

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56



Page 1: Cheat Codes | Code Result | Clothing

Page 2: Melee Weapons | Shooters

Page 3: Explosives | Medicines | Pazaak Decks | Credits | Droids | Miscellaneous Items

Page 4: Security Codes

*Besides the cheats listed here a save game editor is also available in our [Tools and Utilities](#) download section.

Here are PC cheat codes, hints, and secrets for video game Star Wars: Knights of the Old Republic II: The Sith Lords (also known as SWKotOR2 and KotOR2).

To enable cheats you must first edit a game file called "swkotor2.ini." This file can be found in your Star Wars: Knights of the Old Republic game directory. Before you begin save a copy of the file just in case you make a mistake. Now to enable the cheats open the "swkotor2.ini" file with a text editor like Notepad. Do not use WordPad or Microsoft Word, because these applications tend to place extra codes into the document. Once the file is open look for [Game Options] and add this line below it EnableCheats=1 and save. The cheats should now be enabled.

To view the cheats list while in the game press the [~] key and while holding it down press the [Tab] key. A cheats list will now appear on the left side of your screen.

To use the cheats press the [~] key then type the code you want and press the [Enter] key.

Example: revealmap

Note that where ever you see [number] in the cheat codes listed below, press the [Space Bar]

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

key after you type the code and type any number from 10 to 999 and press the [Enter] key.

Example: setawareness 10

To use the get item cheats press the [~] key, type giveitem, press the [Space Bar] key, type the code and press the [Enter] key.

Example: giveitem a_robe_x01

Cheat Codes

Code Result:

Reveals the map -----> revealmap
God mode -----> invulnerability
Infinite use of items -----> infiniteuses
Restores health and force points -----> heal
Ravan turns into a dancing twi'lak -----> dance_dance_ravan
Brightens dark areas -----> bright
Restart mini game if you lose -----> restartminigame
Characters move faster -----> turbo
Get 100 Armor -----> givesitharmour
Get 100 Advance Repair Kits -----> giverepair
Shows you where you are on map -----> whereami
Gives credits -----> givecredits [number]
Gives 99 computer spikes -----> givecomspikes [number]
Gives experience points -----> addexp [number]
Get item of your choice -----> giveitem [number]
Get 100 med kits -----> givemed
Lets you level up -----> addlevel [number]
Raises treat injury skills -----> settreatinjury [number]
Raises computer skills -----> setcomputeruse [number]
Raises demolitions skills -----> setdemolitions [number]
Raises persuade skills -----> setpersuade [number]
Raises repair skills -----> setrepair [number]
Raises stealth skills -----> setstealth [number]
Raises awareness skills -----> setawareness [number]
Gives lightside points -----> addlightside [number]
Gives darkside points -----> adddarkside [number]

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Raises wisdom points -----> setwisdom [number]
Raises charisma points -----> setcharisma [number]
Raises intelligence points -----> setintelligence [number]
Raises constitution points -----> setconstitution [number]
Raises dexterity points -----> setdexterity [number]
Raises strength points -----> setstrength [number]
Raises security points -----> setsecurity [number]

Clothing:

Clothing Variant 1 -----> g_a_clothes01
Clothing Variant 2 -----> g_a_clothes02
Clothing Variant 3 -----> g_a_clothes03
Clothing Variant 4 -----> g_a_clothes04
Clothing Variant 5 -----> g_a_clothes05
Clothing Variant 6 -----> g_a_clothes06
Clothing Variant 7 -----> g_a_clothes07
Clothing Variant 8 -----> g_a_clothes08
Clothing Variant 9 -----> g_a_clothes09
Clothing Variant 10 -----> g_a_clothes010
Clothing Variant 12 -----> g_a_clothes012
Clothing Variant 11 -----> g_a_clothes011
Dancer's Outfit -----> g_danceroutfit
Miner Uniform -----> mineruniform

Robes

Clothing -----> a_robe_01
Padawan Robe -----> a_robe_02
Dark Padawan Robe -----> a_robe_03
Baran Do Novice Robe -----> a_robe_04
Matukai Apprentice Robe -----> a_robe_05
Zeison Sha Initiate Armor -----> a_robe_06
Jal Shey Neophyte Armor -----> a_robe_07
Jedi Robe -----> a_robe_08
Dark Jedi Robe -----> a_robe_09
Norris Robe -----> a_robe_10
Jal Shey Advisor Armor -----> a_robe_11
Gray Jedi Robe -----> a_robe_12
Jedi Knight Robe -----> a_robe_13
Dark Jedi Knight Robe -----> a_robe_14
Matukai Adept Robe -----> a_robe_15
Zeison Sha Warrior Armor -----> a_robe_16
Jedi Master Robe -----> a_robe_17

Dark Jedi Master Robe -----> a_robe_18
Baran Do Sage Robe -----> a_robe_19
Shey Mentor Armor -----> a_robe_20
Ossus Keeper Robe -----> a_robe_21
Natth Cowling -----> a_robe_22
Arca Jeth's Robe -----> a_robe_23
Aleema Keto's Robe -----> a_robe_24
Sylvar's Robe -----> a_robe_25
Darth Malak's Armor -----> a_robe_26
Jolee's Robe -----> a_robe_27
Thon's Robe -----> a_robe_28
Crado's Robe -----> a_robe_29
Nomi's Robe -----> a_robe_30
Handmaiden's Robe -----> a_robe_x01

Belts

Adrenaline Amplifier -----> a_belt_01
Cardio-Regulator -----> a_belt_02
Stealth Field Generator -----> a_belt_03
Czerka Utility Belt -----> a_belt_04
Advanced Adrenaline Amplifier -----> a_belt_05
Aratech SD Belt -----> a_belt_06
Strength Enhancer -----> a_belt_07
Systech Cardio-Regulator -----> a_belt_08
Hyper Adrenaline Amplifier -----> a_belt_09
Exchange Shadow Caster -----> a_belt_10
Inertial Inhibitor -----> a_belt_11
Electrical Capacitance Shield -----> a_belt_12
Thermal Shield Generator -----> a_belt_13
Eriadu Stealth Unit -----> a_belt_14
CNS Strength Enhancer -----> a_belt_15
Exchange Utility Belt -----> a_belt_16
Immunity Belt -----> a_belt_17
Adrenaline Stimulator -----> a_belt_18
Nerve Amplifier Belt -----> a_belt_19
Jal Shey Belt -----> a_belt_20
Multishield Generator -----> a_belt_21
Defel Mimicker -----> a_belt_22
Frozian Scout Belt -----> a_belt_23
Tech Specialist Belt -----> a_belt_24
Aratech Cardio-Regulator -----> a_belt_25
GNS Strength Enhancer -----> a_belt_26
Qel-Droma Belt -----> a_belt_27
Immortality Belt -----> a_belt_28
Aratech Echo Belt -----> a_belt_29
Jal Shey Mentor Belt -----> a_belt_30

