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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FOREWORD

T'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 huckle-raising 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 wink 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..."
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.
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 alien species, which in turn led to the creation of the Galactic Republic.

EXPANSION REGION

The core region in the Expansion Region has left many planets deserted by the Wookiee species. A variety of star systems on the edges of the region, such as the Baleran system, is home to a number of species who call the area their own.

CORE WORLDS

The most prestigious and densely populated planets in the galaxy are in the Core Worlds, the ancient region bordering the Deep Core long governed by the Republic. The oldest records refer to the city planet of Coruscant as the heart of the Core worlds, and historians have long referred to it as "the jewel of the Core Worlds." Many humans believe that their species originated on Coruscant, but there is no existing archeological evidence to support this, and if it were ever true, it was likely destroyed to accommodate the construction of a skyscraper megalopolis.

DEEP CORE

A large region of old stars, the Deep Core lies between the peripheries of the Galactic Core and the center of the galaxy. At the center of the Deep Core is a black hole surrounded by masses of antimatter and dense stars, because the immense gravitational pull of so many massive stars snarl the fabric of hyperspace, the region was long believed to be impossible to traverse.

THE MIDS

The enormous area of space between the Inner Rim and 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 in the Mid Rim to prey on traders. However, several trading worlds have bustling economies, and these 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 to be 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 remote edges of the galaxy, the Outer Rim Territories is a vast region, strewn 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 Republic or Imperial law. During the reign of Emperor Palpatine, the Empire plundered many Outer Rim worlds. As a result of the Empire’s oppressive actions, most of these worlds supported the Rebel Alliance in its valiant attempts to bring an end to the Emperor’s reign.
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 societies 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 astronavigation, surgery, translation, hardware maintenance, and warfare.

LIGHTSABERS

Universally recognized as the weapons of Jedi Knights, an activated lightsaber is a beam of pure energy that can deflect energy bolts and cut through almost any object. Jedi Master Mace Windu (above) is regarded as one of the greatest lightsaber-wielders of the Old Republic.

ENERGY SHIELDS

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

Unlike other starships, Republic-era Jedi Starfighters were not fitted with shield generators. Instead, their pilots used the Force to avoid lasers.

GUNJAN DEFENSES

On Naboo, the Gungan army used powerful planetary ray shields to repel laserfire from the Trade Federation’s battle droids. Fanbas swamp crustaceans (below) carried the shield generators into battle. strapped to the Fanbas’ backs, they projected beams that formed a protective energy field. Unfortunately, the shields were not impervious to disease–moving 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 10,000 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 real space. The Millennium Falcon (above) has a powerful Class 0.5 hyperspace, which enables it to travel through hyperspace much faster than an Imperial starship. Many starships have built-in hyperspace engines and astronavigation 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 500 tractor beam generators, enabling it to pull a ship the size of the Millennium Falcon with ease.

HOLOPROJECTORS

Using lasers to scan a subject, holoprojectors create an organized arrangement of light that can be projected to appear as a 3-D replica of the subject. These holograms are used for communication, information displays, and entertainment. Most holoprojectors are equipped with audio recorders. The Holonet communications network allows for near-instantaneous holographic transmissions.

BLASTERS

The most commonly used weapon throughout the galaxy, blasters fire intense beams of light energy that can stun or kill. Ranging from compact pistols to heavy assault rifles, they assume their largest form on starship–mounted blaster cannons.

REFUSLORLIFT VEHICLES

Antigravitational propulsion units, or repulsors, are used in land and atmospheric vehicles such as landspeeders, all-terrain speeders, and speeder bikes. Repulsors—essentially pilot–controlled repulsion engines—produce a field that pushes against a planet’s gravity and provides lift, allowing the vehicle to hover as it travels above the surface level.

DROIDS

Robotic systems with varying degrees of artificial intelligence, droids are used by almost every technologically advanced civilization. Some droids have speech synthesizers and are humanoid in appearance, but most communicate via programming languages and are designed purely for their function. Despite their hard work and loyalty to their masters, droids are essentially regarded as appliances without any personal rights, and are not allowed in many public areas.
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 20,000 years, the Jedi served as peacekeepers 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 have abandoned some of these traditions, but the Jedi’s commitment to promoting peace and justice in the galaxy remains unchanged.

THE WILL OF THE FORCE

Microscopic life forms called midi-chlorians reside in all 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.

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 vision-obscuring helmets (below). Reaching out with their feelings, the younglings used the Force to see the training remotes, which fired harmless energy bolts that the Jedi defeated with their lightsabers.

IMMENSE LEARNING

Mystical within the Jedi Temple on Coruscant, the Jedi Archives (right) contained the greatest library in the Galactic Republic. The libraries were a repository of knowledge gathered from many universes, and provided the Jedi with extensive information across every explored world and star system in the galaxy.

FINDING POTENTIAL JEDI

In the Republic era, it was considered to be dangerous but potential Jedi to begin training during adolescence—such as their established character traits could lead them to the dark side of the Force. So parents 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 held secrets not trusted in data cores, and can be accessed only by Jedi. The largest and most powerful Holocron is the Jedi Archives’ Great Holocron (above).

OBJECT MOVEMENT

In his duel with Count Dooku on Geonosis, Yoda (left) used the Force to halt the fall of heavy stasis. 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 movement of objects (through space). Jedi utilize this talent not only to push, pull, and lift objects, but also to redirect projectiles, and guide laser shotguns through combat.

JEDI MIND TRICKS

The Force can be used to manipulate weak-minded beings into believing whatever a Jedi wants them to believe. Luke Skywalker (right) employed this ability to infiltrate Jabba the Hutt’s Palace, and convinced Be Fortuna (near right) to lead him to the Hutt compound. Alien with highly organized mental faculties, such as Hutt and Yabbata, are naturally immune to Jedi mind tricks.

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THE DARK WOMAN

To emphasize that a Jedi should have no possessions, the Jedi known as the Dark Woman surrendered her original name—A’ya Banno—in service to the Force. Over many decades, she specialized in training students who were deemed “difficult” in other Jedi. Although her achievements included the discovery and recruitment of the ten-year-old Ko Adi-Maul to the Jedi Order, her non-traditional instruction techniques made her unpopular with the Jedi Council.

THE JEDI ORDER

Meanwhile within the Jedi Temple on Coruscant, the Jedi Archives (right) contained the greatest library in the Galactic Republic. The libraries were a repository of knowledge gathered from many universes, and provided the Jedi with extensive information across every explored world and star system in the galaxy.

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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 malleable species named the Sith. Treasured 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 descendant built towering temples.

ZIOST

On the central world of the Sith Empire, Zistos is a centrally-ideal 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 saw Zistos as the “dark side of teachings.”

VALLEY OF THE DARK LORDS

On the planet Korriban in the Hesvet system, the Valley of the Dark Lords is lined by huge, towering statues and great temples that contain the monumental remains of many Sith Lords. These massive tombs are filled with dark-side energy, and the spirits of long-dead Sith Lords can be channelled and focused by Force-sensitive beings to reveal the secrets of the Sith. To further their knowledge of the ancient Sith, the necropolis became a frequent destination for the Galactic Empire’s Sith Lord ruler, Emperor Palpatine.

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 deflect such blasts. Sith Lords also employ the Force to strangle and choke their opponents from a distance.

SITH HOLOCRON

Just as the Jedi use Holocrons as repositories of knowledge, the Sith keep their dark secrets locked within the recesses of their own Holocrons. Accessible only to a Dark Lord, Sith Holocrons house forgotten histories and lore that dates back over a hundred thousand years. The oldest existing Sith Holocrons are adorned with incantation hieroglyphs and Sith inscriptions, and hold teachings of powerful evil.
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 goes against the wishes of the Jedi 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 Oceans, Ulric fights and kills his own brother, Cay. Defeated by the Jedi and overcome with remorse, Qel-Droma becomes a raised exile.

ODAN-URK

The long-lost Jedi scholar Odan-Urk (above) is killed by Exar Kun when the Sith Lord steals an ancient Sith Holocron from the Jedi Library on Coruscant. Odan-Urk established the library in 5000 B.B.Y. shortly after he helped Empress Teta’s army repel the Sith invaders of the planet Ktrew.

NOMI SENNIER

Using her Force-sensing abilities to permanently ban Ulric Qel-Droma from his powers, the Jedi Nomis Senriker (left) is instrumental in Ulric’s defeat on Oceans. Sensiier learned the ways of the Force after her Jedi husband, Andor, was slain by Palpatine, leaving her to defend their infant daughter, Aayla, with his lightsaber. Honoring Andor’s dying wish, Nomis trained as a Jedi and became a renowned warrior and leader.

DARTH BANE

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

DEATH 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 inspect his execution. In the Senate Hall, Kun fights his former Master, Vodo-Bock Bane, wielding his double-bladed saber. Kun is the victor, but Bane’s spirit survives for millennia as a Helocron gatekeeper.

THE BATTLE OF RUUSAN

Three thousand years after Exar Kun’s defeat, Lord Holh leads the Jedi Knights against the Sith Lord Kaan’s army, the Brotherhood of Darkness, on Ruusan. To 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 Ravager, when he is defeated by the handmaiden known as Brinna. Another record indicates that the Jedi Visas Marr is involved in killing Nihilus, while still other records show that Marr is in fact slain by the Sith Lord.

ARMORED COMBAT
A Jedi Knight wearing Saragrin Shadow Armor joins Bastila 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 Ordron's largest moon, Dxun is where the Mandalorian Wars began in 3971 b.b.y., in which the Mandalorians were defeated with heavy losses. A new Mandalorian leader gathers his remaining warriors on Dxun 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, Mitra (above left) learns to harness the Force. Equipped with a wrist launcher that can fire rockets, darts, and grenades, she fights a Sith Assassin (above right) at the Sith Academy on the planet Korriban.

