

You can switch out characters in any safe location by choosing Party Selection from the Map Screen. In this manner, you can always have the right character for the right situation.

Here's a brief look at your nine companions:

Bastila



Jedi Sentinel

Found: Taris

Her Deal: Bastila is a valuable ally for the Republic. Her skill with Battle Meditation led to the Republic's victory over the Dark Jedi Reven. She has plenty of secrets and is quite stubborn, but she's a wizard with a lightsaber (hers being of the double-bladed variety).

Best For: Kicking ass and taking names. Strong in the Force, she is also crucial to several plot points and is always wise to have in your party when chilling at Dantooine.

Canderous

Soldier

Found: Taris

His Deal: A Mandalorian bad-ass mercenary who believes honor is in short supply in the new era. With the Mandalorian's faded to mere thugs, Canderous is looking for his next meal ticket. For his own reasons, he chooses to tag along on your mission to save the galaxy from the Sith's evil clutches.

Best For: He packs more punch than Carth and offers far less whiny lip. He's among the better of the non-Jedi characters in terms of whoppin' on baddies.

Carth

Soldier

Found: Ender Spire

His Deal: Carth is of the generation of moody whiners. A hero of the Mandalorian war, Carth can't cope with his own failings and blames himself for the death of many innocents during the recent Sith war. He's not very trusting, but he has his reasons for his doubts.

Best For: He's no Jedi, but this Republic hero is excellent with ranged weapons. In a gun battle, he's your man and can offer excellent support from the rear. However, once you start gaining other members, he becomes much less valuable.

HK-47

Combat Droid

Found: Tatooine

His Deal: This evil combat droid has spent far too long cooped up in storage. Eager to kill again, he is

loyal to his master, but is always pushing for bloodshed. There are secrets locking inside of HK-47, secrets he will (or can't) reveal.

Best For: A good laugh. Not only is he the best non-Jedi character, but his quips are the best thing in the entire game. A must to be in your party 90% of the time simply for his attitude (and firepower).

Jolee Bindo

Jedi Consular

Found: Kashyyyk

His Deal: Jolee is a Jedi anarchist of sorts. Having given up on the Jedi Order, he finds a balance between Light and Dark Side. Doing his best to be the Sam Jackson of the picture, Jolee is cynical, but willing to aid in the fight against the Sith.

Best For: Shoving a lightsaber up someone's bum. A strong fighter, he is every bit the equal of Bastila in terms of power and combat skill. An equal choice to Bastila when you need a Jedi to kick down a door and bust some heads.

Juhani



Jedi Guardian

Found: Dantooine

Her Deal: Juhani had given herself to the Dark Side. Having attacked her master out of anger, she is consumed with hate, but is not happy with her choice to join the Dark Side. If convinced to return to the Jedi Order, she will join your party and attempt to make amends for her ways.

Best For: A Jedi trio. Juhani isn't as interesting as Jolee or Bastila, but if you want three Jedi's swinging lightsabers, she's not a bad addition.

Mission

Scoundrel

Found: Taris

Her Deal: An orphan who survived the rough streets of Taris with the help of her wookiee companion, Zaalbar. She has a long-lost brother whom she seeks through your journey.

Best For: Her excellent Scoundrel skills. Early on, no one else will be more of an aid for disabling mines or hacking computers.

T3-M4

Expert Droid

Found: Taris

His Deal: This little droid doesn't really have an interesting story. He's just there to warm your heart until HK-47 is found.

Best For: Hacking computers. Simply the best at cracking computers with a low cost to Security Spikes. Good for combat before you find HK-47.

Zaalbar

Scout

Found: Taris

His Deal:

This friendly wookiee swears a life debt to you, making him basically your permanent bodyguard. His bowcaster is one of the better long-range weapons and he can do some serious damage in hand-to-hand melee combat.

Best For: Combat before you're a Jedi. Yeah, it's always cool to have a wookiee in tow and Zalbaar is a powerful combatant. Of course, he's essentially for your visit to the wookiee homeworld of Kashyyyk.

Best Party Choice

Pre-Jedi

Bastila and Canderous

Post-Jedi

Jolee Bindo and HK-47

Instant Healing

When your party is in a safe location, you can jump back to your hideout/the Ebon Hawk and instantly heal the members in your group. You can then instantly leap back to where you just were. This is a great way to heal your party members without using any med packs. To do this, select "Return to Ebon Hawk" from the Map Screen. Once healed, you can go to the map screen and select "Transit Back" to hop to your previous location.

The Art of Conversation

There are literally hundreds of NPCs in Knights of the Old Republic. Many of them will sell you items, help in your main quest, or offer sidequests. Every time you speak with an NPC, you're given multiple responses to choose from. How you respond can have a direct effect on the game. For many tasks and many conversations there are Light, Dark, and neutral responses.

Here's an example:

A woman asks you to sell something for her at the Hunter's Lodge so she can feed her children. Since you have a Hunter's License, you can do this. She expects the item she gives you is worth 500 credits. You go to the Lodge and manage to sell the item for that exact price. When you return to her, you are given the following responses when she asks if you sold the item:

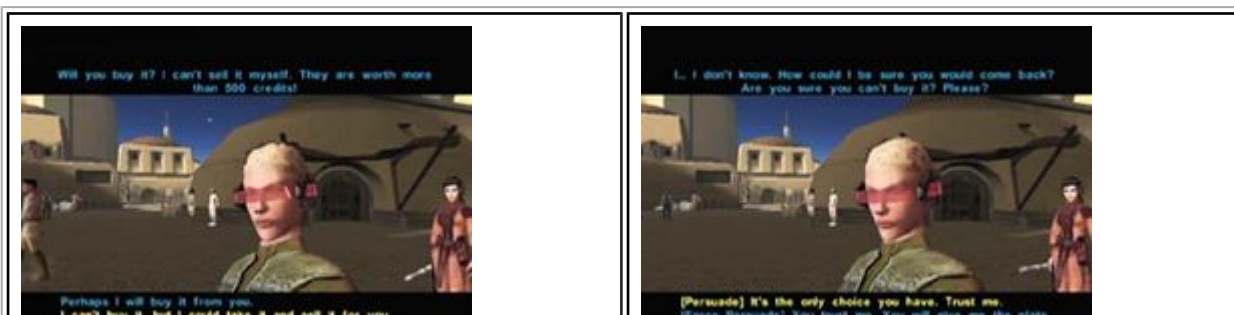
Yes, I got 200 credits more than you thought.

