Treachery in the Outer Rim! As the Clone War rages across the galaxy, the Jedi Council learns that the son of Jabba the Hutt has been kidnapped. Sensing an opportunity to forge an alliance with the Hutt clan, Master Yoda sends Jedi Knight Anakin Skywalker and his Padawan, Ahsoka Tano, to the remote world of Teth, where they battle droid forces in an effort to rescue the Huttlet.

Little do the Jedi know that Count Dooku was behind the kidnapping, and the Separatist leader plans to frame the Jedi for the crime and sign his own treaty with Jabba. Dooku’s sinister agent, Asajj Ventress, springs the trap, and Anakin finds himself surrounded and facing the deadly assassin....

Anakin Skywalker vs. Asajj Ventress

**Round 1**

In your first battle, you face Asajj Ventress as Anakin Skywalker. Asajj can dual-wield, and her speed and agility make her a difficult duelist to contend with. When facing her in the first phase of battle, stay on the move and block consistently. Maintain a defensive posture against the speedier, more aggressive Ventress and wait for her to open up before launching an assault.

Ventress’s dual-sword attacks make it difficult to anticipate her swing and make it difficult to parry accordingly; therefore, don’t try to parry all of her attacks. Instead, block the majority of her advances and parry her noncombo strikes. However, that doesn’t mean that you cannot parry her combos. If you miss her first strike, anticipate the second swing and parry the second blow in her multihit combo.

Her most powerful and dangerous attack is Exar Kun’s Assault. With it she swings her two saber-blades like a windmill and savagely strikes you down. Stay quick on your feet and away from the arena’s edge. If she corners you against a wall and launches into her Exar Kun’s Assault, you’ll be bantha feed in no time. Dodge her windmill-like assault by rolling to the side or leaping out of her reach.
After you beat Ventress once, she slowly begins to retreat deeper into Teth Castle. The battle rages on as you follow her down the castle steps into a dark and dank corridor. There, Ventress can’t fend off your attack any longer, and you toss her against a weakened metal grate on the floor. With a single ‘saber strike, you slice through the grating, sending Ventress into a dark cavern deep inside the bowels of Teth Castle. Suddenly, a pair of blaster droids rushes out of a castle corridor and opens fire. With no choice but to escape, you leap into the cavern after the vulnerable Ventress.

Even Ventress’s second defeat isn’t enough to smack some sense into the Sith assassin. You drive the defeated Ventress back, furiously striking at her with your ‘saber, when suddenly, Dooku’s puppet leaps back and retreats. She slides back, away from the reach of your lightsaber but directly into the path of the orner rancor.

The beast slaps Ventress away into a dark corner of the castle. Now, even if you wanted to finish the fight once and for all, the rancor stands between you and your prey. Ventress may have gotten away for now, but she’s not out of the woods yet.
Caught in a Separatist trap! Anakin Skywalker and Ahsoka Tano have freed Jabba the Hutt’s son from the dungeons of Teth Castle and eluded Count Dooku’s assassin, Asajj Ventress. But the fortress is still overrun by the droid army.

Jedi Knight Obi-Wan Kenobi arrives just in time with Republic reinforcements and helps turn the tide of battle. While Anakin and Ahsoka try to escape with the Huttlet aboard the freighter Twilight, Obi-Wan confronts the Sith assassin....

Obi-Wan Kenobi vs. Asajj Ventress

Round 1

As expected, Ventress is not done fighting. This time, though, she must face you as Obi-Wan Kenobi. Because Obi-Wan is Anakin’s master, their fighting styles can seem very similar at first glance. Anakin is a lot more reckless than Obi-Wan, so his combos aren’t as effective, because Obi-Wan has practiced and perfected his combos over time. Use this to your advantage against Ventress during your first encounter.

Use short, quick two-hit combos to weaken Dooku’s spy, then pounce on her when she least expects it and unleash Strength of Soresu attacks. Ventress may be a fiery creature, but she’s no fool. She’ll carefully stalk you as she slowly circles the arena with her guard raised. If you make one foolish move and expose yourself, she’ll counter with her windmill-like attack and quickly make your regret your misstep.

