

Introduction

The legendary power that created the Universe has become a force of destruction. It will consume the surrounding worlds if left unchecked, leaving everything void of Imagination and the spark of creation. Only the Nexus Force stands in the way of the impending disaster.



The tale began with the discovery of an ancient artifact that pointed to the Nexus, the last source of pure Imagination in the Universe. Four explorers joined together to seek out the Nexus: Duke Exeter, hero and dragon slayer; Dr. Overbuild, master builder; Hael Storm, explorer and treasure hunter; and Baron Typhonus, a mysterious scholar. The four explorers searched every corner of the Universe until at last they found the planet Crux, home to the Nexus.

On the planet, the four gathered around the Nexus and tapped into its power. The possibilities seemed endless, and each explorer had a vision. Duke Exeter imagined magnificent castles and glorious battles against dragons. Hael Storm envisioned a great sailing ship and many adventures on its mighty deck. With his powerful Imagination, Dr. Overbuild sparked the creation of a robot dog to assist in his work, and the dog sprang to life when a piece of the Nexus drifted over and touched his idea.

Worlds could have thrived with the power of Imagination, except Baron Typhonus had other plans. In his greed, he tried to control the power of creation himself. He imagined a powerful minion of darkness to do his bidding. Alas, the Baron had arrogantly assumed he could control the being of Chaos; when he could not, the minion attacked

Baron Typhonus and dragged him into the heart of the Nexus, where his dark ideas were consumed.

The Nexus became corrupted by the Baron's darkness and spawned a great Maelstrom that threatened to destroy everything around it. The three remaining explorers worked together to hold back the Maelstrom. Duke Exeter bravely held back the Maelstrom as Hael gathered bricks and Dr. Overbuild constructed a bulkhead that would seal the dark energy within the center of Planet Crux. Harnessing the strength of their collective Imagination, the three explorers sealed the Maelstrom within Crux.



For a moment, the evil was contained. However, the explorers underestimated the power of the Maelstrom and it tore the planet apart. The Maelstrom coalesced into a massive black hole of disorder and evil intent. Planet Crux had been shattered and its pieces now circled the Maelstrom as a system of fractured and diverse worlds.

Defying the odds, the three explorers survived the birth of the Maelstrom and the destruction of Planet Crux. They banded together, desperately searching for answers, and found one: The robot dog Dr. Overbuild had created still lived and contained a spark of the Nexus untouched by the Maelstrom. The three explorers added the power of their Imaginations to the spark and created a beacon of pure Imagination.

The light of this beacon has reached to the farthest edges of the Universe, inviting all Minifigures to join the struggle against the Maelstrom. Will you answer the call to save the Universe as a new member of the Nexus Force?

The Faction Leaders

Four champions for the forces of good lead the Factions into battle against Baron Typhonus and the Maelstrom. These four adventurers are the ultimate heroes for the Nexus Force, and they have kept the Universe from the brink of oblivion for many years.

Duke Exeter (The Sentinels)



Confident and charismatic, Duke Exeter wades into battle with a grin and a witty remark for every sword stroke. When Baron Typhonus corrupted the Nexus and evolved into the Maelstrom, Duke swore that he would not rest until the great evil was undone once and for all. He is the most powerful warrior in the Sentinel Faction and a role model for all knights and samurai.

Hael Storm (Venture League)



In times of danger, or an impending party, there's no one you'd want at your side more than the daring and cheerful Hael Storm. Adventure is his middle name, and Hael's natural curiosity drives him to explore every corner of every world surrounding the Maelstrom. The fearless and wisecracking leader of the Venture League invites anyone to join his Faction, as long as they love the mysteries of the unknown.

Dr. Overbuild (Assembly)



With a staggering Imagination to expertly craft the world around him, Dr. Overbuild fears very little, if anything. He believes that every problem has a solution so long as you think it through. He remains silently bitter over the betrayal of his former colleague, Baron Typhonus. As a master Quick Builder, Dr. Overbuild guides the Assembly with wisdom and justice.

