DATAPAD

App Play Guide

A guide by Joshua Pickering

Xeneu | **Bounty Hunter**

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Section A: Datapad Introduction

Your Datapad is your personal tool box to interact with the various technological wonders of Batuu. From it you can scan cargo, hack droids, doorway control panels, and more. It allows you to be able to tune in and intercept transmissions of the inhabitants of the planet Batuu and Black Spire Outpost. It's also your in-hand Translator for those off-worlders that can't read Basic Aurebesh. And finally it features an interactive map and your personal in-app profile. The following is a breakdown of the functions found on this device.

Hack:

This tool allows you to "slice" into the databank of different objects around the Outpost. You can Hack droids, ships, and door controls. Walking up to any of these interfaces and opening this tool will allow you to begin to slice into it to steal its data. Droids will be accessed through a "Droid Socket" puzzle, which involves rotating the circle disks to allow the dotted line interface a direct unobstructed path to the center of the puzzle. Ships, tech, and door panel controls involve a puzzle that requires the tracing of 'circuit connection' line path between the related "circuits" without tracing over any of the previously drawn connections.
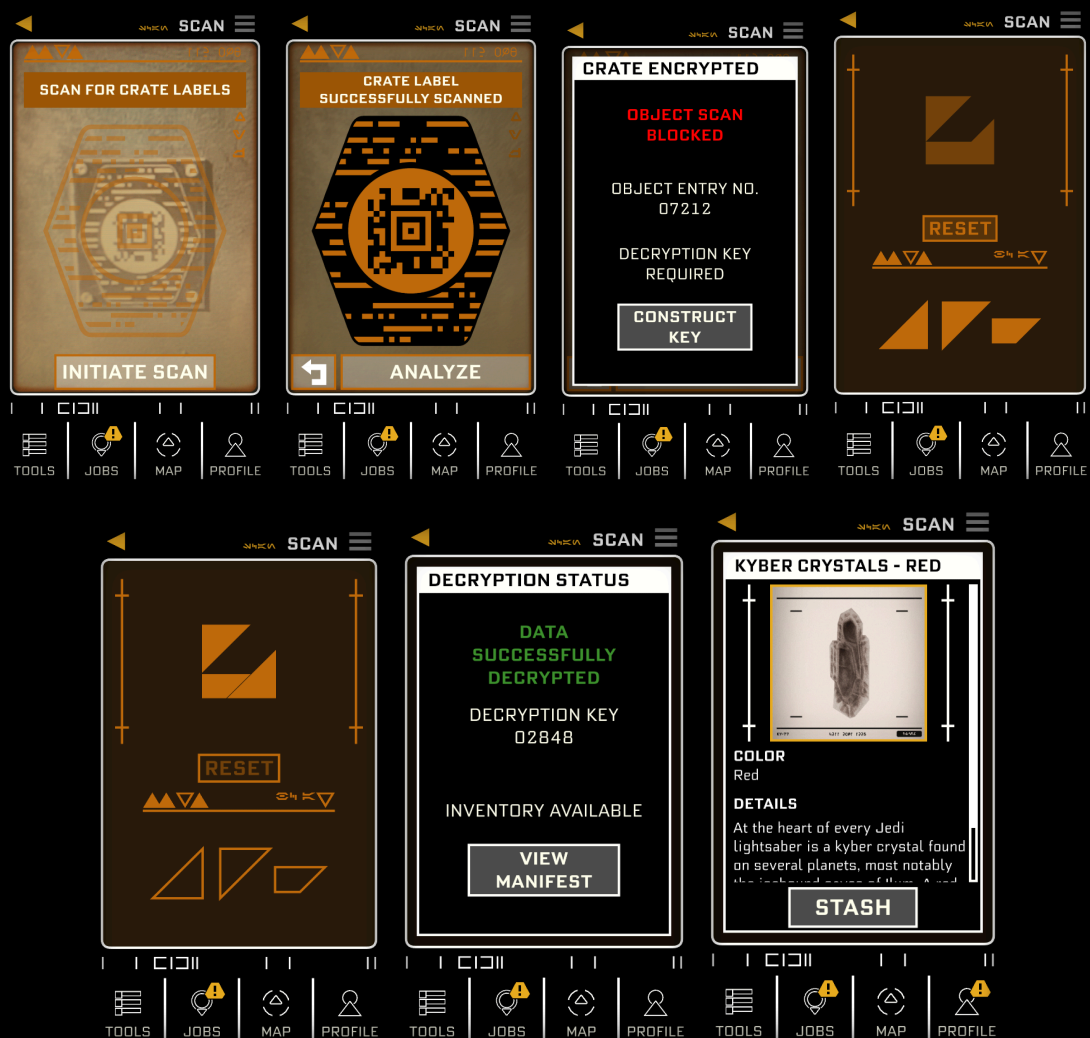

Droid Hacking Puzzle
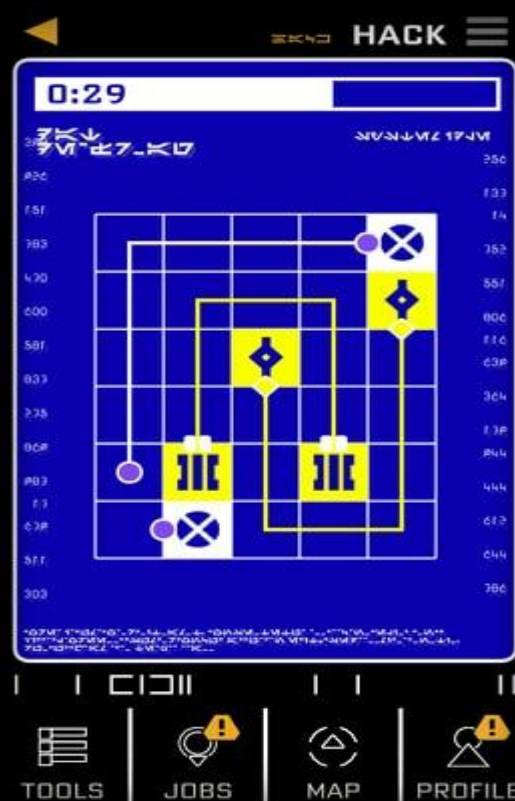
**Doorway, ship, and other hacks
Circuit Path Trace Puzzle**

Scan:

The scan tool brings up your visual scanner to use to reveal the true contents of a piece of cargo or container. Scanning the QR Code Label on the crate/container will start a Tangram puzzle to assemble a "decryption" key. The puzzle features an outline that you must match by dragging the provided key pieces into place to assemble the key. These puzzles get progressively more difficult as you scan more.

Translate:

Brings up a translator tool. To use find any aurebesh text in the park, and select one of the following Translation Options. Audio input is to be used when you're inside Dok Ondar's and use it to eavesdrop on his conversation. Visual Input allows you to scan an alien sign with your scanner to quickly translate text on the planet. And finally there is Manual Input. It uses the provided Aurebesh and Droidobesh keyboard. Once you are finished typing, hit the translate button and the text will be converted to english. The first two methods of translation can only be used on the planet, but the Manual Input is available off world. Handy tool for off-worlders who can't read basic.

TRANSLATE

TRANSLATE

SPACE

TOOLS   JOBS   MAP   PROFILE

TRANSLATE

TRANSLATE

SPACE

TOOLS   JOBS   MAP   PROFILE

TRANSLATE

CAUTION

RE-ENTER TEXT

SPACE

TOOLS   JOBS   MAP   PROFILE

TRANSLATE

TRANSLATE

SPACE

TOOLS   JOBS   MAP   PROFILE

TRANSLATE

TRANSLATE

SPACE

TOOLS   JOBS   MAP   PROFILE

TRANSLATE

SALES SERVICE TRADES

RE-ENTER TEXT

SPACE

TOOLS   JOBS   MAP   PROFILE

Tune:

Final tool in the box is for intercepting the various communications that flow on-world from the numerous comm towers around the planet. To tune in, approach the comm tower and access it in the tune tool. You will then be required to home in on the "signal" by first rotating your datapad, to find the signal source, and then once you have the first "lock" you need to raise and or lower your pad until it makes the final connection. Next, if the communication is encrypted, you will need to assemble the comm file, a puzzle in which you drag pieces of a waveform up and down to fit them in the correct order, once re-assembled you need to match the aurebesh characters on the waveform with the corresponding icon on the right when the "scan" level lines up with each piece. This should reveal the intercepted message.

Jobs Menu:

This area of the Datapad is where you can find and sign up for missions and jobs for the citizens of Batuu. Mission types and rewards vary, but completing any one of them will increase your standing with the faction that issued the job. At first All Missions are displayed, but there is a drop-down menu that will display by Active, Available, Factional Allegiance (Resistance, First Order, Scoundrel, or Neutral), Outpost Control, and Completed. Active will only list the missions you are currently assigned. Available is a list of jobs to choose from. By using the Factional Selection will display only those missions that are aligned with the faction of your choice. Outpost Control is only available once you have reached a certain level with your faction.   And finally there is the Completed section which lists all your finished jobs and offers you a chance to redo them again from the same rewards and increase in faction points.
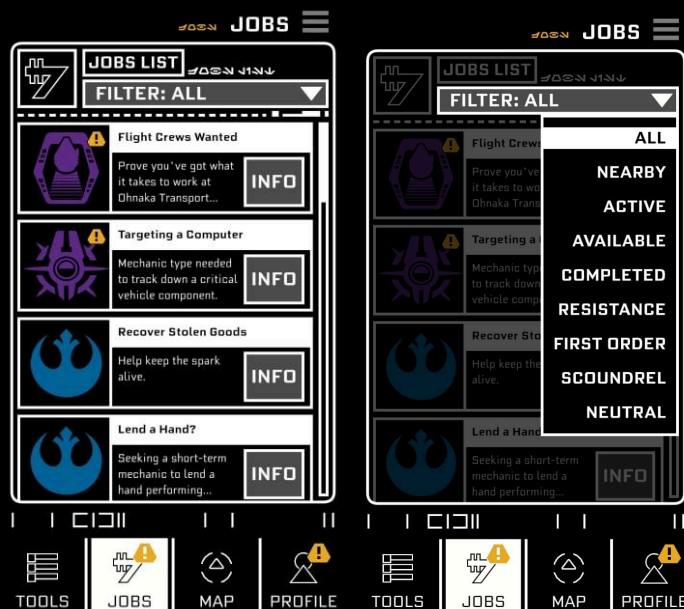
Map:

Displays the map of Batuu and Black Spire Outpost. It shows the location of interface points, stores, and rides. You can filter by Tools, Jobs, and Outpost Control when active.   The numbers indicate the number of interactive points in a small area and by clicking it you can see the list of nearby items.
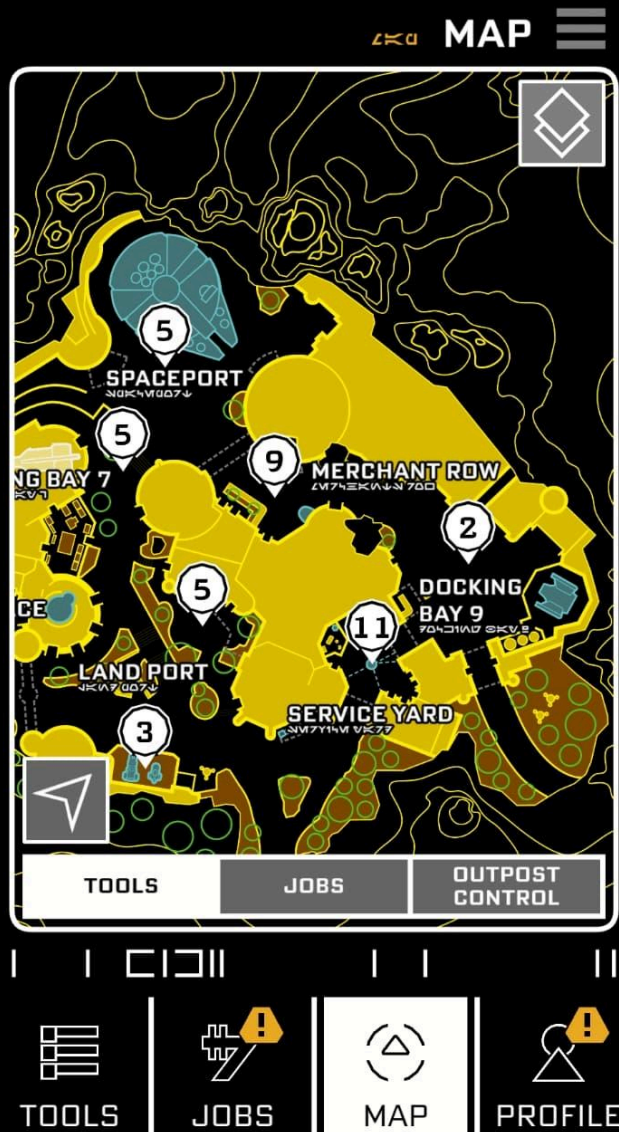
Profile:

Here you can see all the progress you have made. It displays your character image and your faction standings. Also from your profile you can check your equipment inventory, collection of maps, droid data and schematics, a log of all your intercepted messages, acquired titles and finally the total number of credits you possess.

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Section 1: Hacking Batuu

Below is a list of all the "Hackable" Interactive Points around the planet of Batuu. Just about every piece of technology on the planet has the ability to be "sliced" and yields both rewards in datapad and the amusing real-world reactions from the tech too (SFX, blasts from the landing jets, lights and more). This section is broken down by area of the Outpost, and features the hackable item, the puzzle type (Droid Socket or Circuit Trace), possible rewards, and the response from the hack (ie. real world action from app interaction).

Resistance Encampment
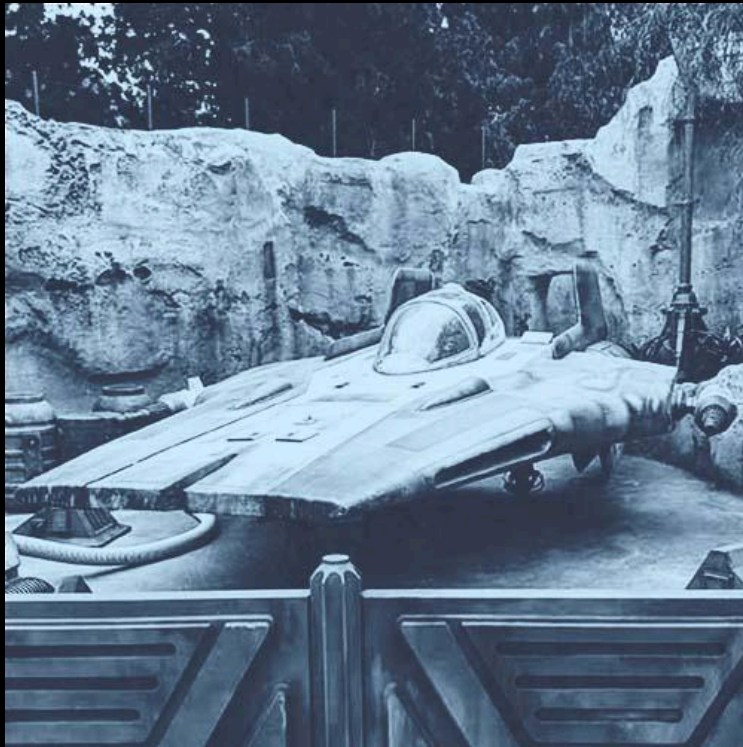
RZ-2 A-wing: circuit puzzle
Reward: schematic RZ-2A A-Wing and Starmap Trailing Sectors 1
A-wing Engine Startup and Power down SFX

T-70 X-WING

A highly versatile starfighter favored by the Resistance.

HACK

TOOLS | JOBS | MAP | PROFILE

T-70 X-Wing: circuit puzzle
Reward: schematic T-70 X-Wing and Starmap New Territories 1
X-wing Power up and down SFX, Smoke FX

EG-58 AND EG-57 [?]

Two droids
storing power for
the Resistance.

HACK

TOOLS   JOBS   MAP   PROFILE
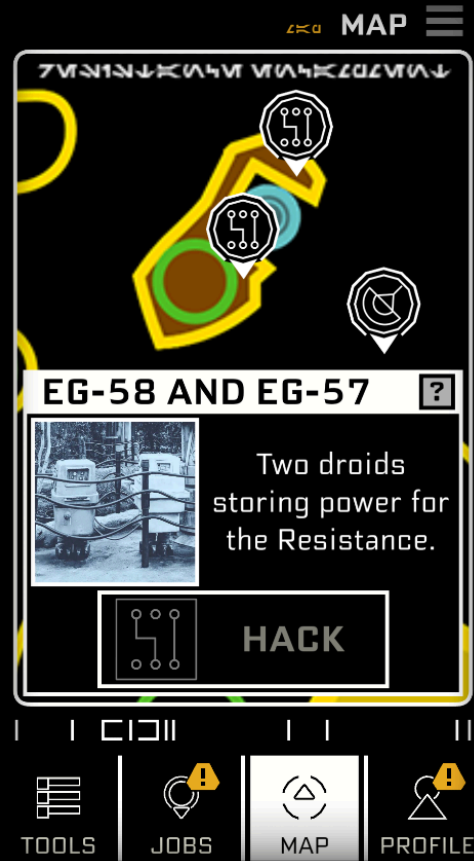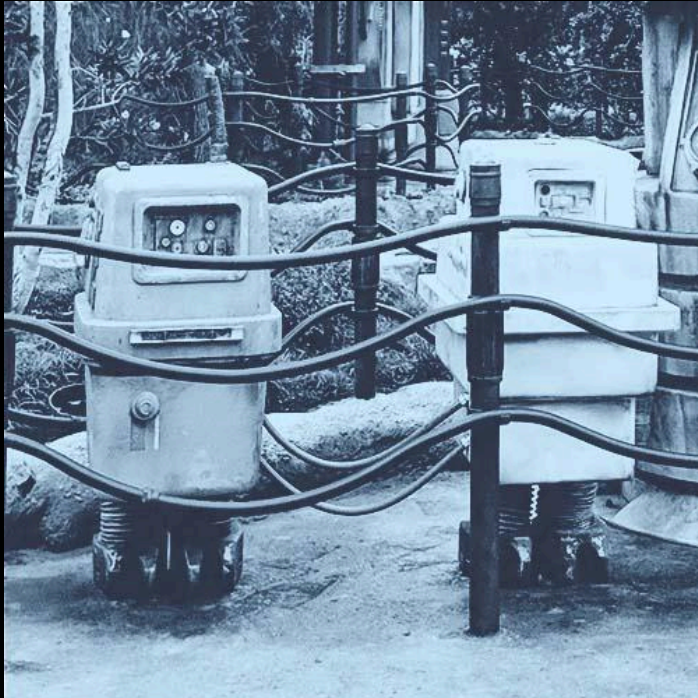
EG-57: droid socket puzzle
Reward: EG-57 Droid Data

RESISTANCE SUPPLY

EG-30 AND EG-16 ?

Two droids storing power for the Resistance.

HACK

TOOLS | JOBS | MAP | PROFILE
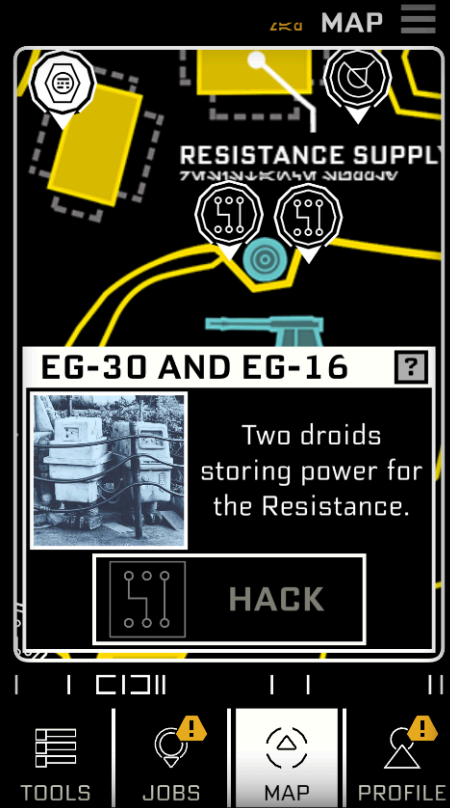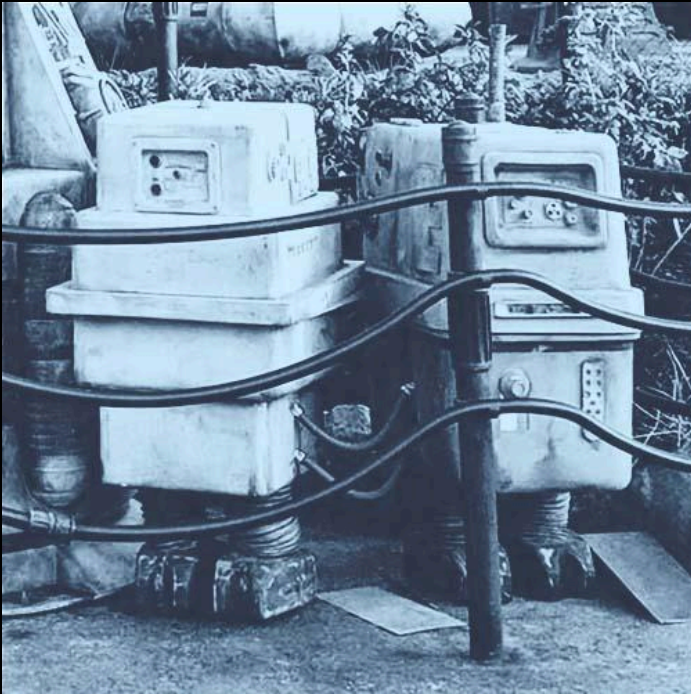
EG-127: droid socket puzzle
Reward: EG-127 Droid Data and Starmap Trailing Sectors 2

RESISTANCE SUPPLY

SHORT-RANGE ANTENNA ?

Antenna used for short-range communications.

HACK

TOOLS | JOBS | MAP | PROFILE
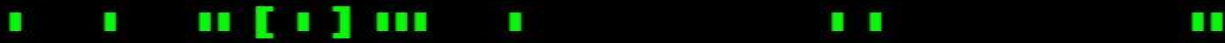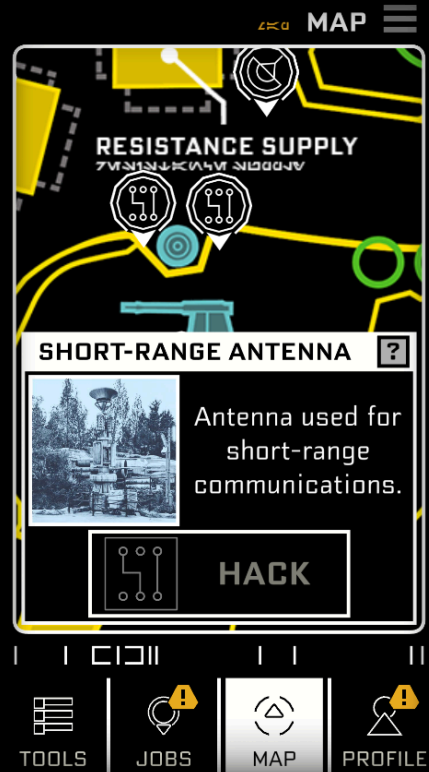
Short-Range Antenna: circuit puzzle
Reward: Starmap Unknown Regions 2
Antenna Power down SFX
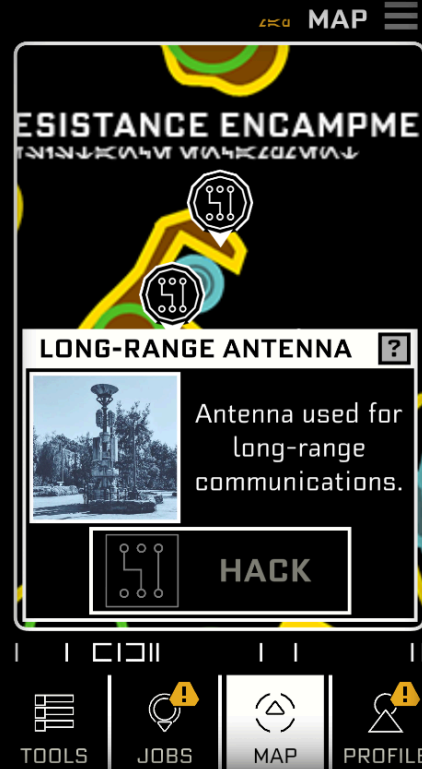
Long-Range Antenna: circuit puzzle
Reward: Starmap The Interior 4
Antenna Power down and GNK SFX

Black Spire Outpost Market

Moisture Vaporator: circuit puzzle

Fluid Tanks: circuit puzzle
Dianoga eye-stock appears in the fluid tank, SFX

Ronto's Roasters
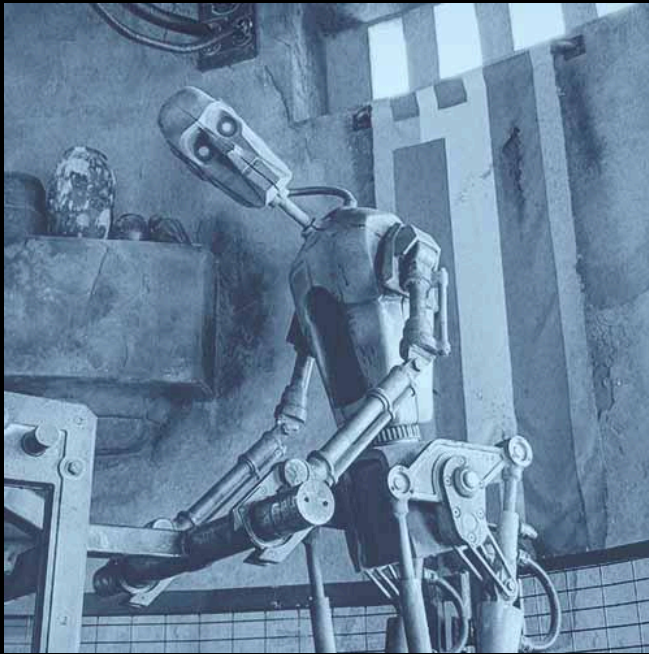
8D-J8: droid socket puzzle
Reward: 8D-J8 Droid Data and Starmap Western Reaches 2
The "chef" makes a comment

Black Spire Station
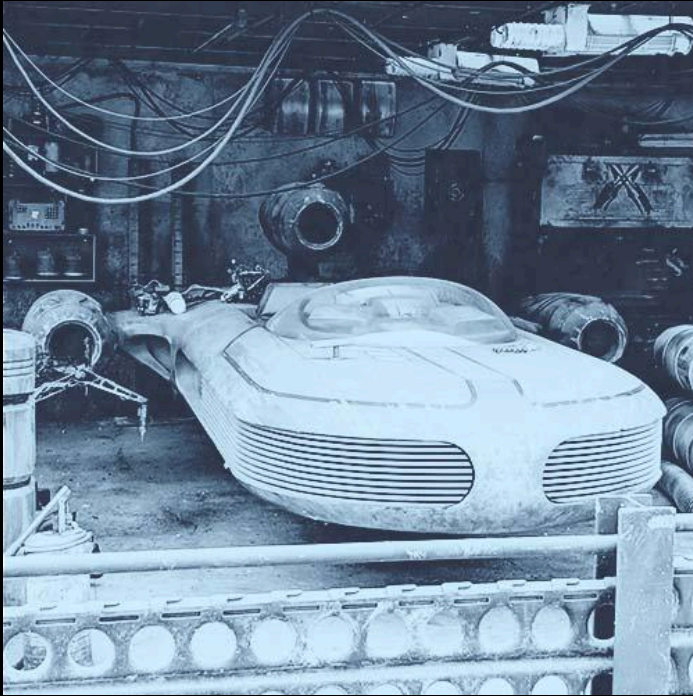
X-34 Landspeeder: circuit puzzle
Reward: schematic X-34 Landspeeder and Starmap The Slice 2
Landerspeeder emits Power up and down SFX

Droid Depot

Exterior

C2-B9 ?