Yes, I sold it for exactly 500 credits.

It wasn't worth as much as you said, I only got 200 credits for it.

I got 500 credits for it. You get nothing!

As you can see, the first response is the Light Side response and would in fact push your character towards the Light Side. The second is the neutral response. The final two are examples of Dark Side responses, with the last being the most cruel.





Through conversation, you'll find that you can turn people from the Dark Side or challenge them to the death. You can create the kind of character you want by giving responses to fit their personality. In other words, you can treat this as a true tabletop RPG and actually role-play your character. Of course, being bad is most fun, but with being good has its benefits.



The Spoils of Being Good

Often times the "jerk" response will end a conversation. Sometimes it will even lead to a battle. However, being nice can open up new sidequests for you. There are some quests that only open to the Dark Side character, but most are open to neutral or Light Side responses. However, you should play the character as you want to. It's fun to be the most vile and evil person around and you are rewarded primarily with your own satisfaction. Light Side players are rewarded with extra XP and occasionally extra quests and items. But they do have to suffer the curse of being the champion of everyone and every thing.

Choose Your Adventure

As we said just a few sentences ago, there's almost always more than one way to complete a task. Not only will this affect your Light/Dark Side level and rewards for completing the task, but can have major effects on the game as you play. For example, you often have the option to kill NPCs. Sometimes doing so is cool, fun, or even necessary. However, you can actually kill future party

members. Our walkthrough carries more details of this incident, but you do need to be cautious with just how evil you become.

How you progress through the game will also alter how NPCs perceive you. A Dark Jedi who kills everyone in his path will note the fear in the voices of those who pass by. You can even be banned from planets for your actions! On the opposite end, helping everyone will only lead to more people expectant that you will be their savior. Your own party members will comment, also on your actions.

If you take any piece of advice from this section of the walkthrough, it is this: Choose the path you will enjoy most. Don't worry about missing out on something. You're gonna be investing 60⁺ hours into this adventure and it's going to be 60 hours filled with dialogue and choices. Find the path you are going to be happiest with and go with that.

For more on the two paths a Jedi walks, see [The Force](#) section of this guide.

On to Weapons/Items...

Weapons and Items

No RPG would be complete without a slew of weapons and items. Weapons range from swords to lightsabers to grenades to any variety of blaster. Some weapons are upgradeable to make them even more powerful. Items include those vital to the many quests in the game, while others give you a boost in combat or temporarily boost your skills.

Workbench



Upgradeable items (blasters, swords, lightsabers, blasters, and armor) are noted in the item description. While all lightsabers are upgradeable, very few other items are, so when you find one, hang onto it. They're far more valuable than other weapons and armor. To upgrade an item, you need the proper parts. There are specific upgrades that only work for each type of weapon. You have a workbench in your ship and there are other workbenches on the various worlds. Use the bench and you can easily see which weapons and armor you have are upgradeable and if there are any upgrade items you can slot in them. After selecting upgrades you must select "Assemble" to finish the upgrade.

Upgrades can always be swapped out, so don't be afraid to move things around to make your equipment most beneficial for the situation. For example, if you have an upgrade that causes ion damage (devastating to droids) and you are about to enter a droid-heavy area, feel free to switch out. Come prepared, Jedi Boy Scout.

Stimulating Body and Mind

Throughout your time playing KOTOR you'll come across various stimulants that provide momentary boosts to your stats. When you're about to enter big combat, pop some adrenaline alacrity for increased defense or a battle stimulant for extra Hit Points. Most stimulants last at least two minutes, allowing you to shoot up before entering combat.

For more permanent boosts, there is headgear that can provide a boost to stats. Wookiees and droids can't wear these, but the rest of your party members benefit from a Neural Band or a Vacuum Mask.



Suiting Up

You're going to find lots of fun weapons and armament throughout gameplay. With ten characters at your command, you'll need to be constantly updating what everyone has equipped. Each character has nine slots for everything from weapons to headgear to chip implants.

You need to suit each character based on their combat style. For example, characters that will be involved in hand-to-hand combat will benefit from shields that protect against bludgeoning and slashing attacks, while ranged combatants will need to be equipped with energy shields.

When choosing headgear, think about the benefits and which suits which character. A long-range attacker needs dexterity, a hand-to-hand battler needs strength. All Jedi benefit from a boost in Wisdom, but it's pretty pointless to boost a wookiees Wisdom -- They won't be using it for anything worthwhile.

It's easy to suit up properly, as long as you think logically. Just because something offers a big bonus, doesn't mean it should go to the main character. It won't take long in the game to realize each character's strong suits. Equip them accordingly and combat will become much easier.

There are lots -- and we do me lots -- of weapons in KOTOR. Below you'll find a comprehensive list. We've listed the name of the weapon and noted any special properties it may have.

Melee Weapons

Ajunta Pall's Blade +3 Att, +3 Dam +2 w/Flurry, +2 Fire damage	Gaffi Stick None	Massassi Brand +1 Att, +1 Dam	Short Sword None
Bacca's Ceremonial Blade +2 Att, +2 Dam Extra +2 Att and Dam w/Flurry	Gamorrean Battleaxe None	Mission's Vibroblade None	Silver Lined Sword None
Bothan Chuka +2 Att, +2 Dam Save vs. Fortitude at DC 15 or be stunned	GenoHaradan Poison Blade +3 to Hit properties Poison DC 14	Naga Sadow's Poison Blade +3 Att, +3 Dam Poisons	Sith Ceremonial Vibrosword None
Bothan Stun Stick +1 Att, +1 Dam Save vs. Fortitude at DC 12 or be stunned	Krath Blood Knife +1 Att, +1 Dam	Notched Steel Sword None	Sith Tremor Sword None
Double Bladed Sword None	Krath Dire Sword +1 Att, +1 Dam	Prototype Vibroblade None	Sith War Sword +1 Att, +1 Dam
Double-Bladed Lightsaber Blue None	Krath Double Sword +2 Att, +2 Dam +2 Dam with Power Attack	Quarter Staff None	Stun Baton Save vs. Fortitude at DC 10 or be stunned
Double-Bladed Lightsaber Gold None	Krath War Blade +1 Att, +1 Dam	Raito's Gadafi Stick +5 Att, +5 Dam	Teta's Knives +3 Att, +3 Dam Dexterity poison
Double-Bladed Lightsaber Green None	Lightsaber Blue None	Rakatan Battle Wand +2 Att, +2 Dam Save vs. Fortitude at DC 14 or be stunned	Vibro Double Blade None