Vanda Darkflame (Paradox)



Once the protégé of Baron Typhonus, Vanda Darkflame has relinquished her ties to her former master and opposes the Maelstrom with her ninjabot and sorceress powers. She studies the forbidden power coursing through the Maelstrom because she believes that to defeat an enemy, you must first understand it—and then turn its power against it. The mysterious and grim leader of Paradox allies with the other Factions, even if some are not comfortable with her dark and ruthless ways.

Factions and Specialty Kits

Strap on your pistols, grab your wand, put on your space helmet—once you choose a Faction in *LEGO Universe*, you transform from a regular Minifigure with a generic spear to a formidable warrior with a variety of powers to wield. You can hurl explosive balls of pure energy, charge at foes with super speed and set them on fire, summon combat-savvy creatures to fight at your side, and use tons of other abilities based on the Faction and Specialty Kit you ultimately choose.



There are four Factions in *LEGO Universe*: the builders of Assembly, the Maelstrom-investigating Paradox, the heavily armed champions of The Sentinels and the daring adventurers of the Venture League. Each Faction offers two Specialty Kits to start with: Engineer and Summoner for Assembly, Sorcerer and Space Marauder for Paradox, Knight and Samurai for The Sentinels, and Buccaneer and Daredevil for the Venture League. There's no going back once you choose a Faction, so make your selection very carefully!



You'll pick your Faction and first Specialty Kit once you reach Nimbus Station, the world after your adventures in Avant Gardens. One of the first Minifigures you meet just outside of Nimbus Plaza, Nexus Jay, gives you the mission that sets you up to choose your Faction. Before you do, though, several missions take you throughout Nimbus Station (and beyond) to try out all four Factions and see what they're about. After you've done your reconnaissance and completed the mission chain for Nexus Jay, you'll be able to pick a Faction and then a Specialty Kit within that Faction.



Your Specialty Kit gives you all of your powers, as well as bonuses to your Armor, Imagination and Life Points. When you choose a Specialty Kit, you automatically receive a special Book that unlocks the Kit's Rank 1 gear, including head gear, shirt, pants, and a weapon. You can buy more Specialty Kit items from your Faction vendor in Nimbus Plaza, but they will cost you lots of coins and Faction Tokens. You acquire Faction Tokens by smashing objects and enemies, as well as by completing missions and achievements. In order to wear any of the Rank 2 Specialty Kit items, you must first unlock your rank with a special Book available at the Faction vendor. After you earn all your Rank 2 gear, you can buy into the most powerful Rank 3 items.

These are the Armor bonuses you receive if you wear all of the items for a rank of your Specialty Kit.

Specialty Kit Armor Bonuses

| Specialty Kit | Rank 1 Armor Bonus | Rank 2 Armor Bonus | Rank 3 Armor Bonus |
|----------------|-----------------------|-----------------------|-----------------------|
| Knight | 2 | 2 | 3 |
| Samurai | 1 | 2 | 3 |
| Space Marauder | 1 | 2 | 3 |
| Sorcerer | 1 | 1 | 2 |
| Engineer | 1 | 2 | 3 |
| Summoner | 1 | 2 | 2 |
| Buccaneer | 2 | 2 | 3 |
| Daredevil | 2 | 2 | 3 |

These are the Imagination bonuses you receive if you wear all of the items for a rank of your Specialty Kit.

Specialty Kit Imagination Bonuses

| Specialty Kit | Rank 1 Imagination Bonus | Rank 2 Imagination Bonus | Rank 3 Imagination Bonus |
|----------------|--------------------------------|--------------------------------|--------------------------------|
| Knight | 1 | 2 | 3 |
| Samurai | 2 | 3 | 3 |
| Space Marauder | 2 | 2 | 2 |
| Sorcerer | 2 | 2 | 2 |
| Engineer | 1 | 2 | 3 |
| Summoner | 2 | 2 | 3 |
| Buccaneer | 3 | 3 | 3 |
| Daredevil | 3 | 2 | 3 |



Once you choose a Faction and Specialty Kit, you'll find that certain mission-givers have missions specifically for your Faction. These Faction-only missions are generally more advanced and reward you better.



This chapter is organized alphabetically by Faction. First you'll read about the Assembly Faction, then Paradox, The Sentinels, and the Venture League. Within each Faction section, you get two pages on each Specialty Kit. The first page gives you the full rundown on the Kit, and the second page shows you a visual diagram of all the Rank 1, Rank 2, and Rank 3 Specialty Kit items.



