

# strategy & Tactics: Dark Forces

by Ivan

## Mission IX

Nar Shaddaa, The Vertical City

The Death Mark

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### Objective

Find Imperial Navigational evidence.

From your starting point, jump down and press the switch (-021,0.0,-110) at the west end of the bay. Crouch and drop down through the hole just to the south of the switch, and pick up the yellow key (-053,-4.0,-112). Take the elevator up, turn right, drop back into the bay, and open the door (-040,27.0,-087). Follow until you come on a ledge, turn southwest, and jump down.

Go west, round the bend to east, and open the door (-140,12.0,-156). Continue west until the next door (-358,12.0,-172). Make 2 rights and take the circular elevator up. Follow the corridor to a door (-283,36.0,-198), go through, turn left, and jump down to the platform below. Take the second door (-339,24.0,-189). Go all the way south, jump onto the platform on your right, and head west until you reach a narrow staircase (-484,30.0,-461). Go down, get the blue key (-468,22.0,-390). Retrace your steps east and north to the north door (-370,27.0,-361). Go through the next door, then go north and west. You'll come to a fork. Keep going north, and then east, and eventually you'll come to a platform over empty space. Cross and get the Imperial Nava Card (-043,24.0,0002).

## Mission X

Jabba The Hutt's Ship

Jabba's Revenge

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### Objectives

Get your gear back.

Locate the Nava Card.

Rescue Jan.

To exit your starting area, you'll have to kill at least one Kell Dragon (bare-handed). A door will open to the east. Run to the east and take cover in the narrow corridor. Since the Kell

Dragons are too large to enter, you can stand by the mouth of the corridor and punch them without taking hits (and you have to kill them all). Once you've killed all the dragons, press the switch at the south end of the corridor (0474,-48.0,0046), which raises a narrow ledge along the east and west sides of the corridor.

Climb the narrow ledges to get to the interior ledge and get the blue key (0472,-36.0,0123). Go north and open the door (0483,-48.0,0246). Go west, jump across the gap, follow the ledge south, press the switch (0358,-47.0,0171), go through the east door, go through the north door, go west a couple of rooms, press the switch (0320,-47.0,0242), go back east a room, and get your gear (0336,-47.0,0280).

Exit south, go west, then northwest a couple of rooms, press the switch (0248,-46.0,0361), go back a room, and up the stairs. Continue to a large oval room, and take the middle door north. Continue north through several doors and get the red key (0356,-40.0,0468). Return to the oval room and go through the easternmost door.

Continue north, then east through a large arena, then south through a narrow corridor to an elevator (0558,-39.0,0498). Press the switch (0505,-28.0,0516) and run across the bridge to the north. Turn west at the small arena, and straight through the next arena. Turn south on exiting, and take the elevator (0319,-27.0,0577). Turn left and then continue north. Jump down the triangular hole at the west end of the room (0363,-44.0,0759), get the yellow key (0381/-38.0/0737), press the switch (0428/-44.0/0754), and ride the elevator back up.

Go through the door to the northeast, and continue on this path quite a way, until you find a door (0250,4.0,0347). Go south and west, and pass through the double doors (0261,4.0,0272). Keep moving east and north through Jabba's Disco Lounge (by now you're probably pretty pissed, so feel free to blow up the decor), to a northern door (0471,5.0,0354). You'll find the Smuggler's Nava Card (0461/5.0/0375) in the next room. Go south through the Disco Lounge and exit through the southern door (0486,1.0,0129). Drop into the pit and follow south and around to the northwest. Climb up to the door (0338,0.0,0052) and exit north. Press the switch (0368,0.0,0096) which raises the pit floor.

Cross the pit, turn left, and find the stairs down. Follow this path for quite a ways until it dead ends at two compartments below. Jump to the second compartment. Jump across the gap to the west. Jan is in the second cell (counting from south to north).

Mission XI  
Imperial City, Coruscant  
The Imperial Mask

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Objectives

Locate the I.S.O. building.

Crack the main vault. Insert the Nava Card into the decoder and get the decoded data tapes.

Meet Jan back at the ship.

From your starting point, go straight south and ride down on the first elevator you see (0724,175.0,0295). Continue south and west to another elevator (0663,141.0,0188) and take it up. Continue south to another elevator (0671,175.0,0051) and take it down.

