STAR WARS
THE ULTIMATE VISUAL GUIDE
RYDER WINDHAM
FOR A GENERATION, Star Wars has transported moviegoers of all ages to the very limits of their imaginations. The six-movie saga has become a cultural phenomenon, spawning a host of spin-off novelizations, comic books, and video games, while enthraling fans around the world.

Star Wars: The Ultimate Visual Guide uncovers the full story of the amazing Star Wars saga. This extensively researched book reveals the complete, millennia-spanning history of George Lucas’s long ago, far-away galaxy, from the origins of the noble Jedi and the evil Sith to the rise of Luke Skywalker’s New Jedi Order. It also explores the making of the Star Wars movies, and the ever-expanding range of Star Wars merchandise. Packed full of fascinating features, astonishing artworks, and full-color photographs, Star Wars: The Ultimate Visual Guide is an ideal introduction to the world of Star Wars and an invaluable addition to every fan’s collection.

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STAR WARS
THE ULTIMATE VISUAL GUIDE

Written by Ryder Windham
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FOREWORD

IT'S 10 A.M. Lights dim. Time for the morning show. Another episode of everybody's favorite all-action adventure serial. It could be the King's Theatre, Dundee, Scotland, any Saturday over 50 years ago. I would have endured a Pathé newsreel, managed a cheer as Jerry outwitted Tom, and would now be eagerly anticipating the next hair and huck-erasing instalment of improbable Good versus impossible Evil.

However, it's not post-war Dundee. It's 2005, and I am north of San Francisco at Skywalker Ranch. But today I am just a kid again, waiting for the scroll to roll at a private screening of Episode III: Revenge of the Sith, the final filmed episode of the six-part Star Wars saga, where for once, Evil will vanquish Good, and it will be all my fault.

I first encountered Emperor Palpatine at Elstree Studios in the early 1980s. He was staring back at me from a make-up mirror, larger than life and 50 times as ugly. Yellow contact lenses stung my eyes and afforded little peripheral vision. As I walked onto a vast sound stage that had been transformed into a starship hangar, populated by seemingly endless platoons of gleaming white stormtroopers, the scale of George Lucas's vision hit me.
This was space spectacle, a back-drop for a galactic opera of Wagnerian dimension.

Time passed. The prequels unfolded and, as Palpatine shed years and disappeared behind a politician's mask—which happily turned out to be my face—the digital moviemaking revolution gathered pace, as backdrops ceded control to blue cloths.

And now, as I watch the denouement of the saga that has been a part of my life for over two decades, I am caught up once more in this epic story. As harsh beams glint off the freshly minted armour of Palpatine's tragic apprentice, a smug smile of contentment flickers over the reptilian features of his evil master, the self-proclaimed Emperor of the galaxy. But there is hope. Twin babes blink as the sun sets on the Old Republic, with the promise that for a future generation, the dark will yield once more to light.

As the auditorium lights return me to a sort of reality, I sit, not wanting to move, savoring the heady mixture of sadness and elation and thinking, "Well, they just don't make them like that anymore..."

[Signature]
INTRODUCTION

IN DECEMBER 1976, my brother Corey brought home a book that would have a huge impact on my life. It was a copy of the Star Wars novelization, which had been published in advance of the movie's release. Corey had bought it because he liked the amazing cover illustration by artist Ralph McQuarrie. He really enjoyed the contents too, which got me interested because I hadn't heard him rave about any book since he'd read Jules Verne's classic fantasy 20,000 Leagues Under the Sea some years earlier. I was also blown away by the powerful imagery of McQuarrie's cover painting, with the ominous figure of Darth Vader looming out at the reader like an approaching storm. A few months later, Marvel Comics' adaptation added to our awareness of Star Wars, and made us anticipate the release of the movie even more.

Even though Corey and I thought we already knew the story inside-out, when we finally saw Star Wars in the summer of 1977, the film itself just blew our minds, along with everybody else's. Time and again we went back to watch the movie, transported from our everyday lives to George Lucas's long-ago, far-away galaxy. And that is the lasting power of Star Wars. It fuels the imagination, exceeds your wildest expectations, and appeals to audiences of all ages.

Almost three decades after the theatrical release of the first Star Wars movie—now officially titled Episode IV: A New Hope—an ever-growing number of spin-off novels, comics, and video games have developed the Star Wars universe far beyond the events of the two movie trilogies. The key scenarios, characters, and locations from both the six-movie saga and the "Expanded Universe" are brought together in Star Wars: The Ultimate Visual Guide to provide a detailed, fully illustrated guide to the history of the Star Wars galaxy. As well as looking at the fictional aspects of Star Wars, this book includes detailed information about the evolution and production of the movies, from the first Star Wars movie to the theatrical release of the final film, Revenge of the Sith. There's also a look at Star Wars merchandise, video games, novelizations, a movie timeline, and much more.

I hope this book will serve not only as a reference for readers, but will also inspire, excite, and entertain them, just as George Lucas's space fantasy has done—and continues to do—for generations of moviegoers.

Ryder Windham, June 2005
A GALAXY FAR, FAR AWAY....

There was a time when the galaxy's sentient species could only dream of traveling to other worlds. When technology enabled the dream to become a reality, journeys rarely strayed beyond a single solar system, as the time required for interstellar journeys exceeded most lifespans. But with the discovery of hyperspace—the dimensional corridor that enables faster-than-light travel—time was no longer an issue. Hyperspace trade routes were established, new technologies emerged, and a Galactic Republic came into being, policed by the noble Jedi Knights. The Republic's center of power was the city planet Coruscant, its soaring spires dwarfed by the huge, five-pillared structure of the Jedi Temple. Eventually the Republic was transformed into an Empire, which was in turn succeeded by a New Republic, where the Jedi continue to be the guardians of freedom and justice in the galaxy.
A GALAXY FAR, FAR AWAY...
THE GALAXY

BILLIONS OF STARS form a brilliant, pinwheel galaxy that is more than 100,000 light-years in diameter. Early hyperspace cartographers divided the galaxy into three classifications: regions, sectors, and systems. Regions range in size from small pockets of space to vast expanses, and are subdivided into sectors, which were originally defined as any area of space with 50 inhabited planets. Systems consist of individual stars and their orbiting planets, only a fraction of which can sustain life. There are well over a million inhabited worlds, ranging from desert planets to jungle moons, ice worlds, volcanic environments, and city planets. The invention of the hyperdrive approximately 25,000 years ago established contact between the thousands of previously isolated intelligent species, which in turn led to the creation of the Galactic Republic.

EXPANSION REGION

Trekking through the Expansion Region is a sure death sentence. The wildness of the Coreward Rim is an eerie and terrifying place to explore. The unnamed waterfall was a Bon蓡onian murder weapon for a deep mind.

CORE WORLDS

The most prestigious and densely populated planets in the galaxy are in the Core Worlds, the ancient region surrounding the Deep Core long governed by the Republic. The oldest records refer to the city planet of Corellia as the heart of the settled galaxy, and Corellians have long referred to it as "the jewel of the Core Worlds." Many humans believe their species originated on Corellia, but there is no existing archeological evidence to support this, and aliens ever since it was only destroyed to accomplish the construction of skyscrapers megablocks.

DEEP CORE

A huge region of old stars, the Deep Core lies between the periphery of the Galactic Core and the center of the galaxy. At the center of the Deep Core is a black hole surrounded by moons of antimatter and dead stars. Because the immense gravitational pull of so many stars tears the fabric of hyperspace, the region was long believed to be impossible to reach.

THE COLONIES

Deeply philosophical and misunderstood, this part of the galaxy is the home to the first settlers. The Coreward Rim is the frontier region, even thought worlds here have advanced for millennia. Beyond the Coreward Rim lies the Palantine Republic, which is the region that is controlled by the Republic.

KEY TRADE ROUTES

HYDIAN WAY
CORELLIAN WAY
RIMMA TRADE ROUTE
PERLEMAN TRADE ROUTE
CORELLIAN TRADE SPINE

THE TRADE ROUTES

Although the discovery of hyperspace enabled spacecraft to travel at faster-than-light speeds, initial journeys were fraught with danger, as the smallest miscalculation would lead to a deadly collision with an object in space. Galactic scouts risked their lives to plot courses through hyperspace, and were well rewarded for the discovery of stable paths that established trade between distant systems. Two of the earliest navigated paths became the Perleman Trade Route and the Correllian Trade Spine.

THE MID RIM

The enormous area of space between the Core Worlds and the Outer Rim Territories has few natural resources, leaving it less populated and far less wealthy than the surrounding regions. The Mid Rim is also largely unexplored, with exploration discouraged by the fact that numerous smugglers and pirates have set up bases on uncharted world in this region. However, several trading worlds have bustling economies, and there are many potential opportunities for those who are willing to work hard.

WILD SPACE

The ragged fringe that separates galactic civilization from the Unknown Regions, Wild Space is the true frontier of the galaxy. After the Battle of Endor, Grand Admiral Thrawn declared this largely unexplored region was part of the Empire, but much of Wild Space still remains untamed. In the Unknown Regions that lie beyond Wild Space, exploration efforts have never met with more than marginal success.

OUTER RIM

A group of star systems that lie on the remotes edges of the galaxy, the Outer Rim Territories is a vast region, dotted with alien homeworlds and rugged frontier planets. Because of their distance from the Core Worlds, few planets in the Outer Rim had any association with the Republic or respect for its laws. During the reign of Emperor Palpatine, the Empire plundered many Outer Rim worlds, as well as all of the Empire's oppressive actions, most of these worlds supported the Rebel Alliance in its valiant attempts to bring an end to the Empire's rule.

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SPECIAL TECHNOLOGY

WHILE A SURPRISING number of civilizations continue to exist without any awareness of robots, starships, or anti-gravity devices, millions of sentient species across the galaxy have used such technology for thousands of years. And ever since interstellar travel led to galactic trade, seemingly disparate alien sciences have been routinely co-opted and adapted for new and diverse purposes. Although the origins of many specific devices have been lost in time, historical records indicate that energy weapons developed independently on multiple worlds during the same era, and some scholars believe that the first such weapons were developed on Coruscant. Nearly all historians agree that the two greatest technological breakthroughs were the blaster and the discovery of hyperspace travel, while the Holonet—a network capable of broadcasting holographic messages across the galaxy—has revolutionized high-speed communications. The development of artificial intelligence has also played a major role in shaping the galaxy; with a vast range of tasks being carried out by droids, from domestic duties to astroguidance, surgery, translation, hardware maintenance, and warfare.

ENERGY SHIELDS

An energy shield—a also called a deflector shield—is a protective force field. There are two basic types of energy shields: ray shields, which absorb radiation and blaster bolts, and particle shields, which repulse solid objects. Although energy shields can be used to defend planetary bases, they are more commonly associated with protecting starships against stellar radiation, micrometeors, and enemy fire.

Unlike other starfighters, Republic-era Jedi Interceptors were not fitted with shield generators. Instead, their pilots used the Force to avoid laserfire.

GUNJAN DEFENSES

On Naboo, the Gungan army used powerful planetary ray shields to repel laserfire from the Trade Federation's battle droids. Fambaa swamp creatures (below) carried the shield generators into battle. Strapped to the Fambaa's backs, they projected beams that formed a protective energy field. Unfortunately, the shields were not impervious to droid menacing objects, and the droids were able to step through the shields and engage the Gungans.

HYPERSONE TRAVEL

If a pilot attempted to travel at the speed of light from one end of the galaxy to the other, the journey would take about 100,000 years. Travel time is reduced considerably by a jump into hyperspace, the dimension of space-time that takes advantage of the wrinkles in the fabric of realspace. The Millennium Falcon (above) has a powerful Class 0.5 hyperdrive, which enables it to travel through hyperspace much faster than an Imperial starship.

Many starships have built-in hyperdrive engines and astroguidance computers, but ships equipped only with sublight engines require additional booster systems and astromech droids programmed with hyperspace jump coordinates.

TRACTOR BEAMS

A modified force field, tractor beams are projected from spaceports, planetary bases, and large starships to help guide vessels to safe landings. They can also be used to capture enemy ships. The first Death Star (right) was equipped with over 100 tractor beam generators, enabling it to pull in a ship the size of the Millennium Falcon with ease.

REFUSLORLIFT VEHICLES

Antigravational propulsion units, or repulsors, are used in land and atmospheric vehicles such as land-speeders, at-speeders, speeder bikes, and repulsorlift engines produce a field that pushes against a planet's gravity and provides thrust, allowing the vehicle to hover as it travels above an elevation.
THE JEDI ORDER

FOUNDED AS A philosophical study group, the Jedi Order has its origins in the earliest days of the Republic, many millennia in the distant past. The ancient Jedi spent centuries contemplating the mysterious energy field known as the Force. They became masters at manipulating this energy, and chose to use their skills for good and to help those in need. For 25,000 years, the Jedi served as peacemakers of the Galactic Republic, and their interplanetary exploits were legendary. Because emotional attachments could distract Jedi from their missions, and selfishness and desire could lead to the dark side of the Force, many traditions evolved to help maintain the stability of the Order. Marriage was actively discouraged with very few exceptions, and Jedi initiates were rarely older than six months when they began their training. In the New Republic era, the New Jedi Order has abandoned some of these traditions, but the Jedi's commitment to promoting peace and justice in the galaxy remains unchanged.

LIGHTSABER TRAINING
Jedi learned how to wield lightsabers in childhood in the Old Republic, and continued to practice with the weapons throughout their lives. To prevent accidents, they began with small training lightsabers, which were equipped with low-power "safety blade" generators. After mastering the fundamental skills of handling their weapons, Jedi novices trained wearing visor-obscuring helmets (below). Reaching out with their feelings, the younglings used the Force to see the training remote, which fired harmless energy bolts that the Jedi deflected with their lightsabers.

IMMENSE LEARNING
Housed within the Jedi Temple on Coruscant, the Jedi Archives (right) contained the greatest library in the Galactic Republic. The library was a repository of knowledge gathered over many millennia, and provided the Jedi with extensive information about every explored world and star system in the galaxy.

FINDING POTENTIAL JEDI
In the Republic era, it was considered to be dangerous for potential Jedi to begin training during adolescence—"they would have been alone in the dark side of the Force. Recruiters narrowed their search to newborns and infants with high midi-chlorian counts. Many families considered it an honor to have a child adopted, but some refused to give up their children, and regarded the Jedi as baby snatchers.

THE GREAT HOLOCRON
Jedi Holocrons contain the teachings of great Jedi Knights and Masters. They hold secrets not found in data tiles, and can be accessed only by Jedi. The largest and most powerful Holocron is the Jedi-owned Great Holocron (above).

THE WILL OF THE FORCE
Microscopic life forms called midi-chlorians reside within living cells. They communicate with the Force, revealing its will, and a high midi-chlorian count indicates great Jedi potential. Analyzing Anakin Skywalker's blood, Obi-Wan Kenobi discovered a count even higher than Master Yoda's.

OBJECT MOVEMENT
In his duel with Count Dooku on Geonosis, Yoda (left) used the Force to halt the fall of heavy stones. Although such ability is commonly known as a Jedi's "object movement" power, it is more accurately described as a manipulation of the Force—the "energy field that surrounds and binds everything. To control the direction of objects through space, Jedi utilize this talent not only to push, pull, and lift objects, but also to deflect projectiles and guide their standpoints through combat.

JEI MIND TRICKS
The Force can be used to manipulate weak-minded beings into believing whatever a Jedi wants them to believe. Luke Skywalker (far right) employed this trick to infiltrate Jabba's Palace, and convinced Bib Fortuna (near right) to lead him to the Hutts' compound. Aliens with highly organized mental faculties, such as Hutt and TarSullust, are naturally immune to Jedi mind tricks.

JEI SPIRITS
The Sith Lord Darth Plagueis discovered it was possible to merge with the Force and still retain individual consciousness, but was not interested in the nonmaterial world. Jedi Master Qui-Gon Jinn succeeded, and later returned from the afterlife to pass his knowledge on to Yoda and Obi-Wan Kenobi (left).

THE DARK WOMAN
To emphasize that a Jedi should have no possessions, the Jedi known as the Dark Woman surrendered her original name—Aiya Katoa—in service to the Force. Over many decades, she specialized in training students who were deemed "difficult" by other Jedi. Although her achievements included the discovery and recruitment of the four-year-old Ki-Adi-Mundi to the Jedi Order, her non-traditional instruction techniques made her unpopular with the Jedi Council.
THE SITH

IN THE EARLY years of the Old Republic, certain Jedi turned to the dark side of the Force. These “Dark Jedi” were defeated by their former allies, and fled to the far reaches of the galaxy, where they conquered a powerful but maliable species named the Sith. Treated as gods by their new subjects, the Jedi exiles proclaimed themselves the Lords of the Sith. The Sith Lords built a vast empire, conquering many worlds and races. Five thousand years before the Battle of Yavin, a power struggle between rival Sith Lords Naga Sadow and Ludo Kressh for control of the Sith Empire brought the Sith—and their dark-side knowledge—back into Republic space.

NAGA SADOW

Unlike Ludo Kressh, Naga Sadow (right) was not satisfied with dominating the Massassi, an evolved form of the original Sith species. He believed the Sith Lords were destined to rule the galaxy. When he saw an opportunity to return to Republic space, Sadow attempted to conquer several Republic worlds. Ultimately, he failed, and was forced to land on the jungle moon called Yavin 4, where his Massassi crew and their descendants built towering temples.

ZIOST

Once the central world of the Sith Empire, Ziosk is a moribund, cold, dark planet. An immense fortress, it served as a meeting place for the Sith Lords, who became divided after Ludo Kressh refused to accept Naga Sadow as the Sith Empire’s ruler. Sadow’s attempts to invade the Republic led to the first conflicts between Sith Lords and Jedi. Over the next few millennia, many Jedi tried to learn the Sith Lords’ dark-side teachings.

VALLEY OF THE DARK LORDS

On the planet Korriban in the Horsen system, the Valley of the Dark Lords is lined by huge, towering tombs and great temples that contain the mummified remains of many Sith Lords. These sinister tombs are known as the Dark Lord’s Eye. They are home to ancient artifacts and the secrets of the Sith. For this reason, the Jedi fear the Valley of the Dark Lords. The Sith have used the Valley to hold their dark secrets locked within the tombs. To further their knowledge of the ancient Sith, the Jedi have constructed a great temple in the center of the valley.

SITH POWERS

Although the Jedi and Sith have similar Force powers, only Sith Lords have ever demonstrated the ability to cast lethal energy charges. Called “sith lightning,” these charges cause excruciating pain and weaken life, and it is a challenge for even the most powerful Jedi Masters to defeat such threats. Sith Lords also employ the Force to create force fields, which can be used to protect themselves.

SITH HOLOCRON

Just as the Jedi use Holocrons as repositories of knowledge, the Sith keep their dark secrets locked within the tombs of their own Holocrons. Accessible only to a Dark Lord, Sith Holocrons house forgotten histories and lore that dates back over a thousand years. The oldest existing Sith Holocrons are adorned with incantation hieroglyphs and Sith inscriptions, and hold teachings of powerful evil.

THOUGHT BOMB

By employing a Sith skill, a Jedi can freeze a Sith and then shift it into a shape primed for an explosion that will destroy everything in its path. Because of the suicidal aspect of this technique, most Sith are reluctant to use it. At the Battle of Rhen Var, Lord Kreen and his Brotherhood of Darkness tried to create a bomb that would kill only the Jedi, but the life energy of the Jedi and Sith alike were drained into the form of a dark void.

YOU WILL NOW LEARN!

Darks attacks with sith lightning (right).
THE OLD REPUBLIC

A DEMOCRATIC GOVERNMENT, the Old Republic lasted for nearly 25,000 standard years, and united thousands of member worlds. Elected representatives from these worlds served as Senators in the Galactic Senate, creating and endorsing laws, pacts, and treaties that promoted peace and prosperity. When diplomacy failed, the Republic relied upon the Jedi Knights as negotiators and defenders, who drew their lightsabers only when absolutely necessary. The Jedi’s most dangerous enemies were the evil Sith Lords, who embraced the dark side of the Force. Jedi Master Yoda witnessed most of the Republic’s final millennia, observing at firsthand the decline of democracy as corruption and complacency began to erode the Republic’s foundations. As the Republic unraveled, the Sith reemerged to exploit the chaos for their own ends.
GREAT SITH WAR

FIVE THOUSAND YEARS before the Battle of Yavin, an invasion of the Republic by the Sith Lord Naga Sadow was thwarted by the Jedi, who formed an allegiance with the armies of the warlord Empress Teta. A thousand years later, Jedi Knight Exar Kun, who has studied the ways of the Sith, surrenders his spirit to the dark side of the Force. Kun forms an allegiance with the Krath, a Sith-worshipping society headed by the descendants of Empress Teta. He also takes on the Jedi Ulric Qel-Droma as his apprentice, and in 3996 B.B.Y. they try to conquer Coruscant in a conflict that becomes known as the Great Sith War. Qel-Droma ultimately betrays Kun, whose spirit is entombed on the jungle moon of Yavin 4. Shortly after Kun’s demise, his Sith successors nearly succeed in wiping out the entire Jedi Order (pp. 26–27). Three thousand years later, in 1000 B.B.Y., the Sith are all but destroyed in a series of battles on Ruusan.

ULRIC QEL-DROMA

The fallen Jedi Ulric Qel-Droma plays a key role in the Great Sith War. When the Krath pose a threat to the Empress Teta system, Qel-Droma is assigned by the Jedi to infiltrate and destroy them. But Ulric is seduced by the Krath, and joins forces with the Sith Lord Exar Kun. Qel-Droma takes command of the Krath armies, leading them to many victories. But when he leads his troops to the planet Ossem, Ulric fights and kills his own brother, Cay. Defeated by the Jedi and overcome with remorse, Qel-Droma becomes a raised exile.

ODAN URR

The young Jedi scholar Odan Urr (above) is killed by Exar Kun when the Sith Lord steals an ancient Sith Holocron from the Jedi library on Ossem. Odan Urr established the library in 5000 B.B.Y., shortly after he helped Empress Teta’s army repel the Sith invasion of the planet Karrrk.

DARTH BANE

A thousand years after the Great Sith War, Darth Bane (below) studies the dark side under Lord Qredan. Bane believes he has the right to rule the Sith Lords. Over two millennia, he sets about fulfilling his destiny. After a Sith army parades at the Battle of Ruusan, Bane realizes the dark side has been spread too thin among so many, and decrees the Sith will never number more than two at one time: a Master and an apprentice. He commits the Order to secrecy, and establishes the tradition of bequeathing the name Darth to each of his successors.

DUEL IN THE SENATE

After Ulric Qel-Droma is captured by the Jedi in the early days of the Great Sith War, Exar Kun travels to Coruscant to secure his execution. In the Senate Hall, Kun fights his former Master, Vodo-Loth Bane. Wielding his double-bladed saber, Kun is the victor, but Bane’s spirit survives for millennia as a Holocron gatekeeper.

