

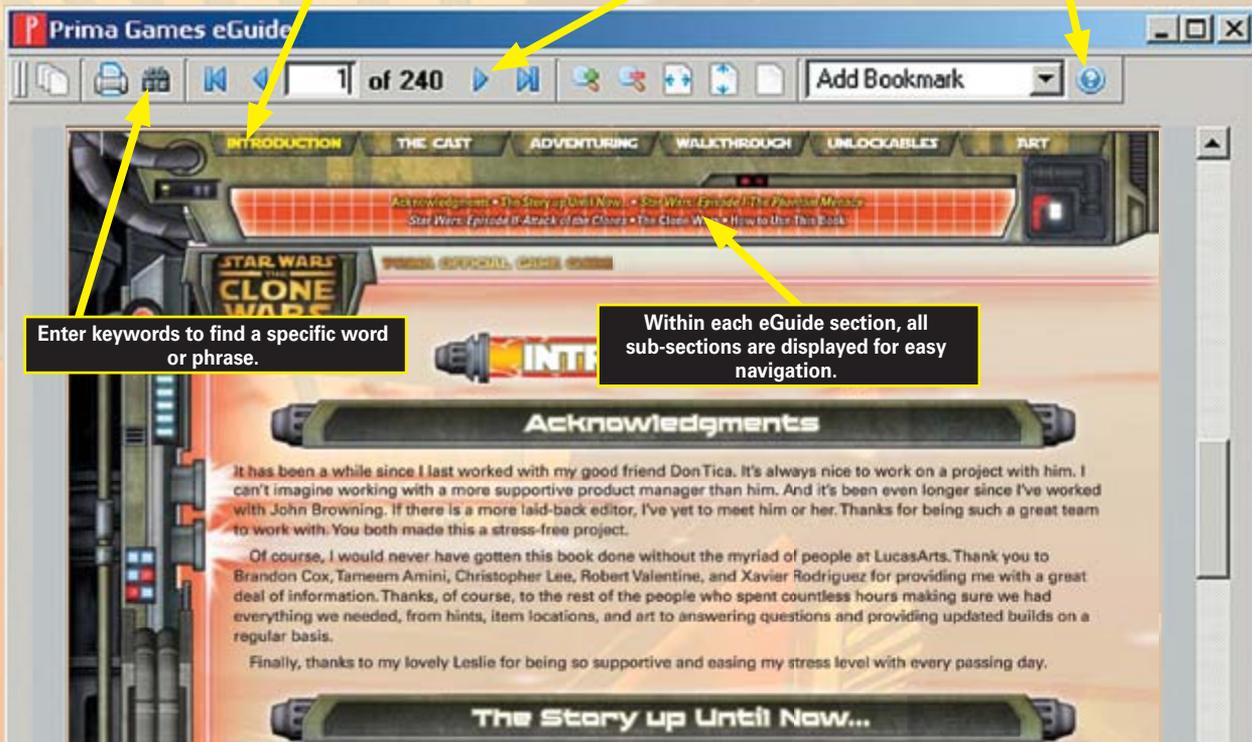
How to Use this Guide.

This *Star Wars The Clone Wars: Republic Heroes* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Star Wars The Clone Wars: Republic Heroes* at your fingertips. You can select the Introduction button from any eGuide page to return to the Introduction at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

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Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.



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If push comes to shove, droid-jack a spider droid. Their laser-sight targeting helps you lay waste to your enemies. While a sabotage droid can wipe out several clankers at once, their charge requirement wastes too much time and allows your competition to clean the area before you can even let the sabotage droid loose.

PSP NOTES

Takeover Takedown challenges are not available in the PSP version of the game.

Advanced Combat

It is often said that the Jedi, his lightsaber, and the Force are all intertwined. They are one. Therefore, a Jedi's fighting technique always combines all three to create one fluid, nearly unstoppable weapon. If a Jedi is not attacking with his blade, then he is using the Force. If he is not attacking with the Force, then he is using his keen intellect and Jedi wisdom to formulate a plan of attack. If he is not formulating a plan of attack, then he is letting his lightsaber dance with the enemy. At any given point in battle, the Jedi, his lightsaber, and the Force are always at work.

The following advanced combat techniques assume you're mastered the ability to string together simple lightsaber combos and use the Force to blast enemies from a distance. With the basics in mind, build upon your arsenal to become the most powerful Jedi possible.

NOTE

We have excluded clone troopers from the "Advanced Combat" section, because they cannot execute combos, use the Force, or droid-jack enemies.

