



STAR WARS™

THE ORIGINAL TRILOGY

Save file editing guide

00	05	11	01	01	01	08	04	0A	01	00	00	00	00	00	00	00
00	00	00	1E	00	03	00	07	00	00	00	00	00	00	00	00	00
1F	00	01	07	00	01	00	00	00	00	00	00	00	00	00	00	00
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01	00	03	00	00	00	00	00	00	00	00	03	00	07	00	03	00
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07	00	01	00	01	00	00	00	00	00	00	00	00	00	00	00	00
00	00	01	00	03	00	03	00	01	00	07	00	01	00	00	00	00
00	00	FF	03	00	00	00	00	1F	00	1F	00	00	00	00	00	00
3F	00	7F	00	00	00	00	00	00	00	00	00	FF	03	00	00	00
01	00	0F	00	01	00	00	00	01	00	03	00	01	00	00	00	00
00	00	00	FF	03	00	00	00	07	00	07	00	01	00	07	00	00
00	00	00	00	00	07	00	00	07	00	07	00	00	00	00	00	00
1F	00	03	00	07	00	00	00	00	00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
00	00	00	00	00	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
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01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
00	00	00	00	00	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
01	01	01	01	0A	00	00	00	01	01	01	0A	00	00	00	00	00
00	00	00	00	00	00	00	00	01	01	01	0A	00	00	00	00	00
E0	1F	00	00	00	00	00	00	00	FF	FF	FF	7F	00	00	00	00
FF	03	00	00	00	00	00	00	00	FF	E7	F4	73	0A	18	20	00
08	65	08	88	FE	E3	03	10	00	00	00	00	C7	41	24	00	00
02	08	20	20	C0	0B	04	08	00	64	23	03	10	00	00	00	00
FF	03	00	00	F8	FF	FF	7F	00	7F	C2	09	04	00	00	00	00
80	C7	B4	BB													



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Introduction

This guide aims to explain how to modify a save file for Lego Star Wars II: The Original Trilogy on PC (This also works on Mac save files) and go into details about how the game stores progression. The game writes to the save file in little-endian format. A guide on binary and hex code will be in this document to make it easier to understand how the values in the save file work. This is not intended to cheat as it's best to have completed the game to know how these values translate in the game. On PC the save files are stored in the directory C:\Users\<Windows Username>\AppData\Local\LucasArts and on Mac it's in ~/Library/Application Support/LucasArts/. On PC and Mac, the game can have up to 6 save files. The folder names range from savegame_0 to savegame_5 (as required for how many save files exist). In each respective folder contains 2 files CODE.BIN and LSW.BIN. CODE.BIN contains the displayed game completion percentage on the save file load screen which most of the time is correct (unless it hasn't been updated after modifying the save file). LSW.BIN is the main save file where all the save data is stored.

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Binary Code

Binary code works in a base 2 system and stores values as 0 or 1, this can also be translated to On or Off and also True or False. For the scope of this guide the focus will only be on 1-byte binary values 8 bits and 1 bit is each character in binary. 1-byte binary values can be translated to decimal using the 8-bit position numbers 1, 2, 4, 8, 16, 32, 64 and 128. Any combination of these 8 decimal numbers can get you any decimal value between 0 and 255. Now let's use those 8 numbers to work out what 01101010 is. First from right to left use these 8 numbers starting with the highest value, then write the binary number underneath those numbers as follows.

128	64	32	16	8	4	2	1
0	1	1	0	1	0	1	0

Now take the numbers that have a 1 in their column in this case 64, 32, 8 and 2. Now add these numbers up $64 + 32 = 96$, $96 + 8 = 104$, $104 + 2 = 106$. Now it has been worked out the binary value of 01101010 in decimal is 106.

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Hex Code

Hex Code is a base 16 system and sits between Binary and Decimal. In Hex the 16 values are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E and F. 0-9 is the same in Decimal then A-F is 10-15 in Decimal. After F the value is 10 which is 16 in decimal. To be clear 10 in Hex is not Decimal 10 and 10 in Hex is said One Zero. The highest 1-byte value in hex is FF with the decimal value being 255. To avoid confusion sometime to clearly state a Hex value and not confuse with decimal the value gets written with a 0x in front so 0x10 will not be confused for decimal 10 and will be interpreted as One Zero. Hex code is a way to condense Binary code as instead of it being written as 8 characters per byte in Hex that can be written as 2 characters per byte. The 8 decimal numbers for Binary bit positions 1, 2, 4, 8, 16, 32, 64 and 128. In Hex these are written as 0x1, 0x2, 0x4, 0x8, 0x10, 0x20, 0x40 and 0x80. Any combination of these values can represent a Decimal value between 0 and 255.

Editing

In Hex code editing there is an address location known as memory address which tells where a Hex value can be put. The memory address works by columns and rows. The columns range from 00 to 0F and go up by 0x1. The rows start at 0x0 and go up by 0x10 for however many rows required. A memory address is determined by the row plus the column so if it's in row 0x1A0 and column 0x05 the memory address is 0x1A5. Each memory address is one byte. So, if key unlocked value is 0x20 in the memory address 0x1A5, this means that if 0x20 can be found in memory address 0x1A5 then the key is unlocked.

If multiple values are stored in one memory address, such as:

- Red key value = 0x10
- Green key value = 0x20
- Yellow key value = 0x40

all at memory address 0x1A5, then:

- If the value at 0x1A5 is 0x10, it means only the Red key is unlocked, while the Green and Yellow keys are locked.
- If the value is 0x60 (which is 0x20 + 0x40), it means the Green and Yellow keys are unlocked, but the Red key is locked since its value is not present.
- If the value is 0x70 (which contains 0x10 + 0x20 + 0x40) meaning all values are present, then all 3 keys are unlocked.

Little-Endian

Little-Endian Byte order stores values with more than one byte in the reverse byte order. Let's take decimal 10,000 and its hexadecimal value 0x2710, where the first byte is 0x27 and the second byte is 0x10. In little-endian format, the bytes are stored least significant first, so decimal 10,000 would appear as 0x1027.

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Save file values

Checksum

The Checksum is stored across a 4-byte value at 0x3EC to 0x3EF in little-endian format. It is calculated by adding all the values in the save file in 4-byte chunks. The checksum value must match the calculated value, otherwise the load is corrupted. When it's too hard to add or take away any changes made use the checksum updater program from PollyThePancake at <https://github.com/PollyThePancake/LSWSCU> to do it for you.

Game configuration settings

Here is a list of configuration settings, their memory addresses, and corresponding hex values:

- Sound
 - Memory Address: 0x09
 - Value: Any hex value
 - Description: The value represents the sound level in decimal. For example, if the value is 0x0A, the sound level is 10. This value can be set higher than 10, but it may be too loud for some users.
- Music
 - Memory Address: 0x0A
 - Value: 0x01 (enabled)

Stud Value

The Stud value is stored across a 4-byte memory address from 0x384 to 0x387, and the value in this address range will reflect the in-game stud value.

For example, if the save file has 100,000 studs, the hexadecimal value is 0x000186A0. Since the game uses little-endian byte order, the value would be stored in memory as A0 86 01 00. The maximum studs in this game is 4,000,000 studs and in little-endian that's 00 28 6B EE. While it's possible to set the stud value higher once you collect a stud in the game the counter will fall back to 4,000,000.

Gold Bricks

The count for how many Gold Bricks the save file has earned is stored at memory address 0x38A. Max in game value is 0x63.

