

STAR WARS  
Jedi Knight III  
**Jedi Academy**  
*Reference Booklet*

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Version 1.0

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## Credits

Text for the secret areas was originally sourced from David “Nightwolf” Masters’ Jedi Knight: Jedi Academy Complete Walkthrough, available at <http://www.gamefaqs.com>

All remaining material was researched and compiled by the author and, where applicable, is a reflection of the author’s own views.

## Useful Armaments for Each Level

Level Name	Code	Force Powers	Weapons
1. Yavin Jungle	yavin1b	–	–
2. Training Area	yavin2	–	–
3. Mercenary Activity — Tatooine	t1_sour		
4. Droid Recovery — Tatooine	t1_surpris		
5. Emergency Assistance — Bakura	t1_fatal		Disruptor
6. Merchant Rescue — Blenjeel	t1_danger	Heal 1	
7. Cult Investigation — Corellia	t1_rail		Disruptor
8. Ice Planet Hoth	hoth2		DEMP
9. Echo Base	hoth3	Absorb 1	
10. Rescue Mission — Nar Kreeta	t2_rancor	Mind Trick 2	
11. Meet Contact — Zonju V	t2_trip		
12. Covert Operation — Kril'dor	t2_wedge	Protect 2, Grip 3	Disruptor
13. Capture Crime Lord — Coruscant	t2_rogue	Absorb 2, Grip 3	DEMP
14. Cult Investigation — Dossun	t2_dpred	Mind Trick 1	
15. Vjun	vjun1	Protect 2/Rage 2	
16. Bast Castle Lower Floors	vjun2		
17. Bast Castle Interior	vjun3	Absorb 2	DEMP
18. Cult Activity — Chandrila	t3_rift	Absorb 3	Disruptor
19. Cult Investigation — Tanaab	t3_stamp	Heal 2	
20. Dismantle Device — Yalara	t3_hevil	Grip 3	BC, Rockets
21. Force Theft Investigation — Byss	t3_byss		DEMP
22. Weapon Destruction — Ord Mantell	t3_bounty	Protect 3	DEMP
23. Taspir III	taspir1	Absorb 3, Grip 3	Disr, DEMF
24. Imperial Power Station	taspir2	Absorb 3	
25. Sith Crypts	kor1	Absorb 3	
26. Sith Ruins	kor2	Absorb 3	

## Weapons Available by Level

Level Name	Code	E11	Disr	BC	Rptr	Dem	Fl	Con	Rkt	TD	TM	DP
1. Yavin Jungle	yavin1b	—	—	—	—	—	—	—	—	—	—	—
2. Training Area	yavin2	—	—	—	—	—	—	—	—	—	—	—
3. Tatooine (Chewie)	t1_sour	☑	✓⊕	✓	☑	—✖	—	—	—	☑	—	—
4. Tatooine (Tuskins)	t1_surpris	☑	☑⊕	—	—	—✖	—	—	—	☑	—	—
5. Bakura (Disarm)	t1_fatal	☑	—⊕	—	✓	—	—	—	—	☑	—	—
6. Blenjeel (Sandworms)	t1_danger	—	—✖	—	—	—✖	—	—	—	☑	—✖	—
7. Corellia (Tram)	t1_rail	☑	✓⊕	☑	✓	—✖	—	—	—	✓	✓	☑
8. Ice Planet Hoth	hoth2	☑	—	—	✓	—⊕	—	—	—	☑	☑	—
9. Echo Base	hoth3	☑	—	—	—	—	—	—	—	—	—	✓
10. Nar Kreeta (Rancor)	t2_rancor	☑	✓	☑	☑	—✖	—	—	—	☑	☑	☑
11. Zonju V (Swoops)	t2_trip	✓	—	—	—	—✖	—	—	—	—	—	—
12. Krii'dor (Gas Mine)	t2_wedge	☑	—⊕	—	☑	—⊕	☑	—	✓	☑	☑	—
13. Coruscant (Ass.)	t2_rogue	☑	☑	☑	☑	—⊕	—	—	—	—	—	—
14. Dosuun (Capture)	t2_dpred	☑	✓	—	☑	✓	☑	—	✓	✓	—	✓
15. Vjun	vjun1	☑	—	—	✓	—⊕	☑	☑	—	☑	—	☑
16. Bast Castle Lower	vjun2	☑	—	—	☑	—⊕	✓	—	✓	☑	✓	—
17. Bast Castle Interior	vjun3	☑	—	—	☑	✓⊕	☑	—	—	—	—	✓
18. Chandrila (Rift)	t3_rift	☑	—⊕	✓	—	—✖	—	☑	✓⊕	—	—	—
19. Tanaab (Rancor)	t3_stamp	—	—	—	—	—✖	—	—	—	—	—⊕	—
20. Yalara (Noghri)	t3_hevil	☑	—	—⊕	☑	—✖	—	—	—⊕	—	—	☑
21. Byss (Dreadnaught)	t3_byss	☑	—	—⊕	✓	—⊕	☑	✓	✓	—	—⊕	—
22. Ord Mantell (Boba)	t3_bounty	—	✓	—	—	—⊕	☑	✓	✓⊕	☑	☑	☑
23. Taspir III	taspir1	☑	✓⊕	—	☑	—⊕	☑	☑	✓	—	—⊕	—
24. Imp. Power Station	taspir2	✓	—	—	✓	—✖	—	—	✓	✓	—	—
25. Sith Crypts	kor1	—	—	—	—	—✖	—	—	—	—	—	—
26. Sith Ruins (Light)	kor2	✓	—	—	✓	—✖	✓	—	✓	✓	✓	—
26. Sith Ruins (Dark)	kor2	✓	—	—	—	—✖	✓	—	—	✓	✓	—

☑ Found early in the mission.

✓ Found later in the mission.

⊕ Useful in this mission.

✖ Useless in this mission.

Note 1: The Rocket Launcher can only be found in the Chandrila Rift on Jedi Knight and Jedi Master difficulty levels.

Note 2: In the outdoor level on Taspir III, the sole Disruptor is likely to fall irretrievably into lava when its owner is killed.

# Force Power Summary

## Core Force Powers

<i>Force Power</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Constants</i>
<b>Force Jump **</b>	3 times normal up to 10F	6 times normal up to 25F (15F)	12 times normal up to 50F (15F)	max 15F under Speed
<b>Force Pull</b>	5F no target 15F single target		5F no target 15F/target	
<b>Force Push</b>	5F no target 15F single target	5F no target 10F/target	5F no target 15F/target	
<b>Force Sense *</b>	20F 5s	20F 10s	20F 20s	min 20F
<b>Force Speed *</b>	+33% 50F 10s	+100% 50F 10s	+400% 50F 10s	min 50F
<b>Saber Throw *</b>	20F 1s	20F 4s **	20F+ 1–9s **	min 20F

## Light Force Powers

<i>Force Power</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Constants</i>
<b>Force Absorb *</b>	Absorb 33% 30F 20s	Absorb 67% 30F 20s	Absorb 100% 30F 20s	min 30F
<b>Force Heal *</b>	Stationary 100F 6s H‡	No combat 100F 6s H‡	Any time 100F 2½s H‡	min 20F 75/50/25/25 H by difficulty ‡
<b>Mind Trick</b>	20F 10s	20F 15s	20F 30s	min 20F
<b>Force Protect *</b>	Damage –25% 30F 10s	Damage –50% 30F 15s	Damage –75% 30F 20s	min 30F

## Dark Force Powers

<i>Force Power</i>	<i>Level 1</i>	<i>Level 2</i>	<i>Level 3</i>	<i>Constants</i>
<b>Force Drain **</b>	25F+ contact only	25F+ ½–2s at range	25F+ ½–4s at range max 125H	min 25F ~10 F/s ~10H/s
<b>Force Grip **</b>	20F 5s	20F+ 1–15s	20F+ 1–15s	min 20F
<b>Lightning **</b>	30F 1s	20F+ ½–3s	15F+ ½–4s	min 25F
<b>Dark Rage *</b>	Damage –50% 50F 10s –99H	Dam –75%, Speed +25% 50F 10s –50H	Dam –90%, Speed +50% 50F 10s –20H	min 50F min 25H rest 10s

\* Stops force recharging while in effect.