A refurbished yellow and white astromech unit.

HACK

TOOLS   JOBS   MAP   PROFILE
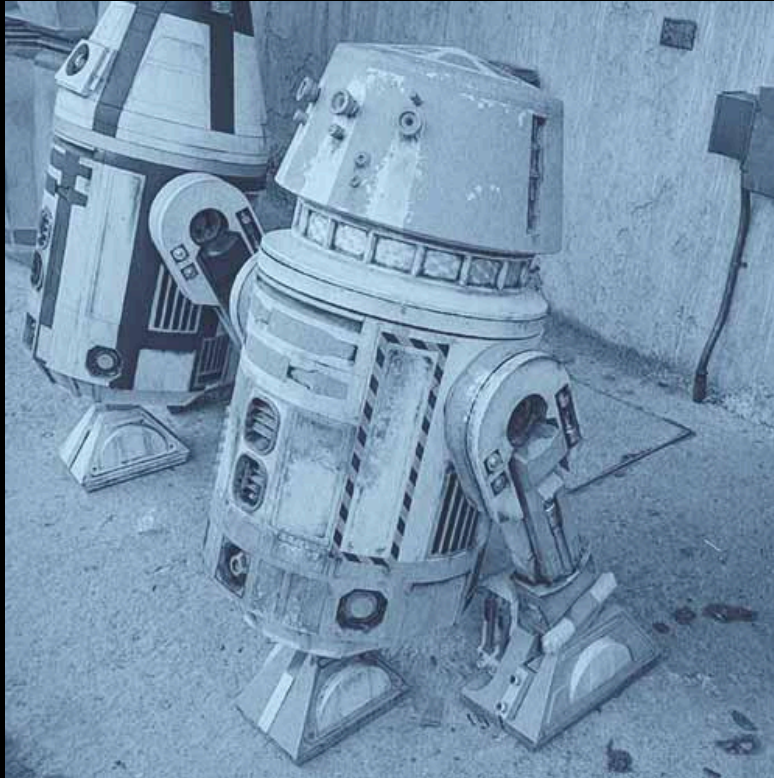
C2-B9: droid socket puzzle
Reward: C2-B9 Droid Data and Starmap The Slice 1
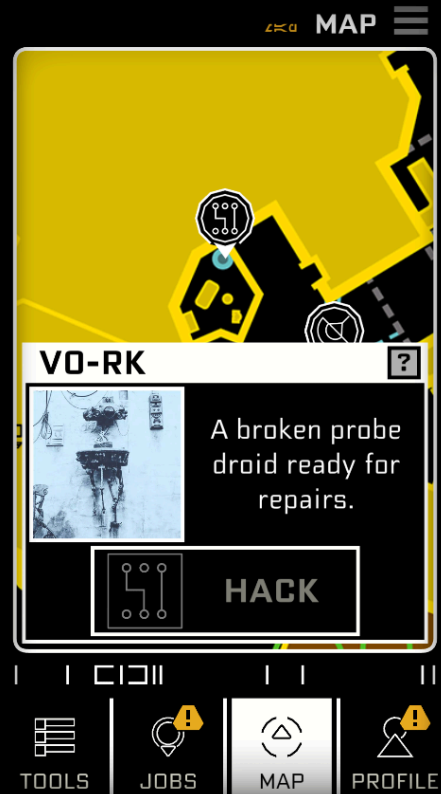**Droid emits Astromech SFX and it's head spins around.**

MAP ≡

MULTIPLE ITEMS DETECTED ✕

L4-R6
A refurbished blue and white astromech unit. [HACK]

C2-B9
A refurbished yellow and white astromech unit. [HACK]

TOOLS | JOBS | MAP | PROFILE

L4-R6: droid socket puzzle
Reward: L4-R6 Droid Data
L4-R6 Beeps and "talks" to the other droids

Droid Depot Interior
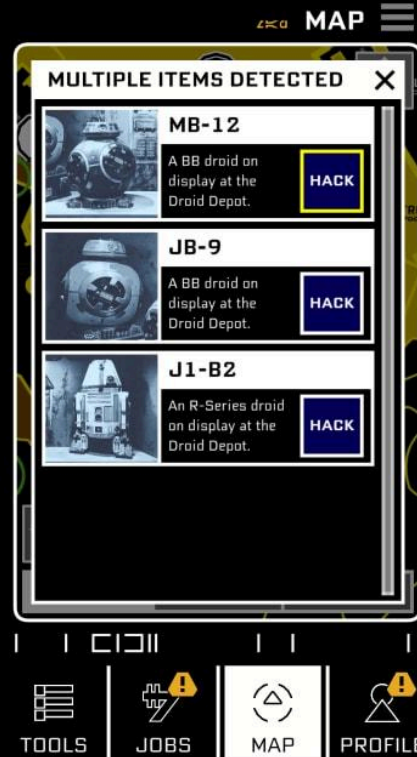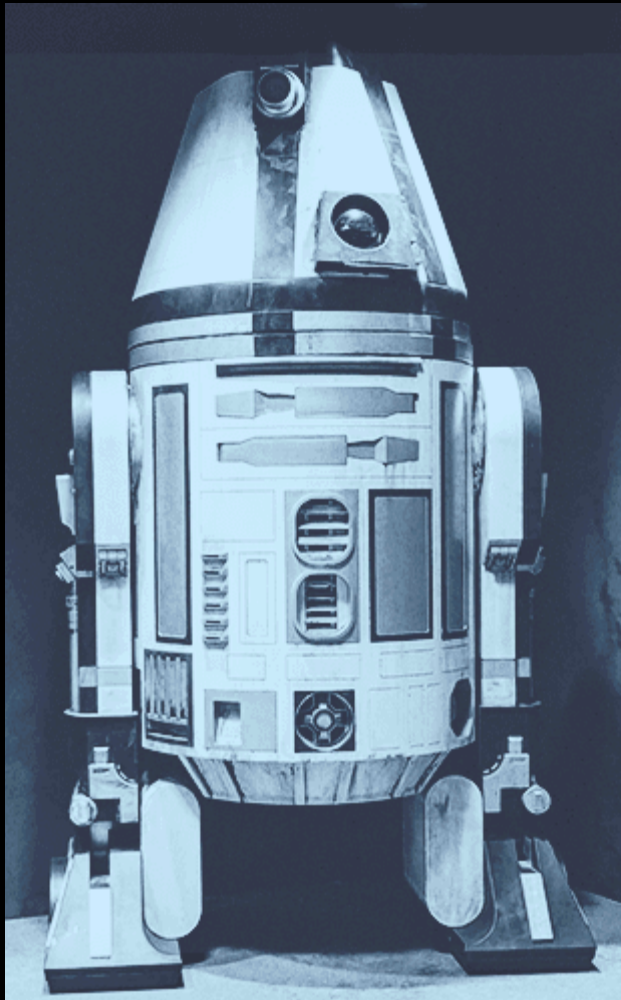
J1-B2: droid socket puzzle
Reward: J1-B2 Droid Data and Starmap Western Reaches 1

MAP

MULTIPLE ITEMS DETECTED ✕

MB-12
A BB droid on display at the Droid Depot.
HACK

JB-9
A BB droid on display at the Droid Depot.
HACK

J1-B2
An R-Series droid on display at the Droid Depot.
HACK

TOOLS   JOBS   MAP   PROFILE
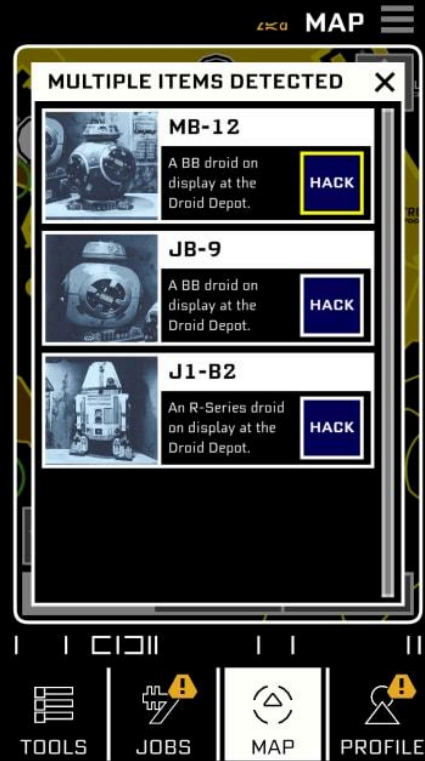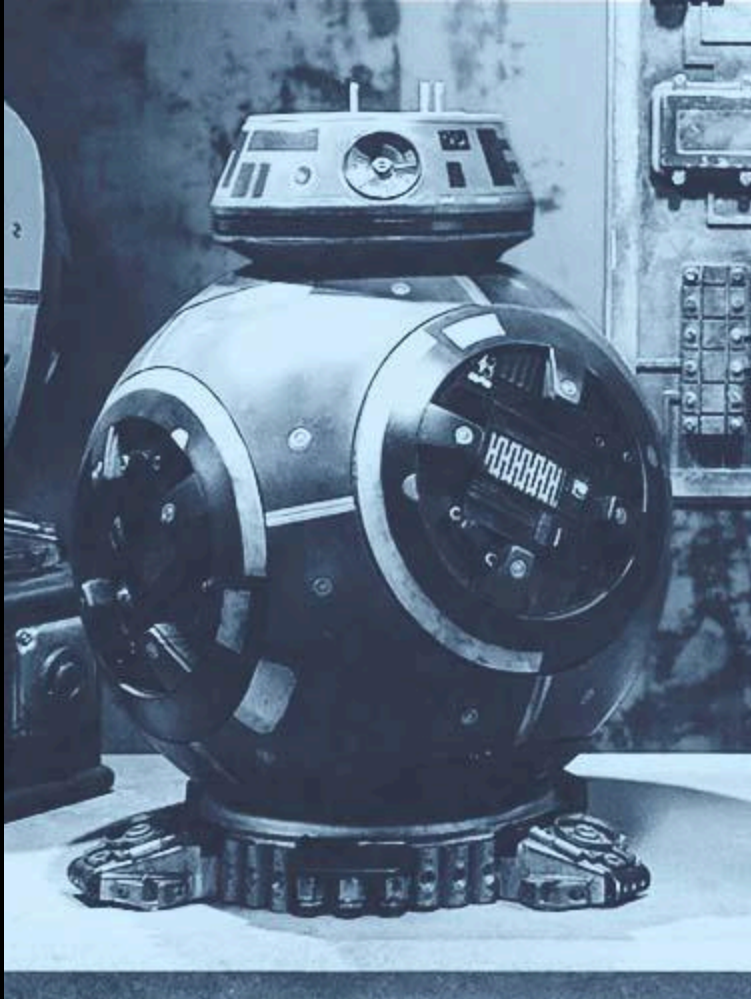
MB-12: droid socket puzzle
Reward: MB-12 Droid Data

Courtyard

VO-RK

A broken probe droid ready for repairs.

HACK

TOOLS JOBS MAP PROFILE
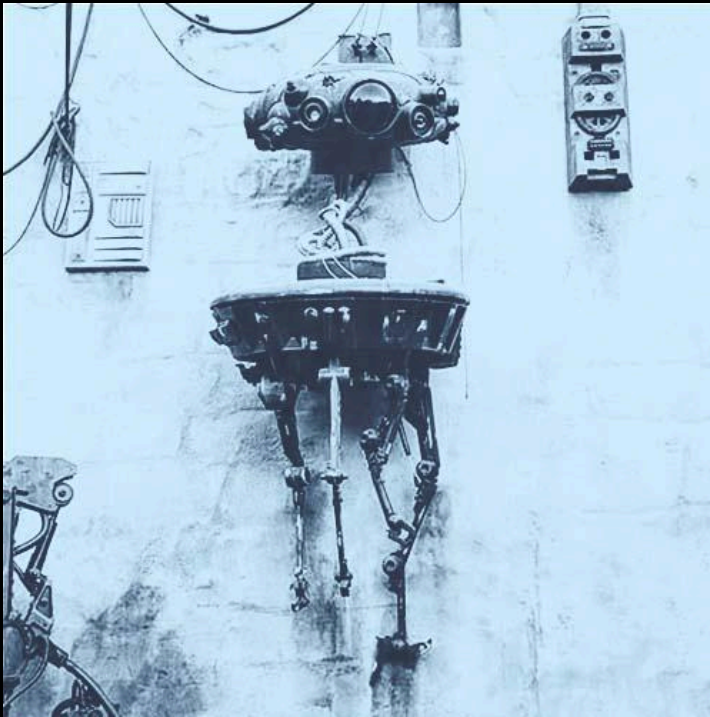
V0-RK: droid socket puzzle
Reward: V0-RK Droid Data and Starmap Western Reaches 3

Docking Bay 9

FIRST ORDER CARGO
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KING BAY 9
7◦ⴄコⱽ⋀◦ ⊕ⴄⱽ Ⰼ

FIRST ORDER TIE/ES ASSAULT SHUTTLE [?]

A First Order hyperspace capable troop transport.

HACK

TOOLS | JOBS | MAP | PROFILE

First Order TIE/ES Assault Shuttle: circuit puzzle
Reward: TIE/ES Assault Shuttle schematic, Starmap Unknown Regions 3

Merchant Row
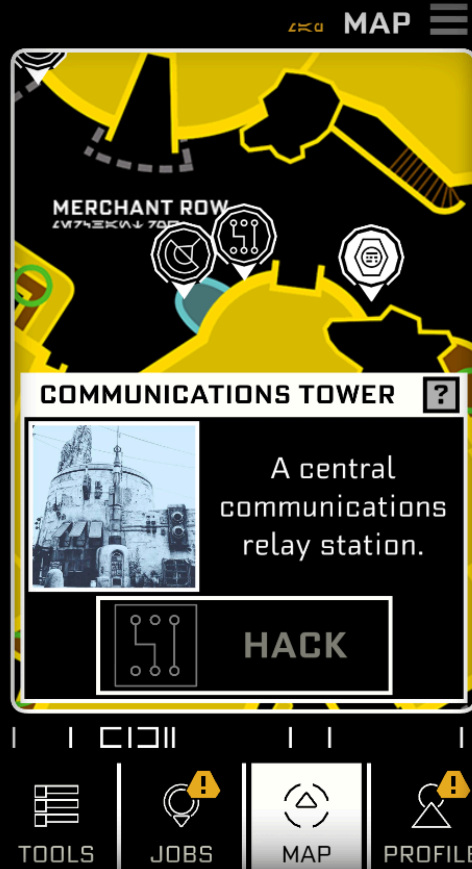
Communications Tower: circuit puzzle
Reward: Starmap New Territories 3

Oga's Cantina
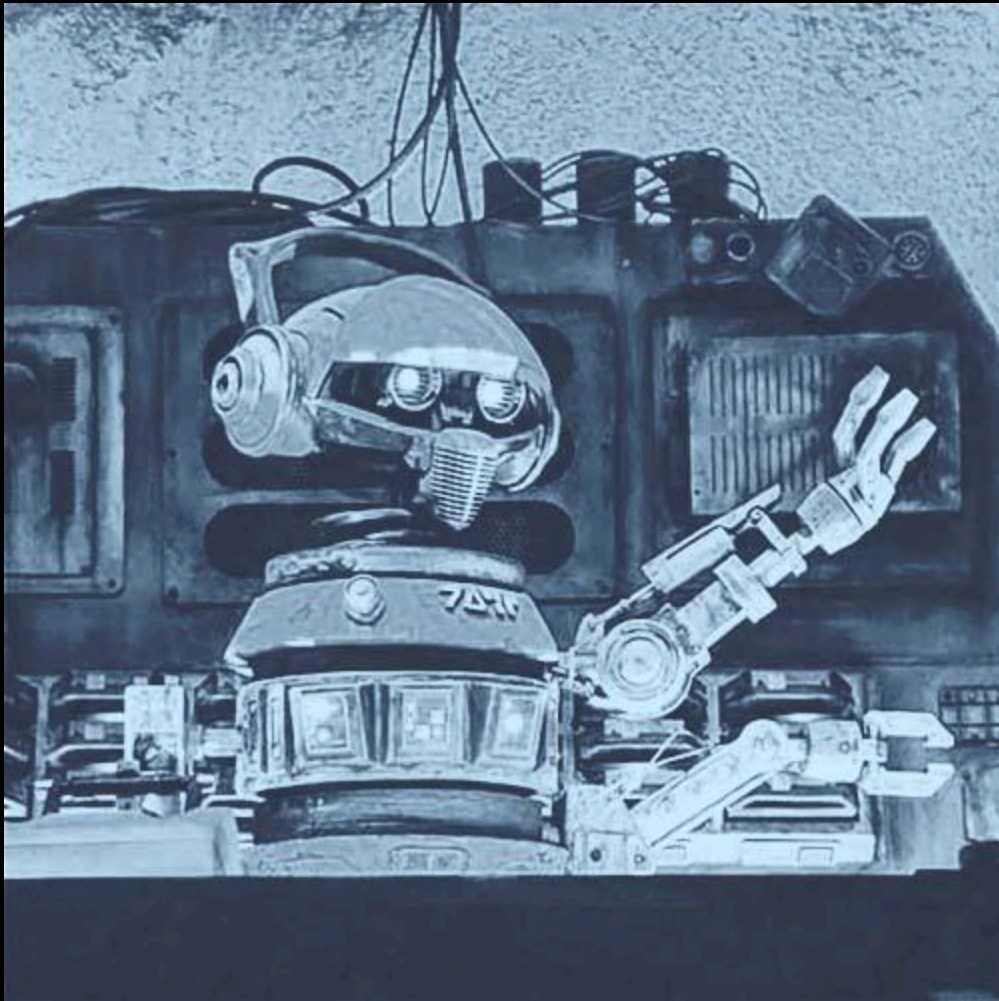
DJ R-3X: droid socket puzzle
Reward: Star Map: The Unknown Regions

Spaceport
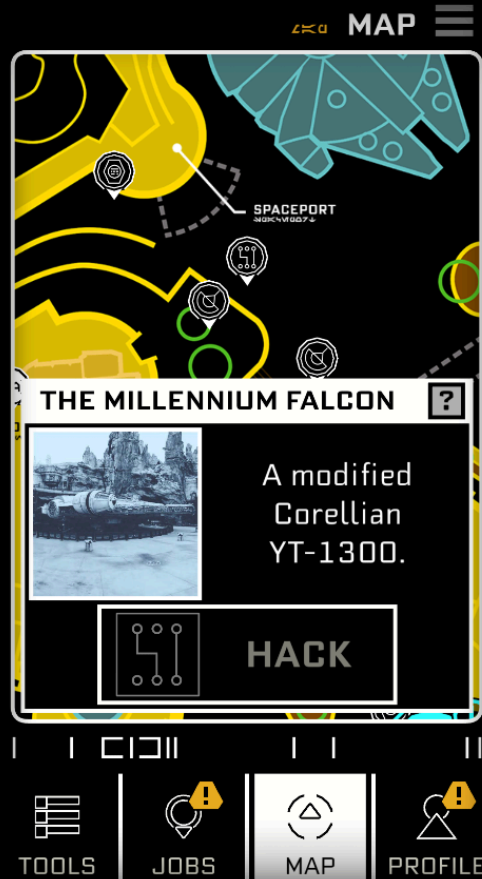
The Millennium Falcon: circuit puzzle
Reward: Starmap The Interior 1
Falcon's Landing Jets "fire", Hyperdrive fail SFX

Section 2: Scanning on Batuu

Resistance Base:

Crate 1: [Medical Equipment Bags] East side (in front) of the Blaster Turret and to the South (left side) of the entrance to The Rise of the Resistance. Large dark green crate. East facing code.

Resistance Supply Stands

Crate 2: [7-PRG Proton Grenade] North side of the West (left) Resistance Supply Kiosk upper left corner shelf. Small dark grey case. North facing code.

Crate 3: [NN-14 Blaster Pistol] South side of the east (right) Resistance Supply Kiosk upper right corner shelf. Small dark green case. South facing code.

Crate 4: [Concussion Disc] South side of the west (left) Resistance Supply Kiosk upper right corner shelf. Large distressed green case. South facing code.

X-wing Landing Pad:

Crate 5: [Resistance Flight Uniform] West side of blue x-wing on the south side of the Resistance Encampment, rear stage left. front most crate. Large dark grey crate. West facing code.

Crate 6: [Resistance Ground Forces Outfit] West side of blue x-wing on the south side of the Resistance Encampment, rear stage left, crate closet to back. Small dark grey case. West facing code.

Resistance A-Wing Bay:

Crate 55: [Droid Holoprojector] Black crate just to the side of the main path in front of A-Wing

Black Spire Marketplace:
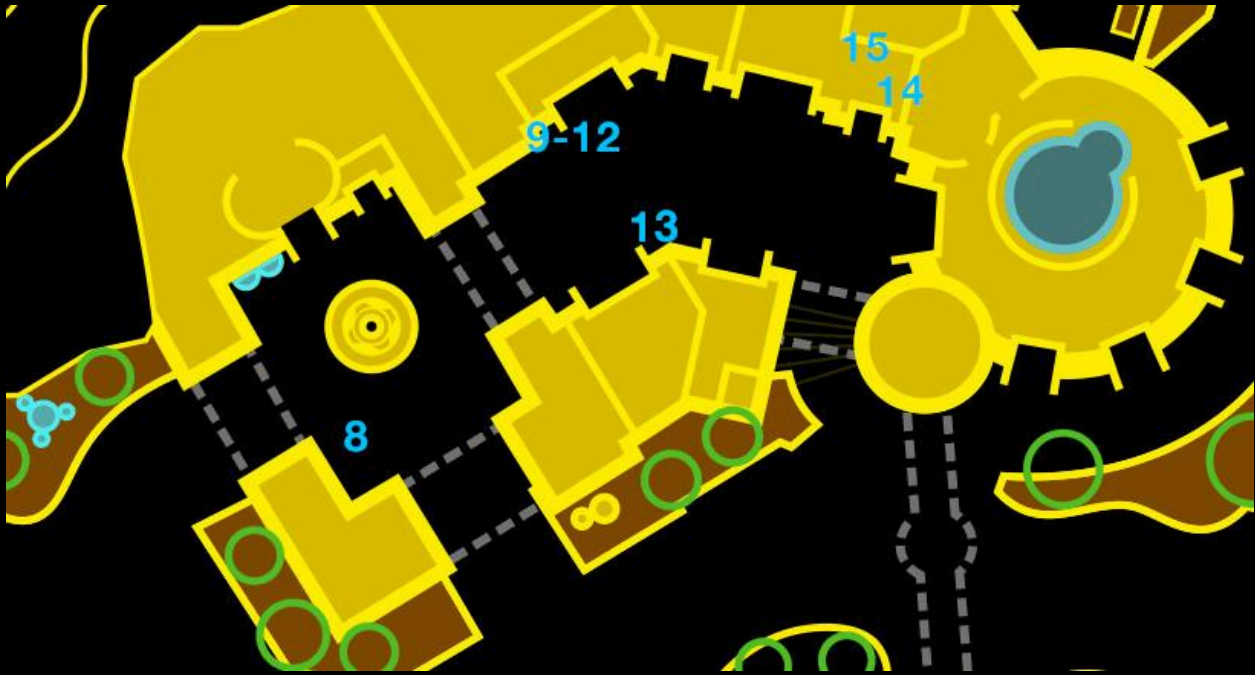
Wookiee Wood Worker Stall:

Crate 8: [Carbon Chisel] North east most case. Large blue case under some pottery.
North facing code.

Toydarian Toymaker:

**Crate 9: [Sewing Thread] West of the Toy Shop entrance in front of the toy speeder displays. White crate closest to door under "milk can". East facing code.**

Crate 10: [Batuu Rain Outfit] West of Toy Shop entrance in front of the toy speeder display. Grey case to the left facing display has tools on top. South facing code.
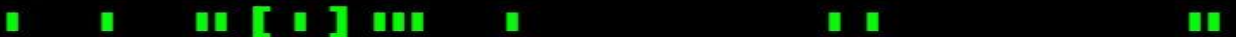
Crate 11: [Plush Toys] West of Toy Shop entrance in front of the toy speeder display. Large bluish grey case under case 11. Code facing west.

Crate 12: [Gaming Kit] West of Toy Shop entrance in front of the toy speeder display. Large blue case to the left rear of the display, just under the "Han" speeder. West facing code.

Creature Stall:
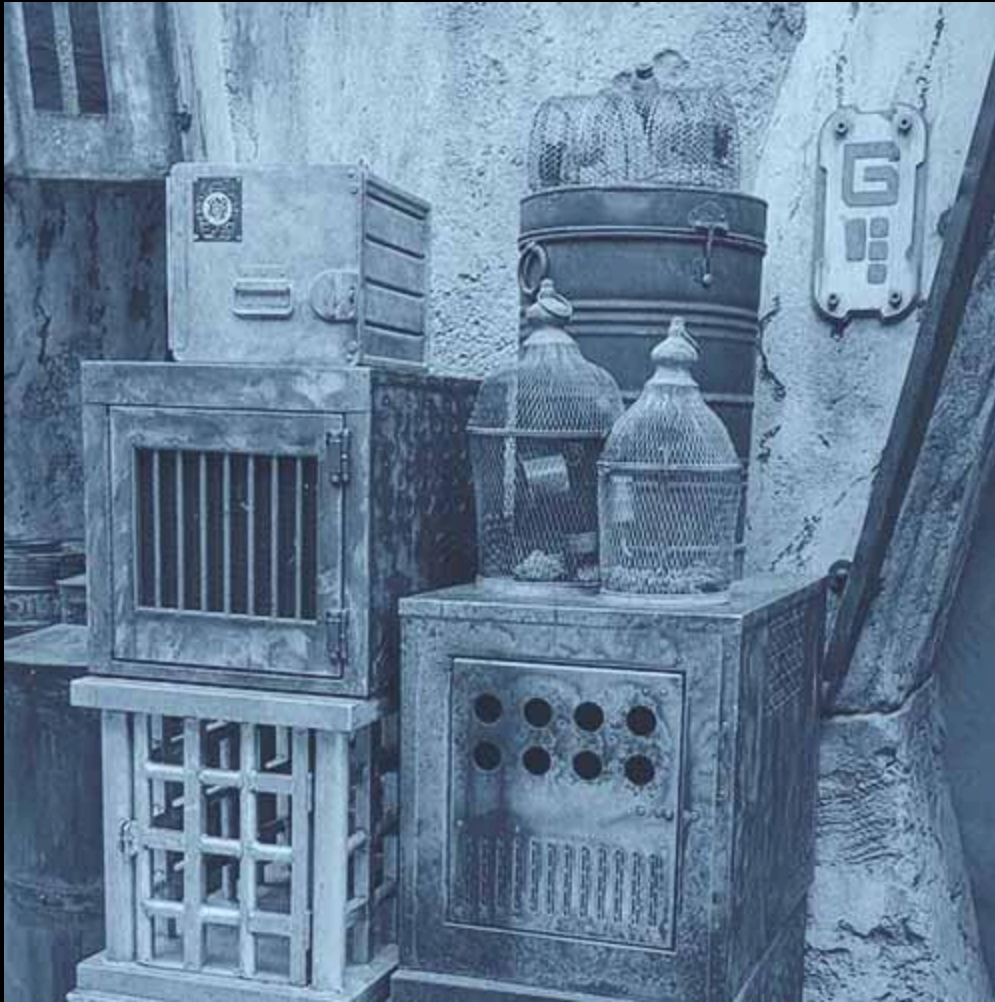
Crate 13: [Loth-Cat Chow] East (left if facing entrance) of the creature stall. Small grey case on top of cages. North facing code.
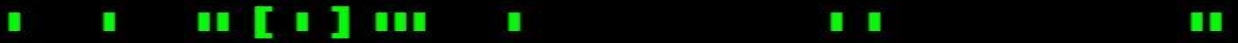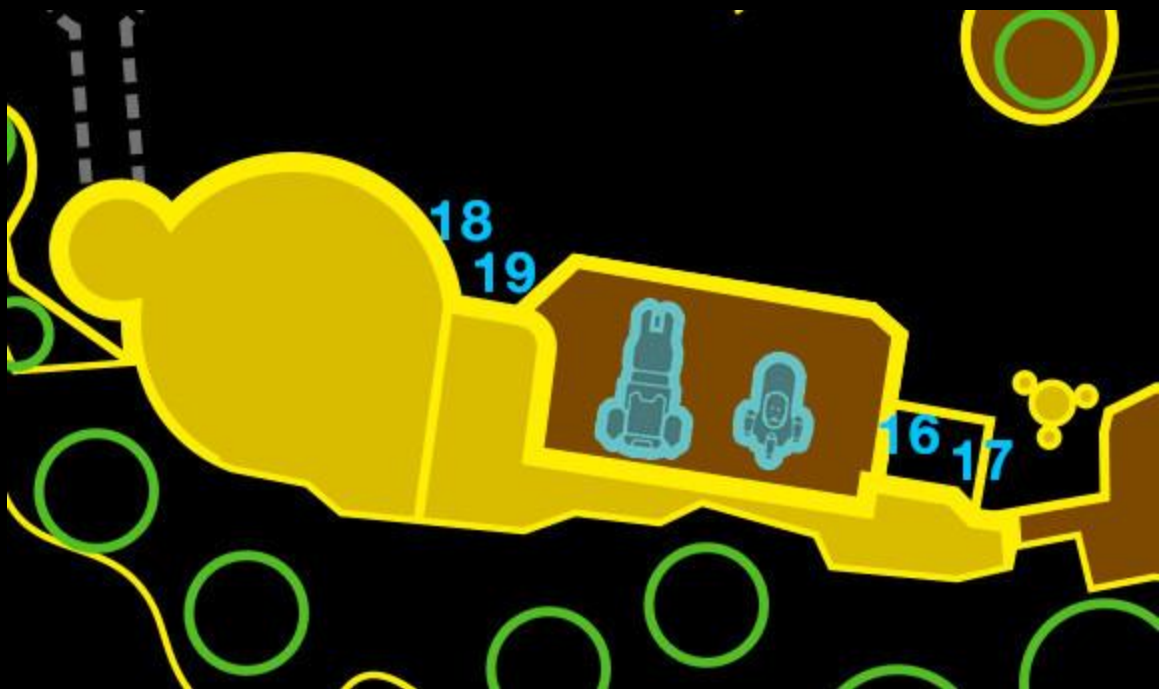
Kat's Kettle:

Crate 14: [Ewok Disguise] East side of the Kettle shop towards the rear. Large white crate. West facing code.