Wait for her to move in as she circles. If you make the first move while her guard is raised, you’ll pay for it more often than not. By letting her make the first move, you can deflect or parry her attack and follow up with a combo.

During the battle, the rear wall will explode and expose a fierce firefight between Dooku’s forces and your stormtroopers. As you fight, slowly maneuver Ventress toward the opening and into the stray explosive blaster fire. Keep away from the opening as you move her into position to avoid taking any blaster fire. Capitalize on all successful Lightsaber Locks by immediately rushing...
the fallen Ventress and executing your signature attacks. With your combo skills and patience, Ventress is overmatched and will soon fall.

**HEALTH TRIGGERED EVENT**

When either fighter is reduced to 75 percent health, the door at the back of the arena opens and a battle takes place between clones and droids.

**CAUTION**

Watch out for the explosive blaster fire. If you take a hit, you'll take a great deal of damage and be knocked down, leaving you temporarily defenseless!

Once again, Ventress realizes she's on the brink of defeat, yet she continues to fight. Even though you Force slam her against the castle walls, she remains defiant. Realizing that this must end once and for all, you rush in for the attack, but Ventress blocks and deflects your blow! As you stagger back, the dark assassin leaps high into the air and retreats.

She escapes through one of the castle walls, but she doesn't get far. Just on the wall's other side is the castle rampart. You follow the vile creature to the rampart walkway, where you once again draw your sword...

**Round 2**

The second phase of battle takes place in a far more constricted fighting space. The rampart walkway is slightly more narrow than the castle interior, so up and down movement is slightly restricted. Left and right movement, however, is unaffected. Use this to your advantage by forcing Ventress against the walkway walls and cornering her with strong combos and signature attacks. Her only escape will be to leap over you. She will attempt to pounce on you from behind, but knowing this gives you the advantage. If she leaps into the air, either leap away before she can slash you from behind or attempt to intercept her before she strikes.

Continue to pummel Ventress with short combos and drive her back. If you allow her freedom about the walkway, she'll use her agility to spin around you and attack you from all angles. Take away her greatest asset—agility—by making her fight on your terms. Keep her off balance and consistently on the defensive. Don't attack wildly, but be consistent and calculating in your assaults.

As the walkway begins to crumble, use the resulting debris as projectiles. If she moves out of your 'saber's range, reach her with a well-thrown piece of concrete. As she staggers from the blow, move into range again and resume the assault.

Once she's near defeat, turn up the heat and attack with mainly Force Combos. Again, don't do this wildly and leave yourself open to counterattack, but do keep her pinned against the wall and spin her around so that you can launch a final combo while she's defenseless.

**HEALTH TRIGGERED EVENT**

If either player is reduced to 90 percent health, a vulture droid will come screaming out of nowhere and crash into the bridge. It smashes a large section of the bridge into the abyss.

If you are reduced to 75 percent health, the Twilight will fly past in the background under fire from a horde of vulture droids. If Ventress is reduced to 75 percent health, the Twilight will fly past, attacking several vulture droids. Eventually it will zoom past the arena and release a big pile of crates from its cargo hold, destroying the pursuing vulture droids. When either fighter is reduced to 50 percent health, a mighty Venator will pass over the arena.

Finally, after her second defeat at your hands, Ventress musters the strength for one more assault. She swings her two 'sabers at you, attempting to break through your guard, but your defense is too strong. Her blows glance off your lightsaber with nothing but a mere flash of light. You turn the tables on her and slowly drive her back toward the broken part of the walkway. With one swift blast of the Force, you send Ventress across the broken walkway to the rampart's other side.

As she hits the rampart wall, the bricks behind her begin to crumble. Using the Force, you begin to pull on the wall to bring it down on top of Ventress. Just as the walls crumble over her, she leaps backward into a niche in the rampart. With the rubble in the way, there's no way to go after her! She makes one thing clear as she escapes, though: “Nothing is over.”
A race against time! Anakin Skywalker and Ahsoka Tano have rescued Jabba the Hutt’s son from the droid army and escaped the ferocious Separatist blockade with the help of Obi-Wan Kenobi.