\*\* Hold down key.

‡ Force Heal restores different amounts of Health, based on the difficulty level:  
Padawan 75H, Jedi 50H, Jedi Knight 25H, Jedi Master 25H.

Force Jump uses at most 15F while Force Speed is engaged (hence Speed-Jump uses 65F).

Light and Dark powers cancel each other's operation. Apart from Jedi Mind Trick and the Heal/Grip combination, activating a Light force power cancels a modal Dark force power and vice versa.

# Special Moves

## Medium Style Attack Moves

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
1. Slash Back	Bk+Att	0 F		Enemy behind
2. Flip Attack	Fwd, Ju+Att	0 F	Jump 2	
4. Force Pull Slash	Pull+Att	15 F	Pull 3	Hold pull, attk when close
5. Medium Attack Kata	Att+Alt Att	50 F		
6. Attack Enemy on Ground	Fwd+Att+Ju	0 F		Enemy on ground
8. Cartwheel	L/R+Ju+Att	0 F	Jump 1	
9. Rolling Stab	Fwd+Cr, Att	0 F		

## Strong Style Attack Moves

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
1. Slash Back	Bk+Att	0 F		Enemy behind
2. Jump Attack	Fwd, Ju+Att	0 F	Jump 2	
4. Force Pull Slash	Pull+Att	15 F	Pull 3	Hold pull, attk when close
5. Strong Attack Kata	Att+Alt Att	50 F		
6. Attack Enemy on Ground	Fwd+Att+Ju	0 F		Enemy on ground
8. Cartwheel	L/R+Ju+Att	0 F	Jump 1	
9. Rolling Stab	Fwd+Cr, Att	0 F		

## Fast Style Attack Moves

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
1. Stab Back	Bk+Att	0 F		Enemy behind
3. Lunge Attack	Cr+Fwd+Att	0 F		
4. Force Pull Impale	Pull+Att	15 F	Pull 3	Hold pull, attk when close
5. Fast Attack Kata	Att+Alt Att	50 F		
6. Attack Enemy on Ground	Fwd+Att+Ju	0 F		Enemy on ground
8. Cartwheel	L/R+Ju+Att	0 F	Jump 1	
9. Rolling Stab	Fwd+Cr, Att	0 F		

## Dual Saber Attack Moves

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
1. Slash Back	Bk+Att	0 F		Enemy behind
2. Flip Forward Attack	Fwd+Att+Ju	0 F	Jump 2	Moving fwd, tap Att+Ju
3. Dual Sabers Twirl	Cr+Fwd+Att	0 F		
5. Dual Saber Barrier	Att+Alt Att	50 F		
6. Attack Enemy on Ground	Fwd+Att+Ju	0 F		Enemy on ground
7. Dual Stab Front & Back	Fwd/Bk+Att	0 F		Enemies front & back
7. Dual Stab Left & Right	L/R+Att	0 F		Enemies left & right
8. Cartwheel	L/R+Ju+Att	0 F	Jump 1	
9. Rolling Stab	Fwd+Cr, Att	0 F		

## **Saber Staff Attack Moves**

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
1. Stab Back	Bk+Att	0 F		Enemy behind
2. Back Flip Attack	tap Att, Bk+Ju	10 F		
3. Saber Staff Twirl	Cr+Fwd+Att	0 F		
5. Spinning Kata	Att+Alt Att	50 F		
6. Attack Enemy on Ground	Fwd+Att+Ju	0 F		Enemy on ground
7. Kick	Dir+Alt Att	0 F		
7. Jump Kick	Ju, Dir+Alt	0 F		
7. Split Kick	Alt Att	0 F		Enemies left & right
7. Spin Kick	Alt Att	0 F		Enemies on all sides
7. Flip Kick	Alt Att	0 F		Enemies front & back
8. Butterfly Attack	Dir, Ju+Att	0 F	Jump 1	
9. Rolling Stab	Fwd+Cr, Att	0 F		

## **Acrobatic Moves**

<i>Special Move</i>	<i>Keys</i>	<i>Force</i>	<i>Reqs</i>	<i>Special conditions</i>
Force Jump	Fwd, Ju	var	Jump 1	(Keys for lunge jump)
Force Flip	tap Dir+Ju	var	Jump 1	
Roll	Dir+Cr	0 F		
Backflip Off Wall	Dir+Ju	10 F	Jump 1	Run at wall, jump at base
Side-flip Off Wall	L/R+Ju	10 F	Jump 1	Jump at base of wall
Wall-Run	Fwd+Ju+L/R	10 F	Jump 2	Run along wall, jump into
Long Jump	Fwd+Sp, Ju	65 F	Ju3, Sp1	
Wall Grab Jump	tap Ju+Dir	10 F	Jump 3	Release Jump and tap
Run Up Wall Backflip	tap Ju+Fwd	10 F	Jump 3	Run at wall, jump at base
Jump Up from Knockdown	hold Ju	0 F	Jump 1	
Jump Kick from Knockdown	hold Fwd/Bk	0 F	Jump 1	
Roll from Knockdown	hold L/R	0 F		

## **Health and Shields by Difficulty**

	Padawan	Jedi	Knight	Master
Starting Health *	100	100	100	50
Max Health	100	100	100	50
Starting Shields *	100	100	100	50
Max Shields by Booster	100	100	100	50
Max Shields by Regenerator	100	100	100	100
Shield/Ammo Regenerator	100	75	50	50

\* Health and Shields are reset to these levels at the start of every non-sequel level (ie: all but Hoth 3, Vjun 3, Taspir 2 and Korriban).

# Console and Cheat Codes

## Non-Cheat Codes

bind [k] "[cmd]; [cmd]"	Bind command(s) to key.
unbind [k]	Unbind key.
bindlist	List of key bindings.
clear	Clear console.
condump [filename]	Write console to file.
iknowkungfu	New weapon: fists! Ineffective, but cool kata attack.
thereisnospoon	Camera orbits once in slow motion (first person).
taunt	Beckon foe.
gloat	Raise or spike lightsaber.
flourish	Draw and spin lightsaber.
meditate	Sheath lightsaber and sit in lotus position.
bow	Sheath lightsaber and bow to opponent.
viewpos	Reports your current location.
mapname	Returns the name of the current map.
screenshot	Take a JPG screenshot in GameData\Base\screenshots\
screenshot_tga	Take a TGA screenshot in GameData\Base\screenshots\
cg_drawfps 1	Draw the frames-per-second meter.
cg_drawtimer 1	Draw the level clock.
cg_drawHUD 1	Use to restore the HUD after drive_atst.

## Basic Cheat Codes

HelpUsObi 1	Enable cheats.
god	God mode.
undying	Undead mode (Health 999, can't go below 1).
noclip	No clipping mode (use alt fire for turbo movement).
notarget	Enemy AI toggle.
setviewpos [x] [y] [z] [yaw]	Teleport to specified location.
devmap [mapname]	Jump to map.
devmapall [mapname]	Jump to map with cheats enabled.
npc kill all	Kill all NPCs and triggers.
npc spawn [char]	Spawn character.
npc spawn vehicle [vehicle]	Spawn vehicle.
drive_atst	AT-ST mode (doesn't seem to work).
fly_xwing	X-Wing mode (doesn't seem to work).
kill	Kill player.



## Force Power Cheat Codes

setsaber[power] [n]	Set lightsaber power to level 0–3. [defense, offense, throw]
setforce[power] [n]	Set force power to level 0–3. [jump, pull, push, sight, speed, absorb, heal, protect, drain, grip, lightning, rage, all]
setmindtrick 4	Possess NPC ability (setmindtrick 0 to prolong indefinitely, though awakened enemies will still target the player's body).

## Lightsaber Cheat Codes

saber [n1] {n2}	Change to single or dual lightsabers with hilt(s) 1–9.
saber dual_[n]	Change to double-bladed lightsaber with hilt 1–5.
sabercolor [n] [col1] {col2}	Set saber colour for nth lightsaber, blades 1 and 2. [blue, green, orange, purple, yellow, red]
setsaberstyle [style]	Set to single style only. [fast, medium, strong, desann, tavion, dual]
addsaberstyle [style]	Add [fast, medium, strong, desann, tavion] style.
saber dual_[n]; saber [n]	Add fast and staff styles to standard lightsaber.
g_saberRealisticCombat [1–9]	Increase scoring from lightsaber hits.
g_saberPickupableDroppedSabers 1	Allow dropped enemy lightsabers to be picked up.