TELOS
Heavily bombarded 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 Ithorians, who have long been recognized as experts in the highly skilled work of planetary restoration. Jedi Master Atris runs a secret academy for the training of Jedi under Telos’s northern polar ice cap.
KEEPERS OF THE PEACE

Nearly a Millennia after the Battle of Ruusan, the Republic has developed into a vast, sprawling union of far-flung worlds. Many Jedi Knights move 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.

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 Galidraan. 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 Mace Windu, the Jedi Master Qui-Gon Jinn and his Padawan apprentice, Obi-Wan Kenobi, travel to the planet Korucor. There, they are attacked by the Dark Woman’s renegade pupils, Aara Sing (below right), as a result of the killing of Qui-Gon and Obi-Wan are too late to rescue Mace Windu, and Aara 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 Windu is not only a senior member of the Jedi Council but one of the best lightsaber fighters in the 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.

During the Stark Hyperspace War, Quinlan Vos joins alongside his teacher, Jedi Master Tholme.

Quinlan Vos & Aayla Secura
The search for a beast-trafficking fleet brings Jedi Master Tholme and his apprentice, Quinlan Vos, to the Twi'lek homeworld Ryloth. 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 finds Lon Secura’s nine-month-old Aayla (near right) about to be attacked by a monstrous wampa (below right). Quinlan saves Aayla, and Tholme succeeds in identifying the leonine Aayla returns with Vos and his Master to the Jedi Temple on Coruscant, where she trains to become a Jedi Knight.

Last Stand on Ord Mantell
Encountering two brutal Mandalorian scouts on a derelict freighter with a slaughtered crew, Qui-Gon (above left) and Obi-Wan (above right) travel to Ord Mantell to find out why the freighter was carrying the creatures. A mandible investigation ensues, and Obi-Wan discovers that there are far more deadly killers at large than the reptilian savages.

THE STARK HYPERSONE WAR

Twelve years before the Battle of Vadoke, the Stark Commercial Combine—an Outer Rim coalition of pirates and smugglers—openly defies the Neimoidian-run 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 Qui-Gon Jinn (center left) ends up saving the life of the Neimoidian leader, Nute Gunray (far left).
A DEMOCRATIC REPUBLIC

OFTHE 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 is a Jedi who has been approximately a century old for some time. He is always advocated that the Jedi Council must begin at a young age, and scenes are shown that the Jedi are "baby matchers." After training A-E-E-Mundi in Knighthood, Yoda retired from direct Masters' duties and became a Supreme Chancellor 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. Here, Jedi leaders are kept by powerful individuals and are assembled to form the Jedi first or Jedi Councils. One of the most vocal proponents for a Republic militia is Senator Randolph Tarkin of the polluted factory planet Eriadu. Power-mad, Tarkin 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 Han Solo's pirate forces in the Talosh system. Tarkin's actions are many, including his own, but his influential family manages to convince him that he is loved and dies a hero.

JEDI COUNCIL CHAMBER

Located atop the central dome of the Jedi Temple, the Jedi Council Chamber is the Jedi's primary place of government. A ring of large circular chambers are centered with each Jedi on the High Council. The chambers have been used to assemble the council and transmit messages transmitted to other 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.

VALORUM AND PALPATINE

Supreme Chancellor Finis 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 mend the corrupt Trade Federation, Palpatine suggests that Valorum institute a tax on the free trading routes in the Mid and Outer Rims.

THE GALACTIC SENATE

The Supreme Chancellor's tall podium is at the center of the Great Rotunda in the Galactic Senate building. Lined with 1,104 Senate repulsorlift platforms, the Rotunda is where delegates from the Republic's member worlds meet to make decisions.

The Galactic Senate's central corridor is adorned with monumental statues that depict the Republic's Core World founders.
MASTER AND APPRENTICE

Following the Example

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.

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 homeworld-mining planet Durovia, he nabobs 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.

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 even more important for his first taste of Jedi blood, he knows better than to make any move without his Master’s command.

Dark Bodyguard

Garyn’s personal protection is provided by Mighella, a highly trained bodyguard who is also a witch of Dathomir, or Nightrise. Like all Nighterise, she is skilled in the use of the dark side of the Force. Mighella attempts to use an energized sword to stop Darth Maul, then surprises him with a burst of force lightning. A moment after Mighella makes her entrance, a Sith Lord with far superior dark-side knowledge, she is killed by a lethal slash of Maul’s lightsaber.

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 hindrance to Sidious’s plans. Traveling in his new Sith infiltrator, Maul locates the base of Black Sun’s leader, Alexi Garyn. But when he arrives, he is greeted by Black Sun’s lieutenants, the Vigon, who believe they are more than a match for the Sith Lord. Maul slays them all.

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 lightsaber against his Jedi enemies.

Mission Accomplished

A Force-sensitive child who dreamed of being a Jedi Knight, Alexi Garyn was too old for Jedi training, and chose the path that led to becoming the head of Black Sun. Killed by Darth Maul, Garyn’s death granted the way for Black Sun’s future leader, Prince Xeno.
BLOCKADE OF NABOO

The Trade Federation is the largest commercial corporation in the galaxy, and controls the majority of trade routes across Republic space. Rivaling Neimoidians, it tramped most of its wealth in the Free Trade Zones of the Republic, systems whose business was not regulated by the Republic. But after the Senate's decision to impose a taxation on these "free" zones, the Neimoidians—bearing the most profit—began to engage in and became the dominant trade routes, but the planets themselves. Surrounding the planet Naboo with their battle ships, the Neimoidians threatened to cut off all trade unless the planet was occupied. Queen Amidala, leader of the Naboo, endorsed a treaty to allow the Neimoidians to occupy her world.

THE NEIMOIDIAN PLOT

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

ATTACK OF THE DROIDS

Shortly after boarding Gunray's battle ship, the Jedi are assualted by blaster-wielding Trade Federation battle droids. Qui-Gon and Obi-Wan quickly dispatch their attackers, but are driven into hiding by deflector shield-equipped destroyer droids. Stealthily exploring the ship, the Jedi discover the Federation's intent to use a droid army to invade Naboo.

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.

THEED RESCUE

Built on a high plateau where the River Solleu breaks off 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 Solleu near the Palace. Rescuing the Queen and her protectors from Trade Federation custody, they escape in Amidala's starship.

ESCAPE FROM NABOO

Fleeing the orbiting Trade Federation battleships, the ship 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.

HEROIC ASTROMECH

When enemy fire damages the Royal Starship's shield generator, astromech R2-D2 presses the power dials to restore the defectors. 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.
THE CHOSEN ONE?

According to ancient Jedi prophecy, a life-form will be conceived by the midi-chlorians, 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 midi-chlorians 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 Toaian parts-dealer. While sorting through metal debris in a scrap heap, Anakin discovered the skeletal remains of an old C-3PO Galactic credit droid. He then secretly carried the parts back to the hovel he shares with his mother, to prevent Watto taking the valuable metal for scrap. 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 Dog from Malastare who employs dirty tricks to eliminate his competition. Although favored to win, the Dog 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 Podracing experience enables him to compete at Podracing, a high-speed sport usually limited to Swam droids with quick reflexes. Using his extraordinary mechanical dexterity, he secretly inserts a “crash” Podracer into the Boonta Eve Classic race.

WAGNER 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 Toaian’s disbelief, Anakin’s amazing victory costs him his best friend, the hyperdrive, and a fortune in back cash.

A RISKY GAMBLE

Skeptical, 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 Toaian 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.

THE SITH REVEALED

After tracing Amidala’s stamp 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 his quarry, but Qui-Gon and Anakin arrive at the repentant slave ship in time for the Jedi Master to thwart Maul’s frenzied assault. Leaving Maul fleeing 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.

JABBA THE HUTT

Jabba the Hut, better known as Jabba the Hutt, this corpulent gangster controls a criminal empire that traverses the Outer Rim Territories. With enterprises that include smuggling, 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.

THE COUNCIL’S DECISION

Persuading Anakin to the Jedi Council, Qui-Gon asserts his belief that the boy is the Chosen One. As Anakin begins his training in earnest, the Council is in session about the diversion of training the boy. Teased by the Jedi Masters, Anakin demonstrates great agility with the Force, but his training too old and failed with anger. Qui-Gon pleads the case, 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 Thed power generator complex.

DEVASTATING VOTE
In the Senate, Chancellor Finis Valorum (center left) asks Amidala if she will allow a commission to investigate her accusations against the Neimoidians. Unfortunately, Senator Palpatine has convinced Amidala that Valorum is an ineffective leader, and she moves for a "vote of no confidence" that leads to the election of a new Chancellor.

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.

GUNGLANS VS DROIDS
Consisting mainly of part-time soldiers, the Gungan Grand Army convenes in the swamps before heading to the Great Grass Plains, where they plan to draw the battle droids away from Thed. Kaada-mounted cavalry lead the troops, and giant lambs 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.

ANAKIN JOINS THE FIGHT
Instructed by Qui-Gon to help, 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��- torpedoes into its engine room, escaping with the vessel explosive. 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' 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 seizes his superior Sith fighting skills to kill the Jedi Master. Adept at the core turned of the power generator, Obi-Wan lashes out at the Sith Lord but loses his grip on his lightsaber. As Maul prepares to strike, Obi-Wan uses the Force to summon his fallen Master's lightsaber, and severs the ignite 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 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.