Crate 15: [Spice] East side of the shop rear wall to the right of the menu. Large red crate. South facing code.

Black Spire Station:

Behind the Drink Stand to the West of the Speeders

Crate 16: [DUM-Series Pit Droid Class 2 Heads] West of the Speeders in the Cage behind the Stand, bottom row. Small grey case, on top of a blue case. North facing code.

Crate 17: [Diatium Power Core] West of the speeders in the cage behind the stall. Small grey case under a blue case. North facing code.

To the East of the Speeders, Left of the Door

Crate 18: [Gungan Personal Energy Shield] East of the Speeders. Tall grey crate. North facing code.

Crate 19: [RA-7 Personal Servant Droid Arm] East of the Speeders. Small blue case below a white crate. North facing code.

Outside Docking Bay 7 food and Cargo:

20-24

Left of the Entrance to Docking Bay 7

Crate 20: [Mon Calamari Outfit] South(mobile order) entrance, to the left side of the door. Small white case on top of the barrel. North facing code.

Crate 21: [Food Portion Packs] North outer corner of the walled outdoor eating area. Small blue crate. North East facing code.

Crate 22: [Magnetic Field Condenser] North outer corner of the walled outdoor eating area. Small dirty grey crate. North facing code.

Crate 23: [Condiments] North outer corner of the walled outdoor eating area. Large grey crate. East facing code.
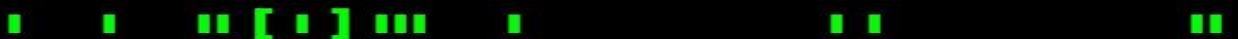
Crate 24: [Star Destroyer Capacitor Bearings] North outer corner of the walled outdoor eating area. Small brownish crate. East facing code.

▪   ▪   ▪▪ [▪] ▪▪▪   ▪   ▪ ▪   ▪▪

25

26-31

37

32-36
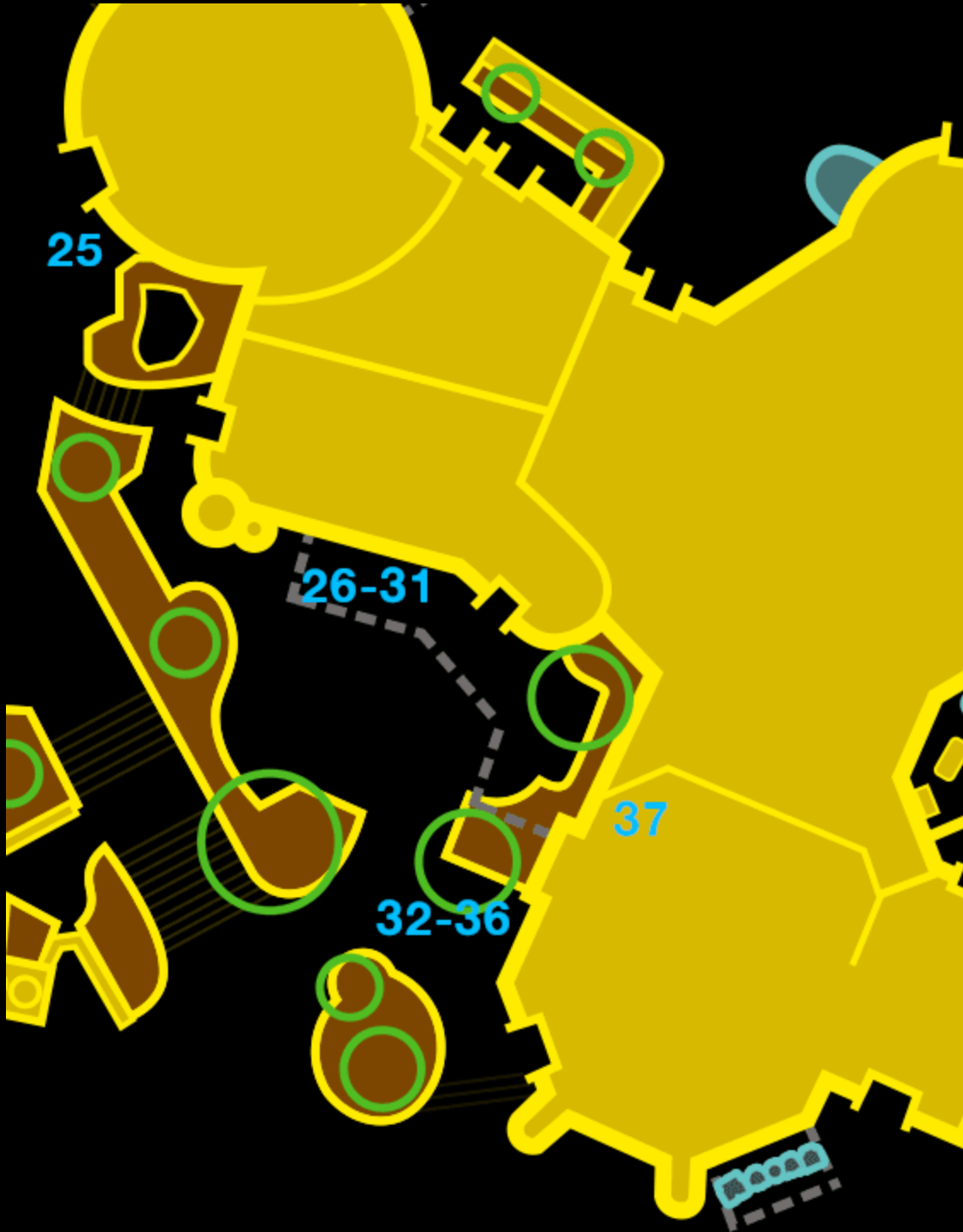
Dok-Ondar's Den of Antiquities

Crate 25: [Death Star Gunner outfit] White container to the right of the jedi statue outside of the shop

Savi's Workshop Courtyard Interior:

Crate 26: [Vaporator Blades] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Bottom right front large red case. West facing code

Crate 27: [Salvage Cleaning Kit] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Small white case. West facing code.

Crate 28: [Kyber Crystals - Red] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Large blue crate. West facing code.

Crate 29: [Kyber Crystals - Blue] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Large grey crate. West facing code.

Crate 30: [Osteo Fragmenter] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Small white case. Code facing up.

Crate 31: [Tracer Beacon] North (left facing) side of courtyard, to the north(left) of the speeder bike just past the junk cage. Small white crate, under the red tank, closest to the wall. North facing code.

Between Savi's and Mubo's Droid Depot

Crate 32: [AT-AT Targeting Computer] South (right) outer wall of court yard to the north of Droid Depot entrance. Against the small courtyard wall. Small blue crate closest to the corner. West facing code.

Crate 33: [MSE-6 Series "Mouse Droid" Casing] South (right) outside of the courtyard to the north of Droid Depot entrance. Large red case on the ground. North facing code.

Crate 34: [Kyber Crystals - Green] South (right) outside of the courtyard to the north of Droid Depot Entrance. Small dark grey case on top of another crate, between some junk tubing. North facing code.

Crate 35: [Kyber Crystals - Purple] South (right) outside of the courtyard to the north of Droid Depot entrance. Small white case, under some tubing. West facing code.

Crate 36: [T-47 Airspeeder Harpoon Gun] South (right) outside of the courtyard to the north of Droid Depot entrance. Large light grey crate. West facing code.

Inside Mubo's Droid Depot:

Crate 37: [Computer Probe Arm(R-unit)] Left of the registers at the exit. Large olive crate on top of two others under the astromech head.

Spaceport:

38

40

39

41

Crate 38: [Ohnaka Transport Solutions Uniform] East (right facing) side of Ohnaka Transport Solutions entrance. Small white case on top of a tall crate behind some junk. West facing code.

Crate 39: [DL-44 Heavy Blaster Pistol] East (left hand side) of the Smuggler's Run air vent exit. Large grey case with red cabling on top. Behind the north side of the 'removed' air vent cover. North facing code.

Crate 40: [Leather Armor] East (left hand side) of the Smuggler's Run air vent exit. Grey crate on top of another crate and under some cables. To the south side of the 'removed' air vent cover. West facing code.
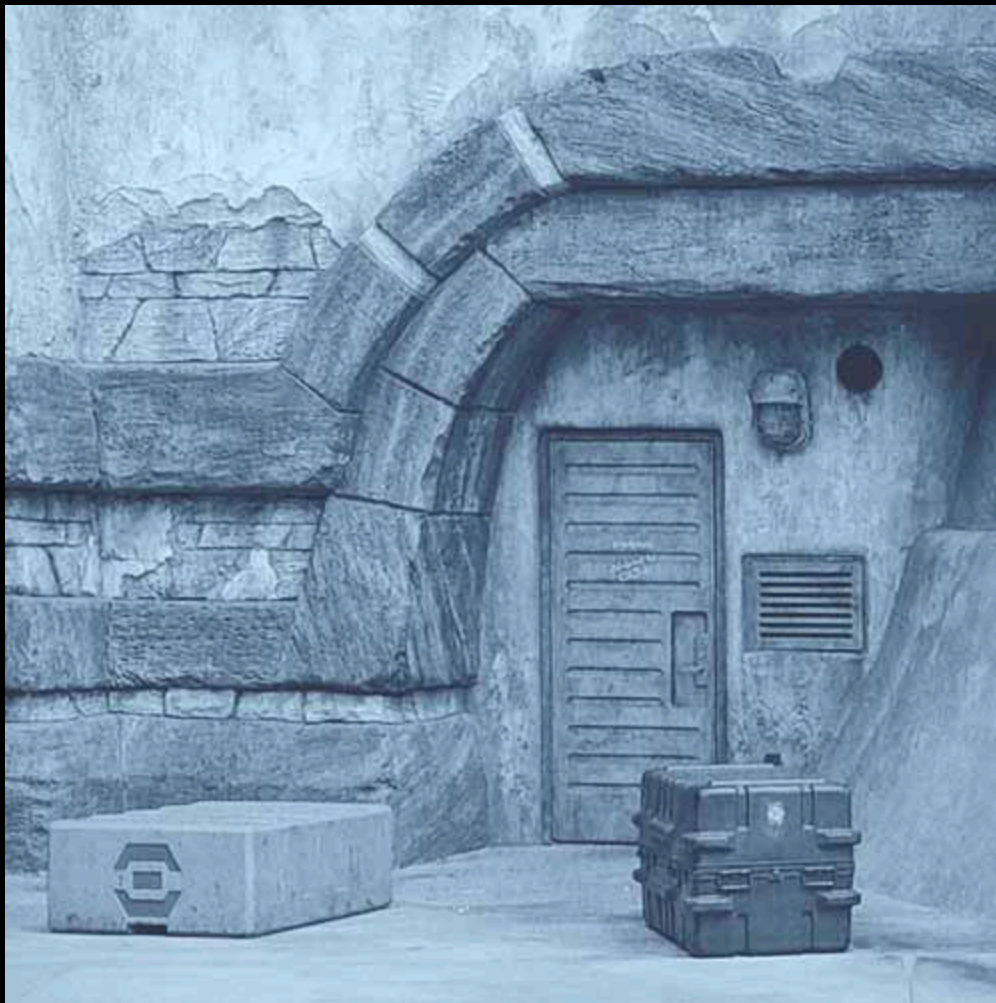
Crate 41:[Imperial E-11 Blaster Rifle] South east corner (to the left behind Oga's Cantina) by the Stroller Parking. Large single dark grey/blue case. North facing code.

Merchant's Row / Outer Rim Expedition:

West of Outer Rim Expediton's Comm Tower, South of Oga's:
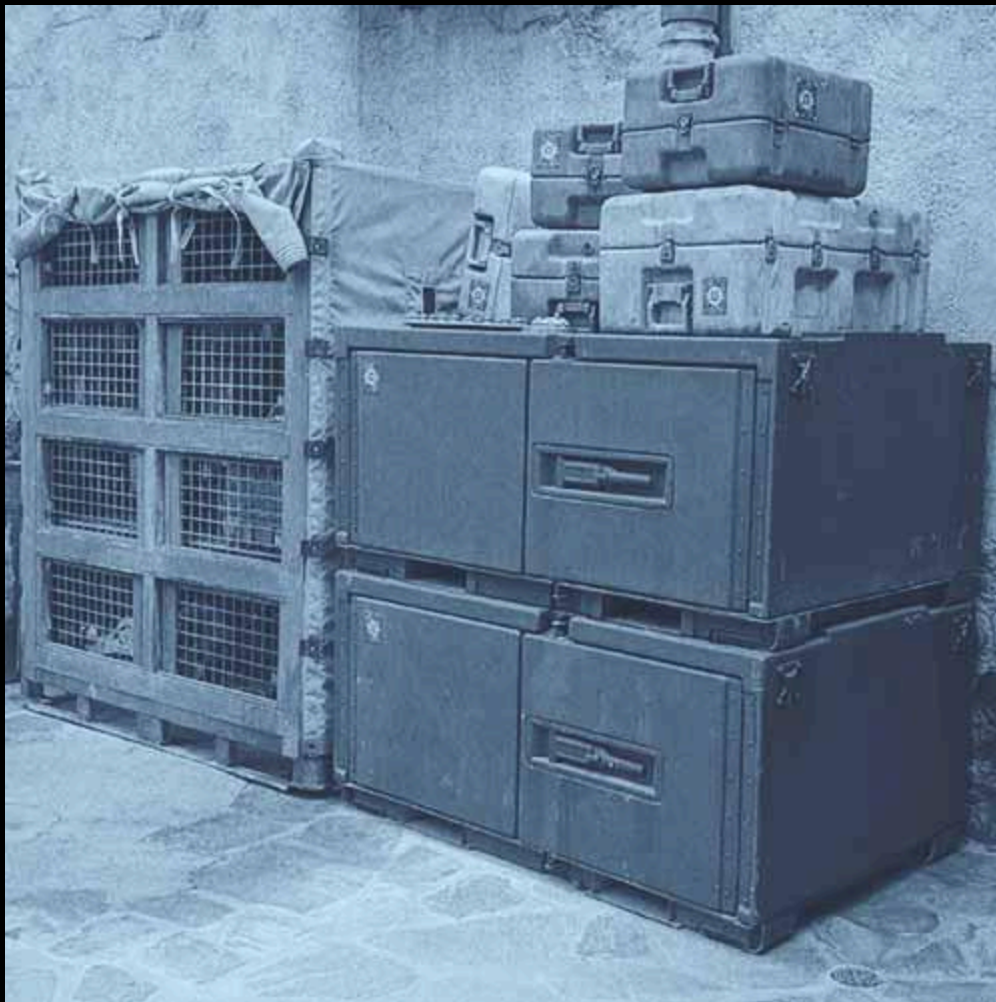
Crate 42: [Security Enhanced Comlink] West (right side) of the tower on top of the pile of containers. Small brown case. West facing code.

Crate 43: [Marauder Armor] West (right side) of the tower on top of the pile of containers. Small blue case. North facing code.

Crate 44: [Jawa Outfit] West (right side) of the tower on top of the pile of containers. Small White case. North facing code.

Crate 45: [Data Chip] West (right side) of the tower on top of the pile of containers. Small blue case. North facing code.

Crate 46: [Batuu Sun Outfit] West (right side) of the tower on top of the pile of containers. Small white case. North facing code.

Crate 47: [Hang Glider] West (right side) of the tower. Large blue container, top section. North facing code.

Crate 48: [Z-6 Jetpack] West (right side) of the tower. Large blue container, bottom section. North facing code.

East side entrance of Entrance to Outer Rim Expedition:

Crate 49: [Bowcaster] South (left) of entrance. Large dark grey bottom most crate. North facing code.

Crate 50: [Neuro-Saav TE4.4 Field Quadnoculars] South (left) of entrance. Small light grey case. North Facing Code.

Crate 51: [Embo-Style Outfit] South (left) of entrance. Large dark grey crate. East facing code.

Crate 52: [A99 Aquata Breather] South (left) of entrance. Small grey case. East facing code.

First Order Cargo:

TIE/ES Echelon Assault Shuttle Landing Pad:

Crate 53: [Stormtrooper Armor] Left side of landing pad, near First Order Cargo shop. Small white case. West facing code.

Crate 54: [First Order Outfit] Large flat white case. West facing code.

West of Landing Pad near Entrance:

Crate 55: [First Order Binders] White crate to the right of Assault Shuttle Landing Pad. North facing code.

Crate 56: [F-11D Blaster Rifle] Tall blue container. North facing code.

ᐱVᒋᑊᴠᒐ1ᐃᴠ **:**

Section 3: Tuning into Batuu

**To use the "Tune" tool on Batuu you must first find a Comm Tower
Antenna. There are Comm tower Antennas all over Batuu, and
'tuning' into them will allow you a small glimpse into the deeper
stories in and around the Black Spire Outpost. But you can't just sit
at a tower and expect to hear something new every time. Instead you
must check them throughout your stay on the planet at different times
to get it all. Below is a list of the Antenna found on the planet with
their location on Batuu.**

Resistance Base Antenna:

Long Range Antenna Comm Tower at the center of the camp.

Short Range Antenna Comm Tower to the east of the T-70 X-wing

Resistance Comms Turret Antenna to the North of the T-70 X-wing

Market Antenna

MAP ☰

MARKET ANTENNA [?]

Communications array above the Marketplace.

TUNE

TOOLS | JOBS | MAP | PROFILE
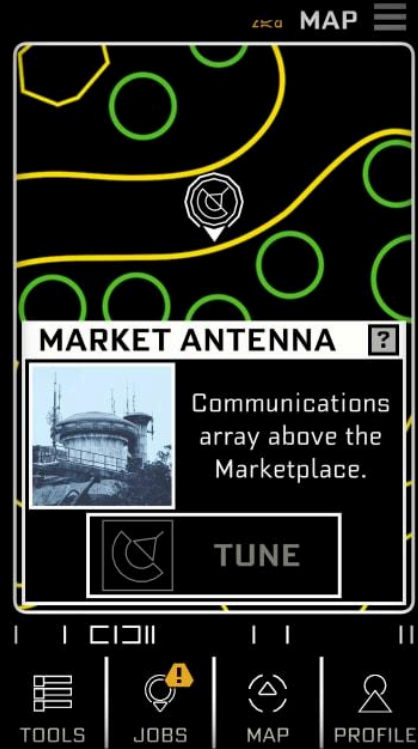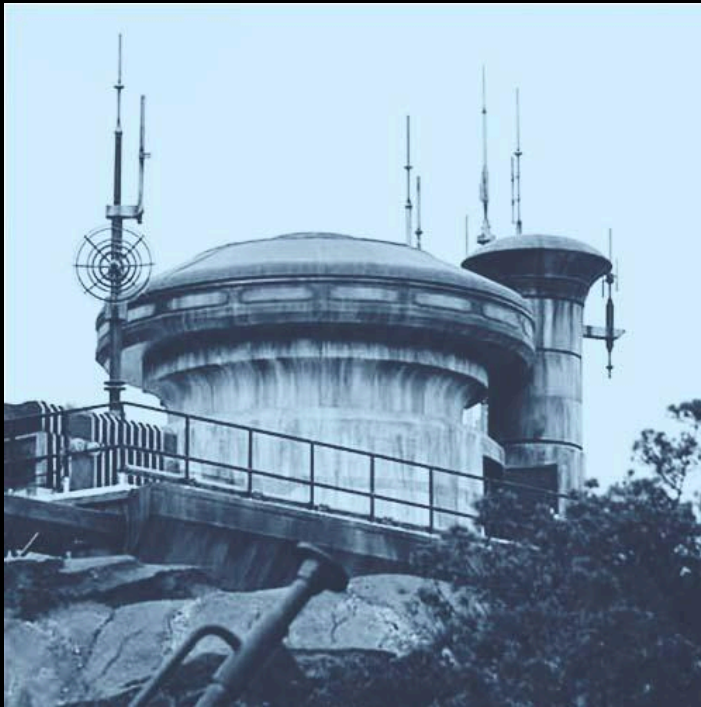
To tune in here, try using the tool on the path from the Resistance Camp just West of the Market Entrance.

Black Spire Station Antenna
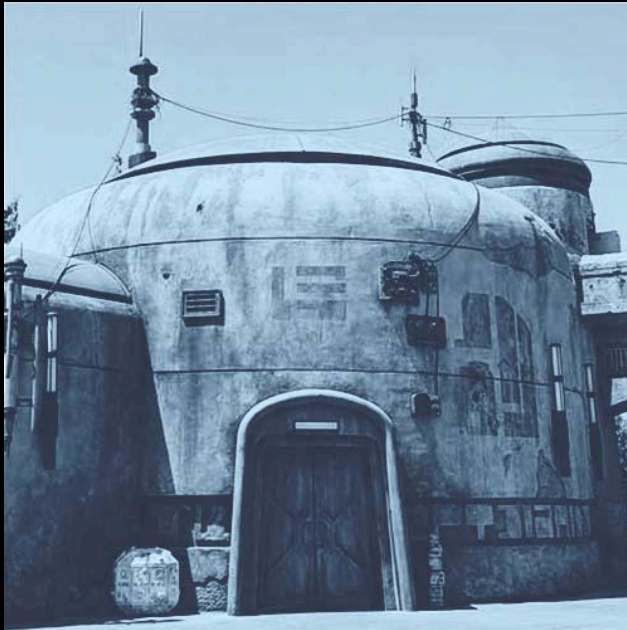
Station Antenna to the right of the speeder repair bay.

Scrapyard Antenna
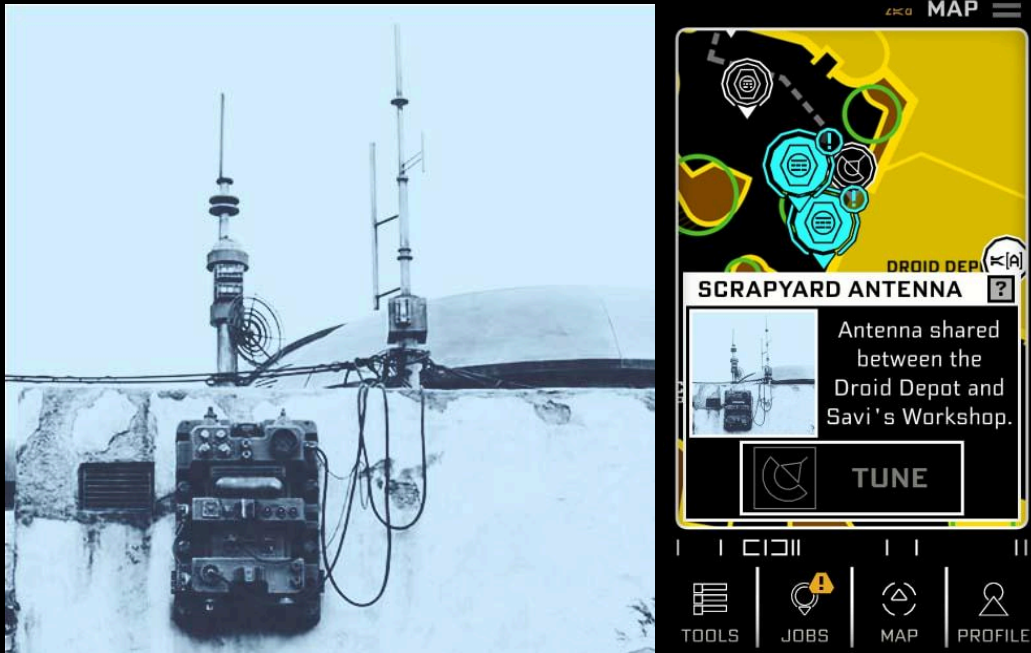
Found to the Right of Savi and Son's Entrance inside the court.