Double-Bladed Lightsaber Purple None	Lightsaber Gold None	Sanaski's Knife +2 Att, +2 Dam Increased Critical range, +5 Dam vs. Droids	Vibroblade None
Double-Bladed Lightsaber Red None	Lightsaber Green None	Short Lightsaber Blue None	Vibrosword None
Echani Double Brand +2 Att, +2 Dam +3 Energy damage	Lightsaber Purple None	Short Lightsaber Gold None	wookiee Warblade None
Echani Foil +3 Att, +3 Dam Increases critical strike range	Lightsaber Red None	Short Lightsaber Green None	Yusani's Brand +2 Att, +2 Dam +5 Damage vs. Droids
Echani Ritual Brand +1 Att, +1 Dam	Long Sword None	Short Lightsaber Purple None	
Echani Vibro Dagger +2 Att, +2 Dam +2 Cold Damage	Massassi Battle Staff +3 Att, +3 Dam	Short Lightsaber Red None	

Ranged Weapons

Arkanian Heavy Pistol +1 Att, +1 Dam	Canderous Heavy Repeating Blaster None	Jurgan Kalta's Assault Rifle +3 Att, +3 Dam, +1 w/Power Blast +1-8 Dam vs. Droids	Sith Assassin's Pistol +2 Att, +2 Dam Unconscious save vs. Fortitude at DC 12, +10 Dam vs. Droids
Arkanian Pisol +2 Att, +2 Dam	Carth's Blaster None	Jurgan Kalta's Combine +3 Att, +3 Dam +2 Physical Damage	Sith Assault Gun +1 Att, +1 Dam +1 Physical Damage

Arkanian Sonic Rifle +2 Att, +2 Dam Stun save vs. Fortitude at DC 14	Cassus Fett's Heavy Pistol +2 Att, +2 Dam +1 Dam w/Power Blast, +4 Dam vs. Droids, Unconscious save vs. Fortitude DC 9	Light Repeating Blaster Extra attack/round	Sith Sniper Rifle +1 Att, +1 Dam
Bendak Starkiller's Modified Blaster +2 Att, +2 Dam +1 Att w/Sniper Shot and Rapid Shot	Chuundar's Bowcaster +2 Att, +2 Dam +4 Physical Damage	Mandalorian Assault Rifle +2 Att, +2 Dam Stun save vs. Fortitude at DC10	Sonic Pistol Stun save vs. Fortitude at DC10
Blaster Cannon +2 Att, +2 Dam Extra attack/round	Cinnagaran Combine +2 Att, +2 Dam +1 Physical Damage	Mandalorian Blaster +1 Att, +1 Dam	Sonic Rifle Stun save vs. Fortitude at DC10
Blaster Carbine None	Disrupter Pistol None	Mandalorian Heavy Pistol +3 Att, +3 Dam +3 Dam w/Power Blast	Verpine Droid Disruptor +2 Att, +2 Dam 1-10 Dam vs. Droids
Blaster Pistol None	Disrupter Rifle None	Mandalorian Heavy Repeating Blaster +1-4 vs. Droids Extra attack/round, 2 extra attacks w/Rapid Shot	Verpine Prototype Ion Gun +2 Att, +2 Dam
Blaster Rifle None	GenoHaradan Blaster +5 Att, +5 Dam	Mandalorian Ripper +2 Att, +2 Dam	Zaalbar's Bowcaster None
Bothan Discord Gun +1 Att, +1 Dam Stun save vs. Fortitude at DC 12	Heavy Blaster None	Medium Repeating Blaster +1 Att, +1 Dam Extra attack/round	Zabrak Battle Cannon +3 Att, +3 Dam +2 Dam w/Power Blast

Bothan Droid Stunner +1 Att, +1 Dam 1-12 Dam vs. Droids	Heavy Repeating Blaster Extra attack/round, 2 extra attacks w/Rapid Shot	Null Blaster Cannon None	Zabrak Blaster Pistol +3 Att, +3 Dam Stun vs. Fortitude at DC 12
Bothan Needler +2 Att, +2 Dam Unconscious save vs. Fortitude at DC 15	Hold Out Blaster Unconsciousness save vs. Fortitude at DC 9	Null Model Blaster Rifle None	Zabrak Disrupter Cannon +2 Att, +2 Dam
Bothan Quick Draw +1 Att, +1 Dam Unconsciousness save vs. Fortitude at DC 11	Ion Blaster 1-8 Dam vs. Droids	Null Model Heavy Blaster None	Zabrak Tystel Mark III +2 Att, +2 Dam +2 Physical Damage
Bothan Shrieker +1 Att, +1 Dam Stun save vs. Fortitude at DC10	Ion Rifle 1-10 Dam vs. Droids	Null Model Ion Rifle None	
Bowcaster +2 Dam	Jamoh Hogra's Carbine +1 Att, +1 Dam +2 Physical Damage	Null Model Pistol None	

Grenades

Adhesive Grenade 15 second entangle	Fragmentation Grenade 20 pts Physical Damage	Poison Grenade Poison save at DC 12	Thermal Detonator 60 pts Energy Damage, knockdown
Concussion Grenade 9 second stun, save vs. Fortitude at DC 9	Ion Grenade 15 pts. Ion damage, 45 vs. Droids	Sonic Grenade 20 pts Sonic damage -6 Dex for 30 seconds	

Cryoban Grenade 20 pts Cold Damage 6 second paralyze	Plasma Grenade 36 pts. Fire Damage	Stun Grenade Stun save vs. Fortitude at DC 12
---	--	---