Combination Attacks



After mastering simple multistrike combos with the lightsaber, you're ready to add multiple forms of attack to your technique. By combining lightsaber strikes with Force blows, you can effectively destroy large amounts of enemy droids in one long, fluid stream of attacks. Combination attacks are also used to increase your Combo meter to gain more points. Always open with at least one lightsaber attack or droid-hop for this purpose, and then do everything possible to avoid getting hit, as it will reset your Combo bar.

Generally speaking, large-sweeping and area attacks are best used early. This will kill all the battle droids in one hit and will weaken the others. Use lightsaber attacks to take out the small,

singular droids, as they will deflect fire and stun other droids with generally quicker animations, leaving you less vulnerable. Don't let your enemy get behind you when using lightsaber attacks, as you will *not* deflect fire. Time your strikes carefully to make sure you attack all of your enemies equally. Continue shifting your attacks between all surrounding enemies until only three or four are left; then double-jump atop one of them and either jack it or use a jump attack to crush the remaining droids.



ACT 1 • ACT 2 • ACT 3

Ryloth-Mission 1 • Ryloth-Mission 2 • Ryloth-Mission 3 • Ryloth-Mission 4 • Juma-9-Mission 1 • Juma-9-Mission 2 • Juma-9-Mission 3
 Ryloth-Mission 5 • Ryloth-Mission 6 • Ryloth-Mission 7 • Ryloth-Mission 8 • Juma-9-Mission 4 • Juma-9-Mission 5 • Juma-9-Mission 6

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ACT 1



The Clone Wars rage on! As a sign of good faith toward the Republic, crime lord Jabba the Hutt agrees to share information about Separatist smuggling activity in his territory with the Jedi. Rumors of war spread everywhere, and Obi-Wan Kenobi sets out for Naboo to discuss reports of enemy activity in the system with Senator Padme Amidala. Meanwhile, Anakin Skywalker and his Padawan, Ahsoka Tano, take charge of the operation to rid the recently liberated Planet of Ryloth of the remaining droid army presence.

After breaking through the primary lines, Anakin and Ahsoka move toward the city of Resdin where the droid army still has a very strong presence. As Anakin and his Padawan approach the city on a transport ship, they can see the devastation left behind by the Separatist forces. In order to send a message to the planet's governments, they obliterated the city of Resdin, where the Separatist forces remain, despite having already lost the battle. Meanwhile, Jedi Masters Obi-Wan and Plo Koon infiltrate the Juma-9 space station and encounter a mysterious Skakoan. With the Clone Wars raging across the galaxy and so many dark forces involved, how does the mysterious Skakoan figure into things?

Master and Padawan: Ryloth-Mission 1

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ACT 1 • ACT 2 • ACT 3

Ryloth-Mission 1 • Ryloth-Mission 2 • Ryloth-Mission 3 • Ryloth-Mission 4 • Juma-9-Mission 1 • Juma-9-Mission 2 • Juma-9-Mission 3
 Ryloth-Mission 5 • Ryloth-Mission 6 • Ryloth-Mission 7 • Ryloth-Mission 8 • Juma-9-Mission 4 • Juma-9-Mission 5 • Juma-9-Mission 6



As the Clone Wars rage on across the galaxy, small planets are engulfed in the turmoil. The Separatists don't care whether a planet can sustain a full-out battle, while the Republic desperately tries to quell the evil



Rebellion wherever it arises. On the planet of Ryloth, clone troopers rush the battlefield as the Separatists' battle droids unleash a devastating wave of blaster fire.

When the clone troopers hit the battle droids' wall of blaster fire, they immediately rush for cover. As they do, Anakin Skywalker and Ahsoka Tano bring up the rear, lightsabers swinging in a dazzling display of sword mastery. Their lightsabers cut through the battle droids like a hot blade through butter, but they, too, hit the wall of battle droid blaster fire.



Since the path ahead is heavily guarded by Separatist forces, Anakin Skywalker deftly leaps and bounds atop a nearby precipice with his Padawan in tow. If they can't go through the enemy army, they'll go above it!

NOTE

Once Anakin and Ahsoka have climbed up the nearby cliff side, you gain control of Anakin.

Go Around, You Must, if You Cannot Go Through...



As Anakin, jump left atop the destroyed bridge. The path ahead is in ruins, but your Jedi agility will allow you to deftly maneuver across small ledges, over precarious drops, and past dangerous platforms. Jump across the next gap, activating your first checkpoint, then creep up to the ledge of the broken bridge and onto the small twisted pipe ahead. Follow the pipe to its end, then double-jump across the pipe either to the right (to the small L-shaped walkway) or straight ahead to the next pipe section.