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 Adi Gallia, Mace Windu, and Ki-Adi-Mundi—travel to Malastare to mediate peace negotiations between warring factions on Lannik, 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 Tusken Padawan, A'Sharaad Hett (far right).

BATTLE ON KINTAN

Dooku is becoming estranged from the Senate. On Ryloth, he authorizes a kidnapping in an attempt to make up the rift from the Republic. A Twi'lek leader's young son is under the protection of Jedi Master Thonos, who both are abducted by a group of fanatical Nikto mercenaries known as the Morgukai. Quinlan Vos (above, right) and A'Sharad track the Morgukai to their homeworld, Kintan, and rescue Thonos and the boy.

STALKING AURRA SING

When bounty hunter Aurra Sing, hot on the trails of her former lover, the Dark Woman, she is intercepted by a team of Jedi that includes the Tusken A'Sharad Hett (near left), who arranges to bring her in for the murder of her father, Sharad. But when the Jedi duels with Sing, he realizes that he wants to make her native. Sing escapes, leaving A'Sharad to question his role in the Order.

LOST LIGHTSABER

In the years following the Battle of Naboo, Anakin Skywalker becomes a promising Padawan under Obi-Wan Kenobi's tutelage. Skywalker is powerful with the Force, but he is not always mindful. After he and Obi-Wan are assigned to meet with representatives of a world where slavery is regarded as a social skill, Anakin realizes that his lightsaber is missing. Without informing his Master of his loss, he attempts to find the weapon on his own. Failing, he confronts Obi-Wan, who was not only aware of his Padawan's predicament but has already managed to recover Anakin's lightsaber.
RISE OF THE SEPARATISTS

EIGHT YEARS AFTER Supreme Chancellor Palpatine’s election, the elusive Count Dooku surfaces on Rutax 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 renegade Jedi Master and political ideologue 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. A GALACTIC BANDIT

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 droid armies, 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.

Waa Tambor
The Foreman of the Techno Union, Waa Tambor is a methane-breathing Shalkar who spends most of his time on the industrial world of Metalek. 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 Muntzin, the InterGalactic Banking Clan helps control the interplanetary flow of vast amounts of credits, datatapes, and other forms of currency. The Clan is headed by San Hill, a Man 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 Separatist and the Republic.

POGGLE THE LESSER
Anarchist of Geonosis, Poggle the Lesser rules the fictional hive colony and controls all the other major Geonosian hives on his world. Geonosis is ringed by asteroids which are mined for metals used to manufacture droids, vehicles, and weapons in the planet’s enormous underground factories. It is rumored that Poggle’s working staff is made from the limb bones of an unfortunate political opponent.

Passe Argente
Commanding the office of Alliance Magistrate for the Corporate Alliance, Twiss Argente heads the galaxy’s largest corporation, the regulating body for all major commercial operations. Argente also serves as the Republic Senator of his homeworld, Koocier, 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.

Yarael Poof’s Sacrifice
During this period, the Jedi face the threat of General Khorda, who procures a Force-energized artifact with planet-killing power. Jedi Master Yarael Poof tracks him down on 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. Poof, mortally wounded by Khorda, desecrates it before he dies.
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, Corde. 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.

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 quickly realize that the gravity on the planet is there, but that someone erased it from the archive memory.

CHASING ZAM WESSEL

Taking immediate action to catch the person who released the koshubs into Padmé's quarters, Anakin maneuvers an airspeeder from a parking bay and joins Obi-Wan in pursuit of a green K-2 exocorporeal 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 K-2's Clavan pilot, in an entertainment district. The Jedi attempt to interrogate Wesell, but before she can reveal the identity of the bounty hunter who hired her, she is killed by a toxic dart. The Jedi spot the armored figure who fired the deadly missile, but are unable to stop him.

ASSASSIN'S TARGET

In a second attempt on Padmé's life, Anakin spots two koshubs—deadly arthropods—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 Tython 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 the Clone Wars, over 200,000 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 alien to live as 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.

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, the padawan soon finds himself 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 warlord.

CLASH ON KAMINO

Having learned Fett was hired to be a genetic host by a man named Tam goo, 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 falls to stop Jango and Boba leaving Kamino, but secures a homing device on their ship, Silver, that enables him to track them.

THE MYSTERY OF SHO-DYAS

When he is introduced to Kaminoan Prime Minister Lama Sur, Obi-Wan is surprised to learn that the Kaminoans anticipated a visit from a Jedi. According to Lama Su, the Jedi Master Sidious commissioned a clone army for the Republic 10 years prior to Obi-Wan's arrival. This intrigues Obi-Wan, who recalls that Sidious was killed almost a decade ago.
TRAGEDY ON TATOOINE

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 to Padmé's Nabian 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.

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.

A JEDI AMONG TUSKEN

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 the Boss.

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 dirt, the Yoda unit slams into the air. The small, portable scanner for information from the Chief Jawa, who directs him eastward to a high platform. From this vantage point, Anakin spots a Tusken camp in the valley below.

VENGEFUL SON
After Shmi breathe 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. Ignoring his lighter saber, Anakin does not stop until the lethal blade of his foe 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 hired son, is orphaned as a result of Mace’s action and must now rely on his own instincts to survive. Despite their numbers, 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.

BLOOD SPOT

Dooku, Jango and Boba Fett, and thousands of Geonosian warriors watch as three gigantic creatures are released into the execution arena. Obi-Wan, Anakin, and Padmé are still fighting their monstrous opponents when Jedi reinforcements arrive.

YODA LEADS THE CHARGE

While Mace Windu directs the Jedi to Geonosis, Yoda goes to Kamino to inspect the clone army. He finds the clone combat units and equipped with a fleet of starships and attack vehicles. Sidious and the clones travel to Geonosis, descending into battle in low-altitude gimbals.

DUEL WITH DOOKU

Obi-Wan and Anakin trail Count Dooku to a secret hangar, where the former finds him in a large craft. Displaying an alarming degree of skill with the Force, Dooku casts dark-side lightning that nearly turns Anakin against him. He then injures Obi-Wan in a lightsaber duel, but a clone arrives in time to prevent Dooku from killing his Master. However, Dooku proves to be the master assassin when he cuts Obi-Wan’s right arm off at the elbow. Long defecated, the wounded Jedi are only saved by the fortuitous arrival of Yoda.

SECRET WEAPON

As the clone army moves closer to victory, the Separatists retreat. The Geonosian leader Dooku gives Dooku the holographic designs for an ultimate weapon that the Council will deliver to his sinister Master on Coruscant.

THE CLONE WARS BEGIN

Following the Battle of Geonosis, the newly formed Army of the Republic assembles on Coruscant. Huge Aethanic-killer warships, with enough firepower to decimate entire cities, are landed with thousands of clone troopers to wage war. Senate Chancellor Palpatine vows to end the conflict as soon as the Separatists are defeated, and democracy is restored to all Republic worlds.

SECRET WEDDING

Outfitted with a prosthetic mechanical hand to replace his left arm, Anakin marries Padmé back to her homeworld. Although Padmé still believes her commitment to her people is more important than her personal life, she网贷 to her feelings for Anakin. Hoping to prevent Anakin’s expulsion from the Jedi Order, they marry in secret on the homestead of a villa in the Naboo Lake Country.
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 Kaminoans’ promise to be immensely superior to droid soldiers, and help the Jedi win many decisive battles against the Separatists. 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 JABISIM

When mineral resources are discovered beneath the mud-soaked surface of the remote Republic world of Jabl, the Confederacy of Independent Systems offers to establish trade with the Jablins colonists. Some colonists choose to remain loyal to the Republic, a civil war erupts, and Jedi generals and their clone troops 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 Jabl, he realizes he can use the Force to crush a man’s windpipe.

BATTLE OF KAMINO

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

CONFLICT ON AARGONAS

Under the impression that Obi-Wan was killed on Jablum, the Jedi Council assigns Anakin to travel to the desert world Aargonas with the Taskan Jedi Knight A’Sharad Hett, son of the famed Jedi Sharad Hett. After their mission is disrupted by an ion-charged sandstorm, a fatigued Anakin becomes delusional and cannot resist the desire to attack Hett. A’Sharad subdues Anakin and learns why he hates Taskum, but is unable to convince him that a true Jedi has 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. On a mission to Batuu, Mace Windu single-handedly destroys a huge seismic tank to defeat an army of Federation droids. Obi-Wan survives Jablum but becomes obsessed with hunting Asajj Ventress. Anakin gains a reputation as a great spyhunter and proves himself to be a courageous warrior, but a lightsaber duel with Ventress leaves him physically scarred.

THE DROID GENERAL

Born to Kelucche General Grievous led his people in a war against their savage planetary neighbors, the Hsit, whose one-rich worlds monopolized support from the Republic. In a mysterious aircraft accident Grievous was mortally wounded. On the verge of death, and swearing vengeance on the Jedi for aligning with the Hsit, Grievous accepted the cloning Clan’s offer of a new droid body and relief for his people. In return he became the leader of the Republic’s droid forces, and received lightsaber instruction from Count Dooku.

GENOCIDE ON OHMA-D’UN

Shortly after the Battle of Naboo, Gungan colonists settled on Naboo’s moon, Ohma-D’un. Ten weeks after the Battle of Geonosis, the New Jawa bases contact with the colonists, and the Jedi are summoned to investigate. The Jedi find the Gungans dead, victims of a chemical weapon developed by the Confederacy. While Anakins 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. Monthe later, the threat of this particular weapon is nullified when Obi-Wan obtains the antidote from a secret chemical factory on the planet Quar.1.
KIDNAPPED!

