

Star Wars Knights Of The Old R Lic 2 Jedi Consular Guide

The young Jedi Knights turn to the droid IG-88 for help but can they keep him under control.

This Star Wars novel ties in with the MMORPG of the same name, and is written by Sean Williams, the acclaimed science fiction author whose previous Star Wars game tie-in The Force Unleashed debuted at #1 in the New York Times bestseller list. 3,500 years in the past of the far-away galaxy, when the Jedi and Galactic Republic clashed with the Sith Empire, smuggler Jet Nebula has stumbled across a treasure richer than he ever dreamed. The Hutts want to auction it to the highest bidder, be it the Republic or the Empire, both of whom hope to bolster their chances in the coming conflict. But the Sith are interested too, and they don't bargain with anyone; the Jedi High Council is sending someone to investigate; a mysterious Mandalorian is chasing something connected to a long-forgotten crime; while a spy plays every side at once. What Jet has unearthed will surprise all of them, and leave none of them unchanged.

Collecting Star Wars: Knights Of The Old Republic #38-50, Star Wars: Knights Of The Old Republic #1 War #1-5 And Material From Star Wars Tales #24. A new direction for fugitive Jedi Zayne Carrick! With his allies by his side he'll face what may be his most dangerous enemy yet: the demonic Demagol! Nearly four thousand years before the Death Star, fugitive Padawan Zayne Carrick's quest to clear his name for the alleged murder of his fellow Jedi-in-training brings him head to head with the galaxy's most feared fighting force—the Mandalorians! Along with a petty crook named Gryph and Elbee the grouchy droid, Zayne is a passenger aboard the Last Resort, a renegade ship piloted by the senile genius Camper and his fierce protector Jarael. Together, this motley crew will face kidnappings, hijackings, maniacal scientists, Mandalorian traitors, bumbling bounty-hunting brothers, and a few really big explosions. Collecting issues #7-#12 of the comic-book series Star Wars: Knights of the Old Republic, this volume launches our lovable heroes into one of the most outrageous and exciting adventures since Luke Skywalker learned the ways of the Force!

Star Wars Omnibus

Star Wars: The Rise of the Empire

Star Wars Knights of the Old Republic II

Star Wars Commencement

The Old Republic: Vol. 3

A newly knighted Jedi on her first mission, eighteen-year-old Kerra Holt has joined a band of Jedi volunteers traveling deep behind enemy lines.

Poradnik do gry cRPG Star Wars Knights of the Old Republic, rozgrywa?cej si? 4000 lat przed wydarzeniami znanymi nam z serii filmow Gwiezdne Wojny. W galaktyce targanej konfliktami narasta kolejna faza odwiecznej wojny pomi?dzy Rycerzami Jedi a Sithami. Star Wars: Knights of the Old Republic – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. Kreacja Postaci Atrybuty Postaci Skille dost?pne w grze Questy Cz?onków Drużyny Uwagi na temat gry [Lokacja 01] Endar Spire [Lokacja 02] Tarris [Lokacja 11] Leviathan [Lokacja 14C Dark Side] Star Forge Command Center Oznaczenia w poradniku Informacja o grze Pierwszy cRPG osadzony w ?wiecie Gwiezdnycy wojen, rozgrywa?cy si? 4000 lat przed wydarzeniami ukazanymi w epizodach filmowych, w czasach Starej Republiki, gdzie trwa wieczna walka mi?dzy mocami Jedi i Sith. Gra Star Wars: Knights of the Old Republic, entuzjastycznie przy?ta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku klasycznych RPGs. Tytu? wydany zosta? w Polsce w 2003 roku i dost?pny jest na platformach: PC, XBX. Wersja ?zykowa oficjalnie dystrybuowana na terenie kraju to: z polskimi napisami.

You are the Republic's only hope . . . or biggest threat. Detailed stats, equipment, and ability descriptions for all party members -Covers all main allies and foes -Exhaustive Jedi Mastery helps you master each Jedi class -Detailed maps for every planet and location -Construct the ultimate weapon and armor kits with our expert workbench tips -All Secret Powers unearthed! -All Jedi Party Members Revealed! -The best ranged and melee weapons combat tested and approved!