TIP

You are your own master while adventuring across a foreign planet's terrain. You'll often be forced to choose one path or another, depending on the situation. Luckily, both paths always lead to the same destination, making the choice of path a matter of taste. No matter the choice, always tread carefully, as you never know what may lie ahead.



Both paths lead to a small barrel-shaped object hanging nearby. Double-jump onto it, then bound to the right, onto another long tube. This tube leads to a second barrel-shaped object hanging between you and the next long platform.

ACT 1 • ACT 2 • ACT 3

Ryloth-Mission 1 • Ryloth-Mission 2 • Ryloth-Mission 3 • Ryloth-Mission 4 • Juma-9-Mission 1 • Juma-9-Mission 2 • Juma-9-Mission 3
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Double-jump onto the long platform and edge toward the series of barrel objects in front of you. Leap from barrel to barrel until you are on the small, square platform. Finally, leap across the small gap ahead, onto a large stable walkway.



Just as you hit the long walkway, the supports underneath give way and the platform falls, coming to rest at an angle. Safely slide down the fallen walkway and approach the small pile of crates blocking your path.



Do as Master Yoda says and use the Force to blast through the pile of crates. As the crates go crumbling down the

cliff side, they expose a very thin walkway leading across a long gap.

NOTE

In the early missions, Master Yoda pops up occasionally to give you tutorial hints.



Creep across the gap until you reach the next checkpoint. There, Master Yoda will point out another stack

of crates, guarded by a battle droid perched on a distant pillar. You can't reach the pillar with a double-jump, so charge a Force Blast and let it loose across the large chasm.

When the blast hits the crates, they smash into the battle droid, ridding the pillar of your enemy. Continue

to the end of the cliff, where you'll come across a small battle droid troop in the area below.



Pounce on the battle droids below and let your lightsaber fly. As the battle droids scramble about, double-jump atop their heads and droid-jack them to make quick and easy work of them. If you have a hard time landing directly over their heads, a few short lightsaber strikes should do the trick.



After taking out the first troop of battle droids, a second wave comes marching from the left and the right. Let Snips (Anakin's nickname for Ahsoka) handle one side while you run your lightsaber through the



battle droids on the other side. Slice through the next few waves of battle droids until the super battle droids come storming out to join the fight.

When they do, follow Master Yoda's instructions and hijack a super battle droid. While in control, guide your droid puppet and aim its blasters at the pillars on the right. Obliterate the two pillars, then hop off your droid and help Ahsoka smash the rest of them.

ACT 1 • ACT 2 • ACT 3

Ryloth-Mission 1 • Ryloth-Mission 2 • Ryloth-Mission 3 • Ryloth-Mission 4 • Juma-9-Mission 1 • Juma-9-Mission 2 • Juma-9-Mission 3
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TIP

If you want to quickly dispatch the super battle droids, either double-jump atop their heads and smash them, or droid-jack one of them and turn its blasters on its allies to get more points!

Leap across the pillars onto the next small cliff. As you land on the cliff, two battle droids swoop by on STAP vehicles and take position over the next large chasm.



Sneak up behind them and double-jump onto one of the STAPs. Hijack the vehicle and speed across the chasm. On the other side of the gap, dismount the STAP and use the rubble on the area's far wall to climb up onto the cliff on the right.



Walk up to the cliff's edge and locate the next droid troop below. This time, there are two super battle droids with a small complement of regular battle droids stationed nearby. Either use a super-jump attack or drop down onto the super battle droids and droid-jack one of them. Use it to blast through the weaker battle droids,



then hop off and use a Force Blast to slam some of the nearby debris into the next wave of troops.



Just past the enemy encampment is an octuptarra droid, equipped with three blaster turrets! It stomps around the circular courtyard as it tries to squash you underneath its metal feet. Sprint



away from the robot's feet and wait for one of them to get stuck in the dirt. When it does, turn around and hit it with a series of Force Blasts to hold it in place.

Once the clanker's foot is locked in the dirt, climb atop the long spindly leg and approach the body. Double-jump from the leg onto the droid's blaster turret and hit it with a few lightsaber strikes. You chop off the turret just as the leg comes loose, so hop back down and start scurrying around again.



After destroying the first turret, stay in the same general area. Don't sprint too far from the droid's feet or it'll take longer for one of the feet to get stuck. Instead, let it stomp away at the ground while you dodge the turret blaster fire until it gets stuck again. Repeat this process to destroy the second turret, then use the third turret to launch yourself onto the top of the octuptarra and take it down!