HOPEING 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 BTL-A4 Actis Interceptors (left and right) with remotely controlled Front-Assisted piloting abilities. Republic Army clone trooper pilots fly shield-equipped ARC-170 fighters (above) and V-wing fighters, and serve as trusted wingmen to their Jedi commanders.

JEDI FIGHTER ACE
During the Clone Wars, Anakin Skywalker gained a reputation as the best starpilot in the galaxy, and is recognized by Grievous as the "best without feet." Despite his abilities, Anakin is haunted by the death of his mother, whom he was unable to protect. When he learns Padmé is pregnant, he has nightmares that she will die in childbirth.

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 R2-D2, 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.

GRIEVOUS RETREATS
Prior to Palpatine's abduction, Kenobi and Skywalker defeated General Grievous when he attempted to invade the world of Naloon. 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 pods, leaving the Jedi to try to save the ship.

THE GENERAL'S TROPHIES
Accompanied by his droid MagnaGuard, 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 triumphs were not initially attributed to Grievous.

CRASH-LANDING ON CORUSCANT
Emergency fireships 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 hatches with the crew in the center, to bring the vessel down safely on a landing platform located in the heart of Coruscant's busy industrial district.

DOOKU'S FATE
Aboard General Grievous's starship, the shackled 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.
POWER OF THE DARK SIDE

Ever 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 control 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 Galactic 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 indeed manipulating events. As Anakin has had recent nightmares 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 furious lightsaber duel and high-speed chase through the multilevel tunnels and planes of Pau City, the battle ends on a landing platform, where the Jedi finally destroys Grievous using the cyborg's own blaster.

Sith Rituals

Chancellor Palpatine spends many years studying ancient Holocrones to learn the secrets of the Sith. The Holocrones enabled him to channel Sith powers (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 strengthening ripples in the Force, which raised anxiety among most Jedi throughout the galaxy, but also served to increase Anakin Skywalker's hunger for power.

Defending Kashyyyk

After the Separatists attack the Woodeen planet Kashyyyk, Yoda travels there to lead the defense. The Jedi Master's departure from Coruscant is also part of a plan to turn 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 renounced 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 Yoda’s 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 disoriented; he then orders 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. Moments later, hundreds of Jedi are murdered by their own troops.

THE SURVIVORS

Both Yoda and Obi-Wan manage to escape the Jedi Purge, and ignore the subsequent transmissions that summon all Jedi back to the Jedi Temple. Reunited on Bail Organa’s spaceship, Tantive IV, Obi-Wan and Yoda decide that they must return to the Temple and disable the recall signal.

THE SEPARATISTS’ FATE

While hiding on the volcanic planet Mustafar, the Separatist leaders receive a message from Darth Sidious, and are led to believe that the Clone Wars are over and peace has been achieved. They are about to deal down their droid armies, but are executed by Darth Vader when he arrives on the fiery world.

BURNING TEMPLE

Tantive IV 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 named. When the clone confirms the identity of the Sith Lord who slew the younglings, Yoda decides to visit the Emperor while Obi-Wan battles down Darth Vader.

DUEL IN THE SENATE

Yoda finds the Emperor in the holding cell at the Grand Convocation Chamber of the Galactic Senate. Palpatine uses 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.

A PROPHECY FULFILLED?

By slaying the Separatist leaders and crushing the Jedi Order, Vader believes he 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 has become as mad as lava burns his flesh and sears his lungs. But even as Vader writhes 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.

CHOKES Hold

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 impetuous B2-22 hurling 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 rivebeds of molten rock. As every step becomes more perilous and Vader’s attacks more ferocious, 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.

REBUILDING VADER

Vader’s lifelike transformation is a complicated procedure that incorporates advanced technology with arcane Sith healing technology. Vader’s new body consists primarily of machine components, and his cloak conceals a starship that cycles air in and out of his damaged lungs. After his recovery, Vader constructs a new, red-bladed 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 asteroid Polis Massa, where he meets with Yoda and Senator Bail Organa. A medical droid assists with the emergency delivery of Padmé’s twins, a boy and girl whom she names Luke and Leia. Tragically, Padmé does not survive.

EVIL RECONSTRUCTED

The Emperor’s apprentice is taken to a medical reconstruction center on Coruscant. It takes days for the Emperor’s medical droids to connect Vader’s severed nerve 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 vessel of darkness.

MORE MACHINE THAN MAN

After Darth Vader is resurrected as a cyborg, he asks for 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 her loss. In his incredible selfishness, Vader is completely consumed by the dark side of the Force, and his humanity becomes almost entirely irretrievable.

SEEING a disturbance in the Force, the Emperor’s spies on Mustafar with a laser scope, Obi-Wan leaves with Padmé and she detector. the Empire arrives and the Emperor’s astromech droid, R2-D2, realizes that Vader’s stillness, long-dwelling remains.

CONVENTIONAL surgery is insufficient to save Vader’s seared flesh. A surgical team constructs robotic prosthetics and robotic life-support systems for the Sith Lord’s damaged body.
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.

THE 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-clad Royal Guards, the Emperor seldom leaves his palace on Coruscant.

IMPERIAL SHUTTLES

Tongue-Flap Systems’ Lomdecc- 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 fear itself. While his master is increasingly secluded within the Imperial Palace, Vader travels extensively, and beings across the galaxy come to regard his dark mark as the “face” of the Empire. Using the powers at his disposal to crush enemies, Vader also uses Imperial propaganda torecruit allies such as the Noghri of Honoghr, who become his private assassins.

JEDI KILLER

Yoda and Obi-Wan Kenobi are not the only survivors of the Jedi Order. Numerous Jedi 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, and 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 the task of gathering 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 more than 12 at a time, and does so on a select few.

When the Emperor desires new advisors for his circle, he kills the old ones at whim.
**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 troopers, 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 troopers, 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 Cerdia, a high-gravity world with varied terrain. The facility’s main citadel is surrounded by a towering wall, and is accessible only to Imperial vehicles.

**TIE-FIGHTER ACE**
The son of Corolian farmers, Scooter Fel, learned piloting in a skycar that was used to deliver goods and was lost when he, the age of 18, was appointed to the Cerdian Military Academy, where he trained a fellow Corillian, Caleb Ham Solo, in the flight simulators. He became a flight instructor at the Podubat IV Naval Academy, and aspired to join Great Moff Tarkin’s elite bodyguard unit until he was disqualified by the mutiny of one of his tutors. Doge “Webber” Klikvan and Sigg Darklighter: Redeemed after transforming the misfit of 185th Imperial Fighter Wing into an elite three-squadron group, Fel’s skills will eventually earn him the title of Baron of the Empire.

**STARCARS**

Carrying enough firepower to reduce an entire civilization to rubble, the Starcar is an incomparable war machine that the mere sight of it prompts submission. However, Star Destroyers have been excelled by faster, smaller vessels, including a certain battered Corillian freighter.

**AT-AT WALKER**

A mobile garrison bunker, the AT-AT Walker is maneuverable and deadly. With no shields or life-support systems, each ship—like its pilot—is expendable.

**SPEDER 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 mph (800 kph).
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 Endor, 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 efficient 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 sequence 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 overrules 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 range and slow rotation speed causes gaps in the station's defensive scope, but Imperial engineers are confident that the Death Star's state-of-the-art weapons systems can defeat any threat.

IMPERIAL ENGINEER

The Death Star's chief engineer is Bevel Lemelisk, who previously helped the Geonosians produce their attack craft and also designed the Death Star's prototype, the first weapon ever to wield a superlaser. Despite his reputation, Lemelisk is hardly a perfectionist, but because of his connections to other high-ranking Imperial officials, few challenge his expertise. When it is eventually discovered that the Death Star has a major design flaw, the Emperor will hold Lemelisk responsible.
THE CIVIL WAR

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 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 Tatooine 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 Bail, 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 corallia ship, Tantive IV, are the choice vessels 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 Destoyer over Tatooine and is drawn into its barge.

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 cannot find the plans that were once his, he makes a long-distance transmission to his Lieutenant among his own ships.

SECRET MESSAGE

Realizing she might be found, Leia decides to contact the Death Star plans to R2-D2, including a message to Obi-Wan Kenobi that the Death Star plans are safe in R2-D2's hands.

KYLE KATARN

A special agent for the Alliance, Kyle Katarn infiltrates a top-secret Imperial complex 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 Senate and First Chancellor Bail Organa, the planet has been a long-established centerpost of galactic politics, exploration, and culture for many millennia. Alderaanian exploration vessels played 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 forces, 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 destroy her ship, Leia denounces 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 the escape pod. Together they escape from the captured Tantive IV. Because the Destoyer's scanners do not detect life-forms within the pod, it is assumed its ejection was triggered by a short-circuit. But when Darth Vader learns that the Death Star plans are 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 was 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 grows 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." With most of his friends gone, he wishes he could find a way to leave Tatooine; but first he has to watch the same suns set for years to come.

LUKE'S GUARDIANS

To protect Luke from Yoda, and to prevent him from following his father's path, Owen and Beru Lars appoint him as an assistant of the Jedi heritage. Although Owen would like Luke to focus on the farm, he doesn't want to hold him back—he is mainly concerned with ensuring Luke's safety.

MYSTERIOUS MESSAGE

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

SEARCHING FOR R2-D2

To seek out Obi-Wan Kenobi, R2-D2 escapes from the Lars homestead after sunset. Instead of finding an encountered with Tusken Raiders all night, Luke and C-3PO visit the nest of the Jawa Traders, who are unable to find the terrain for R2-D2's tracks.