Lightsaber Upgrades

Blue Crystal Turns saber blue	Gold Crystal Turns saber yellow	Opila Crystal Enhanced Critical (+2-12 Dam)	Sigil Crystal +1-6 Dam
Bondar Crystal Stun vs. Fortitude save at DC 15	Green Crystal Turns saber green	Phond Crystal +1-10 Dam vs. Droids	Solari Crystal +5 Enhancement
Damind Crystal +2 Enhancement	Jenruax Crystal Laser Deflection +5	Red Crystal Turns saber red	Upari Crystal +5 Enhancement
Eralam Crystal +3 Enhancement	Luxum Crystal +3 Enhancement vs. Droids	Rubat Crystal +1 Enhancement	Violet Crystal Turns saber purple
Firkrann Crystal +4 Enhancement vs. Droids	Nextor Crystal Enhance Critical Strike	Sapith Crystal +4 Enhancement	

Armor

Arkanian Bond Armor +8 Def (Max Dex +3), 20 Def vs. Cold	Darth Bandon's Fiber Armor +5 Def (Max Dex +5), 25 Def vs. Fire	Jedi Knight Robe +2 AC	Powered Battle Armor +9 Def (Max Dex +1), +1 Str
Battle Armor +8 Def (Max Dex +1)	Darth Revan's Robes +4 Strength, +5 Def, Regeneration <i>Dark Side only</i>	Jedi Master Robe +3 AC	Powered Light Battle Armor +8 Def (Max Dex +2), 25 Def vs. Sonic, +1 Strength

Bonadon Allow Heavy Suit +6 Def (Max Dex +4)	Davik's War Suit +8 Def (Max Dex +3), 10 Def vs. Cold and Fire	Jedi Robe +1 AC	Qel-Droma Robes +2 Wisdom, +5 Defense <i>Light Side only</i>
Bronzium Cast Light Armor +8 Def (Max Dex +2)	Durasteel Heavy Battle Armor +10 Def (Max Dex +0)	Jurgan Kalta's Power Suit +10 Def (Max Dex +0)	Reinforced Fiber Armor +7 Def (Max Dex +4)
Calo Nord's Battle Armor +9 Def (Max Dex +1), 10 Def vs. Fire and Sonic	Echani Battle Armor +7 Def (Max Dex +3), 15 Def vs. Sonic	Krath Heavy Armor +9 Def (Max Dex +2)	Republic Mod Armor +5 Def (Max Dex +4)
Cassus Fett's Battle Armor +10 Def (Max Dex +0), 10 Def vs. Cold, Fire, and Sonic	Echani Fiber Armor +5 Def (Max Dex +5)	Krath Holy Battle Suit +9 Def (Max Dex +2), 15 Def vs. Cold, Fire, and Sonic	Star Forge Robes +5 Wisdom, +5 Def, +2 Saving Throws <i>Light Side only</i>
Cinnagar Plate Armor +10 Def (Max Dex +1), 25 Def vs. Sonic	Echani Light Armor +5 Def (Max Dex +5), 15 Def vs. Fire	Light Battle Armor +2 Def (Max Dex +2)	Ulic Qel-Droma's Mesh Suit +8 Def (Max Dex +4), 20 Def vs. Cold and Fire
Cinnagar War Suit +7 Def (Max Dex +3), 15 Def vs. Sonic	Eriadu Prototype Armor +6 Def (Max Dex +4)	Mandalorian Armor +10 Def (Max Dex +1), 25 Def vs. Sonic	Verpine Fiber Mesh +8 Def (Max Dex +3)
Cinnagar Weave Armor +6 Def (Max Def +5), 20 Def vs. Cold	Exar Kun's Light Battle Suit +9 Def (Max Dex +3)	Mandalorian Assault Armor +13 Def (Max Dex +0) 25 Def vs. Cold and Fire	Verpine Zal Alloy Mesh +12 Def (Max Dex +1), 25 Def vs. Cold, Fire, and Sonic
Combat Suit +4 Def (Max Dex +5)	GenoHaradan Mesh Armor +7 Def (Max Dex +5), +4 Stealth, +3 Dex	Mandalorian Battle Armor +11 Def (Max Dex +0), 25 Def vs. Electrical	Zabrak Battle Armor +6 Def (Max Dex +4), 20 Def vs. Cold

Dark Jedi Knight Robe +2 AC	Heavy Battle Armor +9 Def (Max Dex +0)	Mandalorian Heavy Armor +12 Def (Max Dex +0), Immune to mind affects	Zabrak Combat Suit +5 Def (Max Dex +5)
Dark Jedi Master Robe +3 AC	Heavy Combat Suit +5 Def (Max Dex +4)	Massassi Ceremonial Armor +5 Def (Max Dex +5), Immune to crititcal hits	Zabrak Field Armor +7 Def (Max Dex +4), 30 Def vs. Cold
Dark Jedi Robe +1 AC	Jamoh Hogra's Battle Armor +11 Def (Max Dex +2), Str +1, Immune to critical hits	Military Suit +6 Def (Max Dex +3)	

On to Combat...

Combat

There's only so often you can talk or sneak your way out of a fight. Eventually you need to get down and dirty and battle it out. While there's no one definite rule for combat in KOTOR, there are certainly some guidelines that should help keep you from being eviscerated.



Ranged Vs. Melee Combat

It may seem obvious, but there's a big difference between ranged and melee combat. If you aren't armed and prepared for the right type of combat, you're dead before you even begin. Blasters and grenades are only to be used at a distance, swords and lightsabers are only effective up close. Learn that now and you'll be a lot better off in your battles.

Certain enemies will prefer distance combat, so prepare yourself accordingly. Others have no choice but to come in close. Animals don't generally carry guns, so when fighting in the wilderness, always expect close-quarters combat.

You have to be willing to switch weapons in the middle of combat if you hope to master KOTOR. By entering the pause menu, you can swap out any party member's weapons. This means you can go from ranged to hand-to-hand combat almost instantly. Maximize your fighting potential by using ranged attacks until the enemy is near, then switch to melee attacks if they get to close. This is especially useful if you have the Sniper feat.



Fighting at Range

There are two choices when fighting at range. You can stand back and have a shoot out (provided your enemy does not close in on you) or you can charge in and close the distance. Obviously if your character is much better in hand-to-hand combat, you'll want to eschew ranged fights and get your hands dirty. Enemies will switch to HTH weapons, but sometimes they are slow to do so. This gives you a distinct advantage.

For a few seconds (sometimes more), you will be attacking in close quarters with your lightsaber or

vibroblade while they are still trying to shoot a blaster at you. Advantage -- Player Character.

