The Star Wars Mod Comprehensive Guide

Original Trilogy Content

\*Disclaimer\* We are constantly changing and improving every aspect of the mod so there are major differences between each release. We highly recommend you read this guide before suggesting we add or change something because more likely than not, we already have plans to do so, especially in regards to the more non-immersive parts of the mod.

Please look at the Upcoming Update Tab for information about what the next update will include.

Planets: The player starts on Earth. In order to leave Earth you must craft a Hyperdrive Engine to Tatooine (see Crafting Recipe section for information on materials needed for the Hyperdrive). The player will spawn directly into the city of Mos Eisley by using the Tatooine Hyperdrive. From there, Hyperdrives to the other 4 planets must be bought from the Merchants in Mos Eisley using Imperial Credits which are found in loot chests scattered throughout Tatooine and the rest of the galaxy. There is no set order as to which planet the player must or should visit and planet choice is at the complete discretion of the player. There are 4 other possible planets to travel to besides Earth and Tatooine: Hoth, Yavin 4, Endor, and Kashyyyk. Each of these planets has their own distinct terrain, loot, and other features. For the sake of discovery, none of the major features will be disclosed save a few details for reference. Some of these terrain features include no lakes or bodies of water being present on Tatooine, a very hilly and dense forest on Kashyyyk, and ancient Jedi Temple Ruins on Yavin 4. Each planet has loot chests that spawn at specific semi-rare structures that are specific to each planet, such as the previously discussed Jedi Temples on Yavin 4 or Mos Eisley on Tatooine and all the various other buildings across the galaxy. We encourage the player to explore all of the planets in order to see everything and discover all of the different features and secrets for themselves.

Hyperdrives: Hyperdrives are bought with Imperial Credits from Merchants in Mos Eisley. All told there are 6 Hyperdrives: Earth, Tatooine, Hoth, Endor, Yavin 4, and Kashyyyk. Remember that leaving Earth for Tatooine will not give you an Earth Hyperdrive. In order to return to Earth, you must purchase the Earth Hyperdrive from a Merchant in Mos Eisley. To use a Hyperdrive, hold shift and right click.

Loot Chests: Every planet has loot chests that spawn at specific structures and each planet has different loot (besides a few common items that can possibly be found in any chest). See sections below for specifics on which armors and weapons can be found where. Of the items that are continuous through all loot chests on all planets, arguably the most important are Imperial Credits. They can be used to purchase a wide range of items from various merchants in Mos Eisley. Some of these items include weapons, Landspeeders, and Hyperdrives to other planets.

Armor: Excluding Jedi Robes, armor can only be found in their environment specific loot chests. For instance, Rebel Pilot Armor can only be found on Yavin 4 and Endor, and Sandtrooper Armor can only be found on Tatooine. This applies to all armors and again, let the movies be your guide to where certain armors can potentially be found. For reference, let it be known that there are 10 different armors in the galaxy (excluding the Jedi Robes) and you have to explore the entire universe to find all of them. As much as we don’t want to tell the player all the armors and their location so that they have some sense of exploration and discovery, the list below outlines all of the armors and their locations across the galaxy so the player can better choose which planets they’d like to visit and in what order.

Jedi Robes: \*\*\*Ask Colby to explain\*\*\*

Armor:

* + Rebel Armors
    - Rebel Endor Armor (Endor)
    - Rebel Hoth Armor (Hoth)
    - Rebel Pilot Armor (Yavin 4 and Endor)
    - Rebel Fleet Trooper Armor (Yavin 4)
  + Imperial Armors
    - Stormtrooper Armor (Endor, Kashyyyk)
    - Sandtrooper Armor (Tatooine)
    - Snowtrooper Armor (Hoth)
    - Scout Trooper Armor (Endor)
    - TIE Pilot Armor (Endor, Kashyyyk)
    - AT-AT Pilot Armor (Hoth)
  + Other
    - Jedi Robes (2 colors and craftable from Earth game start)
    - Bounty Hunter Armor (Tatooine)

Weapons: There are 6 blaster pistols, 6 blaster rifles, 2 heavy blaster rifles, and 4 melee weapons in the mod. Every blaster has a different number of shots available and will break once those shots have been used. The list below outlines their locations in the galaxy.