Harness -----> 100_belt01

Forearm Bands

c01) 's Armband -----> a_band_c01

x01) Nomi's Armband -----> a_band_x01

Vao Armband -----> a_band_x02

Ludo Kressh's Armband -----> a_band_x03

Arkanian Energy Shield -----> a_shield_03

Echani Dueling Shield -----> a_shield_06

Echani Shield -----> a_shield_04

Energy Shield -----> a_shield_01

Mandalorian Melee Shield -----> a_shield_02

Mandalorian Power Shield -----> a_shield_05

Telos Mining Shield -----> 100_fore01

Verpine Prototype Shield -----> a_shield_07

Wrist Launcher -----> g_i_wristlaunch

Gauntlets

Insulated Gloves -----> a_gloves_01

Exchange Casual Gloves -----> a_gloves_02

Taris Survival Gloves -----> a_gloves_04

Accuracy Gloves -----> a_gloves_05

Gamorrean Gauntlets -----> a_gloves_06

Exchange Work Gloves -----> a_gloves_07

Czerka Defensive Gauntlets -----> a_gloves_08

Detonator Gloves -----> a_gloves_09

Unarmed Accuracy Gloves -----> a_gloves_10

Infiltrator Gloves -----> a_gloves_11

Jal Shey Perception Gloves -----> a_gloves_12

Gamorrean Wargloves -----> a_gloves_13

Eriadu Strength Amplifier -----> a_gloves_14

Karakan Gauntlets -----> a_gloves_15

Bothan Precision Gloves -----> a_gloves_16

Sith Power Gauntlets -----> a_gloves_17

Gamorrean Power Gauntlets -----> a_gloves_18

Nagai Combat Gloves -----> a_gloves_19

Kubaz Scoundrel Gloves -----> a_gloves_20

Automation Gloves -----> a_gloves_21

Jal Shey Meditation Gloves -----> a_gloves_22

Echani Accuracy Gloves -----> a_gloves_23

Zeison Sha Gloves -----> a_gloves_24

Dominator Gauntlets -----> a_gloves_25

Nikto Soldier Gloves -----> a_gloves_26

27Ossluk's Gloves -----> a_gloves_27

Disruption Gloves -----> a_gloves_28

Improved Automation Gloves -----> a_gloves_29

Lightning Gloves -----> a_gloves_30

Masks

Neural Band -----> a_helmet_01

Breath Mask -----> a_helmet_02

Rakatan Band -----> a_helmet_03

Stealth Field Enhancer -----> a_helmet_04

Bothan Perception Visor -----> a_helmet_05

Sonic Nullifiers -----> a_helmet_06

Interface Band -----> a_helmet_07

Targeting Visor -----> a_helmet_08

Shielding Visor -----> a_helmet_09

Spacer's Sensor -----> a_helmet_10

Regal Visor -----> a_helmet_11

Meditation Band -----> a_helmet_12

Bothan Sensory Visor -----> a_helmet_13

Arkanian Blinders -----> a_helmet_14

Combat Sensor -----> a_helmet_15

Multi-spectral Target Assessor -----> a_helmet_16

Consciousness Helm -----> a_helmet_17

Rebreather Mask -----> a_helmet_18

Das'skar Hunting Mask -----> a_helmet_19

Force Mask -----> a_helmet_20

Sith Mask -----> a_helmet_21

Stabilizer Mask -----> a_helmet_22

Matukai Meditation Band -----> a_helmet_23

Target Assessor -----> a_helmet_24

Circlet of Saresh -----> a_helmet_25

Bindo's Band -----> a_helmet_26

Enchanted Shielding Visor -----> a_helmet_27

Force Shield -----> a_helmet_28

Absorption Visor -----> a_helmet_29

Force Focusing Visor -----> a_helmet_30

Survey Gear -----> 100_mask01

Armor

Light Armor

Light Combat Suit -----> a_light_01

Combat Suit -----> a_light_02

Heavy Combat Suit -----> a_light_03

Mandalorian Combat Suit -----> a_light_04

Zabrak Combat Suit -----> a_light_05

Bonadan Alloy Heavy Suit -----> a_light_06

Echani Light Armor -----> a_light_07

Massassi Ceremonial Armor -----> a_light_08

Mandalorian Heavy Suit -----> a_light_09

Zabrak Battle Armor -----> a_light_10
Ubese Environmental Suit -----> a_light_11
Echani Shield Suit -----> a_light_12
Reinforced Fiber Armor -----> a_light_13
Zabrak Field Armor -----> a_light_14
Ulic Qel Droma's Mesh Suit -----> a_light_15
Electromesh Suit -----> a_light_x08
Atton's Ribbed Jacket -----> a_light_x02
Mira's Ballistic Mesh Jacket -----> a_light_x09
Medium Armor
Military Suit -----> a_medium_01
Light Battle Armor -----> a_medium_02
Echani Battle Armor -----> a_medium_03
Cinnagar War Suit -----> a_medium_04
Sith Battle Suit -----> a_medium_05
Bronzium Light Battle Armor -----> a_medium_06
Verpine Fiber Mesh -----> a_medium_07
Krath Heavy Armor -----> a_medium_08
Powered Light Battle Armor -----> a_medium_09
Krath Holy Battle Suit -----> a_medium_10
Exar Kun's Light Battle Suit -----> a_medium_11
Heavy Cinnagar War Suit -----> a_medium_12
Verpine Fiber Ultramesh -----> a_medium_13
Electromesh Armor -----> a_medium_14
Jamoh Hogra's Battle Armor -----> a_medium_15
Heavy Armor
Battle Armor -----> a_heavy_01
Heavy Battle Armor -----> a_heavy_02
Echani Heavy Armor -----> a_heavy_03
Durasteel Heavy Armor -----> a_heavy_04
Powered Battle Armor -----> a_heavy_05
Flex Heavy Armor -----> a_heavy_06
Mandalorian Battle Armor -----> a_heavy_07
Mandalorian Heavy Armor -----> a_heavy_08
Verpine Zal Alloy Mesh -----> a_heavy_09
Mandalorian Assault Armor -----> a_heavy_10
Corellian Powersuit -----> a_heavy_11
M'uhk'gfa -----> a_heavy_12
Iotran Braceman Armor -----> a_heavy_13
Felenar Armor -----> a_heavy_14
Matrix Armor -----> a_heavy_15
Mandalore's Armor -----> a_heavy_x01
Misc Armor
Armored Flight Suit -----> g_a_armrdfsuit
Khoonda Militia Armor -----> a_khoonda