If you have a good Dex and a powerful blaster, you may want to stay at range. Especially if you have lots of ranged Force attacks. The only deterrent is if your enemy closes in on you. If they do, you'll need to switch to your melee weapon.



Up Close and Dirty

Once you're a Jedi, you have a very powerful melee weapon in your lightsaber, which can be upgraded. Strength is the key to melee combat, so if you rely more on Dexterity than Strength you may be better suited to ranged combat.

There's only one real way to handle melee combat, and that's to fight it out. Once an enemy has closed in, it's almost impossible to get any sort of distance from them, making ranged combat impossible. Don't bother with your blaster, as you have little defense up close. Whip out your lightsaber (or vibroblade if you're not yet a Jedi) and take it to your opponent.

The greatest problem with melee combat is facing multiple opponents. Unfortunately, there's nothing in the KOTOR fighting engine that allows even the best Jedi a good chance against three swarming opponents. If one character gets surrounded, you need to bring a second character into the melee battle to draw off some of the attention. Even if the only available character is your ranged combat specialist, you need to get them into the hand-to-hand confrontation or your surrounded character will have little chance of surviving.

Choose Your Weapons

Weapon selection is key to winning battles. Arm your characters based on their strengths. Zaalbar is great at either ranged or hand-to-hand combat, but your droids are better served fighting from the rear with ranged attacks. It's not just important to play your proper roles, but you also need to pick weapons for the right situations. Droids are vulnerable to ion attacks, so equip accordingly when droid battles occur. Pay attention to what types of attacks do the most damage to opponents (and which are ineffective) and adjust accordingly.

Tip: Be sure to strip characters left on the Ebon Hawk of their best weapon. If Zaalbar has his bowcaster equipped when you leave him on the ship, you can't use it in combat. However, if it's unequipped, you can use it in a pinch.

Grenades and Mines

Big explosions are fun but dangerous. Only characters with good ranged combat skills should toss

grenades. They also should only do so when none of the other characters are engaged in nearby melee combat. Grenades make big booms and will hurt nearby friendly characters. Toss grenades early or toss them at unoccupied ranged enemies. Concussion grenades are highly effective if you have a Scoundrel with Sniper shot. A disabled enemy (with the Scoundrel's unique Sneak Attack feat) can take a good deal of damage from a few swipes from a Scoundrel. Ion grenades should be reserved for droids of course. Grenades are most effective at the start of combat, thrown at a group of enemies before they have spread out.

Mines are the easiest weapon to ignore, but one of the more useful. If you know an enemy attack is coming, set up a couple of mines. Fire some ranged shots at the enemy and coax them through the minefield towards you. They'll generally take heavy damages. Plus, if you have someone with good Demolition skills, you can pick up mines for free all over the galaxy by disarming placed mines and storing them in your goodie bag.



Feats Feats are quick cool and very tempting to use in combat, but you need to use them with some discretion. While Sniper Shot and Critical Strike can cause a lot of damage when they connect, they also take time to pull off. A Critical Strike that may not even do extra damage takes up two to three normal attacks. In general, feats should be used to open and close off an opponent. Your first attack can be a feat and when your opponent is low on HP, go for a killer finish with a feat. Otherwise stick to regular attacks and Force powers.

The Force

Using the Force can be very effective in combat, if used properly. When you begin life as a Jedi, you will have few Force Points and few Force powers to use. However, as you gain levels you'll soon be able to dominate combat with your skill in the Force. That doesn't mean that you should, though.

There are three types of Jedi. Some aren't really that strong in Force Powers but can clean house with a lightsaber. Others (particularly Dark Jedi) have lots of cool ranged Force attacks like Lightning and Throw Lightsaber. The third (generally Light Side Jedi) have mostly attribute boosting and protection Force powers. You can think of the first type of Jedi as the Fighter of the group, the second as the Magic User, and the third as the Paladin. Each is valuable, but only if used properly.

Obviously you send the Fighter into melee combat and sprinkle in some Force powers as finishing moves. The Magic User should stay in the background mostly, using his ranged attacks for effect. They may even want to keep out a blaster instead of their lightsaber (though they can deflect blaster shots with the lightsaber). The Paladin should also use the lightsaber in close combat, but should use their Force powers before combat starts to give themselves and their teammates a boost going into battle.

Maximizing Character Strengths

There's a simple formula for KOTOR that tends to work best in combat. Granted, there's going to be times when you do die in combat, it's unavoidable, but following this simple guideline for choosing your exploration buddies should help minimize those occurrences.

Each time you go out for battle, you're best served having two characters who can fight hand-to-hand and one who is best in ranged combat. If you are better at ranged combat (perhaps you are a Dark Jedi with lots of offensive Force powers) then you will generally want to use two close-combat experts. If you're better served going into combat with lightsaber drawn, take one close-combat and one ranged combat character.



There are nine characters to choose from, so it's quite easy to pick from a variety of matchups. Below we've listed each character and which form of combat they are best suited for. However, through smart use of leveling up and weapon distribution, you can turn a good ranged combat fighter into a good melee fighter. And there are some characters, like Bastila who are better at melee combat, but are still effective in ranged battles. This is merely based on the defaults and is only meant as a guide marker for forming your party.

Ranged	Hand-to-Hand
Carth Onasi	Bastila
Mission Vao	Zaalbar
Canderous Ordo	Juhani
T3-M4	
Jolee Bindo	
HK-47	

Tips:

- *Be ready for battle.* Combat is always just around the corner, but many times you can see it coming. Always be equipped and ready for action. Never wander around without being at full health (especially once you're a Jedi and have Cure).
- *Heal often.* It doesn't pay for you or any of the party to die. Sure, after battle they get up, but that's only if you survive the battle in the first place. Use med packs and Jedi healing whenever you or an ally's health is below the halfway mark.
- *Play your roles.* Don't bring a blaster to a lightsaber duel.
- *Strike early, strike last.* Use feats and Jedi powers as the first attack, when enemies are often not ready to attack you. Finish off a wounded foe with a Critical Strike or equally powerful attack.
- *Protect yourself.* Many tough battles are lost simply because characters didn't use battle

stimulants and energy shields before the battle began. Don't be a fool, the less damage you take, the longer you have to battle your foe.