Bought

8 gold bricks can be bought in the store and when bought that information is stored at memory address 0x31B. Here is the values:

- Gold Brick 1
 - Value: 0x01
 - Value: 0x02
- Gold Brick 2
 - Value: 0x03
 - Value: 0x04
- Gold Brick 3
 - Value: 0x05
 - Value: 0x06

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- Gold Brick 4
 - Value: 0x08
- Gold Brick 5
 - Value: 0x10
- Gold Brick 6
 - Value: 0x20
- Gold Brick 7
 - Value: 0x40
- Gold Brick 8
 - Value: 0x80

Timer

The time spent playing on the save file store in milliseconds in a 4-Byte value at 0x38C to 0x38F.

Game Completion

This value represents the overall percentage of game completion in the save file. This is a 2-byte value stored in little-endian at 0x388 to 0x389 and in code.bin. Each hexadecimal increment corresponds to an increase of 0.257% completion. A full list of every possible value that the game can store is available here: [Percentages Hexadecimal values.csv](#).

Doors opened

After each episode and Jabba's doors opened the game saves that information to memory address 0x02.

- Episode IV
 - Value: 0x01
- Episode V
 - Value: 0x02
- Episode VI
 - Value: 0x04
- Jabba's Door
 - Value: 0x04
 - Description: Unlocks when story mode has been completed and 0x01 is present at address 0x03.

Level Status

Each level status stores the following information:

- Story unlocked
 - Value: 0x00 or 0x01
 - Description: The level can be entered.
- Free unlocked
 - Value: 0x00 or 0x01
 - Description: This level's free play mode is unlocked.
- Story stud meter filled
 - Value: 0x00 or 0x01
- Free Play stud meter filled
 - Value: 0x00 or 0x01
 - Description: True Jedi status has been achieved in free play.
- <Name of> Minikit
 - Value: 0x00 or 0x01

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- Description: This Minikit has been fully built and can be used in Minikit bonus levels.
- Canister Count
 - Value: Ranges from 0x00 to 0x0A
 - Description: The number of canisters collected in this level.
- Red Brick
 - Value: 0x00 or 0x01
 - Description: The Red Brick in this level has been collected.
- Time trial time
 - Value: 2-Byte dynamic, stored in complex formulae
 - Description: likely a scrapped feature, still present in the game's code.

Bonus Levels

Each episode's bonus levels and Lego City, stores the following information:

- Unlocked (For Lego City)
 - Value: 0x00 or 0x01
 - Description: The level can be entered.
- Best time
 - Value: 4-byte dynamic, stored in seconds in little-endian.
 - Description: The best time in the save file to complete the respective bonus level.
- High Score (for Super Story)
 - Value: 4-byte dynamic, in little-endian.
- Description: The highest amount of studs collected while playing the respective Super Story mode.
- Completed
 - Value: 0x00 or 0x01
 - Description: Determines if the bonus level has been completed. A bug with Character and Minikit bonuses their addresses both get changed when any bonus is completed.

Episode Time Played

Each Episode stores a 4-byte value in milliseconds in little-endian time played in the respective episode not including cutscenes. This is most likely had something to do with the scrapped Time Trial Time feature which does not affect the game progression.

Bounty Hunter Missions

Each Bounty Hunter Mission has separate memory address and has the values of 0x00 or 0x01 and determines if that respective mission has been completed.

Each Level and Episode Time Played and their memory addresses:

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Episode IV A New Hope

Chapter 1 Secret Plans

- Story unlocked: 0x17C
- Story complete: 0x17D
- Story stud meter filled: 0x17E
- Free Play stud meter filled: 0x17F
- Star Destroyer Minikit: 0x180
- Canister Count: 0x181
- Red Brick: 0x182
- Time trial time: 0x186 to 0x187

Chapter 2 Through The Judland Wastes

- Story unlocked: 0x188
- Story complete: 0x189
- Story stud meter filled: 0x18A
- Free Play stud meter filled: 0x18B
- Sandcrawler Minikit: 0x18C
- Canister Count: 0x18D
- Red Brick: 0x18E
- Time trial time: 0x192 to 0x193

Chapter 3 Mos Eisley Spaceport

- Story unlocked: 0x194
- Story complete: 0x195
- Story stud meter filled: 0x196
- Free Play stud meter filled: 0x197
- Land Speeder Minikit: 0x198
- Canister Count: 0x199
- Red Brick: 0x19A
- Time trial time: 0x19E to 0x19F

Chapter 4 Rescue The Princess

- Story unlocked: 0x1A0
- Story complete: 0x1A1
- Story stud meter filled: 0x1A2
- Free Play stud meter filled: 0x1A3
- Millennium Falcon Minikit: 0x1A4
- Canister Count: 0x1A5
- Red Brick: 0x1A6
- Time trial time: 0x1AA to 0x1AA

Chapter 5 Death Star Escape

- Story unlocked: 0x1AC
- Story complete: 0x1AD
- Story stud meter filled: 0x1AE
- Free Play stud meter filled: 0x1AF
- Y-wing Minikit: 0x1B1
- Canister Count: 0x1B2
- Red Brick: 0x1B3
- Time trial time: 0x1B6 to 0x1B7

Chapter 6 Rebel Attack

- Story unlocked: 0x1B8
- Story complete: 0x1B9
- Story stud meter filled: 0x1BA
- Free Play stud meter filled: 0x1BB
- TIE Advanced Minikit: 0x1BC
- Canister Count: 0x1BD
- Red Brick: 0x1BE
- Time trial time: 0x1C2 to 0x1C1

Super Story

- Best time: 0x2D8 to 0x2DC
- High Score: 0x2E0 to 0x2E3
- Completed: 0x2E4

Character Bonus

- Completed: 0x1D0
- Best time: 0x1D8 to 0x1DB

Minikit Bonus

- Completed: 0x1DC
- Best time: 0x1E4 to 0x1D7

Time Played

- 0x2C8 to 0x2CB

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Episode V The Empire Strikes Back

Chapter 1 Hoth Battle

- Story unlocked: 0x1E8
- Story complete: 0x1E9
- Story stud meter filled: 0x1EA
- Free Play stud meter filled: 0x1EB
- AT-AT Minikit: 0x1EC
- Canister Count: 0x1ED
- Red Brick: 0x1EE
- Time trial time: 0x1F2 to 0x1F3

Chapter 2 Escape From Echo Base

- Story unlocked: 0x1F4
- Story complete: 0x1F5
- Story stud meter filled: 0x1F6
- Free Play stud meter filled: 0x1F7
- Snowspeeder Minikit: 0x1F8
- Canister Count: 0x1F9
- Red Brick: 0x1FA
- Time trial time: 0x1FE to 0x1FF

Chapter 3 Falcon Flight

- Story unlocked: 0x200
- Story complete: 0x201
- Story stud meter filled: 0x202
- Free Play stud meter filled: 0x203
- TIE Fighter Minikit: 0x204
- Canister Count: 0x205
- Red Brick: 0x206
- Time trial time: 0x20A to 0x20B

Chapter 4 Dagobah

- Story unlocked: 0x20C
- Story complete: 0x20D
- Story stud meter filled: 0x20E
- Free Play stud meter filled: 0x20F
- X-wing Minikit: 0x211
- Canister Count: 0x212
- Red Brick: 0x213
- Time trial time: 0x216 to 0x217

Chapter 5 Cloud City Trap

- Story unlocked: 0x218
- Story complete: 0x219
- Story stud meter filled: 0x21A
- Free Play stud meter filled: 0x21B
- Cloud Car Minikit: 0x21C
- Canister Count: 0x21D
- Red Brick: 0x21E
- Time trial time: 0x222 to 0x223

Chapter 6 Betrayal Over Bespin

- Story unlocked: 0x224
- Story complete: 0x225
- Story stud meter filled: 0x226
- Free Play stud meter filled: 0x227
- Slave I Minikit: 0x228
- Canister Count: 0x229
- Red Brick: 0x22A
- Time trial time: 0x22E to 0x22F