Dok-Ondar's Antenna
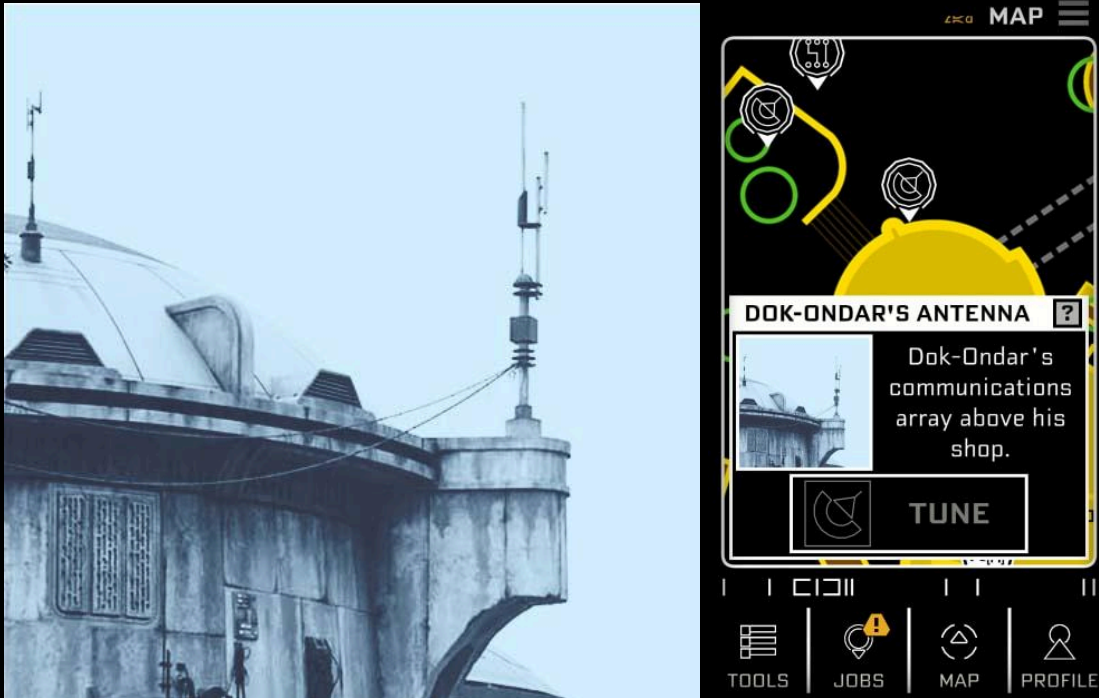
Can be found on the North side of Dok-Ondar's Den of Antiquities entrance, south of the Spaceport.

Black Spire Outpost Spaceport Antenna
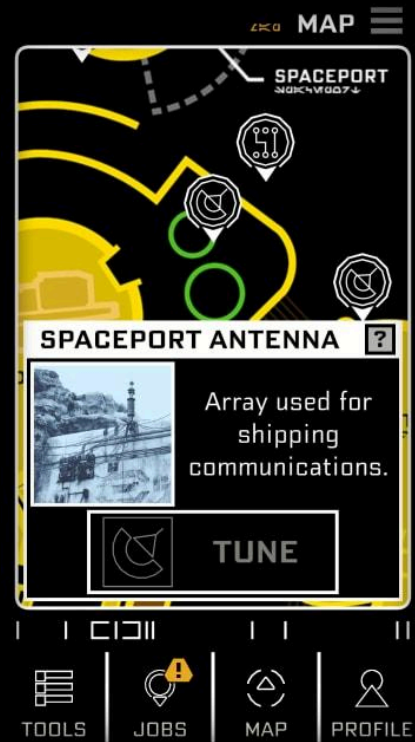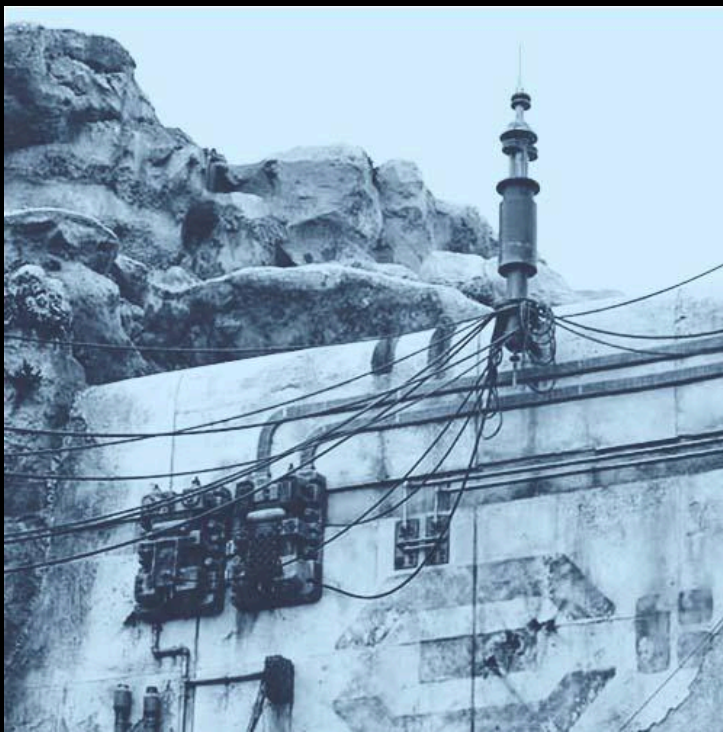
Found just to the West of the Millennium Falcon.

Oga Garra's Cantina Antenna

Found just North of the Cantina Entrance.

Merchant's Row Communications Tower

Located on the West side of Merchant's Row.

First Order Cargo Antenna
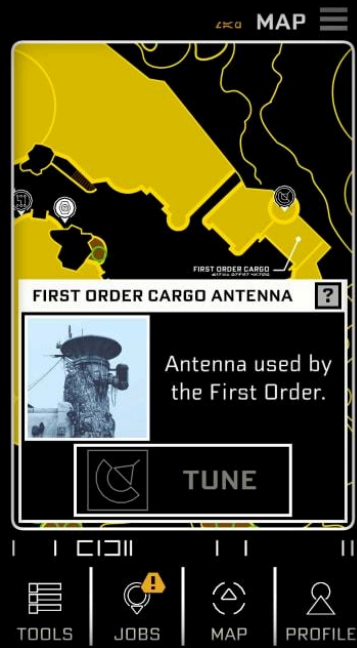
Located above Black Spire Outpost's First Order Cargo.

Black Spire Courtyard Antenna
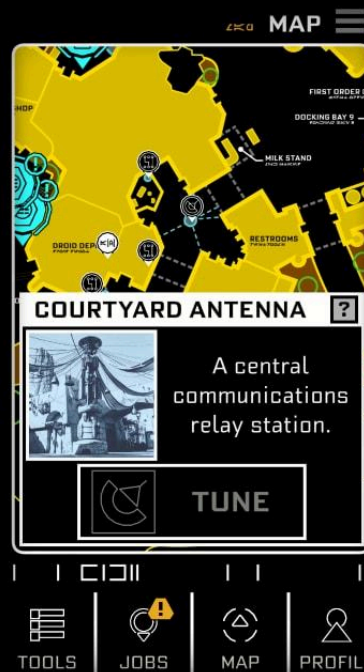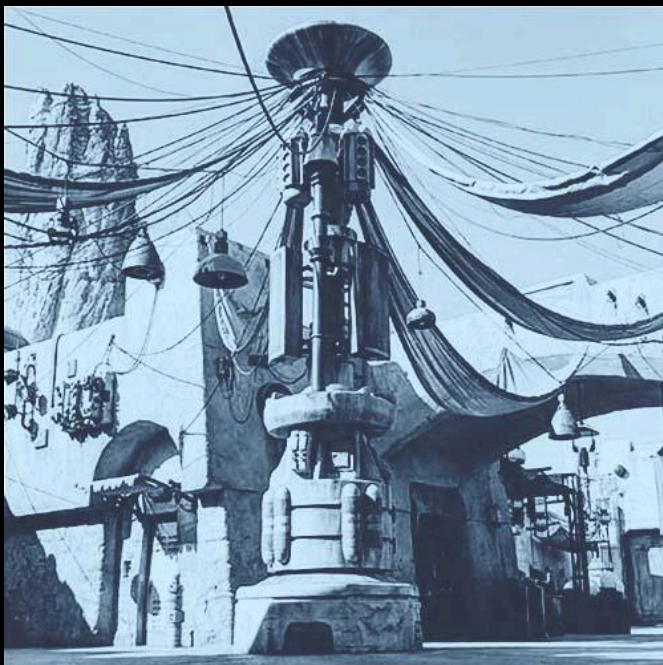
Found in the courtyard West of the Milk Stand and right next to the droid bath.

Section 4: Jobs and Missions

Inside the 'Jobs' menu in the Datapad you will find four subsections splitting the menu by 'Active' missions, 'Available' missions, 'Advanced' missions(i.e. Outpost Control), and finally "Completed" lists all your finished jobs. The 'Jobs' guide will be sectioned by faction.   There are four factions, but only three have related reputational rewards. They are Scoundrel, Resistance, First Order, and finally citizens of Black Spire (of which there are no factional reward systems). When completing a 'Job', you will receive as a reward, in addition to the stated reward, points towards the faction affiliated with the job. The more faction points with the same affiliation result in your character gaining rank(s) with said faction.

Scoundrels Job List:

Mission Name	Rewards	Objective Location	Mission Type
"Forgot Password, Need Help"	350 Credit	First Order Cargo Comm Antenna	Tune
"Need Jetpack Have Credits"	100 Credits, Z-6 Jetpack	Merchant Row	Cargo Scan
"Rare Outfit For Trade"	Praetorian Guard Armor	Savi's Workshop	Cargo Scan
"Targeting a Computer"	AT-AT Schematic	Savi's Workshop	Cargo Scan
"Flight Crews Wanted"	500 Credits Starmaps: The Interior 1+3, Ohnaka Transport Solutions Uniform, Millennium Falcon Schematics	Ohnaka Transport Solutions (Smuggler's Run Queue)	See Details for more information

Resistance Job List:

Mission Name	**Reward**	**Objective Location**	**Mission Type**
"Inventory Check"	Medical Equipment Bags	Resistance Encampment	Cargo Scan
"Seeking Skilled Hacker"	200 Credits TIE/ES Schematic	Cargo Bay 9, First Order Cargo	Hack
"Lend a Hand"	100 Credits T-70 X-Wing Schematic	Resistance Encampment	Hack
"Recover Stolen Goods"	225 Credits Intersystem Transport Ship Schematic	Merchant Row	Tune
"Distress Signal Received"	First Order AT-AT and Imperial TIE Fighter Schematics First Order TIE Fighter Flight Suit and Stormtrooper Armor	Rise of The Resistance Queue	See Details for more Information

First Order Job List

Mission Name	Reward	Objective Location	Mission Type
"Looking for Droid Casings"	MSE-6 Droid Casing	Savi's Workshop	Cargo Scan
"Missing Blaster Shipment"	150 Credits	Spaceport	Cargo Scan
"Strike Against the Resistance"	250 Credits	Resistance Encampment	Hack
"Precious Cargo"	300 Credits Kyber Crystals Red	Savi's Workshop	Cargo Scan
"Infiltrate Resistance Recruitment"	1000 Credits	Rise of The Resistance Queue	See Details for more Information

Black Spire Outpost Citizen's Job List

Mission Name	Reward	Objective Location	Mission Type
"Adventurer Seeks Glider"	100 Credits Hang Glider	Merchant Row	Cargo Scan
"Offworld Outfit"	Snowtrooper Armor	In-App	Buy Option
"Looking for Directions"	150 Credits Starmap Western Reaches 3	Droid Depot Droid Bath Courtyard	Hack
"Speeder Sale, Need Inspector"	100 Credits X-34 Speeder Schematic	Black Spire Station	Hack

"Flight Crews Wanted" Details:

The "Flight Crews Wanted" Mission is broken down into three distinct mini-missions. The first one requires you to scan the crates on the lower level of Ohnaka Transport Solutions behind the Millennium Falcon and answer questions about the contents to help complete a shipping manifest for the company. Secondly you must prove your abilities as a Smuggler by memorizing fake id's given to you by Hondo and answering questions about your new given identity. And finally the Falcon's Schematics seem to be out of date, and Hondo will need you to not only physically count and id different sections of the Falcon, but also hack into different subsystems to identify them as well. Each section of the game has its own set of rewards and credit payouts.

Completing the Manifest:
30 crates to scan and answer questions about where they are being shipped to, or questions about their contents using the provided key.

Known Crates(Destinations, Symbols, and Keyed):

Lothal Triangle Lothcat chow

Lothal Diamond Jawa outfit

Mon Cala A99 Aquata Breather

Naboo Arch Medical Equipment Bags

Lothal Triangle Neuro-saav TE4.4 Field Quadnoculars

Nal Hutta Circle Bowcaster (KEYED)

Naboo Arch Magnetic Field Condenser

Kashyyyk Data Chip (KEYED) (exploitable device: Access Code for Forest Moon)

Coruscant Rectangle Tracer Beacon (KEYED) (exploitable device: starmap piece The Interior 3)

Coruscant Rectangle Droid Holo-Projector (KEYED) (exploitable device: starmap piece the Interior 2)

Coruscant Rectangle DUM-Series Pit Droid Class 2 Heads (KEYED)

Lothal Circle E-11 Blaster Rifles

Nal Hutta At-At Targeting Computer

Mon Cala Diamond Resistance Pilot Outfit

Coruscant Rectangle R-unit Probe Arm

Lothal Triangle Green Kyber Crystals (Keyed)

Mon Cala Circle Osteo Fragmenter (Keyed)

Naboo Arch Z-6 JetPack   (Keyed)

Nal Hutta Circle Concussion Discs

Coruscant Circle 7-PrG Proton Grenades

Naboo Arch Carbon Chisel

Coruscant Circle E-11 Blaster Rifles

Naboo Arch Blue Kyber Crystals (Keyed)

Coruscant Rectangle NN-14 Blaster Pistol

Lothal Triangle RA-7 Personal Servant Droid Arm

Naboo Arch Security Enhanced ComLink

(Destination Citation Needed) Spice

Naboo Arch Plush Toys

Nal Hutta Diamond Stormtrooper Armor

Naboo Arch Diatium Power Core

Fake IDs for Memorization:

ATHGAR HEECE ▪▪ ▫▪▫▮▫▮

7Vᗐ71Λ 12

HOMEWORLD
DYBRIN 12

SPECIES	AGE
DYBRINTHE	34

GENDER
MALE

EYE COLOR
BROWN

HEIGHT
5' 10"

HAIR COLOR
NONE

WEIGHT
158LBS

FEATURES
BREATHING GEAR

BOK ASKOL ▪▪ ▫▪▫▮▫▮

Ͷ�1ᑊ1K

HOMEWORLD
SHIMIA

SPECIES	AGE
PACITHHIP	90

GENDER
FEMALE

EYE COLOR
BLUE

HEIGHT
6' 10"

HAIR COLOR
NONE

WEIGHT
269LBS

FEATURES
TUSKS
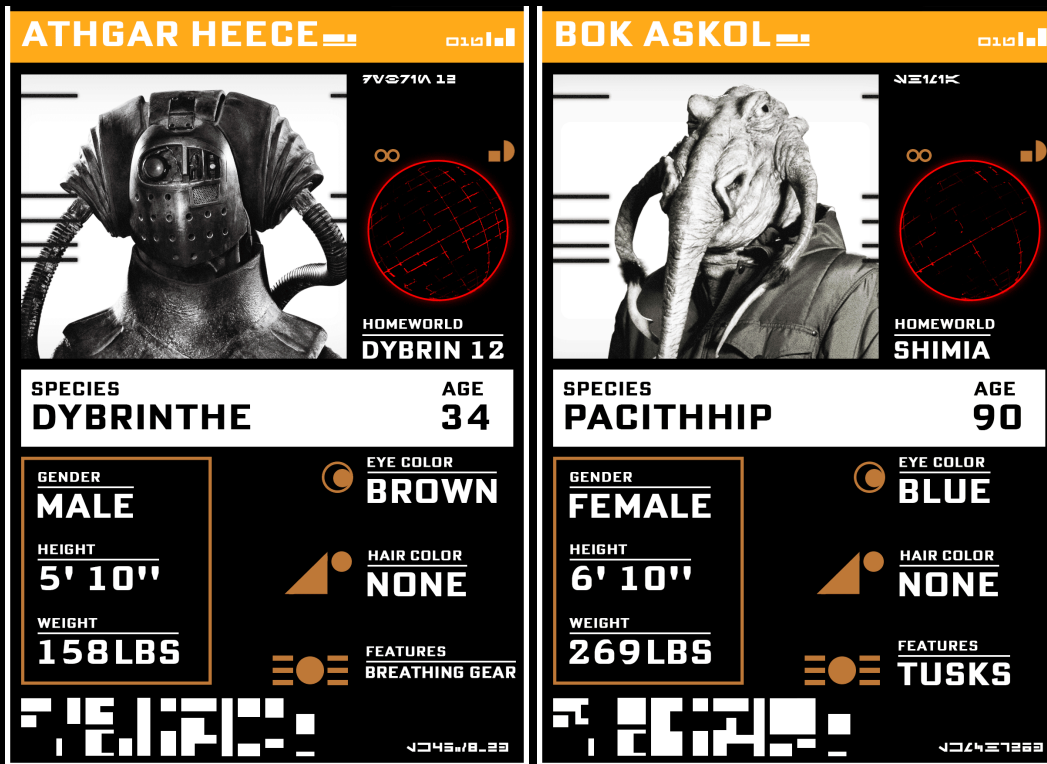
Name:	Athgar Heece	Bok Askol
Species:	Dybrinthe	Patcithhip
Age:	34	90
Homeworld:	Dybrin 12	Shimia
Gender:	Male	Female
Height:	5' 10"	6' 10"
Weight:	158 LBS	269 LBS
Eye Color:	Brown	Blue
Hair Color:	None	None

Features:	Breathing Gear	Tusks

BROOKISH BOON

HOMEWORLD
SY MYRTH

SPECIES	AGE
SY MYRTHIAN	**91**

GENDER
FEMALE

HEIGHT
6' 9"

WEIGHT
316 LBS

EYE COLOR
RED

HAIR COLOR
BROWN

FEATURES
ONE FOOT

568304532

EDMO ECTACLE

HOMEWORLD
LESPECTUS

SPECIES	AGE
MOLDWARP	**56**

GENDER
MALE

HEIGHT
6'

WEIGHT
180 LBS

EYE COLOR
BLACK

HAIR COLOR
GREY

FEATURES
GOGGLES

08476.517

Name:	Brookish Boon	Edmo Ectacle
Species:	Sy Myrthian	Moldwarp
Age:	91	56
Homeworld:	Sy Myrth	Lespectus
Gender:	Female	Male
Height:	6' 9"	6'
Weight:	316 LBS	180 LBS
Eye Color:	Red	Black
Hair Color:	Brown	Grey
Features:	One Foot	Goggles

GWELLIS BAGNORO

HOMEWORLD
ONOD I

SPECIES	AGE
ONODONE	**51**

GENDER
MALE

EYE COLOR
BLACK

HEIGHT
4' 1"

HAIR COLOR
NONE

WEIGHT
105LBS

FEATURES
LONG TRUNK

KRAL GREK

HOMEWORLD
MON CALA

SPECIES	AGE
QUARREN	**90**

GENDER
MALE

EYE COLOR
BLUE

HEIGHT
5'11"

HAIR COLOR
NONE

WEIGHT
165LBS

FEATURES
4 TENTACLES

Name:	Gwellis Bagnoro	Kral Grek
Species:	Onodone	Quarren
Age:	51	90
Homeworld:	Onod I	Mon Cala
Gender:	Male	Male
Height:	4' 1"	5' 11"
Weight:	105 LBS	165 LBS
Eye Color:	Black	Blue
Hair Color:	None	None
Features:	Long Trunk	4 Tentacles

MANEELI TUUN

HOMEWORLD
POLIS MASSA

SPECIES	AGE
POLIS MASSAN	86

GENDER	EYE COLOR
MALE	RED
HEIGHT	**HAIR COLOR**
5' 3"	NONE
WEIGHT	**FEATURES**
110 LBS	TELEPATHY

PRU SWEEVANT

HOMEWORLD
NARQUI

SPECIES	AGE
NARQUOIS	55

GENDER	EYE COLOR
MALE	BLUE
HEIGHT	**HAIR COLOR**
4' 3"	BLUE
WEIGHT	**FEATURES**
152 LBS	BEARD

Name:	Maneeli Tuun	Pru Sweevant
Species:	Polis Massan	Narquois
Age:	86	55
Homeworld:	Polis Massa	Narqui
Gender:	Male	Male
Height:	5' 3"	4' 3"
Weight:	110 LBS	152 LBS
Eye Color:	Red	Blue
Hair Color:	None	Blue
Features:	Telepathy	Beard

SARCO PLANK ꓥꓩ⅃↓ʌΔ⅂ꓘⵑ

HOMEWORLD
LI-TORAN

SPECIES	AGE
MELITTO	59

GENDER
MALE

HEIGHT
5'11"

WEIGHT
172 LBS

EYE COLOR
NONE

HAIR COLOR
WHITE

FEATURES
CHITIN PLATES

WAZELLMAN ⌐lꓩꓕ lll

HOMEWORLD
WICK 111

SPECIES	AGE
WICKWAR	69

GENDER
MALE

HEIGHT
3'5"

WEIGHT
125 LBS

EYE COLOR
BLUE

HAIR COLOR
NONE

FEATURES
FACE TENTACLES
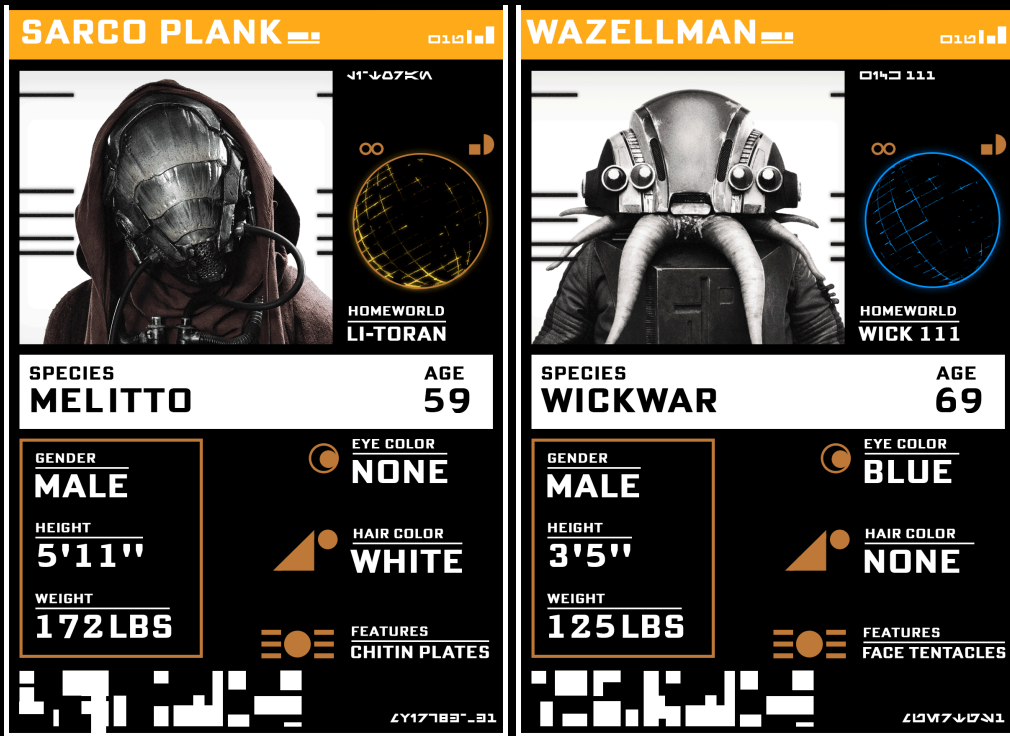
Name:	Sarco Plank	Wazellman
Species:	Melitto	Wickwar
Age:	59	69
Homeworld:	Li-Toran	Wick 111
Gender:	Male	Male
Height:	5' 11"	3' 5"
Weight:	172 LBS	125 LBS
Eye Color:	None	Blue
Hair Color:	White	None
Features:	Chitin Plates	Face Tentacles

<u>Answer Key for Schematic:</u>

Fuel Drive Pressure Stabilizers: 4

Replaced Vector Plate: Second

Square Panels Symbol: X

Hyperdrive: Class .5 Isu-Sim SSPO5

Cylinders on Left Side: 4

Total Sockets: 4

Heat Vents: 6

Arrangement: 2 rows of 3

Cone Shaped Objects: 2

Unknown Type Vents: 2

Radar Dish: CEC Rectangular Military Grade

Tachyon Vents: 6

Fueling Lines: 7

Power Cables: 2

Cylinders on Right Side: 4

Thrust Vector Plates Total: 3

Laser Cannon: CEC AG-2G Quad Laser Cannon

<u>Rise of The Resistance:</u>

This mission can be accessed via the main Disney Play App Screen with its own icon or once you are in queue, inside of your "Jobs" section of the Datapad. First thing you must do is to select one of the two Main Factions, The Resistance or The First Order to play for during the mission. The First Order job is called "Infiltrate Resistance Recruitment" and for the Resistance "Distress Signal Received". Upon making your choice of faction to play for, you will be contacted via comm by your Factional Contact, who will provide you with guidance as you progress through the Mission.

The Resistance: "Distress Signal Received":

An incoming distress call from onboard a nearby First Order Star Destroyer! Green Team has been captured, and Leader, Finn, needs your help to navigate through the Star Destroyer to free his team and retrieve any vital intel the First Order may have on the Resistance. You will need to incept, download, and decrypt schematics of the Destroyer; hack locked doors and computer terminals to help Finn proceed, and otherwise infiltrate the First Order Star Destroyer to remove any Intel they have on the Resistance, and free Green Team.

1 CUSTODIAL STORAGE

2 ARMOR STORAGE

3 SECURITY STATION

5 OFFICER'S ROOM

4 STORAGE

6 MONITORING STATION

DATABANK

CONTROL ROOM

7 DETENTION CENTER

INTERROGATION ROOM

9 INTERROGATION ROOM

TRASH COMPACTOR

10

AMMUNITION STORAGE

DROID SERVICE

12

11

13 COMMAND CENTER
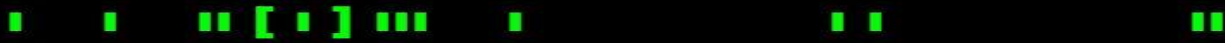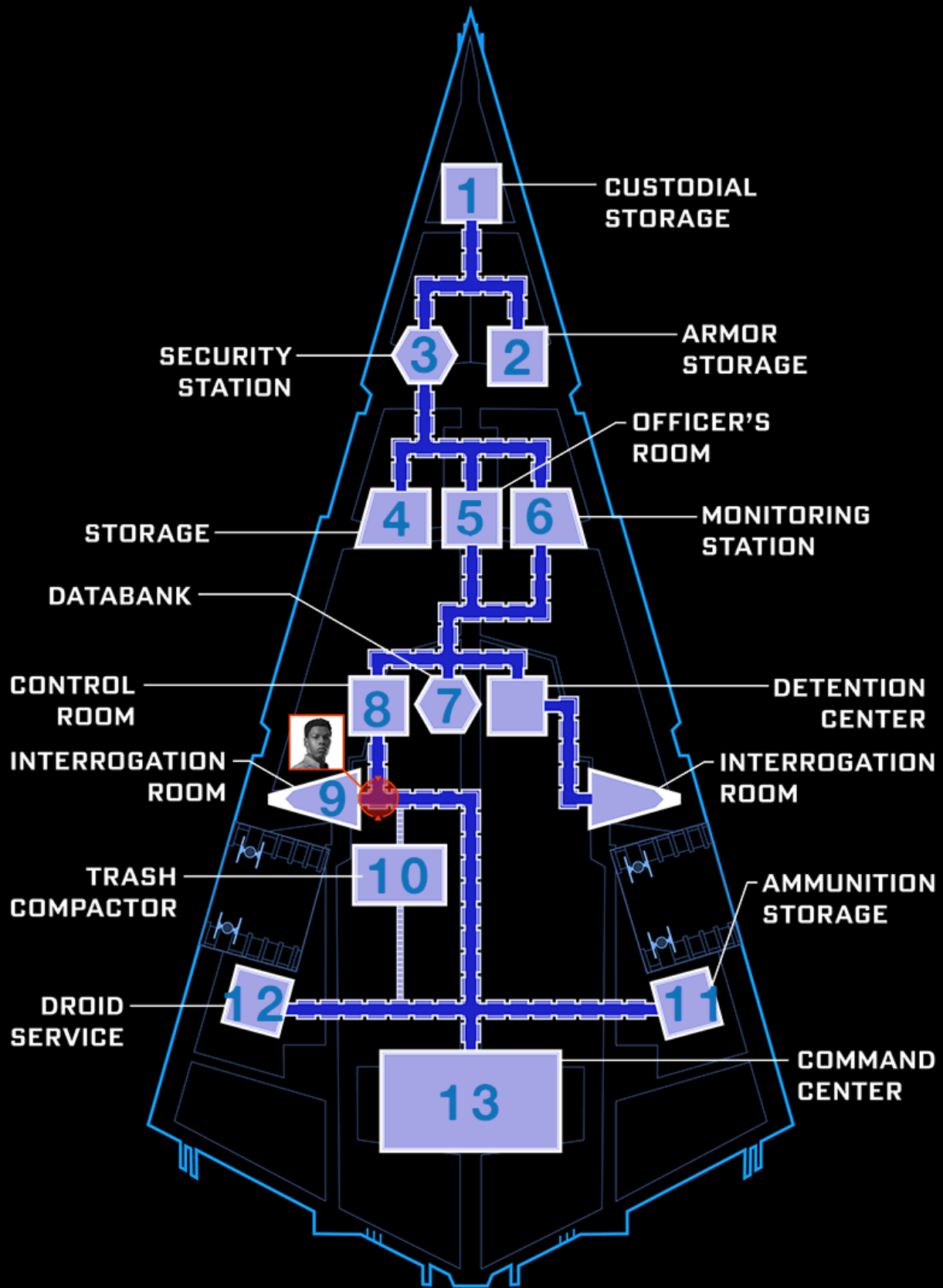
1.) Start point: Tune/Decrypt Map, Hack Door Panel
2.) Scan/Decrypt Cargo, Retrieve Stormtrooper Armor
3.) Hack Terminal/Decrypt Tune/Decrypt Map
4.) Hack Droid (Data A),
5.) Hack Door Panel, Get Access Cards from Desk, Disable Fan (Switch D)
6.) Use Access Cards (A and C Together)
7.) Hack Terminal, Retrieve First Order AT-AT Schematic
8.) Do Not Hack the Terminal just move on
9.) Hack Door Panel, Tune/Decrypt Map
Uh No, Into the Garbage Chute, Flyboy!
10.) Turn Water valves 2 and 5, Retrieve FO TIE Fighter Flight Suit, Hack Panel Override Comparator
11.) Decrypt Cargo (Data B)
12.) Hack and Override R5
13.) Hack Nav Terminal and Delete Resistance Locations, Hack Comm Terminal and Delete Resistance Frequencies, Hack and Delete Resistance Formations, Retrieve Imperial TIE Fighter Schematics and Resurgent-Class Star Destroyer

The First Order: "Infiltrate Resistance Recruitment":

For the Order! The First Order has learned of a Resistance cell recruitment drive ongoing at a small encampment outside Black Spire Outpost, and needs your help to infiltrate it as an undercover operative. Upon signing on with these Resistance scum, you will need to enter the Hidden Command Base and make your way through undetected. You will be asked to scan, identify Resistance supplies and their Traitorous suppliers. You will hack, and decrypt vital Resistance Intel, place tracer beacons, and inform the First Order of all their activities.