ACT 1 • ACT 2 • ACT 3

Ryloth-Mission 1 • Ryloth-Mission 2 • Ryloth-Mission 3 • Ryloth-Mission 4 • Juma-9-Mission 1 • Juma-9-Mission 2 • Juma-9-Mission 3
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With the turrets disabled, the clanker is no longer capable of operating. It falls to the ground like a sack of

Padawan. He reports that your overgrown spider droid was the last of the clankers in the general vicinity.



protocol droid parts, sending a cloud of dust into the air. As the dust settles, Captain Rex reaches you and your

Unfortunately, there are still large pockets of resistance in the city, so you and Captain Rex are not finished yet.

Powering up Resdin: Ryloth-Mission 2



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The transport vessel touches down in the city, and the Republic troops fan out. Unfortunately, the power to the holo-bridges is in the outer sectors. If the clone troops are going to press into the city, they'll need the bridges. Your task is clear: bring the holo-bridges back online for your troops!



THE ART OF REPUBLIC HEROES



UNLOCKABLES

Force Points are your key to all unlockables. Everything from mission ranks to unlockable cheats require you to accumulate and spend Force points. The following pages reveal everything you need to know about unlockables, Trophies, Achievements, and mission ranks!

TIP

The easiest way to unlock everything in a single play-through is to save up your Force points until you have about 30,000; then purchase the Combo cheat and keep it on. You'll profit nicely for doing so!

Mission Ranks

To attain a specific mission rank, you must accumulate the required Force points by mission's end. However, there are five missions that are the exception; they are time-based, so the quicker you finish, the better the rank:

My Name Is Kul Teska Old Friends
It's a Trap Old Enemies
Scrapyard Scrap

NOTE

The missions below are listed in the order you'll complete them.

Act	Name	Mission No.	Bronze	Silver	Gold	Platinum
Prologue	Master and Padawan	Ryloth 1	0+	1,000	2,000	3,000
Act 1	Powering up Resdin	Ryloth 2	0+	1,000	2,000	3,000
Act 1	Outpost Initiation	Ryloth 3	0+	1,000	2,000	3,000
Act 1	Rookie Rendezvous	Ryloth 4	0+	1,500	3,000	4,500
Act 1	Assault!	Juma-9 1	0+	2,000	4,000	6,000
Act 1	Power Reroute	Juma-9 2	0+	2,000	4,000	6,000
Act 1	Hazardous Infestation	Juma-9 3	0+	1,000	2,000	3,000
Act 1	Seek and Destroy	Ryloth 5	0+	2,000	4,000	6,000
Act 1	Emergency Evac	Ryloth 6	0+	2,500	5,000	7,500
Act 1	Out on Patrol	Ryloth 7	0+	1,500	3,000	4,500
Act 1	Missing in Action	Ryloth 8	0+	1,000	2,000	3,000
Act 1	S.O.S.	Juma-9 4	0+	1,000	2,000	3,000
Act 1	Abandon Ship!	Juma-9 5	0+	2,000	4,000	6,000
Act 1	My Name Is Kul Teska	Juma-9 6	270+ sec.	< 270 sec.	< 180 sec.	< 90 sec.
Act 2	Cliff Top	Azloc III 1	0+	500	1,000	1,500
Act 2	Ground Zero	Azloc III 2	0+	1,000	2,000	3,000
Act 2	Take It Back	Juma-9 7	0+	2,500	5,000	7,500
Act 2	Inside Out	Juma-9 8	0+	1,000	2,000	3,000
Act 2	Eye of the Storm	Azloc III 3	0+	1,000	2,000	3,000
Act 2	Guard Duty	Azloc III 4	0+	2,000	4,000	6,000
Act 2	It's a Trap	Azloc III 5	270+ seconds	< 270 sec.	< 180 sec.	< 90 sec.
Act 2	Enemies of My Enemies	Ryloth 9	0+	1,500	3,000	4,500
Act 2	Reunion under Fire	Ryloth 10	0+	1,000	2,000	3,000
Act 2	Cover Fire	Ryloth 11	0+	1,500	3,000	4,500
Act 2	Anybody Out There?	Juma-9 9	0+	1,500	3,000	4,500
Act 2	Rescue Mission	Juma-9 10	0+	2,500	5,000	7,500
Act 2	Vital Escort	Juma-9 11	0+	2,500	5,000	7,500

STAR WARS

THE

CLONE WARS

REPUBLIC HEROES

PRIMA Official Game Guide

Written by:

Fernando Bueno



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We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.