Armor Upgrades

Heat Shielding Mark I -----> u_a_over_01
Armormply Plating Mark I -----> u_a_over_02
Sound Dampening Overlay Mark I -----> u_a_over_03
Ablative Plating Mark I -----> u_a_over_04
Energy Shielding Mark I -----> u_a_over_05
Ballistic Shielding Mark I -----> u_a_over_06
oBonded Plates Mark I -----> u_a_over_07
Heavy Bonded Plates Mark I -----> u_a_over_08
Heat Shielding Mark II -----> u_a_over_09
Armormply Plating Mark II -----> u_a_over_10
Sound Dampening Overlay Mark II -----> u_a_over_11
Ablative Plating Mark II -----> u_a_over_12
Energy Shielding Mark II -----> u_a_over_13
Ballistic Shielding Mark II -----> u_a_over_14
Bonded Plates Mark II -----> u_a_over_15
Heavy Bonded Plates Mark II -----> u_a_over_16
Heat Shielding Mark III -----> u_a_over_17
Armormply Plating Mark III -----> u_a_over_18
Sound Dampening Overlay Mark III -----> u_a_over_19
Ablative Plating Mark III -----> u_a_over_20
Energy Shielding Mark III -----> u_a_over_21
Ballistic Shielding Mark III -----> u_a_over_22
Bonded Plates Mark III -----> u_a_over_23
Heavy Bonded Plates Mark III -----> u_a_over_24
Heat Shielding Mark IV -----> u_a_over_25
Armormply Plating Mark IV -----> u_a_over_26
Sound Dampening Overlay Mark IV -----> u_a_over_27
Ablative Plating Mark IV -----> u_a_over_28
Energy Shielding Mark IV -----> u_a_over_29
Bonded Plates Mark IV -----> u_a_over_30
Environment Underlay Mark I -----> u_a_unde_01
Biorestorative Underlay Mark I -----> u_a_unde_02
Armorweave Underlay Mark I -----> u_a_unde_03
Strengthening Underlay Mark I -----> u_a_unde_04
Flexible Underlay Mark I -----> u_a_unde_05
Durasteel Underlay Mark I -----> u_a_unde_06
Environment Underlay Mark II -----> u_a_unde_07
Biorestorative Underlay Mark II -----> u_a_unde_08
Armorweave Underlay Mark II -----> u_a_unde_09
Strengthening Underlay Mark II -----> u_a_unde_10
Flexible Underlay Mark II -----> u_a_unde_11
Durasteel Underlay Mark II -----> u_a_unde_12
Environment Underlay Mark III -----> u_a_unde_13
Biorestorative Underlay Mark III -----> u_a_unde_14
Armorweave Underlay Mark III -----> u_a_unde_15

Strengthening Underlay Mark III -----> u_a_unde_16
Flexible Underlay Mark III -----> u_a_unde_17
Durasteel Underlay Mark III -----> u_a_unde_18
Environment Underlay Mark IV -----> u_a_unde_19
Biorestorative Underlay Mark IV -----> u_a_unde_20
Armorweave Underlay Mark IV -----> u_a_unde_21
Strengthening Underlay Mark IV -----> u_a_unde_22
Flexible Underlay Mark IV -----> u_a_unde_23
Durasteel Underlay Mark IV -----> u_a_unde_24
Environment Underlay Mark V -----> u_a_unde_25
Biorestorative Underlay Mark V -----> u_a_unde_26
Armorweave Underlay Mark V -----> u_a_unde_27
Strengthening Underlay Mark V -----> u_a_unde_28
Flexible Underlay Mark V -----> u_a_unde_29
Durasteel Underlay Mark V -----> u_a_unde_30
Armor Reinforcement -----> g_i_upgrade005

Implants

Implants lvl 1

Reflex Package -----> e_imp1_01
Pheromone Package -----> e_imp1_02
Cardio Package -----> e_imp1_03
Strength Package -----> e_imp1_04
Response Package -----> e_imp1_05
Fitness Package -----> e_imp1_06
Skills Package -----> e_imp1_07
Health Package -----> e_imp1_08
Physical Boost Package -----> e_imp1_09
Mental Boost Package -----> e_imp1_10

Implants lvl 2

Retinal Combat Implant -----> e_imp2_01
Lornan Implant -----> e_imp2_02
Biotech Implant -----> e_imp2_03
Power Implant -----> e_imp2_04
Alacrity Implant -----> e_imp2_05
Insight Implant -----> e_imp2_06
Skills Implant -----> e_imp2_07
Durability Implant -----> e_imp2_08
Physical Boost Implant -----> e_imp2_09
Mental Boost Implant -----> e_imp2_10

Implants lvl 3

Bio-Antidote System -----> e_imp3_01
Nerve Enhancement System -----> e_imp3_02
Reaction System -----> e_imp3_03

Advanced Combat System -----> e_imp3_04
Bavakar Strength System -----> e_imp3_05
Cardio Power System -----> e_imp3_06
Skills System -----> e_imp3_07
Numbness System -----> e_imp3_08
Physical Boost System -----> e_imp3_09
Mental Boost System -----> e_imp3_10

Impants lvl 4

Strength D-Package -----> e_imp4_01
Immunity D-Package -----> e_imp4_02
Perception D-Package -----> e_imp4_03
Enhancement D-Package -----> e_imp4_04
Immortality D-Package -----> e_imp4_05
Quickness D-Package -----> e_imp4_06
Skills D-Package -----> e_imp4_07
Universal D-Package -----> e_imp4_08
Physical Boost D-Package -----> e_imp4_09
Mental Boost D-Package -----> e_imp4_10