BIGGS DALKLIGHTER

Luke's best friend on Tatooine is Biggs Darklighter, who travels a skilled pilot. Unlike Luke, Biggs was able to leave Tatooine and attend the prestigious Academy. After completing his training, Biggs rendezvous with his homeworld and tells Luke that he's been assigned a commission as First Mate aboard the spaceship Starfighter. He tells Luke that he has been made captain of the Academy, and that they plan to jump ship and join the Rebel Alliance.

SUINDITIY

SON OF SKYWALKER

Like his father before him, Luke dreams of adventures to take him far from his desert homeworld.

JAWA TRADERS

Native to Tatooine, Jawas are eerie-like creatures who live and travel in clans. These mechanically inclined scavengers can transform the most rusted piece of scrap into something useful, as evidenced by their conversion of abandoned one-hauler vehicles into sandcrawlers. However, colonists are cautious of purchasing refurbished technology from Jawas, who do not always build items to last.
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 his 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 forges 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.

THE WIZARD EMERGES


SLAUGHTERED JAWAS

On the way to Anchorhead, Luke's party encounters the wreckage 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 Imperial Empire comes to an end—replaced by a strong resolve to do everything he can to help the Rebels. After uncovering Ben and the droids, Luke volunteers to help Ben reach Alderaan, and demands that he wants to become a Jedi, like his father before him.

RETURN TO DUTY

Inside Ben's house, Luke is determined 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 plans 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 to take Ben as far as Anchorhead.

ANAKIN'S LIGHTSABER


KRAYT DRAGONS

To scare away the Tusken Raiders that attack Luke, Ben enlists the terrifying wood of a krayt dragon. Large carnivorous reptiles that live in Tatooine's mountainous areas and caves, krayt dragons have claws that can shred through durasteel, and are among the most fearsome creatures in the Outer Rim. Krayt dragon eggs contain beautiful pearls, and because the dragons are so difficult to kill, a single pearl is worth a small fortune. Young Sand People hunt krayt dragons in an initiation rite to prove themselves as warriors.
PASSAGE TO ALDERAAN

AFTER CREMATING THE remains of the murdered Jawa, Luke, Ben, and the droids spend the night at Bespin. 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, its 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桠es his lightsaber and moves fast, disabling both attackers and leaving Ponda Baba minus one arm.

HIREN HAN SOLO

The captain of the Millennium Falcon, Han Solo, openly boasts that his ship can outmaneuver Imperial vessels. Luke interrupts 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 charmed a spice shipment below Imperial boarders. Although he avoided arrest, the new owes Jabba the Hutt for the lost spice.

REWARD’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 detaching his own blaster, a fatal blaster duel is paid to the Rocinante’s gunnery.

THE DESTRUCTION OF ALDERAAN

On the Death Star, Leia is interrogated but manages to reveal the location of the Rebels’ base. In a distracted moment, 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 Damoona. Undeterred, Tarkin orders Admiral Motti to fire on Leia’s homeworld.

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 eliminate the beauty if Solo fails to deliver...

CANTINA BAND

The Model Noels are a popular quintet of Ban musicians. Their lead player, Vigga, is a master of the kloo 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 mistress, the Womp rider Ulic. Lady Valaria. Fortunately, they escaped the deaths by brandishing their work at the Mos Eisley cantina.

END

Leia watches in horror as Alderaan is vaporized.

FAST ESCAPE

Following Solo’s instructions, Luke, Ben, and the droids find the Millennium Falcon in Docking Bay 94. Unfortunately, the wanted droids are sighted by a Kolo spice trader Greedo, who alerts his Imperial contacts. Stormtroopers are deployed quickly. But Solo and his co-pilots manage to take off and head for the hyperspace jump. Swiftly ending the Imperial blockade, the Falcon escapes into hyperspace. As they travel to Alderaan, Ben announces his intention to use the forces and begin his lightsaber training. Suddenly, they break a major disturbance on the Falcon, which leads him to follow “something in my blood has happened.”
“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 rescue mission.

Ben’s Mission
Although Luke wants to help Ben disable the tractor beam generator, Ben insists on going alone. Following the directions that R2-D2 retrieves from the Death Star’s computer, he arrives at a power terminal that stands atop a 35-meter-high generator tower. The whey jedi makes adjustments to the terminal, causing a power loss that will allow the Falcon to escape.

Dianoga
Native to the planet Vodran, dianoga are amphibious, omnivorous scavengers. Each dianoga has a single eyestalk that extends above water like a periscope, and seven tentacles that—of seven—will grow back. Dianoga enter starship corridors by crawling into waste compartments, but because they actually feed on and digest waste products,unanestive corridors allow them to remain in a ship’s refuse system.

The Duelists
Darth Vader senses his former Master’s presence on the Death Star, and intercepts Kenobi. They duel with light sabers, and Vader is confident that he will be the victor, asserting that the rules have reversed since their last fatal encounter on Mustafar—and that now, he is the master. As their battle brings them to the corridor outside the docking bay, the Sith Lord does his best to wear down the aged Jedi; and when Ben appears to surrender, Vader does not hesitate to strike. But he is surprised when the red blade of his Sith light saber connects only with his opponent’s empty robes, leaving him to wonder if Obi-Wan has somehow become even more powerful.

A Narrow Escape
The final moments of Vader and Kenobi’s duel are observed by Luke and his companions as they enter the docking bay. In a deviation from Ben allows Vader to cut him down, Luke is devasted by Obi-Wan’s sacrifice, but when he hears the Jedi’s deformed voice urging him to run, he escapes with the Princess, Solo, Chewbacca, and the droids. Four TIE fighters pursue and attack the Falcon, but Solo and Luke man the ship’s quad laser cannons and destroy the enemy ships.
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 mine the 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’s memory yields the discovery of an unsheltered 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 starfighters to fly one-man missions 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.

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 pilots, 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.

VADER’S ESCAPE
With his TIE fighter crippled by a shot from the Millennium Falcon’s lasers, Vader is forced to crash-land on the planet Vail. His journey to an Imperial Relay Outpost is interrupted by an attack from vicious creatures, but he eventually reaches a shuttle that carries him to Coruscant.
ENCOUNTER ON MIMBAN

TWO YEARS AFTER the Battle of Yavin, Luke Skywalker escorts Princess Leia across the galaxy, heading for the planet Circarpous 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 Circarpous 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, Leia and Luke’s initial efforts to escape from Mimban are fraught with unexpected dangers at nearly every turn. They are attacked by monstrous wandrillas, amoebic cave creatures, and native Coway warriors before they locate the temple that holds the Kaiburr crystal, where they face their darkest nemesis—Darth Vader.

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. Leia later plays a major role in preventing the destruction of the Alliance fleet by Imperial forces as the Rebel attempt to relocate to Hoth. Although Han has every intention of regaining Jabba the Hutt for the last spice shipment, the smuggler cannot stop the imperious crime lord from putting an even larger bounty on his head. The cyborg bounty hunter Skirr tortures Solo on Ord Mantell, but the failed effort backfires and lands Skirr in trouble with the Imperial authorities.

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 seized by his inexorable blade, but Luke recovers in time to remove 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 spaceship 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 Pemsgrega.
**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.

**TAUNTAUN PATROL**

Life is scarce on Hoth, but the Rebels have managed to tame the hardy native tauntaun for use in transport. While several handsome wampa creatures infest their base, the tauntauns realize their survival mostly by lucking. Working separately, Han and Luke probe additional sectors toward the base perimeter to anticipate and defeat any potential invaders.

**THE ICE CREATURE'S CAVE**

While patrolling sectors 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 light saber thrust in his lower abdomen. Fortunately, Luke has learned to use the Force to move objects, and manages to retrieve and activate his weapon, wounding the wampa before it can make a meal of him.

**IMPERIAL ASSAULT**

With the Imperial fleet in orbit, the Rebels at Echo Base (so-named because of the huge, echoing caves in which it was built) fire their powerful ion cannon at the Star Destroyers. This creates an escape corridor for their fleeing transports, but Rebel snowspeeders are less effective at stopping the huge Imperial AT-AT (All-Terrain Armored Transport) walkers that attack the base from ground level. Luke Skywalker single-handedly brings down an AT-AT after his snowspeeder is shot down, but the Rebels suffer many casualties, and the day belongs to the Empire.

**HOTH PREYADOCTORS**

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

**RACTA TANK**

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

**THE DARK LORD ON HOTH**

Vader arrives on the ice planet just as the Millennium Falcon escapes from Echo Base. But as Leia Solo's ship międzyn from Hoth, Vader direst his fleet to pursue the Corinian freighter. Remembering his conversation with Luke and Han, Vader decides to capture Solo and see 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 drop 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 swamp. 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 ECOSYSTEM

One of the most bizarre organisms on Dagobah is the knobby white spider. In fact, the spider is a mobile nest that is part of the gnaritree’s life cycle. This root breaks free of its parent tree to root 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 gnaritree.

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 300 years of experience training Jedi, Yoda prudent 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 did 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 gnaritree on Dagobah, there is a cave that is strong with the dark side of the Force. The cave is possibly a vestige of power from a dark Jedi who perished 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.

Bounty Hunter on Dagobah

After Luke and Yoda realize they are being monitored by a mysterious humanoid on Dagobah, the latter instructs Luke to stop the intruder. Luke races through the swamp until he finds himself his quarry: a droid bounty hunter called Miliko. The droid threatens to kill Luke, but he surrenders his weapon and identification to Luke, who decides to threaten Yoda, rather than destroy Miliko. Then allows him to leave in the scout ship that transported him to Dagobah. As the droid departs, Luke has a feeling that their encounter was a test arranged by Yoda, but is uncertain whether he passed or failed.