Super Story

- Best time: 0x2EC to 0x2EF
- High Score: 0x2F0 to 0x2F3
- Completed: 0x2F4

Character Bonus

- Completed: 0x23C
- Best time: 0x244 to 0x247

Minikit Bonus

- Completed: 0x248
- Best time: 0x250 to 0x253

Time Played

- 0x2E8 to 0x2EB

Episode VI Return Of The Jedi

Chapter 1 Jabba's Palace

- Story unlocked: 0x254
- Story complete: 0x255
- Story stud meter filled: 0x256
- Free Play stud meter filled: 0x257
- Desert Skiff Minikit: 0x258
- Canister Count: 0x259
- Red Brick: 0x25A
- Time trial time: 0x25E to 0x25F

Chapter 2 The Great Pit Of Carkoon

- Story unlocked: 0x260
- Story complete: 0x261
- Story stud meter filled: 0x262
- Free Play stud meter filled: 0x263
- Sail Barge Minikit: 0x264
- Canister Count: 0x265
- Red Brick: 0x266
- Time trial time: 0x26A to 0x26B

Chapter 3 Speeder Showdown

- Story unlocked: 0x26C
- Story complete: 0x26D
- Story stud meter filled: 0x26E
- Free Play stud meter filled: 0x26F
- TIE Bomber Minikit: 0x270
- Canister Count: 0x271
- Red Brick: 0x272
- Time trial time: 0x276 to 0x277

Chapter 4 The Battle Of Endor

- Story unlocked: 0x278
- Story complete: 0x279
- Story stud meter filled: 0x27A
- Free Play stud meter filled: 0x27B
- AT-ST Minikit: 0x27C
- Canister Count: 0x27D
- Red Brick: 0x27E

- Time trial time: 0x282 to 0x83

Chapter 5 Jedi Destiny

- Story unlocked: 0x284
- Story complete: 0x285
- Story stud meter filled: 0x286
- Free Play stud meter filled: 0x287
- Imperial Shuttle Minikit: 0x288
- Canister Count: 0x289
- Red Brick: 0x28A
- Time trial time: 0x28E to 0x28F

Chapter 6 Into The Death Star

- Story unlocked: 0x290
- Story complete: 0x292
- Story stud meter filled: 0x293
- Free Play stud meter filled: 0x294
- TIE Interceptor Minikit: 0x295
- Canister Count: 0x296
- Red Brick: 0x297
- Time trial time: 0x29A to 0x29A

Super Story

- Best time: 0x2FC to 0x2FF
- High Score: 0x300 to 0x303
- Completed: 0x304

Character Bonus

- Completed: 0x2A8
- Best time: 0x2B0 to 0x2B3

Minikit Bonus

- Completed: 0x2B4
- Best time: 0x2BC to 0x2BF

Time Played

- 0x2F8 to 0x2FB

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Bounty Hunter Mission

- Mission 1 – R2-D2: 0x3BC
- Mission 2 – Obi-Wan Kenobi: 0x3BD
- Mission 3 – Chewbacca: 0x3BE
- Mission 4 – Princess Leia: 0x3BF
- Mission 5 – Admiral Ackbar: 0x3C0
- Mission 6 – Yoda: 0x3C1
- Mission 7 – C-3PO: 0x3C2
- Mission 8 – Lando Calrissian: 0x3C3
- Mission 9 – Luke Skywalker: 0x3C4
- Mission 10 – C-3PO: 0x3C5

Lego City

- Unlocked: 0x2C0
- Completed: 0x304
- Best time: 0x2C8 to 0x2CB

Hints

In-game hints

The in-game hints are stored across a 8-byte memory address in little-endian from 0x37C to 0x383. Once the value of a hint is present in the save file it will not display again on that save file.

Here is each memory address and the hints it contains, along with the associated value:

- Address: 0x37C
 - Hint: "In Free Play, press [TOGGLELEFT] or [TOGGLERIGHT] to choose a different character."
 - Value: 0x01
 - Hint: "Hold [SPECIAL] to use the Force on glowing LEGO objects."
 - Value: 0x02
 - Hint: "Walk up to friendly characters and press [TAG] to take control of them."
 - Value: 0x04
 - Hint: "Regain control of your other characters by moving up to them and pressing [TAG]."
 - Value: 0x08
 - Hint: "Approach piles of LEGO and hold [SPECIAL] to build. Only droids cannot build."
 - Value: 0x10
 - Hint: "All characters except droids can get into vehicles. Press [TAG] when close."
 - Value: 0x20
 - Hint: "You can jump out of a vehicle by pressing [JUMP] or [TAG]."
 - Value: 0x40
 - Hint: "Droids can operate LEGO panels. Press [SPECIAL] to activate them."
 - Value: 0x80

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- Address: 0x37D
 - Hint: "Stormtroopers and their superiors can use some control panels. Press [SPECIAL] to activate them."
 - Value: 0x01
 - Hint: "Bounty hunters can use some control panels. Press [SPECIAL] to activate them."
 - Value: 0x02
 - Hint: "Blaster characters can grapple to other areas. Stand on the red circles and press [SPECIAL]."
 - Value: 0x04
 - Hint: "All characters except droids can ride creatures. Press [TAG] when close."
 - Value: 0x08
 - Hint: "Press [ACTION] to dodge or deflect blaster bolts."
 - Value: 0x20
 - Hint: "You can push objects that have black and yellow stripes."
 - Value: 0x80
- Address: 0x37E
 - Hint: "Small characters can crawl through access hatches. Press [SPECIAL] to do this."
 - Value: 0x01
 - Hint: "This is a Power Brick! Collect one in each level to unlock cheats."
 - Value: 0x04
- Address: 0x381
 - Hint: "Press [JUMP] to perform a loop and get behind enemy speeders."
 - Value: 0x40
- Address: 0x382
 - Hint: "Press [SPECIAL] to fire torpedos at targeted objects."
 - Value: 0x01
 - Hint: "All characters except droids can operate cranes. Press [TAG] when close to get in."
 - Value: 0x02
 - Hint: "While operating a crane, press [ACTION] or [SPECIAL] to pick things up or drop them."
 - Value: 0x04
 - "Press [TAG] when Yoda is nearby to learn the ways of the Force."
 - Value: 0x08
 - Hint: "Press [SPECIAL] to use the Snowspeeder's tow cable on targeted objects."
 - Value: 0x20

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- Hint: "Press [SPECIAL] to pull levers, if you're not controlling a droid."
 - Value: 0x80
- Address: 0x383
 - Hint: "Shiny metallic objects can only be destroyed with Bounty Hunter Thermal Detonators."
 - Value: 0x08
 - Hint: "Some Bounty Hunters can use droid access panels."
 - Value: 0x10

Other in-game hints are tied to the level if its story mode has been completed or are hard coded in.

Shop hints

The shop hints are stored across a 2-byte memory address from 0x1C0 to 0x1C1. These hints can be bought at Dexter's shop.