THE BATTLE OF RUALSAN

Three thousand years after Exar Kun’s defeat, Lord Hoth leads the Jedi Knights against the Sith Lord Kaan’s army. The Brotherhood of Darkness, on Ruusan, in defeat the Jedi, Kaan and his followers commit suicide, using a Force weapon known as a “thought bomb,” which consumes all Force-sensitive beings within its blast radius.
ASCENSION OF THE DARK LORDS

FOUR THOUSAND STANDARD years before the rise of the Galactic Empire, Darth Malak, the last surviving Sith apprentice of the Dark Lord Revan, unleashes an invincible Sith armada upon the galaxy. Countless Jedi Knights fall in battle, and many more of them swear allegiance to their new Sith Master. The brutal war all but destroys the Jedi Order, leaving the Republic on the verge of collapse. Five years into the conflict, the Sith believe they have eliminated or converted nearly all of the Jedi. The Sith Lord Darth Nihilus, determined to exterminate all threats to Sith supremacy, assigns his minions to wipe out the last of the Jedi.

SHADES OF HISTORY
Records are inconsistent concerning the tumultuous events of this devastating conflict. According to one record, the Sith Lord Darth Nihilus is aboard his flagship, the Renager, when he is defeated by the Mandalorians known as the B waren. Another record indicates that the Jedi Visas Mar is involved in killing Nihilus, while still other records show that Mar is in fact slain by the Sith Lord.

ARMORED COMBAT
A Jedi Knight wearing Baragwin Shadow Armor joins Bastilla Shan in combating a heavily armored Sith trooper. Shan is believed to have been instrumental in splitting up Darth Malak and Darth Revan, enabling the Jedi to take Revan captive.

THE MOON OF DXUN
The planet Ononian's largest moon, Dua, is where the Mandalorian Wars began in 3995 B.Y., in which the Mandalorians were defeated by heavy losses. A new Mandalorian leader gathers his remaining warriors on Dua to help a Jedi attack Darth Nihilus's ship (left).

BOUNTY HUNTER VS SITH
A bounty hunter and scout based on the world of Nar Shaddaa, Mita (above left) learns to harness the Force. Equipped with aerial launchers that can fire rockets, darts, and grenades, she fights a Sith Assassin (above right) at the Sith Academy on the planet Korriban.

TELOS
Heavily battered during the war by a merciless Sith fleet, the planet Telos undergoes a massive restoration effort in an attempt to return the world to its prior state. The enormous undertaking is coordinated by Iblanthos, who have long been recognized as experts in the highly skilled work of planetary restoration. Jedi Master Ariis runs a secret academy for the training of Jedi under Telos's northern polar ice cap.
KEEPERS OF THE PEACE

EARLY A MILLENNIA after the Battle of Ruusan, the Republic has developed into a vast, sprawling union of far-flung worlds. Many Jedi Knights rove through assigned regions of the galaxy as diplomat-warriors, empowered to support justice in the Republic as they see fit. Although Jedi do not use their powers to intimidate, their abilities can inspire fear as well as respect, and the mere presence of a Jedi negotiator is often enough to make opposing factions work hard to resolve their differences. Despite the historic reputation of the Jedi as peacekeepers, some beings—including the Jedi Master Count Dooku—wonder if the Order has evolved into nothing more than a glorified security service to protect the interests of the Galactic Senate.

COUNT DOOKU
A legendary lightsaber instructor, Count Dooku believes that the Republic has grown corrupt, and suspects the Jedi Council is more concerned with politics than justice.

THE STARK HYPERSPACE WAR
Twelve years before the Battle of Naboo, the Stark Commercial Combine—an Outer Rim coalition of pirates and smugglers—openly defies the Neo-Mandalorian Trade Federation, and threatens to corner the market on bacta production. The Jedi are called upon to mediate negotiations between the Combine and the Federation, and Quinlan Vos (center left) ends up saving the life of the Neo-Mandalorian leader, Nate Guary (far left).

CLASH WITH MANDALORIANS
In 44 B.B.Y., Jedi Master Dooku is assigned to lead a team of Jedi Knights (below left) against the Mandalorians (top left) on the planet Gallidran. The devastating confrontation leaves many dead on both sides, including all but one Mandalorian warrior and more than half of the Jedi. Dooku never forgets the sole survivor, a man named Jango Fett, whose fighting skills are so impressive that he is capable of subduing several Jedi armed only with his bare hands.

FALLEN JEDI
After receiving a distress signal from the Jedi Master Manda Verdel, the Jedi Master Qui-Gon Jinn and his Padawan apprentice, Obi-Wan Kenobi, travel to the planet Kawanett. There, they are attacked by the Dark Woman's renegade pugs, Aama Sing (below right), an assassin who delights in killing Jedi. Qui-Gon and Obi-Wan are too late to rescue Manda Verdel, and Aama Sing vanishes, having added the fallen Jedi's weapon to her collection.

MASTER SWORDSMAN
Although Jedi are trained to resolve conflicts through peaceful negotiation and diplomacy, they are prepared to take physical action if necessary. Mace Winto is not only a senior member of the Jedi Council but one of the best lightsaber fighters in the Jedi Order. Of the seven forms of lightsaber combat, Mace is a Master of Form VII, an intense regimen that cuts dangerously close to the abilities of Sith-trained dualists.

QUINLAN VOS & AAYLA SECURA
The search for a illicit trafficking felon brings Jedi Master Tholme and his apprentice, Quinlan Vos, to the Twi'leks homeworld by the Thousand. At the home of clan leader Lon Secura, Quinlan receives a psychic plea for help from a Force-sensitive Twi'lek infant. Investigating the distress call, Vos and the Secura's niece, Aayla (near right) about to be attacked by a murderous swamp (below right). Quinlan saves Aayla, and Tholme succeeds in identifying the felon. Aayla returns with Vos and his Master to the Jedi Temple on Coruscant, where he trains to become a Jedi Knight.

LAST STAND ON ORD MANTELL
Encountering two brutal Mandalorian brawlers with a slumbering crane, Qui-Gon (above left) and Obi-Wan (above right) travel to Ord Mantell to find out why the freighter was carrying the creatures. A murder investigation ensues, and Obi-Wan discovers that there are far more deadly killers in the reptilian savannahs.
A DEMOCRATIC REPUBLIC

OF THE MILLIONS of inhabited worlds in the galaxy, thousands are members of the Galactic Republic. The Republic's worlds are represented by Senators who serve their terms in the Galactic Senate on the capital world, Coruscant. The elected leader of the Republic is the Supreme Chancellor, who by law can serve no more than two four-year terms. Operating out of the Judicial Department under the office of the Supreme Chancellor, the Jedi High Council has overall decision-making powers regarding the Jedi and their role in Republic affairs. Although the Galactic Senate strives to maintain order through diplomacy and negotiation, and relies on the Jedi Order to enforce justice when all else fails, some Senators believe that the Republic needs a well-armed, official militia to defend Republic worlds against the growing threat of interplanetary piracy.

JEDI MASTER YODA

A senior member of the Jedi Council, Yoda's long career in the Jedi began approximately a century after Darth Bane sent the Sith Order into hiding. He has always advocated that Jedi training should begin at infancy, and scorns criticism that the Jedi are "cold, starless men of steel." After training a Jedi-killer to Kingdomhood, Yoda retired from direct Master-Apprentice training and became a staff instructor at the Jedi Temple, teaching the ways of the Force to young Jedi initiates.

JEDI TEMPLE

All Jedi activity in the galaxy is centered at the Jedi Temple on Coruscant. The temple towers are topped by powerful Jedi Astral投影, which let Jedi all over the galaxy focus on the One Master that rules the Jedi.

JEDI COUNCIL CHAMBER

Located atop the outer spire of the Jedi Temple, the Council Chamber is the Jedi's decision-making chamber of government. A ring of 72 equally spaced chairs are reserved for each member of the High Council. The chairs themselves, in Yogurtan metaphysical images, are transmitted by absent Council members.

JEDI HIGH COUNCIL

Having proved themselves and their abilities in the service of peace and justice, the 12 members of the Jedi High Council contemplate the Force to serve the Republic. Most of its members are Jedi Masters, and some of them possess Force powers enhanced by unique genetic traits.

MILITARY SENATOR

One of the most vocal proponents for a Republic military is Senator Ralraath Tarlkin of the polluted factory planet Naxos. Power-mad, Tarlkin aspires to become the Republic's leader. Without the Senate's approval, he assembles a prototype Republic navy and army, then guides his flagship to attack two Stark's pirate forces in the Totem system. Tarlkin's actions cost many lives, including his own, but his influential family manages to survive longer than he lived and died a hero.

VALORUM AND PALPATINE

Supreme Chancellor Pate Valorum (near right) is the elected leader of the Senate. One of his oldest political allies is Senator Palpatine (far right) of Naboo. To relieve the Republic's fiscal debt and monitor the corrupt Trade Federation, Palpatine suggests that Valorum institute a tax on the free trade zones in the Mid and Outer Risus.

THE GALACTIC SENATE

The Supreme Chancellor's tall podium is at the center of the Great Rotunda in the Galactic Senate building. Lined with Jedi Senate repulsorlift platforms, the Rotunda is where delegates from the Republic's member worlds meet to make decisions.

The Galactic Senate's upper concourse is adorned by monumental statues that depict the Republic's Core World founders.
MASTERS AND Apprentice

FOLLOWING THE EXAMPLE set by Darth Bane after the Battle of Ruusan, the Sith Lord Darth Sidious is served by a single apprentice, an almost unstoppable weapon named Darth Maul. A Force-sensitive Zabrak from the planet Iridonia, Maul might have been discovered by the Jedi if Sidious had not claimed him first. Maul’s upbringing consisted of constant training to become stronger, faster, and smarter than any adversary could anticipate. Zabraks are renowned for their mental discipline, and have a natural ability to withstand physical suffering, and Sidious tested Maul’s endurance to the very limits during his training. Unlike previous Sith apprentices, Maul has no ambition to overthrow his Master. The Zabrak warrior’s existence is known only to Sidious, who waits for the moment when the Sith can rise against the Jedi and finally have their revenge.

CRUEL TEACHER
Darth Sidious treats Darth Maul as neither a friend nor an accomplice, but as a tool that will obey his every order. Although Maul grows ever more impatient for his first taste of Jedi blood, he knows better than to make any move without his Master’s command.

ERADICATING THE OPPONENT
Six months prior to the Battle of Naboo, Darth Sidious orders Darth Maul to strike at the heart of the galaxy-spanning criminal syndicate Black Sun. A potential hinderance to Sidious’s plans, Traveling in his new Sith Infiltrator, Maul locates the base of Black Sun’s leader, Alexei Garvin. But when he arrives, he is greeted by Black Sun’s lieutenants, the Vigos, who believe they are more than a match for the Sith Lord. Maul slays them all.

DARK BODYGUARD
Garvin’s personal protection is provided by Migilla, a highly trained bodyguard who is also a witch of Dathomir, or Nightraiser. Like all Nightraiers, she is skilled in the use of the dark side of the Force. Migilla attempts to use an energized sword to stop Darth Maul, then surprises him with a beam of Force lightning. A moment after Migilla makes her appearance as a Sith Lord with far superior dark-side knowledge, she is killed by a saber slash of Maul’s lightsaber.

MISSION ACCOMPLISHED
A Force-sensitive child who dreamed of being a Jedi Knight, Alexei Garvin was too old for Jedi training, and chose the path that led to his becoming the leader of Black Sun. Killed by Darth Maul, Garvin’s death clears the way for Black Sun’s future leader, Prince Xizor.

SITH TRAINING
Following his Master’s instructions, Darth Maul trains for the day he will be unleashed upon the Jedi. On Coruscant, Maul masters the lightsaber and practices martial arts and marksmanship, but his training also takes him to other worlds. On an Outer Rim world, he survives for a month against a legion of assassin droids. On the desolate mining planet Durla, he refines the opportunity to use his double-bladed lightsaber against living opponents. But it is in a different duel, a test against his own Master, that Darth Maul opens himself up to the dark side and becomes a true Sith Lord.

CRAFTING WEAPONS
Darth Maul uses his Master’s Sith Holocron to find schematics for devices and weapons—including his double-bladed lightsaber—that he builds for his own personal arsenal. Based on the weapon used by the Sith Lord Exar Kun, Maul’s lightsaber is actually two single-bladed weapons that he has joined at the hilt. He is eager to test the Sith saber against his Jedi enemies.
Blockade of Naboo

The Trade Federation is the largest commercial corporation in the galaxy, and controls the majority of trade routes across Republic space. Rooted by the greedy Neimoidians, it reaped most of its wealth in the Free Trade Zones of the outlying star systems, where business was not regulated by the Republic. But after the Senate's decision to impose taxation on these "free" zones, the Neimoidians began charging tolls—began exploiting the local people to control not only the trade routes but the planets themselves. Surrounding the planet Naboo with their battle ships, the Neimoidians threaten to cut off all trade unless Queen Amidala, leader of the Naboo, endorses a treaty to allow the Neimoidians to occupy her world.

Neimoidian Plot

Believing they can conquer Naboo faster than the Senate can intervene, the Neimoidians have not anticipated the Supreme Chancellor Valorum's response—the dispatch of two Ambassadors: Qui-Gon Jinn and Obi-Wan Kenobi. Cowardly being, the Neimoidians contact Darth Sidious, their co-conspirator in the planning of the blockade. The Dark Lord tells the Neimoidian Viceroy Nute Gunray that it is time to kill the Jedi and to invade Naboo, securing Gunray that he has the power to make the invasion legal.

Attack of the Droids

Shortly after boarding Gunray's battleship, the Jedi are ambushed by blaster-wielding Trade Federation battle droids. Qui-Gon and Obi-Wan quickly dispatch their attackers, but are then taken hostage by defector-crewed destructor droids. Struggling to escape the ship, the Jedi are soon discovered by a SLAT drone, and are rescued by the Royal Starship's pilot.

The Gungans

Indigenous natives of Naboo, the Gungans are an intelligent species with a strong respect for nature which is reflected in their use of natural energy and organic technology. The Gungans have a long-standing warrior tradition and are always prepared to defend themselves. Most Gungans believe the Naboo regard them as primitive beings, and are generally suspicious of humans.

Kotob Gunca

Jar Jar guides the Jedi to the underwater city of Otoh Gunga. Made up of organically engineered hydro pods, the city is home to the amphibious Gungan people. The City Council, known as the Niv, is persuaded to lend Qui-Gon and Obi-Wan a Gungan submarine to transport them to Theed City.

Heroic Astromech

When enemy fire damages the Royal Starship's shield generator, astromech R2-D2 repairs the power drive to restore the deflector shield. Amidala expresses thanks to the droid for saving the lives of all aboard.

Amidala's Entourage

At 14 years old, Queen Amidala is not the youngest sovereign to rule Naboo's democratic monarchy, but she is among the most beloved in her planet's history. Her most trusted confidante is her handmaiden, who accompanies her everywhere. Trained for combat, these secret bodyguards are also prepared to impersonate Amidala if her life is threatened.

Theed Rescue

Built on a high plateau where the River Selloa flows into waterfalls, Theed City is the Naboo's cultural center. The largest building in the Royal Palace, home to Queen Amidala. Guided by Jar Jar, the Jedi's submarine emerges in the Selloa near the Palace. Rescuing the Queen and her protectors from Trade Federation custody, they escape in Amidala's starship.

Escape from Naboo

Fleeing the approaching Trade Federation battleships, the sleek Royal Starship heads for Coruscant, where Amidala intends to plead for assistance for Naboo in the Senate. Equipped with deflector shields but no weapons, the handcrafted vessel is vulnerable to attack.

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THE CHOSEN ONE?

ACCORDING TO ANCIENT Jedi prophecy, a life-form will be conceived by the midichlorians, charged with the destiny of bringing balance to the Force. Searching for a new hyperdrive in a parts-dealer shop on Tatooine, Qui-Gon Jinn meets a nine-year-old slave named Anakin Skywalker, who possesses powers not unlike those of a Jedi. After Anakin’s mother, Shmi, confides that Anakin’s conception occurred without a father, Qui-Gon conducts a blood test that confirms that Anakin’s cells have the highest concentration of midichlorians ever recorded. Believing Anakin is the Chosen One, Qui-Gon decides to help liberate the boy.

BUILDING C-3PO

Anakin and his mother, Shmi, are owned by Watto, an unscrupulous Toydarian parts-dealer. While sorting through metal debris in a scrap heap, Anakin discovered the skeletal remains of an old Cybot Galactica protocol droid. He then secretly carried the parts back to the hovel he shares with his mother, to prevent Watto taking the valuable droid components for himself. Anakin successfully rebuilt the droid, which he named C-3PO, but did not have proper metal droid coverings to finish the job.

RIVAL RACER

In the Boonta Eve Podrace, Anakin faces Sebulba, a Dag from Malastare who employs dirty tricks to eliminate his competition. Although favored to win, the Dag loses control on the final lap and crashes. After the race, he readily agrees to buy Anakin’s Podracer from Qui-Gon.

POD RACING

Anakin’s Force-assisted intuition enables him to compete at Podracing, a high-speed sport usually limited tonable droids with quick reflexes. Using his extraordinary mechanical abilities, he secretly instills a crashed Podracer to fly in the Boonta Eve Classic race.

WAGER WITH WATTO

To obtain not only the hyperdrive he needs, but also Anakin’s freedom, Qui-Gon makes a wager with Watto that Anakin will win the Podrace. To the Toydarian’s disbelief, Anakin’s amazing victory costs him his best slave, the hyperactive, and a fortune in bank cash.

A RISKY GAMBLE

Shrewd, greedy, and immoral, Watto learned his haggling skills from Tatooine’s scavenging Jawas. Addicted to gambling, he is confident that Sebulba will be the victor of the Boonta Eve Classic, but his greed costs him dearly. Six years after losing Anakin, he sells Shmi to a moisture farmer. After this, the Toydarian continues to trade, but no longer keeps slaves.

SAD FAREWELL

Qui-Gon’s wager with Watto wins Anakin’s freedom, but the prize money for the Boonta Eve Classic is not enough to liberate Shmi. Hoping Qui-Gon will help him become a Jedi, Anakin must leave his mother, but he vows to return to Tatooine and free her.

JABBA THE HUTT

Born Jabba Desilicia Tain, but better known as Jabba the Hutt, this corpulent gangster controls a criminal empire that traverses the Outer Rim Territories. With enterprises that include smuggling, spice dealing, slave trading, gambling, assassination, and piracy, Jabba firmly believes that too much of a good thing is never, ever enough. On Tatooine, he presides over the Podraces with an almost regal demeanor, but in fact cares nothing for the sport except for the revenues generated by his gambling dens.

JABBA HUTT

Jabba the Hutt with a most handsome Rian Fortuna, Jabba's new home on Tatooine's Barada Canton, for many years to come.

THE SITH REVEALED

After tracing Amidala’s slavers to Tatooine, Darth Sidious instructs Darth Maul to apprehend Queen Amidala and bring her back to Naboo to sign the Trade Federation’s treaty. Darth Maul travels across space and finds her quarry, but Qui-Gon and Anakin arrive at the repaired spaceship in time for the Jedi Master to thwart Maul’s frenzied assault. Leaving Maul fuming in the desert, the Jedi race away with their allies to Coruscant, where Qui-Gon informs a stunned Jedi Council of his conclusion: the lightsaber-wielding attacker is a Sith Lord.

THE COUNCIL’S DECISION

Presenting Anakin to the Jedi Council, Qui-Gon asserts his belief that the boy is the Chosen One. As most Jedi begin their training in infancy, the Council are unconvinced about the wisdom of training the boy. Tossed by the Jedi Masters, Anakin demonstrates great ability with the Force, but he is deemed too old and filled with anger. Qui-Gon protests the decision, but the Council refuses to allow him to train Anakin. However, they do permit the boy to remain in Qui-Gon’s charge for the time being.
BATTLE OF NABOO

WHEN AMIDALA’S STARSHIP returns to Naboo, the only remnant of the Trade Federation’s orbital blockade is a single Droid Control Ship, which coordinates the actions of every Federation droid on the planet. The droid army has seized Theed and driven the Gungans out of Otoh Gunga. Joining forces with the Naboo, the Gungans amass an army in the swamps outside the city. While most of the battle droids are deployed to confront the Gungans, the Naboo infiltrate Amidala’s heavily guarded palace and hangar, taking weapons and starfighters into battle. The arrival of Darth Maul, instructed by Darth Sidious to kill Amidala and her Jedi protectors, poses an even greater threat. Confronting Qui-Gon and Obi-Wan, a duel ensues that leads the Sith Lord and the Jedi deep into the Theed power generator complex.

A NEW ALLIANCE

On her return to Naboo, Amidala is accompanied by Qui-Gon Jinn, Obi-Wan Kenobi, Jar Jar Binks, and Anakin. After finding Otoh Gunga abandoned, Jar Jar guides the Jedi, Anakin, and Amidala’s retinue to the Gungan sacred place where Boss Nass and the Gungans are in hiding. Boss Nass does not welcome the group because he suspects they are somehow responsible for the droid invasion. But when Padmé steps forward to reveal herself as the true Queen and appeals for help, Boss Nass realizes that the Naboo are his strongest allies.

GUNNANS VS DROIDS

Consisting mainly of part-time soldiers, the Gungan Grand Army comoves in the swamps before heading to the Great Grass Plains, where they plan to draw the battle droids away from Theed. Kaadu-mounted cavalry lead the troops, and giant lumbas carry powerful energy-shield generators to protect the Gungans from aerial bombardment. The shields hold up against the enemy lasers, but the droids are able to step through the energized barrier and confront the Gungans.

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ANAKIN JOINS THE FIGHT

Instructed by Qui-Gon to hold, Anakin takes cover in a Naboo starfighter. Its autopilot engages, and he is whisked straight to the space battle. With the flight controls on manual, Anakin accidentally penetrates the Droid Control Ship and fires torpedoes into its reactor room, causing the vessel to explode. With the Control Ship gone, all the battle droids stop fighting.

CHANCELLOR PALPATINE

Newly elected as Chancellor, Palpatine arrives at Naboo in time for the victory celebration. Meeting Anakin, he promises to watch the boy’s career with great interest. Although Amidala has survived, Darth Sidious’s greater plans are still in motion, but the Sith Lord will require a new apprentice to replace Darth Maul.

DUEL OF THE FATES

When Qui-Gon is briefly separated from Obi-Wan by an energized laser barrier, Darth Maul uses his superior Sith fighting skills to kill the Jedi Master. Adopting the core tunnel of the power generator, Obi-Wan latches out at the Sith Lord but tosses his grip on his lightsaber. As Maul prepares to strike, Obi-Wan uses the Force to summon his fallen Master’s lightsaber, and sweeps the ignited blade through the Sith Lord’s torso.