Section 5: Outpost Control

A struggle for control of Black Spire Outpost rages between Operatives of the First Order and the Resistance. The First Order is trying to install a surveillance system on all the Control Panels within Black Spire Outpost in a bid to squash any opposition and to weed out the Resistance. But even as the First Order tries to grasp more control over the citizens of Batuu, the Resistance is fighting back by moving through the Outpost and deactivating the surveillance installed on the panels. When you enter Black Spire Outpost, you should be contacted by a mysterious individual, who will explain the struggle to you and ask that you help in whatever fashion you choose to bring this conflict to a swift resolution. The Messenger doesn't seem to care about who controls the Outpost, as the ongoing battle hasn't been good for their business, they seek a quick and final resolution to this dispute. The contact asks that you join the fight, and restore the relative peace the planet has enjoyed for ages. If you accept the mission, you will be given access to the "Outpost Control" Mission, and the Outpost Control Map icons will now be visible on the Map Screen.

The mission is fairly straightforward. Around the Outpost you will find that many of the doors feature Control Panels next to them. These are your targets. When in range of one of these panels, use your 'Hack' tool from your Data-Pad, and then select the Control Panel from the In-Range Items. After connecting you will be asked if you would like to 'Hack', Install Surveillance, Install Defence, or if you have a Data-skimmer you can Install that. Each action has a different result. You can "Hack" the panel, and gain some rewards (Credits mostly, but sometimes there are hidden Starmap Pieces in the Control Panels). You could choose to help the First Order by Installing Surveillance, which will reward you with a couple of Credits, and will increase the First Order's Control of the Panel (The amount of Control that the panel increases by is tied to your Reputation and Rank with the faction). Perhaps you are with the Resistance, in which case you would want to Install Defence for the Control Panel, you earn a Credit or two and increase your Factions hold over the Panel. The Final optional for the Control Panel is to Install a Data-Skimmer. This little program will steal credits from anyone attempting to Hack that panel after you have placed the Skimmer, and if you return to the Panel and retrieve it before the end of the round, you can collect the Credits it

Skimmed. On your in-app map under Outpost Control you will see all the Control Panels locations around the Outpost, if their Outline is Red, then the First Order is winning control over that Panel. If the Panel Outline is Blue, then the Resistance are the ones who are ahead for that Control Panel. A Grey Outline with a Faction's Symbol within means that the Panel is Locked and Controlled by that Faction. Outpost Control continues until one faction or the other has gained Control of the Majority of the Panels, and then the Winner is Declared. Players aligned with the winning Faction will receive an Achievement and a Reward of 300 Credits. Good Luck, and May the Force be with You!
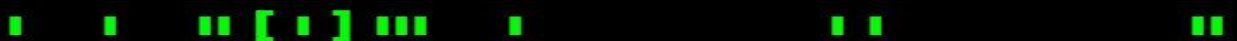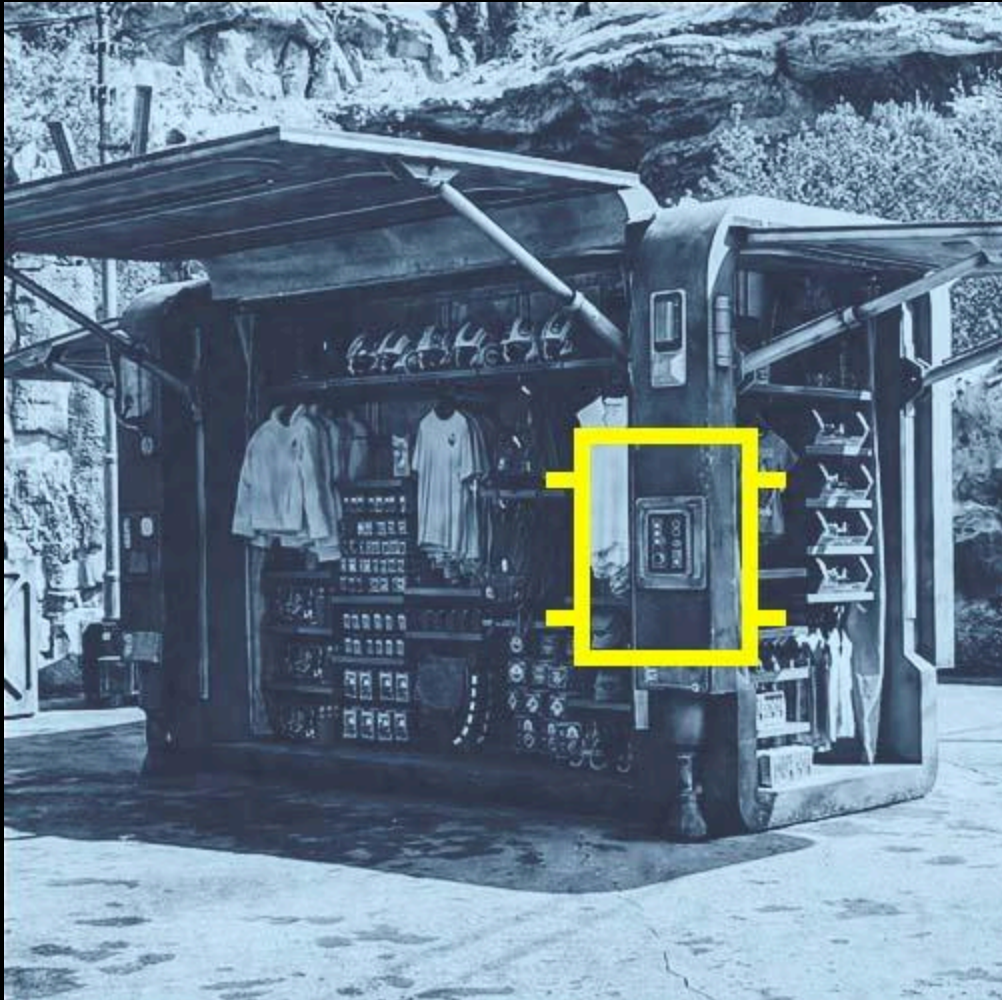
0001-06 Resistance Supply Control Panel 1: First Hack 2 Credits Additional 1 Credit
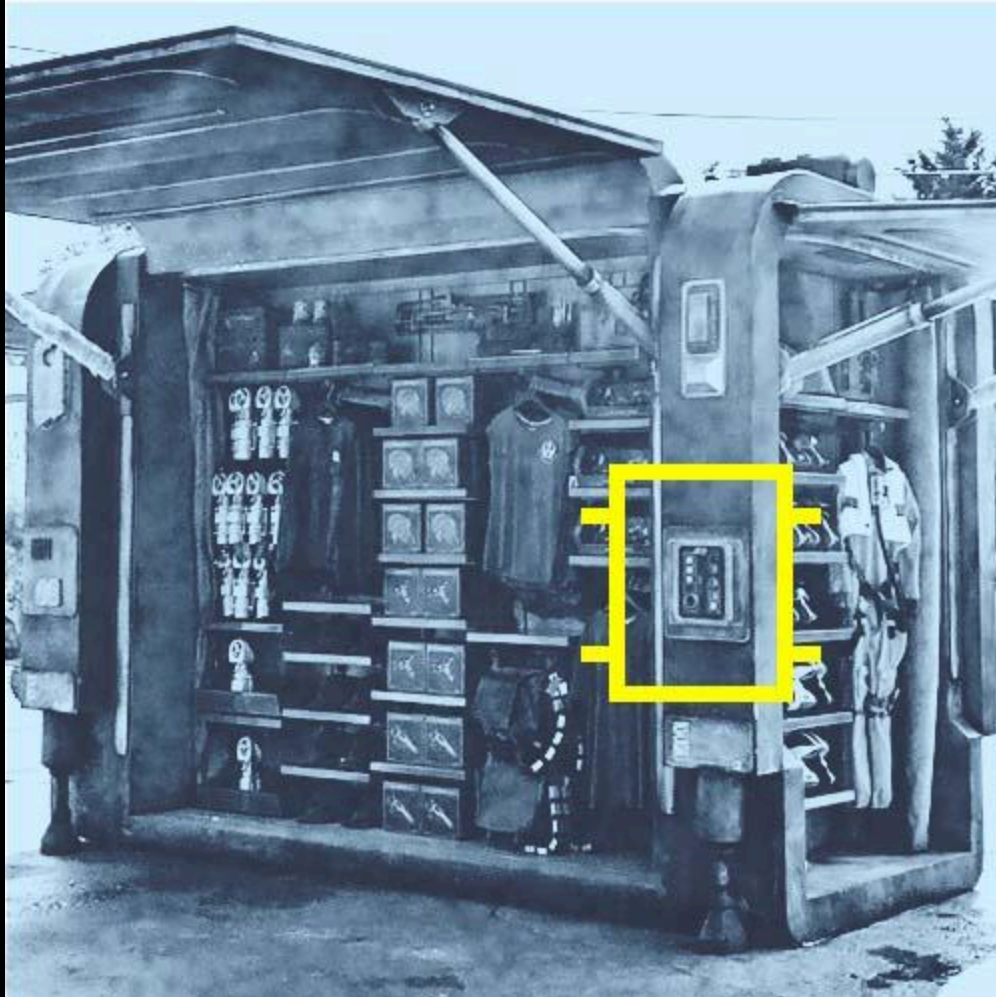
0001-07 Resistance Supply Control Panel 2: Starmap New Territories 2 Additional 1 Credit

01E1B-01 docking Bay 7 Food and Cargo Control Panel 1: First Hack 3 Credits Additional 1 Credit
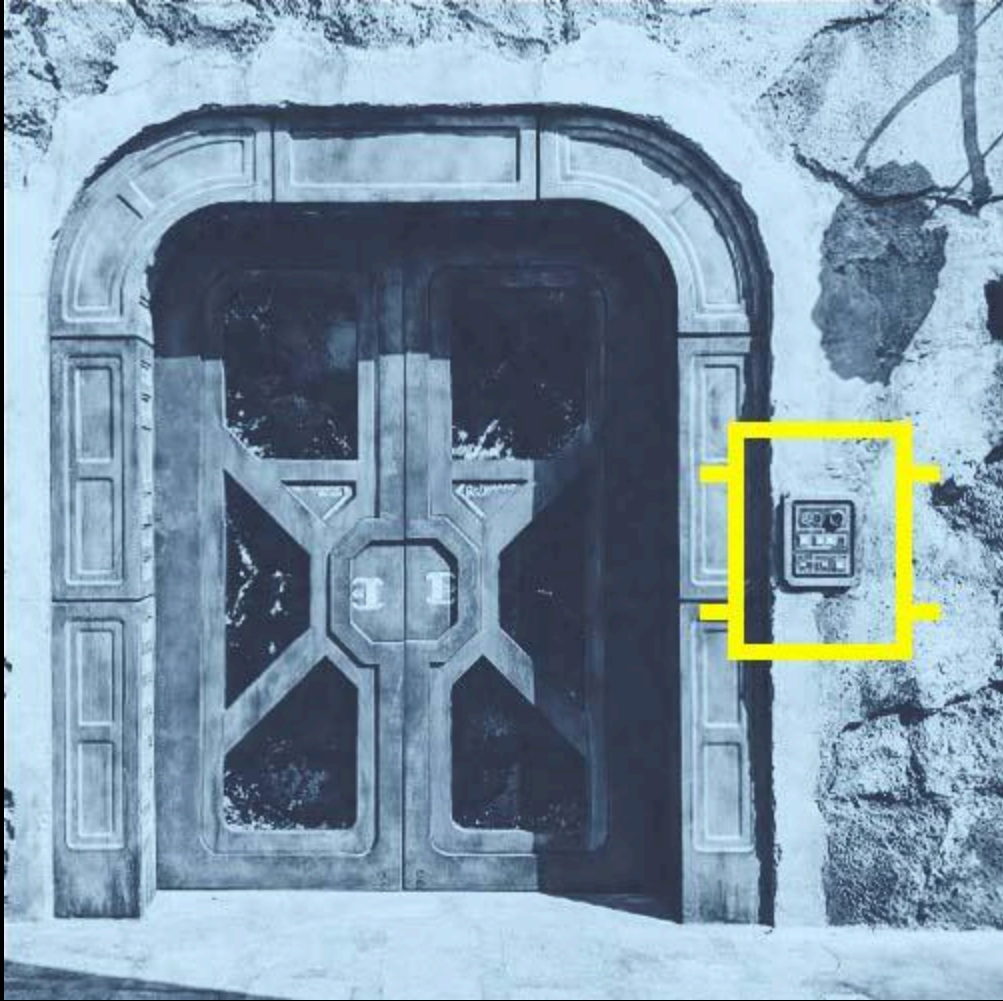
01E2A-02 Docking Bay 7 Food and Cargo Control Panel 2: First Hack 3 Credits Additional 1 Credit

01E2A-03 Docking Bay 7 Food and Cargo Control Panel 3: First Hack 3 Credits Additional 1 Credit

01E2A-02 Docking Bay 7 Food and Cargo Control Panel 2: First Hack 2 Credits Additional 1 Credit

01AE4-01 Marketplace Entrance Control Panel 1: First Hack 3 Credits Additional 1 Credit
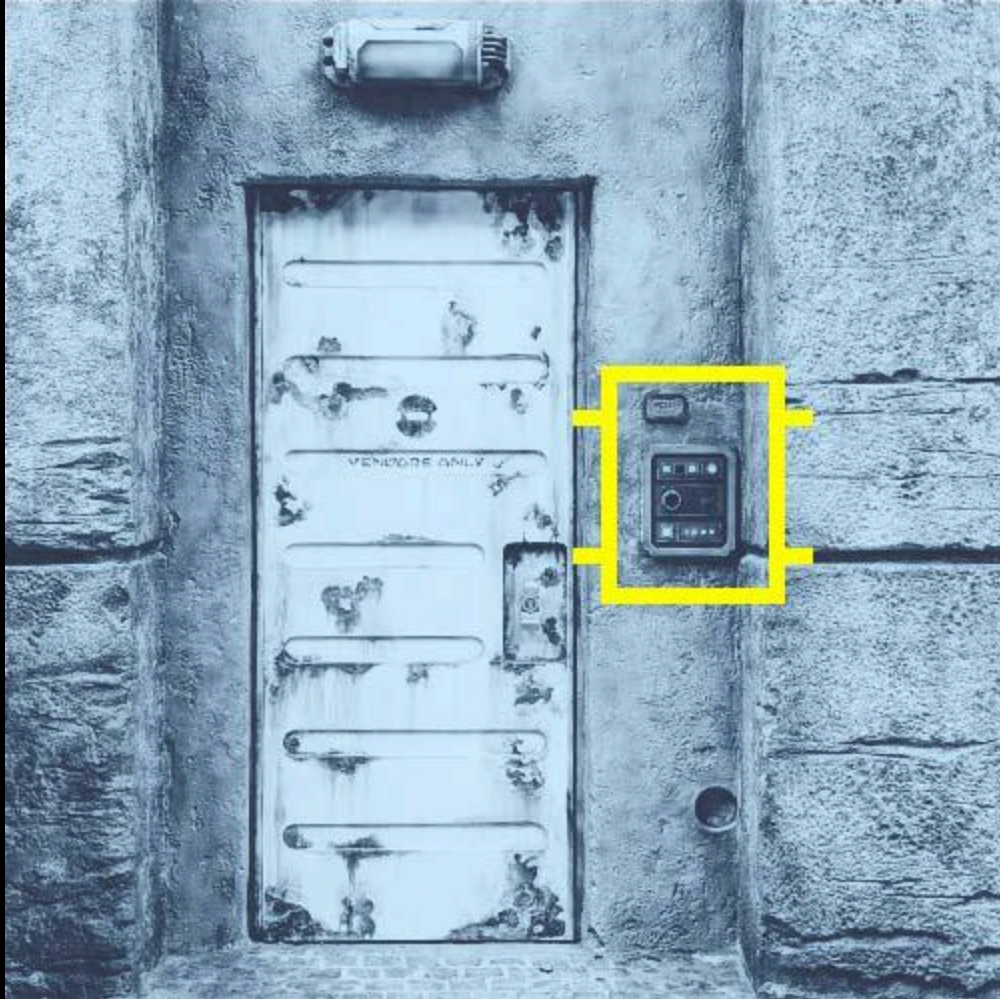
01AE4-02 Marketplace Alcove Control Panel 1: First Hack 2 Credits Additional 1 Credit
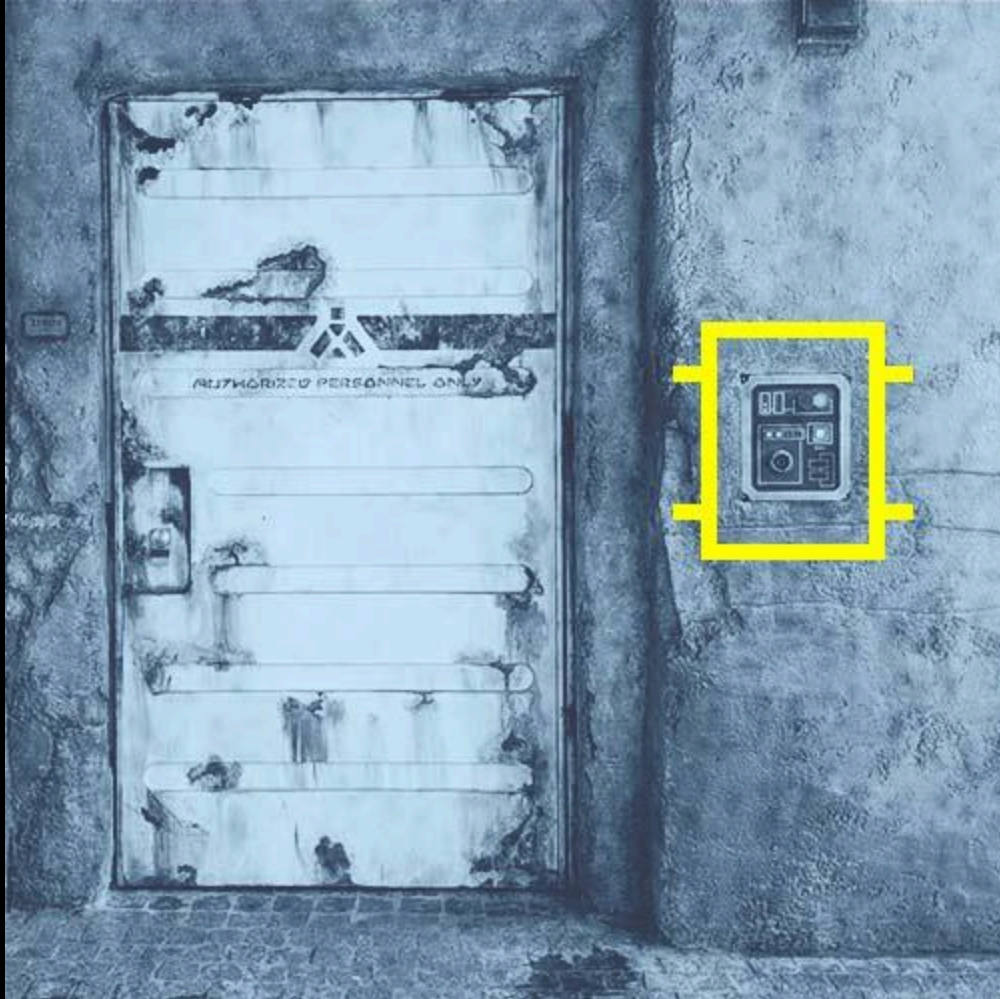
01AE4-03 Marketplace Entrance Control Panel 2: First Hack 3 Credits Additional 1 Credit