Here is each memory address and the hints it contains, along with the associated value:

- Address: 0x308
 - Hint: "Many areas of the levels can only be reached by certain characters. Go back to these levels in Free Play, and try to find all the secrets!"
 - Value: 0x20
 - Hint: "Once you have defeated an enemy character in a level, you will be able to buy it here. Try to collect all the characters!"
 - Value: 0x40
 - Hint: "Astromech droids can hover for a limited time. Press and hold [JUMP] to activate boosters."
 - Value: 0x80
- Address: 0x309
 - Hint: "Watch out for black LEGO objects. Dark Force characters can use the Force on them."
 - Value: 0x01
 - Hint: "Free Play mode means you can go back and play a completed level with any character that you have unlocked!"
 - Value: 0x02
 - Hint: "To take other characters into the levels in Free Play, simply tag them in the Cantina and go through the door of the level you wish to play."
 - Value: 0x04
 - Hint: "Fill up the Jedi meter in each level to receive a gold brick. The more gold bricks you have, the more levels you will be able to unlock!"
 - Value: 0x08

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- Hint: "The True Jedi meter appears at the top of the screen in each level. Fill it up by LEGO studs. Take care – you lose studs if you die!"
 - Value: 0x10
- Hint: "Shiny metallic objects can only be destroyed with Bounty Hunter Thermal Detonators."
 - Value: 0x20

Built Bonuses

When you collect enough gold bricks you can build a bonus. When built the information is stored at memory address 0x3BB. Here are bonuses and their value:

- Episode IV bonus door
 - Value: 0x01
- Episode V bonus door
 - Value: 0x02
- Episode VI bonus door
 - Value: 0x04
- Lego City door
 - Value: 0x08
- Stud Generator
 - Value: 0x10

Canisters

The memory address for each particular canister varies depending on level and its location.
Video reference for canister numbers and their locations are available here:

https://www.youtube.com/playlist?list=PLBv_PJIC1HcxEXQXjFYDLITa3b-wfTyh2

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Episode V A New Hope

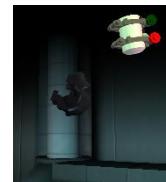
Chapter 1 Secret Plans

- Canister 1



- Address: 0x16
- Value: 0x01

- Canister 6



- Address: 0x1A
- Value: 0x01

- Canister 2



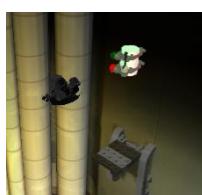
- Address: 0x18
- Value: 0x01

- Canister 7



- Address: 0x1A
- Value: 0x04

- Canister 3



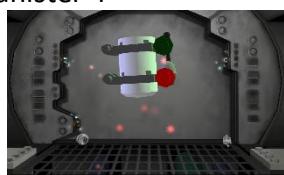
- Address: 0x18
- Value: 0x08

- Canister 8



- Address: 0x1A
- Value: 0x02

- Canister 4



- Address: 0x18
- Value: 0x02

- Canister 9



- Address: 0x1C
- Value: 0x01

- Canister 5



- Address: 0x18
- Value: 0x04

- Canister 10



- Address: 0x1C
- Value: 0x02

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Chapter 2 Through Judland Wastes

- Canister 1



- Address: 0x28
- Value: 0x01

- Canister 2



- Address: 0x28
- Value: 0x04

- Canister 3



- Address: 0x28
- Value: 0x02

- Canister 4



- Address: 0x2E
- Value: 0x01

- Canister 5



- Address: 0x2A
- Value: 0x01

- Canister 6



- Address: 0x2A
- Value: 0x02

- Canister 7



- Address: 0x2C
- Value: 0x02

- Canister 8



- Address: 0x2C
- Value: 0x01

- Canister 9



- Address: 0x2C
- Value: 0x04

- Canister 10



- Address: 0x2E
- Value: 0x01

**Lego Star Wars II: The
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Chapter 3 Mos Eisley Spaceport

- Canister 1



- Address: 0x3A
- Value: 0x02

- Canister 2



- Address: 0x3A
- Value: 0x04

- Canister 3



- Address: 0x3A
- Value: 0x01

- Canister 4



- Address: 0x3C
- Value: 0x01

- Canister 5



- Address: 0x3C
- Value: 0x04

- Canister 6



- Address: 0x3C
- Value: 0x02

- Canister 7



- Address: 0x3E
- Value: 0x01

- Canister 8



- Address: 0x40
- Value: 0x02

- Canister 9



- Address: 0x40
- Value: 0x01

- Canister 10



- Address: 0x42
- Value: 0x01

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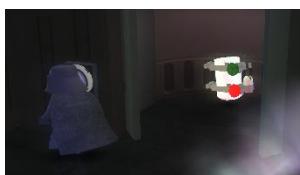
Chapter 4 Rescue The Princess

- Canister 1



- Address: 0x52
- Value: 0x01

- Canister 2



- Address: 0x52
- Value: 0x02

- Canister 3



- Address: 0x54
- Value: 0x08

- Canister 4



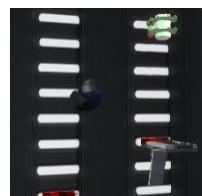
- Address: 0x54
- Value: 0x02

- Canister 5



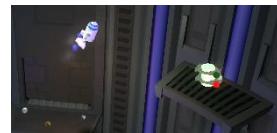
- Address: 0x54
- Value: 0x04

- Canister 6



- Address: 0x54
- Value: 0x01

- Canister 7



- Address: 0x56
- Value: 0x08

- Canister 8



- Address: 0x56
- Value: 0x01

- Canister 9



- Address: 0x56
- Value: 0x02

- Canister 10

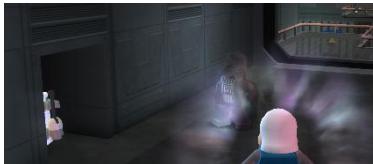


- Address: 0x56
- Value: 0x04

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Chapter 5 Death Star Escape

- Canister 1



- Address: 0x62
- Value: 0x01

- Canister 6



- Address: 0x66
- Value: 0x02

- Canister 2



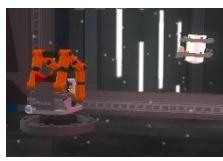
- Address: 0x62
- Value: 0x02

- Canister 7



- Address: 0x66
- Value: 0x04

- Canister 3



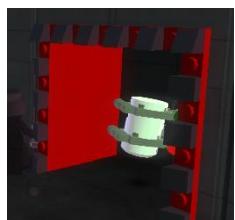
- Address: 0x64
- Value: 0x04

- Canister 8



- Address: 0x66
- Value: 0x10

- Canister 4



- Address: 0x64
- Value: 0x01

- Canister 9



- Address: 0x66
- Value: 0x08

- Canister 5



- Address: 0x64
- Value: 0x02

- Canister 10



- Address: 0x66
- Value: 0x01

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Chapter 6 Rebel Attack

- Canister 1



- Address: 0x78
- Value: 0x01

- Canister 2



- Address: 0x78
- Value: 0x02

- Canister 3



- Address: 0x78
- Value: 0x04

- Canister 4



- Address: 0x7A
- Value: 0x01

- Canister 5



- Address: 0x7A
- Value: 0x02

- Canister 6



- Address: 0x7A
- Value: 0x04

- Canister 7



- Address: 0x7A
- Value: 0x08

- Canister 8



- Address: 0x7C
- Value: 0x02

- Canister 9



- Address: 0x7C
- Value: 0x04

- Canister 10



- Address: 0x7E
- Value: 0x01

**Lego Star Wars II: The
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Episode V The Empire Strikes Back

Chapter 1 Hoth Battle

- Canister 1



- Address: 0x9A
- Value: 0x01

- Canister 6



- Address: 0x0A
- Value: 0x01

- Canister 2



- Address: 0x9C
- Value: 0x01

- Canister 7



- Address: 0x9E
- Value: 0x02

- Canister 3



- Address: 0x9A
- Value: 0x04

- Canister 8



- Address: 0x9E
- Value: 0x01

- Canister 4



- Address: 0x9A
- Value: 0x02

- Canister 9



- Address: 0xA2
- Value: 0x01

- Canister 5



- Address: 0xA0
- Value: 0x02

- Canister 10



- Address: 0xA2
- Value: 0x02

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Chapter 2 Escape From Echo Base