Weapons:

* Blaster Pistol
  + DL-44 (bought in Mos Eisley)
  + DL-18 (bought in Mos Eisley)
  + Defender Sporting Blaster (bought in Mos Eisley)
  + DH-17 (bought in Mos Eisley)
  + DL-21 (Hoth)
  + Scout Blaster Pistol (Endor)
* Blaster Rifles
  + E-11 (found on Tatooine, Hoth, Endor, Kashyyyk, also dropped by Sandtroopers in Mos Eisley)
  + A280 (bought in Mos Eisley)
  + Wookiee Bowcaster (dropped by Wookiees on Kashyyyk)
  + Tusken Cycler (dropped by Tusken Raiders on Tatooine)
  + ESB Blaster (found on Tatooine)
  + Ionization Blaster (dropped by Jawas on Tatooine)
* Heavy Blaster Rifles
  + T-21 Light Repeating Blaster (Dropped by Sandtroopers)
  + DLT-19 Heavy Blaster Rifle (found on Endor, Hoth, and Kashyyyk)
* Melee Weapons
  + Lightsaber (see section below for crafting)
  + Gaffi Stick (dropped by Tusken Raiders or bought in Mos Eisley)
  + Ewok Spear (dropped by Ewok on Endor)
  + Gamorrean Ax (dropped by Gamorrean Guard on Tatooine)

Lightsabers: Lightsabers are a huge part of Star Wars so clearly they’re included in this mod. Let it be known now that they are not craftable from the beginning of the game nor are they easy to craft. We believe this fits into the canonicity of the mod because Jedi (or Sith) cannot simply make a lightsaber whenever they please or as soon as they’d like. For that reason there is an intricate crafting recipe for the lightsaber. You first need Hilt Metal Compound, which is dropped by Jawas on Tatooine. \*\*\*\*Put something here about the Plasma Emitter and the Containment Field\*\*\*\* The most integral part of the lightsaber though is the Kyber Crystal which determines the color of the blade. The Kyber Crystal spawns at random in loot chests only in Jedi Temple Ruins on Yavin 4. The Kyber Crystal spawns randomly because the color of the crystal is different and random for every Jedi in the Star Wars universe and thus should be random and different for every player in the mod. There are only 3 possible crystal colors and thus only 3 possible lightsaber colors, being blue, green, and red. Lightsabers are extremely powerful weapons in the Star Wars universe and thus are also extremely powerful in-game, having higher attack points than any other weapon. Maybe if you’re extremely lucky, you might just find one by chance on some certain planet.

Merchants: Merchants can be found in Mos Eisley on Tatooine and sell a variety of items (there are also a few different types). Items are bought with Imperial Credits which can be found in loot chests scattered across every planet in the galaxy.

Things that can be bought from Merchants:

* Weapons Dealer
  + DL-44 Blaster Pistol
  + DH-17 Blaster Pistol
  + Defender Sporting Blaster
  + A280 Blaster Rifle
  + Gaffi Stick
* Bartender
  + Bantha Milk
  + Chasuka
  + Acid Beets
  + Canron
  + Bantha Platter
  + Bantha Chops
  + Gorrnar
  + Dewback Ribs
* General Merchant
  + Bantha Meat
  + Bantha Horns
  + Hyperdrives (Earth, Tatooine, Hoth, Endor, Kashyyyk, Yavin 4)
  + Landspeeders
  + Droids (Protocol, Astromech, GNK)
* Ship Dealer
  + TIE Fighter
  + TIE Interceptor
  + X-Wing
  + A-Wing
* Corellian
  + All Hyperdrives

Land Vehicles: There are currently 2 land vehicles in the mod being a Landspeeder and a Speeder Bike. The Landspeeder is found only on Tatooine and the Speeder Bike is found only on Endor and Hoth. The Speeder Bike has a blaster built in which can be fired from moving, just be careful where you aim and make sure you have nothing in your hand when you fire. It also moves much faster than the Landspeeder so if you want to get around very quickly, a Speeder Bike is the best choice (just remember you have to purchase a Hyperdrive to Endor or Hoth to find one).

Air Vehicles: There are currently 4 ships to choose from being the X-Wing, A-Wing, TIE Fighter, and TIE Interceptor. All of them fly with different speeds and all of them have mostly canon correct first person cockpit textures and have working radars and altimeters as well as a few other interactive goodies. They also each fire lasers (keybind with default “f” that can be changed under the controls menu, or just use right click, either works) with the correct sound and color as well as having correct engine sounds. They are currently bought from a ship dealer on Tatooine in Mos Eisley, HOWEVER, in 1.3.0, we are implementing a system of buying and finding parts across the galaxy and using certain machines to fabricate certain parts so as to make the process of having a ship much more interactive and rewarding. Also, be careful landing because THE SHIPS WILL EXPLODE if you hit the ground too hard. So be careful and soft with your landings and make sure you don’t jump out of your ship while flying or stop flying and slow down too much because it will fall to the ground and be destroyed in a fiery mass of metal and your failure. \*\*\*RIGHT CLICK TO GET IN AND OUT\*\*\*

Mobs: There are a wide variety of creatures in the Star Wars universe for the player to interact with. Just remember to be careful and let the movies be your guide as to which ones are nice, and which ones you might want to be careful with.