A LAST REQUEST

Mortally wounded, Qui-Gon uses his last breath to ensure Anakin will become a Jedi. Inheriting something of his Master’s defiant nature, Obi-Wan later informs Yoda he will honor Qui-Gon’s request, with or without the Jedi Council’s approval. Despite Yoda’s reservations, the Council agrees to let Anakin become Obi-Wan’s apprentice.
THE DECAYING REPUBLIC

FOUR YEARS AFTER the Battle of Naboo, the Galactic Senate reelects Supreme Chancellor Palpatine to a second term. Palpatine continues to maintain order in the Senate, forges alliances with powerful figures, remains free from scandal, and—unlike some humans—never displays any indication of bias against different species or cultures. But during his reign, many Senators come to question the very foundation of the Republic, which seems to have evolved into nothing more than a political machine designed to funnel money and resources to the capital world of Coruscant. Unrest and dissent is beginning to spread throughout the galaxy, and in these increasingly troubled times, Palpatine frequently seeks help from the Jedi. Meanwhile, the former Jedi Knight Count Dooku, who left the Order after becoming disillusioned with the Republic, is engaged in mysterious, secretive dealings that will ultimately play a decisive role in determining the fate of both the Jedi Order and the Republic itself.

PORTRAIT OF A JEDI

Memorialized by sculpture in the Jedi Archives, Dooku is one of only 20 Jedi who have renounced the Order.

CLONE TEMPLATE

Around the same time as the Battle of Naboo, Count Dooku begins his search for the perfect soldier to serve as a template for a genetically modified clone army. Dooku pits the galaxy's most dangerous mercenaries against each other, and the eventual victor is Jango Fett, the last of the Mandalorians. On one of the moons of Bogden, Dooku—presenting himself as Lord Tyranus—meets Fett, who agrees to become the clone clone.

SCATTERED FORCES

Traditionally, the Jedi Council seldom leaves the Jedi Temple, but increased unrest throughout the galaxy prompts several Council members to travel far from Coruscant. In one incident, six members—including Obi-Wan Kenobi (right), Adi Gallia, Mace Windu, and Ki-Adi-Mundi—travel to Malastare to mediate peace negotiations between warring factions on Lanrik, but the negotiations end after the first disastrous meeting. Adi Gallia and Ki-Adi-Mundi also participate in the hunt for Aurra Sing. During this period, Ki is often accompanied by his Tasken Padowan, A'Shoral Hett (far right).

STALKING AURRA SING

When bounty hunter Aurra Sing (far left) attempts to assassinate her former teacher, the Dark Woman, she is intercepted by a team of Jedi that includes the Tasken A'Shoral Hett (near left), who aims to bring in for the murder of his father, A'Shoral. But when the Jedi duels with Sing, he realizes he wants to make her suffer. Sing escapes, leaving A'Shoral to question his role in the Order.

BATTLE ON KINJAR

Dooku is fermenting unrest throughout the galaxy. On Ryloth, he orchestrates a kidnapping in an attempt to make Ryloth break from the Republic. A Tleerian leader's young son is under the protection of Jedi Master Thiste when both are abducted by a group of fanatical Nokal assassins called the Morrokaak. Quanek Vos (above, top right) and Asylla Benuts track the Morrokaak to their homeworld, Kinjar, and rescue Thiste and the boy.
RISE OF THE SEPARATISTS

EIGHT YEARS AFTER Supreme Chancellor Palpatine’s election, the elusive Count Dooku surfaces on Raxus Prime, a world strong with anti-Republic sentiment. Dooku gains support for his demands of political reform, but, knowing that the Senate’s bureaucracy will deter any reform efforts, he soon shifts his goals toward political independence. As more and more worlds enlist in Dooku’s so-called Separatist movement, the former Jedi begins to court the galaxy’s most powerful and influential commercial factions, including the heads of the Trade Federation, the InterGalactic Banking Clan, the Commerce Guild, and the Techno Union. He promises these greedy organizations unyielding devotion to the principles of free trade and capitalism, on the condition that they join forces with him to help equip and empower the Separatist cause. Within two years, several thousand solar systems have joined Dooku, and the emerging Confederacy of Independent Systems threatens to end the fragile, millennia-old unity of the Galactic Republic.

A NEW APPRENTICE

Following the death of Darth Maul, Darth Sidious seeks out the veteran Jedi Master and political idealist Count Dooku, who believes that the Jedi should no longer serve the corrupt Republic. With Darth Sidious, Dooku sees an opportunity to achieve galactic order. After the Battle of Naboo, Dooku resigns from the Jedi Order and joins forces with Darth Sidious, who renames him Darth Tyranus.

NUTE GUNRAY

After the Trade Federation lost the Battle of Naboo, Nute Gunray was left facing charges of war crimes. But following four trials in the Supreme Court, the Trade Federation is ordered only to limit its armed forces, and Gunray retains his position as Commanding Viceroy. While influential Senators dismiss allegations of a corrupt Supreme Court, Gunray hopes for revenge against the bane of his existence: Senator Padmé Amidala. Gunray agrees to join the Separatist movement on the condition that Count Dooku will arrange to have Padmé assassinated.

WAT TAMBOUR

The Foreman of the Techno Union, Wat Tambor is a methane-breathing Skaaar who spends most of his time on the industrial world of Methulon. The Techno Union is the premier developer of emerging technologies, and Tambor oversees the organization’s technology manufacturing plants throughout the galaxy. After years of dealing with the Republic’s ineffective bureaucrats, he is eager to ally with the visionary Count Dooku. Because his homeworld’s atmospheric pressure is different than most, Tambor travels in a full-body environment suit to prevent sudden death by explosive decompression.

SAN HILL

Based on the planet Muunlinest, the InterGalactic Banking Clan helps control the interplanetary flow of vast amounts of credits, data, and other forms of currency. The Clan is headed by San Hill, a Muun who views everything in monetary terms, and who knows that war can be good for business. He agrees to join Dooku’s cause in a non-exclusive arrangement, allowing the Clan to profit from arms sales to both the Separatists and the Republic.

SHU MAI

A Geonosian of the planet Castell, Shu Mai is President of the Commerce Guild, which represents more businesses involved in the acquisition, refinement, and production of raw materials. Unable to resist the lure of a profitable venture, she secretly commits the Commerce Guild to the Confederacy.

PASSEL ARGENTE

Commanding the office of Alliance Magistrate for the Corporate Alliance, Passel Argente heads the galaxy’s largest corporations, the regulating body for all major commercial operations. Argente also serves as the Republic Senator of his homeworld, Koottan, but uses strong ties to corporate interests to increase his own personal wealth. To maintain his status in the Senate, he initially denies any association with Dooku, but ultimately defies the Republic by joining the Separatist movement.

POGLE THE LESSER

Anchulak of Geonosis, Poggle the Lesser rules the Stalgasi hive colony, and controls all the other major Geonosian hives on his world. Geonosis is riddled by asteroids, which are mined for metals used to manufacture droids, vehicles, and weapons. In this planet’s dangerous environment factories, it is rumored that Poggle’s working staff is made from the limb bones of an unfortunate political opponent.

YARIEL POOF’S SACRIFICE

During this period, the Jedi face the threat of General Khorda, who produces a Force-energized artifact with planet-killing power. Jedi Master Yarel Poof tracks him down to Coruscant. Meanwhile, the bounty hunters Jango Fett and Zam Wesell realize that they unwittingly helped Khorda obtain the artifact, and attempt to stop him from using it. However, the device can be destroyed only by a Jedi Master. Foot, mortally wounded by Khorda, destroys it before he dies.
THE OLD REPUBLIC

THE CLONE ARMY

AFTER FINISHING HER elected term as Queen of Naboo, Padmé Amidala continues to represent her world as a Senator. She opposes the Separatists’ efforts to leave the Republic, but is also against the Loyalists who propose the creation of a Republic army. Having experienced the misery of war firsthand on Naboo, Amidala travels to Coruscant to discourage the Galactic Senate from voting on the Military Creation Act. Moments after her arrival, Padmé’s starship explodes on the landing platform, killing several people, including her decoy, Core. Following this attempt on Senator Amidala’s life, Chancellor Palpatine arranges for the Jedi Master Obi-Wan Kenobi and his apprentice, Anakin Skywalker, to protect Padmé.

CHASING Zam Wesell

Taking immediate action to catch the person who released the koubuns into Padmé’s quarters, Anakin distances an airspeeder from a parking bay and joins Obi-Wan in pursuit of a green Koro-2 exodrive vehicle. The chase takes them through the Senatorial, financial, and industrial zones of a densely populated quadrant, and ends when they capture Zam Wesell, the Koro-2’s Clawdite pilot, in an entertainment district. The Jedi attempt to interrogate Wesell, but before he can reveal the identity of the bounty hunter who hired him, she is killed by a toxic dart. The Jedi spot the armored figure who fired the deadly missile, but are unable to stop him.

MISSING PLANET

Having learned Kamino’s approximate location from Dexter Jettster, Obi-Wan seeks more information from the Archives at the Jedi Temple. Much to his surprise, there are no records of Kamino or its star system, yet a scan of a holographic star map reveals that gravitational forces exist in the area of space that Dexter specified. Obi-Wan shows the star map to Yoda and a group of young Jedi who quietly conclude that the gravity indicator is there, but that someone erased it from the archive memory.

ASSASSIN’S TARGET

In his second attempt on Padmé’s life, Anakin slips two knives—deadly artefacts—before they can reach Padmé as she sleeps in her quarters on Coruscant. Although the Jedi were assigned only to protect Padmé, Anakin is determined to apprehend the would-be assassin.

CLONE SOLDIERS

Arriving on the stormy world of Kamino, Obi-Wan is taken on a tour of Tytana City’s cloning facilities. Using growth-acceleration technology, the Kaminoans are able to produce fully developed human clones within 10 years by the time of their visit. 300,000 clones have matured, and another million are in production. The clones are physically identical to their genetic host, a bounty hunter named Jango Fett, but engineered to be more durable and completely obedient. As part of his payment, Fett requested a single, unaltered clone from his son, naming him Boba. Kenobi visits Jango and his son in their quarters, and realizes that Fett is the man behind the assassination attempts on Coruscant.

Dexter Jettster

When the Jedi Analyst Droids fail to recognize the dart that killed Zam Wesell, Obi-Wan turns to his old friend Dexter Jettster, the chief cook and proprietor of Dexter’s Diner. A well-traveled Besailuk with an extremely retentive memory, Dexter instantly identifies the projectile as a subsabershot from Kamino, a planet with cloning facilities.

FORBIDDEN LOVE

While Obi-Wan tracks down the bounty hunter, Anakin escorts Padmé back to Naboo and continues to serve as her protector. Although Jedi teachings forbid Anakin from having emotions that could cloud his judgment, and Padmé maintains her Senatorial responsibilities preclude love, they find themselves unable to suppress their true feelings.

ORIGIN OF A BOUNTY HUNTER

On the colony world Concord Dawn, the young Jango Fett was orphaned when his family was killed by the ruthless Death Watch, a bloodthirsty splinter group of ex-Mandalorian warriors. Jango was rescued and adopted by the true Mandalorians, who maintained their millennia-old tradition as highly-paid soldiers. Fett eventually became the Mandalorians’ leader and destroyed the Death Watch, but two years before the Battle of Naboo, a conflict with the Jedi left him as the sole-surviving Mandalorian warrior.

CLASH ON KAMINO

Having learned Fett was hired to be a genetic host by a man named Tyranus, Obi-Wan is determined to find out more about the army’s origins and to discover who hired Jango to try to kill Padmé. Kenobi fails to stop Jango and Boba leaving Kamino, but secures a homing device on their ship, Silver Sun, that enables him to track them.
WHILE SERVING AS Padmé's protector on Naboo, Anakin has a series of nightmares about his mother, Shmi. In these horrific dreams, he sees and feels Shmi's agony as she is tortured by unknown assailants. Refusing to dismiss the visions as products of his imagination, he tells Padmé that he must travel to Tatooine and find his mother, who he has not seen since leaving the planet to join the Jedi Order 10 years previously. Anakin is determined to undertake this personal mission, even though it means disobeying his orders from the Jedi Council to protect Padmé from the threat of assassination. Rather than allowing Anakin to get into trouble with the Jedi Council, Padmé decides to accompany him to Tatooine, effectively remaining under his guard. Traveling from Naboo in Padmé's Nubian Yacht, they land in the spaceport of Tatooine's disreputable capital, Mos Espa. Heading into the city, they take a robotic rickshaw toward Anakin's old neighborhood to try to find Watto, his ex-master.

**REUNION WITH WATTO**
When Anakin meets Watto, the Toydarian is amazed to see the Jedi. He tells Anakin that he sold Shmi to a moisture farmer named Cliegg Lars, who freed her and married her, and directs him to the Lars homestead.

**A JEDI AMONG TUSKENS**
Commonly known as Sand People, Tusken Raiders were named after their assaults on Fort Tusken, the first human settlement in Tatooine's northern sector. Former Jedi Knight Sharaad Hett (below center) was one of the few humans ever to join this mysterious, nomadic race. Rising to clan leader, both Hett and his clan were killed when they became involved in Gandulla the Hutt's ill-fated attempt to overthrow Jabba's reign.

**WHY COULDN'T I SAVE HER?**
After the massacre at the Tusken camp, Anakin returns to the Lars homestead with his mother's body. Confused and distraught, the young Padawan admits to Padmé how he was unable to stop himself from slaying the Tusken Raiders. Although Padmé forgives Anakin for acting upon his emotions, Anakin considers himself a failure; not for slaughtering the Tusken, but because of his inability to stop his mother from dying.

**THE MAKER RETURNS**
Now covered with dirty plates installed by Shmi, C-3PO is distressed by her death but relieved to be reunited with Anakin. When R2-D2 receives an emergency message from Obi-Wan, C-3PO joins Anakin, Padmé, and R2-D2 on a rescue mission.

**FINDING SHMI**
Anakin infiltrates the Tusken Raiders' camp and locates his captive mother in a guarded hut. Suffering from terrible wounds, Shmi is astonished to see her son again. In terrible pain, she tells him that seeing him once more has made her complete. Anakin prepares to carry her out of the hut, but she dies in his arms.

**TRACKING TUSKENS**
From Cliegg Lars, Anakin learns that his mother was abducted by Tusken Raiders a month ago. A rescue effort resulted in the massacre of 26 farmers and the loss of Cliegg's right leg to a lethal trick wire. Anakin senses Shmi is still alive, and borrows Owen's speeder bike to search for her. Arriving upon a Jawa camp, Anakin exchanges a multihol and portable scanner for information from the Chief Jawa, who directs him eastward to a high plateau. From this vantage point, Anakin sights a Tusken camp in the valley below.

**VENGEFUL SON**
After Shmi breaks her last, Anakin's anguish is replaced by an overwhelming, raging anger. Exiting the hut, he unleashes the full power of his fury upon Shmi's tormentors. Igniting his lightsaber, Anakin does not stop until the lethal blue blade of his Jedi weapon has cut through every Tusken in the camp, including the women and children.
BATTLE OF GEONOSIS

AFTER TRACKING Jango Fett to Geonosis, Obi-Wan discovers that Nute Gunray is behind the assassination attempts on Padmé and that the Trade Federation is taking delivery of a Geonosian-manufactured droid army. He transmits this information to Anakin, who relays it to the Jedi Council, but Obi-Wan is captured. Interrogated by the manipulative Count Dooku, Obi-Wan is told that a Sith Lord named Darth Sidious controls the Republic. Escorted to an arena, Obi-Wan learns that Anakin and Padmé—who traveled to Geonosis to rescue him—have also been captured and sentenced to death. On Coruscant, Jar Jar Binks—acting as the representative for Naboo in Padmé's absence—proposes the Senate gives emergency powers to the Supreme Chancellor, enabling Palpatine to summon the clone army from Kamino.

NOWHERE TO RUN

Responding to Obi-Wan's relayed message, Mace Windu and 200 Jedi travel to Geonosis to rescue him and stop the Trade Federation from obtaining more droids. Jango Fett opens fire upon the Jedi, but Mace Windu retaliates and slays the bounty hunter. Boba Fett, Jango's cloned son, is orphaned as a result of Mace's action and must now rely on his own instincts to survive. Despite their powers and abilities, the Jedi are vastly outnumbered by the battle droids and Geonosian warriors, and many fall to the arena floor. As more droids pour into the arena, the surviving Jedi find themselves surrounded.
THE CLONE WARS

THE BATTLE OF GEONOSIS marked the first time in history that the Republic deployed an army, and it signalled the beginning of the Clone Wars. Although the Jedi and some Senators were concerned about the effectiveness of the untested soldiers and suspicious of their sudden availability, most Republic Loyalists were relieved to have a strong defense against the Separatists, and applauded Supreme Chancellor Palpatine’s decision to utilize the clone troopers. The Clone Wars raged throughout the galaxy for over three standard years, with many interstellar battles between the Army of the Republic and the droid armies of the Confederacy of Independent Systems.

Few representatives of the opposing factions lived to learn that the entire war was meticulously engineered by a Sith Lord.
BATTLES AND CAMPAIGNS

FOLLOWING THE OUTBREAK of the Clone Wars, Supreme Chancellor Palpatine calls upon the Jedi to not only defend Republic worlds but also to attack the Separatist armies. The Senate approves a decision to allow the Jedi to become generals in command of the clone troops, but many Knights refuse to wage war in the name of the Republic and instead choose to abandon the Order. Despite their extensive combat training, some of the Jedi generals have difficulty adjusting to their roles as military leaders with scores of clone troopers under their command. Fortunately, the clones live up to the Kaminon’s promise to be immensely superior to droid soldiers, and help the Jedi win many decisive battles against the Separatist armies. While droids remain the primary militia for the Separatists, Count Dooku also recruits two living beings to serve as his lieutenants: the ancient bounty hunter Darge and Force-sensitive Asajj Ventress, both of whom are adept at killing Jedi.

CIVIL WAR ON JABIM

When mineral resources are discovered beneath the mud-soaked surface of the remote Republic world of Jabim, the Confederacy of Independent Systems offers to establish trade with the Jabim colonists. As some colonists choose to remain loyal to the Republic, a civil war erupts, and Jedi generals and their clone troopers attempt to end the conflict without losing the world to the Separatists. Many Jedi and Padawans perish during this disastrous mission, and Obi-Wan is believed to be killed in action. Moments before Anakin Skywalker leaves Jabim, he realizes he can use the Force to crush a man’s windpipe.

BATTLE OF KAMINO

The Corporate Alliance convinces the Mon Calamari to strike the cloning facility on Kamino to end the Clone Wars. Mon Cal Commander Merul is ambushed by the Jedi. His death is part of Darth Sidious’s scheme to prolong the war, as it removes the advantage Merul’s abilities give to the Separatists.

GENOCIDE ON OHMA-D’UN

Shortly after the Battle of Naboo, Siuan colonists settled on Naboo’s moon Ohma-D’un. Ten weeks after the Battle of Geonosis, Rins Nasus loses contact with the colonists, and the Jedi are summoned to investigate. The Jedi find the Geonosian dead; victims of a chemical weapon developed by the Confederacy. While Anakin races to stop a convoy of starships from releasing the same toxic gas in Naboo’s atmosphere, Obi-Wan has his first encounter with Asajj Ventress and Darge. Months later, the threat of this particular weapon is neutralized when Obi-Wan obtains the antidote from a secret chemical factory on the planet Quayta.

CONFLICT ON AARGONAR

Under the impression that Obi-Wan was killed on Jabim, the Jedi Council assigns Anakin to travel to the desert world Aargonar with the Tusken Jedi Knight A’Sharad Hett, son of the famed Jedi Sharad Hett. After their mission is disrupted by an ion-charged sandstorm, a triggered Anakin becomes delusional and cannot resist his desire to attack Hett. A’Sharad subdues Anakin and learns why he hates Tusken, but is unable to convince him that it is true Jedi kill no use for prejudice.

JEDI GENERALS

Like the other Jedi who agree to fight on behalf of the Republic during the Clone Wars, Anakin, Mace Windu, and Obi-Wan serve as generals. Obi-Wan is an envoy mission to Dantooine, Mace Windu single-handedly destroys a huge separatist warship; Windu is doubtless a brave warrior, but a lightsaber duel with Ventress leaves him radically scarred.

DROIDS GENERALS

Born in Kashyyyk General Grievous led his people in a war against their savage planetary neighbors, the Huk, whose one-echt worlds prompted refuge on the Republic. In a mysterious aircraft accident Grievous was mortally wounded. On the verge of death, and whispering vengeance on the Jedi for allying with the Huk, Grievous accepted the Blackhole Clan’s offer of a new droid body and relief for his people. In return, he will be the leader of the Republic’s droid army, and receive lightsaber instruction from Count Dooku.

Asajj Ventress

Initially trained by the Jedi Ky Nara, Asajj Ventress tried to do her duty to Nara’s master. Years later, Ventress defects many gladiators in a contest to impress Dooku, who gives her a pair of lightsabers and makes her a commander of the Separatist army.

On the moon Ruul to the Serirei system, Ventress was observing the Jedi by observation to means to exist...
KIDNAPPED!

HOPING TO DEFEAT the Trade Federation, Obi-Wan and Anakin attempt to capture Nute Gunray on Cato Neimoidia. Gunray eludes the Jedi, but they manage to recover his hologram-transceiving mechno-chair. This device yields information that could lead to the apprehension of high-ranking Separatists and the location of Darth Sidious. Their find prompts Obi-Wan and Anakin to begin a hunt for Count Dooku, while Mace Windu leads a Coruscant-based team in search of Sidious. Unfortunately, the Jedi do not realize they have been manipulated by the Dark Lord, who has diverted their attention in order to carry out his most complicated scheme—the kidnapping of Supreme Chancellor Palpatine. The Sith assigns the abduction task to General Grievous, who remains unaware of the true motives behind Sidious’s devious machinations.

REPUBLIC STARFIGHTERS

In the war against the Separatists, Obi-Wan and Anakin pilot the two-Acta Interceptors (left and right) with retrofitted controls to accommodate their force-assisted piloting abilities. Republic Army clone trooper pilots fly ship-equipped ARC-170 fighters (above) and V-wing fighters, and serve as frontline swingmen to their Jedi commanders.

JEDI FIGHTER ACE

During the Clone Wars, Anakin Skywalker gains a reputation as the best starpilot in the galaxy, and is recognized by Grievous as the “best without fees.” Despite his abilities, Anakin is haunted by the death of his mother, whom he was unable to protect. When he learns Padme is pregnant, he has nightmares that she will die in childbirth.

GREVIOUS RETREATS

Prior to Palpatine’s abduction, Kenobi and Skywalker defeated General Grievous when he attempted to invade the world of Felucia. Watching as the Jedi attacked his invasion fleet, Grievous vowed revenge. Obi-Wan and Anakin’s arrival on his flagship, and the subsequent demise of Dooku, leads to a ferocious battle between the cyborg and his enemies. Hit by laserfire from a Republic warship, the flagship begins to fall out of orbit. Forced to relinquish Palpatine, Grievous flees in an escape pod and jettisons the remaining pod, leaving the Jedi to try to save the ship.