Cross the (huge) courtyard to the west and find take the western elevator (327,100.0,-047). Go forward, hang a left, and take the next elevator up. Exit south, and exit the next door onto the roof. Note that you can pass trouble free until one of the roving spotlights hits you.

Get the blue key at the southwestern tip of the roof (0302/196.0/-312). Jump across to the other roof and enter the door (0470,196.0,-251). At the bottom of the elevator, continue east, right through the big door.

Turn left for the next door just north of the center of this area (0931,105.0,-207). Go through, take the elevator up, and take the left of the two doors you find. Press the switch (0325,142.0,-131) several times to extend the low platform to maximum length, then press the other switch (0894,142.0,-130) to open the crawl space. Jump into the crawl space from the low platform. Follow the tunnel and press the switch at (0813,152.0,-188). Go north to get the red key (0806,143.0,-291), then open the big stone door. Go straight across to the next door, take the elevator up, continue east, take the next elevator down, and exit to the west.

Continue west and take the next elevator up. Turn south and open the door at (0840,194.0,-336). Press the switch (0815,194.0,-384), then go north to the newly available door (0809,194.0,-190). Take the elevator down. You're now in the infamous Hexagon. The Hexagon is comprised of three sets of concentric hexagons, with a set of switches on the outside ring that control the doors in all three rings. From your starting point in the Hexagon, travel clockwise around the outside ring and press each switch once.

Now, starting with the same first switch, go counter clockwise around the hexagon, pressing each button in the following sequence: #1 twice, #2 twice, #3 twice, #4 once, #5 once. Now follow the corridors to the central core and press the three buttons around the central core to lower the floor of the core.

Exit west and press the button at (0852,44.0,-232) to reveal the button at (0852,44.0,-268). Press the 2nd button to reveal the data terminal (0858,44.0,-249). After Jan finishes speaking, a panel just to the left will open, revealing the tape. Taking the tape will open a door to the west. Follow the corridor back out to the big courtyard and retrace your steps to your ship. Then you'll have to kill Boba Fett before you can leave.

## Mission XII

Imperial Fuel Station, Ergo

Smuggler's Hijack

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Objectives

Get on board the smuggler ship.

Hijack the smuggler ship.

From your starting point, go south through two doors and press the switch (-068,0.0,-051) to raise the elevator. Go southeast, take the circular stairway down, and exit through the door to the north.

Follow the outer ring clockwise for about 60° (2:00) and enter the cantina on your left, where you'll find an Imperial Officer with a blue key. Follow the outer ring another 60° clockwise (4:00) and enter the curved door at your right. Take either staircase a full 180° and face out onto the central bay. Jump across to the central cylinder, cross the arm to the southwest, press the switch (-136,16.0,-480), and run backwards onto the arm, which will swivel around to the northeast.

Repeat with the next switch (-021,16.0,-316), which will bring the arm around to the northwest. Go either way around the circle to the northwest and press the switch (-284,16.0,-243) to bring down the elevator. Inside, press the switch to raise the elevator, then follow the passage southeast and up, take either door, and follow the path to the

control center.

Press the main control panel (-190,74.0,-319) once, then go back down to the big bay. Jump from the central column back to the southeast column (or drop down and take the stairs or elevator back up), re-enter the outer ring, and continue another 180° clockwise (10:00). Enter the door on your right, go up the stairs, follow up to the elevator, and press the switch (-360,17.0,-209) to lower the elevator. Continue going northwest until you find the Imperial Officer with the yellow key (about -615,0.0,-024). Then go southwest until you find a low door (-557,3.0,-143), go inside, and press the switch (-580,-3.0,-140).

Mission XIII  
The Executor  
The Stowaway

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Objectives

Reach the cargo bay safely.

Activate the cargo shuttle system.

Jump into the cargo ship and ride to the Arc Hammer

From your starting point, exit west through the same door you last entered in mission 12. Go northwest and take the stairs (-850,-31.0,0226) down. Go east and press the switch at (-784,-55.0,0241) to lower the platform.

Go south and press the first switch you come to (-769,-55.0,0119) to lower the platform. Go west and press the next switch (-917,-55.0,0119) to lower the platform. Press the switch just around the corner and ride the platform up. Follow the path around to a large bay and press the switch at (-1114,-32.0,0146) to raise the door above, then step onto the lowered platform and just press the activate key to raise it. Continue north to the Tie Fighter bay.