- Canister 1



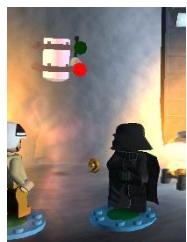
- Address: 0xAC
- Value: 0x01

- Canister 2



- Address: 0xAC
- Value: 0x02

- Canister 3



- Address: 0xAC
- Value: 0x04

- Canister 4



- Address: 0xAE
- Value: 0x01

- Canister 5



- Address: 0xAE
- Value: 0x04

- Canister 6



- Address: 0xAE
- Value: 0x08

- Canister 7



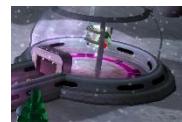
- Address: 0xAE
- Value: 0x02

- Canister 8



- Address: 0xB0
- Value: 0x01

- Canister 9



- Address: 0xB2
- Value: 0x01

- Canister 10



- Address: 0xB0
- Value: 0x02

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Chapter 3 Falcon Flight

- Canister 1



- Address: 0xBE
- Value: 0x01

- Canister 2



- Address: 0xC0
- Value: 0x02

- Canister 3



- Address: 0xC0
- Value: 0x01

- Canister 4



- Address: 0xC0
- Value: 0x04

- Canister 5



- Address: 0xC2
- Value: 0x08

- Canister 6



- Address: 0xC2
- Value: 0x04

- Canister 7



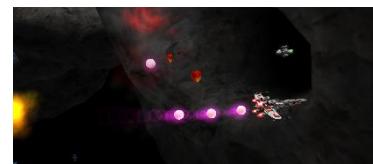
- Address: 0xC2
- Value: 0x01

- Canister 8



- Address: 0xC2
- Value: 0x02

- Canister 9



- Address: 0xC4
- Value: 0x02

- Canister 10



- Address: 0xC4
- Value: 0x01

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Chapter 4 Dagobah

- Canister 1



- Address: 0xD0
- Value: 0x02

- Canister 2



- Address: 0xD0
- Value: 0x01

- Canister 3



- Address: 0xD8
- Value: 0x01

- Canister 4



- Address: 0xD2
- Value: 0x01

- Canister 5



- Address: 0xD8
- Value: 0x02

- Canister 6



- Address: 0xD2
- Value: 0x02

- Canister 7



- Address: 0xD6
- Value: 0x02

- Canister 8



- Address: 0xD6
- Value: 0x01

- Canister 9



- Address: 0xD6
- Value: 0x04

- Canister 10



- Address: 0xD4
- Value: 0x01

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Chapter 5 Cloud City Trap

- Canister 1



- Address: 0xF2
- Value: 0x02

- Canister 2



- Address: 0xF2
- Value: 0x01

- Canister 3



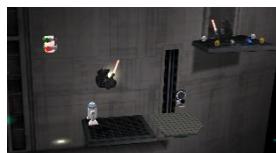
- Address: 0xF2
- Value: 0x04

- Canister 4



- Address: 0xF6
- Value: 0x02

- Canister 5



- Address: 0xF6
- Value: 0x04

- Canister 6



- Address: 0xF6
- Value: 0x01

- Canister 7



- Address: 0xF4
- Value: 0x02

- Canister 8



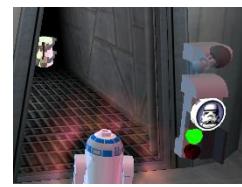
- Address: 0xF4
- Value: 0x01

- Canister 9



- Address: 0xF4
- Value: 0x08

- Canister 10

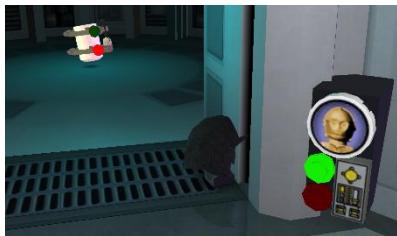


- Address: 0xF4
- Value: 0x04

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Chapter 6 Betrayal Over Bespin

- Canister 1



- Address: 0xE4
- Value: 0x04



- Canister 6

- Address: 0xE8
- Value: 0x10

- Canister 2



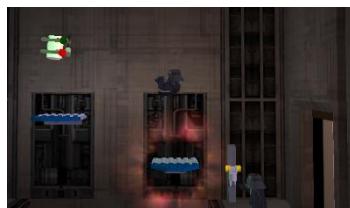
- Address: 0xE4
- Value: 0x10

- Canister 7



- Address: 0xE8
- Value: 0x01

- Canister 3



- Address: 0xE4
- Value: 0x08

- Canister 8



- Address: 0xE8
- Value: 0x02

- Canister 4



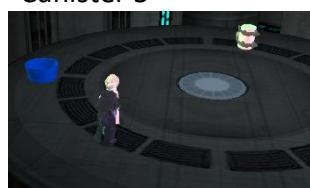
- Address: 0xE4
- Value: 0x40

- Canister 9



- Address: 0xE8
- Value: 0x04

- Canister 5



- Address: 0xE4
- Value: 0x20

- Canister 10



- Address: 0xE8
- Value: 0x08

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Episode VI Return Of The Jedi

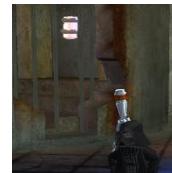
Chapter 1 Jabba's Palace

- Canister 1



- Address: 0x10C
- Value: 0x02

- Canister 6



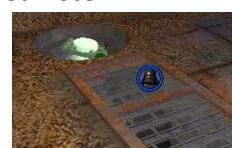
- Address: 0x10E
- Value: 0x02

- Canister 2



- Address: 0x10C
- Value: 0x01

- Canister 7



- Address: 0x10E
- Value: 0x4

- Canister 3



- Address: 0x10C
- Value: 0x08

- Canister 8



- Address: 0x110
- Value: 0x01

- Canister 4



- Address: 0x10C
- Value: 0x04

- Canister 9



- Address: 0x110
- Value: 0x02

- Canister 5



- Address: 0x10E
- Value: 0x01

- Canister 10



- Address: 0x112
- Value: 0x01

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Chapter 2 The Great Pit Of Carkoon

- Canister 1



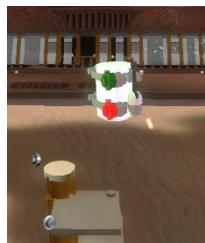
- Address: 0x11E
- Value: 0x04

- Canister 6



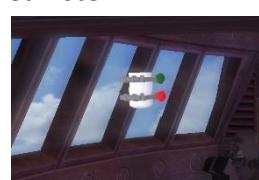
- Address: 0x120
- Value: 0x01

- Canister 2



- Address: 0x11E
- Value: 0x10

- Canister 7



- Address: 0x120
- Value: 0x02

- Canister 3



- Address: 0x11E
- Value: 0x02

- Canister 8



- Address: 0x122
- Value: 0x01

- Canister 4



- Address: 0x11E
- Value: 0x01

- Canister 9



- Address: 0x122
- Value: 0x02

- Canister 5



- Address: 0x11E
- Value: 0x08

- Canister 10



- Address: 0x122
- Value: 0x04

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Chapter 3 Speeder Showdown

- Canister 1



- Address: 0x12A
- Value: 0x01

- Canister 2



- Address: 0x12A
- Value: 0x04

- Canister 3



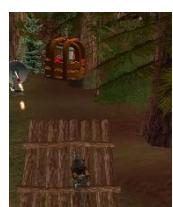
- Address: 0x12A
- Value: 0x20

- Canister 4



- Address: 0x12A
- Value: 0x10

- Canister 5



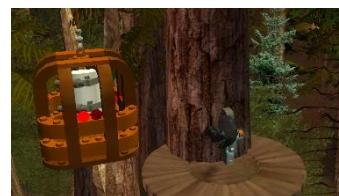
- Address: 0x12A
- Value: 0x80

- Canister 6



- Address: 0x12A
- Value: 0x02

- Canister 7



- Address: 0x12B
- Value: 0x01

- Canister 8



- Address: 0x12A
- Value: 0x40

- Canister 9



- Address: 0x12A
- Value: 0x08

- Canister 10



- Address: 0x12B
- Value: 0x02

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Chapter 4 The Battle Of Endor