THE SEARCH FOR PALPATINE

After failing to capture Count Dooku on the planet Tythe, Anakin and Obi-Wan learn of Supreme Chancellor Palpatine’s kidnapping. They race back to Coruscant as the Separatist Droid Army attempts to flee with their captive, and engage an overwhelming number of droid starfighters in space combat. Added by 82-D9, the two Jedi manage to land their fighters in General Grievous’s starship. Leaving a trail of ruined battle droids behind them, they finally infiltrate the chamber that holds the captive Palpatine.

DOOKU’S FATE

Aboard General Grievous’s starship, the shocked Palpatine watches as Count Dooku emerges to fight the Jedi rescuers. Dooku knocks out Obi-Wan, but is soon at Anakin’s mercy. Palpatine then orders the Count’s execution—and Anakin complies.

THE GENERAL’S TROPHIES

Accompanied by his droid MagnaGuards, General Grievous has added many trophies to his collection since his first Jedi kills on Geonosis. Because so many Jedi perished in that battle, these particular trophies were not initially attributed to Grievous.

CRASH-LANDING ON CORUSCANT

Emergency refreshes race alongside the remains of Grievous’s Trade Federation cruiser as it plummets toward the surface of Coruscant. Despite extensive damage to most of the ship’s systems, Anakin wrestles with the controls to bring the vessel down safely on a landing platform located in the heart of Coruscant’s busy industrial district.
POWER OF THE DARK SIDE

E ver since their first meeting, Chancellor Palpatine has made Anakin feel special and unique among the Jedi. But during the Clone Wars, Palpatine plants seeds of anxiety, encouraging Anakin to believe that the other Jedi are envious and fearful of his powers, and not altogether supportive of democracy. When a constitutional amendment allows the Chancellor’s Office to take command of the Jedi Council, Palpatine draws Anakin closer into his confidence, asking him to accept a post as his personal representative on the Council. Meanwhile, Mace Windu and Yoda suspect that Palpatine might be under the control of the mysterious Sith Lord Darth Sidious. When the Council learns of Anakin’s appointment, they privately agree that Palpatine’s influence on Anakin is dangerous, but decide—against Obi-Wan’s protests—to enlist Anakin to spy on the Chancellor.

A NIGHT AT THE OPERA
Invited to meet with Palpatine at the Galaxies Opera House, Anakin listens as the Chancellor states his belief that the Jedi Council is planning to overthrow the Republic. Although Obi-Wan has cautioned Anakin to be careful, Anakin finds himself torn between his loyalties to the Jedi and to Palpatine; and he wonders if the Council is truly manipulating events. AnAnakin has had recent nightmarish visions of Padme dying, he is captivated when Palpatine tells him of The Tragedy of Darth Plagueis the Wise, the story of a Sith Lord who had the power to keep people safe from death.

BATTLE ON UTAPAU
As Anakin comes to the realization that Palpatine is in fact the Sith Lord the Jedi are hunting, Obi-Wan leads his clone troops in an attack on Grievous’s droid army on the planet Utapau. After a ferocious lightsaber duel and high-speed chase through the multilevel tunnels and plaza of Pau City, the battle ends on a suspended landing platform, where the Jedi finally destroy Grievous using the cyborg’s own lightsaber.

Polyphase uses Sith lightning to attack Mace Windu, but the Jedi Master saw his light saber to force the shock wave into his back against the Sith Lord, shocking for Sanae. Palpatine summons Jedi from Anakin, who chooses Mace Windu, disarming the Jedi, and unorthodoxly allowing Palpatine to kill Windu.

SHOWDOWN ON CORUSCANT
Following General Grievous’s death, a contingent of Jedi confront Palpatine to ensure his surrender of emergency powers. Palpatine surprises them by igniting his own lightsaber, quickly slaying all but Mace Windu, who learns too late that his opponent’s greatest weapon is Anakin Skywalker.

A NEW NAME
After disposing of Mace Windu, Palpatine befriends a name to his new apprentice: Darth Vader. Vader’s first assignment is to eliminate all the Jedi at the Temple. Vader believes his actions will restore order to the galaxy, and that he will gain the knowledge to keep Padme safe forever.

SITH RITUALS
Chancellor Palpatine spent many years studying ancient Holocron to learn the secrets of the Sith. The Holocron enabled him to channel Sith spirits (right), who taught him how to harness dark-side energy and release lethal bolts of lightning. During the Clone Wars, Palpatine conducted Sith rituals on Coruscant that radiated unerring ripples in the Force, which caused anxiety among most Jedi throughout the galaxy, but also served to increase Anakin Skywalker’s hunger for power.

DEFENDING KASHYYK
After the Separatists attack the Wookiee planet Kashyyk, Yoda travels there to lead the defense. The Jedi Master’s departure from Coruscant is also part of a plan to lure Darth Sidious into the open. Unfortunately, none of the Jedi have anticipated the Sith Lord’s next move.
THE JEDI PURGE

ALTHOUGH SUPREME CHANCELLOR Palpatine vanquishes the four Jedi Masters who attempt to arrest him, and has assigned Anakin Skywalker the task of massacring those in the Jedi Temple, thousands of Jedi Generals remain scattered on distant worlds across the galaxy. Before any surviving Jedi can learn about Palpatine’s actions on Coruscant, he activates a secret plan that he designed many years before to eliminate the entire Jedi Order. He also twists information to his own advantage by informing the Galactic Senate that the Jedi had intended to assassinate him in order to seize control of the Republic. By the time the Supreme Chancellor convinces most world leaders in the Senate that the Jedi are traitors, he has already succeeded in destroying nearly all of his most powerful adversaries, leaving no one to stop Palpatine from proclaiming himself Emperor of the galaxy.

JEDI SLAYER

As Anakin is well-known among the Jedi, and no one but the Emperor is aware of his conversion to the Sith, he has no difficulty gaining entry to the Jedi Temple. Transformed into Sidious’s agent of evil, Darth Vader, he cuts down every Jedi in his path, including many younglings. Leaving clone trooper squads to exterminate any Jedi who remain in the Temple, he visits Padmé to tell her that the Jedi have attempted to overthrow the Senate. Padmé listens with stunned disbelief as her beloved tells her that he has denounced the Jedi Order to help Palpatine save the Republic, and that he intends to end the war by completing an important mission on Mustafar.

UNEXPECTED BETRAYAL

As Order 66 is implemented across the galaxy, Jedi Generals such as J adviser Secura (left) are taken completely unaware when they suddenly become a target for their own troops’ weapons.

A NEW REGIME

On Coruscant, Palpatine addresses the Senate. He claims an assassination attempt by treacherous Jedi has left him disabled; he then rallies the Senators to support a new regime, an Empire that he will rule for life. The majority of Senators respond with cheers and applause.

ORDER 66

On Utapau, Clone Commander Cody receives a holographic transmission from Palpatine, who states, “It is time. Execute Order 66.” An emergency protocol, Order 66 identifies all Jedi as traitors to the Republic that must be eliminated with extreme prejudice. The transmission is simultaneously beamed to clone commanders across the galaxy, and moments later hundreds of Jedi are murdered by their own troops.

THI SURVIVORS

Both Obi-Wan and Cato Neezo manage to escape the Jedi Purge, and ignore the subsequent transmission that summons all Jedi back to the Jedi Temple. Both Cato Neezo on Bail Organa’s starship. Cato Neezo and Obi-Wan agree that they must return to the Temple and disable the recall signal.

THE SEPARATISTS’ FATE

While holding on the volcanic planet Mustafar, the Separatist leaders receive a message from Darth Sidious, and are told to believe that the Clone Wars are over and peace has been achieved. They are about to disband their diabolic armies, yet are executed by Darth Vader when he arrives on the fiery world.

BURNING TEMPLE

Tatooine delivers Obi-Wan and Yoda to Coruscant, where they find many dead bodies in the ruins of the Jedi Temple. Stealthily evading clone troopers, Obi-Wan retrieves the Temple’s security scans to see for himself which Jedi has fallen. When the scans confirm the identity of the Sith Lord who slew the younglings, Yoda decides to visit the Emperor while Obi-Wan hunts down Darth Vader.

DUEL IN THE SENATE

Yoda finds the Emperor in the holding cell at the Grand Convention Chamber of the Galactic Senate. Palpatine sees both his lightsaber and Sith lightning to attack Yoda, who is ultimately forced to retreat. Although Yoda fails to destroy the Emperor, his survival ensures that he will live to train at least one more student in the ways of the Force.
DARK LORD REBORN

SEEKING DARTH VADER, Obi-Wan goes to Padmé’s apartment on Coruscant. Although Padmé has been told that Kenobi may have been implicated in a Jedi rebellion, she is greatly relieved to see her old friend alive. But her joy turns to confusion when she realizes that Obi-Wan is searching for her husband, Anakin. She refuses to believe Kenobi’s claim that the young Jedi murdered children at the Temple, and is unable to accept that the father of her unborn offspring could be capable of such an unforgivable, evil act. Shocked and upset, Padmé tells Kenobi to leave; shortly afterward, she travels with C-3PO to the planet Mustafar. She is unaware, however, that Obi-Wan has anticipated this move and is a stowaway on her starship. And so it is on Mustafar that Padmé discovers the grim truth about the man she loves, while Obi-Wan finds the hate-filled monster he must try to destroy.

HOLDING

WHEN Padmé arrives on Mustafar, Darth Vader answers to the name Anakin, but his evasive, defiant behavior convinces Padmé that he is Anakin no more. Upon seeing Obi-Wan emerge from Padmé’s starship, Vader suspects betrayal and uses the Force to choke his wife.

DUEL ON MUSTAFAR

Vader releases Padmé from his telekinetic death grip to engage Obi-Wan in a fierce duel. The combatants are so focused on each other’s movements that neither notices the imperor R2-D2 hauling Padmé’s unconscious form back to her starship. The battle takes Vader and Obi-Wan through the main collection plant of the old lava mine, across platforms that stretch over rivers of molten rock. As every step becomes more perilous and Vader’s attacks more frenzic, Obi-Wan realizes that he still cares for Anakin, and that the only way he can defeat his opponent is to let go of his feelings for his former friend. When Obi-Wan releases this emotional attachment, the battle turns for the Jedi.

A PROPHECY FULFILLED?

By striking the Separatist leaders and crushing the Jedi Order, Vader has restored peace and justice to the galaxy and so brought balance to the Force. In his eyes, he has fulfilled his destiny as the Chosen One. He will not stray from this viewpoint until the last day of his life, when he finally realizes that there is a power stronger than the dark side.

BURNING RACE

Despite his fighting skills, Vader is defeated by Obi-Wan. With both legs and an arm severed, Vader lies helpless as and not lava burns his flesh and sears his lungs. But even as Vader withers in agony, he believes his actions were justified and considers himself superior to the Jedi. Fueled by anger and hatred, Vader never relinquishes his embrace of the dark side.

REBUILDING VADER

Vader’s transformation is a complicated procedure that incorporates advanced technology and arcane Hutts’ healing techniques. Vader’s new body consists primarily of machine components, and his cloak conceals a backpack that cycles air in and out of his damaged lungs. After his recovery, Vader constructs a new, red-inked Sith lightsaber to replace the weapon he lost on Mustafar.

POLIS MASSA

Obi-Wan takes the injured Padmé to a medical facility on the isolated planet Polis Massa, where he meets with Sola and Senator Bail Organa. A medical droid assists with the emergency delivery of Padmé’s twins, a boy and a girl whom she names Luke and Leia. Tragically, Padmé does not survive.

EVIL RECONSTRUCTED

The Emperor’s apprentice is taken to a surgical Reconstruction Center on Coruscant. It takes days for the Emperor’s medical droid to connect Vader’s severed nerves and endings to new robotic parts. The Sith Lord eventually awakens to find himself contained within an armored life-support unit. Until his dying day, Vader will be a living, walking remnant of darkness.

MORE MACHINE THAN MAN

After Darth Vader is resurrected as a cyborg, he seeks Padmé, and is told by the Emperor that he killed her in anger. Unaware of his Master’s deceit, Vader is filled with fury, not because of his imagined role in Padmé’s death, but because he feels cheated by his loss. In his incredible selfishness, Vader is completely consumed by the dark side of the Force, and his humanity becomes almost entirely intractable.

On the bridge of an Imperial Star Destroyer, Darth Vader and Emperor Palpatine meet with Greedo Willuff Barkis, who is directing the secret construction of a ship eventually become the Emperor’s Deathstar superweapon, the Death Star.

After Vader’s death, Luke reveals that his pants should be cut up to provide the Force from facing them both. Red Onion (of the left) and Marla (of the left) while Obi-Wan (of the left) and Berin (of the left) are watching in silence on their feet.
THE DARK TIMES

With unprecedented support from the Senate and the Jedi Order all but exterminated, the Sith at last accomplished their revenge. But with worlds still waiting to be conquered, and his power yet to be consolidated, Emperor Palpatine relied heavily on his apprentice Darth Vader, and opened the previously restricted Deep Core region of the galaxy for exploration. To illustrate the enormous difference between his new Galactic Empire and the long-stagnant Republic, Palpatine-programmed construction droids to tear down large portions of Coruscant’s ancient Presidential Palace and had it reconstructed into his Imperial Palace. By the time most beings realized that the Republic’s fire had been extinguished, the Empire’s shadow had fallen over thousands of inhabited worlds.
EMPIRE OF EVIL

As the Republic is reorganized into the Galactic Empire, there are many who are grateful to Emperor Palpatine for ending decades of corruption in the Senate, and who believe that he will fulfill his vow to restore stability to the galaxy. Even as his opponents continue to vanish, few comprehend that the Emperor's New Order is based on tyranny, brutality, and hatred of nonhumans. Aliens are not only persecuted but enslaved to serve the Empire. Funds are diverted from social programs into a massive military buildup. By the time the Imperial subjects realize that they are kept in a state of constant fear in order to maintain "stability," Palpatine has the full support of his awesome Imperial Navy as well as the crime syndicate Black Sun, and has eliminated most of his adversaries.

EMPEROR

Acting without any legal, political, or financial restraints, Emperor Palpatine develops the largest military force in galactic history. Supervision of the Imperial Navy is later assigned to the Moffs—Imperial military commanders—and Palpatine thoroughly dedicates himself to the study of the dark side of the Force. As he strives to discover the secrets of eternal life, he also begins experimenting with cloning technology. Protected at all times by his red-cloaked Royal Guards, the Emperor seldom leaves his palace on Coruscant.

IMPERIAL SHUTTLES

Some Fleet Systems' Lambda-class shuttle is almost exclusively used by the Empire. Hyperspace, powerful laser cannons, and deflector shields allow it to traverse the galaxy without an escort. The Emperor's personal shuttle is also equipped with a cloaking device.

DARTH VADER

The Emperor's chief enforcer and most diabolical creation, Darth Vader is the embodiment of hate itself. While his Master is increasingly secluded within the Imperial Palace, Vader travels extensively and brings across the galaxy to regard his dark reign as the "light" of the Empire. Using the powers at his disposal to crush enemies, Vader also uses Imperial propaganda to recruit aliens such as the Noguri of Honoglu, who become his private assassins.

JEDI KILLER

Yoda and Obi-Wan Kenobi are not the only survivors of the Jedi Purge. Nuyenwu Jodo abandoned the Order rather than fight for the Republic in the Clone Wars, and many others went into hiding after Palpatine's implementation of Order 66. The Emperor assigns Darth Vader with the task of eliminating the remaining Jedi, but Vader kills many over the years. Acting on information from Mara Jade, Vader tracks down the Dark Woman in the Outer Rim. After a pitched battle, Vader claims another grim victory for his Master.

IMPERIAL DIGNITARIES

The Emperor personally selects dignitaries from hundreds of different worlds to serve as his advisors. Each dignitary is assigned to gather information about a rival dignitary's home system, which discourages them from forming secret alliances. To keep all of them paranoid and politically insecure, the Emperor never meets with them more than 12 at a time, and does on a select few. When the Emperor desires new advisors for his circle, he kills the old ones at whim.

Discovered and raised by Palpatine, Finnegan Mara Jade is one of the Master's elite agents and assassins. Her skills earn her the title of "The Emperor's Hand."
IMPERIAL MIGHT

Having eliminated his most powerful opponents, Emperor Palpatine is free to throw all of his resources into a military buildup unlike any in recorded galactic history. Republic Assault Ships used during the Clone Wars are decommissioned and replaced by larger warships with more destructive firepower. Human males—especially those prejudiced to aliens—are recruited from Military Academies to command the clone troops, those who refuse to voluntarily enlist are either drafted to serve alongside the clones as footsoldiers or eliminated. Specialized training leads to the creation of new military elites to enforce the Emperor's will, from the deadly efficiency of Imperial TIE fighter pilots to the resourcefulness of reconnaissance scout troopers. With this awesome fleet and a limitless number of stormtroopers at his disposal, Palpatine maintains control over former-Republic worlds and intimidates others into joining his ever-expanding

IMPERIAL ACADEMY

Requiring human officers to command and serve with the clone troops, Imperial leaders sought the best candidates at the Academy, a multi-world educational and training institution that had prepared students for the Exploration, Military, and Merchant services of the Old Republic. Under Palpatine's rule, the Academy becomes the Imperial Naval Academy, where students are fed propaganda to believe that all alien species are inferior beings. This elitist philosophy, and its practical application through the brutal assertion of Imperial rule, will sow the seeds of rebellion on thousands of worlds across the galaxy.

TROOP TRAINING

The most important military training center is on the planet Coruscant, a high-gravity world with varied terrain. The facility's main citadel is surrounded by a towering wall and is accessible only in Imperial vehicles.

TIE-FIGHTER ACE

The son of Corellian farmers, Soonte Fel learned piloting in a skyhopper that was used to deliver parts and supplies. In the age of 18, he was appointed to the Coruscant Military Academy, where he trained as a Corellian Cadet in Solo, the Flight simulators. He became a flight instructor at the Peabody IV Naval Academy, and aspired to join the Grand Moff Tarkin's elite bodyguard unit until he was disqualified by the mutiny of one of his students. Despite this setback, Fel's skills eventually earned him the title of ace pilot.

After leaving his homeworld Corellia, Soonte Fel is under the command of the Imperial Naval Academy on Coruscant.

SELECTED FROM THE BEST

Imperial forces are a formidable sight. A single AT-AT pilot directs the entire machine, while a second pilot acts as navigator and gunner.

IMPERIAL FORCES

Just as the clone troops served the Republic without question during the many conflicts of the Clone Wars, Imperial stormtroopers now loyalty to the Empire and cannot be bribed, bullied, or blackmailed into betraying the Emperor. Clad in white armor that is impervious to projectile weapons and blast shrapnel, they are the spearhead of Palpatine's ground forces.

STAR DESTROYERS

Carrying enough firepower to destroy an entire civilization to within 1,000, the Imperial-class Star Destroyer is so formidable that the mere sight of it prompts submission. However, Star Destroyers have been exceeded by faster, smaller vessels, including a certain banded Corellian freighter.

AT-AT WALKER

A mobile garrison bunker, the AT-AT walker carries 15 soldiers (40 feet high) and is fitted with heavy cannons and short-range lazers.

SPEEDER BIKE

Designed for high-speed infiltration, the repulsorlift speeder bike is used for scouting enemy territory and reconnaissance. It can reach speeds of up to 500 kph (310 mph).
THE DEATH STAR

CONCEIVED AS A moon-sized "expeditionary battle planetoid," the Empire's terrifying Death Star is one of the largest starships ever built. Measuring 120 kilometers (75 miles) in diameter, the spherical battle station's crew, officers, and support and maintenance personnel exceed a million beings, not including a security force of more than 25,000 stormtroopers and a support "crew" of more than 400,000 droids. Weaponry includes 10,000 turbolasers and heavy turbolasers, 2,500 laser cannons, 2,500 ion cannons, and 768 long-range tractor beams. Powered by an immense fusion reactor, the Death Star is capable of traveling through hyperspace, and its primary offensive weapon provides enough firepower to decimate an entire planet.

GRAND MOFF TARKIN

The mastermind behind the Death Star's construction is Grand Moff Wilhuff Tarkin, the former Lieutenant Governor of Ordusu, and the first Imperial leader to achieve the highest rank of Grand Moff. Tarkin believes that humans are superior to aliens, and that the most effective way to cripple enemies is to destroy their hope. The Death Star exemplifies the Tarkin Doctrine: "Rule through fear of force rather than by force itself."

DESTROYER OF WORLDS

The Death Star's primary weapon is a planet-shattering superlaser. The superlaser is formed by eight combined beams, which are fired in alternate sequences to create a huge blast of energy with more firepower than half of the Imperial fleet. After firing, the superlaser requires a recharge period of 24 standard hours before it can be fired again, so Death Star gunners are trained to hit their target on the first shot.

DEATH STAR OFFICERS

With the Imperial Senate under Palpatine's control, the military becomes the true government of the Empire. The Imperial Navy's key directive is to combat space piracy and transport military personnel, while the Imperial Army is charged with maintaining planetary order and removing threats to the Empire. Palpatine eventually overthinks and integrates the forces of the Army and Navy, which creates rivalries between such powerful individuals as General Tagge and Admiral Motti.

TURBOLASER DEFENSES

The Death Star's surface is defended by deadly turbolasers, which fire sustained, organized volleys. The turbolasers' poor exchange ratio and slow rotation speed create gaps in the station's defensive screen, but Imperial engineers are confident that the Death Star's state-of-the-art weapons systems can defeat any threat.
FEW DARED TO oppose openly the might of the Galactic Empire, and those who did were silenced forever or enslaved. The rebellion against Palpatine’s oppressive rule was initially fueled by anger and outrage over the Empire’s many injustices and it began to take form when shared whispers between individuals such as Senators Bail Organa and Mon Mothma evolved into secret meetings. At these gatherings, plans were made to form a resistance organization named the Alliance to Restore the Republic, which became recognized by the Empire as the Rebel Alliance. Unfortunately, one of the Alliance’s leaders, Princess Leia Organa of Alderaan, came under the scrutiny of Darth Vader, who had reason to believe that her so-called “mercy missions” to worlds devastated by Imperial weapons were a cover for treacherous Alliance subversions. When Vader’s Imperial Star Destroyer pursued the Princess’s consular ship, Tantive IV, to the Tatooin system, the Sith Lord found himself in orbit above his despised homeworld.
LEIA'S MISSION

UNDER PALPATINE'S REIGN, the Senate slowly dissolves, but one brave young Senator—Princess Leia Organa of Alderaan—dares to criticize the Emperor's policies. Using information she gains as a Senator and her diplomatic immunity, Leia secretly assists her father, Bail Organa, to expand the underground Rebel Alliance. While on a mercy mission to the planet Ralltiir, Leia learns the Empire is constructing an immense superweapon. After Rebel agents secure the plans for the weapon and transmit them to Leia, she travels to Tatooine to summon the help of Obi-Wan Kenobi.