## give Commands and Item Packs

give health {n}	Full health; optionally set to {n}, up to max by difficulty.
give armor {n}	Full shields; optionally set to {n}. Useful on Jedi Master, as give armor will only give 50.
give force	Full force power.
give weapons	All weapons with full ammo, except rockets and explosives. Won't give any explosives, but will give the weapon type so that give ammo will work.
give ammo	Full ammo, but no new weapons. Will only give explosives if already have that weapon type.
give all	All of the above.
give weaponnum [n]	Weapons 1–17 by default key, 9 is Rocket Launcher, 10 is TDs, 11 is Trip Mines, 12 is Det Packs, 13 is Concussion Rifle. Weapons come with full ammo, except Rocket Launcher.

The **give** cheat code can also give you any item that can be picked up, including a couple left over from Jedi Outcast. Here's the most useful ones:

### Native to Jedi Academy

give ammo_blaster	Blaster Pack Ammo (25)
give ammo_powercell	Power Cell Ammo (100)
give ammo_metallic_bolts	Metallic Bolt Ammo (100)
give ammo_rockets	Rocket Ammo (3)
give ammo_thermal	Belt of Thermal Detonators (4)
give ammo_tripmine	Pack of Trip Mines (3)
give ammo_detpack	Pack of Detonation Packs (3)
give ammo_emplaced	Turret/AT-ST Ammo (100)

### From Jedi Outcast

give ammo_force	Force Crystal
give item_sentry_gun	Assault Sentry (buggy)
give item_seeker	Seeker Drone (buggy)
give item_security_key	Security Key (useless)
give item_goodie_key	Supply Key (useless)

A Force Crystal is better than **give force** because it can raise Force power as high as 200! Normally, it will add 100 to your Force power, up to 125. But if it's already over 100, it will add 25. Ignore the "missing image" error message.

The Assault Sentry works the same as in Jedi Outcast, but Jaden will sometimes get stuck in place — it's best to deploy it on the run. Bind it to a key using:

```
bind [key] "use_sentry"
```

Seeker Drones use the Mousebot texture in Jedi Academy, and will only fire at what you're targeting.

Getting a Security Key with this cheat doesn't work because each key is, ahem, keyed to a particular lock. And there's nothing to use a Supply Key on.

## Weapons

give weapon_blaster_pistol	DL-44 Blaster Pistol (2)
give weapon_thermal	Thermal Detonators (10)
give weapon_trip_mine	Trip Mines (11)
give weapon_det_pack	Det Packs (12)
give weapon_melee	Fists (14)
give weapon_atst_main	AT-ST Main Gun (15)
give weapon_atst_side	AT-ST Side Gun (16)
give weapon_stun_baton	Stun Baton (17)
give weapon_bryar_pistol	Bryar Pistol
give weapon_emplaced_gun	Emplaced Gun Fire
give weapon_tie_fighter	TIE Fighter Fire
give weapon_rapid_concussion	Supercharged Repeater
give weapon_turret	Turret laser
give weapon_tusken_rifle	Tusken Rifle (power cell ammo)
give weapon_tusken_staff	Tusken Staff
give weapon_scepter	Tavion's Scepter (beam weapon)

(n) Switch to weapon with weapon n

Non-standard weapons don't appear in the Next Weapon list. When given a weapon with no weapon number (Bryar Pistol and below), Jaden *will* switch to the weapon initially, but if you change to another weapon, there is no way to return. Do not try to give weapon\_saber, weapon\_noghri\_stick or weapon\_jawa, as they will variously crash the game.

Unfortunately, if you spawn a vehicle whose weapons don't work, these cheats are not able to arm the vehicle.

## Spawning

The npc spawn command allows you to create any creature and any vehicle in the game. The spawned item appears nearby and behaves just as it normally would in the game, although if there's insufficient space for a vehicle, it will soon explode.

Creatures marked with an asterisk (\*) are from Jedi Outcast. Those listed all work in Jedi Academy, but sometimes with modified AI or textures. Creatures marked with a double asterisk (\*\*) are missing textures and usually display light grey.

player is a mirror-image of yourself and will attack anyone but you on sight; changes weapons at the same time you do, but won't follow you.

seeker operates as a less autonomous JK2 Seeker Drone, but with the Mousebot texture.

Stormtroopers marked (yellow) bear a yellow epaulette, indicating rank.

The cultist\_saber series are all yellow Saber Cultists, distinguished only by the lightsaber styles available to them and their lightsaber power levels. The mark 2 versions are somewhat more powerful.

## Friendlies

bespincop *	Bespinn Security	DL44
bespincop2 *	Bespinn Security	DL44
chewie	Chewbacca	BC
elder	Bearded Rancor Prisoner	–
elder2	Tough Rancor Prisoner	–
jan *	Jan Ors	E11
jedi *	Bearded Jedi	LS
jedi2 *	Tough Jedi	LS
jedif *	Jan Ors Jedi	Staff
jedimaster	Beige Male Jedi	Staff
jeditrainer *	Top-knot Jedi	Dual
jedi_random	Random Jedi Student	Var
jedi_hf1	Blonde Female Jedi	LS
jedi_hf2	Brunette Female Jedi	LS
jedi_hm1	Negro Male Jedi	LS
jedi_hm2	Blonde Male Jedi	LS
jedi_kdm1	Red Kel Dor Jedi	Staff
jedi_kdm2	Brown Kel Dor Jedi	LS
jedi_rm1	Green Rodian Jedi	LS
jedi_rm2	Blue Rodian Jedi	LS
jedi_tf1	Grey Twi'lek Jedi	Staff
jedi_tf2	Yellow Twi'lek Jedi	LS
jedi_zf1	Green Zabrak Jedi	LS
jedi_zf2	Brown Zabrak Jedi	Dual
kyle	Kyle Katarn	DL44/LS
kyle_boss	Kyle Katarn (Korriban)	LS
lando *	Lando Calrissian	E11
luke *	Luke Skywalker	LS
merchant	Merchant on Zonju	–
monmothma *	Mon Mothma	–
morgankatarn *	Morgan Katarn	–
player	Player	–
prisoner *	Mine Prisoner	–
prisoner2 *	Mine Prisoner	–
rebel *	Rebel Commando	E11
rebel2 *	Rebel Commando	E11
rosh_penin	Rosh Penin	LS
rosh_penin_noforce	Rosh Penin at start	Fist
seeker **	Seeker Drone	Laser

## Hostiles

alora	Alora on Hoth	LS
alora_dual	Alora on Taspir	Dual
boba_fett	“Boba Fett”	Var
cultist	Green Cultist	E11
cultistcommando	Green Commando	2×DL44
cultist_destroyer	Red Exploding Cultist	Fist
cultist_drain	Red Drain Cultist	Fist
cultist_grip	Green Grip Cultist	Fist