Eager to establish a treaty with the powerful Hutt clan, the Jedi speed across the galaxy to return the Huttlet to Jabba on Tatooine. But the evil Count Dooku will stop at nothing to foil the alliance.

He ambushes Skywalker in the desert, with plans to kill Jabba’s son and blame Anakin for the foul deed....

**Anakin Skywalker vs. Count Dooku**

### Force Attacks Combos Force Energy Agility Special

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#### Round 1

The count is a calm, cold, and calculating creep, as evidenced by his many fiendish plans to destroy the Jedi. His fighting style reflects his calculating ways. When the fight against Dooku begins, the count will maintain a strict defensive position and will coolly walk around the area with his lightsaber in blocking position. Like Ventress, he’ll often wait for you to make the first move and create an opening to exploit.

The difference between the count and Ventress, however, is that the count is a far more patient duelist. He can deflect the majority of your advances before striking, whereas Ventress would attack at the first hint of an opening. Turn Dooku’s patience against him. Attack the traitorous Sith with short combos, letting him deflect the majority, and slowly knock him back. Slowly increase the intensity of your attacks until you can knock him off balance and create an opening for a stronger signature attack.

As you engage Count Dooku, keep your lightsaber raised to block his assaults. If he attacks with his special Sith Lightning ability, your ‘saber will absorb it. Use well-timed evasive rolls to dodge Dooku’s strikes, then immediately counterattack.

Dooku is far too powerful to frequently use your Force Blast. Instead of using it to knock him off balance, use it after hitting him with a thrown object. This will stun him long enough for you to formulate a more powerful assault. Use stabbing strikes to break through the count’s defenses after knocking him back, and follow it up with signature attacks.
If you’re reduced to 50 percent health, a series of vulture droids will perform a flyby from the arena’s right side, and a gunship will crash into the background ruins on the level’s left side.

If you reduce your opponent to 35 percent health, three gunships in the background will fly over the arena and fire missiles.

Stay away from the sandstorms in the battle arena. If you get swallowed up by the sand, you’ll take damage and be thrown off balance!

Dooku fell to your blade, but only for a moment. He immediately gets up and continues to fight. You drive him back with angry swings of your saber, and Count Dooku finally drops his veneer of composure and self-righteousness. Instead of relying simply on his “superior” abilities, he resorts to Sith-like treachery.

Just as you’re about to run your saber through him, Dooku uses the Force to create a blinding sandstorm. The sand swallows you like a Sarlacc, and Dooku seizes the opportunity and runs away. You break through the sandstorm and give chase, catching the cowering count near the crumbling ruins by a Sarlacc pit.

This time, Count Dooku falls and fails to recover quickly. You swat him away with a single swipe and send the Sith soaring across the sandy dunes of Tatooine. He stands up defiantly and attacks, but you sidestep his feeble assault and surprise him with a Force Blast attack. The force of your attack sends Dooku flying once again. This time, he falls helplessly into the mouth of the nearby Sarlacc. Still, something tells you that Dooku’s not done.

The second time around, Dooku is slightly more aggressive. He’ll leap over your attacks, counterattack, and quickly launch devastating assaults. Stay on guard and match the count move for move. If he leaps over you to attack, leap away, then rush in. If he parries a blow, parry his counter. If the count hurls object at you, block and then throw objects at him.

Because Dooku is more aggressive, you can increase the intensity of your attacks during this phase. String together long signature attacks like Dune Sea Storm and Focused Offense, and use the shorter, two- or three-hit combos to keep the pressure on. The majority of the damage you’ll inflict will come from signature attacks, not the smaller combos.

As you attack, stay away from Dooku’s droids near the arena’s edge, and fill up your Force Gauge. Once it’s full, use it to slash through Dooku with a Force Combo and follow it up with strong signature attacks.

Capitalize on all Lightsaber Locks. Use these as you would defense-breaking attacks. After winning a Lightsaber Lock, rush the fallen fiend and continue your assault. Show Dooku that you cannot be bullied! Stay aggressive, maintain pressure, and keep the count off balance, and the battle will soon be over.

If you’re reduced to 75 percent health, a gunship will crash in the background, center stage. If you’re reduced to 55 percent health, two vulture droids will do flybys.