BLOCKADE RUNNER

Equipped with a very fast sublight drive and an efficient hyperspace jump calculator, Corellian Corvettes such as Princess Leia's consular ship, Tantive IV, are the choice vessel for evading Imperial ships, leading some Imperials to refer to them as "Rebel blockade runners." Although Tantive IV has lived up to its reputation on many occasions, the ship fails to outrun the Star Destroyer Destruktor over Tatooine and is drawn into its barrage.

DARK ENCOUNTER

On her first visit to Coruscant, Leia attends a reception at the Imperial Palace and meets the Emperor and Darth Vader. Despite their powers, the Sith Lords do not sense anything unusual about Leia, who is unaware of her true heritage. Disturbed by the encounter, Leia becomes a Senator, determined to fight for fairness and justice.

ENTER THE DARK LORD

After Tantive IV is secured, Darth Vader boards the ship to search for the stolen Death Star plans. As he orbits the world that was once his home, long-suppressed memories of him with a slave girl.

SECRET MESSAGE

Realizing she cannot escape, Leia decides to reveal the Death Star plans to R2-D2, dictating a message to Obi-Wan Kenobi that the astromech records. Moments later, Leia is captured by stormtroopers, who fail to notice R2-D2 heading for an escape pod.

KYLE KATARN

A special agent for the Alliance, Kyle Katarn infiltrates a top-secret Imperial complex on the planet Dantares to steal technical readouts for the Death Star, then transmits the plans to Princess Leia's ship. In the years that follow, Katarn wins many battles against the Empire, and discovers that he is Force-sensitive.

JEWEL OF THE GALAXY

With its clear blue skies and snow-topped mountains, Princess Leia's homeworld of Alderaan is renowned throughout the galaxy for its natural beauty. Ruled by the democratic Viceroy and First Chair Bail Organa, the planet has been a long-established centerpost in galactic politics, exploration, and culture for many millennia. Alderaanian exploration vessels ply many of the most important trade routes in the galaxy. Colonists from Alderaan also traveled far and wide, settling many scattered worlds.

The planet has no weapons or military force, but this was not always the case.

REBEL PRINCESS

The youngest member of the Imperial Senate, Princess Leia Organa uses all her resources to help the Rebel Alliance. She has trained in the political arts and military discipline, and is an expert shot with a blaster.

LEIA'S DENIAL

After stormtroopers deliver her to Vader, Leia denies any knowledge of the transmissions beamed to her ship by Rebel spies, and insists she was on a diplomatic mission to Alderaan. Vader orders her to be taken away. He then instructs an aide to send a distress signal from Tantive IV, in order to dupe the Senate into believing the crew were killed by unknown forces instead of Imperial troops.

ESCAPE TO TATOOINE

C-3PO, also serving aboard Leia's ship, reluctantly follows R2-D2 into an escape pod. Together they jettison from the captured Tantive IV. Because the Destruktor's scanners do not detect life-forms within the pod, it is assumed its inception was triggered by a short-circuit. But when Darth Vader learns that the Death Star is no longer on board Leia's ship, he sends troops to search for the pod on Tatooine.
LUKE’S DESTINY

WHILE OBI-WAN SECRETLY monitors young Luke Skywalker, Owen and Beru Lars raise the boy as if he were their own son, a son who might take over the farm someday. But with each passing year, Luke becomes increasingly restless and eager for adventure. On one occasion, Luke and his childhood friend Windy ride into the Jundland Wastes and get lost in a canyon. Fortunately, they are found by Obi-Wan, now using the name “Ben,” who escorts them safely back to the Lars homestead. Although Luke expects his uncle to be grateful to Ben, he is baffled when Owen orders his rescuer off the farm and warns him not to come back. Years later, the purchase of an R2 unit and protocol droid from Jawas will lead to a fateful reunion with the old hermit.

RESTLESS SPIRIT

Luke grew up believing both his parents are dead, and that his father had been a navigator on a spice freighter. He has no interest in moisture farming, and feels trapped by his uncle’s efforts to keep him on the farm for “only one more season.” His father’s friends gone, he wishes he could find a way to leave Tatooine, but first he’s failed to watch the same sun rise for years to come.

LAWYER’S GUARDIAN

To protect Luke from Vader, and to prevent him from following his father’s path, Owen and Beru Lars should him from any knowledge of his Jedi heritage. Although Owen would like Luke to learn the farm, he doesn’t want to hold him back—he is mainly concerned with ensuring Luke’s safety.

AFTER R2-D2 and C-3PO are captured by Jawas, they are sold to Luke’s family. Owen Lars is more concerned with the imminent harvest of the past, and does not recognize C-3PO as the same protocol droid who once served Luke Skywalker. After a battle, Luke plays with a model of his grounded T-6 skyhopper. He is amazed when C-3PO admits that he and R2-D2 know of the Rebellion, and have been in several battles.

WORKSHOP REVELATIONS

Having had his memory wiped years before, C-3PO does not remember the Lars homestead or the name “Skywalker.” While C-3PO takes an oil bath, Luke plays with a model of his grounded T-16 skyhopper. He is amazed when C-3PO admits that he and R2-D2 know of the Rebellion, and have been in several battles.

MYSTERIOUS MESSAGE

While Luke is cleaning R2-D2, the droid projects a fragment of the holorecording meant for Obi-Wan Kenobi. Programmed not to reveal Luke’s identity, C-3PO states only that she was an important passenger on their last voyage.

BIGGS DARKLIGHTER

Luke’s best friend on Tatooine is Biggs Darklighter, who looks a skilled pilot. Unlike Luke, Biggs was able to leave Tatooine and attend the prestigious Academy. After completing his training, Biggs returns to his homeworld and tells Luke that he’s been assigned a commission as First Mate aboard the starship Radiant. He also confides that he has made a secret friend at the Academy, and that they plan to jump ship and join the Rebel Alliance.

SEARCHING FOR R2-D2

To seek out Obi-Wan Kenobi, R2-D2 escapes from the Lars homestead after sunset. Instead of finding an encounter with Tusken Raiders at night, Luke and C-3PO wait until the morning to begin their search. With the protocol droid at the controls of his landspeeder, Luke is free to scan the terrain for R2-D2’s tracks.
A JEDI IN EXILE

FOR TWO DECADES, Obi-Wan Kenobi lives alone amidst the wastes of Tatooine, serving as Luke Skywalker’s secret guardian. Except for Owen and Beru Lars, no one on the planet knows he is a Jedi. However, accounts of his apparent abilities to roam without fear and communicate with beasts have earned him a reputation as a wizard, and even the Sand People keep their distance. Although his isolation has made him slightly eccentric, he does not feel lonely, as the Force is his great ally and constant companion. After learning how to merge his consciousness with the Force from the spirit of Qui-Gon Jinn, he becomes even more mindful of the present, and more hopeful for Luke’s future.

THE SAND PEOPLE STRIKE

After Luke and C-3PO locate R2-D2, the wayward astromech informs them that several creatures are approaching from the southeast. Instead of leaving the area immediately, an intrigued Luke recklessly fetches his projectile rifle and uses his macrobinoculars to scan the surrounding canyon for Sand People—also known as Tusken Raiders. Moments later, Luke and C-3PO are ambushed by a group of Tusken Guards.

THE WIZARD EMERGES


SLAUGHTERED JAWAS

On the way to Anchorhead, Luke’s party encounters the wreck of the sandcrawler owned by the Jawas that sold R2-D2 and C-3PO to Owen Lars. The vehicle is surrounded by dead Jawas, and although it appears the Sand People carried out the attack, Ben observes evidence that Imperial stormtroopers are responsible. Realizing the Empire is hunting the droids, and fearing for his uncle and aunt’s safety, Luke races home.

VICTIMS OF THE EMPIRE

Luke returns to the Lars homestead too late to save Owen and Beru. Seeing the smoldering remains of his aunt and uncle, his compliance to the Empire comes to an end—replaced by a strong resolve to do everything he can to help the Rebels. After rejoining Ben and the droids, Luke volunteers to help Ben reach Alderaan, and declares that he wants to become a Jedi, like his father before him.

RETURN TO DUTY

Inside Ben’s house, R2-D2 fulfills his mission by delivering Princess Leia’s holographic message to General Obi-Wan Kenobi. The recording explains that R2-D2 is carrying information vital to the Rebellion, and pleads for Kenobi to deliver the astromech to Leia’s father, Bail Organa, on Alderaan. Ben knows he must act immediately and appeals to Luke for help. Because Luke feels more obligated to his uncle, he agrees only to take Ben as far as Anchorhead.

ANAKIN’S LIGHTSABER

"Your father wanted you to have this," Ben tells Luke as he gives him Anakin’s lightsaber. In fact, Vader remains unaware of Luke’s existence, but Ben thinks it best to protect Luke from the truth about his father.

KRAYT DRAGONS

To scare away the Tusken Raiders that attack Luke, Ben entangles the terrifying scorpions of a krtoy dragon. Large carnivorous reptiles that live in Tatooine’s mountaintous areas and caves, krtoy dragons have claws that can shred through delines, and are among the most fearsome creatures in the Outer Rim. Krtoy dragon gazelles contain bone-thick pearls, and because the dragons are so difficult to kill, a single pearl is worth a small fortune. Young Sand People hunt krtoy dragons in an initiation rite to prove themselves as warriors.
PASSAGE TO ALDERAAN

AFTER CREATING THE remains of the murdered Jawa's, Luke, Ben, and the droids spend the night at Bestine. They then proceed to Mos Eisley Spaceport, where they hope to find a pilot who will take them to Alderaan. Because Tatooine is so far from Imperial activity, Mos Eisley is a haven for smugglers, including the Corellian mercenary Han Solo. He agrees to deliver the group to Alderaan, but when Solo realizes an Imperial armada is trying to apprehend his passengers, he wonders if he should have negotiated a higher advance. While the Millennium Falcon travels through hyperspace to the Alderaan system, Ben instructs Luke how to use the Force to guide his lightsaber. When the ship drops out of hyperspace, her hull is hammered by rocky debris, and Solo realizes that Alderaan has been blown away.

SCUM AND VILLANY

Inside the Mos Eisley Cantina, Ben meets Chewbacca, the Wookiee copilot of Han Solo's starship. Before Chewbacca can introduce Ben to his partner, Luke is accosted by two criminals, Dr. Evazan and Ponda Baba. Ben steps in and attempts to resolve the situation peacefully, but when the villains draw their blasters, he ignites his lightsaber and moves fast, disabling both attackers and leaving Ponda Baba minus one arm.

HIRING HAN SOLO

The captain of the Millennium Falcon, Han Solo openly boasts that his ship can outrun Imperial vessels. Luke advises during the negotiations for Solo's fee to transport them to Alderaan, not knowing that Solo is as desperate for money as they are to leave Tatooine. On a recent smuggling run, Solo dumped a spicel shipment before Imperials boarded his ship. Although he avoided arrest, he now owes Jabba the Hutt for the lost spice.

Greedo's End

While Chewbacca prepares the ship for launch, Solo finds himself at the wrong end of Greedo's blaster in the cantina. According to Greedo, Jabba has placed a bounty on Solo's head, which he hopes to claim. Failing to notice Solo dropping his own blaster, a fat blaster bullet pokes into the Rodian's plans.

Cantina Band

The Mos Eisley Cantina Band is a popular quintet of Bith musicians. Their lead player, Figrin D'an, is a master of the kloin horn and an expert gambler. After arriving on Tatooine, they were hired by Jabba the Hutt, but incurred his wrath by accepting an offer to perform at the ill-fated wedding of his nemesis, the Whiphid crime lord, Lady Valaria. Fortunately, they escaped the debacle and found work at the Mos Eisley cantina.

Disgruntled Hutt

After Greedo's demise, Jabba, Boba Fett, and several henchmen surround Solo's vessel. The Hutt agrees to wait for the owed money plus an additional percentage, but threatens to reimpose the bounty if Solo fails to deliver.

East Escape

Following Solo's instructions, Luke, Ben, and the droids find the Millennium Falcon in Docking Bay 94. Unfortunately, the unwieldy droids are sighted by a Kuish spy named Garindan, who alerts his Imperial contacts. Stormtroopers demand quickly, but Solo and Chewbacca evade a hasty escape and launch the ship into space. Swiftly evading the Imperial blockade, the Falcon makes the jump to hyperspace. As they travel to Alderaan, Ben introduces Luke to the ways of the Force and begins his lightsaber training. Suddenly, Ben feels a major disturbance in the Force, which leads him to believe "something terrible has happened!"

The Destruction of Alderaan

On the Death Star, Leia is interrogated but resists revealing the location of the Rebel base. In a disbelieving move, Grand Moff Tarkin threatens to test the Death Star's superlaser on Alderaan. Realizing he is not bluffing, Leia tells him that the Rebels are on Denosore. Undeterred, Tarkin orders Admiral Motti to fire on Leia's homeworld.

That's No Moon!

Ben's premonition is borne out when the ship emerges from hyperspace, only to find the rocky remnants of the destroyed Alderaan. Sighting a lone Imperial TIE fighter, Solo guides the Falcon after it until the TIE disappears what appears to be a smallaisce. But as they descend, Obi-Wan realizes they are heading straight for an impeccable target. Solo attempts to change course, but the starship is captured by a tractor beam and drawn into the Death Star.
"NOW, I AM THE MASTER"

After the Millennium Falcon is drawn into the Death Star, Darth Vader inspects the captured starship in the docking bay and is notified that its markings match the freighter that blasted out of Mos Eisley. An initial inspection finds no one on board, but the Imperials are unaware that Luke, Ben, Han, Chewbacca, and the droids have concealed themselves in the Falcon’s smuggling compartments. Knowing that their only chance of escape is to disable the tractor beam that locked onto the Falcon, Luke and his allies infiltrate the docking bay’s control room, where R2-D2 accesses an imperial computer to provide Ben Kenobi with directions to the tractor beam generator. But when R2-D2 discovers that Princess Leia is a prisoner on the Death Star and scheduled to be terminated, Luke enlists the reluctant mercenaries for an impromptu escape mission.

TRASH WOES

The garbage chute deposits Princess Leia and her would-be rescuers into a trash compactor, which collects all kinds of refuse for processing before it is dumped into space. Fitted with magnetically sealed walls that can withstand blaster fire, the compactor is also home to a large diangoa, which nearly swallows Luke. When two opposite walls begin to converge, Luke uses his comlink to summon help from C-3PO and R2-D2, who work fast to prevent their allies from being crushed to death.

DIANOGA

Native to the planet Vidran, diangoas are amphibious, carnivorous scavengers. Each diangoa has a single eyestalk that extends above water like a periscope, and seven tentacles that—if severed—will grow back. Diangoas enter starships by crawling into waste compartment tanks, but because they actually feed on and digest waste products, most vessel commanders allow them to remain in a ship’s refuse system.
THE BATTLE OF YAVIN

FLEETING THE DEATH STAR with the technical readouts of the battle station intact in R2-D2's memory banks, Princess Leia and her new allies head for Yavin 4, the secret base of the Rebel Alliance. A small moon orbiting the gas giant Yavin, the jungle world of Yavin 4 is the ideal location for the Alliance's headquarters. Since the departure of the Massassi warrior race many years previously, Yavin 4 has no sentient natives to dominate or mineral wealth to exploit, and so the moon holds no interest for the Empire and seldom appears on official star charts. Having relocated to Yavin 4 after abandoning their former base on Dantooine, the Rebels are cautiously optimistic that the Empire will continue to maintain its distance. However, as the Millennium Falcon travels to Yavin 4, Leia quickly realizes that the relative ease of their escape carries a heavy price, as the ship is carrying a tracking device planted by Imperial technicians. Aware that the Empire can now pinpoint the exact location of the secret base, the Rebels prepare for battle as they await the impending arrival of the Death Star in the Yavin system.

BATTLE PLAN
The Death Star data stored in R2-D2 yields the discovery of an unshielded reactor shaft that—if properly targeted—could lead to the superweapon's destruction. With little time to spare, General Dodonna prepares a plan of attack that requires Rebel starpilots to fly one-man fighters to the Death Star. After maneuvering into the station's equatorial trench and speeding to their target, the pilots will fire proton torpedoes into the reactor shaft's two-meter wide exhaust port. Although several pilots question the possibility of hitting such a small target, they know that this is the only way to defeat the Imperials.

DEATH STAR TRENCH
After Rebel pilots prove capable of evading the Death Star's turbolasers, Death Vader orders the deployment of TIE fighters for ship-to-ship combat. But when Vader realizes that several Rebel starfighters are trying to reach a specific target in the Death Star's equatorial trench, he orders the fray in his TIE Advanced x1 prototype, armed by two wingmen.

CHAIN REACTION
After two consecutive three-pilot teams enter the Death Star trench but fail to hit their target, Luke makes a final, desperate effort. The sudden return of Han Solo on him from Vader's lasercannon, and Luke's torpedoes hit their mark, causing a chain reaction that obliterates the station.

VICTORY CEREMONY
Following the Death Star's destruction, the Rebels celebrate in the grand audience chamber of the Great Temple. Leia honors Luke, Han, and Chewbacca in recognition of their bravery and devotion.

ALLIANCE STARFIGHTERS
At the Battle of Yavin, pilots of older Y-wing fighters fly as Gold Squadron, while pilots of new, recently acquired X-wings fly as Red Squadron. Some of the Rebel pilots, such as Biggs Darklighter, are highly trained Imperial defects, while others, like Luke Skywalker, have relatively limited piloting experience. Of the 30 Rebel pilots who fight for the Alliance at the Battle of Yavin, only three will survive the assault on the Death Star.

BRIEFLY MENTIONED
Briefly mentioned with Luke on Yavin 4, Biggs Darklighter is cited during the battle for his survival from Death Vader's fighter.
ENCOUNTER ON MIMBAN

TWO YEARS AFTER the Battle of Yavin, Luke Skywalker escorts Princess Leia across the galaxy, heading for the planet Cincarpous IV, where a meeting has been arranged with potential funders for the Rebel Alliance. Before they can reach their destination, they are forced to crash-land with R2-D2 and C-3PO on Cincarpous V, a swamp planet more commonly known as Mimban. There they discover a secret Imperial mining facility and meet Halla, an old woman who claims to be Force-sensitive. Halla possesses a small splinter of the legendary Kaiburr crystal, which greatly magnifies one's perception of the Force. She recruits Luke and Leia to help her find the Kaiburr crystal before it falls into Imperial hands.

WORLD OF DANGER

In addition to the threat of the Imperial presence, Luke and Leia's initial efforts to escape from Mimban are fraught with unexpected dangers at nearly every turn. They are attacked by monstrous wandrellas, amniocave creatures, and native Cowar warriors before they locate the temple that holds the Kaiburr crystal, where they face their darkest nemesis—Darth Vader.

Despite Vader's lack of formal training in lightsaber combat, he is assisted and enabled by the spirit of Ben Kenobi to defeat Darth Vader. The Dark Lord loses his right arm and tuples into a deep, crashing well. But Vader's instincts tell how Vader survived the fall.

FIGHTING THE DARK LORD

While Luke is temporarily pinned by heavy stones in the temple, Leia picks up his lightsaber to fight Darth Vader. After surprising Vader with a glancing blow, Leia is lashed by his merciless blade, but Luke recovers in time to retrieve his lightsaber and strike back at the Dark Lord.

HEALING POWERS

With Leia left mortally wounded by Vader's vicious lightsaber attack, Luke uses the miraculous Kaiburr crystal to heal her wounds. They steal a starship and take the crystal with them, but Luke eventually discovers that the crystal's power decreases in direct proportion to its distance from the Temple of Pomojema.

FROM YAVIN TO HOTH

After the Battle of Yavin, Han Solo continues to aid the Rebel Alliance. When Luke Skywalker accidentally discovers the remote ice planet Hoth, Han is instrumental in persuading the Rebel leaders that it would make an excellent location for a new base. Solo later plays a major role in preventing the destruction of the Alliance fleet by Imperial forces as the Rebels attempt to relocate to Hoth. Although Han has every intention of repaying Jabba the Hut for the lost spice shipment, the smuggler cannot stop the impatient crime lord from putting an even larger bounty on his head. The cyborg bounty hunter Skerr nearly captures Solo on Ord Mantell, but the failed effort backfires and lands Skerr in trouble with the Imperial authorities.

1. After Han Solo uses a frozen energy crystal to loll the planet's snow to a planet to the north of the second planet in the Hoth system. The Alliance's new headquarters is named Echo Base.

2. Working under contracts for Boze Fett, several bounty hunters—including Dengar, Beek, and a very unpleasant Skerr—manage to capture Solo. Chewbacca, and Luke to the Hoth resistance, but fail to discover the location of the new Rebel base.

3. Unaware that his subordinates have already acquired the wanted Rebels, Boba Fett meets with Darth Vader on Ord Mantell to tag along with Solo in order to capture Skywalker. The Rebels escape, but Fett's plan will be put into practice by the Dark Lord in the future.
BATTLE OF HOTH

After failing to stop the Rebel evacuation from the base on Yavin 4, Darth Vader decides upon a new course of action. Imperial probe droids are deployed throughout every sector of the galaxy, each seeking the location of the Rebels' new secret headquarters. When Vader learns a probe droid has sighted a snow-base power generator on an ice planet in the Hoth system, he is immediately certain he has found the Rebels. Vader directs his massive flagship, the Executor, and a fleet of five Star Destroyers to travel at lightspeed to the Hoth system. However, the Executor's commanding officer, Admiral Ozzel, brings the vessels out of hyperspace too soon, delivering the ships too close to the Hoth system. His mistake alerts the Rebels to the Imperial threat in time for them to raise a planetary energy field over their base. After Vader disposes of Ozzel, the Dark Lord orders that the battle will be waged on the planet's surface.

TANTOONA PATROL
Life is scarce on Hoth, but the Rebels have managed to tame the hardy native tannoons for use as transports. After several scavenger wampa creatures infiltrate their base, the Rebels realize their security measures are lacking. Working separately, Han and Luke place additional sensors around the base perimeter to anticipate and dismantle any potential invaders.

THE ICE CREATURES' CAVE
While planting sensors for the Alliance's warning network, Luke is attacked and knocked unconscious by a wampa. He awakens to find himself suspended upside-down in a cave with his feet embedded in the ceiling and his lightsaber half-buried in the snow below. Fortunately, Luke has learned to use the Force to move objects, and manages to recover and activate his weapon, wounding the wampa before it can make a meal of him.

AT-AT walkers, AT-ST (All-Terrain Scout Transport) walkers, and TIEs from the ground level of the Imperial fleet on Hoth.

BACTA TANK
Suffering from frostbite and many wounds after his encounter with the wampa, Luke is submerged in a Bacta-filled tank in the medical unit on Echo Base. A synthetic chemical, Bacta is a healing agent formed from a combination of red algae and kavam bacterial particles mixed with the colorless liquid ambrot. This mixture mimics the body's own vital fluids and promotes quick, scar-free tissue growth.