cultist_lightning	Blue Lightning Cultist	Fist
cultist_saber	Yellow Saber Cultist	LS
cultist_saber_throw	Yellow Saber Cultist	LS
_med	Yellow Saber Cultist	LS
_med_throw	Yellow Saber Cultist	LS
_strong	Yellow Saber Cultist	LS
_strong_throw	Yellow Saber Cultist	LS
_all	Yellow Saber Cultist	LS
_all_throw	Yellow Saber Cultist	LS
cultist_saber2	Yellow Saber Cultist	LS
cultist_saber_throw2	Yellow Saber Cultist	LS
_med2	Yellow Saber Cultist	LS
_med_throw2	Yellow Saber Cultist	LS
_strong2	Yellow Saber Cultist	LS
_strong_throw2	Yellow Saber Cultist	LS
_all2	Yellow Saber Cultist	LS
_all_throw2	Yellow Saber Cultist	LS
desann *	Desann	LS
galak *	Galak Fyyar	E11
galak_mech *	Galak Fyyar in Armour	Rpt
gran	Gran	TD
gran2	Gran	TD
granboxer *	Gran	Fist
granshooter	Gran	E11
hazardtrooper	Hazard Trooper	Rpt
hazardtrooperconcussion	Hazard Trooper	Conc
hazardtrooperofficer	Hazard Trooper	Fl
howler	Howler	Fist
human_merc	Human Mercenary	E11
human_merc_bow	Human Mercenary	BC
human_merc_rep	Human Mercenary	Rpt
human_merc_flc	Human Mercenary	Fl
human_merc_cnc	Human Mercenary	Conc
human_merc_key	Human Mercenary	E11
impcommander	Black Officer	E11
imperial	Grey Officer	DL44
impofficer	Brown Officer	E11
impworker	Helmeted Worker	DL44
impworker2	Helmeted Worker	DL44
impworker3	Helmeted Worker	DL44
lannik_racto	Lannik Racto	Conc
mutant_rancor	Mutant Rancor	Fist
noghri	Noghri	Stick
ragnos	Ghost of Ragnos	E11
rancor	Rancor	Fist
rax	Rax	Conc
reborn *	Yellow Reborn	LS
rebornacrobat **	Reborn	LS
rebornboss *	Red & Blue Reborn	LS
rebornchiss	Reborn Chiss	Dual
rebornfencer **	Reborn	LS
rebornforceuser **	Reborn	LS

dkothos	Red Cowled Reborn	Fist
vkothos	Red Cowled Reborn	Fist
rebornmaster	Brown Reborn Master	LS
rebornmasterdual	Brown Reborn Master	Dual
rebornmasterstaff	Brown Reborn Master	Staff
rebornrodian	Reborn Rodian	Dual
reborntrandoshan	Reborn Trandoshan	LS
rebornweequay	Reborn Weequay	LS
reborn_dual	Red New Reborn	Dual
reborn_dual2	Blue New Reborn	Dual
reborn_new	Red New Reborn	LS
reborn_new2	Blue New Reborn	LS
reborn_staff	Red New Reborn	Staff
reborn_staff2	Blue New Reborn	Staff
reelo *	Reelo Baruk	E11
rockettrooper	Stormtrooper (yellow)	Rkt
rockettrooper2	Jetpack Trooper	Rkt
rockettrooper2officer	Jetpack Trooper	Rpt
rodian	Rodian	Disr
rodian2	Rodian	E11
rosh_dark	Dark Rosh Penin	LS
saboteur	Saboteur	E11
saboteurcommando	Saboteur	E11
saboteurpistol	Saboteur	DL44
saboteursniper	Saboteur	Disr
sand_creature	Sandworm	Spec
sand_creature_fast	Sandworm	Spec
shadowtrooper *	Shadowtrooper	LS
shadowtrooper2 *	Shadowtrooper	LS
snowtrooper	Snow Trooper	E11
stcommander	Stormtrooper (yellow)	Rpt
stofficer	Stormtrooper (yellow)	Fl
stofferalt	Stormtrooper (yellow)	Fl
stormpilot	TIE Pilot	DL44
stormtrooper	Stormtrooper	E11
stormtrooper2	Stormtrooper	E11
swamptrooper *	Swamp Trooper	Fl
swamptrooper2 *	Swamp Trooper	Rpt
tavion	Tavion on Bespin	LS
tavion_new	Tavion on Vjun	LS
tavion_scepter	Tavion on Korriban	Dual
tavion_sith_sword	Possessed Tavion	LS
trandoshan	Trandoshan	Rpt
tusken	Tusken Raider	Stick
tuskensniper	Tusken Raider	Rifle
wampa	Wampa	Fist
weequay	Weequay	BC
weequay2	Weequay	BC
weequay3	Weequay	BC
weequay4	Weequay	BC

## Hostile Mechanicals

assassin_droid	Assassin Droid	E11
atst	AT-ST	Laser
interrogator	Interrogator Droid	Spec
probe	Probe Droid	Laser
remote_sp	Remote	Laser
saber_droid	Saber Droid	LS
saber_droid_training	Saber Droid on Yavin	LS
sentry	Sentry Droid	Laser

## Neutrals

bartender	Chiss bartender	
gonk	Square Droid	
jawa	Jawa	
mouse	Mouse Droid	
protocol	Gold Protocol Droid	
protocol_imp	Black Protocol Droid	
r2d2	Blue & White R2-D2	
r2d2_imp	Black & Orange R2-D2	
r5d2	Red & White R5-D4	
r5d2_imp	Red & White R5-D4	
ugnaught *	Ugnaught	
ugnaught2 *	Ugnaught	

## Vehicles

atst_vehicle	AT-ST Scout Transport	
lambdashuttle	Lambda-class Shuttle	
swoop	Random-colour Swoop	
swoop_cin	Red Swoop (no turbo)	
swoop_mp	Red Swoop (easily damaged)	
swoop_mp2	Blue Swoop (easy damaged)	
tauntaun	Saddled Taun-Taun	
wildtauntaun	Bareback Taun-Taun	
rancor_vehicle	Mountable Rancor	
wampa_vehicle	Mountable Wampa	
tie-bomber	TIE Bomber	
tie-bomber2	TIE Bomber	
tie-fighter	TIE Fighter	
x-wing	X-Wing	
z-95	Z-95 Headhunter	

The basic swoop comes in a random colour; the swoop from cinematics has no turbo mode; multiplayer swoops are damaged by any impact.

Because some vehicles use the Jump key to become airborne, they are exited with the Use key, despite messages to the contrary.

Most vehicles will usually spawn without weapons, but it's not clear why they *will* sometimes be armed.

## NPC Force Powers

### Light Force Users

Tag	Character	LS	St	AD	Th	Ju	Pl	Ps	Se	Sp	Ab	Hi	MT	Pr	Dr	Gr	Lt	Rg
jedi *	Bearded Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi2 *	Tough Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedif *	Jan Ors Jedi	S	S	3	2	2	1	2	2	2	1	1	1	1				
jedimaster	Male Jedi	S	S	3	3	3	2	3	2	3	2	2	2	2				
jeditrainer *	Top-knot Jedi	2	D	3	3	3	2	3	2	3	2	2	2	2				
jedi_hf1	Female Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi_hf2	Female Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi_hm1	Male Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi_hm2	Male Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi_kdm1	Kel Dor Jedi	S	S	3	-	2	1	2	1	1	1	1	1	1				
jedi_kdm2	Kel Dor Jedi	1	ms	3	2	2	3	2	1	2	2	2	1	2				
jedi_rm1	Rodian Jedi	1	fm	3	2	3	1	2	1	3	2	1	1	1				
jedi_rm2	Rodian Jedi	1	fm	3	2	3	1	2	1	3	1	2	1	2				
jedi_tf1	Twilek Jedi	S	S	3	-	2	1	2	1	2	1	1	1	1				
jedi_tf2	Twilek Jedi	1	fm	3	2	3	1	2	1	3	1	2	1	2				
jedi_zf1	Zabrack Jedi	1	fms	3	2	2	1	2	1	2	1	1	1	1				
jedi_zf2	Zabrack Jedi	2	D	3	2	2	1	2	1	2	1	1	1	1				
kyle	Kyle Katarn	1	fms	3	3	3	3	3	3	3	3	3	3	3		3	2	
kyle_boss	Kyle (Korriban)	1	fms	3	-	3	3	3	3	3	3	3	3	3		3		
luke *	Luke Skywalker	1	fms	3	3	3	3	3	3	3	3	3	3	3				
rosh_penin	Rosh Penin	1	s	3	2	3	3	2		3								
rosh_penin_noforce	Rosh Penin (start)	-	-	-	-		1											
rosh_dark	Dark Rosh Penin	1	s	2	2	2	2	2		2	1			1		2	1	1

### Key

#### Lightsaber Types (LS)

1	Single Lightsaber
2	Dual Lightsabers
S	Saber Staff

#### Lightsaber Styles (St)

f	Fast
m	Medium
s	Strong
d	Desann
t	Tavion
D	Dual
S	Staff

### Lightsaber and Force Powers

AD	Saber Attack/Defense
Th	Saber Throw
Ju	Force Jump
Pl	Force Pull
Ps	Force Push
Se	Force Sense
Sp	Force Speed
Ab	Force Absorb
Hi	Force Heal
MT	Jedi Mind Trick
Pr	Force Protect
Dr	Force Drain
Gr	Force Grip
Lt	Force Lightning
Rg	Dark Rage