Melee Weapons:

Short Sword -----> w_melee_01
Long Sword -----> w_melee_02
Energy Baton -----> w_melee_03
Quarterstaff -----> w_melee_04
Vibroblade -----> w_melee_05
Vibrosword -----> w_melee_06
Double-Bladed Sword -----> w_melee_07
Exchange Negotiator -----> w_melee_08
Gamorrean War Axe -----> w_melee_09
Zabrak Vibroblade -----> w_melee_10
Rodian Blade -----> w_melee_11
Sith War Sword -----> w_melee_12
Trandoshan Sword -----> w_melee_13
Force Pike -----> w_melee_14
Vibro Double-Blade -----> w_melee_15
Gamorrean Cleaver -----> w_melee_16

Rodian Death Blade -----> w_melee_17
Gand Silencer -----> w_melee_18
Ryyk Blade -----> w_melee_19
Trandosha Double-Blade -----> w_melee_20
Echani Vibrosword -----> w_melee_21
Sith Tremor Sword -----> w_melee_22
Gand Shockstaff -----> w_melee_23
Shyarn -----> w_melee_24
Arg'garok -----> w_melee_25
Geonosian Electro-Staff -----> w_melee_26
Tehk'la Blade -----> w_melee_27
Zhaboka -----> w_melee_28
Gand Discharger -----> w_melee_29
Freyr's Warblade -----> w_melee_30
Handmaiden's Staff -----> w_melee_x01
Twi'lek Spinning Blade -----> w_melee_x02
Twi'lek Spinning Blade -----> w_melee_x03
Ludo Kressh's War Sword -----> w_melee_x12

Melee Upgrades

Mild Devaronian Edge -----> u_m_edge_01
Basic Ionite Edge -----> u_m_edge_02
Basic Mulline Edge -----> u_m_edge_03
Basic Neutronium Edge -----> u_m_edge_04
Moderate Devaronian Edge -----> u_m_edge_05
Improved Ionite Edge -----> u_m_edge_06
Improved Mulline Edge -----> u_m_edge_07
Improved Neutronium Edge -----> u_m_edge_08
Severe Devaronian Edge -----> u_m_edge_09
Superior Ionite Edge -----> u_m_edge_10
Superior Mulline Edge -----> u_m_edge_11
Superior Neutronium Edge -----> u_m_edge_12
Deadly Devaronian Edge -----> u_m_edge_13
Quadrantium Edge -----> u_m_edge_14
Ostrine Edge -----> u_m_edge_15
Agrinium Grip -----> u_m_grip_01
Contoured Grip -----> u_m_grip_02
Zabrak Grip -----> u_m_grip_03
Basket Hilt -----> u_m_grip_04
Nagai Grip -----> u_m_grip_05
Advanced Agrinium Grip -----> u_m_grip_06
Advanced Contoured Grip -----> u_m_grip_07
Advanced Zabrak Grip -----> u_m_grip_08
Advanced Basket Hilt -----> u_m_grip_09
Advanced Nagai Grip -----> u_m_grip_10
Superior Agrinium Grip -----> u_m_grip_11

Superior Contoured Grip -----> u_m_grip_12
Superior Zabrak Grip -----> u_m_grip_13
Superior Basket Hilt -----> u_m_grip_14
Superior Nagai Grip -----> u_m_grip_15
Ion Cell -----> u_m_cell_01
Vibration Cell -----> u_m_cell_02
Enhanced Energy Cell -----> u_m_cell_03
Sonic Discharge Cell -----> u_m_cell_04
Ion Cell Mark II -----> u_m_cell_05
Vibration Cell Mark II -----> u_m_cell_06
Enhanced Energy Cell Mark II -----> u_m_cell_07
Sonic Discharge Cell Mark II -----> u_m_cell_08
Ion Cell Mark III -----> u_m_cell_09
Vibration Cell Mark III -----> u_m_cell_10
Enhanced Energy Cell Mark III -----> u_m_cell_11
Sonic Discharge Cell Mark III -----> u_m_cell_12
Ion Cell Mark IV -----> u_m_cell_13
Vibration Cell Mark IV -----> u_m_cell_14
Enhanced Energy Cell Mark IV -----> u_m_cell_15
Mesh Underlay -----> g_i_upgrade006

Light Sabers:

Dark Jedi Lightsaber -----> g_w_drkdisbr001
Double-Bladed Lightsaber -----> g1_w_dblsbr001
Double-Bladed Lightsaber -----> g1_w_dblsbr002
Double-Bladed Lightsaber -----> g_w_dblsbr001 (Blue)
Double-Bladed Lightsaber -----> g_w_dblsbr002 (Red)
Double-Bladed Lightsaber -----> g_w_dblsbr003 (Green)
Double-Bladed Lightsaber -----> g_w_dblsbr004 (Yellow)
Double-Bladed Lightsaber -----> g_w_dblsbr005 (Purple)
Double-Bladed Lightsaber -----> g_w_dblsbr007 (Bronze)
Double-Bladed Lightsaber -----> g_w_dblsbr008 (Orange)
Double-Bladed Lightsaber -----> g_w_dblsbr009 (Silver)
Double-Bladed Lightsaber -----> g_w_dblsbr010 (White)
Double-Bladed Lightsaber -----> g_w_dblsbr011 (Viridian)
Double-Bladed Lightsaber -----> g_w_drkdisbr002
Freedon Nadd's Short Lightsaber -----> w_sls_x02
Lightsaber -----> g1_w_lghtsbr01
Lightsaber -----> g1_w_lghtsbr02
Lightsaber -----> g_w_lghtsbr01 (Blue)
Lightsaber -----> g_w_lghtsbr02 (Red)
Lightsaber -----> g_w_lghtsbr03 (Green)
Lightsaber -----> g_w_lghtsbr04 (Yellow)
Lightsaber -----> g_w_lghtsbr05 (Purple)