HOTH PREY
Covered with white fur and averaging over two meters (6.5 feet) in height, wampa ice creatures are carnivorous predators indigenous to Hoth. Their long arms end in sharp claws that are strong enough to carve fangs out of the ice. Wampas rarely kill their prey outright or hurt them when they are hungry. Instead, they starve their prey, build the still-breathing victim back to their caves, and secure them in ice for later consumption. Their primary prey are tourists, who can barely smell beyond their own stench, allowing the relatively scentless wampa to sneak up on them with ease.

THE DARK LORD ON HOTH
Vader arrives on the ice planet just as the Millenium Falcon escapes from Echo Base. But as Han Solo's ship ascends from Hoth, Vader directs his fleet to pursue the Coriolan freighter. Remembering his conversation with Buba Fett on Ord Mantell, the Dark Lord decides to capture Solo and use him as bait to trap his Force-powerful friend, Luke Skywalker.
A JEDI IN TRAINING

COMPELLED BY HIS vision of Ben Kenobi on Hoth, Luke Skywalker travels with R2-D2 to the Dagobah system to seek out Kenobi’s own instructor, the Jedi Master Yoda. Having learned from Ben that Darth Vader helped the Empire hunt down and destroy the Jedi Knights, Luke knows that Yoda—like Ben—went into hiding to escape execution. As he approaches Dagobah, Skywalker is surprised to find that the planet has no cities or any evidence of technology. As he descends, Luke loses control of his X-wing in the dense atmosphere and is forced to make an emergency landing. Arriving on the mist-shrouded swamp world, Luke realizes how desperate Yoda must have been to survive. He has no idea what the Jedi Master looks like, but imagines him to be a great warrior.

FRIEND OR FOE?

While setting up a temporary camp, the sudden, unexpected appearance of a small creature causes Luke to draw his blaster. The young Rebel quickly decides that the odd, green-skinned being poses no threat, but becomes annoyed when the creature starts rummaging through his provisions. When Luke mentions that he is looking for a Jedi Master, the creature’s eyes brighten, and he offers to take Skywalker to Yoda.

MUD HOUSE

Luke and R2-D2 follow the creature back to his home, a dome-shaped hut built at the bottom of a huge gnat-tree. The hut’s entry is large enough for Luke to crawl through, but too small for R2-D2, who remains outside. Inside, Luke barely notices the inner structure, which includes salvaged items from a Republic-era spacecraft.

ALIEN ECO SYSTEM

One of the most bizarre organisms on Dagobah is the knobby white spider. In fact, the spider is a mobile root that is part of the gnat-tree’s life cycle. This root breaks free of its parent tree to roam the swamps and devour animals. After gathering enough nutrients, the spider finds a clear spot to anchor its legs, which eventually transform into roots that allow the spider to grow into a towering gnat-tree.

YODA REVEALED

Inside the hut, an impatient Luke is startled to hear Ben Kenobi’s voice address the creature, whom Luke suddenly realizes is Yoda.

RIGOROUS EXERCISE

With 800 years of experience training Jedi, Yoda悠久 Luke to his physical and mental limits. Luke proves to be a talented student and learns greater control of his powers, but as his training does not begin in infancy, he finds it difficult to contain his emotions.

THE LAST JEDI MASTERS

Yoda’s powers have helped him survive but, at 900 years old, he cannot escape old age. If he fails to train Luke, the legacy of the Jedi could die with him.

THE CAVE

Beneath an enormous gnat-tree on Dagobah, there is a cave that is strong with the dark side of the Force. The cave is virtually a vestige of power from a long-forgotten public that flourished on Dagobah during the Clone Wars. After venturing into this cave, Luke has a vision that anticipates the truth about his relationship with Darth Vader.

URGENT DEPARTURE

Unwilling to dismiss a frightening vision of Han and Leia in pain, Luke decides he must interrupt his Jedi training and attempt to rescue his friends. Despite the protests of both Yoda and the spirit of Obi-Wan, who suspects a trap, he leaves Dagobah but promises that he will return. Following his vision, he heads for the Jedi training.
"NO DISINTEGRATIONS"

HAVING FAILED in his attempt to capture Luke Skywalker during the assault on Hoth, Darth Vader remains obsessed with finding the young Rebel. When the Imperial fleet notifies the Dark Lord that the Millenium Falcon is still in the Hoth system, Vader realizes that Han Solo’s ship is disabled. The Imperial fleet attempts to stop Solo’s ship, but Han loses his pursuers in an asteroid field. Vader receives a communication from the Emperor, and suggests to his master that Luke would be a powerful ally if he could be turned to the dark side. Determined to capture Luke’s friends, and aware that Skywalker will sense their suffering through the Force, Vader summons Boba Fett and several other bounty hunters to the Executor. Because of Fett’s reputation for disintegrating his targets, the Dark Lord warns them that he wants Solo and his companions alive.

INTO THE ASTEROID FIELD
Han Solo, Leia, Chewbacca, and C-3PO evade the Imperial blockade at Hoth, but are unable to escape into hyperspace because the Falcon’s hyperdrive is damaged. Rather than surrender, Solo steers the ship into an asteroid field.

JAWS OF THE SPACE SLUG
While the Imperials scan the asteroid field for his ship, Han finds temporary shelter for the vessel within a deep cave on a large asteroid. The Falcon’s crew attempt to repair their hyperdrive, but when they discover that the “cave” is actually the mouth of an enormous space slug, they are forced to flee, barely escaping the creature’s closing jaws.

Recruiting Dengar
Unlike his rivals, Dengar has already boarded the Executor when Vader places a bounty on Han Solo. Dengar had tracked Solo to Hoth, but was captured by Imperial soldiers during the Rebel evacuation. Vader tells the hunter that he wants Solo to be exiled for another attempt to find Solo.

THE BOUNTY HUNTERS’ GUILD
The oldest and largest of the galaxy’s hunter federations, the Bounty Hunters’ Guild was for many years headed by Bobba Fett’s father, Cad Bane. Several months after the Battle of Yavin, Boba Fett petitioned for Guild membership, which pleased Cad Bane but angered Bossk. Unknown to the Guild, Prince Xizor had arranged for a monstrous team of freelance hunters, contracting Boba Fett to join the Guild and destroy it from within. Fett’s efforts worked, for Bossk devised an over-thetop, and the Guild divided into two warring factions.

Bobba Fett
By the time of the hunt for Han Solo, Jango Fett’s unmodified clone has reached the age of 25 standard years and is at the peak of his bounty hunting abilities. Boba Fett has made many modifications to Jango’s ship, Slave I, and added many devices to his own armor, including anti-security blades to bypass most door-locks.

IG-88 DROID
Engineered and constructed at Holowan Laboratories, the assassin droid known as IG-88 (right) is actually one of four identical robots who share a collective, consciousness as well as a goal of galactic conquest. It is the droid designated IG-88 B that accepts Vader’s assignment.

Camouflage Technique
To evade the Imperial fleet, Solo maneuvers his ship to dock onto the back of a Star Destroyer’s bridge, where it effectively “vanishes” from Imperial sensors. Aware of standard Imperial procedures, he waits for the vessel to dump its garbage, then detaches the Falcon to float away with the refuse. Unfortunately, Boba Fett anticipates Solo’s actions, and relentlessly pursues his prey to the Bespin system.
BETRAYAL IN THE CLOUDS

ESCAPING FROM THE Imperial Fleet, Han Solo sets course for the planet Bespin, where his old friend Lando Calrissian runs Cloud City, an orbital gas-mining facility. Since assuming the role of the installation's Baron Administrator, Calrissian has managed to increase production at Cloud City, and he has also transformed its hotel-casinos into exclusive, luxurious resorts. In his attempts to revitalize the facility, he has tried to avoid dealing with the Empire, but this proves impossible after Boba Fett reports to Darth Vader that the Millennium Falcon—traveling at sublight speed—is heading for the Bespin System. The bounty hunter and the Imperials arrive before Solo's ship, and Vader instructs Calrissian to cooperate with his plan to capture the Rebels or suffer the consequences.

EXPECTED MEETING
Leia, Han, and Chewbacca become more suspicious of Lando after Chewie finds C-3PO's dismembered parts in a Palace room. However, they accept Lando's invitation for refreshments, and allow him to lead them to a dining room. There, they are startled to find Darth Vader, who proves that a blaster is no match against the dark side of the Force.

CONSTRUCTIVE PRISONER
After being captured by the Imperials, Chewbacca is baffled as to how C-3PO's parts have arrived in his cell. Despite the lack of tools, the Wookiee is able to reattach the droid's head to his torso.

When Lando learns Vader intends to allow Boba Fett to deliver Han to Ahto the Hutt, he realizes his deal with the Empire will not ensure the safety of Cloud City's citizens.

DUEL ON CLOUD CITY
After Luke arrives on Cloud City, Darth Vader waits for his prey in the carbon-freeze chamber. Skywalker is tortured into the Dark Lord's sinister trap, but an angelic being removes his back and impresses Vader with his fighting prowess.

NIGHTMARE REVELATION
The lightsaber duel ends when Vader strikes a blow that costs Luke both his right hand and his weapon. Having been told by Ben Kenobi that Vader killed his father, Luke listens with horror as the Sith Lord declares, "No, Luke. I am your father." Vader believes Skywalker can destroy the Empire, and invites Luke to join him so that they can overthrow Palpatine and rule the galaxy as father and son.

THANK THE MAKER?
When C-3PO's shattered parts are presented to Darth Vader, he instantly recognizes the droid he built as a child. He orders the parts be destroyed, but after capturing the Rebels, he learns that the droid's pieces have been recovered by Solo's cohort. The Dark Lord uncharacteristically rescinds his previous order, and has C-3PO's remains delivered to the Wookiee's cell.

DESPERATE ESCAPE
Refusing to surrender, a wounded Luke tumbles through a network of gas exhaust pipes before he is ejected through a port beneath Cloud City. As he clings to a weather sensor vane, he uses the Force to summon Leia. Although Leia, Chewbacca, the droideka, and their new ally Lando manage to rescue Luke and flee the Bespin system, they are unable to stop Boba Fett from leaving Cloud City with Han.

FREEING SOLO
Carbon-freeze chambers are used to suspend exotic gases within blocks of carbonite for export from Cloud City. Darth Vader plans to utilize this technology to capture Luke Skywalker, but decides to test it on Han Solo to see if a human can survive the freezing process. Han lives, and a disillusioned Lando decides it is time to stop helping the Empire.

UNCERTAIN FUTURE
The Millennium Falcon travels to the farthest reaches of the galaxy, where the Rebels regroup with the Alliance fleet. Luke is transferred to a medical frigate, where he receives a synthetic hand to replace the one he lost in combat. While Chewbacca and Lando depart in the Falcon to investigate Boba Fett's progress to Tatooine, Leia decides not to confide in Luke about her love for Han, and Luke tells no one of Vader's claim.
SHADOWS OF THE EMPIRE

CONTROLLER OF THE largest merchant fleet in the galaxy, the Falleen Prince Xizor—the secret leader of the Black Sun organization—has proven useful to the Emperor for coordinating clandestine shipping assignments. While meeting on Coruscant, Xizor witnesses the Emperor's holographic communication with Darth Vader, and discovers Vader's relationship to Luke Skywalker. Ten years earlier, Vader exterminated 200,000 Falleen to contain a lethal bioagent that had been accidentally released by Imperial scientists on Xizor's homeworld. Seeing an opportunity for vengeance, Xizor plans to ruin Vader's standing with the Emperor by framing him for the assassination of Palpatine's would-be apprentice, Luke Skywalker. Meanwhile, Boba Fett is tracked by Rebels and rivals as he tries to deliver Han Solo to Jabba the Hutt.

THE BLACK SUN CONTRACT
Following Darth Vader's failed mission to Cloud City, the Emperor orders him to work with Prince Xizor to coordinate the shipment of construction materials for the second Death Star. Because Xizor's ties to Black Sun are well known, Vader strongly advises against dealing with him, but the Emperor dismisses the Dark Lord's protests.

GURI
A human replicate droid programmed to be an assassin, Guri was created to serve Xizor, who trained her to be his second-in-command. When Guri is left without a master, she seeks out a droid engineer to reconstruct her programming and erase her bad memories, which enables her to begin a new life.

A NEW LIGHTSABER
In Ben Kenobi's abandoned home on Tatooine, Luke finds a book with instructions for building a lightsaber. Unlike the one he lost on Cloud City, his new lightsaber follows the design of Ben's weapon. The assembly is barely completed when Luke uses the lightsaber to defend himself against Jabba's swoop gang, who have been deceived by Xizor into believing Vader wants Luke dead.

DASH RENDAR
A freelance pilot and gun for hire, Dash Rendar delivered food to the Rebels at Echo Base, and bravely commandeered a speeder to take down an AT-AT during the Battle of Hoth. After aiding Luke Skywalker and the Rebel spy to capture the plans for the second Death Star, Dash's interest wanes in the explosion that claims Xizor's skyhook. But months later, Rendar turns up in a cantina on Hutt's moon, where he meets the reformed Guri.

DELIVERING THE GOODS
En route to Tatooine, Boba Fett realizes that delivering Han Solo to Jabba the Hutt may be trickier than he had anticipated. Fett's lucrative bounty acquisition has made him the target of not only the Rebel Alliance but every competitive bounty hunter in the galaxy. Leaving a trail of frustrated Rebels at Gall and dead hunters and mercenaries in his wake, Boba Fett eventually presents Han Solo to Jabba the Hutt (left), who is so delighted by the idea of adding Solo to his art collection that he even agrees to Fett's demand for a higher fee.
PRISONERS OF JABBA THE HUTT

HAVING FAILED TO RESCUE Han Solo from the clutches of Boba Fett, Luke Skywalker puts another plan in motion. Because Tatooine is surrounded by an Imperial blockade, and Jabba’s palace is so heavily secured, Luke knows that any attempt to rescue Han must be done with extreme discretion. It will also require some of his allies to become Jabba’s prisoners. Ordering the droids to go to the palace, Luke deliberately leaves C-3PO unaware of various details, including the whereabouts of Lando and Chewbacca, the lightsaber concealed within R2-D2, and the fact the droids will be presented as a "gift" to Jabba. Although Luke’s plan does not anticipate his encounter with a monstrous rancor, Jabba is defeated and Han and his friends escape Tatooine.

JABBA AND THE GAMORREANS

Vicious, tireless Gamorreans are not known for their intelligence. When Jabba employed 12 Gamorrean guards, he was told it was custom to engage employers in combat before they agreed to work. Jabba informed them it was a Hutt tradition to fight blindfolded, and if they agreed to wear blindfolds, he would take them alive at once. After their eyes were covered, Jabba had his henchmen batter them to the ground. The nine survivors remain in awe of Jabba’s fighting skills.

BOUSHH’S BOUNTY

Chewbacca means on participating in Han’s rescue, but knows that Jabba would see through any disguise he might use to infiltrate the palace. To gain entry, he allows himself to be manacled and escorted by Leia, who repays her role as Boush to collect the bounty on Chewie.

JABBA’S PALACE

A sanddune fortress with outer walls, specially reinforced with ultra-thick dirt brick, Jabba the Hutt’s palace is located in a remote region of Tatooine’s Dune Sea. No one knows exactly where the amusement park was built, but it had been abandoned and used as a monastery by the Hutt’s monks before Jabba took it over and transformed it into his impregnable base of operations.

JABBA’S BOUNTY!

A birthday gift to Jabba from Bib Fortuna, the fourteen rancor stones in a small golden box that were below the crime lord’s court.

A REUNION

While Jabba and his court are sleeping, Leia infiltrates Han from the carbonite block. Temporarily blinded by hibernation sickness, Solo is hardly reunited with the Princess when they are discovered. Han is thrown in the same cell as Chewbacca, while Jabba adds Leia to his slave harem.

BOBA FEIT LIVES!

Accompanying Jabba to the Great Pit of Carkoon, Boba Fett attacks the Rebels as they try to escape. A lucky shot from a blind Han Solo ignites Fett’s jetpack, sending the mercenary tumbling into the waiting mouth of the Sarlacc. After several agonizing days, Fett blasts his way out of the creature and is rescued by his fellow bounty hunter, Dengar.

ENTER THE JEDI

Carrying no weapons, Luke bypasses Jabba’s security sensors and uses the Force to taunt the guards, but when he confronts the Hutt, he learns that Jabba is immune to Jedi mind tricks. However, Jabba realizes that Luke poses a threat, and attempts to feed him to his pet rancor. After it fails to make a meal of Luke, the Hutt decides to introduce his Rebel captives to a larger creature—the Sarlacc.

THE MIGHTY CARKOON

Perched at the end of a plank that extends from the sand cliff, Luke plunges into the maw of the sandworm carnivore Sarlacc. The leftovers below Tatooine’s surface are deep sand holes called the Great Pit of Carkoon. As he ceases off the plank, Luke copes with his lightsaber, which R2-D2 destroyed the air. A fierce battle ensues, as the captive Rebels fight for their lives.

THE HUTT’S LAST GASP

Chained to Jabba and forced to wear a revealing slave-girl costume that precludes the possibility of concealing any weapons, Leia has little hope of escape. But when Jabba becomes distracted by the spectacular battle outside his sail barge, the Princess seize the chance to toss the chain around her captor’s thick neck and strangle him.
"THERE IS ANOTHER"

Since his encounter with Darth Vader at Cloud City, Luke Skywalker has told no one of the Dark Lord's claim to be his father. Uncertain of whether Vader was lying, he remains even more disturbed by the fact that Vader's claim is entirely inconsistent with Ben Kenobi's account of the death of Anakin Skywalker. After liberating Han from Jabba's clutches, Luke returns to Dagobah to fulfill his promise to Yoda and complete his training. He is also determined to learn the truth about his heritage, and hopes the old Jedi Master can provide the answers. In the meantime, the Rebel Alliance has regrouped to discuss how to destroy the Empire's most fearsome new weapon—the second Death Star. Top-secret design and construction-schedule information, previously obtained by a team of Ithorian spies who were assisted by Luke and Dash Rendar, are analyzed and a plan is formulated. But the Rebels are unaware that every move has been manipulated by Palpatine himself.

**Ben's Revelation**

Feeling uncertain of himself after Yoda's passing, Luke is surprised to be visited yet again by the spirit of Obi-Wan. Because Ben believes that Anakin Skywalker was effectively destroyed when he became Darth Vader, he maintains that he was being taunted—from a certain point of view—when he told Luke that Vader killed his father. Although Luke believes there is still good in Vader, Ben is convinced that he is completely evil. However, he echoes Yoda's words that Luke must face Vader again. Asked to explain Yoda's mention of "another Skywalker," Ben reveals the existence of Luke's twin sister, and Luke instantly realizes that his sibling must be Leia.

**Speeder Bike Chase**

On Endor, Luke and Leia are hunted by Imperial scout troopers. The Rebels defeat their pursuers in a high-speed chase on speeder bikes, but become separated in the moon's dense forest.

**Stolen Shuttle**

Traveling in the stolen Imperial shuttle Tydirium, Luke, Leia, Han, Chewbacca, and the droids try to use a secret diversion code to trick the Imperial fleet into allowing them to land on Endor's forest moon. Their mission is to destroy the planetary shield generator that protects the orbiting Death Star, leaving the station vulnerable to a full-scale attack by Rebel starfighters.

**Jedi Twins**

Reunited with Leia at the Ewok village, Luke declares that he is endangering their mission because Vader can sense his presence. He then reveals that Darth Vader is his father, and also Leia's. When Luke states his intentions to confront Vader, Leia tries to persuade him to run away instead. But because Luke believes he can save his father from the dark side, he swears to find the Sith Lord.
BATTLE OF ENDOR

DECIDING TO CONFRONT Vader face-to-face, Luke Skywalker surrenders to Imperial soldiers on Endor and is brought before his father. Because this reunion was anticipated by the Emperor, who has also foreseen that his Sith apprentice will deliver Luke to him, Vader realizes his own destiny is simply to be a pawn in his Master’s schemes. Faced with his Master’s apparent omnipotence, Vader abandons his ambition to overthrow Palpatine and rule the galaxy side-by-side with his son, and Luke notices that his father is less bold than he was at their last meeting on Cloud City. Sensing Vader’s conflict, Luke’s instincts tell him that Anakin Skywalker has not been completely consumed by evil—but the Dark Lord maintains that “it’s too late for me, son…”

WOODLAND ADVERSARIES

Imperial stormtroopers have advanced weapons and are trained to fight in diverse environments, so they are not initially intimidated by the Ewoks or the forest moon’s terrain. But as the Battle of Endor progresses, the stormtroopers realize they have grossly underestimated the diminutive race, who have allied themselves with the Rebels to defeat their common foe. Ewoks take every advantage of their natural surroundings to surprise, misdirect, trip, snare, and crush the white-armored soldiers.

FATEFUL DUEL


REBEL COMMANDOS

Han, Leia, and Chewbacca lead a team of commandos through the Endor forest, heading for the Emperor’s shield generator. Thanks to help from the Ewoks, they destroy the shield generator, enabling the Rebel Alliance’s fleet to direct a full-scale attack on the Death Star.

DEATH STAR ASSAULT

Newly promoted to the rank of General, Lando Calrissian pilots the Millennium Falcon through the Death Star’s superstructure. For his exploit, Lando chooses his longtime chum Sullustan friend Nien Numb (left). A legend on his homeworld for his exploits as a pro-Republic space pirate, Numb’s enhanced sense of direction makes him an excellent pilot and navigator.

A DESTINY FULFILLED

The moment that Darth Vader realizes he cannot allow Palpatine to kill his son, he becomes Anakin Skywalker once more. Fulfilling the prophecy that he will bring balance to the Force, Anakin seizes the Emperor, mortally wounded by Sith lightning, the Chosen One hurling Darth Sidious down an elevator shaft, and the Emperor explodes in a violent release of dark energy.

INTERSTELLAR CELEBRATION

News of the Emperor’s death and the Rebel victory at Endor spreads fast throughout the galaxy via the HoloNet, and many worlds respond with celebrations. On Coruscant, fireworks fill the sky as Palpatine’s statue is toppled by a jubilant populace.

VADER UNMASKED

At Luke escapes the Death Star, Anakin asks Luke to remove his mask so he can look at his son with his own eyes before he dies. Despite the atrocities he committed as Vader, Anakin is comforted by his son’s determination to recover the good that remained in him.

UNITED IN SPIRIT

While the Rebels celebrate with the Ewoks on Endor, Luke is momentarily distracted by the apparitions of Yoda, Ben, and a man he instinctively recognizes as a younger Anakin Skywalker. Luke joins the party, and the Jedi spirits fade away into the night.