### Dark Force Users

Tag	Character	LS	St	AD	Th	Ju	Pl	Ps	Se	Sp	Ab	Hi	MT	Pr	Dr	Gr	Lt	Rg
alora	Alora on Hoth	1	fm	2	2	2	2	2		2								
alora_dual	Alora on Taspir	2	D	3	3	3	3	3		3						2	2	3

Tag	Character	LS	St	AD	Th	Ju	Pl	Ps	Se	Sp	Ab	HL	MT	Pr	Dr	Gr	Lt	Rg
cultist	Green Cultist	-	-	-	-	3	2	2		2					1	1	1	
cultistcommando	Green Cultist	-	-	-	-	2												
cultist_destroyer	Exploding Cultist	-	-	-	-	3												
cultist_drain	Red Cultist	-	-	-	-	1		3							3			
cultist_grip	Green Cultist	-	-	-	-	1	2	3								2		
cultist_lightning	Blue Cultist	-	-	-	-	1		3									3	
cultist_saber	Yellow Cultist	1	f	1/3	-	1												
_throw	Yellow Cultist	1	f	1/2	1	1												
_med	Yellow Cultist	1	m	2	-	1												
_med_throw	Yellow Cultist	1	m	2/1	2	1												
_strong	Yellow Cultist	1	s	3/1	-	1												
_strong_throw	Yellow Cultist	1	s	3/1	2	1												
_all	Yellow Cultist	1	fms	3	-	1												
_all_throw	Yellow Cultist	1	fms	3/2	2	1												
cultist_saber2	Yellow Cultist	1	f	2/3	-	1		1										
_throw2	Yellow Cultist	1	f	2	1	1		1										
_med2	Yellow Cultist	1	m	3	-	1		1										
_med_throw2	Yellow Cultist	1	m	2	2	1		1										
_strong2	Yellow Cultist	1	s	3/2	-	1		1										
_strong_throw2	Yellow Cultist	1	s	3/2	-	1		1										
_all2	Yellow Cultist	1	fms	3	-	1		1										
_all_throw2	Yellow Cultist	1	fms	3/2	2	1		1										
desann *	Desann	1	d	3	3	3	3	3	3	3					3	3	3	3
reborn *	Yellow Reborn	1	f	1	-	1				1								
rebornacrobat **	Reborn	1	m	1	-	2				1								
rebornboss *	Red Reborn	1	fms	3	2	2	1	2	1	2					1	2		1
rebornchiss	Reborn Chiss	2	D	2/3	2			2	1	1								1
rebornfencer **	Reborn	1	f	2/3	2			2		1								1
rebornforceuser **	Reborn	1	m	1	-	1	1	2	1	1								
dkothos	Cowled Reborn	-	-	-	-	3		3		2	2			2	2	2	2	
vkothos	Cowled Reborn	-	-	-	-	3		3		2	2			2	2	2	2	
rebornmaster	Reborn Master	1	fms	3	3	3	3	3		3	2	3		2	2	3	3	3
rebornmasterdual	Reborn Master	2	D	3	3	3	3	3		3	2	3		2	2	3	3	3
rebornmasterstaff	Reborn Master	S	S	3	3	3	3	3		3	2	3		2	2	3	3	3
rebornrodian	Reborn Rodian	2	D	2/3	2	3	1	1	1	2								
reborntrandoshan	Trandoshan	1	fms	2/3	-	2	2	2							1	1		1
rebornweequay	Weequay	1	fms	2/3	1	2	3	3							1	1		2
reborn_dual	Red Reborn	2	D	3	2	3	2	3	2	3					2	2	1	2
reborn_dual2	Blue Reborn	2	D	3/2	2	3	1	2		1								1
reborn_new	Red Reborn	1	fms	3	2	3	2	3	2	3					2	3	1	2
reborn_new2	Blue Reborn	1	fms	3/2	2	3	1	2		1						2		1
reborn_staff	Red Reborn	S	S	3	2	3	2	3	2	3					2	2	1	2
reborn_staff2	Blue Reborn	S	S	3/2	2	3	1	2		1								1
saber_droid_training	Saber Droid	1	f	1	-													
saber_droid	Saber Droid	1	f	3	-													
shadowtrooper *	Shadowtrooper	1	fms	3	2	3	2	3	2	3					2	2	1	2
shadowtrooper2 *	Shadowtrooper	1	fms	3	2	3	2	3	2	3					2	2	1	2
tavion *	Tavion (Bespin)	1	t	3	3	3	2	3	1	3					1	2	2	2
tavion_new	Tavion on Vjun	1	t	3	3	3	2	3	1	3					2	3	2	2
tavion_scepter	Tavion (Korriban)	2	D	3	3	3	3	3		3								
tavion_sith_sword	Possessed Tavion	1	d	3	3	3	3	3		3					3	3	3	3

## Setting Lightsaber Styles

### **Standard Lightsaber**

medium, fast, strong — the standard styles, each with their own kata.  
desann, tavion — fancy styles from Jedi Outcast, with the colour and kata of strong and fast, respectively.

### **Dual Lightsaber**

dual — standard style for two lightsabers, with kata.  
fast — single-blade style, but without kata.

### **Double-Bladed Lightsaber**

staff — standard style for double-bladed lightsaber, with kata.  
medium — single-blade style, but without kata.

When you have dual or double-bladed lightsabers, you can't change the available styles. Any changes instead apply to your underlying standard lightsaber, so you can only access them when you change back to a standard lightsaber.

There are three ways to change the styles you can access:

#### **1) Choose just one style.**

`setsaberstyle [style]` — [medium, fast, strong, desann, tavion]

Removes all other styles, gives you the style specified without changing your lightsaber, and switches into it (if you currently have just a single lightsaber).

`setsaberstyle staff` — doesn't do anything  
`setsaberstyle dual` — okay if you don't add other styles

With a standard lightsaber, you can set the style to **dual**, but if you add any other styles, you won't be able to switch properly. Still, it can be fun to see how the **dual** moves look with just one lightsaber.

#### **2) Add a style.**

`addsaberstyle [style]` — [medium, fast, strong, desann, tavion]

Adds the specified style while keeping your existing styles.

`addsaberstyle staff` — doesn't do anything  
`addsaberstyle dual` — not recommended

Again, you can add **dual** style, but you won't be able to switch styles properly.

#### **3) Change your saber type.**

`saber [n]` — Switch to standard lightsaber  
`saber [n] [n]` — Switch to dual lightsabers  
`saber dual_[n]` — Switch to double-bladed lightsaber

where [n] is a number representing the hilt type.

The first two don't change the available styles, but this is how you change back to a standard lightsaber to see the styles you've added.



The third form is much more interesting. It effectively adds **fast** and **staff** styles to your standard lightsaber (once you switch back). This is the only way to add **staff** style to your standard lightsaber, and unlike **dual** style, it's completely stable. Because a standard lightsaber has only one blade, it looks like you're holding it back-hand, but you get the full kata and everything. The style colour indicator is yellow.

So, you can't really change the available styles when you have dual or double-bladed lightsabers, but you can get as many as 6 styles with the standard lightsaber. Here's the full sequence (all of which can be bound to a key):

saber dual_1	— Adds <b>fast</b> and <b>staff</b> styles
saber [n]	— Switches back to standard lightsaber
addsaberstyle strong	— Adds <b>strong</b> style
addsaberstyle desann	— Adds <b>desann</b> style
addsaberstyle tavion	— Adds <b>tavion</b> style

## **Level Stats**

At the end of most levels, you're shown a screen of your force use statistics. In Jedi Outcast, you were also given weapon use statistics. It's possible to access these additional statistics in Jedi Academy, and to view statistics for multi-part levels.

When you finish a level, values are written to a number of game variables of the form `ui_stats_[stat]`. If you start the next level without quitting the game, you can access these variables by typing the variable name in the console (cheats don't need to be enabled). You get a line of output like this:

```
"ui_stats_accuracy" is:"50%" default:"75%"
```

The first number is the value for the previous level. The "default" value is actually the value from the previous time you completed a level — for example, if you finished a level but didn't like the outcome, went back to a quick-save and finished it again. You can also take a screenshot of the level stats screen.