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Lightsaber -----> g_w_lightsbr07 (Bronze)
Lightsaber -----> g_w_lightsbr08 (Orange)
Lightsaber -----> g_w_lightsbr09 (Silver)
Lightsaber -----> g_w_lightsbr10 (White)
Lightsaber -----> g_w_lightsbr11 (Viridian)
Short Lightsaber -----> g1_w_shortsbr01
Short Lightsaber -----> g1_w_shortsbr02
Short Lightsaber -----> g_w_shortsbr01 (Blue)
Short Lightsaber -----> g_w_shortsbr02 (Red)
Short Lightsaber -----> g_w_shortsbr03 (Green)
Short Lightsaber -----> g_w_shortsbr04 (Yellow)
Short Lightsaber -----> g_w_shortsbr05 (Purple)
Short Lightsaber -----> g_w_shortsbr07 (Bronze)
Short Lightsaber -----> g_w_shortsbr08 (Orange)
Short Lightsaber -----> g_w_shortsbr09 (Silver)
Short Lightsaber -----> g_w_shortsbr10 (White)
Short Lightsaber -----> g_w_shortsbr11 (Viridian)
Vibrocutter -----> vibrocutter
Visas Marr's Lightsaber -----> w_ls_x01

Lightsaber Upgrades

Discharge Energy Cell -----> u_l_cell_01
Diatium Energy Cell -----> u_l_cell_02
Ion Energy Cell -----> u_l_cell_03
Telgorn Jolt Cell Mark I -----> u_l_cell_04
Improved Discharge Energy Cell -----> u_l_cell_05
Improved Diatium Energy Cell -----> u_l_cell_06
Improved Ion Energy Cell -----> u_l_cell_07
Telgorn Jolt Cell Mark II -----> u_l_cell_08
Superior Discharge Energy Cell -----> u_l_cell_09
Superior Diatium Energy Cell -----> u_l_cell_10
Superior Ion Energy Cell -----> u_l_cell_11
Telgorn Jolt Cell Mark III -----> u_l_cell_12
Ultimate Diatium Energy Cell -----> u_l_cell_13
Lightsaber Energy Cell Fixture -----> lspart01
Improved Energy Cell -----> g_i_upgrade002

Crystals

Blue -----> u_l_colo_01
Green -----> u_l_colo_02
Yellow -----> u_l_colo_03
Red -----> u_l_colo_04
Violet -----> u_l_colo_05
Cyan -----> u_l_colo_06
Silver -----> u_l_colo_07
Orange -----> u_l_colo_08

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Viridian -----> u_l_colo_09
Crystal, Bronze -----> u_l_colo_10
Adegan -----> u_l_crys_01
Rubat -----> u_l_crys_02
Ruusan -----> u_l_crys_03
extor -----> u_l_crys_04
Dragite -----> u_l_crys_05
Firkrann -----> u_l_crys_06
Phond -----> u_l_crys_07
Bondar -----> u_l_crys_08
Velmorite -----> u_l_crys_09
Sigil -----> u_l_crys_10
Jenruax -----> u_l_crys_11
Kasha -----> u_l_crys_12
Opila -----> u_l_crys_13
Eralam -----> u_l_crys_14
Stygium -----> u_l_crys_15
Damind -----> u_l_crys_16
Sapith -----> u_l_crys_17
Pontite -----> u_l_crys_18
Upari -----> u_l_crys_19
Ultima-pearl -----> u_l_crys_20
Crystal, Solari -----> u_l_crys_21
Lorradian Gemstone -----> u_l_crys_22
Barab Ore Ingot -----> u_l_crys_23
Ankarres Sapphire -----> u_l_crys_24
Kaiburr -----> u_l_crys_25
Qixonni -----> u_l_crys_21x
Hurrikaine -----> u_l_crys_x23
Crystal01_D) -----> qcrystal_1_1
Crystal01_L) -----> qcrystal_1_3
Crystal01_N) -----> qcrystal_1_2
Crystal01_VD) -----> qcrystal_1_0
Crystal01_VL) -----> qcrystal_1_4
Crystal02_D) -----> qcrystal_2_1
Crystal02_L) -----> qcrystal_2_3
Crystal02_N) -----> qcrystal_2_2
Crystal02_VD) -----> qcrystal_2_0
Crystal02_VL) -----> qcrystal_2_4
Crystal03_D) -----> qcrystal_3_1
Crystal03_L) -----> qcrystal_3_3
Crystal03_N) -----> qcrystal_3_2
Crystal03_VD) -----> qcrystal_3_0
Crystal03_VL) -----> qcrystal_3_4
Crystal04_D) -----> qcrystal_4_1
Crystal04_L) -----> qcrystal_4_3

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Crystal04_N) -----> qcrystal_4_2
Crystal04_VD) -----> qcrystal_4_0
Crystal04_VL) -----> qcrystal_4_4
Crystal05_D) -----> qcrystal_5_1
Crystal05_L) -----> qcrystal_5_3
Crystal05_N) -----> qcrystal_5_2
Crystal05_VD) -----> qcrystal_5_0
Crystal05_VL) -----> qcrystal_5_4
Crystal06_D) -----> qcrystal_6_1
Crystal06_L) -----> qcrystal_6_3
Crystal06_N) -----> qcrystal_6_2
Crystal06_VD) -----> qcrystal_6_0
Crystal06_VL) -----> qcrystal_6_4
Crystal07_D) -----> qcrystal_7_1
Crystal07_L) -----> qcrystal_7_3
Crystal07_N) -----> qcrystal_7_2
Crystal07_VD) -----> qcrystal_7_0
Crystal07_VL) -----> qcrystal_7_4
Crystal08_D) -----> qcrystal_8_1
Crystal08_L) -----> qcrystal_8_3
Crystal08_N) -----> qcrystal_8_2
Crystal08_VD) -----> qcrystal_8_0
Crystal08_VL) -----> qcrystal_8_4
Crystal09_D) -----> qcrystal_9_1
Crystal09_L) -----> qcrystal_9_3
Crystal09_N) -----> qcrystal_9_2
Crystal09_VD) -----> qcrystal_9_0
Crystal09_VL) -----> qcrystal_9_4

Emitters

Deflection Emitter -----> u_l_emit_01
Disrupting Emitter -----> u_l_emit_02
Crude Phobium Emitter -----> u_l_emit_03
Fencing Emitter -----> u_l_emit_04
Improved Deflection Emitter -----> u_l_emit_05
Advanced Disrupting Emitter -----> u_l_emit_06
Synthesized Phobium Emitter -----> u_l_emit_07
Improved Fencing Emitter -----> u_l_emit_08
Expert Deflection Emitter -----> u_l_emit_09
Superior Disrupting Emitter -----> u_l_emit_10
Phobium Alloy Emitter -----> u_l_emit_11
Expert Fencing Emitter -----> u_l_emit_12
Refined Phobium Emitter -----> u_l_emit_13
Lightsaber Emitter Fixture -----> lspart02