Read through the following pages to get a feel for your favorite Kits. Look at the Kit's skills and bonuses. Check out how the Specialty Kit looks at the Rank 1, Rank 2, and Rank 3 stages. After learning the ins and outs of the Factions, ask yourself: Who do you really want to be for the rest of your Nexus Force career?



Assembly

Imaginative thinkers, ingenious engineers, and brilliant inventors join Assembly to build new creations that strike fear into the minions of the Maelstrom. As builder in the Assembly Faction, you create mechanisms and creatures to fight for you and help your allies. Take a look at the two Assembly Specialty Kits, Engineer and Summoner, and see which might be right for you.

Engineer



An Engineer wears construction clothes such as hard hats and safety vests, and carries around a big wrench. Engineers build gun turrets to aid in combat, create magnets to lift foes in the air, repair Armor, and avoid interruptions while Quick Building. The Engineer also has the best all-around Armor and Imagination stats. Out of the eight Kits, the Engineer ranks second in Imagination and fourth in Armor.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Ellgren Stackwell, the Assembly Rep, sends you to seek out Mardolf the Orange in the Brick Annex. Mardolf hands you a set of Nimbus rocket parts and asks you to create a new rocket. Head over to the rocket builder across from Mardolf and create a new rocket using at least one Nimbus part. Return to Mardolf with your new rocket and he gladly gives you the Assembly Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Assembly, choose one of the two Kits, Engineer or Summoner. This will unlock that Kit's Rank 1 Gear once you speak to Ellgren Stackwell again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as an Engineer:

- Automatically restore 3 Imagination when you run out
- Immune to interruptions while Quick Building
- Deploy a very fast firing turret that attacks enemies when built
- Deploy a fortified turret that protects you and repeatedly attacks enemies in front of you
- Repair Armor for your team
- Call in a magnet to lift an enemy helplessly into the air for a short amount of time

Specialty Items

You automatically receive all of your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Engineer Controller 2 first, which gives you a new ability to call in a magnet and lift your enemy helplessly up in the air and out of combat for a short amount of time. At Rank 3, the Engineer Vest 3 gives you +2 Armor Points and +2 Imagination Points, plus the ability to deploy a fortified turret that protects you and repeatedly attacks enemies in front of you.



Rank 1



Rank 1 Specialty Kit Items

- 1 Engineer Helmet 1**
Deploys a moderately fast firing Quick Build turret that attacks your enemies when built
1500 25
- 2 Engineer Wrench 1**
Damage Combo: 1+2
Charge-Up: Repairs Armor for your team
1500 25
- 3 Engineer Pants 1**
+2
1500 25
- 4 Engineer Shirt 1**
+2 +1
1500 25

Rank 2



Rank 2 Specialty Kit Items

- 1 Engineer Helmet 2**
Deploys a fast firing Quick Build turret that attacks your enemies when built
3000 80
- 2 Engineer Wrench 2**
Damage Combo: 2+3
Charge-Up: Repairs Armor for your team—charge longer for more Armor
3000 80
- 3 Engineer Pants 2**
+1 +2
3000 80
- 4 Engineer Shirt 2**
+2 +1
3000 80
- 5 Engineer Controller 2**
+1
Calls in a magnet to lift an enemy helplessly into the air for a short amount of time
3000 80
- 6 Engineer Vest 2**
+1 +2
3000 80

Rank 3



Rank 3 Specialty Kit Items

- 1 Engineer Helmet 3**
+1
Deploys a very fast firing Quick Build turret that attacks your enemies when built
7500 180
- 2 Engineer Wrench 3**
+2
Damage Combo: 3+3
Charge-Up: Repairs Armor for your team—charge longer for more Armor
7500 180
- 3 Engineer Pants 3**
+2 +2
7500 180
- 4 Engineer Shirt 3**
+2 +2
7500 180
- 5 Engineer Controller 3**
+1 +2
Calls in a magnet to lift an enemy helplessly into the air for a short amount of time
7500 180
- 6 Engineer Vest 3**
+2 +2
Damage Combo: 2x16
Deploys a fortified turret which protects you and repeatedly attacks enemies in front of you
7500 180