01AE4-04 Marketplace Entrance Control Panel 3: First Hack 2 Credits Additional 1 Credit
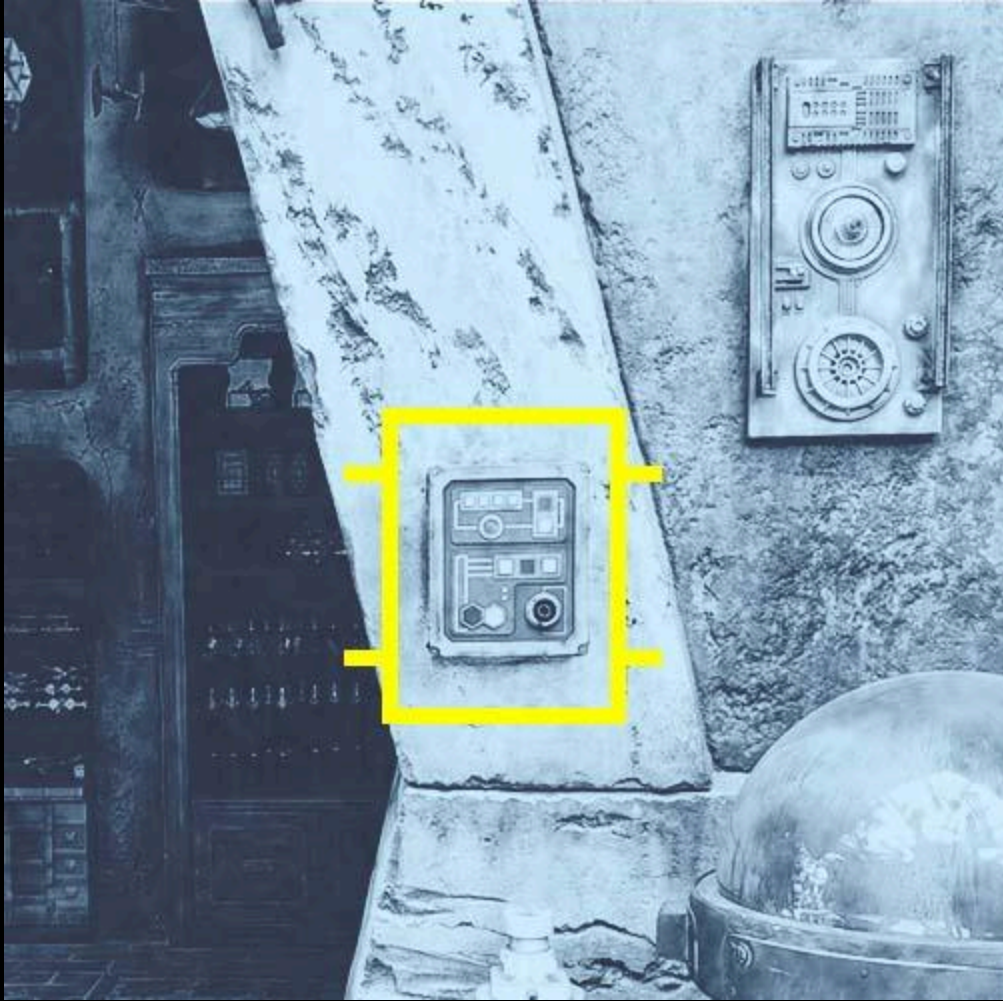
01E5A-01 Toydarian Toymaker Control Panel 1: First Hack 3 Credits Additional 1 Credit
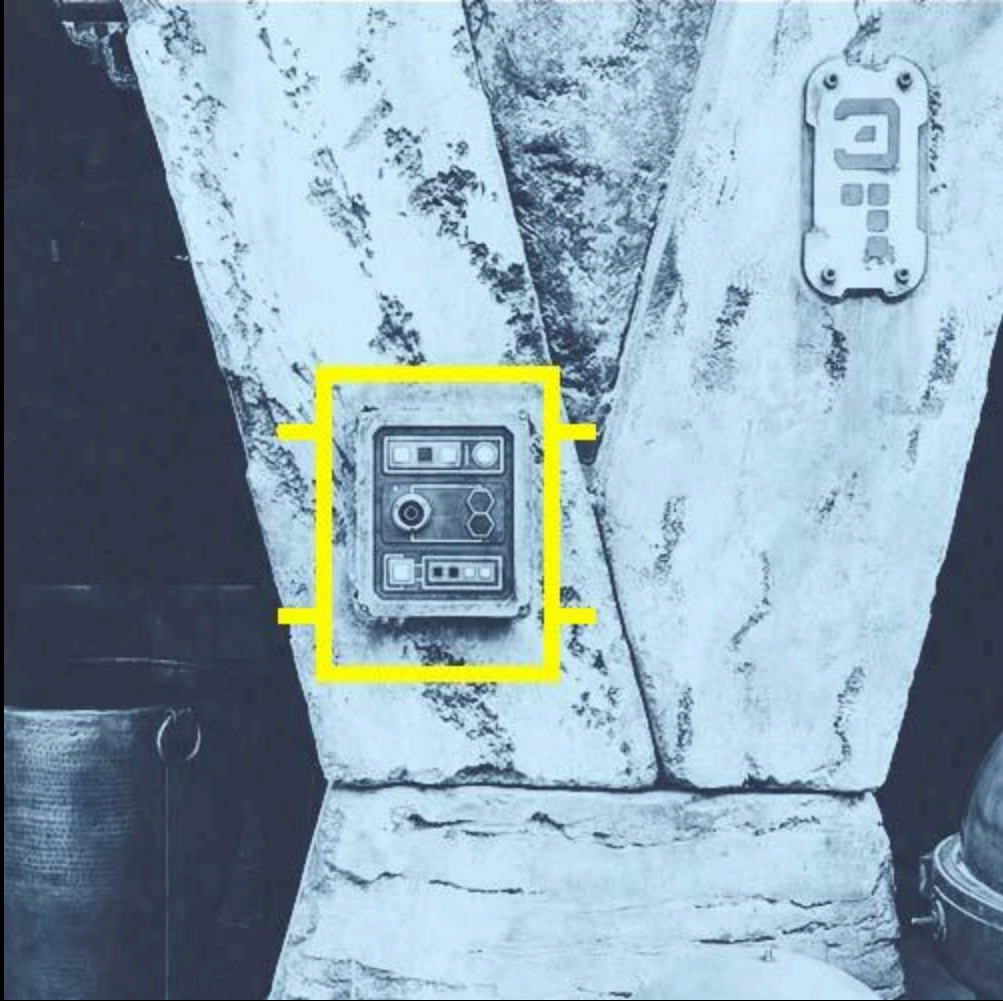
01A5E-02 Black Spire Outfitters Control Panel 1: First Hack 2 Credits Additional 1 Credit
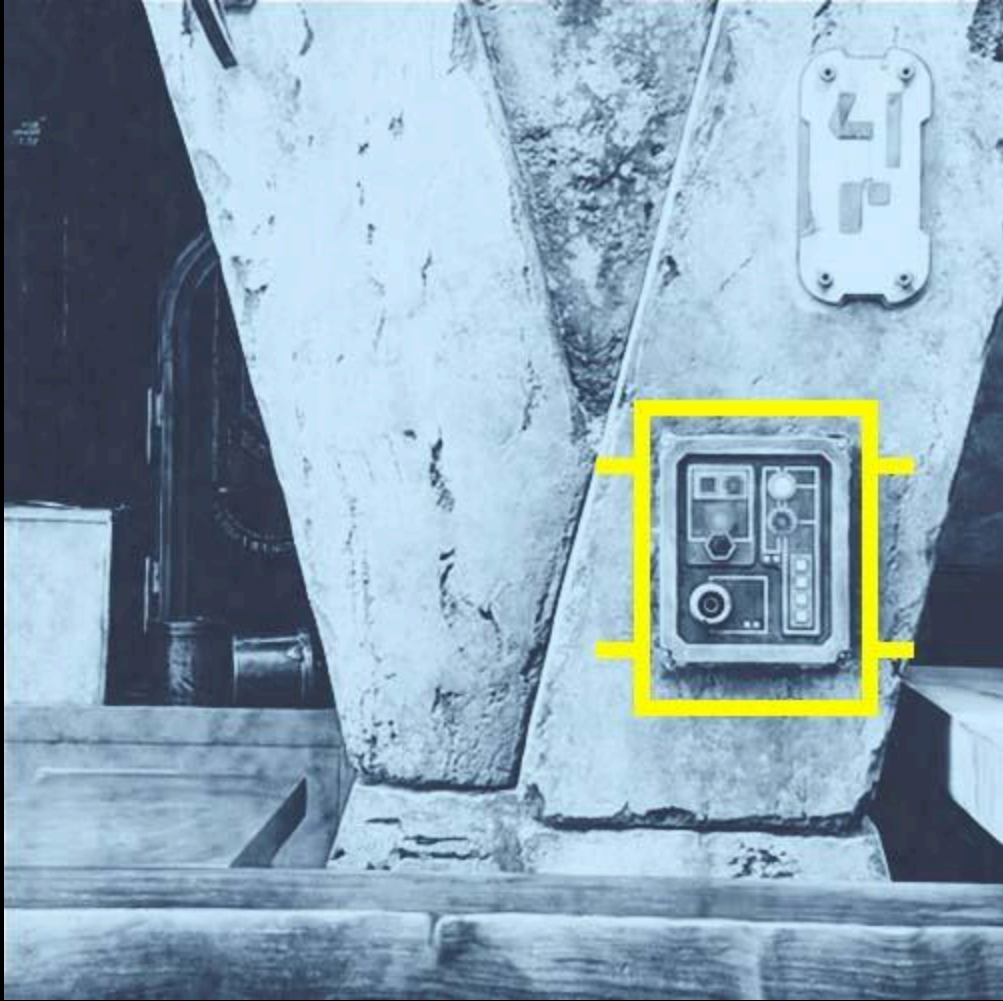
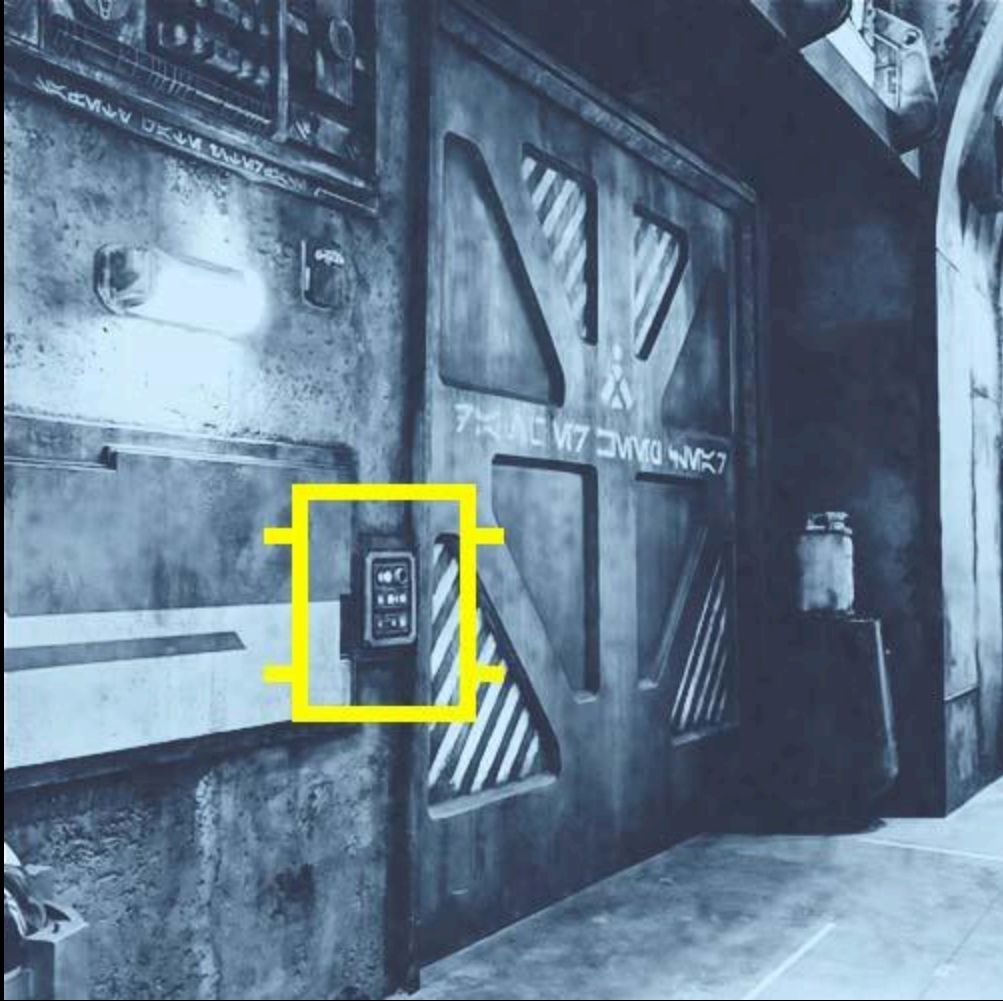01E5A-04 Kat Saka's Kettle Control Panel 1: First Hack 3 Credits Additional 1 Credit

01E5A-05 Jewels of Bith Control Panel 1: First Hack 2 Credits Additional 1 Credit
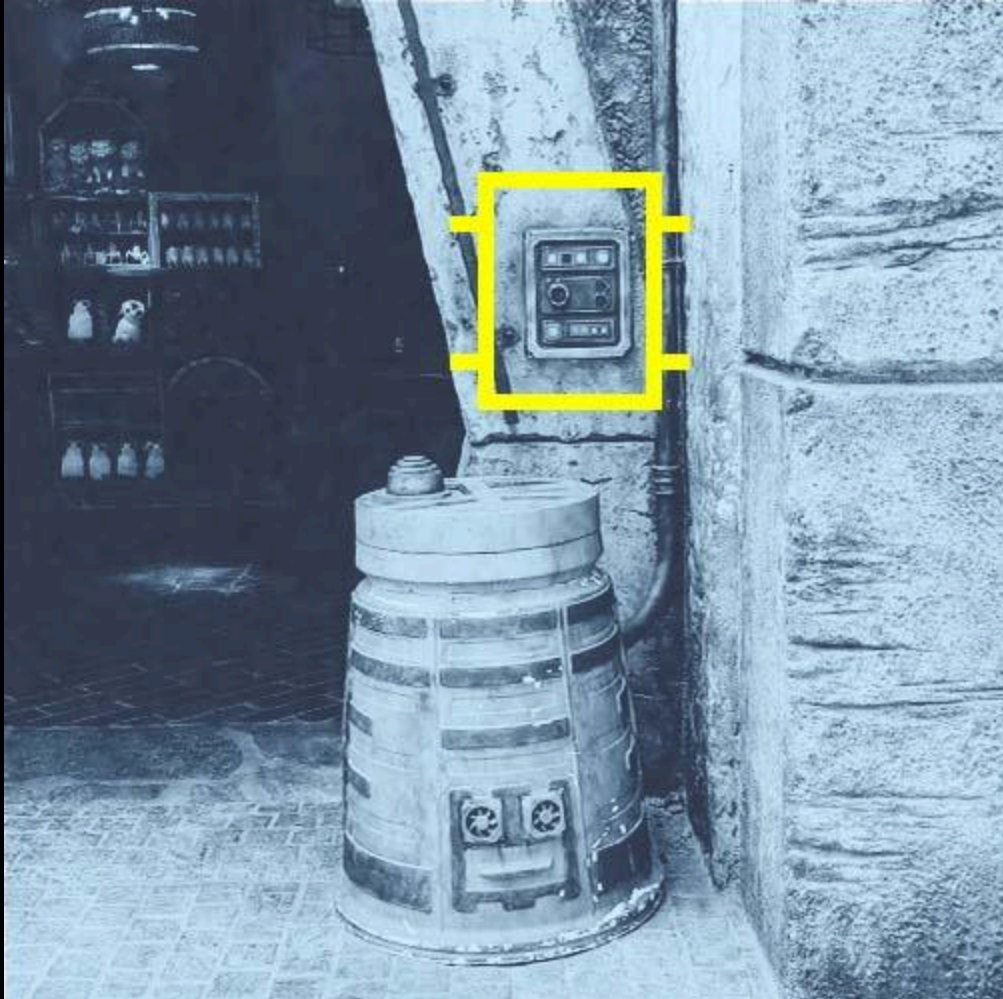
01E5A-06 Creature Stall Control Panel 1: First Hack 3 Credits Additional 1 Credit
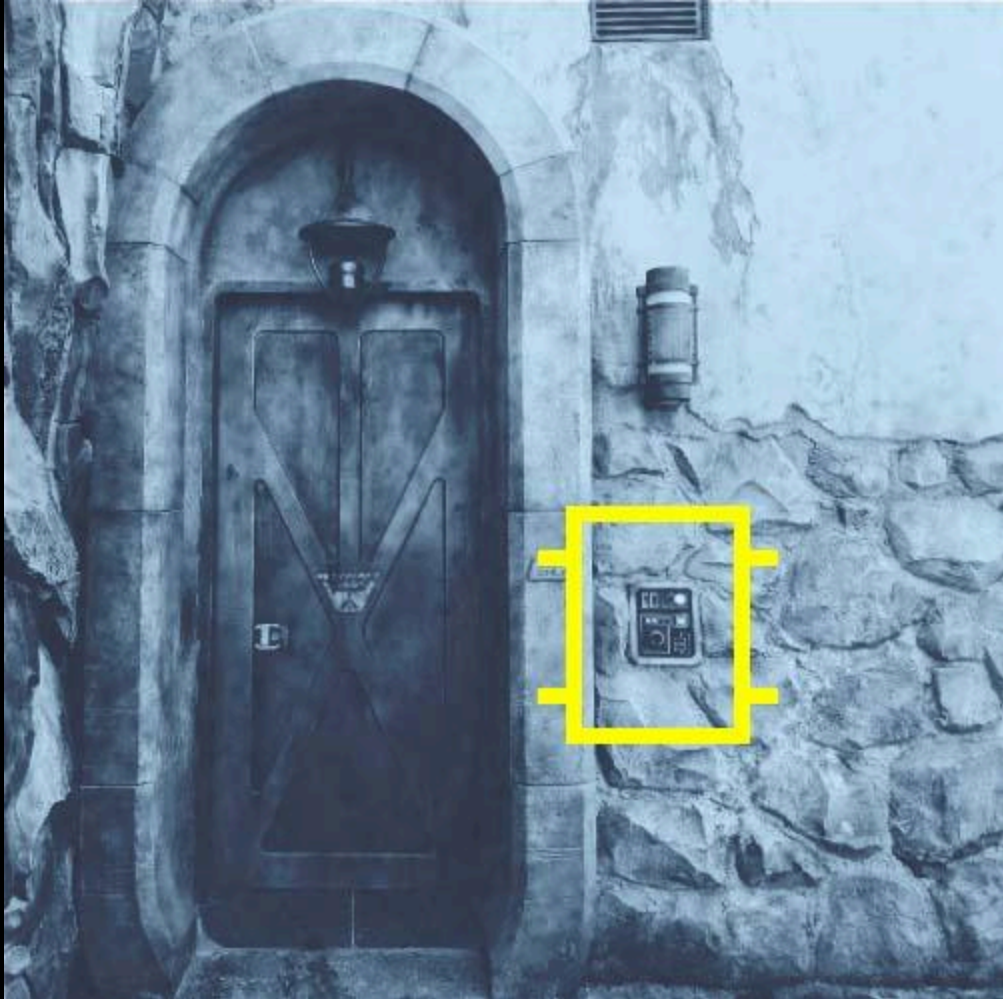
02E1B-01 Savi's Workshop Control Panel 1: First Hack Starmap Unknown Regions 1 Additional 1 Credit
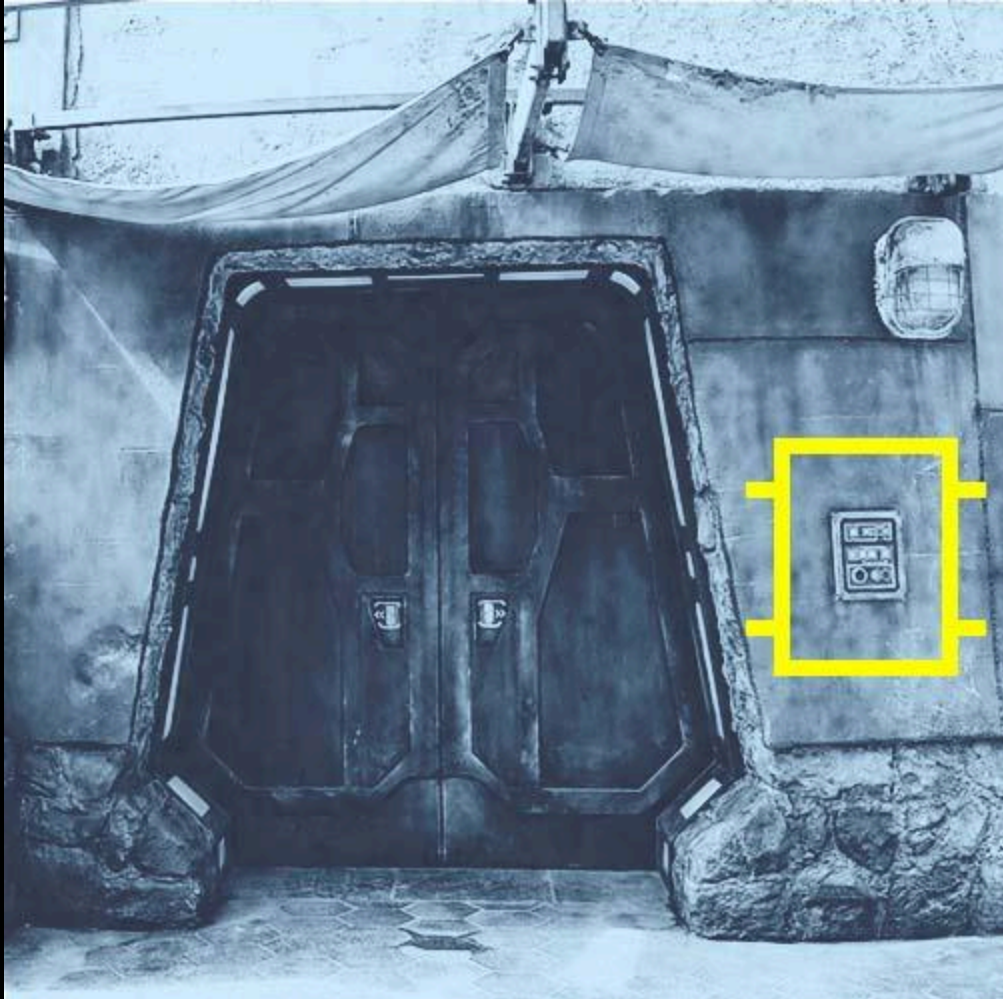
02E1B-02 Merchant Row Building Control Panel 1: First Hack 2 Credits Additional 1 Credit
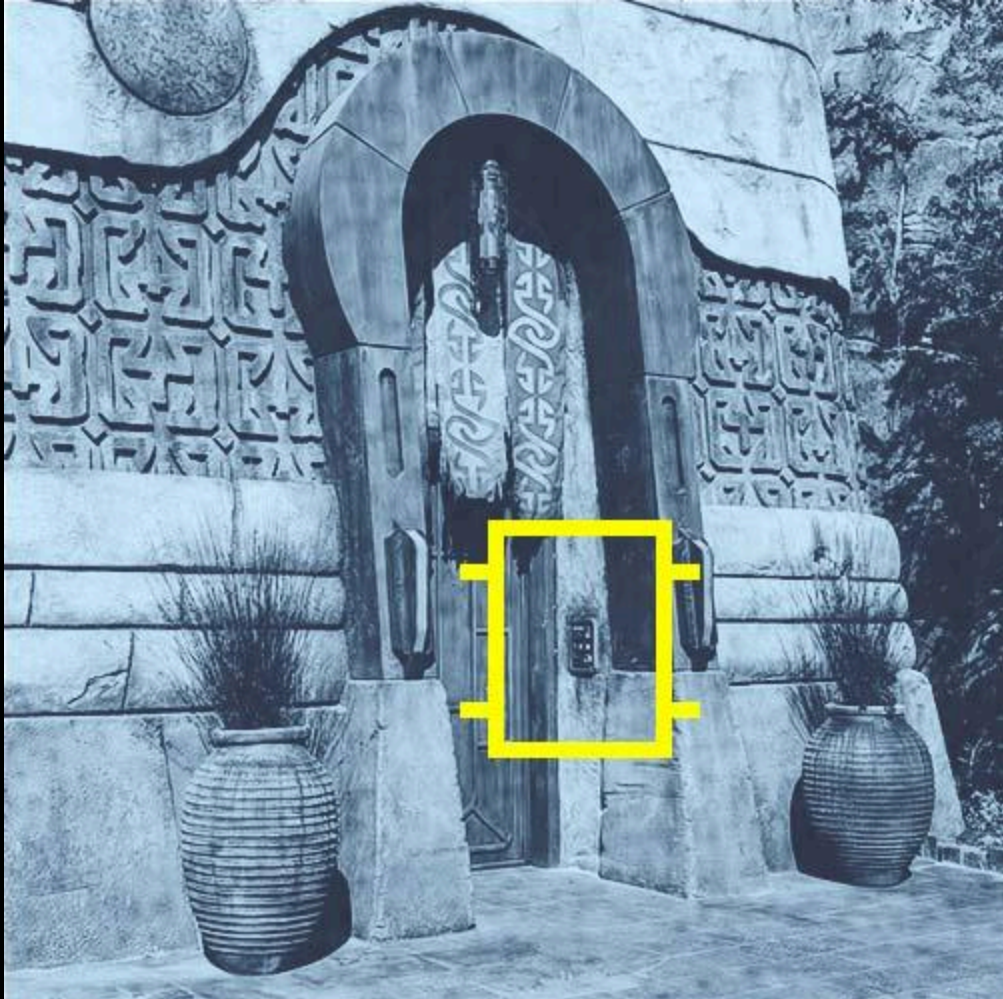
02E2B-01 Milk Stand Building Control Panel 1: First Hack 3 Credits Additional 1 Credit

02E2B-02 Droid Bath Courtyard Control Panel 1: First Hack 3 Credits Additional 1 Credit
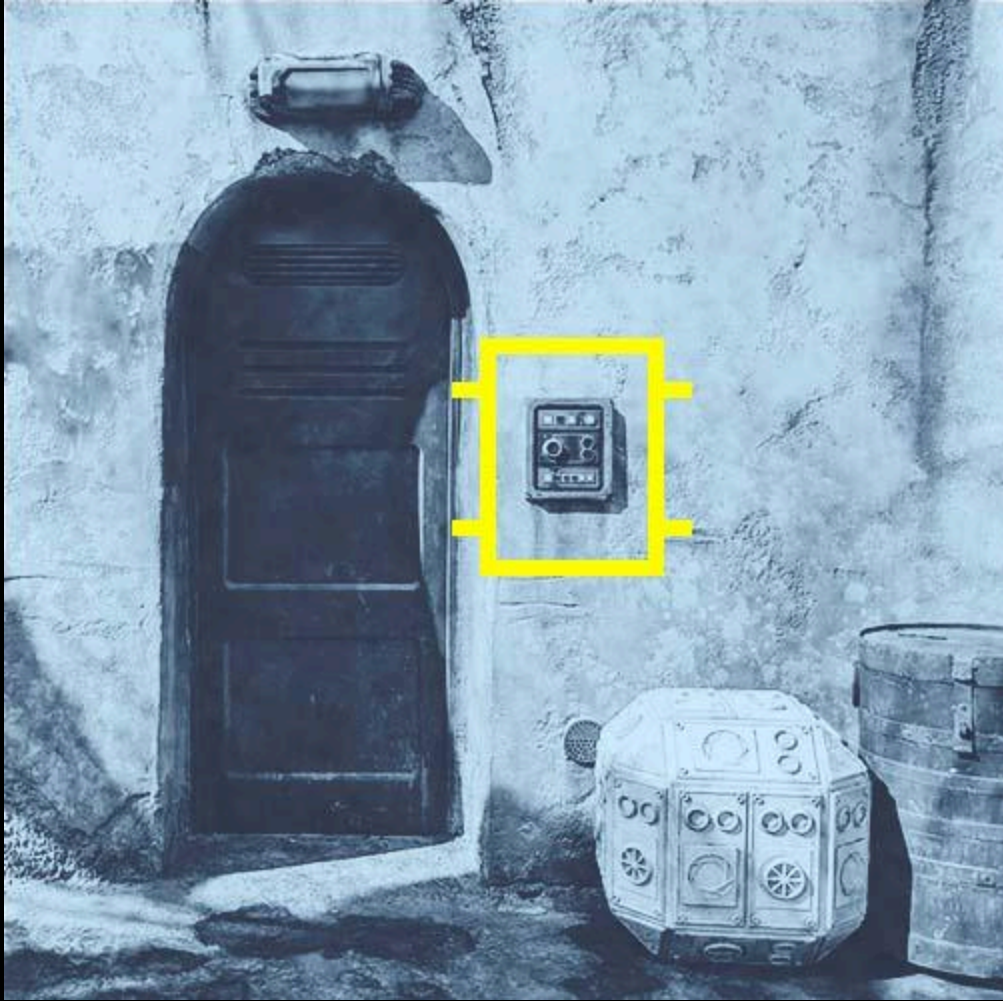
02E3A-01 Droid Bath Courtyard Control Panel 2: First Hack 1 Credit