Lenes

Synthesized Kunda Lens -----> u_l_lens_01
Dragite Lens -----> u_l_lens_02
Synthesized Byrothesis Lens -----> u_l_lens_03
Beam Gem Lens -----> u_l_lens_04
Vibration Lens -----> u_l_lens_05
Pure Kunda Lens -----> u_l_lens_06
Adegan Lens -----> u_l_lens_07
Pure Byrothesis Lens -----> u_l_lens_08
Improved Beam Gem Lens -----> u_l_lens_09
Improved Vibration Lens -----> u_l_lens_10
Ossus Dueling Lens -----> u_l_lens_11
Pontite Lens -----> u_l_lens_12
Enhanced Byrothesis Lens -----> u_l_lens_13
Lightsaber Focusing Lens Fixture -----> lspart03
Beam Splitter -----> g_i_upgrade003
Durasteel Bonding Alloy -----> g_i_upgrade008
Energy Projector -----> g_i_upgrade009

Shooters:

Light Weapons

Blaster Pistol -----> w_blaste_01
Ion Blaster -----> w_blaste_02
Field Survival Pistol -----> w_blaste_03
Sonic Pistol -----> w_blaste_04
Disruptor Pistol -----> w_blaste_05
Heavy Blaster -----> w_blaste_06
Scout Enforcer -----> w_blaste_07
Systech Aural Blaster -----> w_blaste_08
Republic Blaster -----> w_blaste_09
Aratech Droid Oxidizer -----> w_blaste_10
Arkanian Heavy Pistol -----> w_blaste_11
Mandalorian Blaster -----> w_blaste_12
Systech Static Blaster -----> w_blaste_13
Arkanian Sonic Blaster -----> w_blaste_14
Sith Disruptor -----> w_blaste_15
Mandalorian Heavy Blaster -----> w_blaste_16
Heavy Sonic Blaster -----> w_blaste_17
Watchman Blaster -----> w_blaste_18
Zabrak Blaster Pistol -----> w_blaste_19
Mandalorian Ripper -----> w_blaste_20
Aratech Ionmaster -----> w_blaste_21
Onasi Blaster -----> w_blaste_22
Dashade Sonic Blaster -----> w_blaste_23
Zabrak Heavy Blaster -----> w_blaste_24
Systech Electric Blaster -----> w_blaste_25

Micro-Pulse Blaster -----> w_blaste_26
Elite Watchman Blaster -----> w_blaste_27
Mandalorian Disintegrator -----> w_blaste_28
Dashade Sonic Disruptor -----> w_blaste_29
Freedon Nadd's Blaster -----> w_blaste_30
Drink In Hand -----> w_drink_01
Empty Hand -----> w_emptyhnd_01
Pazaak Cards In Hand -----> w_pazaak_01
Luxa's Disruptor -----> w_blaste_x05
Remote's Blaster -----> w_blaste_x20
KillBlaster -----> killblaster
Mining Laser -----> mininglaser

Heavy Weapons

Blaster Rifles

Blaster Carbine -----> w_brifle_01
Ion Carbine -----> w_brifle_02
Sonic Carbine -----> w_brifle_03
Blaster Rifle -----> w_brifle_04
Bowcaster -----> w_brifle_05
Repeating Blaster Carbine -----> w_brifle_06
Ion Rifle -----> w_brifle_07
Disruptor Carbine -----> w_brifle_08
Sonic Rifle -----> w_brifle_09
Repeating Blaster Rifle -----> w_brifle_10
War Bowcaster -----> w_brifle_11
Arkanian Blaster Rifle -----> w_brifle_12
Disruptor Rifle -----> w_brifle_13
Argazdan Riot Buster -----> w_brifle_14
Bothan Droid Disruptor -----> w_brifle_15
Combat Enforcer -----> w_brifle_16
Heavy Repeating Carbine -----> w_brifle_17
Plasma Projector -----> w_brifle_18
Mandalorian Assault Rifle -----> w_brifle_19
Verpine Droid Disruptor -----> w_brifle_20
Ceremonial Bowcaster -----> w_brifle_21
Heavy Repeating Rifle -----> w_brifle_22
Charric -----> w_brifle_23
Zabrak Blaster Carbine -----> w_brifle_24
Slavemaster Stun Carbine -----> w_brifle_25
Onderon Repeating Carbine -----> w_brifle_26
Mandalorian Heavy Repeater -----> w_brifle_28
Verpine Droid Disintegrator -----> w_brifle_29
Zersium Rifle -----> w_brifle_30
hk47's Droid Assassin's Rifle -----> d_hk47_01

Rockets

Buster Rocket -----> w_rocket_03
Concussion Rocket -----> w_rocket_11
Explosive Rocket -----> w_rocket_01
Ion Rocket -----> w_rocket_10
Kyber Dart -----> w_rocket_04
Paralysis Dart -----> w_rocket_09
Piercing Dart -----> w_rocket_08
Plasma Rocket -----> w_rocket_05
Poison Dart -----> w_rocket_07
Poison Rocket -----> w_rocket_06
Tranquilizer Dart -----> w_rocket_02