THE EMPEROR’S HAND

A NEW ERA

The death of Palpatine and the destruction of the Death Star were devastating blows to the Empire, but the battle was not over for Luke Skywalker and his allies. Some Imperials went into hiding or became warlords, but the most dangerous remained loyal to the Emperor long after his apparent demise. After Luke learned that Palpatine's consciousness had survived beyond the Battle of Endor, he had to conquer his own temptation toward the dark side to defeat his most sinister foe. As Luke encountered new adversaries, he also discovered other Force-sensitive beings. He came to believe that the Jedi Order might thrive once more, not as it was, but in an adapted form to suit the needs of the New Republic. Assuming the mantle of a Jedi Master, he now trains his disciples to use the Force to help the helpless and aid the government, which has become the Galactic Federation of the Free Alliances. The Jedi Knights continue to serve as a beacon of hope throughout the galaxy.
THE NEW REPUBLIC

WITHIN DAYS of its victory at the Battle of Endor, the Rebel Alliance officially becomes the Alliance of Free Planets. A few weeks later, Mon Mothma formally issues the Declaration of a New Republic, which is signed by Mon Mothma, Leia Organa, Borsk Fey'lya of Kothiss, Admiral Ackbar, and representatives of Corelia, Kashyyyk, Sullust, and Elom. The eight signatories form the New Republic Provisional Council, and work together to win over hundreds of planets through diplomacy. Two and a half years later, the New Republic launches a series of attacks to capture the city planet Coruscant, and the Empire's political and military power becomes fragmented across the galaxy. Grand Admiral Thrawn, a high-ranking officer in Palpatine's Imperial Navy, refuses to recognize the New Republic. Reorganizing the remnants of the Imperial fleet, Thrawn launches a campaign of terror to reclaim the galaxy for the Empire.

CORUSCANT RECLAIMED

On Coruscant, the former Imperial Palace becomes the seat of government for the New Republic. Princess Leia Organa Solo believes that the new headquarters will serve as an affirmation of the New Republic's ideals and a final victory over the Empire.

POLITICAL INFIGHTING

As the New Republic establishes itself, the abilities of its leadership are questioned by the Chiss Councilor Borsk Fey'lya (above right). Han Solo rightly suspects that Fey'lya is motivated by his own political ambitions.

GRAND ADMIRAL THRAWN

Despite the Empire's anti-alliance policies, a Chiss named Mithraw'nuradno demonstrated such impressive tactical skills that the Emperor approved his formal Imperial military training. Mithraw'nuradno became known by the shortened name of Thrawn, and eventually achieved the rank of Grand Admiral. Shortly before the Battle of Hoth, a successful collaboration with Darth Vader led to Thrawn being rewarded with the authority to call upon the services of the Dark Lord's private assassins, the Neghri death commandos.

NO GhRi WARRIORS

Native of the planet Horugw, the deadly Neghri were nearly annihilated by a series of ecological disasters until the arrival of Darth Vader. Claiming that a crashed Republic starship was responsible for Horugw's ruined state, Vader offered aid to the surviving Neghri, who were grateful that they became his private assassins. Decades later, Princess Leia's encounter with a Neghri leads her to Horugw, where she discovers that Vader deceived the Neghri in order to transform them into his most loyal militia.

STRIKING THE SLUSH SECTOR

In a scheme to steal valuable resources and expand the dwindling Imperial fleet, Thrawn orchestrates a simulated assault on three planets in the Slush Sector, then stages a surprise attack at Shos Van Shipyards. Beaten by Han Solo and Lando Calrissian, Thrawn flees without any additional ships.

JADE AND KARDEE

In the foundling New Republic, Palpatine's former assassin Mara Jade has to use false identities to survive. Under the alias Celina Marmis, she saves the life of the smugglingcling Talon Karde, who repays her with a job. Based on Myrka, Karde initially helps Thrawn, but ultimately becomes an ally of the New Republic.

THE DEATH OF THRAWN

EMPIRE REBORN

THE NEW REPUBLIC'S restoration of Coruscant inspires many to believe that the Imperial threat has been greatly reduced. But six years after the Emperor's death, an invigorated Imperial military drives the foundling government's leaders into hiding. Sensing a dark power behind the attacks, Luke Skywalker travels to Byss, an Imperial stronghold near the center of the galaxy. On Byss, Luke discovers that Palpatine has risen from the dead to restore his Empire. Although Palpatine has recruited dark-side adepts, he intends to take a Jedi as his new apprentice. When Luke and Leia resist, Palpatine sets his sights on Leia's unborn child.

WORLD DEVASTATORS

The Emperor attacks the New Republic with his World Devastators—machines designed to strip planets of their natural resources and manufacture new weaponry. Internal tractor beams suck up chunks of planetary surface into a molecular furnace, which converts the metals, carbons, and rare elements into usable materials. Palpatine unleashes the World Devastators on Mon Calamari, but Luke Skywalker obtains a coded signal that allows R2-D2 to reprogram the Imperial superweapons to turn against each other.

NEW FACE OF EVIL

Resurrected in a youthful clone body, Palpatine does not reveal himself immediately. Studying the dark side of the Force to become more powerful, his education results in three manifestos: The Book of Anger, The Weakness of Inferiors, and The Creation of Monsters.

NEW WAR DROIDS

Palpatine's return is accompanied by new technology to wage war against the New Republic. These weapons include Shadow Droids—space-faring fighters built around the hard-armed bruisers of fallen Imperial star pilots—and X-1 VT-20 "Automatons," war droids that absorb energy from enemy lasers to power their own weapons.

Bounty Hunter Team

As the galactic struggle continues, the bounty hunters Dengar and Boba Fett attempt to capture Han and Leia and collect on a bounty offered by the Hutts. When the bounty hunters' mission fails miserably, Dengar proclaims he will never work with Fett again.

Lost Jedi

On Nar Shaddaa, Leia finds Vima-Du-Boda, a former Jedi who is the 200-year-old direct descendant of Nomi Sunri. Vima has been in self-imposed exile since taking vengeance on her own daughter's killer, but leaves with the Princess to become a Jedi instructor.

Palpatine's End

When Palpatine's latest clone body begins to deteriorate at an accelerated rate, he consults with Sith spirits who advise him to transplant his psyche into Anakin Solo. Palpatine tracks the Solos to the planet Onderon and attempts to possess the infant, but Luke's new ally, the cyborg Jedi Empathy Lee, brand, absorbs and vanquishes Palpatine's evil spirit.
THE NEW JEDI ORDER

A S LUKE'S EXPLOITS introduce him to more Force-sensitive beings, he decides to train them in the ways of the Force to become Jedi Knights. Instead of attempting to recreate the former Jedi Order, Luke develops new teaching methods to encourage greater independence among his students, who are expected to maintain unity and defend the worlds of the New Republic. After consulting with his sister, Leia, Luke chooses the abandoned Rebel base on Yavin 4 for the site of his Jedi Academy. One of his students, Kyp Durron, falls under the spell of the long-dead Dark Lord, Exar Kun, but finally prevails and becomes a Jedi Knight. Kyp is among the first to face the most devastating threat to the New Republic—the Yuuzhan Vong.

JEDI ACADEMY

Eleven years after the Battle of Yavin, Luke returns to Yavin 4 to found his academy, a place of learning for prospective Jedi Knights. His students include the sky-hermit Stevens, the brash Kyp Durron, the self-doubting clone Dorsk 82, and Kitara Ti of Dathemir. Although Luke draws from his instruction with Yoda and knowledge of the Jedi Order, he does not adhere to its traditional mandates of selecting only Force-sensitive infants, training one apprentice at a time, and eschewing marriage.

SKYWALKER'S STUDENTS

Luke transforms the ancient Masaou temple on Yavin 4 into the base for his new Jedi Academy. With R2-D2 by his side, he addresses the Jedi lords—Anakin, and the prospective Knights Kitara Ti, Steen, Kyp Durron, and Dorsk 82.

THE YUZZHAN VONG

Twenty-five years after the Battle of Yavin, the New Republic is confronted by the Yuuzhan Vong, deadly aliens who worship merciless gods. The Yuuzhan Vong are refugees from a destroyed home planet, and they use massive bioengineered spacecraft to locate and conquer new worlds. Their starships rely heavily on devin bases, spherical organisms that can project a gravity well to pull the ships through space. The Yuuzhan Vong use one of their devin base creatures to wrench the Doido moon out of orbit, pulling it down onto the planet Septemdal (left). Echewing manufactured technology, Yuuzhan Vong warriors attack close-range targets with flesh-shredding razor bugs (below right). In perhaps their greatest demonstration of power, the Yuuzhan Vong conquer Conusacint, rename it Yuuzhan'tar, and attempt to terraform the world.

HAN AND LEIA'S CHILDREN

Like their mother and father, the Solo children are strong with the Force. Nearly two years into the war against the Yuuzhan Vong, the Jedi twins Jacen (above left) and Jaina Solo (above right) are 18, and their younger brother Anakin (above center) is in his 16th year. When they participate in a mission to eliminate the Yuuzhan Vong cloaking labs that grow the Jedi-hunting voxans, Anakin sacrifices himself to help destroy the voxans. Anakin's death prompts Jaina to be temporarily drawn to the dark side, and her own Jacen to question the path of a Jedi.

THE DEATH OF CHEWBACCA

When Han Solo and Chewbacca fly the Millennium Falcon to the Outer Rim planet Septemdal, they have no idea that the Yuuzhan Vong intend to use a gravity weapon to crash Septemdal's moon into the planet's surface. Chewbacca loads refugees onto the Falcon as fast as he can, but is unable to return to the ship before Anakin Solo executes an emergency launch. Moments later, Chewbacca dies in a planet-shattering explosion.
FROM CONCEPT SKETCHES and set design to visual effects and the final edit, George Lucas has been involved in every aspect of production on the Star Wars movies, overseeing all of the key creative decisions. "Normally, a director is concerned mainly with character and with telling the story. In the Star Wars films, that is important, but equally important are all the details. They're like little time bombs all over the set, thousands of them, and if you don't catch one, it could blow you up." Lucas is widely credited with reinventing the way in which visual effects are used in cinema, not merely to create illusions but to serve the story. "I took something that was not very well regarded, a kind of esoteric, technical cult enthusiasm, and recognized it for the art it is and gave it a showcase where people could really see and appreciate the artistry."
GEORGE LUCAS

BORN IN MODesto, CALIFORNIA, in 1944, George Lucas is the creator of Star Wars and a pioneer in independent filmmaking. As a child, he often read adventure novels and watched the Flash Gordon serials. At some point, he "began to wonder what would happen if [the visual effects] were done really well. Surely, kids would love them even more." To create his Star Wars saga, Lucas studied history and mythology, and drew from aspects of films he admired, notably Akira Kurosowa’s The Hidden Fortress. He also founded the company Industrial Light & Magic (ILM) to create the movies' visual effects. One of the most successful film series ever made, Star Wars transformed the entertainment industry.

LEARNING FROM EXPERIENCE
Before Star Wars, Lucas wrote and directed two very different films: THX 1138, a bleak tale set in the far future, and American Graffiti, an affectionate story about California teenagers set in 1962. Audiences avoided THX 1138, but flocked to the movie theaters to see American Graffiti, something Lucas would remember while he was working on the script for the first Star Wars film: "I realized it works a lot better to make a positive, spiritually uplifting film."

DIFFICULT SHOOT
Lucas directs Mark Hamill and Anthony Daniels (C-3PO) on location in Tunisia for Star Wars in 1976. To bring his vision to the screen, Lucas had to deal with harsh weather, malfunctioning effects, a temperamentally cruel, and anxious studio executives.

RALPH MCQUARRIE
According to George Lucas, Star Wars “might never have been made” without concept artist Ralph McQuarrie. In 1975, Lucas commissioned McQuarrie to design characters and create a series of paintings that ultimately convinced 20th Century Fox to help “greenlight” the movie.

McQuarrie’s first concept painting depicted the deboxed Leia on Tatooine. At his audition for C-3PO actor Anthony Daniels was reluctant to play a robot until he saw this painting and felt empathy for the characters.

LUCAS’S ALTER EGO
In developing Luke Skywalker (right, played by Mark Hamill), Lucas not only took inspiration from mythological heroes but from “two opposites in myself — a naive, innocent idealism and a view of the world that is cynical, more pessimistic.”
THE STAR WARS SAGA

GEORGE LUCAS BEGAN writing the script for Star Wars in 1972. He wrote several drafts of screenplays until he was happy with the story, which began after significant events had already shaped principal characters. To better comprehend these prior events, Lucas also wrote an extensive back-story. In a 1979 interview, he recalled that the overall story had "developed into an epic on the scale of War and Peace, so big I couldn't possibly make it into a movie. So I cut it in half, but it was still too big, so I cut each half into three parts. Then I had material for six movies." The saga, originally the adventures of Luke Skywalker, finally evolved into the story of Darth Vader.

EPISODE IV: A NEW HOPE (1977)
In Lucas's original script, Obi-Wan Kenobi ( Alec Guinness) survived his duel with Darth Vader. Preproduction was already underway when Lucas decided to kill Obi-Wan, whose death dramatically increased the threat of both Vader and the Death Star. Guinness helped rework his character and worked with Lucas on the idea of having Kenobi become one with the Force. Initially released as Star Wars, the movie was res-titled Episode IV: A New Hope for its 1979 re-release.

EPISODE V: THE EMPIRE STRIKES BACK (1980)
Unlike A New Hope, Episode ends with several unresolved details, notably the fate of Han Solo and the veracity of Vader's claim to be Luke's father. Director Irvin Kershner likens Empire to "the second movement of a symphony. The second movement is always a largo: It's a slower movement and it can't come to such a climax that it has complete closure. The grand climax is in the third movement."

THE THREE DIRECTORS
The laborious, all-consuming experience of making the first Star Wars movie compelled Lucas (center) to hire the veteran director Irvin Kershner (left) to direct The Empire Strikes Back and Richard Marquand (right) to direct Return of the Jedi. The three directors were brought together when Kershner visited Lucas and Marquand during the filming of Jedi.

EPISODE VI: RETURN OF THE JEDI (1983)
Jedi was co-scripted by George Lucas and Lawrence Kasdan, who also rewrote the Empire script after the death of screenwriter Leigh Brackett. "Jedi was a much tougher movie to pull off," Kasdan said in a 2003 interview, "because everything has to work out so hunks-dory." Actor Mark Hamill (Luke Skywalker) recalls, "We really had the sense [that] it was the end, that they were going to tie up all of the loose ends."

EPISODE I: THE PHANTOM MENACE (1999)
Working with the back-story he had sketched out for the first trilogy, Lucas began writing the screenplay for Episode I on November 1, 1994, and returned to directing after a 20-year absence. "I enjoyed directing Episode I," Lucas said in 1999, "but it's not my favorite part of the process. Directing is like a run, as anybody who's done it knows. The real making of it is in the editing process."

R E N I N V E N T I N G J A B B A
When the cameras rolled for Star Wars in 1976, actor Declan Mulholland played Jabba the Hutt opposite Harrison Ford as Han Solo in a sequence set in a Mos Eisley space port. Lucas originally intended to use stop-motion effects for Jabba, but the sequence was ultimately cut, and Jabba did not make his movie debut until Return of the Jedi. The cut footage was resurrected and combined with a computer-generated Jabba for the Star Wars Special Editions (1997).

In a prophetic 1979 interview, Lucas said, "The day will come when video will be of equal quality to film and when more people will switch over to using video to shoot theatrical motion pictures." Lucas collaborated with Jonathan Hales to write the screenplay for Attack of the Clones, which was the first major feature shot entirely on high-definition videotape instead of film.

In a 2005 interview, Lucas said part of his goal with the creation of the second trilogy was to charge audiences' perspective of Darth Vader in the first trilogy. "In IV, people didn't know whether Vader was a robot or a monster, or if there was anybody in there. This way, when you see him walk into the spaceships in Episode IV, you're going to say, 'Oh my God, that's Anakin. The poor guy is still stuck in that suit. So the tension and drama is completely reversed."

SKYWALKER RANCH
As a film student at the University of Southern California, George Lucas dreamed of building his own facility for postproduction sound and editing, "a big fraternity where filmmakers could work together and create together." Using the profits from both American Graffiti and Star Wars, he transformed a 1,700 acre ranch (later expanded to cover over 6,500 acres) in Marin County, California, into Skywalker Ranch. The Victorian-styled Main House ( pictured) contains Lucas's offices and Lucasfilm's research library.
DESIGNING THE GALAXY

INSTEAD OF HANDING finished screenplays over to art departments, George Lucas worked closely with highly talented concept artists to develop Star Wars characters, vehicles, and worlds while the movies’ stories were still in progress. During the production of Episode VI: The Empire Strikes Back, design consultant Ralph McQuarrie recalled that Lucas “wanted to see what he could see in his mind onto the screen. I thought that what he expected from me was the look he hoped for—light, textures, the excitement he saw in his mind’s eye.” The approved concept artworks served as fully realized visual guides for the designers of the Star Wars saga’s many costumes, sets, and models.

CONCEPT ART
George Lucas told Ralph McQuarrie that Darth Vader should be a tall, black, feline figure with flowing robes, possibly wearing an exotic helmet, like a Japanese warrior, with a black silk scarf across his face. Sketching the original concept, McQuarrie noted that Vader first appeared when he jumped from one spaceship to another, so Lucas agreed he should wear a breathing apparatus. “George liked the mask that I did for Vader, and the big goggles,” McQuarrie added. “I didn’t use them in the first one, but I had them ready in case he needed them. I sent them to John Mollo, who constructed Vader’s costume, and he was very happy with the mask.”

DEVELOPING CHARACTERS
McQuarrie created the poster concept (above), in which Chewbacca has a lightsaber, while Lucas worked on the first Star Wars screenplay. The director had encouraged McQuarrie to make this look like the robot from Fritz Lang’s Metropolis (1927). The lightsaber-slicing hero resembles Lucas at the time.

EXPANDED CONCEPTS
Assigned to develop a new Sith villain for Attack of the Clones, concept artist Dermot Power drew from his own youthful interest in martial arts to create a vampyric, Samurai-like character. “I deliberately carved the Sith’s lightsaber,” Power says. “I wanted something exotic, almost Asian.” Power’s sketches were temporarily shelved when the veteran actor Christopher Lee signed on to play Count Dooku, but the art was later utilized for Asajj Ventress, Dooku’s deadly lightsaber-wielding protégé in the Clone Wars cartoon, comics, and novels.

STORYBOARDS
A series of drawings that illustrate the action and composition. On the left, a storyboard shows a wide view of a lightsaber fight for Gore Verbinski and others. Luke The Phantom Menace, the second film in the series, sometimes includes the same drawings to help designers see the established “frame” for scenes reversed by the camera to better convey their movement.

USING ANIMATICS
An animatic is a simulation of a scene that depicts the timing and the proper position of each shot. They can be simple video or series of simple 2D animated computer graphics. Low-resolution 3D animatics created by Digital Domain are used during the production of Attack of the Clones.

COATLINE DESIGN
With Lucas’s attention to detail, it is no accident that many Star Wars characters are immediately recognizable by their clothing. For The Phantom Menace, Lucas asked costume designer Ian MacCullough to draw the people of Naboo in the “clothing of paradise.” MacCullough’s conceptual design for Queen Amidala combines aspects of Pre-Raphaelite paintings and art nouveau with Tibetan and Mongolian ceremonial elements.

PRODUCTION PAINTINGS
When model-makers, set and lighting designers, and camera operators work together to create a sequence, production paintings help them to visualize specific scenes. After Lucas approved the concept designs for the X-wings, TIE fighters, and the Death Star trench for A New Hope, he assigned Ralph McQuarrie to create this painting (left) to show the scale of the Death Star battle station in relation to the size of the starfighters. This production art served as an aid to the visual effects department.
VISUAL EFFECTS

WHILE PREPARING FOR Star Wars in 1975, George Lucas investigated existing optical facilities but could not find a special-effects company equipped to do what I wanted to do. The only course was to start a company of my own to do the special effects, and to start from scratch, hiring young people and, where necessary, training them. Initially founded to work solely on Star Wars, Industrial Light & Magic (ILM) combined new technology with old techniques to create stunning visual effects, and went on to produce groundbreaking work for over 125 features. Despite the first trilogy’s award-winning visuals, Lucas was frustrated by the technological limitations, and was reluctant to develop a new Star Wars movie “unless I had the technology available to really tell the kind of story I was interested in telling.”

Nearly 10 years after the release of Return of the Jedi, Lucas saw the photo-realistic computer-generated (CG) dinosaurs ILM created for Steven Spielberg’s Jurassic Park (1993) and realized the time had come to return to Star Wars. “With CG at my disposal, I knew I could do whatever I wanted.”

MATTE PAINTINGS
A key effect since the earliest days of filmmaking, matte paintings allow live-action sequences to take place in scenes that “expand” beyond the set. For The Empire Strikes Back, Ralph McQuarrie conceived and designed the shot that utilized his matte painting of Cloud City at twilight (below). McQuarrie’s painting (above) was done by applying paint directly to a large sheet of glass, enabling the filmed action to fill in the blacked-out areas. Today, this method has been replaced by digital mattes.

COMPUTER-GENERATED IMAGES
For the scene in which Obi-Wan tours the Kaminoan cloning facility in Attack of the Clones, actor Ewan McGregor was fitted alone in front of a bluescreen, without co-writers, props, or a set. The footage of McGregor was then composited with CG characters and surroundings, and textures and details were added. The final illusion is that Obi-Wan is walking through a glass-lined corridor with Lama Su and Taul W."
MODEL-MAKING

WHEN GEORGE LUCAS founded the visual effects company that would come to be named Industrial Light & Magic (ILM), he hired a group of young modellers to build the vehicles conceived by Ralph McQuarrie and Joe Johnston for Star Wars. Supervising model-maker Steve Gawley has been with ILM since it was formed in 1975, and has worked on more than 40 films. Gawley says, “Throughout the years, we have built trains, planes, automobiles, spaceships, creatures, and everything in between. Additionally, we can help the directors of various projects see things in 3D by providing maquettes [concept models] before they are realized in digital form.”

SHOOTING STOP-MOTION MODELS
Stop-motion animation is the process of filming models one frame at a time, with minute adjustments to the model being made for each frame to create the illusion of motion when the film is played at normal speed. The Imperial AT-ATs in The Empire Strikes Back were created by Jon Berg and Tom St. Aubin from concept sketches by Joe Johnston. For the prototype AT-AT, Berg created moving parts that included small squared-off plates in the upper legs, which made the AT-ATs appear more mechanically operational.

HAND PUPPETS
Special-creature designer Stuart Freedman (at left) sculpted the furry, green, puppet of Yoda for Empire, and engineered the mechanisms to control its eyes, mouth, and ears. The aged Jedi Master was brought to life by puppeteer Frank Oz, who also supplied Yoda’s voice.