- Canister 1



- Address: 0x132
- Value: 0x01

- Canister 6



- Address: 0x134
- Value: 0x04

- Canister 2



- Address: 0x132
- Value: 0x02

- Canister 7



- Address: 0x136
- Value: 0x01

- Canister 3



- Address: 0x132
- Value: 0x04

- Canister 8



- Address: 0x134
- Value: 0x02

- Canister 4



- Address: 0x134
- Value: 0x02

- Canister 9



- Address: 0x138
- Value: 0x02

- Canister 5



- Address: 0x134
- Value: 0x01

- Canister 10



- Address: 0x138
- Value: 0x01

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Chapter 5 Jedi Destiny

- Canister 1



- Address: 0x15A
- Value: 0x02

- Canister 6



- Address: 0x15A
- Value: 0x20

- Canister 2



- Address: 0x15A
- Value: 0x08

- Canister 7



- Address: 0x15A
- Value: 0x10

- Canister 3



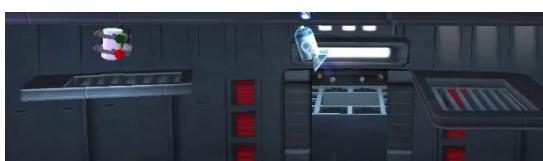
- Address: 0x15A
- Value: 0x04

- Canister 8



- Address: 0x15C
- Value: 0x04

- Canister 4



- Address: 0x15A
- Value: 0x40

- Canister 9



- Address: 0x15C
- Value: 0x02

- Canister 5



- Address: 0x15A
- Value: 0x01

- Canister 10

- Address: 0x15C
- Value: 0x01

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Chapter 6 Into The Death Star

- Canister 1



- Address: 0x142
- Value: 0x01

- Canister 2



- Address: 0x142
- Value: 0x02

- Canister 3



- Address: 0x144
- Value: 0x02

- Canister 4



- Address: 0x144
- Value: 0x01

- Canister 5



- Address: 0x146
- Value: 0x02

- Canister 6



- Address: 0x146
- Value: 0x01

- Canister 7



- Address: 0x148
- Value: 0x01

- Canister 8



- Address: 0x14A
- Value: 0x01

- Canister 9



- Address: 0x1AC
- Value: 0x01

- Canister 10



- Address: 0x1AE
- Value: 0x01

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Characters and Vehicle

Unlocked means the character/vehicle is available to use anywhere except story mode.

Bought means the character/vehicle has been bought in the shop.

Cheat code used means the character's cheat code was used and is available to buy in store regardless of progress. Every character has a cheat value and value is present when character is unlocked.

Here is every character and vehicles and their addresses and values:

Princess Leia

- Unlocked Address:
0x33A
- Cheat code
Address: 0x353
 - Value: 0x04

C-3PO

- Unlocked Address:
0x338
- Cheat code
Address: 0x358
 - Value: 0x80

Chewbacca

- Unlocked Address:
0x339
- Cheat code
Address: 0x359
 - Value: 0x08

Captain Antilles

- Unlocked Address:
0x351
- Cheat code
Address: 0x371
 - Value: 0x04

Luke Skywalker (Tatooine)

- Unlocked Address:
0x33A
- Cheat code
Address: 0x35A
 - Value: 0x80

Han Solo (Stormtrooper)

- Unlocked Address:
0x33B
- Cheat code
Address: 0x35B
 - Value: 0x20

Rebel Friend

- Unlocked Address:
0x34F
- Cheat code
Address: 0x36F
 - Value: 0x02

Ben Kenobi

- Unlocked Address:
0x33E
- Cheat code
Address: 0x35E
 - Value: 0x08

Luke Skywalker

- (Stormtrooper)
- Unlocked Address:
0x33B
 - Cheat code
Address: 0x35B
 - Value: 0x01

R2-D2

- Unlocked Address:
0x338
- Cheat code
Address: 0x358
 - Value: 0x08

Han Solo

- Unlocked Address:
0x33B
- Cheat code
Address: 0x35B
 - Value: 0x10

Han Solo (Hoth)

- Unlocked Address:
0x349
- Cheat code
Address: 0x369
 - Value: 0x04

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Princess Leia (Hoth)	Lando Calrissian	Han Solo (Skiff)
<ul style="list-style-type: none">• Unlocked Address: 0x33A• Cheat code Address: 0x35A<ul style="list-style-type: none">○ Value: 0x08	<ul style="list-style-type: none">• Unlocked Address: 0x33B• Cheat code Address: 0x35B<ul style="list-style-type: none">○ Value: 0x40	<ul style="list-style-type: none">• Unlocked Address: 0x349• Cheat code Address: 0x369<ul style="list-style-type: none">○ Value: 0x01
Luke Skywalker (Pilot)	Princess Leia (Bespin)	Princess Leia (Slave)
<ul style="list-style-type: none">• Unlocked Address: 0x34B• Cheat code Address: 0x36B<ul style="list-style-type: none">○ Value: 0x01	<ul style="list-style-type: none">• Unlocked Address: 0x33E• Cheat code Address: 0x35E<ul style="list-style-type: none">○ Value: 0x10	<ul style="list-style-type: none">• Unlocked Address: 0x34B• Cheat code Address: 0x36B<ul style="list-style-type: none">○ Value: 0x20
Luke Skywalker (Dagobah)	Luke Skywalker (Bespin)	Princess Leia (Endor)
<ul style="list-style-type: none">• Unlocked Address: 0x34B• Cheat code Address: 0x36B<ul style="list-style-type: none">○ Value: 0x02	<ul style="list-style-type: none">• Unlocked Address: 0x33A• Cheat code Address: 0x35A<ul style="list-style-type: none">○ Value: 0x10	<ul style="list-style-type: none">• Unlocked Address: 0x34B• Cheat code Address: 0x36B<ul style="list-style-type: none">○ Value: 0x40
Luke Skywalker (Jedi)	Princess Leia (Boushh)	Luke Skywalker (Endor)
<ul style="list-style-type: none">• Unlocked Address: 0x33A• Cheat code Address: 0x35A<ul style="list-style-type: none">○ Value: 0x40	<ul style="list-style-type: none">• Unlocked Address: 0x347• Cheat code Address: 0x367<ul style="list-style-type: none">○ Value: 0x10	<ul style="list-style-type: none">• Unlocked Address: 0x33A• Cheat code Address: 0x35A<ul style="list-style-type: none">○ Value: 0x20
Yoda	Lando Calrissian (Palace Guard)	Han Solo (Endor)
<ul style="list-style-type: none">• Unlocked Address: 0x338• Cheat code Address: 0x358<ul style="list-style-type: none">○ Value: 0x20	<ul style="list-style-type: none">• Unlocked Address: 0x350• Cheat code Address: 0x370<ul style="list-style-type: none">○ Value: 0x10	<ul style="list-style-type: none">• Unlocked Address: 0x351• Cheat code Address: 0x371<ul style="list-style-type: none">○ Value: 0x02