* + Mobs by planet:
    - Earth- none
    - Tatooine- Jawa, Bantha (don’t forget to get your milk!), Tusken Raider, Dewback, Gamorrean Guard, Sandtroopers, Bith, Tatooine Commoners (Corellian, General Merchant, Weapons Dealer, Bartender, Ship Dealer)
    - Endor- Ewok
    - Yavin 4- none
    - Hoth- Tauntaun, Wampa, Viper Probe Droids (tame em with a droid hacker)
    - Kashyyyk- Wookiee
  + Ridable Mobs- Tauntaun, Bantha, Dewback
  + Buyable Item Mobs:
    - Astromech Droids
    - Protocol Droids
    - GNK Power Droid
    - MSE Droid
  + Other Non-buyable Droids:
    - 2-1B Surgical Droids (found on Hoth)
    - Imperial Astromechs (found on I don’t really care)(tame em with droid hackers)
  + All Non-Imperial Droids are tamable with the Droid Caller and can be told to stay or follow. Just remember that they can’t fight any other mobs and if hit by a stray blaster or lightsaber will turn back into their item tile and must be placed again.

Hints for the player: We want the player to make their own way in the universe and choose their own path, but we also designed certain mod elements and items to require travel to certain planets. Our goal is for the player to travel to as many planets as possible and enjoy all the different terrain, mobs, weapons, armors, and items there are in the vast universe we’ve tried to faithfully re-create.

Easter Eggs: There ARE Easter Eggs in the mod and for the sake of them being Easter Eggs we won’t tell you anything about what they possibly are, but be on the lookout for cool and mysterious things that aren’t explicitly mentioned in this guide.

Canonicity Disclaimer: We have tried to make this mod as canon correct as humanly possible. That being said, some intricate details and features were omitted or reworked to make the mod more playable, possible to code, or plausible in the universe. We are just fans of Star Wars and could never possibly know everything about the entire universe and make everything in this mod 100% canon and correct. However, we did make this mod with canonicity in mind and strongly believe that we have created a good example of a canon Star Wars experience in the Minecraft environment. If we got something really wrong or you have any suggestions, questions, comments, or problems with our mod, please report it to us on our GitHub. We will get back to you as soon as possible and take everything you say very seriously and appreciate any and all support of our work.

Sequel Trilogy Content

Sequel Content is ever-updating and ever-changing and will continue to grow as the movies progress, and we will not add any Sequel content that we cannot find enough credible information or reference for. Also know that our mod is not strictly for the Sequel Trilogy so there may or may not be Sequel based content in every release or patch. We are constantly working on every aspect of current and future content so please do not expect us to drop our other work to make only Sequel content. That being said, we will try to add as much meaningful Sequel content as we can in addition to our already laid out update plans. We’re trying to expand our mod as much as possible as a whole, not limit ourselves to newer content just because it is more popular at the moment. Thanks for understanding and bearing with us.

Planets: Planets will be added as the movies progress and more information is available so that we can create the truest version of those planets we possibly can.

Armor: Currently we have

* First Order Stormtrooper Armor
* First Order Stormtrooper Captain Armor

As more detailed images and information of the new armors surface, we will be adding them, we just prefer to wait until we know we are making a good representation of something in the universe before rushing into it.

Blasters: Currently we have 5 Blaster Rifles and 5 Blaster Pistols. The names and sounds are more than likely incorrect at this time because the movie has not been released but they will be updated/changed as more information becomes available.

Lightsabers: We are only adding lightsabers that are brand new to the universe. We will not be adding the blue Luke lightsaber from the new movie because it is the same as the one we already have in the Original Trilogy content. We currently have Kylo Ren’s lightsaber and again, will add more as more are shown or revealed.

Vehicles: Currently the only vehicle is Rey’s Speeder that she has on Jakku, but it’s safe to assume we will be adding any and all vehicles as we know more about them. You can definitely expect re-skinned/slightly remodeled versions of the new TIE and X-Wing at some point. Besides that though, it’s all up to what vehicles we think would work well in the mod.

Mobs: BB-8 is our first mob and first droid and many more can be expected as we know more about the planets, the characters, and the inhabitants of the new universe.