02E3A-02 Droid Depot Control Panel 1: First Hack 2 Credits Additional 1 Credit
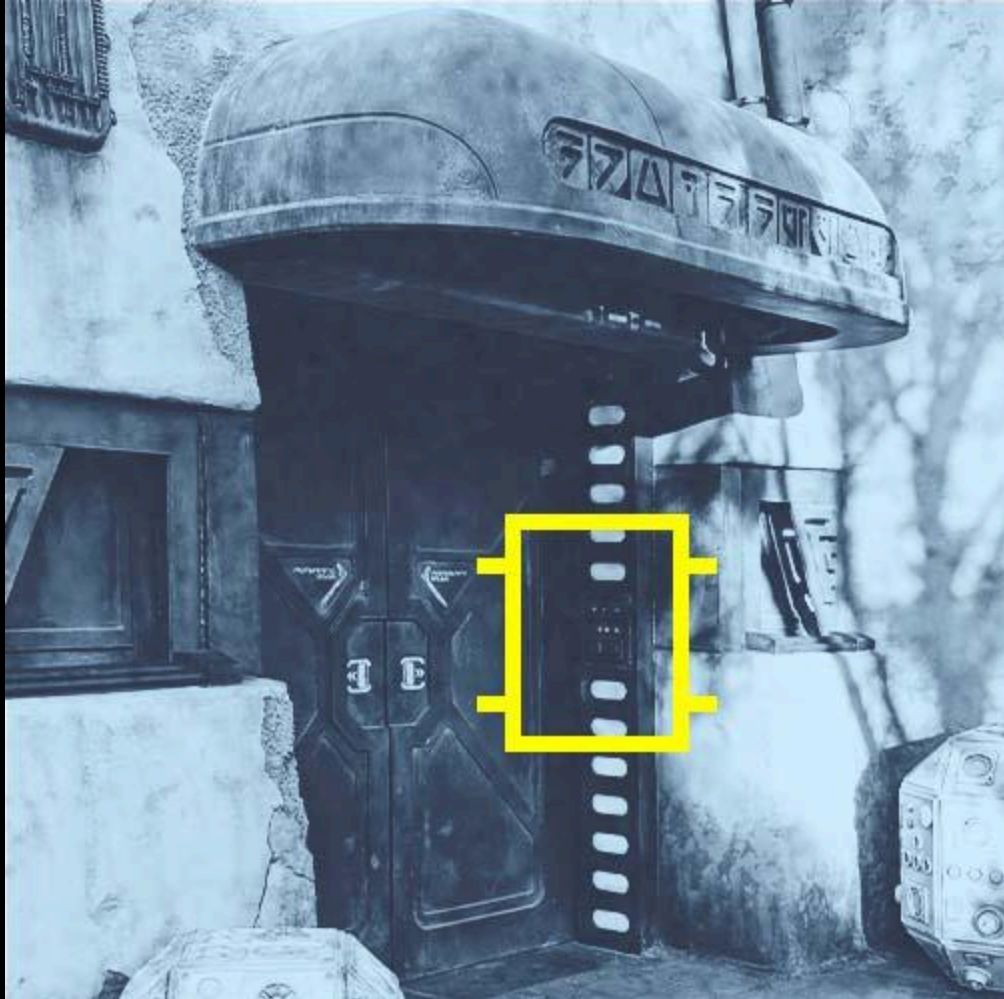
02E3A-03 Droid Depot Control Panel 2: First Hack 3 Credits Additional 1 Credit
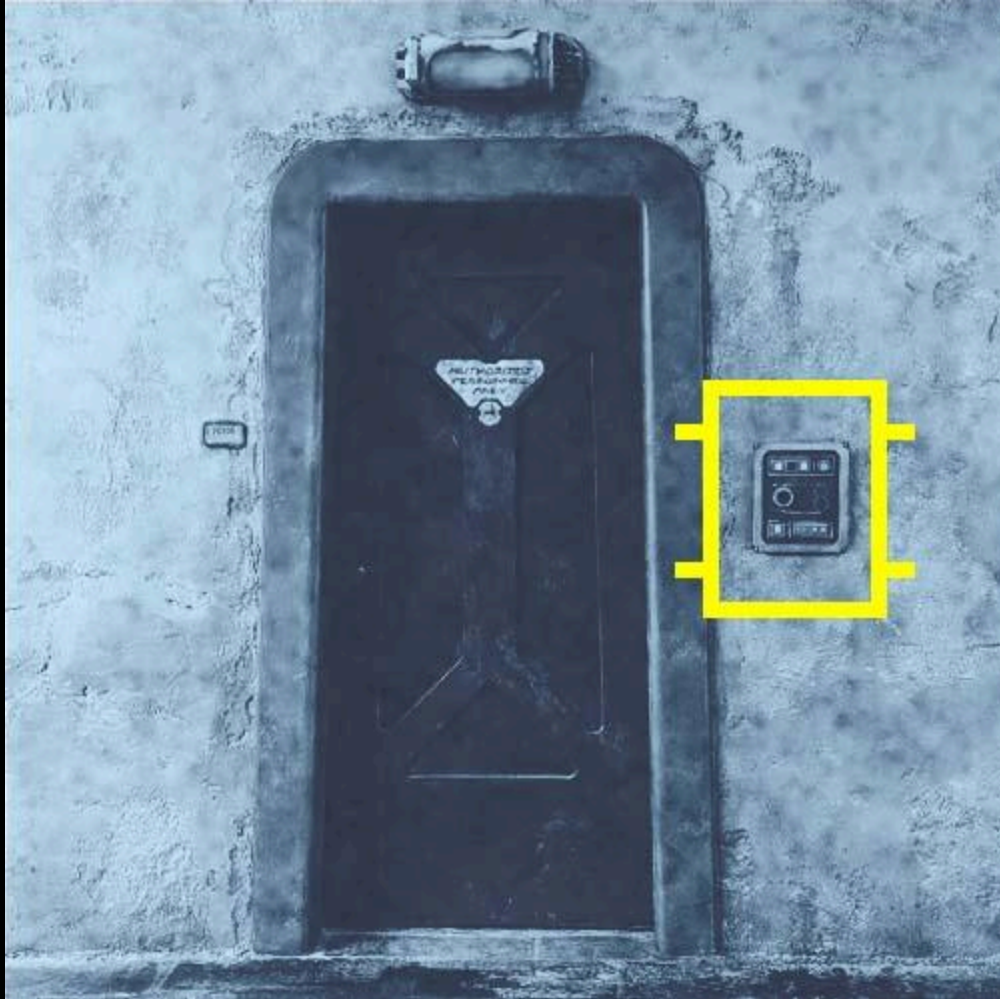
02E4A-01 Black Spire Outpost Entrance Left Control Panel: First Hack 2 Credits Additional 1 Credit
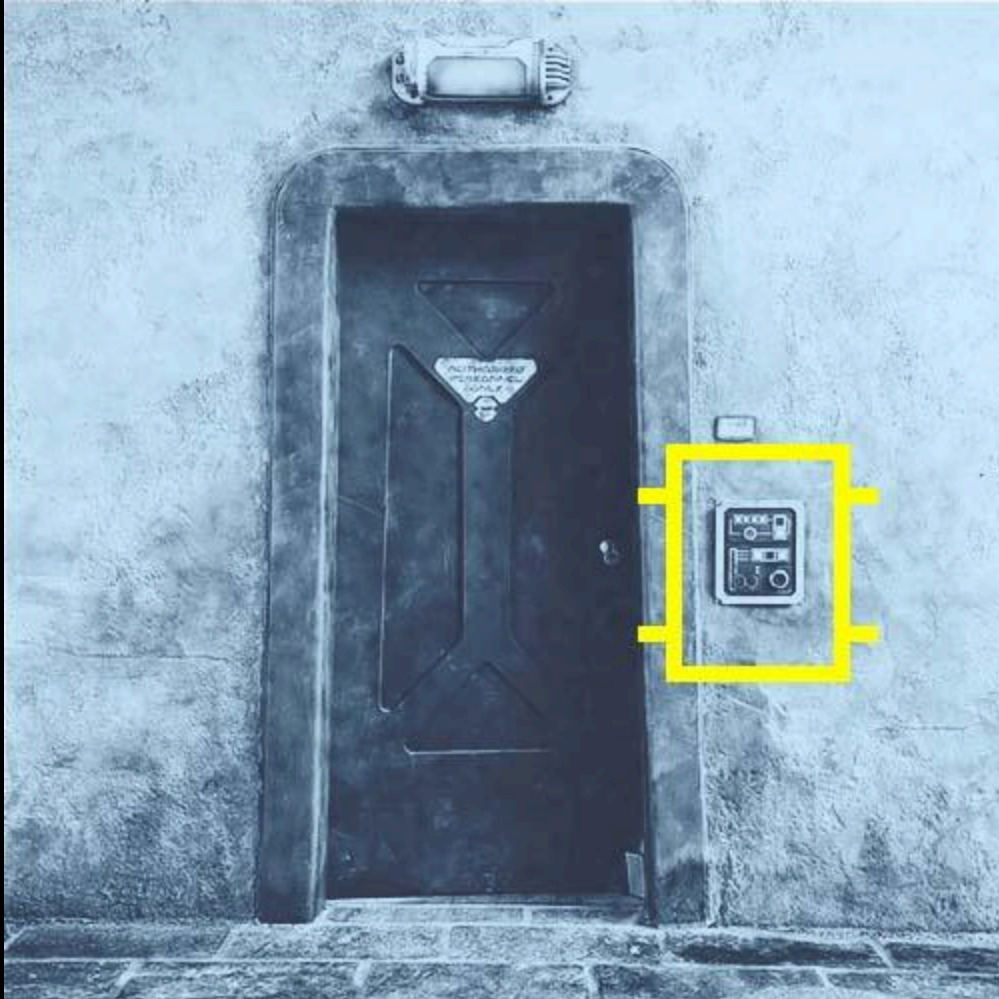
02E4A-02 Black Spire Outpost Entrance Right Control Panel: First Hack 3 Credits Additional 1 Credit

02E4B-01 Droid Bath Courtyard Women's Refresher Control Panel: First Hack 2 Credits Additional 1 Credit
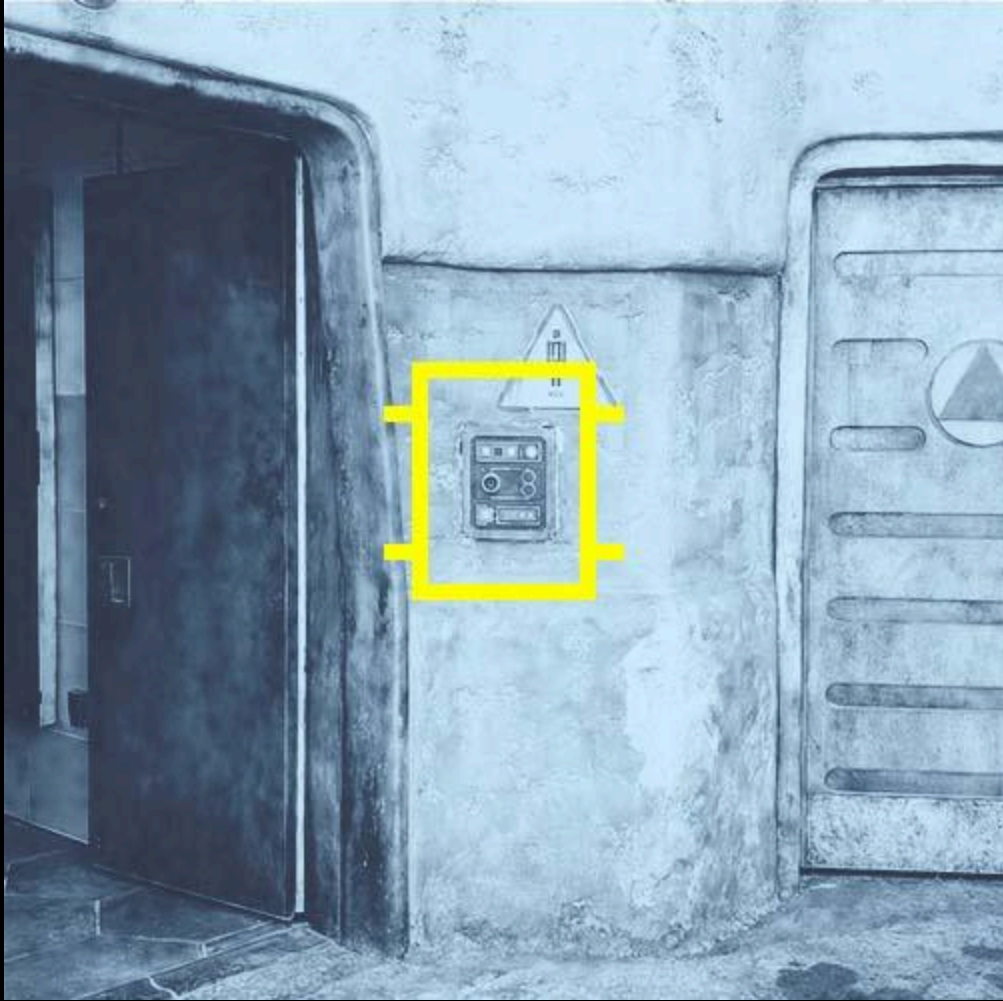
02E4B-04 Droid Bath Courtyard Men's Refresher Control Panel: First Hack 3 Credits Additional 1 Credit
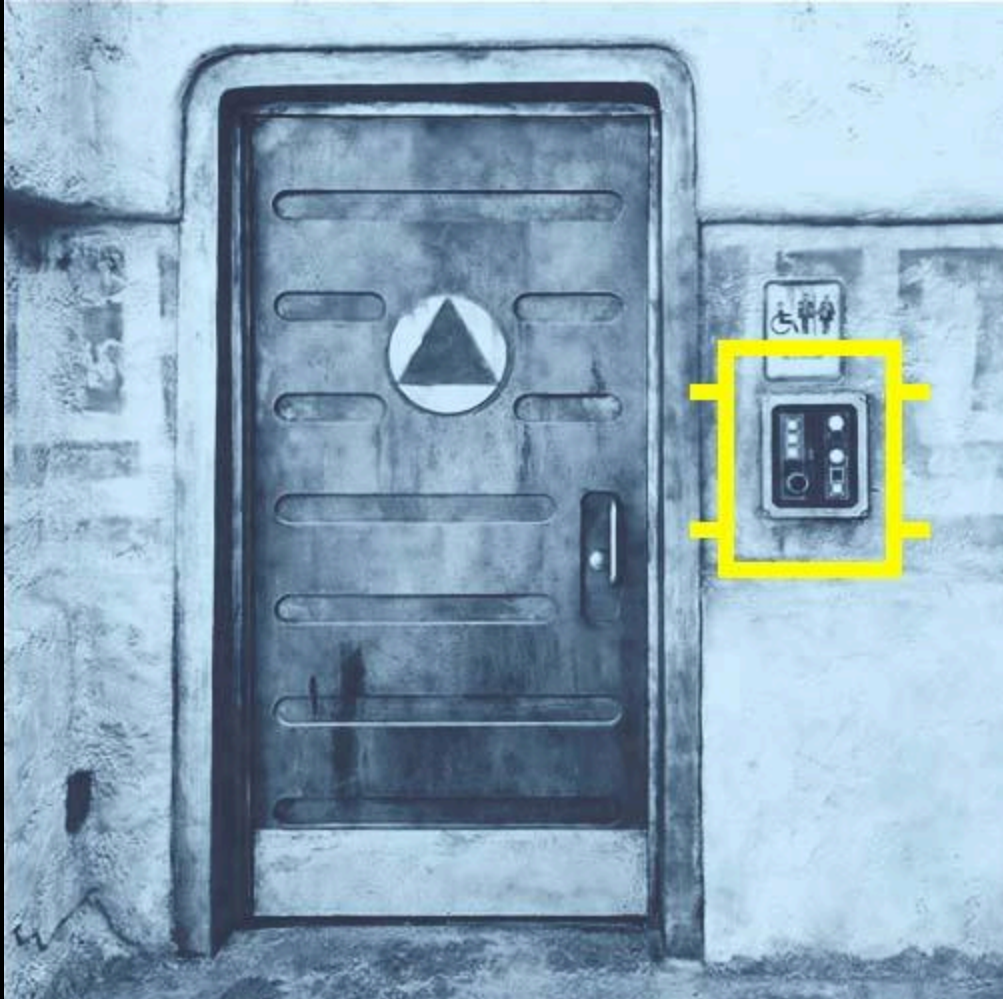
02E4B-05 Droid Bath Courtyard Handicapable Refresher Control Panel: First Hack 2 Credits Additional 1 Credit
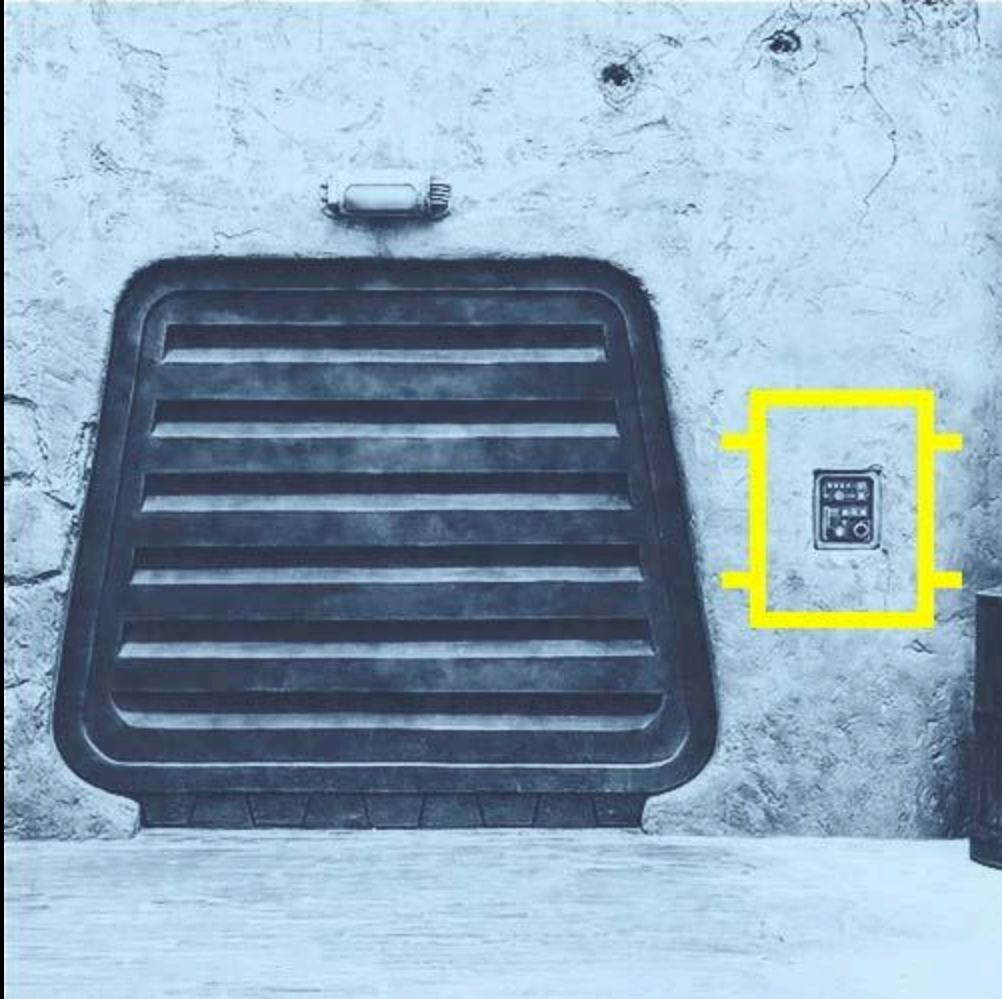
06E1B-03 Merchant Row Apartment Control Panel 1: First Hack 3 Credits Additional 1 Credit
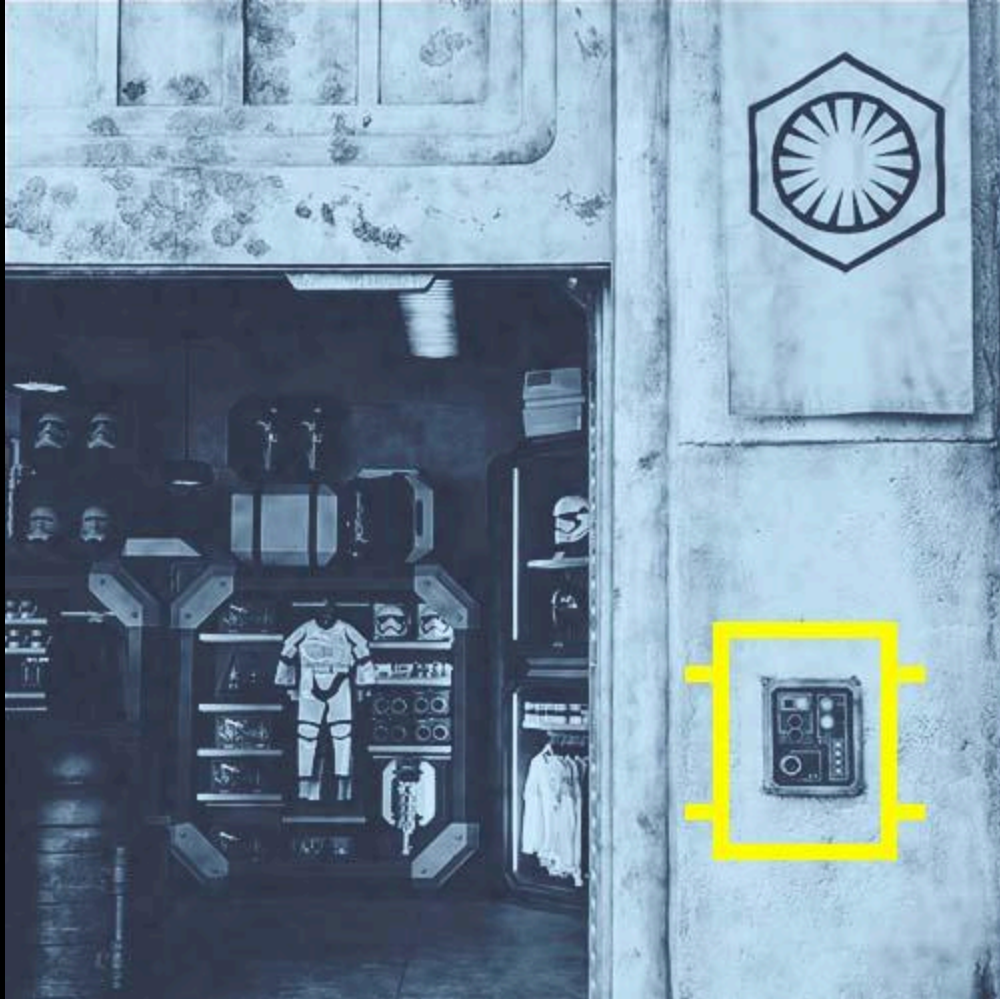
06E2B-01 Bay 9 First Order Cargo Control Panel 1: First Hack 2 Credits Additional 1 Credit
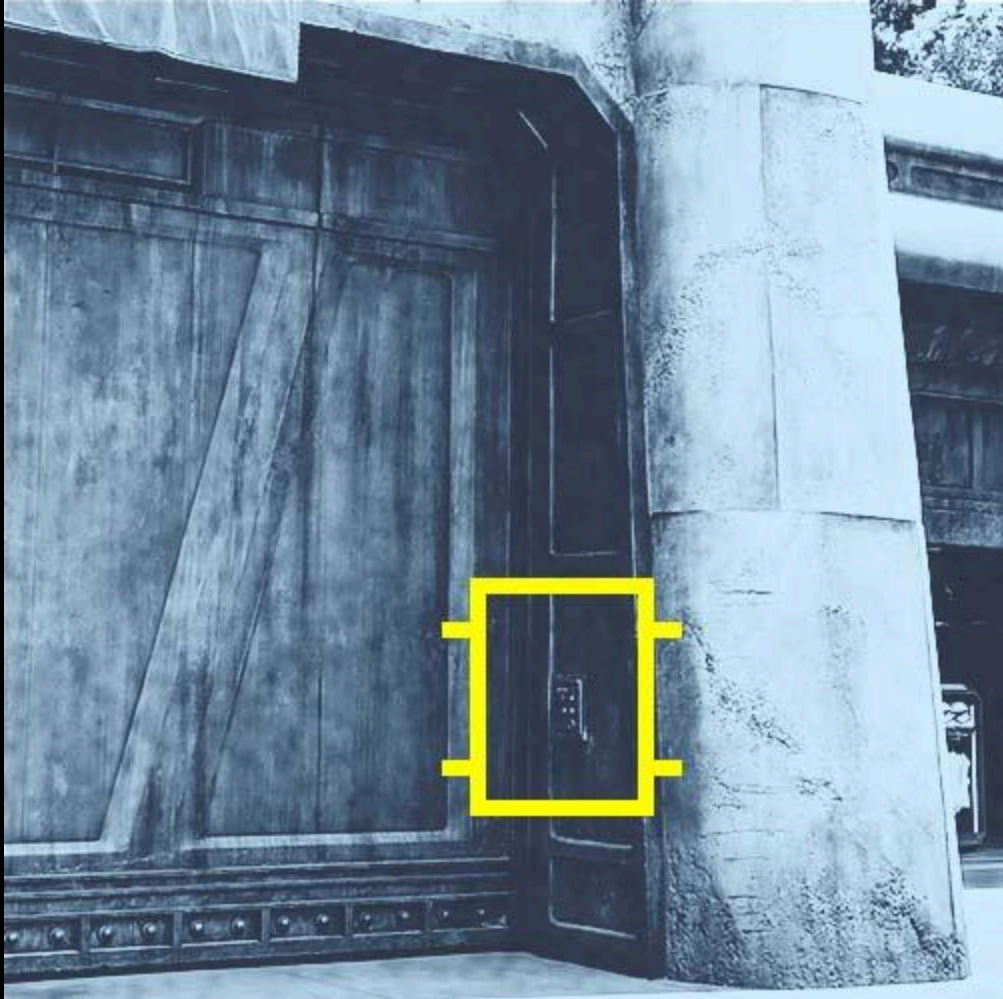
06E2B-02 Bay 9 First Order Cargo Control Panel 1: First Hack 3 Credits Additional 1 Credit
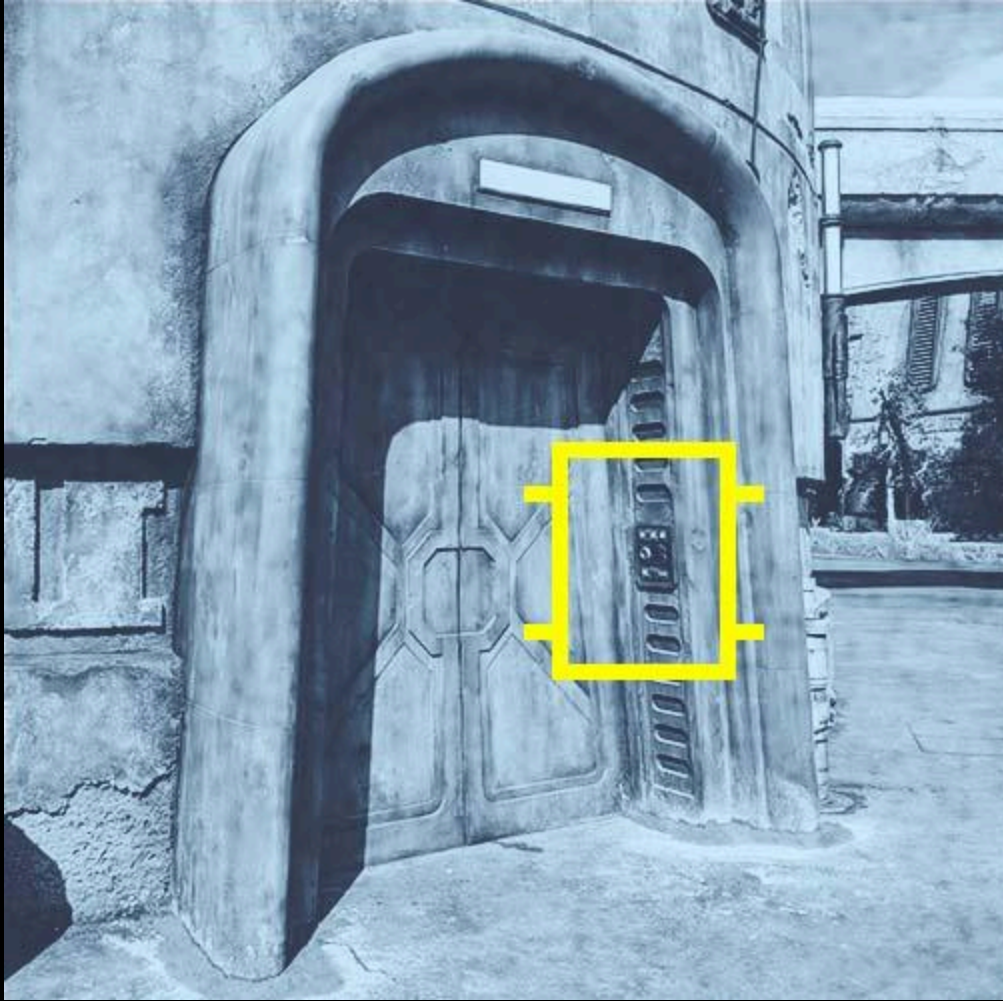
07E1C-01 Black Spire Station Control Panel 1: First Hack 2 Credits Additional 1 Credit

01101-06 Docking Bay 7 Food and Cargo Interior Control Panel 1: First Hack Schematic Sienar-Chall Transport Additional Starmap The Interior 2