Multi-Item Bonus

4 Pieces

Rank 1
+1 +2
Automatically restores 1 Imagination when you run out

Rank 2
+1 +1
Automatically restores 2 Imagination when you run out

Rank 3
+1 +2
Automatically restores 3 Imagination when you run out

+

5 Pieces

Rank 2
+1 +2
You are immune to interruption while Quick Building

Rank 3
+2 +2
You are immune to interruption while Quick Building

+

6 Pieces

Rank 2
+2 +2

Rank 3
+3 +3 +1



Summoner



A Summoner looks like a white fantasy wizard armed with an orb and staff. Summoners call forth creatures to attack, defend, and repair Armor. Summoners also avoid interruptions while Quick Building. Of the eight Kits, the Summoner ranks the best in Imagination but the worst in Armor.

How You Join



Once you reach Nimbus Station, speak with Nexus Jay at the base of the launch pad to Avant Gardens. Jay will ask you to see each of the four Faction

Representatives in Nimbus Plaza to earn Faction Badges. Ellgren Stackwell, the Assembly Faction Rep, sends you to seek out Mardolf the Orange in the Brick Annex. Mardolf hands you a set of Nimbus rocket parts and asks you to create a new rocket. Head over to the rocket Build area across from Mardolf and create a new rocket using at least one Nimbus part. Return to Mardolf with your new rocket and he gladly gives you the Assembly Faction Badge. You need all four Faction Badges before you can return to Nexus Jay and choose a Faction of your own. After choosing Assembly, choose one of the two Specialty Kits: Engineer or Summoner. This will unlock your Kit's Rank 1 Gear once you speak with Ellgren Stackwell again.

Specialty Kit Abilities

Assuming you are wearing all your Rank 3 Specialty Kit items and gain the multi-item bonus, here's what you can expect as an Summoner:

- Automatically restore 3 Imagination when you run out
- Immune to interruptions while Quick Building
- Summon a durable creature that attacks all nearby enemies
- Summon a second, fast-firing creature that attacks your enemies
- Summon a third creature that taunts and attacks enemies
- Repair Armor for your team

Specialty Items



You automatically receive all your Rank 1 items when you use the Kit's Rank 1 Book. When you reach Rank 2, look for the Summoner Orb 2 first, which summons a critter with a medium amount of Life that taunts and attacks enemies. At Rank 3, the Summoner Shoulderpad 3 calls forth Scratch, a special creature who attacks all nearby enemies.

Rank 1



Rank 1 Specialty Kit Items

- 1 Summoner Hat 1**
Summons a slow firing critter who attacks your enemies
1500 25
- 2 Summoner Staff 1**
Damage Combo: 1+2
Charge-Up: Repairs Armor for your team
1500 25
- 3 Summoner Pants 1**
+2
1500 25
- 4 Summoner Robe 1**
+1 +2
1500 25

Rank 2



Rank 2 Specialty Kit Items

- 1 Summoner Hat 2**
Summons a moderately fast firing critter who attacks your enemies
3000 80
- 2 Summoner Staff 2**
Damage Combo: 2+2
Charge-Up: Repairs Armor for your team—charge longer for more Armor
3000 80
- 3 Summoner Pants 2**
+1 +1
3000 80
- 4 Summoner Robe 2**
+1 +2
3000 80
- 5 Summoner Orb 2**
+2
Summons a critter with a medium amount of Life who taunts and attacks enemies
3000 80
- 6 Summoner Shoulderpads 2**
+1 +2
3000 80

Rank 3



Rank 3 Specialty Kit Items

- 1 Summoner Hat 3**
+2
Summons a fast firing critter who attacks your enemies
7500 180
- 2 Summoner Staff 3**
+2
Damage Combo: 2+3
Charge-Up: Repairs Armor for your team—charge longer for more Armor
7500 180
- 3 Summoner Pants 3**
+2 +2
7500 180
- 4 Summoner Robe 3**
+2 +2
7500 180
- 5 Summoner Orb 3**
+1 +2
Summons a critter with a medium amount of Life who taunts and attacks enemies
7500 180
- 6 Summoner Shoulderpads 3**
+2 +2
Damage Combo: 3x8
Summons Scratch who attacks all nearby enemies
7500 180