CONCEPT MODELS
Working from concept sketches by Edwin Natividad, Michael Patrick Marion of the Skywalker Ranch concept art department worked with Sculpey (a clay-like compound) to create a preproduction concept model of the Ewok Wicket. “Some people see a drawing differently,” Marion said, “but when you hold over a 3-D model, you don’t have to explain much. It helps to talk on the same level.” The maquette served as the basis for the wardrobe department’s final costume for Wicket.

FULL-SCALE MODELS
Luke’s landspeeder was a full-scale mechanical prop made for A New Hope. Built in England, one version of the landspeeder was a three-wheeled, motorized vehicle, which was used for location shots in Tunisia. After it was shipped to California for additional scenes in Death Valley, some ILM employees drew curious stares when they drove it around the local streets.

PLASTIC MODELS
Many model spacecrafts for Star Wars were assembled by combining new parts with bits and pieces from existing off-the-shelf model kits. The model of the Imperial TIE Interceptor (above) was designed by Joe Johnston and constructed by Larry Ten and measured about 61 centimeters (2 feet) across.

ROD PUPPETS
To create the rancor monster (first Episode VI fixture of the Jawa), creature designer Phil Tippett used a 61-centimeter (2 feet) tall, foam-rubber rod puppet, controlled by three puppeteers.

SET MODELS
Used as a visual guide for set builders, set models also create positions for cameras and actors. The production art department maquette for the Vorta’s landing ship (left) in Episode IV: A New Hope was made of paper and cardboard.

MINIATURES
Rancor of the Sith features the largest miniature ever built for a Star Wars film—the volcanic planet Mustafar. Visual effects supervisors John Knoll and Roger Guyett worked with the ILM model shop, led by Brian Germond, to film the miniature. The shot incorporated the food-processing element methanol for lava. Lead model-maker Nick D’Abo inspected the lava flow (below).

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MOVIE POSTERS

As movie posters are used for advance promotions as well as actual theatrical releases and re-releases, it is not surprising that more posters have been produced for the Star Wars movies than for any other film series. Most are printed in large quantities, but limited printings or commercial availability have made some of these posters highly collectible. Although a number of posters are essentially reproductions of photographs, the majority are painted works of art. According to the prolific poster artist Drew Struzan, "Photography is a direct reflection of reality. Art is interpretive, therefore it embodies more emotion and feeling. That's why George Lucas usually goes with a painting for his work, because he wants to embody the feeling, or the soul, of the movie."

Theatrical Release Posters

The Star Wars Style-A "A" poster (right) is considered to be among the best known of all movie posters. Painted by Tom Jung, the image of Leia beside a lightsaber-wielding Luke was incorporated into the Star Wars logo for use on countless pieces of merchandise. The original painting is hanging in Skywalker Ranch. Actress Debbie Reynolds, the mother of Carrie Fisher (Princess Leia), loved the painting so much that Jung was asked to do a duplicate of the artwork for her. Jung went on to create the cover art for the bestselling Star Wars novels Heir to the Empire, Dark Force Rising, and The Last Command.

Title Change

The title "Revenge of the Jedi" appeared on Drew Struzan's 1982 teaser poster for the third film, but Lucas--believing a true Jedi would never seek revenge--changed the film's title just before its release. "The title was always intended to be Return of the Jedi," Lucas says. "We'd had so many difficulties with people trying to report stuff to the media that we called the film Revenge of the Jedi to throw people off."

Teaser Posters

Also known as pre-release or advance posters, "teaser" posters are typically distributed several months before a film's scheduled release date. The Episode I teaser was produced in November 1998 in conjunction with the release of the first theatrical trailer in the United States. The spectral, ominous shadow behind the nine-year-old Anakin Skywalker is a prophetic omen of his dark destiny, announcing the story that will unfold in the prequel trilogy.

Title Change

For the film that would eventually be titled Return of the Jedi, Lucasfilm intended for some location shots to be on public land in Arizona and California. To thwart an invasion of Star Wars fans and reporters, the fictitious working title Blue Harvest was created. Some fans found out about the Arizona location, but J.J. producer Howard Kazanjian claimed that the Blue Harvest play "worked out exceptionally well."

Covert Operations

Lucasfilm used this logo on "official" stationery for production arrangements on Jedi. The logo also appeared on T-shirts and caps worn by the crew, who were told to say that they were working on a horror movie.

Foreign Posters

Many international Star Wars posters incorporate the same art as their American release's counterparts, but some are unique creations. One of the most dramatic is Witold Dyboski's art for the Polish release of Jedi. Lucasfilm did not provide any instructions for Dyboski, who knew only that Vader would die, and "could only assume it was a death of huge proportions."
EXPANDING THE UNIVERSE

THE STAR WARS movies continue to spawn an ever-increasing number of comics, novels, toys, and video games, many of which interconnect with each other and expand the range of characters, locations, and scenarios in the Star Wars galaxy. An incredibly diverse range of merchandise is available for fans to add to their collections, including R2-D2 bubble bath, Darth Vader lunchboxes, electronic starships, action figures, T-shirts, and highly detailed replicas of many of the props used in the six Star Wars films. But George Lucas dismisses the notion that licensing and merchandising was always part of his grand plan. "It certainly wasn't something anybody predicted, especially us. The first toys didn't come out until a year after the first film came out, and it's grown into this big opportunity, which has helped finance the movies for me. I enjoy toys, and I make the films to stimulate the imaginations of the audience, and especially the young people who see the films."
MERCHANDISE

BEFORE 1977, MERCHANDISING for movie properties tended to be a limited venture to promote a theatrical release. The business changed dramatically after George Lucas shrewdly retained the Star Wars sequel rights and negotiated away from 20th Century Fox the merchandising rights for his films. The idea for Star Wars merchandise came to Lucas while he was working on the first film’s screenplay in his office. “I was sitting there all day, writing and drinking coffee—writing about Wookiees and such, and I thought, wouldn’t it be fun to have a Wookiee mug?” Lucas thinks the idea may have been inspired by his dog, Indiana, who “was sort of a prototype for the Wookiee, and you’re always seeing these mugs of your favorite dog. It was just something that I wanted to have personally on my desk while I was writing rather than an idea that I could take these out and sell them and make a lot of money.”

EDUCATIONAL ENTERTAINMENT
All Star Wars toys and games encourage the imagination, but some merchandise is more obviously educational, such as read-along books that are packaged with audio accompaniment and designed for early readers (“you will know it is time to turn the page when you hear Artoo-Detoo loop like this...”). Planet of the Hee Hees, adapted from Star Wars #5 (Marvel Comics), was released in 1983 by Buena Vista records with a 7-inch LP record or an audycassette.

LEGO & LUCASFILM
In 1998, Lucas Licensing and The LEGO Group announced an exclusive, multi-year agreement that would give LEGO worldwide rights to produce construction sets and figurines based on Star Wars. This deal marked the first property ever licensed by LEGO, and gave Lucasfilm an even stronger presence in the European toy market. The 36-centimeter (14-inch) tall Yoda was an exclusive prize in a promotion for Target stores, and could be won by guessing the correct number of LEGO bricks that made up the Jedi Master. The promotion was so popular that LEGO revamped its Yoda, which was made up of 1,078 pieces, for their Ultimate Collector Series.

BOARD GAMES
Star Wars board games can turn a quiet evening into a battle for control of the galaxy. The selection ranges from 1977’s saga-specific Destroy Death Star Game (“First one to destroy Death Star wins!”) by Kenner/Parker Bros. to Star Wars versions of games such as Stratego, Risk, and Trivial Pursuit. Star Wars MONOPOLY is available in an Original Trilogy version, a Saga Edition, and as a CD-ROM computer game.

PROP REPLICAS
Most genuine Star Wars props are retained in the archives of Lucasfilm, but some items have been meticulously recreated to be made available to fans. Master Replicas produced the Jedi Training Remote, based on the prop seen on-screen in A New Hope. When placed on its display stand, the prop appears to levitate.

REVENGE OF THE SPUD
Since Hasbro introduced Mr. Potato Head in 1952, the versatile vegetable has been the first toy advertised on television, a star of Disney and Pixar’s two Toy Story movies, the official Ambassador for the Rhode Island State Tourism Board, and an incentive for children to play with their food. In 2005, Hasbro/PlaySkool released Darth Tater, who comes equipped with detachable eyes, tongue, nose, teeth, face-plate, helmet, cape, shoes, two ears, and two arms (one holds a light saber).
CONTINUING THE SAGA

IN 1979, GEORGE LUCAS told an interviewer that he had initially conceived the Star Wars saga as two trilogies, then “after the success of Star Wars [Episode IV] I added another trilogy.” Lucas also stated that he had developed “story treatments on all nine” films, but his more recent revelations contradict this. As guest of honour at the Star Wars: Celebration III convention in 2005, Lucas admitted to an audience that “to be very honest with you, I never ever thought of anything that happened beyond Episode VI. It’s the Darth Vader story.” Although Lucas has no intentions of directing a third Star Wars film trilogy, he has announced new Star Wars television projects in development, including a 3-D animation version of Clone Wars, the cartoon action series set between the events of Episodes II: Attack of the Clones and Episode III: Revenge of the Sith. With so many characters and worlds in the Star Wars universe, more stories expanding the events of the film trilogies, the Star Wars saga is guaranteed to continue for many years to come.

THE STAR WARS HOLIDAY SPECIAL
On November 17, 1977, CBS aired “The Star Wars Holiday Special” to an eager audience of millions. Despite the participation of most of the principal actors from A New Hope, an animated cartoon that introduced Boba Fett, and some matte paintings by Ralph McQuarrie, the overall production—promoted as “a live-animated-musical-potpourri of pure entertainment”—was widely regarded as regrettable. The Holiday Special was never aired again or officially released on video (although bootlegs of it do exist), so it has now assumed cult status.

Ewok Adventures
George Lucas executive-produced two television features, The Ewok Adventure: Caravan of Courage (1984) and Ewoks: The Battle for Endor (1985), each of which premiered on ABC in the US and were released theatrically in Europe. Lucasfilm-approved timelines place both stories before the events of Return of the Jedi, while producer David P. Smith noted that a young Ewok’s wooden two-legged walker toy is evidence that “the Imperials had been there.”

Ewok Adventures

Actor Warwick Davis reprised his Jedi role as the plucky Ewok, Wicket W. Warrick, in both films. The production design was by Joe Johnston, and both features won an Emmy award for their special visual effects. The movies were released on DVD in 2005.

THE TOWANI FAMILY

Prequels to Return of the Jedi, the Ewok movies follow young Cindel Towani (Aubrey Milner), her brother Mace (Eric Walker, and her parents, Caterine and Jeremitt (Finnuala Flanagan and Gary Boyd), both members of the Rebel Alliance. After the events of Return of the Jedi, Cindel Towani meets Wicket who begins training her in the ways of the Rebel Alliance.

ANIMATED DROIDS

Cevity Davis played the role of Jaina Polo in Star Wars: Droids, which consisted of 13 episodes and a prime-time special, The Great Hypo. The droids (left) are shown here on the cover of the Star Wars magazine. The special features Wicket, the plucky Ewok, and Boba Fett in the episode “A Race to the Finish,” which also introduced the Bounty Hunter, a vehicle with a new weapon.

CLONE WARS

Premiering on the Cartoon Network in 2003, Star Wars: Clone Wars was produced and directed by Genndy Tartakovsky with art direction by Paul Rudish. It won an Emmy for Outstanding Animated Program and introduced Grievous before the release of Episode III.
STAR WARS PUBLISHING

ALTHOUGH NO ONE imagined how audiences would embrace the first Star Wars film, there was at least one indication that plenty of people were interested in the movie. In November, 1976, Ballantine Books published Star Wars—From the Adventures of Luke Skywalker, a novelization of George Lucas’s screenplay that was credited to the director but ghostwritten by Alan Dean Foster. By February, 1977, the first printing of a half-million copies of the novel had sold out. Another advance promotional boost for Star Wars came from the first three issues of a six-issue Marvel Comics adaptation, which came out before the film’s theatrical release and sold extremely well. In 1978, Foster’s Splinter of the Mind’s Eye became the first official Star Wars “expanded universe” novel, with an adventure set shortly after A New Hope. Today, Star Wars books and comics continue to enthrall readers, and regularly appear on bestseller lists.

FAVORITE VADER
Ralph McQuarrie modified Vader’s helmet throughout the production of Star Wars. His favorite version is on the cover of the original novelization (left). “George looked at the helmet and said it never looked better!”

MARVEL COMICS
George Lucas was a fan of Marvel editor-writer Roy Thomas’s work on Conan and Tarzan, and sought him out to develop a Star Wars comic for A New Hope. Thomas hired artists Howard Chaykin and Steve Leialoha for the series, and the layout for Chaykin’s promotional poster was utilized for the first issue’s cover (right). Provided with little art reference, the artists were encouraged to take creative liberty with Jabba because they had been told he had been cut from the film. Of the, in, bipedal Jabba who appeared in issue #2, Leialoha later said, “Who knew there would be sequels, or Special Editions?”

THE SAGA CONTINUES
After a long absence from publishing, Star Wars returned in the 1990s with the best-selling Force is the Empire by Timothy Zahn (Bantam, 1993). The story introduced Mara Jade and Grand Admiral Thrawn, and was followed by Dark Force Rising and The Lost Command. The three books collectively form the “Thrawn Trilogy.”

EARLY SPIN-OFF NOVELS
Prior to the 1990s, Star Wars publishing explosion, the most popular spin-off novels were the Han Solo series, written by author Brian Daley—Han Solo at Star’s End, Han Solo’s Revenge (right), and Han Solo and the Lost Legacy.

BEHIND THE SCENES
Star Wars films have always been recognized for their visual and technical achievements, and many books have showcased work by the artists and designers involved in the productions. While there is no question that Star Wars is the creation of George Lucas, the writer-director has always acknowledged those who helped bring his vision to the screen. In his foreword to The Art of Star Wars: Episode IV Revenge of the Sith by J.W. Rinzler, Lucas sums up his appreciation of these artists: “This book is a tribute to their amazing work—often taken for granted once the film is complete—but without which there would be no film at all.”

FAN CLUB PERIODICALS
For dedicated Star Wars fans, dedicated publications are available that include exclusive interviews, fact-filled articles, fan art, merchandise offers, and advice for collectors. Star Wars Insider (left) meets the needs of US fans, and there are also similar periodicals produced for the UK, France, Germany, Spain, and Mexico. All of these magazines are affiliated with the Official Star Wars Fan Club.

DARK HORSE COMICS
Founded by Mike Richardson in 1986, Dark Horse Comics began publishing Star Wars comics in 1991. As a long-time fan, Richardson relished the opportunity. “To do Star Wars comics, with respect, and a real interest in adding to the Star Wars world—stories that built on what was already there—was a fascinating prospect.” Dark Horse has produced over 100 collected editions of Star Wars titles, the art of a battle-worn Ewok (left) by Brian Ching is from Episode II (2002).
VIDEO GAMES

For those who are impatient for starfighters and blasters to become commercially available, or just want to put some Pit Droids through their paces in the run up to an adrenaline-pumping Podrace, there are many Star Wars video games to transport you to that far-away, long-ago galaxy. But can they actually make dreams come true? For Star Wars, actor Hayden Christensen, the fantasy of being a lightsaber-wielding Jedi fighting against the forces of evil became a reality. After he signed on to play Anakin Skywalker in Episode II, Christensen admitted he had spent a lot of time in his younger days playing Star Wars video games: "[my brother and I] used to lock ourselves in my bedroom and relay the controller back and forth until we became Jedi Knights. If I played it too much... it used to visit me in my dreams. I used to have dreams that I was in the Star Wars game. It just had such an impact."

The Empire Strikes Back (Parker Bros., 1982)

Set on Earth, this side-scrolling shoot-'em-up cartridge game (left) for Atari and Intellivision home consoles enables players to take the role of a lone Rebel pilot, and fly a snowspeeder to attack an advancing squadron of Imperial AT-ATs. To stop the walkers from reaching the shield generator (and in order to win the game), the player has to dodge incoming homing missiles and hit each walker 48 times.

X-Wing (LucasArts, 1995-96)

As PCs become affordable gaming platforms, video game developers switched from cartridges to CD-ROMs. LucasArts' first Star Wars CD-ROM games, such as X-Wing (right), were space combat simulations that put players into the cockpit of several different starfighters, including X-wings, B-wings, TIE fighters, interceptors, bombers, and experimental craft.

Knights of the Old Republic (LucasArts/Bioware, 2003)

This "golden-age" saga is set four millennia before Episode IV, and incorporates the 5th planet Korriban from the Tales of the Jedi comics, as well as the familiar setting of Tatooine (below). Knights of the Old Republic not only enables players to wield lightsabers, but also to face the challenge of whether they will be seduced by the dark side. It received Game of the Year awards from dozens of major gaming publications and websites.

The Sith Lords (LucasArts/Starfish Entertainment, 2004)
The sequel to Knights of the Old Republic picks up five years into the civil war that has devastated the Jedi. It also introduces yet another new protagonist—Sith Lord, Darth Nihilus (right).

Battlefront (LucasArts/Pandemic Studios, 2004)

If you ever wanted the chance to win the Battle of Hoth or lose the Battle of Endor (right), you can make it happen with Star Wars: Battlefront. Specifically geared for team-based gameplay over the Internet, this game enables players to engage in campaigns from both film trilogies. For battle sets during Episodes I-III, players choose whether to fight alongside the Republic or the Separatists; for missions during Episodes IV-VI, the choice is between the Empire and the Alliance.

Republic Commando

A first-person shooter, Republic Commando (left and above) offers the ability to play a tough-in-nails clone trooper in charge of a four-man squad during the Clone Wars. Thanks to an innovative "One Touch Squad Control" system, you can engage your squad with a single button. The game—made for the Xbox or PlayStation 2—can accommodate up to 16 players online.

Revenge of the Sith

Released in advance of the movie, this three-person actioner lets you play as Anakin Skywalker or Obi-Wan Kenobi. It parallels the movie's story but also presents new characters and locations—and an amazing alternate ending if you defeat Obi-Wan on Mustafar.
STAR WARS TIMELINE

When the first STAR WARS movie premiered in 1977, George Lucas had little idea he was about to make motion-picture history. "I was in Los Angeles," he says, "overseeing the sound mix on one of the foreign versions of the film. I went to a restaurant on Hollywood Boulevard across from Grauman's Chinese Theater. It was like a mob scene. One lane of traffic was blocked off. There were police there. There were limousines in front of the theater. There were lines, eight or nine people wide, going both ways and around the block. I said, 'My God, what's going on here? It must be a premiere or something.' I looked at the marquee, and it was Star Wars.

merchandising, and publishing rights, Lucas signs a contract with Twentieth Century Fox.

1975
Industrial Light & Magic (ILM) is established to create the groundbreaking visual effects for The Star Wars. The Dykstraflex camera is developed by John Dykstra and ILM. Sprocket Systems is set up to do the sound for The Star Wars.

1976
During post-production, The Star Wars is renamed Star Wars.

January 15: Lucas completes the fourth draft of the screenplay.

March 22: Principal photography begins in Tunisia.

July 16: Principal photography is completed at Elstree Studios, England.

December: The Star Wars novelization is released.

1977
March: Composer John Williams records the Star Wars score with the London Symphony Orchestra.

May 25: Star Wars opens at 32 movie theaters in North America. By the middle of June it is playing in 350 theaters.

1978
April 3: Star Wars receives seven Academy Awards at the Oscar ceremonies in Los Angeles.

May 1: The Northpoint Theater in San Francisco presents the first test screening of Star Wars.

1980
May 21: Theatrical release of The Empire Strikes Back. It goes on to receive two Academy Awards.

1981
The Computer Division begins development of the Pixar Image Computer, the EdidDroid, and the SoundDroid. ILM develops the Go-Motion animation process.

February 9: Star Wars syndicated comic strip begins.

September 5: The 13-episode Star Wars Radio Drama begins on National Public Radio in the US. Anthony Daniels and Mark Hamill recreate their roles as C-3PO and Luke Skywalker.

1982
The Games Division is established; Lucasfilm is the first film company to develop and publish interactive entertainment (video games).

January 11: Principal photography begins on Revenge of the Jedi at Pinewood Studios, England, with a sandstorm scene that is ultimately cut.

May: Principal photography on Revenge of the Jedi is completed with the speeder bike chase at ILM.

June: Episode IV: A New Hope is released on video in the US.

Star Wars premieres in the UK at the London Pavilion. George Lucas is present to experience the premieres.

1977

1971
Lucasfilm Ltd. is incorporated.

1972
George Lucas begins writing notes for what will become the first of four drafts of The Star Wars screenplay.

1973
August 20: Following the success of American Graffiti, and after he consequently turns down a higher salary for directing The Star Wars (Episode IV) in exchange for sequel,
1983
January 27: Lucas officially changes the new film’s title to Return of the Jedi.
February 17-18: The Empire Strikes Back Radio Drama begins the first of 10 episodes on National Public Radio.
May 25: Episode V: Return of the Jedi has its US theatrical release. It receives one Academy Award.

1984
March 11: Star Wars syndicated comic strip series ends.
November 25: The Ewok Adventure: Caravan of Courage airs on ABC TV as a made-for-TV movie. It wins an Emmy Award for Best Visual Effects.

1985
The Pixar Image Computer is introduced at the National Computer Graphics Conference.
September 7: The first season of The Ewok & Droids Adventure Hour begins on ABC TV.

November 24: Ewoks: The Battle for Endor airs on ABC TV. It wins an Emmy Award for Best Visual Effects.
1986
Lucasfilm sells the Pixar technology to Steve Jobs, co-founder of Apple.
February 25: Return of the Jedi is released on video.
November 1: A second season of the animated Ewoks series starts on ABC.

1987
January 9: Star Tours ride opens at Disneyland, California.

1994
November 1: George Lucas begins writing the first draft of Star Wars: Episode I.
1995
ILM wins a Technical Achievement Academy Award for the creation of the ILM Digital Film Compositing System.
August 29: The remastered Star Wars trilogy, with THX sound, is released on video.

1996

1997
January 18: George Lucas, Carrie Fisher, Mark Hamill, and friends appear at the world premier screenings of the Star Wars Trilogy Special Edition at both the Mann Village and the Bruin theaters in Westwood Village, Los Angeles.

May 19: US theatrical release of Star Wars: Episode I.
June 18: The Phantom Menace becomes the first major full-length motion picture to be publicly screened using digital electronic projectors.

November 12: Attack of the Clones is released on DVD.
2003
June 30 - September 17: Principal photography for Episode III takes place at Sydney’s Fox Studios.

2004
September 21: The first Star Wars Trilogy release poster by Drew Struzan.

2005
March 22: Star Wars: Clone Wars animated micro-series is released on DVD in the US.
May 19: The final Star Wars film in the six-part saga, Episode III: Revenge of the Sith, has its worldwide theatrical release.

With new Clone Wars cartoons below in development and television projects ahead, the Star Wars timeline is all set to continue beyond the release of Episode III. Stay tuned!
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With a foreword by Ian McDiarmid