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Wicket	Imperial Shuttle Pilot	Sandtrooper
<ul style="list-style-type: none"> • Unlocked Address: 0x353 • Cheat code Address: 0x373 <ul style="list-style-type: none"> ○ Value: 0x04 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x04 • Unlocked Address: 0x350 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x20 • Unlocked Address: 0x33D
Darth Vader	<ul style="list-style-type: none"> • Cheat code Address: 0x370 <ul style="list-style-type: none"> ○ Value: 0x02 	<ul style="list-style-type: none"> • Cheat code Address: 0x35D <ul style="list-style-type: none"> ○ Value: 0x40
Rebel Trooper	Tusken Raider	Greedo
<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x08 • Unlocked Address: 0x344 • Cheat code Address: 0x364 <ul style="list-style-type: none"> ○ Value: 0x40 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x08 • Unlocked Address: 0x338 • Cheat code Address: 0x358 <ul style="list-style-type: none"> ○ Value: 0x10 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x40 • Unlocked Address: 0x34C • Cheat code Address: 0x36C <ul style="list-style-type: none"> ○ Value: 0x20
Stormtrooper	Jawa	Imperial Spy
<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x02 • Unlocked Address: 0x359 • Cheat code Address: 0x379 <ul style="list-style-type: none"> ○ Value: 0x80 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x10 • Unlocked Address: 0x33A • Cheat code Address: 0x35A <ul style="list-style-type: none"> ○ Value: 0x02 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x310 ○ Value: 0x80 • Unlocked Address: 0x34C • Cheat code Address: 0x36C <ul style="list-style-type: none"> ○ Value: 0x40

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Beach Trooper	Imperial Officer	Rebel Trooper (Hoth)
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x01• Unlocked Address: 0x33D• Cheat code<ul style="list-style-type: none">Address: 0x35D○ Value: 0x08	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x08• Unlocked Address: 0x339• Cheat code<ul style="list-style-type: none">Address: 0x359○ Value: 0x02	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x40• Unlocked Address: 0x344• Cheat code<ul style="list-style-type: none">Address: 0x364○ Value: 0x40
Death Star Trooper	Grand Moff Tarkin	Rebel Pilot
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x02• Unlocked Address: 0x33D• Cheat code<ul style="list-style-type: none">Address: 0x35D○ Value: 0x10	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x10• Unlocked Address: 0x347• Cheat code<ul style="list-style-type: none">Address: 0x367○ Value: 0x40	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x80• Unlocked Address: 0x33E• Cheat code<ul style="list-style-type: none">Address: 0x35E○ Value: 0x20
TIE Fighter Pilot	Han Solo (Hood)	Snowtrooper
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x04• Unlocked Address: 0x33D• Cheat code<ul style="list-style-type: none">Address: 0x35D○ Value: 0x20	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x311○ Value: 0x20• Unlocked Address: 0x349• Cheat code<ul style="list-style-type: none">Address: 0x369○ Value: 0x02	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x01• Unlocked Address: 0x33D• Cheat code<ul style="list-style-type: none">Address: 0x35D○ Value: 0x01

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Luke Skywalker (Hoth)	Bespin Guard	Bib Fortuna
<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x02● Unlocked Address: 0x33A● Cheat code<ul style="list-style-type: none">Address: 0x35A○ Value: 0x08	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x10● Unlocked Address: 0x34F● Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x10	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x80● Unlocked Address: 0x34E● Cheat code<ul style="list-style-type: none">Address: 0x36E○ Value: 0x10
Lobot	Princess Leia (Prisoner)	Palace Guard
<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x04● Unlocked Address: 0x34F● Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x08	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x20● Unlocked Address: 0x351● Cheat code<ul style="list-style-type: none">Address: 0x371○ Value: 0x01	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x01● Unlocked Address: 0x34F● Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x80
Ugnaught	Gamorrean Guard	Skiff Guard
<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x08● Unlocked Address: 0x34B● Cheat code<ul style="list-style-type: none">Address: 0x36B○ Value: 0x04	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x312○ Value: 0x40● Unlocked Address: 0x344● Cheat code<ul style="list-style-type: none">Address: 0x364○ Value: 0x02	<ul style="list-style-type: none">● Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x02● Unlocked Address: 0x34F● Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x20

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Boba Fett	The Emperor	Obi-Wan Kenobi (Ghost)
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x04• Unlocked Address: 0x338• Cheat code<ul style="list-style-type: none">Address: 0x358○ Value: 0x04	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x20• Unlocked Address: 0x338• Cheat code<ul style="list-style-type: none">Address: 0x358○ Value: 0x02	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x314○ Value: 0x01• Unlocked Address: 0x34F• Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x40
Ewok	Admiral Ackbar	Anakin Skywalker (Ghost)
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x08• Unlocked Address: 0x350• Cheat code<ul style="list-style-type: none">Address: 0x370○ Value: 0x04	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x40• Unlocked Address: 0x351• Cheat code<ul style="list-style-type: none">Address: 0x371○ Value: 0x40	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x314○ Value: 0x02• Unlocked Address: 0x353• Cheat code<ul style="list-style-type: none">Address: 0x373○ Value: 0x20
Imperial Guard	Gonk Droid	Yoda (Ghost)
<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x10• Unlocked Address: 0x34F• Cheat code<ul style="list-style-type: none">Address: 0x36F○ Value: 0x20	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x313○ Value: 0x80• Unlocked Address: 0x339• Cheat code<ul style="list-style-type: none">Address: 0x359○ Value: 0x10	<ul style="list-style-type: none">• Bought<ul style="list-style-type: none">○ Address: 0x314○ Value: 0x04• Unlocked Address: 0x353• Cheat code<ul style="list-style-type: none">Address: 0x373○ Value: 0x40

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IG-88	4-LOM	Snowspeeder
<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x314 ○ Value: 0x08 • Unlocked Address: 0x350 • Cheat code <ul style="list-style-type: none"> Address: 0x370 ○ Value: 0x01 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x314 ○ Value: 0x40 • Unlocked Address: 0x353 • Cheat code <ul style="list-style-type: none"> Address: 0x373 ○ Value: 0x10 	<ul style="list-style-type: none"> • Unlocked Address: 0x33B • Cheat code <ul style="list-style-type: none"> Address: 0x35B ○ Value: 0x08
Boosk	Custom Character 1	Millennium Falcon
<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x314 ○ Value: 0x10 • Unlocked Address: 0x351 • Cheat code <ul style="list-style-type: none"> Address: 0x371 ○ Value: 0x80 	<ul style="list-style-type: none"> • Unlocked Address: 0x34C • Cheat code <ul style="list-style-type: none"> Address: 0x36C ○ Value: 0x04 	<ul style="list-style-type: none"> • Unlocked Address: 0x33C • Cheat code <ul style="list-style-type: none"> Address: 0x35C ○ Value: 0x02
Dengar	Custom Character 2	TIE Fighter
<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x314 ○ Value: 0x80 • Unlocked Address: 0x352 • Cheat code <ul style="list-style-type: none"> Address: 0x372 ○ Value: 0x01 	<ul style="list-style-type: none"> • Unlocked Address: 0x34C • Cheat code <ul style="list-style-type: none"> Address: 0x36C ○ Value: 0x08 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x314 ○ Value: 0x80 • Unlocked Address: 0x33C • Cheat code <ul style="list-style-type: none"> Address: 0x35C ○ Value: 0x01
	X-wing	TIE Interceptor
	<ul style="list-style-type: none"> • Unlocked Address: 0x33B • Cheat code <ul style="list-style-type: none"> Address: 0x35B ○ Value: 0x80 	<ul style="list-style-type: none"> • Bought <ul style="list-style-type: none"> ○ Address: 0x315 ○ Value: 0x01 • Unlocked Address: 0x347 • Cheat code <ul style="list-style-type: none"> Address: 0x367 ○ Value: 0x08
	Y-wing	
	<ul style="list-style-type: none"> • Unlocked Address: 0x33C • Cheat code <ul style="list-style-type: none"> Address: 0x35C ○ Value: 0x04 	

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TIE Fighter (Darth Vader)

- Bought
 - Address: 0x315
 - Value: 0x02
- Unlocked Address: 0x34E
- Cheat code Address: 0x36E
 - Value: 0x02

Imperial Shuttle

- Bought
 - Address: 0x315
 - Value: 0x08
- Unlocked Address: 0x350
- Cheat code Address: 0x370
 - Value: 0x02

TIE Bomber

- Bought
 - Address: 0x315
 - Value: 0x04
- Unlocked Address: 0x351
- Cheat code Address: 0x371
 - Value: 0x10

Slave-1

- Unlocked Address: 0x358
- Cheat code Address: 0x378
 - Value: 0x40

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Custom Character

The custom character has another 2 attributes that is stored in the save file parts and name.