Note: `ui_stats_` from the first level are cleared at the start of the training level. Bring up the console during Luke's introduction to the Academy and enter the codes manually.

Here's how to keep track of your performance:

### **1. Take a screenshot of the level stats screen.**

When the game displays it's level stats screen, move the cursor off-screen and bring up the console (SHIFT-~). Type the following command to take a screenshot, press ENTER and immediately close the console (~):

```
wait 300; screenshot
```

Wait until you get confirmation at the top of the screen before proceeding. You can read the `ui_stats_` variables directly at this time, but you'll have to examine each one separately. It's better to bind multiple variables to a single keystroke, eg:

```
bind KP_5 "ui_stats_absorb; ui_stats_heal; ui_stats_mindtrick"
```

The game remembers the binding, but you can only use it when in play.

## 2. Save **ui\_stats\_** variables to a text file.

Start any new level, clear the console with **clear** and type the name of any **ui\_stats\_** variable. Or if you have key bindings, exit the console and press the appropriate keys.

Back at the console, **condump [filename]** outputs the contents of the console to a text file in **JediAcademy\GameData\Base\**

The full list of variables, in preferred order, is:

ui_stats_enemieskilled	ui_stats_speed
* ui_stats_shots	✖ ui_stats_defense
* ui_stats_hits	✖ ui_stats_offense
* ui_stats_accuracy	✖ ui_stats_throw
* ui_stats_fave	ui_stats_absorb
ui_stats_secretsfound	ui_stats_heal
ui_stats_thrown	ui_stats_mindtrick
ui_stats_blocks	ui_stats_protect
ui_stats_legattacks	ui_stats_drain
ui_stats_armattacks	ui_stats_grip
ui_stats_bodyattacks	ui_stats_lightning
ui_stats_jump	ui_stats_rage
ui_stats_pull	
ui_stats_push	
ui_stats_sense	

\* Not shown at end-of-level.

✖ Useless: first two are always 0, and the last always equals **\_thrown**.

Note that, as in Jedi Outcast, hits by a Tenloss Disruptor Rifle don't count as hits.

Shots fired from a vehicle don't count as shots, but may count as hits.

Lightsaber hits on "Boba Fett" are also not counted.

## Secret Areas

(Items listed for Jedi difficulty.)

### 3. Mercenary Activity — Tatooine

{t1\_sour} [1 Secret]

[Special 1] After Jaden says, “We need more cover — let’s get back to our ship,” you come out into a docking bay with two assault transports. Once you take out the last Mercenary, a door will open in the middle bay along the outer wall and two more will race out. Inside is a Shield Regenerator and two security monitoring stations.

[Secret 1] After the tractor beams have activated, the next docking bay contains the Raven’s Claw. Turn to the right, and against the outer wall is a small crate-filled alcove. Jump over the crates (Large Shield Booster & TDs).

[Note: secret doesn’t register at end-of-level.]

[Special 2] When you enter the room with two Trip Mine beams across your line of sight, don’t destroy the yellow crate directly in front of you (about half-way down the room). Instead, once you’ve disposed of your enemies, use it jump onto the larger crate (Medpacks & Large Shield Booster).

[End of Level] Kill the last Mercenary in the Millennium Falcon’s bay.

### 4. Droid Recovery — Tatooine

{t1\_surprise} [1 Secret]

[Secret 1] In the first indoor area, when you reach a large ramp up to the right, go straight instead, then through a small doorway (Large Shield Booster).

[Note: secret doesn’t register at end-of-level.]

[End of Level] After the R5 droid drops onto the sand, kill the last Tusken Raider.

### 5. Emergency Assistance — Bakura

{t1\_fatal} [5 Secrets]

[Secret 1] Inside the first room, slash the grate behind you and on your right (Medpack & Small Shield Booster).

[Secret 2] Once the Stormtroopers open the door from the first room, crouch under the ramp in the next (Large Shield Booster & TDs).

[Secret 3] Outside, to the right of the E-web, is a descending elevator. Go down and follow the wall around to the left (Medpack & TDs).

[Secret 4] Behind the third explosive are several large tanks. Go around them to the left (Medpack & Small Shield Booster).

[Secret 5] In the room with the power generators and glass bridges, follow the glass bridge to its end, jump up and go behind the fourth generator, to its left side (Medpack & Large Shield Booster).

[End of Level] Get back to your ship.

## 6. Merchant Rescue — Blenjeel

{t1\_danger} [0 Secrets]

[End of Level] Attach the fourth replacement part.

## 7. Cult Investigation — Corellia

{t1\_rail} [3 Secrets]

[Secret 1] From your starting point, follow the ledge around to the right (Medpack, Small Shield Booster & Det Packs).

[Secret 2] When you come down off the high pipes, onto a tram car with a big tank and two, yellow-striped levels, jump onto the car in front, turn around and come back to the lower level (Medpack, Small Shield Booster & Ammo Regenerator).

[Secret 3] Before going inside the front tram car, follow the ledge around its side and get up on the roof (Medpack & Small Shield Booster).

[End of Level] Activate the tram brakes.

[Note: ui\_stats\_ may not be updated going into the Hoth levels.]

## 8. Ice Planet Hoth

{hoth2} [6 Secrets]

[Secret 1] From where you start, go into the cave behind your X-Wing and take out the Wampa (Medpack, Small Shield Booster & Trip Mines).

[Secret 2] Past the first lot of Stormtroopers, you enter a cave. A Wampa guards a branch to the right (Medpacks, Large Shield Booster & Trip Mines).

[Secret 3] Once inside the Imperial installation, take the lift on your right up, turn around and slash the grate (Large Shield Booster).

[Secret 4] In the next room, straight ahead is a control panel on the right that fires an Ion Cannon. Just past it is a wall of ice that you can Push (Medpack, TDs & Trip Mines).

[Secret 5] As soon as you go outside again, turn left and follow the curve of the building, and take out the Probe Droid (Blaster Ammo & TDs).

[Secret 6] When you reach the impassable front door of Echo Base, follow the wall around to the left until you reach a deep ice gorge (Medpack & Trip Mines).

[End of Level] Inside the AT-AT, drop down the hole in its second level. It may be possible to jump back up the ladder, but you must crouch to get onto a step.

## 9. Echo Base

{hoth3} [2 Secrets]

[Secret 1] Soon after leaving the hangar, head right at the t-junction (Medpack & Small Shield Booster).

[Secret 2] Go through the medical area with cylindrical, blue bacta tanks, through the room with medical beds and into a darkened alcove with steel walls on the right (Medpack, Small Shield Booster & Det Packs).

[End of Level] Damage Alora enough to make her flee (no chance to save).

## 10. Rescue Mission — Nar Kreeta

### {t2\_rancor} [3 Secrets]

[Secret 1] From the starting point, turn around and face out of the pipe. Jump out of the pipe, veering left, and turn further to the left to land on a rock outcrop or on the metal supports. Jump from rock ledge to rock ledge until you reach the watch tower (Trip Mines, Det Packs & TDs). To get back, get on top of the pipe (but not in the middle, as it protrudes further than the rounded part), walk backwards, then forwards as you drop.

[Secret 2] From the first hallway, go up the ramp to the right and slash the mesh door in the right wall (Power Cell Ammo).

[Secret 3] Behind the bar, at its far end, slash the small shelf of bottles (Large Shield Booster). Force Sense can help locate the spot.

[End of Level] Go back to the pipe you started in and move towards its end.

## 11. Meet Contact — Zonju V

### {t2\_trip} [0 Secrets]

[End of Level] After jumping the chasm using turbo, you pass a building on the left. Shortly thereafter, you take a sharp turn to the left, then a building much like the start of the level appears before you. Save before you get too close.

## 12. Covert Operation — Kril'dor

### {t2\_wedge} [2 Secrets]

[Secret 1] When you reach the bridge to the Communications Array roof, jump up on the ledge to your right and follow it around to a pipe that leads onto the roof of the Command Tower (Medpack, Trip Mines & TDs). Return by the same ledge.