Fugitive Padawan Zayne Carrick's quest to clear his name is finally concluded in this novel-length story! Zayne and his con-artist companion Gryph commit to a new course in exposing the dark actions of the secret Jedi Covenant. Yet doing so takes them not only to the homeworld of one of Zayne's murdering Masters, but also into the most highly guarded place on the planet—a storehouse of Sith artifacts! But his days as a renegade won't end there! Zayne's search for justice will continue to Coruscant, where he'll confront his Master, Lucien Draay, and the members of the Jedi Covenant in a showdown that will end his days as a fugitive in one way...or another. Star Wars: Knights of the Old Republic continues the story set nearly four thousand years before the rise of the Empire and the fall of Anakin Skywalker (and seven years prior to the events in the Knights of the Old Republic video game). This volume collects issues #29-#35.

Star Wars Legends: the Old Republic Omnibus Vol. 1

Delusions of Grandeur

Star wars knights of the old republic

The Collected Stories

Star Wars: Knights of the Old Republic Vol. 1--Commencement

#1 NEW YORK TIMES BESTSELLER • *Long before the First Order, before the Empire, before even The Phantom Menace* . . . *Jedi lit the way for the galaxy in The High Republic. It is a golden age. Intrepid hyperspace scouts expand the reach of the Republic to the furthest stars, worlds flourish under the benevolent leadership of the Senate, and peace reigns, enforced by the wisdom and strength of the renowned order of Force users known as the Jedi. With the Jedi at the height of their power, the free citizens of the galaxy are confident in their ability to weather any storm. But the even brightest light can cast a shadow, and some storms defy any preparation. When a shocking catastrophe in hyperspace tears a ship to pieces, the flurry of shrapnel emerging from the disaster threatens an entire system. No sooner does the call for help go out than the Jedi race to the scene. The scope of the emergence, however, is enough to push even Jedi to their limit. As the sky breaks open and destruction rains down upon the peaceful alliance they helped to build, the Jedi must trust in the Force to see them through a day in which a single mistake could cost billions of lives. Even as the Jedi battle valiantly against calamity, something truly deadly grows beyond the boundary of the Republic. The hyperspace disaster is far more sinister than the Jedi could ever suspect. A threat hides in the darkness, far from the light of the age, and harbors a secret that could strike fear into even a Jedi's heart.*

Witness the rise of the Empire with these two thrilling Star Wars novels—plus exclusive short stories by Melissa Scott, John Jackson Miller, and Jason Fry! TARKIN “Compelling . . . The villains of Star Wars are as much fun as the good guys.”—New York Daily News Under Governor Wilhuff Tarkin’s guidance, an ultimate weapon of unparalleled destruction—the so-called Death Star—moves ever closer to becoming a terrifying reality. Until then, insurgency remains a genuine threat. Guerrilla attacks by an elusive band of freedom fighters must be countered with swift and brutal action—a mission the Emperor entrusts to his most formidable agents: Darth Vader, the fearsome new Sith enforcer, and Tarkin, whose tactical cunning and cold-blooded efficiency will pave the way for the Empire’s supremacy—and its enemies’ extinction. A NEW DAWN Foreword by Dave Filoni “A story with pacing and dialogue that feels like classic Star Wars.”—Nerdist Ever since the Jedi were marked for death, Kanan Jarrus has devoted himself to staying alive rather than serving the Force. So when he discovers a conflict brewing between Imperial forces and desperate revolutionaries, he’s not about to get caught in the crossfire. Then the brutal death of a friend forces him to choose between bowing down to fear or standing up to fight. But Jarrus won’t be fighting alone. Soon he is joined by Hera Syndulla—a mysterious agent provocateur with motives of her own—in challenging the Empire for the sake of a world and its people.

Thousands of years before Luke Skywalker would destroy the Death Star in that fateful battle above Yavin 4, one lone Padawan would become a fugitive hunted by his own Masters, charged with murdering every one of his fellow Jedi-in-training! From criminals hiding out in the treacherous undercity of the planet Taris, to a burly, mysterious droid recovered from the desolate landscape of a cratered moon, Padawan Zayne Carrick will find unexpected allies in his desperate race to clear his name before the unmerciful authorities enact swift retribution upon him! • Collects Knights of the Old Republic #0-#6. • Set during the era of the smash-hit video games, Knights of the Old Republic features all-new characters in an action-packed adventure essential to any serious Star Wars devotee and the perfect introduction for anyone interested in exploring the universe beyond the movies!