Multi-Item Bonus

4 Pieces

Rank 1
+1 +2
Automatically restores 1 Imagination when you run out

Rank 2
+1 +1
Automatically restores 2 Imagination when you run out

Rank 3
+1 +2
Automatically restores 3 Imagination when you run out

+

5 Pieces

Rank 2
+1 +2
You are immune to interruption while Quick Building

Rank 3
+2 +2
You are immune to interruption while Quick Building

+

6 Pieces

Rank 2
+2 +2

Rank 3
+2 +3 +1



Venture Explorer

World Overview

Imagination Bricks: 0

Flags: 0

Missions: 3

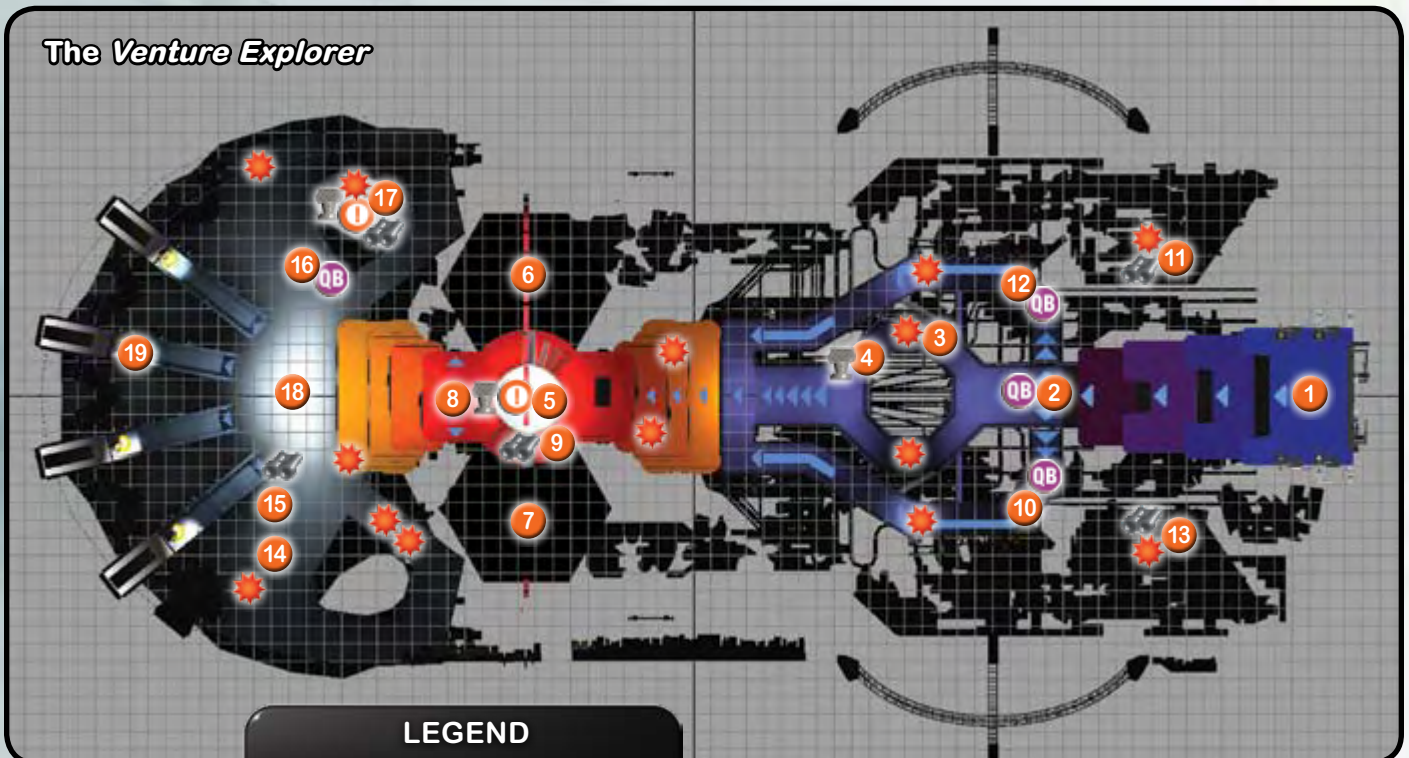
Pets: 0

Enemies: 0





Achievements: 7

Huge chunks have been blown off the *Venture Explorer*, and the floor shakes beneath your feet as you take your first steps as a Minifigure. You begin your exploration of the worlds around the Maelstrom on this damaged spaceship. You'll need the help of Bob and Sky Lane, crew members of the *Venture Explorer*, to escape the crippled ship before it explodes. Don't rocket off too quickly, because once you leave you're not coming back! Make sure you complete all three missions and seven achievements.

The Venture Explorer



LEGEND

-  Key Location
-  Mission Giver
-  Binoculars
-  Quick Build
-  Plaque
-  Smashable Item



Standard Missions

| Map Location | Mission Giver | Mission Name | Description | Item Rewards | Coins | Universe Points |
|--------------|---------------|----------------------|------------------------------|----------------------|-------|-----------------|
| 5 | Bob | Your Creative Spark | Find 6 Imagination power-ups | 6 Imagination Points | 100 | 5 |
| 5 | Bob | Bounce to Sky Lane | Speak to Sky Lane | None | 25 | 5 |
| 17 | Sky Lane | Not Enough Lifepods? | Collect 3 rocket parts | Thinking Hat | 100 | 5 |

Venture Explorer Achievements

| Name | Description | Rewards |
|-------------------------------------|--|---|
| Astro Nut | Find all three Classic Rocket modules | Classic Rocket Shirt, 5 universe points |
| Pod Person | Find all three Pod Rocket modules | Pod Rocket Shirt, 5 universe points |
| Rocket Roundup | Collect all of the modules for the Steampunk, Classic, and Pod Rockets | Astronaut Helmet, 10 universe points |
| Spaceship Observer | Use all 5 of the binoculars in the spaceship | 100 coins, 5 universe points |