The Force

Give yourself to the Dark Side? Sure, go for it. Everybody, whether they want to admit it or not, has always wanted a chance to be Darth Vader. KOTOR provides such an opportunity. But it also allows players to go the other way, to play the classic, inscrutable hero. Either of these can be accomplished in the same game by completing pretty much the exact same tasks. Before we get into Force powers, lightsabers, and Jedi classes, let's talk about what you're really interested in -- How do you choose your pathway as a Jedi?



Choosing Sides

Your journey as a Jedi to either the Light or Dark Side is guided by your actions and your words. It's not about the number of enemies you kill or a choice you make in a menu -- It's how you play the game that determines whether you're good or evil. Just about every mission in the game can be solved in multiple ways. Some ways are clearly good and some are clearly (and not so clearly) evil.

For example:

A large corporation on Tatooine is having trouble with Sand People raiding their convoys. You are hired to deal with the Sand People. The proof of your victory is bringing back the Chieftan's Gaffi stick. There are two ways you can go about this mission:

Light Side way: Disguise yourself as a Sand Person and sneak into the Sand People enclave. Using your droid, who speaks the native language, you make an agreement with the Chieftan that in exchange for his Gaffi stick and a reduction in the attacks on the human communities, you'll get him the moisture vaporators he needs to move his people deeper in the desert.

Dark Side way: Storm to the Enclave and kill every last one of the Sand People inside, including the Chieftan.

Any time you do something particularly selfless or evil, you'll earn Light or Dark Side points, respectively. On the Character Screen is a meter showing where your morality ranks. Earning Dark Side points will tip the scales that way.

However, don't think this means that all you should do is perform evil. There are times when doing things the Light Side way benefits you. In the example above, the Sand People Enclave is heavily guarded with many warriors and several gun turrets. Killing the Chieftan is not an easy task by any means. It does not pay to be evil 24/7.

Along with actions, there are plenty of opportunities to show your malice (or generous nature) in conversations with NPCs. Just about every conversation has multiple responses, some neutral, some heroic, some downright nasty. Again, you don't always have to be a bastard (and will have trouble finishing the game doing so), but it sure is fun.

Tip 1: Choose which side of the Force you wish to end up on at the end of the game. There are two

big endings, depending on how you finish the game. There are benefits for choosing a side early (as we'll discuss below). While you can play a more neutral character, there is no neutral ending, and in the end you will have to make a choice for either Light or Dark Side anyway. Choose your Side during character creation and play that way as often as you feel comfortable. It's okay to occasional do something "bad" on the Light Side or "good" when trying to play Dark Side, just make sure you lean one way or the other the majority of the game.

Tip 2: It's easier to play as the Dark Side, simply because the Dark Side is the temptation and always seen as the "easy way out" among the Jedi. However, those who stay true to the Jedi principles and remain on the Light Side will be rewarded later in the game with extra items not available to Dark Side players.



The Force Rewards

As stated earlier, playing one side of the other has its benefits. All Force Powers require Force Points to use. This works just like Magic Points. A Light Side Jedi can, in fact, use any Dark Side Power without losing any Light Side points. However, it costs more Force Points to use a Dark Side Power as a Light Side Jedi and vice versa. The benefit is that all Light Side Powers are cheaper for a Light Side Jedi.

Example: Butch Cassidy, a highly pious Light Side Jedi uses the Dark Side Power Choke. She can use this Power, but it costs her 6 extra Force Points than it would a neutral character. She then uses Cure, a Light Side Power, which costs her 4 points less than a neutral Jedi.

There are also a good number of "neutral" Force Powers, which can be used by either Side without any modifiers. These include defensive and offensive powers.

Jedi Classes

When you reach Dantooine, your life as a common hero ends. The Jedi Order decides that you have great potential as a Jedi and agree to begin training you in the ways of the Force. As you make your way through training, you'll need to choose a Jedi class. This replaces your original Character Class. You'll begin at Level 1 and earn attribute bonuses, skill points, feats, and powers as you level up as a Jedi. It's recommended that if you are going to play Light Side, you choose a Jedi Guardian and if you want to go Dark Side, choose the Jedi Consular (since they get all the cool Force powers).



Jedi Guardian

The Guardian focuses on use of the lightsaber and combat training. They aren't Force heavy Jedi and instead rely on their skill in hand-to-hand combat.

Attributes: 10 Vitality, 4 Force Points per level. Slow skill progression, fast feat progression.

Jedi Sentinel

Sentinel's bring deceit and injustice to light. They are the balance between the Guardian and the Consular, with equal concentration on combat skills and Force powers.

Attributes: 8 Vitality, 6 Force Points per level. Average skill progression, slow feat progression.

Jedi Consular

The Consular wishes to bring balance to the universe. The focus more on Force powers than on hand-to-hand combat.

Attributes: 6 Vitality, 8 Force Points per level. Slow skill progression, slow feat progression.

There is no correct choice here. While it's cool to have lots of Force powers, it's also good to be able to kick some butt with a lightsaber. Whichever you choose, make certain that the other Jedi you bring to explore worlds is your opposite. In other words, if you plan on being h-t-h combat heavy, bring Jolee Bindo along to provide ranged Force support.



Powers

We all know that being a Jedi is all about the cool powers. This stuff isn't parlor tricks and hockey sleight of hand trickery. Oh no, this is full-on Darth Vader chokes and Emperor-style lightning bolts. Once you become a Jedi on Dantooine, you'll begin earning Force powers. And several of your group members will be Jedi, giving you access to all their powers. As mentioned earlier, there are Light Side, Dark Side and General or "neutral" powers.

Every Jedi power has multiple tiers. You must always have the first tier to move to the second. Other requirements, like Experience Level may prohibit you from earning the next tier right away. There are up to three tiers for each power, with the lowest tier generally only being mildly effective. To maximize your Jedi's potency, focus on gaining the highest level of a power rather than jumping around and trying to get a little bit of everything.

Each power is explained on the Powers Screen in the pause menu. Note that in the menu, powers with blue icons are powers used on yourself and powers in red are used on others. It does not reflect Light and Dark Side powers. Also be aware that any What follows is a list of each power and whether or not it's worth your time.

Light Side Powers

Cure/Heal

Lowdown: No Jedi should be without Cure and at least one of your Light Side Jedi's should have Heal. With Cure you can pretty much do away with med packs altogether. And you won't have to go through the annoyance of hopping back to the Ebon Hawk for a party heal when you can do it for free using the Force.