[Secret 2] When you board the lift to descend from the Comms Array bridge, turn to the left, past the tower wall, and jump onto the ledge on the left (Medpack & TDs).

[End of Level] Get back to your ship.

## 13. Capture Crime Lord — Coruscant

### {t2\_rogue} [1 Secret]

[Secret 1] Once you take out the first Assassin Droid, turn back to the freight door and use the crate to get on top of it. Jump up on the higher ledge and follow it to the left (Large Shield Booster). [Note: secret doesn't register at end-of-level.]

[End of Level] In Racto's office, kill the last Assassin Droid.

## 14. Cult Investigation — Dosuun

### {t2\_dpred} [2 Secrets]

[Secret 1] Soon after reaching the second floor, you enter a room with a padded office chair. Turn around and jump up to the ledge in the wall behind you (DEMP Gun).

[Secret 2] From the firing range, go back one room and destroy the yellow crate on top of the larger crate. Jump up there, then down the other side (Shield Regenerator & Det Packs).

[End of Level] Kill Rax.

## 15. Vjun

### {vjun1} [5 Secrets]

**[Secret 1]** At the start of the level, before you go inside, go back down the outdoor ramp and drop off the end. Turn around and come back under the main doors, veering left of the support wall (Medpack, Large Shield Booster).

**[Secret 2]** After the first control room, go down a hall, take out the Stormtroopers and turn back around. Behind you are doors to left and right. Out the left door (as you first passed it) are two Hazard Troopers (one up high). Further out, destroy a panel on the nearest portion of the broken, circular platform (TDs).

**[Secret 3]** Out the right door is another Hazard Trooper (up high). Back out the left door, use the crates to jump up onto the roof of the corridor you came from. The central depression is safe from acid rain, so recharge here before jumping over the roof beams to the right (Medpack & Det Packs).

**[Secret 4]** When you reach the E-Web on the canyon floor, go under the bridge on your left, formed by an earlier corridor, then turn right behind the support pillar and jump over the slope onto some packing containers (Large Shield Booster).

**[Secret 5]** Rather than crossing the second bridge over the moat to continue with the level, continue up the left side of the moat, right to the end. The trip takes slightly more than 10 seconds each way, so wait for your first lot of protection to wear off at the far end and use the Shield Booster (Medpack & Small Shield Booster).

**[Special 1]** In the courtyard, opposite the ramp is a large bastion with two large pipes. As you face it, the back of the pipe on the left has a breakable hatch. You can't get in there, but you can pull the items out (lots of Det Packs).

**[Caution]** When you first jump the stepping stones and are attacked by TIE Bombers, Kyle will come with you. If you go back to earlier parts of the level, Kyle is unable to negotiate the stepping stones, and falls in the drink. If you get far enough away from Kyle, his death won't end the level (he respawns inside the courtyard).

**[End of Level]** After taking out the TIEs, take the elevator down and go to the end of the canyon on the right. Note that the overhang here won't protect you. Go through the door to the castle proper.

## 16. Bast Castle Lower Floors

### {vjun2} [4 Secrets]

**[Secret 1]** In the starting hangar, use the sloped wall to jump up to the catwalk next to the AT-ST (Medpacks & TDs).

**[Secret 2]** From the Garbage Compactor control room, there's a t-junction on your left. Go right to help Kyle with some Cultists, or left for supplies. At the end of the hall, pull the big crate towards you and go through the exposed crawlway. Inside, there are items on two levels (Medpacks, Large Shield Booster & E-11s).

**[Secret 3]** When riding the air currents, position yourself over the red light to drop down to a ledge you passed on the way up (Medpacks, Large Shield Booster & TDs). You may find it difficult to get all the way around; the Medpacks are most easily reached on the way up initially.

**[Secret 4]** Once you get above the four-armed laser machine and rejoin Kyle, go back the way Kyle came, to the upper level of the previous room and jump onto the ledge (Medpack, Large Shield Booster & Trip Mines).

**[Special 1]** In the four-armed machine's control room, drop under the glass floor (Shield & Ammo Regenerators).

**[Special 2]** In the energy beam room at the end of the level, jump onto the porch without any crates (Medpacks & TDs).

**[End of Level]** Use Force Pull on the fourth reflector.

## **17. Bast Castle Interior**

**{vjun3} [0 Secrets]**

**[End of Level]** Strike Rosh down (no chance to save).

## **18. Cult Activity — Chandrila**

**{t3\_rift} [4 Secrets]**

**[Secret 1]** After surviving the disintegrating platform, cross to the right side of the chasm. Use the door pillars on the left to jump up to a platform and head down the passage to a rock-fall (Medpack & Large Shield Booster).

**[Secret 2]** After the Dwarven Hall, drop down to a ledge on your left, then jump back up to a niche in the wall (Rocket Ammo).

**[Secret 3]** Drop down another level and follow the chasm wall to the right, jumping across the gap and into a guarded archway (Large Shield Booster).

**[Secret 4]** After Speed-Jumping across the broken bridge, go down a ramp to the left to a broken platform, with a crystal hanging in front of you (you can also drop down the broken pillar and take the ramp up to this platform from below). Jump up to the ledge above the crystal, then up onto a large, square structure (Rocket Ammo). Drop onto another bridge and follow the ledge left and right (Medpacks & Large Shield Booster).

**[End of Level]** After sealing the sarcophagus and evading a collapsing ceiling, jump across to the other side of the disintegrating bridge.

## **19. Cult Investigation — Tanaab**

**{t3\_stamp} [2 Secrets]**

**[Secret 1]** At the end of the long hallway, a switch activates a crane. Jump onto the crates the crane passed over, then up again, onto the wall of the long hallway. Follow it to the end and jump over to a ledge on your right, in front of the blue force shield. Enter an alcove to the left (Medpack & Large Shield Booster). Once the Rancor gets into the subsequent room, you can't get back up here.

**[Secret 2]** After entering the door into the final control room area, a door on the right leads into the freight conveyor where you want to lure the Rancor. At the end of the conveyor is another control room, on the left (Medpack & Large Shield Booster).

**[End of Level]** Activate the switch outside the control room area to drop the crate, go through into the control room, make sure the Rancor's on the conveyor, avoid him reaching in, and flick the switch to activate the conveyor.

## 20. Dismantle Device — Yalara

{t3\_hevil} [1 Secret]

[Secret 1] When you reach the tower with switchback stairways within, break the floor under the stairs and drop down (ammo).

[End of Level] Set the fourth explosive.

## 21. Force Theft Investigation — Byss

{t3\_byss} [1 Secret]

[Secret 1] After disarming the Tractor Beam, drop down into the area below, using the sloped floor to reduce damage. Look behind the lift back up (Medpack & Large Shield Booster). [Note: secret doesn't register at end-of-level.]

[End of Level] Kill the last Stormtrooper in the hangar bay.

## 22. Weapon Destruction — Ord Mantell

{t3\_bounty} [1 Secret]

[Special 1] Head out the door behind your ship, head right and through the door. Turn right again and through a light well. When you see a bulging pillar ahead of you, turn right and go up the lift for a breather (Medpacks, Rocket Ammo & TDs).

[Secret 1] In the room with the planetary holo, go to the right of the ramp out, Jump-Crouch onto the yellow packing containers and drop down behind (Power Cell & Rocket Ammo). Also look under the ramp (Rocket Ammo), but not if "Boba Fett" is nearby.

[End of Level] Damage "Boba Fett" enough to scare him off (hard to save).

## 23. Taspir III

{taspir1} [4 Secrets]

[Secret 1] When you emerge from the second level of the first tower, look around the side of the tower to the right and jump across to the ledge (Medpack & Rocket Ammo).

[Secret 2] At the end of the first natural area, joining towers 2 and 3, go around the right side of tower 3 and jump up three ledges (Medpacks, Small Shield Booster & Large Shield Booster).

[Secret 3] After the small tower 4, the path wends its way around a rock outcrop to reach tower 5. Before entering the tower, drop off the end of the walkway, turn around to walk between the tower and the cliff, then slide down the slope to a ledge on the right (Medpack, Large Shield Booster & Rocket Ammo).