Ranged Upgrades

Broadening Chamber Mark I -----> u_r_firi_01
Amplifying Chamber Mark I -----> u_r_firi_02
Precision Chamber Mark I -----> u_r_firi_03
Beam Splitter Mark I -----> u_r_firi_04
Mandalorian Chamber Mark I -----> u_r_firi_05
Broadened Chamber Mark II -----> u_r_firi_06
Amplifying Chamber Mark II -----> u_r_firi_07
Precision Chamber Mark II -----> u_r_firi_08
Beam Splitter Mark II -----> u_r_firi_09
Mandalorian Chamber Mark II -----> u_r_firi_10
Broadened Chamber Mark III -----> u_r_firi_11
Amplifying Chamber Mark III -----> u_r_firi_12
Precision Chamber Mark III -----> u_r_firi_13
Beam Splitter Mark III -----> u_r_firi_14
Mandalorian Chamber Mark III -----> u_r_firi_15
Ion Charger Mark I -----> u_r_powe_01
Power Pulsator Mark I -----> u_r_powe_02
Basic Rylith Power Cell -----> u_r_powe_03
Ion Charger Mark II -----> u_r_powe_04
Power Pulsator Mark II -----> u_r_powe_05
Standard Rylith Power Cell -----> u_r_powe_06
Ion Charger Mark III -----> u_r_powe_07
Power Pulsator Mark III -----> u_r_powe_08
Advanced Rylith Power Cell -----> u_r_powe_09
Ion Charger Mark IV -----> u_r_powe_10
Power Pulsator Mark IV -----> u_r_powe_11
Superior Rylith Power Cell -----> u_r_powe_12
Ion Charger Mark V -----> u_r_powe_13
Power Pulsator Mark V -----> u_r_powe_14
Pure Rylith Power Cell -----> u_r_powe_15
Pinpoint Scope Mark I -----> u_r_targ_01
Accuracy Scope Mark I -----> u_r_targ_02

Targeting Scope Mark I -----> u_r_targ_03
Crippling Scope Mark I -----> u_r_targ_04
Pinpoint Scope Mark II -----> u_r_targ_05
Accuracy Scope Mark II -----> u_r_targ_06
Targeting Scope Mark II -----> u_r_targ_07
Crippling Scope Mark II -----> u_r_targ_08
Pinpoint Scope Mark III -----> u_r_targ_09
Accuracy Scope Mark III -----> u_r_targ_10
Targeting Scope Mark III -----> u_r_targ_11
Crippling Scope Mark III -----> u_r_targ_12
Pinpoint Scope Mark IV -----> u_r_targ_13
Accuracy Scope Mark IV -----> u_r_targ_14
Targeting Scope Mark IV -----> u_r_targ_15
Scope -----> g_i_upgrade001
Vibration Cell -----> g_i_upgrade007

Explosives:

Grenades

Adhesive Grenade -----> g_w_adhsvgren001
Concussion Grenade -----> g_w_stungren01
CryoBan Grenade -----> g_w_cryobgren001
Frag Grenade -----> g_w_fraggren01
Ion Grenade -----> g_w_iongren01
Minor Sonic Detonator -----> g_w_sonicdet01
Plasma Grenade -----> g_w_firegren001
Poison Grenade -----> g_w_poisngren01
Sonic Detonator -----> g_w_sonicdet02
Sonic Grenade -----> g_w_sonicgren01
Thermal Detonator -----> g_w_thermldet01
Mantle of the Force -----> g1_w_sbrcrstl21

Mines

Average Flash Mine -----> g_i_trapkit002
Average Frag Mine -----> g_i_trapkit005
Average Gas Mine -----> g_i_trapkit011
Average Plasma Mine -----> g_i_trapkit008
Average Sonic Mine -----> g_i_trapkit014

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Blinding Flash Mine -----> g_i_trapkit003
Deadly Frag Mine -----> g_i_trapkit006
Deadly Gas Mine -----> g_i_trapkit012
Deadly Plasma Mine -----> g_i_trapkit009
Deadly Sonic Mine -----> g_i_trapkit015
Devastating Flash Mine -----> g_i_trapkit017
Devastating Frag Mine -----> g_i_trapkit019
Devastating Gas Mine -----> g_i_trapkit023
Devastating Plasma Mine -----> g_i_trapkit021
Devastating Sonic Mine -----> g_i_trapkit025
Minor Flash Mine -----> g_i_trapkit001
Minor Frag Mine -----> g_i_trapkit004
Minor Gas Mine -----> g_i_trapkit010
Minor Plasma Mine -----> g_i_trapkit007
Minor Sonic Mine -----> g_i_trapkit013
Strong Flash Mine -----> g_i_trapkit016
Strong Frag Mine -----> g_i_trapkit018
Strong Gas Mine -----> g_i_trapkit022
Strong Plasma Mine -----> g_i_trapkit020
Strong Sonic Mine -----> g_i_trapkit024

Medicines:

Adrenal Alacrity -----> g_i_adrenaline002
Adrenal Stamina -----> g_i_adrenaline003
Adrenal Strength -----> g_i_adrenaline001
Advanced Medpac -----> g_i_medeqpmnt02
Antidote Kit -----> g_i_medeqpmnt04
Echani Battle Stimulant -----> g_i_cmbtshot003
Hyper-adrenal Alacrity -----> g_i_adrenaline005
Hyper-adrenal Stamina -----> g_i_adrenaline006
Hyper-adrenal Strength -----> g_i_adrenaline004
Hyper-battle Stimulant -----> g_i_cmbtshot002
Life Support Pack -----> g_i_medeqpmnt03
Medpac -----> g_i_medeqpmnt01
Squad Recovery Stim -----> g_i_medeqpmnt08
Battle Stimulant -----> g_i_cmbtshot001

Pazaak Cards:

Pazaak Card +/- 1/2 -----> g_i_pazcard_019
Pazaak Card +/-1 -----> g_i_pazcard_013
Pazaak Card +/-2 -----> g_i_pazcard_014
Pazaak Card +/-3 -----> g_i_pazcard_015
Pazaak Card +/-4 -----> g_i_pazcard_016
Pazaak Card +/-5 -----> g_i_pazcard_017

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Pazaak Card +/-6 -----> g_i_pazcard_018
Pazaak Card +1 -----> g_i_pazcard_001
Pazaak Card +2 -----> g_i_pazcard_002
Pazaak Card +3 -----> g_i_pazcard_003
Pazaak Card +4 -----> g_i_pazcard_004
Pazaak Card +5 -----> g_i_pazcard_005
Pazaak Card +6 -----> g_i_pazcard_006
Pazaak Card -1 -----> g_i_pazcard_007
Pazaak Card -2 -----> g_i_pazcard_008
Pazaak Card -3 -----> g_i_pazcard_009
Pazaak Card -4 -----> g_i_pazcard_010
Pazaak Card -5 -----> g_i_pazcard_011
Pazaak Card -6 -----> g_i_pazcard_012
Pazaak Card Double -----> g_i_pazcard_020
Pazaak Card Flip 2&4 -----> g_i_pazcard_022
Pazaak Card Flip 3&6 -----> g_i_pazcard_023
Pazaak Card Tie Breaker -----> g_i_pazcard_021
Pazaak Side Deck -----> g_i_pazsidebd001
Pazaak Deck -----> g_i_pazdeck