Failing to Believe

When Luke’s X-wing suddenly sinks into the swamp, Yoda suggests that the Force could be used to remove the starfishes. Because Luke does not believe it is possible, he has to raise the ship. Yoda sentences the ship to dry ground with ease, and gains even more respect from his pupil.

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 Bespin system.
"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 Millennium 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.

THE BOUNTY HUNTERS’ GUILD

The oldest and largest of the galaxy’s hunter organizations, the Bounty Hunters’ Guild was for many years headed by Bossk’s father, Crankoo. Several months after the Battle of Yavin, Boba Fett petitioned for Guild membership, which Crankoo hastily accepted. Unknown to the Guild, Prince Xazar had launched a secret mission to the fringes of the galaxy to establish contact with bounty hunters, contracting Boba Fett to join the Guild and destroy it from within. Fett’s efforts worked, for Bossk denounced his own father, and the Guild divided into two warring factions.

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 cove on a large asteroid. The Falcon’s crew attempts to repair their hyperdrive, but when they discover that the “cave” is actually the impose of an enormous space slug, they are forced to flee, barely escaping the creature’s closing jaws.

RECRUITING DENGAR

Unlike his rivals, Dengar is already on board 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 to the hunter live in exchange for another attempt to find Solo.

BOBA FETT

By the time of the hunt for Han Solo, Jango Fett’s unmodified clone has reached the age of 28 standard years and is at the peak of his bounty hunting abilities. Boba Fett has made many modifications to Jango’s starship, Slave I, and added many devices to his own armor, including anti-security blades to bypass most door-locking systems.

IG-88 DROID

Engineered and constructed at Holowan Laboratories, the assassin droid known as IG-88 (tight) is actually one of four identical robots who share a collective consciousness as well as the 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 look 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 irresistibly 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.

UNEXPECTED MEETING
Leia, Han, and Chewbacca become more suspicious of Lando after Chewie finds C-3PO’s diamonst parts in a junkroom. 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 baited so as to how C-3PO’s parts have arrived in his cell. Despite the lack of tools, the Wookiee is able to match the droid’s head to his torso.

When Lando learns Vader intends to allow Boba Fett to deliver him to Anakin the Padawan, he realizes his deal with the Empire will not ensure the safety of Cloud City’s citizens.

FREEZING 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.

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 cable, he uses the Force to summon Leia. Although Leia, Chewbacca, the droids, 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.

UNCERTAIN FUTURE
The Millennium Falcon travels to the farthest reaches of the galaxy, where the Rebela 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.

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 to be destroyed, but after capturing the Rebels, he learns that the droid’s pieces have been recovered by Solo’s captor. The Dark Lord uncharacteristically revives his previous order, and has C-3PO’s remains delivered to the Wookiee’s cell.
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 Falleens 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-prize, 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.

XIZOR’S LAST STAND
After the Rebels discover Xizor’s role in the plot to kill Luke, Xizor retreats to his luxury skycrunk, the Falleen’s Fist, a satellite delivered in a low Coruscant orbit. Xizor is ultimately unable to escape the wrath of Darth Vader, who has learned of the Falleen’s treachery and directs the Executor to eliminate the skycrunk and everyone on board.

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 carbonate-fraught acquisition has made him the target of not only the Rebel Alliance but every competitive bounty hunter in the galaxy (above). Leaving a trail of frustrated Rebels at Gall and dead hunters and mercenaries in his wake, Fett eventually delivers 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.

A NEW LIGHTSABER
In a lean workshop on Tatooine, Luke builds a new lightsaber. Unlike the one he lost on Cloud City, his new lightsaber follows the design of Ben’s weapon. The assembly is hurriedly 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.

UNDERCOVER ASSIGNMENT
Unaware of Xizor’s plotting, Leia arranges a meeting with Black Sun to find out who is trying to kill Luke. To maintain secrecy, Chewie and Leia disguise themselves as the bounty hunters Snoova and Beash.

TRACKING BOBA FETT
Captain of the Outsider starship (above right), the smuggler Dash Rendar discovers the location of Fett’s skycrunk and guides the Rebels to an Imperial encircling the planet Gall.

DASH RENDAR
A freelance pilot and gun for hire, Dash Rendar delivered food to the Rebels at Echo Base, and bravely commanded a commando to take down an AT-AT during the Battle of Hoth. After aiding Luke Skywalker and the Rebellion snipers to capture the plans for the second Death Star, Dash’s Outsider survives in the explosion that claims Xizor’s skycrunk. Months later, Rendar turns up in a cantina on Hoth’s moon, where he meets the reformed Cati.

PLO MANDORL
A human, Cati is a freelance pilot and gun for hire. Cati has been a succesful smuggler, but has become a fugitive after returning to his homeworld of Carbona to deliver his cargo. Princess Leia offers Cati his freedom in exchange for information about the skycrunk and the naming of Xizor as its owner.
PRISONERS OF JABBA THE HUTT

HAVING FAILED to rescue Han Solo from the clutches of Boba Fett, Luke and Princess Leia plan another move. 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 unwary 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

Jabba’s palace, lying just outside the town of Mos Espa, is perched on top of a distant hill and overlooks the village town itself. A warlord’s fortress with outer walls specially reinforced with ultra-stong alien material, Jabba the Hutt’s palace is located in a remote region of Tatooine’s Dune Sea. No one knows exactly what the computerized defenses can do, but it has been there for centuries, and no one has ever seen it from the outside.

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 salt barge, the Princess seize the chance to toss the chain around her captor’s thick neck and strangle him.

BOUNCE’S BOUNTY

Chewbacca insists 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 mauled and recaptured by Leia, who repays her bond as Boushh to collect the bounty on Chewie.

Boba Fett Lives!

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

The Jedi enter

Carrying no weapons, Luke bypasses Jabba’s security sensors and uses the Force to subdue 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.

Jabba’s Palace

A sandstone fortress with outer walls specially reinforced with ultra-stong alien material, Jabba the Hutt’s palace is located in a remote region of Tatooine’s Dune Sea. No one knows exactly what the computerized defenses can do, but it has been there for centuries, and no one has ever seen it from the outside.

A Brief Reunion

While Jabba and his court are sleeping, Leia liberates Han from the carbonite block. Temporarily blinded by hyperspace sickness, Leia is hardly reunited with the Princess when they are discovered. Han is thrown into the same cell as Chewbacca, while Jabba adds Leia to his slave harem.
THE CIVIL WAR

"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 Thonan 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.

YODA'S TWILIGHT

After many centuries, age has finally caught up with the Jedi Master Yoda, who tells Luke that his training is complete, but that he will not become a Jedi until he confronts Darth Vader. Before he departs, Yoda reveals that Vader is indeed Luke's father, and that "there is another Skywalker..."

REBEL LEADERS

A founder of the Alliance to Restore the Republic—the official title of the Rebel Alliance—Men Modina (right) now holds the rank of Commander in Chief. At the Sullust system, Mon Mothma, Admiral Ackbar, and General Crix Madine meet with allies to discuss the information gathered by the Thonans. According to the intelligence, a new Death Star is being constructed on the Endor system, but its weapon systems are not yet operational. More importantly, the Emperor himself is overseeing the final construction. Using this information, the Rebels plan to attack and destroy the Emperor's unfinished battle station.

VIGIL SHUTTLE

GETTING AWAY FROM the ruined Imperial shuttle "Vigilant" Luke, Leia, Han, Chewbacca, and the C-3PO crew take a secret escape route to track the Imperial fleet and return to the Rebel's homeworld. Their mission is to destroy the death star's superlaser, thus ensuring a Rebel victory.

SPEDDER 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, which become separated in the moon's dense forest.

JEDI TWINS

While being stalked by scout troopers, Leia meets Wedge Antilles, a young Ewok. The Ewoks are appalled by the Imperial presence, and after Wedge convinces Leia to be the Ewok elders, the Rebellion gains new allies.

ATTACKING THE DEATH STAR

"Why is Vader so important to you?" Kenobi asks the Rebel leader. Han responds, "He's just a guy who's been my friend..."

Yoda's words ring true as the Rebels launch their attack on the second Death Star. During the battle, Luke and Leia make their way to the Death Star's core to trigger the superlaser. With the Rebel fleet on the verge of victory, Luke's move is critical to the success of the mission.

FLYING IN THE SKY

"It's not just a battle of space ships..." Luke tells Han. "It's a battle of the hearts!"

While the Rebel fleet engages the Imperial fleet, Luke and Leia make their way to the Death Star's core. As the superlaser begins to target the Rebel fleet, Luke and Leia work to disable the weapon. With the Rebel fleet on the verge of victory, Luke's move is critical to the success of the mission.

THE END
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 warriors, who have allied themselves with the Rebels to defeat their common foe. Ewok warriors take every advantage of their natural surroundings to surprise, misdirect, trip, stance, and crush the white-armored soldiers.

**Death Star Assault**

Sith Carlistan pilots the Millennium Falcon through the Death Star’s superstructure. For his captive, Lando, chooses his longtime Sullivan friend Nien Numb (left). A legend on his homeworld for his exploits as a pro-Rebellion space pirate, Numb’s enhanced sense of direction makes him an excellent pilot and navigator.

**Rebel Commandos**

Han, Leia, and Chewbacca lead a team of commandos through the Endor forest, heading for the Empire’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.

**Fateful Duel**


**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 raises the Emperor. Mortally wounded by Sith lightning, the Chosen One hurls Darth Sidious down an elevator shaft, and the Emperor explodes in a violent release of dark energy.