Take the east elevator up, turn south, and take the next elevator up. Continue moving east, and take the elevator at (-812,65.0,0161) up. Jump across the five cylindrical platforms: n->s->n->s->n; and then across to the doorway. Keep moving east, until you meet the Dark Troopers. Once you've beaten them, continue east to the cargo shuttle bay. Press the button on the northeast wall (-242,92.0,0151), go east, repeat with button (-172,92.0,0153), go east, repeat with button (-098,92.0,0116) and right next to it press button (-099,92.0,0111), then go south, down, and north to enter your stolen ship.

Mission XIV  
The Arc Hammer  
The Dark Awakening

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Objectives

Set Sequencer Charge 1.

Set Sequencer Charge 2.

Set Sequencer Charge 3.

Get to the shuttle bay and escape with an Imperial Shuttle.

From your starting point, exit west through the same door you last entered in mission 13. Go north, then swing around to west and south, and take the elevator (-012,121.0,0186) down. Go south, west and north, and press the switch at (-166,90.0,0138). Take the elevator back up and cross the newly raised platform (-046,122.0,0246) to the west.

Continue south and west. Kill the Dark Troopers and drop down into the bay, and continue south. Go east and press the button at (-331,101.0,0085) which opens the door with the big red circle, then go back west a bit and jump across the gap to the open door. Follow the path to an elevator (-173,97.0,-079) and take it up. Go all the way west and press the switch at the top of the stairs (-467,126.0,0024) which raises the stairs up to the next level.

Go south and east into the darkened area, then jump across the gap to the north. Behind you on a southern pillar is a switch, which you can only activate by jumping to (and falling), and then going back up the stairs again (I'm not sure if this switch is important though). Follow the ledge and then jump the next gap to the east, using the even narrower ledge to cross over.

Continue north until you reach a low passage (-417,128.0,0281). Follow the tunnels to a machinery room. Shoot the switch hidden behind the southwestern most piston, then set the first sequencer charge (-440,100.0,0157). Take the elevator in the northeast corner of the room up, and follow the tunnels back out, to where the red door you passed earlier is open. Press the switch (-357,128.0,0285) to take the elevator down. Follow the passage until you reach the oscillating platforms, and ride the platforms west.

Go north: either by running against the conveyor belt (the trick is to run/jump when all the way to the far end, but crouch in mid air to get through the exit); or by dropping down, taking the elevator up, and crossing to the northeast. Set sequencer charge 2 (-464,64.0,0638), and then cross back to the southeast, ride the conveyor belt, jump across to the west side, and go through the newly opened western door.

Follow the path and press the switch (-519,64.0,0367) to take the elevator down. Go west and north to the conveyor belt (-563,0.0,0385). Ride the belt (be sure to duck under the low ceiling). At the end, turn around and get on the next belt. Shoot the round, red switch to open the upcoming closed door. Go through the door to the north, follow the path south to the next door, then east to the next belt.

Watch out for the obstacles: 1) a fork (take the right); 2) a low bridge (jump over it); 3) another fork (go left); 4) & 5) low bridges (jump over); 6) low ceiling (duck); 7) another fork (go left); 8) low ceiling (duck). Cross over to the last conveyor belt (get ready to duck). At the end, press the switch (-535,48.0,0054) to stop the conveyor belt.

Jump down and go south and east to a control room with five red buttons. Starting with the leftmost button, press each button x times: 1) 4x; 2) 1x; 3) 4x; 4) 3x; 5) 5x. Go back west to the darkened tunnel, go north to the elevator (-551, 16.0,046), take it up, and go south through the newly opened door. Go south to another machinery room, and shoot the switch hidden behind the southeastern most piston (-484/64.0/-239). Plant the third sequencer charge (-458/64.0/-225). Go south and press the switch (-529/64.0/-271) to take the elevator down. Go south and west, and get ready to get killed! Your final battle takes place here, so get to know this cargo bay well. If you fall down to the lower level, there's an elevator on the north side (-679,-95.0,-323) that take you back up. Once you've defeated the very last Dark Trooper (and you'll know him when you see him), the door to the northeast hanger bay will open. Enter and follow the path to find your Imperial Shuttle.

The End

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