Force Aura/Force Shield/Force Armor

Lowdown: A must-have for Light Side Jedi. This offers some serious protection in combat, but if your Jedi is way on the Dark Side, it's going to cost you a lot of Force Points to use.

Force Valor/Knight Valor/Master Valor

Lowdown: Effective with Light Side Jedi, this Force power at the highest level gives your entire party a boost to all saving throws and makes them immune to poison. For those big battles, this one can be a major boon.

Stun/Stasis/Stasis Field

Lowdown: Doesn't affect Droids, but is effective against most enemies. This is a must for Light Side Jedi Scoundrels since they have the unique feat Sneak Attack. A stunned opponent will take serious damage from a Scoundrel's attack. Dark Side Jedi should avoid this power and get Fear instead.

Stun Droid/Disable Droid/Destroy Droid

Lowdown: There are plenty of opportunities to fight droids in KOTOR. One of your Light Side Jedi should have this power, though it's not necessary that all of them do.

Dark Side Powers

Wound/Choke/Kill

Lowdown: Come on, this is why you chose to be a Dark Jedi! You're wasting your time giving this to Light Side Jedi like Bastila, but if you're Dark Side, there's really no alternative.

Slow/Affliction/Plague

Lowdown: A nastier power than anything the Light Side sees, this is a good way to weaken enemies. At the highest tier, this power cannot be saved, meaning it will work 100% of the time. Good to use at the start of combat.

Fear/Horror/Insanity

Lowdown: This is the Dark Side equivalent of Stun and is most effective when you have a Scoundrel in your party who can score extra damage off of prone opponents.

Shock/Force Lightning/Force Storm

Lowdown: Good if you are using your Dark Jedi for long-range combat, not worth buying for Jedi who

are going to be hand-to-hand the majority of the time.

Drain Life/Death Field

Lowdown: The evil version of Heal, this Dark Side Power only helps the attacker and can't heal other party members. It's a fun power and is effective in its second tier form. Good for ranged combat, but not if your Dark Jedi is using his lightsaber all the time.

Universal Powers

Burst of Speed/Knight Speed/Master Speed

Lowdown: One of the most helpful non-offensive powers in the game. At the higher tiers you earn extra attacks per round and major boosts to defense. Vital for melee-oriented Jedi.

Force Resistance/Force Immunity

Lowdown: You don't fight too many Jedi in the game, but when you do, this power helps a good deal. Best used by your most Force-heavy player. Keep them protected so they can help out beleaguered allies.

Energy Resistance/Improved Energy Resistance

Lowdown: A good power for Dark Jedi to use, since Force Valor costs them too many Force Points to use. This protects against energy attacks for the entire party. Only one Jedi in your party needs it though, so pick one character and stick with them.



Affect Mind/Dominate Mind

Lowdown: Only for the main character, this is easily the coolest non-combat tool in the game. It adds extra options to the conversation menu and will allow you to enforce your will (good or evil) on NPCs. Should be one of the first Force powers you raise to tier two.

Force Push/Force Whirlwind/Force Wave

Lowdown: Somewhat weak in the first tier, it becomes very effective once you gain Force Wave. This is, however, one that only a ranged-combat Jedi should bother with.

Force Suppression/Force Breach

Lowdown: Only effective when fighting Jedi, this will strip a Jedi of any Force modifiers they've cast on themselves. Good for one character to have for some of the later battles, but not something more than one Jedi in your party needs to possess.

Throw Lightsaber/Advanced Throw Lightsaber

Lowdown: A good ranged attack that isn't all that more effective on the second tier. It sounds and looks cooler than it is, but this is essentially a powerful blaster shot. Good to use at the start of combat or for ranged-combat Jedi.



Using the Force

In the early stages of being a Jedi, you won't have a large pool of Force Points to draw on in a battle. For the first 6-8 levels as a Jedi, you'll need to worry more about your skill with a lightsaber than the power of the Force. However, once you start amassing more Force Points to use, you can begin to strategize in combat. Using Force defense powers before entering big combat and keeping one Jedi back for powerful ranged Force attacks become possible.

Further combat strategies using the Force can be found in the Combat section of this guide.

Lightsabers

A Jedi's weapon is his lightsaber. The color is meant to be representative of the Jedi's demeanor and position within the Jedi Order. However, you can switch to any color you want as long as you have the crystal to place in your lightsaber. Crystals can be found in caves in the various worlds of KOTOR and can be used to enhance your lightsaber.

Blue = Jedi Guardian

Yellow = Jedi Sentinel

Green = Jedi Consular

There are three types of lightsaber. Your standard lightsaber, short lightsaber, and double-bladed lightsaber. For a penalty, you can have a lightsaber in each hand or use a double-bladed lightsaber, which allows for two attacks per round.

The lightsaber is the most powerful melee weapon in the game and will generally be your Jedi's exclusive weapon throughout the game. Force Powers and Feats can be used with the lightsaber, but you can forget about your blasters and stun batons once you've got this bad boy in your mitts.

Hacking

Combat is an enjoyable part of KOTOR, but there are other ways to dispatch enemies aside from killing them. In most complexes you'll find inactive droids and computer terminals. Using some hacking skills (either from your Player Character or from one of your skilled companions) you can access locked doors and even take out enemies on other rooms. Hacking is not to be ignored. The kills still earn you XP and save your from the wear and tear or useless fights on your way to your goal.

Master of Unlocking

The Security skill and a random behind the scenes dice roll determine if you can crack open a door or a locked strongbox. Not every door can be unlocked manually. Sometimes you fail to unlock and sometimes you are told the task is "Impossible." If a lock is impossible, it means there is a computer terminal or some other device that must be used for unlocking. Sometimes a pass card is needed. These instances are explained in the Walkthrough.

You need to make sure at least one of your nine party members has a high Security skill. This way you can use them for all your unlocking needs. For the majority of the game, even a Security skill of 5-10 will be enough to open locked doors and strongboxes. For extra help, you can use a security spike on a lock. This creates brief electrical interference that gives a bonus to your Security skill.