**Vader Unmasked**

At Cloud City, 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 atonements he committed as Vader, Anakin is comforted by his son’s determination to recover the good that remained in him.

**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, fanworks fill the sky as Palpatine’s statue is toppled by a jubilant population.

**The Emperor’s Hand**


**United in Spirit**

While the Rebels celebrate with the Ewoks on Endor, Luke is momentarily distracted by the apparitions of Yoda’s Ben, and a man he instinctively recognizes as a younger Anakin Skywalker: Luke rejects the party, and the Jedi spirits fade away into the night.
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, Borsec Fey'lya of Kothlis, Admiral Ackbar, and representatives of Corellia, Kashyyk, 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.

THE ROGUE AND THE PRINCESS
Four years after the Battle of Endor, a pregnant Han Solo kidnaps Princess Leia when she receives a marriage proposal from Prince birdholder of the powerful Hapes Consortium. Driven closer during the events that ensue, Leia and Han return to Coruscant and marry.

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 Bith Councilor Borsec 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-alien policies, a Chiss named Thrawn (name above left) married a former princess from the New Republic. She later assumed the 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 Noghi death commandos.

C'Huum (above, center right), a clone of a deceased Jedi Master, faces the Grand Admiral in battle. The clone suffers from clone exhaustion, the result of being grown in an unregulated and perilous environment.

JORUS C'RAOTH
Four years after Palpatine's death, Thrawn seeks the Emperor's hidden storehouse of secret technology on the planet Velmol. Thrawn and Captain Pellison are attacked by the self-proclaimed Jedi Master Jorux C'raoth, but protected by Force-repelling yissamut. Thrawn offers to absorb and deliver two Jedi apprentices—Luke and Leia—in return for C'raoth's assistance and access to the storehouse.

STRIKING THE SLUIS SECTOR
Thrawn orchestrates a simultaneous assault on three planets in the Sluis Sector, then stages a surprise attack at Shaa Van Shipyards. Beaten by Han Solo and Lands Calrissian, Thrawn flies without any additional ships.

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

JADE AND KAREDI
In the Pandemic New Republic, Palpatine's former assassin Mara Jade has to solve false identities to survive. Under the alias Celina Marniss, she saves the life of the smuggler chief Toren Karde, who repays her with a job. Based on Myrlic, Karde efficiently helps Thrawn, but ultimately becomes an ally of the New Republic.

NIGHTMARES
On Coruscant, Leia Organa Solo prays for her twin—a girl and a boy, Jana and Jace—who will join a new generation of Jedi Knights.

THE DEATH OF THRAWN
While Thrawn attempts to use an evil clone of Luke to draw Licer and Leia to the dark side, Thrawn prepares a trap for the New Republic at the shipyards on Ribos. Fortunately, Mara Jade slays Licer and Thrawn, while Thrawn's Noghi bodyguard—determined to avenger his people's betrayal by the Empire—fatally stab his master.
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 fraying 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.

PALPATINE RETURNS
Following the destruction of the second Death Star, Palpatine's consciousness spent over a year drifting across space. On reaching Byss, he awakened and recuperated in the body of a clone, one of many kept in reserve. Because the clones can only sustain his evil for a limited time, Palpatine strives to take possession of a strong Jedi body.

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 useful 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 FACT 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 manifestations: The Book of Anger, The Weakness of Inners, and The Creation of Monsters.

Bounty Hunter Team
As the galactic struggle continues, the bounty hunters Dengar and Bogs Fett attempt to capture Han and Leia and collect on a bounty offered by the Hutt. 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-Soda, a former Jedi who is the 200-year-old direct descendant of Nâmi Suordate. 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.

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-wired terms of fallen Imperial ace pilots—and X-Vimcs, "Automatons," war droids that absorb energy from enemy lasers to power their own weapons.

DARK JEDI
When Luke Skywalker finds Palpatine on Byss, he stays and surrenders to him while Han and Leia escape. Luke allows Leia to believe that he has joined the dark side. Determined to rescue her brother, Leia returns to Byss and discovers he is attempting to destroy Palpatine and his clones. Luke and Leia combine their powers, but fail to prevent Palpatine from escaping.

ANAKIN SOLO
After the Emperor's Death, a Jedi is appointed as the new Jedi Master and is named Anakin Solo. Although his husband, suggests the boy should be named Han Solo Jr., Leia insists that his name is Anakin.

PALPATINE'S END
When Palpatine's latest clone body begins to deteriorate at an accelerated rate, he consults with self-spirits who advise him to transplant his psyche into Anakin Solo. Palpatine tracks the Solo to the planet Ordion and attempts to possess the infant, but Luke's new ally, the cyborg Jedi Empuukayr, 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 FORGE 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, KYPI DURRON, FALLS UNDER THE SPELL OF THE LONG-DEAD DARK LORD, EXAR HUN, BUT FINALLY PREVAILS AND BECOMES A JEDI KNIGHT. KYPI IS AMONG THE FIRST TO ENCOUNTER 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 J.U.D.E.M. (Jedi University Dorsk 84 Era Ti), a place of learning for prospective Jedi Knights. His students include the sky-harpy Stevie, the brash Kyrii Durn, the self-doubting clone Donk 82, and Kirana Ti of Ushromir. 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.

MARITAL MARRIAGE AND WEDDING


THE YUUZHAN 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 homeworld and use massive bioengineered spacecraft to locate and conquer new worlds. Their starships rely heavily on downed locals, spherical organisms that can project a gravity well to pull the ships through space. The Yuuzhan Vong use one of their devin basal structures to wrench the Doido moon out of orbit, pulling it down onto the planet Sempidal (left). Encouraging manufactured technology, Yuuzhan Vong warriors attack close-range targets with flesh-shredding razor buns (below right). In perhaps their greatest demonstration of power, the Yuuzhan Vong conquer Coruscant, rename it Yuzhan'tar, and attempt to terraform the world.

THE DEATH OF CHEWBACCA

When Han Solo and Chewbacca fly the Millennium Falcon to the Outer Rim planet Sempidal, they have no idea that the Yuuzhan Vong intend to use a gravity weapon to crash Sempidal's moon into the planet's surface. Chewbacca leads 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.

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 cloning labs that grow the Jedi-hunting voxys, Anakin sacrifices himself to help destroy the voxen. Anakin's death prompts Jaina to be temporarily drawn to the dark side, and Joveon Jarem to question the path of a Jedi.
BEHIND THE SCENES

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 kill you." 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 Kurosawa'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 teen-age 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 worked 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 temperamental crew, and various studio executives.

RAFAL 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 "green light" the movie.

McQuarrie’s first concept painting depicted the planets on Tatooine. At his audition for C-3PO, actor Anthony Daniels was reluctant to play a robot until he saw this painting and fell instantly 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—as an innocent, innocent idealism and a view of the world that is cynical, mean 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. I then 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 redrew 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 re-titled Episode IV: A New Hope for its 1979 release.

EPISODE V: THE EMPIRE STRIKES BACK (1980)
Unlike A New Hope, Empire ends with several unresolved details, notably the fate of Han Solo and the identity of Vader’s claim to be Luke’s father. Director Irvin Kershner likened Empire to "the second movement of a symphony. The second movement is always a long, 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. "It was a much tougher movie to pull off," Kasdan said in a 2000 interview, "because everything has to work out so banally-dery." Actor Mark Hamill (Luke Skywalker) recalls, "We really had the sense [that] it was the end, that they were going to tie up all the loose ends."

REINVENTING JABBA
When the cameras rolled for Star Wars in 1977, actor Dessie Madurolplayed 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 Edition (1997).

In a pre-Imperial 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 change audiences’ perspective of Darth Vader in the first trilogy. "If P, people didn't know whether Vader was a robot or a monster, or if there was anybody who's done it knows. The real making of it is in the editing process."

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 filmmaker's 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 (pictures) 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 movie's stories were still in progress. During the production of Episode VI: The Empire Strikes Back, design consultant Ralph McQuarrie recalled that Lucas "wanted to get what he could see in his mind onto the screen. I thought that what he expected from me was the look he hoped for—the light, the 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, majestic figure with flowing robes, possibly wearing an exotic helmet like a Japanese warrior, with a black silk scarf across his face. McQuarrie noted that Vader first appeared when he jumped from one spaceship to another, so Lucas agreed he should wear breathing apparatus. "George liked the mask, but I did for Vader, with the big goggles and all," he said. "That's great, that's a face." "He just left it at that," McQuarrie's sketches provided reference for costume designer John Mollo, who translated Vader's costume to allow for pieces to be removed quickly so the actor wouldn't have to go around all day in the whole costume.

DEVELOPING CHARACTERS

McQuarrie started the poster concept (below), in which Chewbacca had long white hair and Luke wielded the first Star Wars lightsaber. The director had reimagined McQuarrie to make C-3PO look like the robot from Fritz Lang's Metropolis (1927). The lightsaber-wielding hero resembles Luke in the film.

EXPANDED CONCEPTS

Assigned to develop a new Sith villain for Attack of the Clones, concept artist Dermot Power drew from his own youthful interests in martial arts to create a vibrant, samurai-like female character. "I deliberately curved the Sith's lightsaber," Power says. "I wanted something exotic, almost Aztec." 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 Ani-Motion'Dooku's deadly lightsaber-wielding puppet in the Clone Wars cartoon, comics, and novels.

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 battle station in relation to the size of the starfighters. This production art served as an aid to the visual effects department.

STORYBOARDS

A series of drawings that illustrate the action and composition of a shot, storyboards may also guide when to use practical effects versus special effects. For The Phantom Menace, Ralph McQuarrie was involved in developing the scenes of a new alien race that took place in a space station.