Credits:

Credits -----> g_i_credits001
Credits -----> g_i_credits002
Credits -----> g_i_credits003
Credits -----> g_i_credits004
Credits -----> g_i_credits005
Credits -----> g_i_credits006
Credits -----> g_i_credits007
Credits -----> g_i_credits008
Credits -----> g_i_credits009
Credits -----> g_i_credits010
Credits -----> g_i_credits011
Credits -----> g_i_credits012
Credits -----> g_i_credits013
Credits -----> g_i_credits014
Credits -----> g_i_credits015

Droids:

Advanced Blowtorch -----> g_d_blowtrch02
Advanced Repair Kit -----> g_i_drdrepeqp002
Blowtorch -----> g_d_blowtrch01
Construction Kit -----> g_i_drdrepeqp003
Droid Advanced Upgrade Slot -----> d_tool_04
Droid Agility Upgrade -----> d_interface_08

Droid Agrinium Armor -----> d_armor_08
Droid Anatomy Library -----> d_interface_12
Droid Assassination Module -----> d_hk47_03
Droid Battle Upgrade -----> d_tool_11
Droid Bio-Assault Spray -----> d_device_10
Droid Capacitor Armor -----> d_hk47_02
Droid Carbonite Emitter -----> d_device_11
Droid Carbonite Projector -----> d_device_08
Droid CEPB -----> d_tool_14
Droid CERS -----> d_tool_12
Droid CESS -----> d_tool_13
Droid Defense Barrier -----> d_shield_03
Droid Deflector Mark I -----> d_shield_01
Droid Deflector Mark II -----> d_shield_02
Droid Deflector Mark III -----> d_shield_05
Droid Desh Plating -----> d_armor_04
Droid Diatium Plating -----> d_armor_12
Droid Dura Plating Mark I -----> d_armor_09
Droid Dura Plating Mark II -----> d_armor_11
Droid Durability Upgrade -----> d_interface_07
Droid Energized Armor Mark I -----> d_armor_13
Droid Energized Armor Mark II -----> d_armor_14
Droid Energized Armor Mark III -----> d_armor_15
Droid Energy Collector -----> d_shield_04
Droid Exchange Interface -----> d_interface_10
Droid Fighting Upgrade -----> d_tool_07
Droid Flame Thrower -----> d_device_03
Droid Impact Armor Mark I -----> d_armor_01
Droid Impact Armor Mark II -----> d_armor_03
Droid Impact Armor Mark III -----> d_armor_05
Droid Ion Blast Mark I -----> d_device_12
Droid Ion Blast Mark II -----> d_device_13
Droid Ion Blast Mark III -----> d_device_14
Droid Ion Striker -----> d_device_06
Droid Lockout Bypass -----> d_interface_04
Droid Machine Interface -----> d_interface_03
Droid Memory Upgrade -----> d_tool_09
Droid Micro-Optics -----> d_tool_15
Droid Modular Plating Mark I -----> d_armor_02
Droid Modular Plating Mark II -----> d_armor_06
Droid Modular Plating Mark III -----> d_armor_07
Droid Molten Cannon -----> d_device_07
Droid Motion Tracker -----> d_tool_01
Droid Motivator Booster -----> d_interface_06
Droid Multi-spectral Emitter -----> d_device_15
Droid Neural Pacifier -----> d_device_01

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

Droid Neural Scrambler -----> d_device_05
Droid Omniscience Unit -----> d_g0t0_02
Droid Optimized Interface -----> d_interface_01
Droid Parabolic Guides -----> d_interface_05
Droid Perception Sensors -----> d_tool_08
Droid Plasma Thrower -----> d_device_09
Droid Quadranium Armor -----> d_armor_10
Droid Reference Database -----> d_tool_05
Droid Remote Interface -----> d_interface_11
Droid Renewable Shield -----> d_t3m4_03
Droid Repulsor -----> d_device_02
Droid Scavenger Upgrade -----> d_interface_13
Droid Self-Sustaining Unit -----> d_t3m4_02
Droid Shock Arm -----> d_t3m4_01
Droid Singularity Projector -----> d_g0t0_03
Droid Source Ripper -----> d_interface_14
Droid Stabilization Subroutine -----> d_interface_02
Droid Stealth Booster -----> d_g0t0_01
Droid Surveillance Upgrade -----> d_tool_03
Droid System Fortification -----> d_tool_06
Droid Systems Upgrade -----> d_interface_15
Droid Toxin Emitter -----> d_device_04
Droid Unity Grid -----> d_shield_06
Droid Upgrade Slot -----> d_tool_02
Droid Warfare Upgrade -----> d_tool_10
Droid Wisdom Upgrade -----> d_interface_09
Fire Suppression System -----> g_d_firesupres01
Goto Targeting Module -----> d_g0t0_04
Repair Kit -----> g_i_drdrepeqp001

Miscellaneous Items:

Chemicals -----> chem_00001
Broken Item -----> brokenitem
Components -----> compont_00001
Parts -----> g_i_parts01
Security Spike Tunneler -----> g_i_secspike02
Security Tunneler -----> g_i_secspike01
Computer Spike -----> g_i_progspike01
Datapad -----> g_i_datapad001
Aesthetic Item -----> g_i_asthitem001
Bith Accordion -----> g_i_bithitem004
Bith Clarinet -----> g_i_bithitem002
Bith Guitar -----> g_i_bithitem001
Bith Trombone -----> g_i_bithitem003
Comlink -----> comlink

PC Cheats - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:04 - Last Updated Saturday, 01 July 2006 17:56

HK Chassis -----> hkpart02
HK Control Cluster -----> hkpart03
HK Droid Processor -----> hkpart01
HK Protocol Pacifist Package -----> hkpart05
HK Vocabulator -----> hkpart04
Keycard -----> g_i_pltuseitm01

Security Codes

Dxun - codes for the ancient computers in the jungle:

First computer:

$(6*2)-8+9/1=13$

Second computer:

C

Korriban - sith training level 1 test answers to unlock the training room door:

freedon nadd

twenty

gizka

I always lie

passion - strength - power - victory

Onderon - palace's northern storage room:

1,66,2,45,3,39