If the enemy is reduced to 80 percent health, a vulture droid will crash into the background on the left-hand side, killing several battle droids. If your rival is reduced to 55 percent health, a gunship will repeatedly descend into the background, fire at some battle droids, and then exit. Also, a vulture droid will perform a flyby from left to right.
A hero in enemy hands! Feared lost in battle, R2-D2 has been captured by the evil General Grievous. But the feisty astromech droid manages to send a signal that leads the Jedi to a secret Separatist listening post.

A Republic strike team infiltrates the station, and Anakin Skywalker attempts to rescue R2 before his data banks are compromised. While their clone troops complete the sabotage mission, Padawan Ahsoka Tano distracts General Grievous by engaging him in battle....

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### Ahsoka Tano vs. General Grievous

**Force Attacks** | **Combos** | **Force Energy** | **Agility** | **Special**
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2 | 1 | 2 | 5 | Force Blast

**Force Attacks** | **Combos** | **Force Energy** | **Agility** | **Special**
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5 | 3 | 0 | 1 | Saber Onslaught

### Round 1

General Grievous may have the upper hand when it comes to Force attacks and combos, but you’ve got two very important things that he lacks: Force Energy and a high Agility rating. Both of these swing the scales in your favor. The Listening Post arena may not seem smaller than other battle arenas, but the environmental hazards shrink the fighting area substantially. Scattered around the arena are small breaches in the electrical conduits. Use these to short-circuit the general and inflict damage while you fight.

Use your speed and agility to dodge Grievous’s attacks and counter with quick combos and signature attacks. If Grievous attacks with short combos and swift strikes, block his assault, then immediately launch into a flurry of combos. The best way to keep Grievous off balance is to overwhelm him with a constant stream of sabers strikes and combos.

Follow Grievous around the arena, striking, slashing, and stabbing as you go, and keep heavy pressure on him. If he retaliates, back far enough away to get out of his range, then resume your attack. Grievous’s four sabers make it difficult to feel out his attacks, so don’t try to parry his blows unless you’re certain you know where they’re coming from. Otherwise, stay on the move and dodge!

After building up a Force charge and filling your Force Gauge, use Force-imbued strikes and Force combos to finish off the pile of nuts and bolts.
Each of the following events will only play once. It will not trigger until the previous event has played out, so if you finish the first event quickly, you might miss out on seeing all the events.

When either player is reduced to 90 percent health, the gunship parked on the level’s left side takes some laser fire and explodes. If either player is reduced to 80 percent health, a gunship will fly in and land on the right platform and drop off four clones that will run to the main background platform and start firing on the droids in the distance.

If either player gets reduced to 70 percent health, a vulture droid careers out of control from the level’s left side and collides with the large radar dish on the skystation, causing the dish to detach and pass over the arena, dropping debris. When either player is reduced to 60 percent health, the gunships carrying droids in the background will explode and fall out of sight, but not before firing several missiles that eliminate all the droids.

If either player gets reduced to 50 percent health, the Twilight takes off and R2-D2 and Goldie come down to the platform behind you and begin fighting. If either player gets reduced to 40 percent health, Yoda and some clones will do a quick flyby at the front of the arena.

Much to Grievous’s surprise, you bested him in battle! But like Ventress and Dooku before him, he’s fighting for the Sith and won’t give up easily. He takes a moment to gather his strength and quickly recovers.

Suddenly, without warning, the general turns from a huddled pile of parts on the ground to a spiderlike machine crawling on all fours. Then he’s back up on two feet with four lightsabers active and thirsting for Padawan blood. This fight it not over yet.

General Grievous is just as hot-tempered and stubborn as the other Sith puppets. Unfortunately, he only becomes more agitated after falling to a Padawan in the first fight and comes out swinging in the second fight. Raise your lightsaber to block his Great Jedi Purge attacks, and move out of his reach. Grievous will continue to attack and move forward; as he does, roll to the side and attack from his rear or his sides.

Stalk the general around the arena and slash at him with your combo flurries. Maintain the same pressure on Grievous as in the first fight, but block more and stay on the move. As Grievous approaches, speed away from him and find an opening to exploit.