CHARACTER 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 concept artist Ian McCaig and costume designer Tricia Flegler to draw the people of Theed in the "clothing of paradise." McCaig's conceptual design for Queen Amidala combined aspects of Pre-Raphaelite paintings and art nouveau with Tibetan and Mongolian ceremonial vestments.

Behind the Scenes

McQuarrie's concept art for the Vader puppet.
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 "expanded" 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 (above). 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 matte computer-generated environments that look absolutely real.

MOTION-CONTROL CAMERA

In the first Star Wars trilogy, the vehicles may have appeared to fly past the camera, but it was actually the camera that moved. ILM's first visual effects supervisor, John Dykstra, custom hardwired a computer to an old VistaVision camera to create a motion control system that was dubbed the Dykstrahedron. The Dykstrahedron camera was attached to the end of a boom arm, and could be programmed to pan, tilt, and track around a model positioned before a blue screen, then repeat the same movements exactly for subsequent elements that could then be added to the same shot.

LIGHTSABER EVOLUTION

For the first three movies, the lightsaber effect utilized rotoscoping: the artistic retouching of individual frames on a length of film. Springing wooden "sabers" (right) were coated with material that reflected the set's lights, then photographed through a half-silvered mirror. Through the camera, the lightsabers appeared to glow, which was enhanced by rotoscoping. In the second trilogy (above), lightsabers were built with metal blades, and were illuminated by CG effects in postproduction.

COMPUTER-GENERATED IMAGES

For the scene in which Obi-Wan tours the Kaminoan cloning facility in Attack of the Clones, actor Ewan McGregor was filmed alone in front of a blue screen, without co-actors, props, or a set. The footage of McGregor was then composited with CG clones, trees, and surroundings, and textures and details were added. The final illusion is that Obi-Wan is walking through a glass-lined corridor with Lama Tu and Taur W.

SOUND DESIGN

Thickening the electronic sound had been overseen in fantasy films, George Lucas encouraged the recording of sounds from real sources—not from synthesizers—for the sounds of Star Wars. These recordings were later enhanced to create distinctive sounds for spacecraft, weapons, and creatures. Just as sound designer Ben Burtt collected a wide variety of sounds for the first Star Wars trilogy, supervising sound editor Matthew Wood (above) gathered rare sounds for use in the second trilogy.

MUSICAL SCORE

Composer of the scores for all six Star Wars films, John Williams conducted the 87-piece London Symphony Orchestra in March 1977 to record the original movie Star Wars (above). Williams created a theme for all the main characters: "I made a conscious decision to try to model and shape the score on late-nineteenth-century, romantic orchestral scores." Williams said in 1989.
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 model-makers 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. Amant from concept sketches by Joe Johnston. For the prototype, 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 Freeborn (at left) sculpted the foam latex puppet of Yoda for Empire, and engineered the mechanisms to control his 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 Mummereis of the Skywalker Ranch concept art department worked with Sculpey (a claylike compound) to create a preproduction concept model of Zam Wesell. "Some people see a drawing differently," Mummereis, "but when you build it on 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 Zam.

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 conceptual 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 measures about 61 centimeters (2 feet) across.

ROD PUPPET

To create the rancor monitor for Episode V, Return of the Jedi, creature designer Phil Tippett used a 63-centimeter (2 feet) tall, foam rubber rod puppet, controlled by three puppeteers.

MINIATURES

Bragg's of the 50th 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 Gernand, to film the miniatures. The shot incorporated the new-processing element methacryl for lava. Lead model-maker Nick D'Albo models the lava flow (below).

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 Seven a hangar (left) in Episode IV: A New Hope was made of paper and cardboard.
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 six 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” 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 best-selling Star Wars novels War and Peace, The Empire Strikes Back, and The Last Command.

THE 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 1995 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.

BLUE HARVEST

Lucasfilm president of marketing, Jim Wood, art directors Scott Stewart and Greg Bell, and copywriters Paul Youkas focused on the theme of forbidden love to create the Episode II teaser.

FOREIGN POSTERS

Many international Star Wars posters incorporate the same art as their American release’s counterpart, but some are unique creations. One of the most dramatic is Witold Dybowski’s art for the Polish release of Jedi. Lucasfilm did not provide any instructions for Dybowski, 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 Hoths, adapted from Star Wars #35 (Marvel Comics), was released in 1983 by Buena Vista records with a 7-inch LP record or an audiocassette.

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 1,787 pieces, for their Ultimate Collector Series.

BOARD GAMES

Star Wars board games can turn a game 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.

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 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 lightsaber).
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 even 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 Episode II: Attack of the Clones and Episode III: Revenge of the Sith. With so many characters and worlds in the Star Wars universe, and more stories expanding the events of the film trilogies, the Star Wars saga is guaranteed to continue for many years to come.

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 Thomas G. Smith noted that a young Ewok’s wooden two-legged walker toy is evidence that “the Imperial had been there.” Actor Warwick Davis reprised his Jålik 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

Prior to Return of the Jedi, the Ewok movies follow young Cynel Towani (Andrew Miller), her brother Mor (Eric Walkzer), and their parents, Catineer and Jeremitt (Fionnula Flanagan and Gary Boyd). Paul Gosser played Jeremitt in Battle for Endor after they are mattered on Endor. Cynel teaches Wicket how to speak English, an ability he doesn’t show when he meets Princess Leia.

THE STAR WARS HOLIDAY SPECIAL

On November 17, 1978, 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 fine 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 again or officially released on video (although bootlegs of it do exist), so it has now attained cult status.

ANIMATED DROIDS

Gerry Davis provided C-3PO’s voice for Nabalm Studios’ Droids, which consisted of 13 episodes and a prime-time special, The Great Droids. The droids (left) are shown here on-set from the unreelviewing Vix and Boba Fett in the episode “A Race to the Finish,” which also introduced the Bossk Speeder Bikes, albeit without Podracer. To maintain continuity with the Star Wars films, Droids is set 20 years before A New Hope.

MORE EWOKS

Nabalm Studios, the latter animation company that produced The Star of the Empty Walker for “The Star Wars Holiday Special, launched The Ewoks & Droids Adventures Hour in 1985. Ewoks was picked up for a second segment the following year and presented the ongoing exploits of the ever- Resourceful Luke Skywalker (top right) and his companion (bottom right) Princess Kneesa.
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 enthral readers, and regularly appear on bestseller lists.

FAVOITE 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). “Concept came from 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 tie-in 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 thin, 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 1980s with the best-selling Epic of the Empire by Timothy Zahn (Bantam, 1991). The story introduced Mara Jade and Grand Admiral Thrawn, and was followed by Dark Forces Rising and The Last Command. The three books collectively form the “Thrawn Trilogy.”

EARLY SPIN-OFF NOVELS
Prior to the 1990s—Star Wars publishing exploded, the most popular spin-off novels were Del Rey’s Han Solo series, written by author Brian Daley—Han Solo at Star’s End, Han Solo’s Revenge (1981), 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 III 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 most Star Wars fans, dedicated publications are available that include exclusive interviews, fan-filmed 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 in 1986, Dark Horse Comics began publishing Star Wars comics in 1992. As a long-time fan, Richardson relished the opportunity. “To do Star Wars novels with respect, and a real interest in adding to the Star Wars universe—stories that built on what was already there—was a daunting prospect.” Dark Horse has produced over 100 collected editions of Star Wars titles; the art of a battle-worn Luke Skywalker (left) by Brian Ching is from Republic #67 (2004).
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 dream that I was in the Star Wars game. It just had such an impact.”

THE EMPIRE STRIKES BACK (PARKER BROS., 1982)
Set on Hoth, 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 (LUCA SARTS, 1993-94)
As PCs became affordable gaming platforms, video game developers switched from cartridges to CD-ROMs. LucasArts first Star Wars CD-ROM game, X-Wing (right), were space combat simulations that put players into the cockpits of several different starfighters, including X-wings, B-wings, TIE fighters, Interceptors, and experimental craft.

KNIGHTS OF THE OLD REPUBLIC (BIOWARE, 2003)
This “golden-age saga” game 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). Korribans are not only enemies to world lightbeacers, 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 MTF LORDS (SAGARIAN 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 lightsaber-wielding Sith Lord, Darth Nihilus (right).

BATTLEFRONT (LUCAS ARTS/PANDEM IC STUDIOS, 2004)
If you ever wanted the battle 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 battles set during Episodes I–III, players choose whether to fight alongside the Republic or the Separatists in missions during Episodes (V–VI), the choice is between the Empire and the Alliance.

REVENGE OF THE SITH
Released in advance of the movie, this third-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 alternative ending if you defeat Obi-Wan on Mustafar.
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."
1983
January 27: Lucas officially changes the 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 26: Episode VI: 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: Causes 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 & Drud's 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.

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 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

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

January 31: The Star Wars Trilogy Special Edition is released, opening in cinemas across North America.

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.

2000
Skywalker Sound, with THX and Dolby, develops Dolby Digital Surround EX.

June 20: Filming of Episode II, the second of the new movies, begins at Fox Studios, Sydney, Australia.

September 21: Principal photography of Episode II wraps at Ebstree Film Studios in the UK.—Attack of the Clones is the first major motion picture to be shot completely on digital.

2001
ILM receives Technical Achievement Academy Awards for the ILM Creature Dynamics System and the ILM Motion and Structure Recovery System.

October 16: The Phantom Menace is released on DVD.

2002
May 16: Worldwide release for Episode II: Attack of the Clones.

August: Lucas begins writing the screenplay for Episode III.

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.
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With a foreword by Ian McDiarmid