The Republic and the Mandalorians are at war, and some of the Jedi are joining the fight! One Jedi, peace-loving Zayne Carrick, has found himself on the front lines against his wishes—he’s been drafted . . . And when Zayne is captured by the Mandalorians while storming beaches with his fellow Republic troops, he suddenly is forced not only to fight, but to fight alongside the enemy! Collects Star Wars: Knights of the Old Republic—War #1-#5. * The perfect entry point into the Star Wars galaxy!

Jedi Bounty

Knight Errant: Star Wars Legends

Star Wars Legends Epic Collection

Fatal Alliance

Knights of the Old Republic Campaign Guide

A long, long time ago, the Star Wars galaxy was a very different place. Welcome to the Old Republic! When young Jedi Zayne Carrick is framed for murder by his own masters, he goes on the run with three unlikely allies: con artist Mam Hierogryph, fugitive scientist Camper and bodyguard Jarael. But can they survive long enough to clear Carrick's name, uncover a conspiracy -- and maybe gain a bit of profit along the way? Strap in for an adventure that spans the galaxy, as this ragtag group of heroes face corrupted Jedi, deadly Mandalorians, the power of the Sith and much more! COLLECTING: Star Wars: Knights of the Old Republic (2006) #40, Star Wars: Knights of the Old Republic - War (2012) #1-5, Star Wars: Knights of the Old Republic Handbook (2007) #1, material from Star Wars: Knights of the Old Republic-Rebellion (2006) 0

Poradnik do drugiej czesci gwiezdnej sagi Star Wars: Knights of the Old Republic II: The Sith Lords, zawiera informacje wstepne dotyczace wyboru postaci i rozpozecia rozgrywk i oraz pelny opis przejscia gry zlistowany mapami poszczegolnych lokacji. Star Wars: Knights of the Old Republic II – The Sith Lords – poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. [Porady ogólne] Drużyna [Porady ogólne] Klasy prestigeowe [Porady ogólne] Współczynniki i skille [Nar Shaddaa] Refugee Sector [Nar Shaddaa] Nar Shaddaa Docks [Nar Shaddaa] Nar Shaddaa [Nar Shaddaa] Vogga's Warehouse [Nar Shaddaa] Main Area [Dantooine] Khoonda [Prolog] Prolog Informacja o grze Star Wars: Knights of the Old Republic – The Sith Lords to druga część znakomitej gry z gatunku cRPG przygotowanej przez kanadyjskie studio BioWare. Za developing tej odsłony odpowiedzialny jest już kto inny, zespół Obsidian Entertainment, notabene będący partemr BioWare. Gra Star Wars: Knights of the Old Republic II – The Sith Lords, dobrze przyjęta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku klasycznych RPGs. Tytuł wydany został w Polsce w 2005 roku i dostępny jest na platformach: PC, XBX. Wersja językowa oficjalnie dystrybuowana na terenie kraju to: angielska.

Finally cleared of the false charges against him, Zayne Carrick is ready for adventure and finds more than what he bargained for when he commits to helping Jarael, who is on the run from her past.

On Yavin 4, Jacen, Jaina, and the other young Jedi Knights have already discovered one truth about the Alliance—once you go to Ryloth, you either join, or you die.

Star Wars Knights of the Old Republic

Star Wars: Knights of the Old Republic Volume 7 -- Dueling Ambitions

Star Wars: Knights of the Old Republic II - The Sith Lords

Star Wars: Knights of the Old Republic Volume 9 - Demon

Revan

Engage in a Golden Age Saga - Strategies for fighting and equipment usage - Exclusive maps for every level, from Endar Spire to the climatic final battle - Strategies for each character class - Details on every NPC and party member - Complete strategies for the card game Pazaak - Comprehensive item, power-up, and weapon lists - Complete walkthrough from Padawan to Jedi Master - Tips for resisting (or receiving) the dark side! - All puzzle solutions, minigames, and side quests revealed

Zayne and his con-artist partner Gryph are finally learning the truth about their fierce friend Jarael and the strange Mandalorian deserter Rohlan. Deception has been company to the foursome since Zayne's life as a fugitive banded them together. As they have adventured across the galaxy, light has shone on each of their pasts. Yet for one of Zayne's companions, a resurfacing past brings deadly peril -- and he'll have to call in every favor he can if he hopes to save the day! • Collects issues #47-#50 of Star Wars: Knights of the Old Republic. * From Mass Effect: Redemption co-writer John Jackson Miller! "The Star Wars universe has never looked so good." -Wizard magazine