If Grievous attempts to rush you with his Saber Storm attack, leap away and block. Don’t attempt to parry or counter-attack; instead simply wait for Grievous to back away again. When he does, rush the metallic monster and mince him with signature attacks.

Once General Grievous is near defeat, begin using more Force combos and Force-imbued attacks. Spin the general around and attack him from behind. Eventually, Dooku’s pet android will fall to your ‘saber.

This battle does not change locations for the second phase.

There are no Health Triggered Events during the second phase of battle.

Grievous’s strength is useless against you. After all, he can’t hurt what he can’t catch! After falling a second time to your blade, Grievous is even more upset. He leaps to his feet and spins all four blades at you, hoping to slice you to ribbons, but you deftly evade his attacks and slide past him underneath his legs.

You stand up immediately and turn around. Your ‘saber bites into the general’s back, angering him even more. He spins around and swings his blades one more time, hoping to catch you with them, but you’re too fast. The Listening Post begins to crumble around him, and you see an opportunity. The general has tasted defeat at the hands of a Padawan, and your mission to distract him is a success. A dropship swings by and you hop on as Grievous is pummeled by the crumbling Listening Post.
A Separatist leader is captured! Nute Gunray’s plan to entrap Senator Padmé Amidala backfires, and the devious Trade Federation viceroy finds himself in the custody of Republic forces.

Fearing that the cowardly Neimoidian will reveal their secrets to the Jedi, Darth Sidious and Count Dooku dispatch Asajj Ventress to infiltrate the Republic warship carrying Gunray to Coruscant and rescue him before he can betray them. Only Padawan Ahsoka Tano stands between Ventress and her prize....

### Ahsoka Tano vs. Asajj Ventress

#### Round 1

Even though you have the Agility advantage, Ventress’s other skills make this a difficult fight. You can’t just overwhelm her with combos and speed like you could Grievous. The fight against Ventress takes a lot more patience, defense, and planning. As you fight aboard the Tranquility, the room explodes around you. Keep the fight near the arena’s edges and maintain a strong defense as you move.

Block Ventress’s attacks, then counter. Even if she blocks your attacks, force her to move toward the small explosives scattered along the room’s edge. If she escapes your attacks and leaps away, rush toward her and catch her as she lands and prepares to attack you. If you leave her unchecked, Ventress can quickly launch several multihit combos and slice off a big chunk from your Health meter!

Follow Ventress as she creeps around the arena, and occasionally hit her with quick combos. Pursue her until you can pin her against the wall. Once she's pinned, unleash several combos like Strength of the Sarlacc and Sun Djem Strike.

After bringing Ventress to less than 50 percent, back away and wait for her to come at you. Deflect her attacks and counter. Strike at her just enough to fill your Force meter, then let loose on her with Force combos.
When either combatant is reduced to 95 percent health, the rear doors explode, revealing clone troopers and super battle droids fighting in the background. When either fighter is reduced to 70 percent health, detonators on the ground start to explode, one after another.

If you’re reduced to 80 percent health, the super battle droids in the left corridor start firing into the main arena. If your health is reduced to 75 percent, the super battle droids in the right corridor start firing into the main arena. If you’re reduced to 15 percent health, explosions occur in the central corridor, decimating the clone troopers, and battle droids run in.

Ventress falls to her knees but quickly regains her composure. Rather than take the loss to a Padawan, Ventress shoves you away and begins to head toward a hole in the wall. You follow her, slashing at her as you go, but she blocks your attacks and continues to inch toward her escape. As you follow, she takes one dangerous swing at your head, but you bend at the last minute and avoid certain death.

Suddenly, an explosion rocks the Tranquility, and Asajj seizes the opportunity. She motions toward the hole in the wall and quickly leaps out. She thinks she’s escaped, but she hasn’t. You follow hot on her heels!

After falling a second time to your skills, Ventress is white-hot mad! She attacks and you defend. You use your agility to deftly dodge her attacks. When two broken thrusters appear on the ground, you see an opportunity and take it.

You hurl the thrusters at her, but she dodges and slices past them. In a final effort, you Force Blast her back into a primed booster. She slams against the booster just as it fires! Ventress is consumed by the blast, but is she finished for good?
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