| Steam Punk | Find all three Steampunk Rocket modules | Steampunk Rocket Shirt, 5 universe points |
| The <i>Venture Explorer's</i> Story | Read all the message plaques in the spaceship | 100 coins, 5 universe points |
| Your Creative Spark | Complete Bob's mission to unlock your Imagination | 5 universe points |

World Walkthrough



1 You enter the *Venture Explorer* in the blue section at the top of a series of steps. Follow the light blue arrows down to the circular platform while practicing basic movements. You want to be able to navigate the ship properly without falling over the edge to your (temporary) doom.



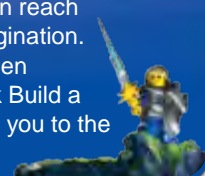
2 You'll spot a pile of LEGO bricks at the end of the light blue arrows. After you speak with Bob and complete the "Your Creative Spark" mission you can return and use your Imagination to build a bouncer out of the bricks. This bouncer shoots you straight towards Bob. It can be used as a shortcut if you don't feel like running back up to the red section again.



3 Circle around the edge of the platform and smash your first crate. The crates are color coded inside the *Venture Explorer*: red (rocket cockpit parts), yellow (rocket nosecone parts), and green (rocket engine parts). You'll want to smash any that you see to collect all the rocket parts, plus gain coins and Imagination.

TIP

Smash any crates in reach and fuel up on Imagination. You never know when you'll want to Quick Build a bouncer to catapult you to the right location.





Read the message plaque in front of the orange steps. You need to read all three plaques to complete “The *Venture Explorer’s* Story” mission. The other two plaques are located at map positions 8 and 17.



Bob runs the ship at this main control area and helps you to unlock your Imagination. Accept the “Your Creative Spark” mission and return to Bob once you’ve collected all six Imagination power-ups (map positions 6 and 7). After you’ve completed the mission he will give you the “Bounce to Sky Lane” mission that will eventually lead you off the ship.



Turn right and jump up the shifting platforms to collect the three Imagination power-ups on this side. Be very careful not to jump too far or you’ll plummet over the edge and smash deep below in the ship.