In 1982, George Lucas saw potential in the fledgling videogame industry and created his own interactive-entertainment company. Twenty-five years and dozens of award-winning games later, LucasArts has earned a prestigious place in the industry and in the hearts of gamers everywhere. Rogue Leaders is the first substantive survey of a videogame companya deluxe compilation that traces its history through never-before-published interviews. In addition, more than 300 pieces of concept art, character development sketches, and storyboards were being lavishly reproduced to showcase the creative talent behind such videogame classics as The Secret of Monkey Island, Grim Fandango, and Star Wars: Knights of the Old Republic, as well as games that were never publicly released. A thrill for millions of videogame and LucasArts fans around the world.

Collects Star Wars: Knights of the Old Republic (2006) #19-37. After Zayne Carrick is framed for the murder of his fellow Jedi in training, his poor luck prevents him from clearing his name and throws him into dangerous situations all over the galaxy, leading to his final confrontation with the Jedi Masters who massacred their own Padawans!

Star Wars: Vector 1

Darkest Knight

Star Wars: Knights of the Old Republic

Knight Errant

Star Wars Omnibus Knights of the Old Republic Vol. 2

Knights of the Old Republic: Destroyer begins with an untold chapter from the lives of Malak and Revan -- stars of the KoOR video game! From there, it takes us to a death-defying shootout on the face of a comet and into the heart of one of the cruelest organizations in the galaxy -- the Crucible. Former Padawan Zayne Carrick risks not just his life, but also his sanity, to help his friend Jarael face her dark past. Zayne may have set off for adventure, but what he finds are irreversible consequences for himself and his crew in a dangerous, unforgiving galaxy. * Featuring Malak and Revan from the Knights of the Old Republic video game!

A lone Jedi in Sith space dedicates her life to bringing down Sith rule, one act of sabotage at a time. A thousand years before Star Wars: A New Hope, the Republic is in a dark age and groups of Sith have taken over vast swaths of the galaxy. Hiding in one Sith hell-hole is Kerra Holt, a young Jedi working alone to destroy the Sith Masters. But what she doesn't know is that she just might be the pawn of a powerful Sith Lord...

Alone, deep behind enemy lines, Jedi Knight Kerra Holt has a new plan—liberate her homeworld from the Sith! But when her arrival on the planet coincides with an ambush from a Hutt mastermind, her daring rescue quickly starts looking like a suicide mission. Knight Errant: Deluge is the sequel to John Jackson Miller's New York Times bestseller! Collects the five-issue miniseries.

Thousands of years before Luke Skywalker would destroy the Death Star in that fateful battle above Yavin 4, one lone Padawan would become a fugitive hunted by his own masters, charged with murdering his fellow Jedi-in-training.

Star Wars

Rogue Leaders

AFlame

Star Wars: Knight Errant vol. 2 Deluge

Star Wars: Knights of the Old Republic Volume 3--Days of Fear, Nights of Anger

Following an ambush by the Jedis, Sith Yaru Korsin fights a nutny led by his own brother, leaving him no choice but to flee with the remaining loyal Siths to the outskirts of an unknown planet where they face plagues and predators.

A brand-new Star Wars: The Old Republic novel from bestselling Star Wars author Drew Karpyshyn. As well as exploring what happened to Revan after Knights of the Old Republic, in this novel readers will learn who the Sith Emperor is in the time of the Old Republic, where he came from and how he has held onto power for so long... There's something out there. A juggernaut of evil bearing down to crush the Republic - unless one lone Jedi, shunned and reviled, can stop it. Revan: hero, traitor, conqueror, villain, savior. A Jedi who left Coruscant to defeat Mandalorians—and returned a disciple of the dark side, bent on destroying the Republic. The Jedi Council gave Revan his life back, but the price of redemption was high. His memories have been erased. All that's left are nightmares—and deep, abiding fear. What exactly happened beyond the Outer Rim? Revan can't quite remember, yet can't entirely forget. Somehow he stumbled across a terrible secret that threatens the very existence of the Republic. With no idea what it is, or how to stop it, Revan may very well fail, for he's never faced a more powerful and diabolic enemy. But only death can stop him from trying...

Set between The Fall of the Sith Empire and Dark Lords of the Sith, this 'missing' instalment of Tales of the Jedi provides essential background to George Lucas's epic Star Wars saga.