Parts

Here is the address of both custom characters parts:

Hair/Hat		Hands/gloves	
	<ul style="list-style-type: none">Character 1: 0x320Character 2: 0x32C		<ul style="list-style-type: none">Character 1: 0x325Character 2: 0x331
Head		Weapons	
	<ul style="list-style-type: none">Character 1: 0x321Character 2: 0x32D		<ul style="list-style-type: none">Character 1: 0x326Character 2: 0x332
Cape		Hips	
	<ul style="list-style-type: none">Character 1: 0x322Character 2: 0x32E		<ul style="list-style-type: none">Character 1: 0x327Character 2: 0x333
Torso		Legs	
	<ul style="list-style-type: none">Character 1: 0x323Character 2: 0x32F		<ul style="list-style-type: none">Character 1: 0x328Character 2: 0x334
Arms			
	<ul style="list-style-type: none">Character 1: 0x324Character 2: 0x330		

Here is every part and its value:

Hair/Hat			
	<ul style="list-style-type: none">00: Boba Fett helmet01: Pink short02: Storm Trooper helmet03: Darth Vader helmet04: Princess Leia (Slave)05: Black hood06: Rebel Trooper helmet	<ul style="list-style-type: none">07: Rebel Pilot08: Death Star Trooper helmet09: Princess Leia0A: Safari0B: Imperial Officer0C: Silver hat0D: Blue hat0E: Brown hat10: None	<ul style="list-style-type: none">01: Luke02: Tusken Raider04: Princess Leia05: Dave06: Han07: Bob08: C-3PO09: Greedo0A: Yoda0B: Grand Moff Tarkin0C: Imperial Spy0D: Bith
Head		Head	
			<ul style="list-style-type: none">00: Ben Kenobi

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- 0E: Emperor Palpatine
- 0F: Jawa
- 10: Ponda Baba
- 11: Chewbacca
- 12: 2-1B
- 13: Wicket
- 14: Ewok
- 15: Admiral Ackbar
- 16: Gamorrean Guard
- 17: Ugnaught
- 18: IG-88
- 19: Ithorian
- 1A: Duro
- 1B: 4-LOM
- 1C: Bossk
- 1D: Snivvian
- Cape**
- 00: None
- 01: Black
- 02: White
- 03: Brown
- 04: Grey
- 05: Pink
- Torso**
- 00: White
- 01: Grey
- 02: Dark Grey
- 03: Black
- 04: Brown
- 05: Sand Green
- 06: Green
- 07: Dark Blue
- 08: Orange
- 09: Olive
- 0A: Light Blue
- 0B: Light skin colour
- 0C: Red
- 0D: Beige
- 0E: Dark Blue
- 0F: Princess Leia (Slave)
- 10: Han Solo
- 11: Luke Skywalker (Tatooine)
- 12: Rebel Pilot
- 13: Luke Skywalker (Jedi)
- 14: Boba Fett
- 15: Ben Kenobi
- 16: Tusken raider
- 17: Luke Skywalker/Princess Leia (Endor)
- 18: Pink
- 19: Greedo
- 1A: C-3PO
- 1B: Grand Moff Tarkin
- 1C: Princess Leia
- 1D: Bossk
- 1E: Bib Fortuna
- 1F: Dengar
- 20: Snowtrooper
- 21: Scout Trooper
- Arms**
- 00: White
- 01: Grey
- 02: Dark Grey
- 03: Black
- 04: Brown
- 05: Sand Green
- 06: Green
- 07: Dark blue
- 08: Orange
- 09: Olive
- 07: Light Skin colour
- 08: Pink
- 09: Beige
- Hands/Gloves
- 00: Light Skin colour
- 01: Dark grey
- 02: Black
- 03: Sand green
- 04: Luke Skywalker (Jedi)
- 05: C-3PO
- 06: Greedo

Weapon

- 00: Blue Lightsaber
- 01: Green Lightsaber
- 02: Red Lightsaber
- 03: Purple Lightsaber
- 04: Blaster
- 05: Tazzer
- 06: Gun
- 07: Silver gun
- 08: Crossbow

Hips

- 00: White
- 01: Grey
- 02: Dark grey
- 03: Black
- 04: Brown
- 05: Sand green
- 06: Green
- 07: Dark blue
- 08: Orange
- 09: Olive

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- 0A: Light blue
- 0B: Light Skin colour
- 0C: Red
- 0D: Beige
- 0E: Han Solo
- 0F: Princess Leia (Slave)
- 10: Pink
- 11: C-3PO
- Legs
- 00: White
- 01: Grey
- 02: Dark grey
- 03: Black
- 04: Brown
- 05: Sand green
- 06: Green
- 07: Dark blue
- 08: Orange
- 09: Olive
- 0A: Light blue
- 0B: Light Skin colour
- 0C: Red
- 0D: Beige
- 0E: Han Solo
- 0F: Princess Leia (Slave)
- 10: Pink
- 11: C-3PO

Name

Both custom characters have their names stored in the save file in ASCII form in a 15-byte value.

Both characters name address:

Character 1: 0x3C8-0x3D6

Character 2: 0x3D8-0x3E6

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Extras

Extras are stored across a 4-byte memory address from 0x318 to 0x31B. This reflects the Extras bought in shop and ready to use. The cheat code used values is stored from 0x378 to 0x37B.

Here is each memory address and the extras it contains, along with the associated value(Normal/Cheat):

- Address 0x318/0x378
 - Extra: Use old save
 - Value: 0x01
 - Extra: Extra toggle
 - Value: 0x02
 - Extra: Fertiliser
 - Value: 0x04
 - Extra: Disguise
 - Value: 0x08
 - Extra: Daisy chains
 - Value: 0x10
 - Extra: Chewbacca carrying C-3PO
 - Value: 0x20
 - Extra: Tow Death Star
 - Value: 0x40
 - Extra: Super blasters
 - Value: 0x80
- Address 0x318/0x378
 - Extra: Fast Force
 - Value: 0x01
 - Extra: Super lightsabers
 - Value: 0x02
 - Extra: Tractor beam
 - Value: 0x04
 - Extra: Invincibility
 - Value: 0x08
 - Extra: Score x2
 - Value: 0x10
 - Extra: Self destruct
 - Value: 0x20
 - Extra: Fast build
 - Value: 0x40
 - Extra: Score x4
 - Value: 0x80
- Address 0x319/0x379
 - Extra: Regenerate hearts
 - Value: 0x01
 - Extra: Minikit detector
 - Value: 0x02
 - Extra: Score x6
 - Value: 0x04
 - Extra: Super zapper
 - Value: 0x08
 - Extra: Bounty hunter rockets
 - Value: 0x10
 - Extra: Score x8
 - Value: 0x20
 - Extra: Super Ewok catapult
 - Value: 0x40
 - Extra: Infinite torpedos
 - Value: 0x80
- Address 0x31A/0x37A
 - Extra: Score x10
 - Value: 0x01