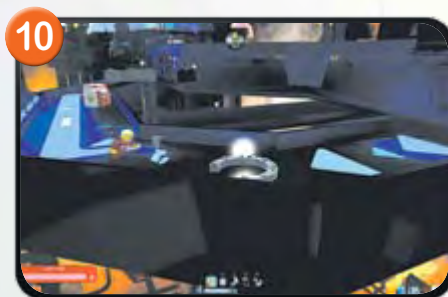
Cross to the other side and collect the final three Imagination power-ups on this side. Again, be careful not to fall over the edge as you make your way back to Bob.



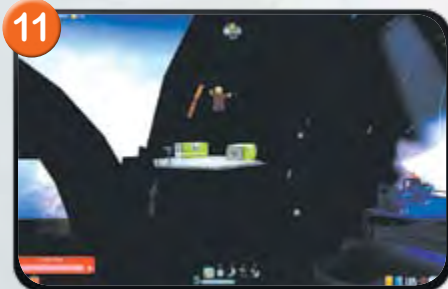
Read the second message plaque behind Bob’s instrument panels. Before entering the final section of the ship you’ll want to double back to finish collecting rocket parts and interacting with binoculars.



Look through the first of five binoculars scattered around the ship. View all five and you complete the “Spaceship Observer” achievement.



Return to the ship’s blue section and take the ramp to your right. You’ll find a pile of LEGO bricks at the far corner. Smash the nearby crates to collect more Imagination then Quick Build a bouncer out of the LEGO bricks. The bouncer vaults you to the platform at map position 11. It’s the only way to reach the crates and binoculars there.



When you land, smash open the green crates and collect any coins, Imagination, and engine parts that fall out. Green crates are scarce on the floor below, so stick around on the platform and keep smashing new crates that appear until you have Classic, Pod, and Steampunk engines. Use the binoculars before you jump down to the blue section below.



Search out another LEGO brick pile at the opposite corner of the blue section pathways and build a new bouncer. Use the bouncer to leap up to a second hidden platform in the blue section.

13



Just as you did with the previous hidden platform, smash open the green crates and collect any coins, Imagination, and engine parts that fall out. Continue smashing new crates that appear until you have Classic, Pod, and Steampunk engines. Use the third binoculars before you return to the ground floor.

14



Return to the orange steps descending to the escape pod section of the ship. If you haven't collected your rocket nose cones yet, now's a great chance to get them from the four yellow crates in the area.

15



Check out the fourth pair of binoculars near the yellow crates. You only have one more to go.

16



Quick Build a bouncer to vault up to Sky Lane's platform above. One the wall behind Sky Lane you can find a red, yellow, and green crate. It's a great spot to gather any rocket parts you may be missing.

17



Leap up to talk to Sky Lane with the help of the bouncer you quickbuilt. She will complete the "Bounce to Sky Lane" mission and give you the "Not Enough Lifepods?" mission which asks you to collect a rocket cockpit, engine, and nose cone. You only need one of each rocket part to complete the mission and leave the *Venture Explorer*, and it doesn't matter if you mix and match the Classic, Pod, and Steampunk parts. However if you want to complete all four of the rocket achievements you'll need three complete sets, which you should have if you followed the walkthrough carefully.

Once you complete the "Not Enough Lifepods?" mission Sky Lane will hand you the powerful Thinking Cap, allowing you to build your rocket and future models. View the platform's binoculars and message plaque to complete your final two achievements.

18



Jump back down to the escape pod area and approach the translucent rocket floating above the floor. Put on your Thinking Cap and you can use this area to build your first rocket. Drag a nosecone, cockpit, and engine part from your backpack to the translucent rocket to create a new rocket model. You can go with the Classic, Pod, or Steampunk looks, or mix and match for cool, funky variations.

CAUTION!

Don't place your rocket model on one of the escape pods unless you are fully prepared to exit the spaceship. Once you leave, you cannot come back to finish up any achievements.



19



With your new rocket model in your backpack, walk up to any of the four escape pods. Drag the rocket model to the escape pod and you'll automatically climb aboard your rocket and blast off for the next world, Avant Gardens. Prepare for more challenges, more puzzles, and your first taste of enemy combat!