An original adventure featuring Jedi Kerra Holt—star of the hot new Dark Horse Knight Errant comic series! A thousand years before Luke Skywalker, a generation before Darth Bane, in a galaxy far, far away . . . The Republic is in crisis. The Sith roam unchecked, vying with one another to dominate the galaxy. But one lone Jedi, Kerra Holt, is determined to take down the Dark Lords. Her enemies are strange and many: Lord Daiman, who imagines himself the creator of the universe; Lord Odion, who intends to be its destroyer; the curious siblings Quillan and Dromika, the enigmatic Arkadia. So many warring Sith weaving a patchwork of brutality—with only Kerra Holt to defend the innocents caught underfoot. Sensing a sinister pattern in the chaos, Kerra embarks on a journey that will take her into fierce battles against even fiercer enemies. With one against so many, her only chance of success lies with forging alliances among those who serve her enemies—including a mysterious Sith spy and a clever mercenary general. But will they be her adversaries or her salvation? Features a bonus section following the novel that includes a primer on the Star Wars expanded universe, and over half a dozen excerpts from some of the most popular Star Wars books of the last thirty years!

Prima's Official Strategy Guide

Knights of the Old Republic

The Story of LucasArts

Star Wars: Knights of the Old Republic Volume 10—War

Nearly four thousand years before the Death Star, fugitive Padawan Zayne Carrick's quest to clear his name runs afoul of forces beyond his control—forces he and his friends have helped to unleash! Con artist Gryph sees the Mandalorian Wars as a chance to make a quick credit, but Zayne sees a terrible tragedy on the horizon—one where only an act of self-sacrifice can save the ungrateful Republic! But the real key to the future of the galaxy may lie with none other than Zayne's fellow fugitives, the genius Camper and the beautiful Jarael, who have just fallen prey to the forces they've spent a lifetime running from! - Collects issues #13-#18 of the ongoing comic-book series.

Set an even longer time ago in a galaxy far, far away, BioWare's 2003 Star Wars: Knights of the Old Republic wowed players with its compelling characters, lightsaber customization, complex morality choices, and one of the greatest plot twists in both video game and Star Wars history. But even for veteran studios like LucasArts and BioWare, the responsibility of making both a great game and a lasting contribution to the Star Wars canon was no easy task. Featuring extensive new interviews with a host of KoOR's producers, writers, designers, and actors, journalist Alex Kane weaves together an epic oral history of this classic game, from its roots in tabletop role-playing and comic books, to its continued influence on big-screen Star Wars films. Whether you align with the light or the dark side, you're invited to dive into this in-depth journey through one of the most beloved Star Wars titles of all time.

Jedi twins confront Zekk who is raiding the Wookiee computer center. Star Wars: Young Jedi Knights.

This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic.

The Sith Lords

Lost Tribe of the Sith

Star Wars: Knights of the Old Republic Volume 6Vindication

Star Wars: Knights of the Old Republic Vol. 2--Flashpoint

Star Wars: Knights of the Old Republic Volume 8 -- Destroyer

Former Padawan—and former fugitive—Zayne Carrick is taking his life in a new direction. Along with his con-artist best friend Gryph, the beautiful, bold, and mysterious Jarael, and ex-Mandalorian warrior Rohlan, our bumbling yet lovable hero is ready to embark on the sort of adventures only possible in the Star Wars universe! In "Prophet Motive," it's a long-shot swindle gone wrong; in "Faithful Execution," it's a ghost ship and renegade droids; and in "Dueling Ambitions," it's combat sports and high-speed racing. • Don't era for our cast of characters, and the perfect jumping-on point for new readers!

The Knights of the Old Republic, fearing for the future, activate Celeste Morne, who encounters Zayne Carrick, a Padawan who is accused of murdering fellow Jedi: four thousand years into the future, the crew of the Uhumele come into conflict with Darth Vader and Celeste, who is now a Jedi master.

Follows the adventures of Zayne Carrick, one lone Padawan who becomes a fugitive hunted by his own Masters for the charge of murdering every one of his fellow Jedi-in-training and his desperate race to clear his name.

Star Wars: Knights of the Old RepublicBoss Fight Books

Star Wars: Light of the Jedi (The High Republic)

Featuring the Novels Star Wars: Tarkin, Star Wars: A New Dawn, and 3 All-New Short Stories