[Secret 4] When you reach the bottom of tower 5, drop down into the central pit (Medpack & Large Shield Booster).

[Special 1] After the tower with Imperials chatting behind a power generator, jump across to a ledge to the left of the entrance to the next tower (Small Shield Booster).

[End of Level] Take out the Reborn Master on the high bridge out of tower 1, cross the bridge and go through the door.



## 24. Imperial Power Station

### {taspir2} [6 Secrets]

[Secret 1] Beyond the water room, under the molten metal pipes, take the left branch of the t-junction and jump up onto the far, angled pipe (Large Shield Booster).

[Secret 2] When Alora appears again, get up on the catwalk below her balcony, face the back of the balcony and head right. Jump across to a columned ledge off the end of the catwalk (Medpack & Large Shield Booster).

[Secret 3] When you reach the Communications Dish outdoors, jump over and behind it (Medpack & Small Shield Booster). Jump back from the top of the dish.

[Secret 4] In the hall where the floor dips and comes back up, use the side ledges to jump up above the far exit (Medpack & Large Shield Booster).

[Secret 5] When you reach the lowest stationary conveyor, drop to the chasm floor and crouch to enter the stone porch (Rocket Ammo).

[Secret 6] At the end of the stamping machine conveyor, go down the ramp on the right side of the conveyor and follow it back to the side of the stamping machines (Medpack & Large Shield Booster). Save this for after one more opponent.

[Special 1] Before you jump up onto a suspended platform, jump over the ridges to the left side of the room below (Shield Regenerator & Ammo Regenerator).

[End of Level] Kill Alora.

## 25. Sith Crypts

### {kor1} [3 Secrets]

[Secret 1] Before pushing three statues to descend the coffin, go back into the hallway and use the door lintel to get onto the rafters overhead. Jump from beam to beam to the ledge at the end (Medpack & Large Shield Booster).

[Secret 2] In the room with two large, square blocks on a dais and a path between them, jump onto one of the blocks, then onto a door lintel against the wall, then onto a ledge above the room's entrance and into the large alcove (Large Shield Booster & Rocket Ammo).

[Secret 3] When you reach the shaft over a lava pit, rather than dropping down from beam to beam, go up to the topmost beam (Large Shield Booster & Rocket Ammo).

[End of Level] Once you take down the Reborn Master, go through the door he was defending, then under another arch.

## 26. Sith Ruins

### {kor2} [2 Secrets]

[Secret 1] When you reach the first pit, drop down to the rock on your left, then jump up into the blocked doorway (Large Shield Booster). You may wish to jump across the chasm to take on the Reborn Master, first.

[Special 1] Inside the pyramid, when you get up to the exit level, look across to another ledge, most easily reached from below (Medpack & Small Shield Booster).

**[Special 2]** Use the broken pillars to jump up to the pillared platform and go to its rightmost edge. Use the column protruding from the pit you earlier dropped into to get up to the roof. Speed-Jump across to the isolated section of roof (Large Shield Booster).

**[Secret 2]** From the top of the pillars, move back towards the Imperial Shuttles and Speed-Jump across to the large wall (or use the broken columns to jump up there from the ground). Move to the very end of the wall (Medpack, Large Shield Booster & Rocket Ammo).

**[Light Side End of Level]** Kill Tavion's Ragnos-possessed body (no time to save).

**[Dark Side End of Level]** Strike down Kyle (no time to save).

[ **Note:** `ui_stats_` are never set for this level, so you can only keep a manual tally. ]

**[Note on Saves]** Only the earliest 100 saves are visible at the Save and Load screens. Factoring in 29 auto saves and one quick save, that leaves room for 70 standard saves before they start disappearing. Save numbers continue to increment up to 99, so temporarily deleting earlier saves will make later saves visible again.

**[Notes on End of Level]** Some levels end when a particular enemy (or the last of a group) is killed. Usually, there is time to see the death animation and hit Esc for an end-of-level save before the final cut-scene triggers. The game sometimes appears to wait for Force Speed to expire, giving you a little extra time.

When the triggering enemy is a major character, the cut-scene can kick in *as* you strike your last blow. These levels are marked as “no time to save.”

Two levels do play the death animation, but it can be hard to see: Rax is often a long way away, and “Boba Fett” has a very short animation (as he actually flees).

Force Sense 3 can be used to judge when a boss is close to death, but it doesn't work well on Kyle, as he uses Force Heal, given any space.

**[ui\_stats\_ Variables]** These variables, holding statistics about what you did in the level, are set as part of the level end operation. They can be read out and condumped from the end-of-level screen or after starting the next level. If the “default value” and set value differ, the “default” comes from the previous level completion, which can be useful when cut-scenes intervene.

Three levels require extra attention. Variables for the first level, arriving on Yavin, can only be read out during the cut-scene in the Academy Hall, and not during the next level. The transition to the Hoth levels doesn't always set these variables, but it can usually be persuaded, given a strategic save-game. The last level never sets these variables, so you can only keep track manually.

## Character Attributes

	<i>Padawan</i>	<i>Jedi</i>	<i>Knight</i>	<i>Master</i>
Race				
Colour				
Head/Torso/Legs				
Lightsaber 1				
Lightsaber 2				

## Force Powers Selected for Each Level

<i>Level Name</i>	<i>Code</i>	<i>Padawan</i>	<i>Jedi</i>	<i>Knight</i>	<i>Master</i>	<i>Ideal</i>
3. Tatooine (Chewie)	t1_sour					4
4. Tatooine (Tuskens)	t1_surpris					2
5. Bakura (Disarm)	t1_fatal					3
6. Blenjeel (Sandworms)	t1_danger					1
7. Corellia (Tram)	t1_rail					5
<i>First Saber Style</i>						Str
10. Nar Kreeta (Rancor)	t2_rancor					1
11. Zonju V (Swoops)	t2_trip					2
12. Kril'dor (Gas Mine)	t2_wedge					3
13. Coruscant (Assassins)	t2_rogue					4
14. Dosuun (Capture)	t2_dpred					5
<i>Second Saber Style</i>						Two
18. Chandrila (Rift)	t3_rift					5
19. Tanaab (Rancor)	t3_stamp					3
20. Yalara (Noghri)	t3_hevil					4
21. Byss (Dreadnaught)	t3_byss					2
22. Ord Mantell (Boba)	t3_bounty					1

## Weapons Selected for Each Level

<i>Level Name</i>	<i>Code</i>	<i>Padawan</i>	<i>Jedi</i>	<i>Knight</i>	<i>Master</i>	<i>Ideal</i>
3. Tatooine (Chewie)	t1_sour					Disr, BC, TM
4. Tatooine (Tuskens)	t1_surpris					Disr, BC, TM
5. Bakura (Disarm)	t1_fatal					Disr, DEMP, TM
6. Blenjeel (Sandworms)	t1_danger					E11, Disr/BC, DP
7. Corellia (Tram)	t1_rail					Disr, BC, TD
8. Ice Planet Hoth	hoth2					BC, DEMP, DP
10. Nar Kreeta (Rancor)	t2_rancor					Disr, Fl, TD
11. Zonju V (Swoops)	t2_trip					(Rprr, Fl, TM)
12. Kril'dor (Gas Mine)	t2_wedge					Disr, DEMP, DP
13. Coruscant (Assassins)	t2_rogue					DEMP, Fl, TD
14. Dosuun (Capture)	t2_dpred					(DEMP, Fl, TD)
15. Vjun	vjun1					BC, DEMP, TM
18. Chandrila (Rift)	t3_rift					Disr, Rkt, TM
19. Tanaab (Rancor)	t3_stamp					Fl, Rkt, TM
20. Yalara (Noghri)	t3_hevil					BC, Rkt, TD
21. Byss (Dreadnaught)	t3_byss					BC, Conc/Rkt, TM
22. Ord Mantell (Boba)	t3_bounty					DEMP, Conc, TM
23. Taspir III	taspir1					Disr, DEMP, TM

Note: Where the ideal weapon choices are in brackets, the choice of weapons is largely irrelevant.

*These tables are designed to record your force and weapon choices where you play through the game once at each difficulty setting. The “ideal” weapon selection and level order should make things easier, but are by no means essential.*