01102-02 Docking Bay 7 Food and Cargo Interior Control Panel 2: First Hack 3 Credits Additional 1 Credit
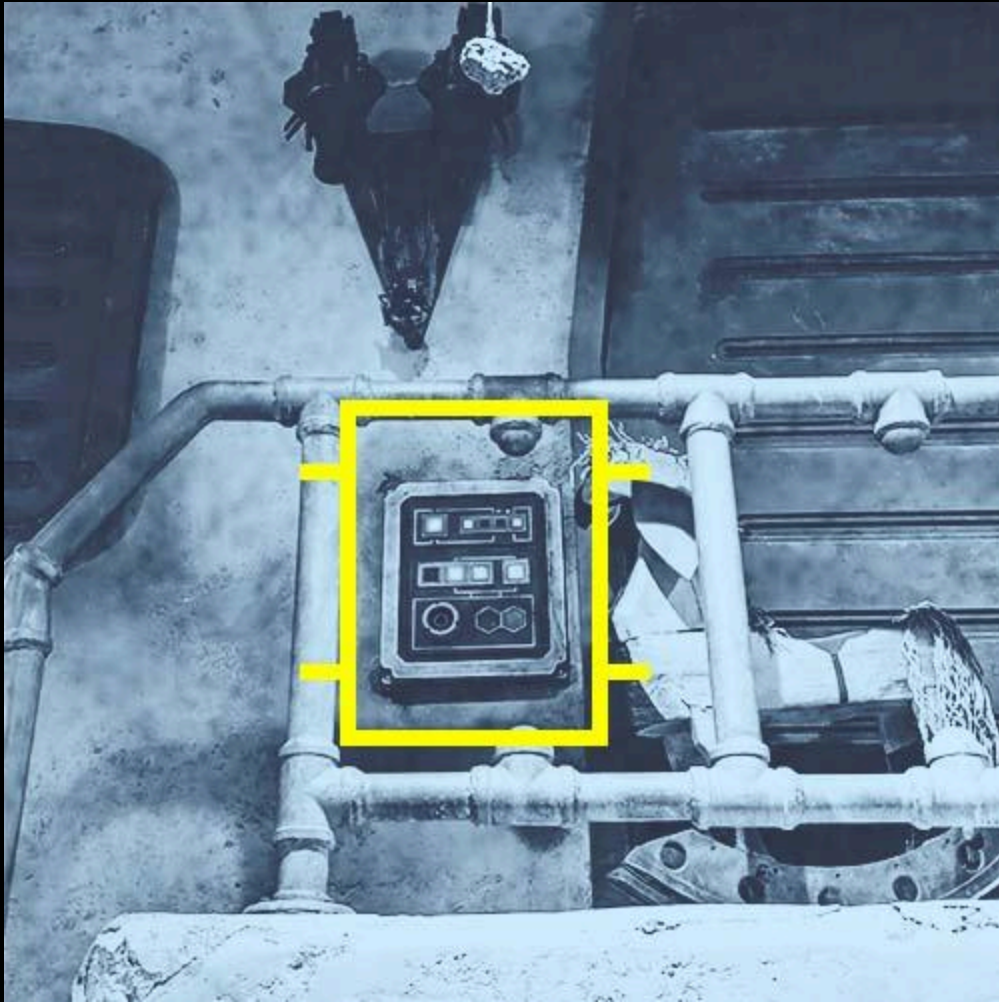
01110-01 Toydarian Toymaker Interior Control Panel: First Hack Starmap The Slice 3 Additional 1 Credit
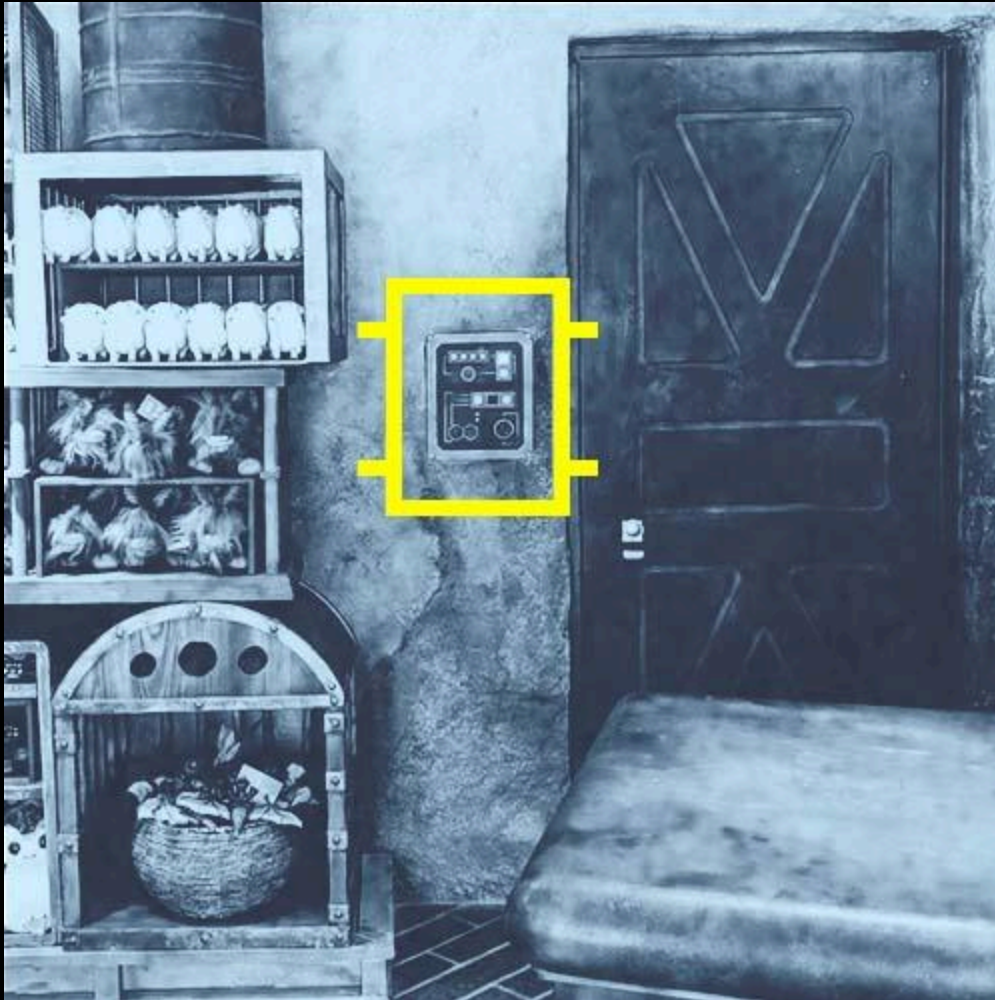
01119-02 Creature Stall Interior Control Panel: First Hack Starmap The Slice 4 Additional 1 Credit

Tips and Tricks

*Most missions after completion can be replayed as many times as you want, and replay it as soon as it's completed. This means you can accept a mission (let's say to steal a password... "Forgot Password, Help Needed" mission from Hondo Ohnaka) and walk to the target area (in this case a comm tower antenna), complete the mission (tune in to comm and crack encryption), to gain reward and faction points. From there you can re-accept the mission in the completed missions section of your Jobs in the Data-pad, and since you are at the target already, redo the mission and get the rewards again and again. I have found no cap to this yet.

*Crates and cargo on the other hand, are only scannable once. So be sure to accept any missions requiring scanning at the very beginning of your stay on Batuu. Or you may run into problems when you try to rescan a crate for a mission if you scanned it before without the related mission running.

*Droids, and ships can be hacked as many times as you like. Each time you finish the puzzle you gain another copy of the reward.
(useful for trading)

*In order to complete the "Tune" missions and have a complete set of transmission logs requires the scanning of all comm tower antennas in the park, not once but multiple times, AND at different times throughout the day. Keep at it if you want the logs, which tell little stories that add depth to the characters and the world of Batuu.
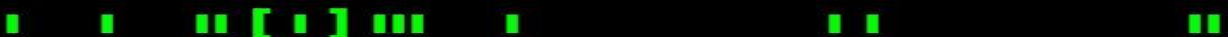
*Also a quick tip for a few extra credits and Scoundrel faction points on some missions. When you finish the mission and are communicating back with your contact, when they ask if you have finished the job, occasionally it will give you a second option other than a simple acknowledgement of completion. It might offer a second line of dialog in which you, from a certain point of view, press them for more than what the stated reward was. When doing this for a Faction aligned mission for the First Order or the Resistance, will change the faction you get points for, instead of F.O. or Resistance you will receive Scoundrel faction points. And will lead to a small bump in the credits awarded to you. Seems like 10 to 15 Credits increase is the best you can get but it is extra Credits.

*If you are having difficulties in getting that pirate Hondo to pay you after your flight on "Smuggler's Run".   Prior to boarding the Falcon make sure to have your Play App open and running. Next verify that you have Bluetooth and Location permissions enabled and that it isn't in Low-Power Mode, then climb on board and take off. After returning to Batuu, open the app up and you should receive a notification from Ohnaka Transport Solutions, and with it your Credits you acquired on the run. This being said there are known issues that can cause a delay in payment or even no payment at all. After all, you can't really trust a pirate can you.

A note on the Local Phrases and Sayings:

When traveling to the distant world of Batuu one must remember that though the local language is Basic, the equivalent of our English, there are some notable differences. The following list is of local phrases and their English meanings.

Greetings:
"Bright Suns" means Good Morning
"Rising Moons" means Good Evening

Important Sayings:
"On Planet" means that you are In the Land.
"Refresher" is what they call the Bathroom.
"Hydrator" ask for this instead of a Water Fountain.
"Datapad" is what you call your Smartphone.
"Only the Ancients know" means the person doesn't know the answer to your question.
"Looking for Scrap Metal" means you are in the market for a custom Saber from Savi's and Sons.

Faction Phrases:
"Ignite the Spark" is a Resistance greeting.
"Light the Fire" is the formal response to show you're loyal to the Resistance.
"For the Order!" is the First Order greeting for those aligned.

And finally the parting Phrases:
"Till the Spire" means Farewell.
"Good Journey" is an informal way of saying Goodbye.
"May the Spires Keep you" is the most formal form of Goodbye.

In Game Item Locations Quick Reference:

Unlockable Outfits:

Batuu Villager Outfit: Starting Outfit : Location in App
Resistance Flight Uniform: Crate 5 : Resistance Encampment
Resistance Ground Forces Outfit: Crate 6 : Resistance Encampment
Batuu Rain Outfit: Crate 10: Market Place, Toydarian Toymaker
Ewok Disguise: Crate 14 : Market Place, Kat Saka's Kettle
Mon Calamari Outfit: Crate 20 : Outside of Docking Bay 7 Food and Cargo
Ohnaka Transport Solutions Uniform: Crate 38 : Spaceport, Ohnaka Transport Solutions
Leather Outfit: Crate 40 : Spaceport, Ohnaka Transport Solutions
Marauder Outfit: Crate 43 : Merchant's Row by the Comm Tower
Jawa Outfit: Crate 44 : Merchant's Row by the Comm Tower
Batuu Sun Outfit: Crate 46 : Merchant's Row by the Comm Tower
Embo-Style Outfit: Crate 51 : Merchant's Row by the Comm Tower
Snowtrooper Armor: Mission "Off-World Outfit" : Jobs Section of App
Praetorian Guard Armor: Mission "Rare Outfit for Trade" : Jobs Section of App
First Order Stormtrooper Armor: Smuggler's Run Queue, "Distress Signal Received" Mission
Stormtrooper Outfit: Crate 53 : TIE/ES Shuttle Landing Pad
First Order Outfit: Crate 54 : TIE/ES Shuttle Landing Pad
First Order TIE Fighter Flight Suit: Reward from "Distress Signal Received" Mission
Death Star Gunner Uniform: Crate 25 : Outside of Dok-Ondar's

Unlockable Weapons:

7-PRG Proton Grenade: Crate 2 : Resistance Encampment
NN-14 Blaster Pistol: Crate 3 : Resistance Encampment
Concussion Disc: Crate 4 : Resistance Encampment
Imperial E-11 Blaster Rifle: Crate 41 : Spaceport
DL-44 Heavy Blaster Pistol: Crate 39 : Spaceport, Ohnaka Transport Solutions
T-47 Airspeeder Harpoon Gun: Crate 36 : Savi's and Son Salvage
Bowcaster: Crate 49 : Merchant's Row by the Comm Tower
Z-6 Jetpack: Crate 48 : Merchant's Row by the Comm Tower
First Order F-11 Blaster Rifles: Crate 56 : TIE/ES Shuttle Landing Pad
Gungan Personal Energy Shield: Crate 18 : Black Spire Station
Glie-44 Blaster Pistol: RotR Queue
Pyro Denton Explosive: RotR Queue

Unlockable Cargo:

Medical Bags: Crate 1 : Resistance Encampment
Sewing Thread: Crate 9 : Market Place, Toydarian Toymaker
Plush Toys: Crate 11 : Market Place, Toydarian Toymaker
Gaming Kit: Crate 12 : Market Place, Toydarian Toymaker
Loth-Cat Chow: Crate 13: Market Place, Creature Stall
Spice: Crate 15 : Market Place, Kat Saka's Kettle
Salvage Cleaning Kit: Crate 27 : Savi's and Son Salvage
Food Portion Packs: Crate 21 : Cargo Bay 7 Food and Cargo
Condiments: Crate 23 : Crago Bay 7 Food and Cargo
Neuro-Saav TE4.4 Field Quadnoculars: Crate 50 : Merchant's Row by the Comm Tower
A99 Aquata Breather: Crate 52 : Merchant's Row by the Comm Tower
Tank Containing Batca Fluid: RotR Queue

Unlockable Parts & Scraps:

Carbon Chisel: Crate 8 : Market Place, Black Smith's Stall
Vaporator Blades: Crate 26 , Savi's and Son Salvage
Kyber Crystals - Red : Crate 28 : Savi's and Son Salvage
Kyber Crystals - Blue: Crate 29 : Savi's and Son Salvage
Osteo Fragmenter: Crate 30 : Savi's and Son Salvage
Tracer Beacon: Crate 31 : Savi's and Son Salvage
AT-AT Targeting Computer: Crate 32 : Savi's and Son Salvage
MSE-6 Mouse Droid Casing: Crate 33 : Savi's and Son Salvage
Kyber Crystals - Green: Crate 34 : Savi's and Son Salvage
Kyber Crystals -Purple: Crate 35 : Savi's and Son Salvage
Magnetic Field Condenser: Crate 22 : Cargo Bay 7 Food and Cargo
Star Destroyer Capacitor Bearings: Crate 24 : Cargo Bay 7 Food and Cargo
Security Enhanced Comlink: Crate 42 : Merchant's Row by Comm Tower
Datachip: Crate 45 : Merchant's Row by Comm Tower
Hang Glider: Crate 47 : Merchant's Row by Comm Tower
DUM-Series Pit Droid Class 2 Heads: Crate 16 : Black Spire Station
Diatium Power Core: Crate 17 : Black Spire Station
Computer Probe Arm(R-Unit): Crate 37 : Inside Droid Depot
Droid Holo-Projector: Crate 7 : Resistance A-Wing Bay and Smuggler's Run Queue
Protocol Droid Arm: Crate 19 : Black Spire Station and Smuggler's Run Queue
Binders: Crate 53 : TIE/ES Shuttle Landing Pad

Unlockable Schematics:

RZ-2 A-Wing Starfighter: Resistance Encampment
T-70 X-wing Starfighter: Resistance Encampment
Sienar-Chall Utilipede Transport: Docking Bay 7 Food and Cargo
Millennium Falcon: Mission "Flight Crews Wanted" Ohnaka Transport Solutions
X-34 Landspeeder: Black Spire Station
Resistance Intersystem Transport Ship: Mission "Recover Stolen Goods" Merchant's Row
TIE/ES Assault Shuttle: First Order Cargo Landing Pad
AT-AT Walker: Mission "Targeting a Computer" Savi's and Son Salvage, and "Distress Signal Received"
Resurgent-Class Star Destroyer: "Distress Signal Received" Mission
Imperial TIE Fighter: "Distress Signal Received" Mission
Data Skimmer: Mission "Outpost Control"
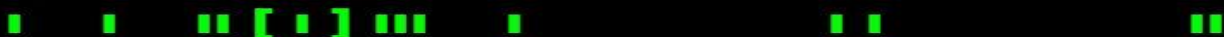
Droid Data:

EG-57 Gonk Droid: EG-57 Gonk Droids Resistance Encampment
EG-127 Conk Droid: EG-127 Gonk Droids Resistance Encampment
8D-J8 Smelter Droid: Ronto's Roasters
C2-B9 Astromech: Droid Depot Exterior
L4-R6 Astromech: Droid Depot Exterior
MB-12 BB-Unit Astromech: Droid Depot Interior
GK-77 Astromech: Droid Depot Interior
V0-RK Probe Droid: Droid Depot Exterior Droid Bath
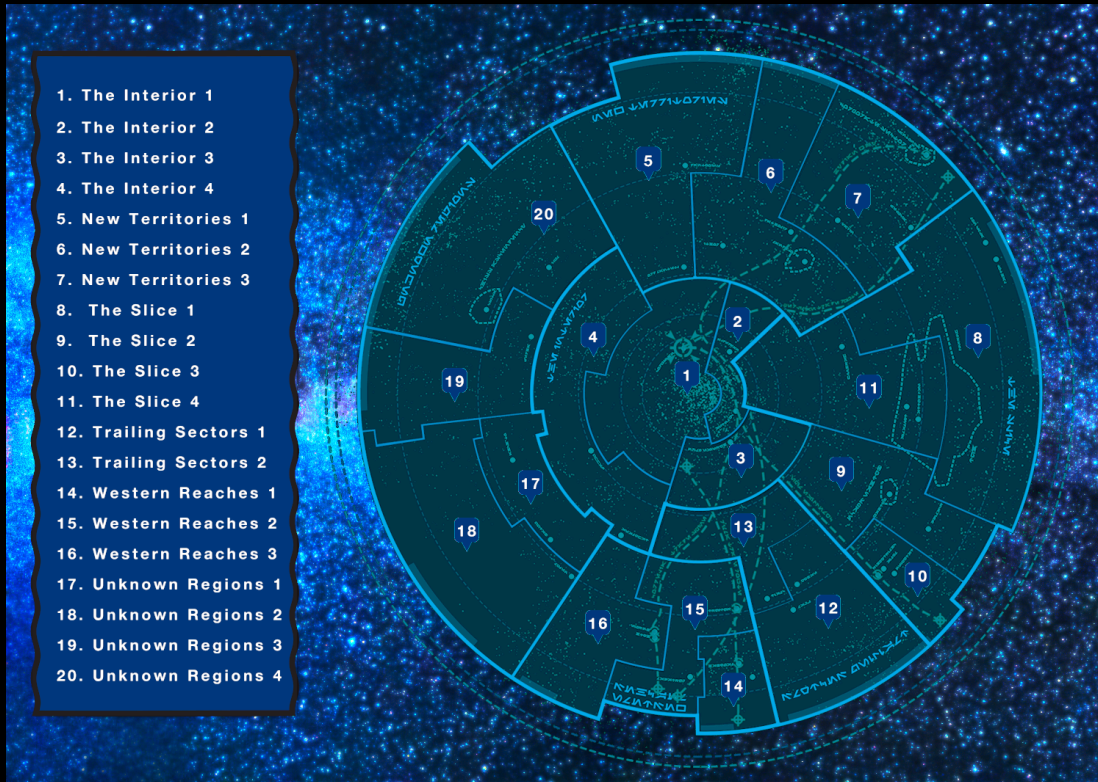
Starmap Pieces:

The Interior 1: Spaceport Millennium Falcon
The Interior 2: Cargo Bay 7 Food and Cargo Interior Control Panel 1
The Interior 3: Smuggler's Run Queue crate containing Tracer Beacon
The Interior 4: Resistance Encampment Long Range Antenna
New Territories 1: Resistance Encampment T-70 X-Wing Fighter
New Territories 2: Resistance Supply Control Panel
New Territories 3: Merchant's Row Comm Tower
The Slice 1: Droid Depot Exterior C2-B9 Droid
The Slice 2: Black Spire Station X-34 Landspeeder
The Slice 3: Toydarian Toymaker Interior Control Panel
The Slice 4: Creature Stall Interior Control Panel
Trailing Sectors 1: Resistance Encampment RZ-2 A-Wing Fighter
Trailing Sectors 2: Resistance Encampment EG-127 GNK Droid
Western Reaches 1: Droid Depot Exterior J1-B2 Droid
Western Reaches 2: Ronto's Roasters 8D-J8 Droid
Western Reaches 3: Droid Depot Exterior Droid Bath V0-RK Droid
Unknown Regions 1: Savi's Workshop Door Control Panel
Unknown Regions 2: Resistance Encampment Short Range Antenna
Unknown Regions 3: Docking Bay 9 TIE/es Shuttle
Unknown Regions 4: Oga's Cantina DJ R-3X Droid

Unlockable Titles:

Resistance Rank Titles
2nd Lieutenant : Lieutenant : Captain : Major : Colonel
First Order Rank Titles
Recruit : Trooper : Squad Leader : Captain : Major
Scoundrel Rank Titles:
Rookie : Runner : Rogue : Bandit : Outlaw

Galactic Tourist: Collect First Star Map Piece
Galactic Explorer: Collect All Star Maps
Technician: Collect First Ship Schematic
Ship Mechanic: Collect All Ship Schematics
Droid Archivist: Collect All Droid Data
Inventory Specialist: Collect 10 Items
Cargo Scanner: Scan First QR code
Trader: Trade First Object in App
Credit Liberator: Install Credit Skimmer during "Outpost Control" and retrieve the credits before the end of the Control Phase.
Droid Mechanic: Collect First Droid Data
Novice Slicer: Hack into a Control Panel
Expert Slicer: Hack 10 Items
Master Slicer: Hack 25 Items
Translator: Translate First Sign
Expert Linguist: Must translate using the Manual input 2 phrases and use the Visual Input once
Surveillance Specialist: Win "Outpost Control" for First Order
Counter-Intelligence Operative: Win "Outpost Control" for the Resistance
Entrepreneur: Collect 10,000 Credits
High Roller: Collect 75,000 Credits
Bankrupt: Receive a negative balance of credits (requires negative payout runs on SR)
Comms Monitor: Tune into and intercept a Transmission
Black Spire Outpost Expert: Collect all in-app items(includes Star Maps, Equipment, Achievements and Transmissions.)
Turncoat: After gaining max Faction points with either FO or Resistance then starting missions for the opposite faction.
Shipping Crew: Complete Mission "Flight Crews Wanted"
Privateer: Lose credits while working for Hondo
Smuggler: Earn up to 1999 for working for Hondo
Scoundrel: Earn between 2000 and 3999 credits working for Hondo
Hot Shot: Earn between 4000 and 5999 credits working for Hondo
Marauder: Earn between 6000 and 7999 credits working for Hondo
Pirate: Earn between 8000 and 9999 credits working for Hondo
Master Pirate: Earn between 10000 and 12999 credits working for Hondo
Employee Of The Month: Earn 13000 credits working for Hondo
Remote Support Specialist: Complete mission "Distress Signal Received", RotR Queue
First Order Informant: Complete mission "Infiltrate Resistance Recruitment", RotR Queue
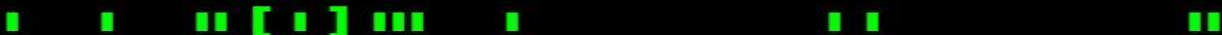
Locals of Some Importance

Name: Species: Faction:

Albee : Abednedo : Resistance

Amalak : Human : Black Spire Outpost

Anta : Human : Black Spire Outpost

Athgar Heece : Dybrinthe : Bounty Hunter

Bakkar : Human : Owner Ronto Roaster's   Bathari : Human : Black Spire Outpost

Berka : Nautolan : Black Spire Outpost   Binjat : Human : Black Spire Outpost

Chirja : Human : Black Spire Outpost

Strono "Cookie" Tuggs : Ardiodac : Owner Docking Bay 7 Food and Cargo

Davan Marak : humanoid : Black Spire Outpost

R-3X : Pilot Droid : Oga's Cantina DJ

Dok-Ondar : Ithorian : Den of Antiquities

Dothan : Human : Black Spire Outpost

Dyyl : Human : Black Spire Outpost

Harta : Ishi Tib : Proprietor of Black Spire Station

Hondo Ohnaka : Weequay : Owner Ohnaka Transport Solutions

General Hux : Human : First Order

Jorg : Human : Black Spire Outpost

Kamka Lira : Human : Owner Jewels of Bith

Kelcy : Human : Ohnaka Transport Solutions
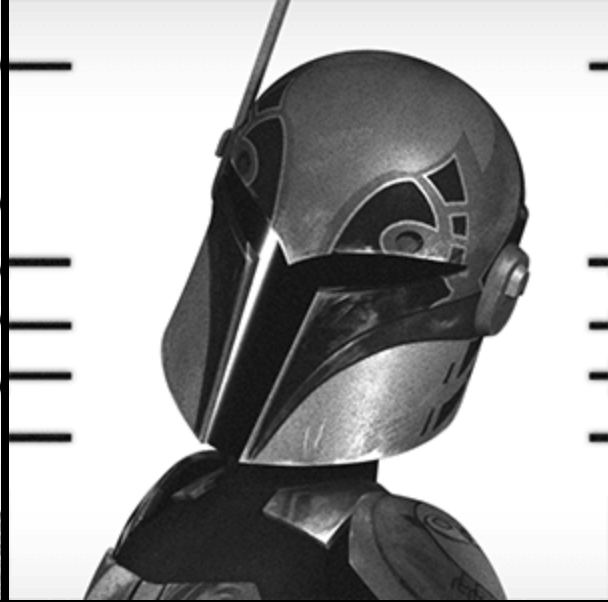
Krownest : Mandalorian : Unknown

Lt Shakel : Human : First Order

Lt. Kaydel Ko Connix : Human : Resistance

Mosen : Human : Oga's Cantina
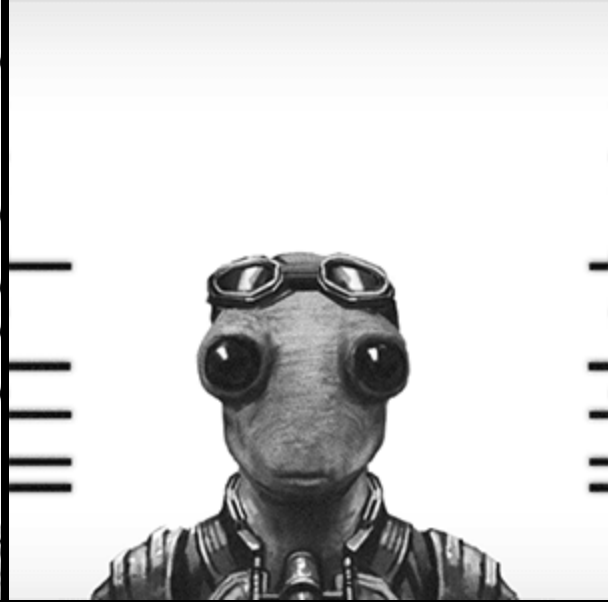
Mubo : Utai : Owner Droid Depot

Neva : Human : Oga's Cantina

Anjay : Human : First Order

Oga Garra : Blutopian : Owner Oga's Cantina

Peekpa : Ewok : Black Spire Outpost

Pride Aully : humanoid : Black Spire Outpost

Rose Tico : Human : Resistance

Savi : Human : Owner Savi's Workshop

Scrapjaw Motito : Unknown : Black Spire Outpost

Stromtrooper : Human : First Order
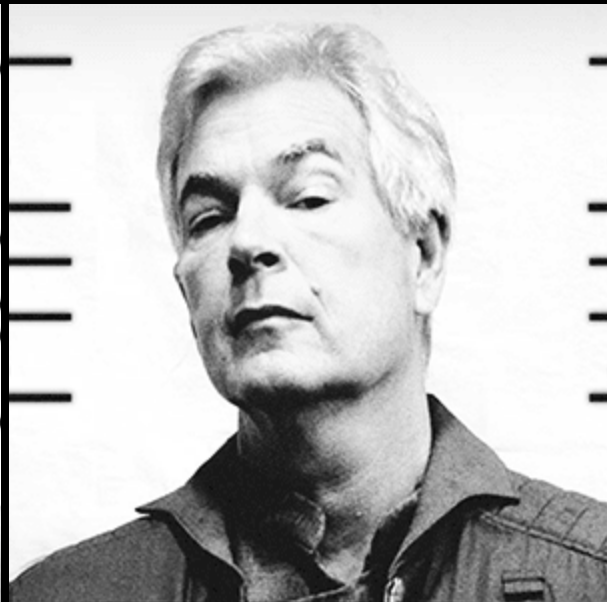
Tardent : Human : Black Spire Outpost

Thibs Eno : Human : Black Spire Outpost

Vi Moradi : Human : Resistance

Zabaka : Toydarian : Owner Toydarian Toymaker

Chewbacca : Wookiee : Resistance

Kylo Ren : Human : Supreme Leader of the First Order

Rey : Human : Resistance

Acknowledgements

And Finally a Really Special Thank You to Disney.
Without your continued expansion of the Star Wars Universe, none of
this would be possible, and the world would be a much darker place.

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