Security Terminals Few things are as beneficial as a trip to a security terminal. To use, you'll need a halfway decent Computer skill. Actions in the security terminal require Computer spikes. The higher your Computer skill, the fewer spikes you'll need to manipulate the security system. Each security terminal is a little different from the next, but here are the main things you can do:

Cameras

First and foremost, once you've hacked into the system you can view the security camera in each room of the complex. This is a good way to judge the number of enemies in a room, but also a way of searching for hostages. Once you've paid to hack into the system, it costs no Computer Spikes to check out the security cameras.

Maps

Some security terminals will have full maps of the area you can access. Once you've grabbed the map, you can check it out at any time in the pause menu. Be careful, though, as maps are only for the floor you're currently on. So in a two-level base, you will still be in the dark when you move upstairs. Also, if you've already explored the entire floor, paying Computer Spikes for a map is just plain stupid.



Overload Terminal

When looking at the camera for a specific room, you will sometimes have the option to overload the terminal in that room. This sends an electrical blast through the room killing everyone inside. Don't worry, you'll still earn the XP. Be careful, however, not to ever choose the "Overload This Terminal" option. If you overload the terminal you are at, you will take 20-40 points of damage!

Unlock All Doors

This unlocks every door, including secure ones. However this also can make it hard for area progression as you won't be able to tell which rooms you've already explored, since every door is open. If you've put a droid on patrol, however, opening all doors allows them the opportunity to kill more enemies.

Reprogram Turrets/Droids

Gun turrets and droids can be pesky enemies, so when you have the option to reprogram them to see you as friendly, take that opportunity and run with it. Turrets can tear you down quickly and droids are simply a pain. Definitely worth the price in Spikes.



Droids

Inactive droids can be found on occasion in your quest. You can always leave them alone, they'll never harm you. But with the repair skill, you can reactivate the droid and make them work for you. Depending on the droid, you'll have the chance to activate their weapon and defensive systems to make them more durable in combat, but most importantly you can send them on patrol. On patrol a droid will look for any hostiles. Who are hostiles? Anyone who is not you or your party members. The droid will patrol through the hallways and by every open room on the level. They don't stay with your party and can't go to any other levels in the complex. Still the droid will kill or at least wear down enemies for you. And you still get the experience for anything he kills. Very good to use when you have strong Repair skills and are looking to do more than just straight-up combat.

Mini-Games

There are several mini-games in KOTOR that are ripe for being mastered. Some are optional, others are required to continue the story. Pazaak and Swoop Racing can earn you extra cash and give you a break from your neverending quest to stop the Sith. Pazaak and Swoop Racing can be found on just about every world, allowing for plenty of chances to show your stuff.

Man the Turrets

Before getting into the two main mini-games of KOTOR, there's one other mini-game that must be addressed. Sometimes, when flying from one planet to the next, you'll encounter some trouble. Say, you have to break from off a blockade and fight of the Sith ships that come gunning for you. At these moments, you'll man the Ebon Hawk's gun turret.

Similar to the Millenium Falcon, the Ebon Hawk's gun turret has a wide turn radius and can get at enemies even in the far corners of the screen. Enemies come in from either side of the screen. You can track them with the radar in the bottom left corner of the screen.

There's only one button for attacking, so keep shooting constantly. Your guns cannot overheat or run out of ammo, so do your best button-mashing. Keep your turret pointed at in the general direction of the enemy shown on the radar screen. They may be out of distance, but they are approaching, so the moment you see them, fire and don't stop until they're destroyed.

Though enemies come from both sides of the screen, their attacks are slow and do little damage to the Ebon Hawk. Take your time and focus on one enemy onscreen at a time. Stay on that enemy until destroyed or offscreen. Then focus on the next closest enemy and repeat.

Swoop Racing

The precursor to the Pod Racing seen in Episode One, Swoop Racing is a lot like Rally driving. Instead of racing on the track with other opponents, you compete on the track alone, trying to best the times of the other racers.

The Swoop track has rock obstacles that must be avoided (they slow you down when hit) and boost pads, which give you some extra speed. You control the left and right movement of your Swoop bike as well as the acceleration and gear shifting. As you hold down the accelerator, your speed marker increases at the bottom of the screen. When the bar is full, you need to tap the acceleration button to shift gears. You can then immediately hold down the acceleration button again to gain more speed.

Tips:

- *Wait until the race starts.* If you accelerate before the light hits green (and dings) you won't accelerate at all. Patience, young apprentice.
- *Shift gears quickly.* Keep an eye on the speed meter at the bottom of the screen. When you see it about to max out, shift gears to maintain max speed.
- *Hit the boost pads.* Yes, sometimes they are on opposite ends of the screen, but any halfway-

decent gamer can quickly move from one end to the other. The boost pads offer major speed.

- *Swoop often.* Swoop races earn you Racing bonds which can be sold for 60 credits each. You can easily earn 10,000 credits by winning just a few races! <p></p>
-

Pazaak

Pazaak is a card game unique to KOTOR. It's actually a pretty good game, but won't earn you all that much cash. Still, it's good for small change and is a nice temporary distraction. The rules for Pazaak are explained in game when you purchase your first deck. Rather than rehash these rules, here are some tips to becoming the best Pazaak player in the galaxy.

Deck Tips

The first thing you need to do is select 10 cards to make up your deck. Of course, you'll be dealt 4 of these randomly, so there's no guarantee your deck will serve you well in any given game. However, you can load the deck in your favor by following these tips:

- *Use every +/- card you have.* There's nothing more advantageous than a card you can make either positive or negative. Always choose these cards over straight + or - cards.
- *Spread your numbers.* Don't load up on any one number. Make sure to have at least one +1, +2, and +3 in your deck.
- *Forget the 6.* Sixes are generally bad. It's not that they aren't advantageous, but they are a bit too inflexible. Best to dedicate your deck to values 5 and under.
- *Have 4 "minus" cards in your deck.* Whether they are +/- or just plain negatives, you need to be able to keep from busting more than you need to add to your score. Best choice is one -2, two -3s, and one -4. <p></p>

Playing Tips:

- *Always spend a card if it will get you to 20.* That's your golden number, never pass it up.
- *Stand on 17 or greater.* Unless you have a lot of negative cards, it's just plain stupid to hit above a 16 (unless your opponent is standing on a higher number and you have no choice).
- *Don't be afraid to play cards early if it gives you a shot at a win.* If you can earn a quick and early victory, take the chance.
- *Never play a card before you have 15 points.* You want the card you play to be the last action you need to do in the hand.