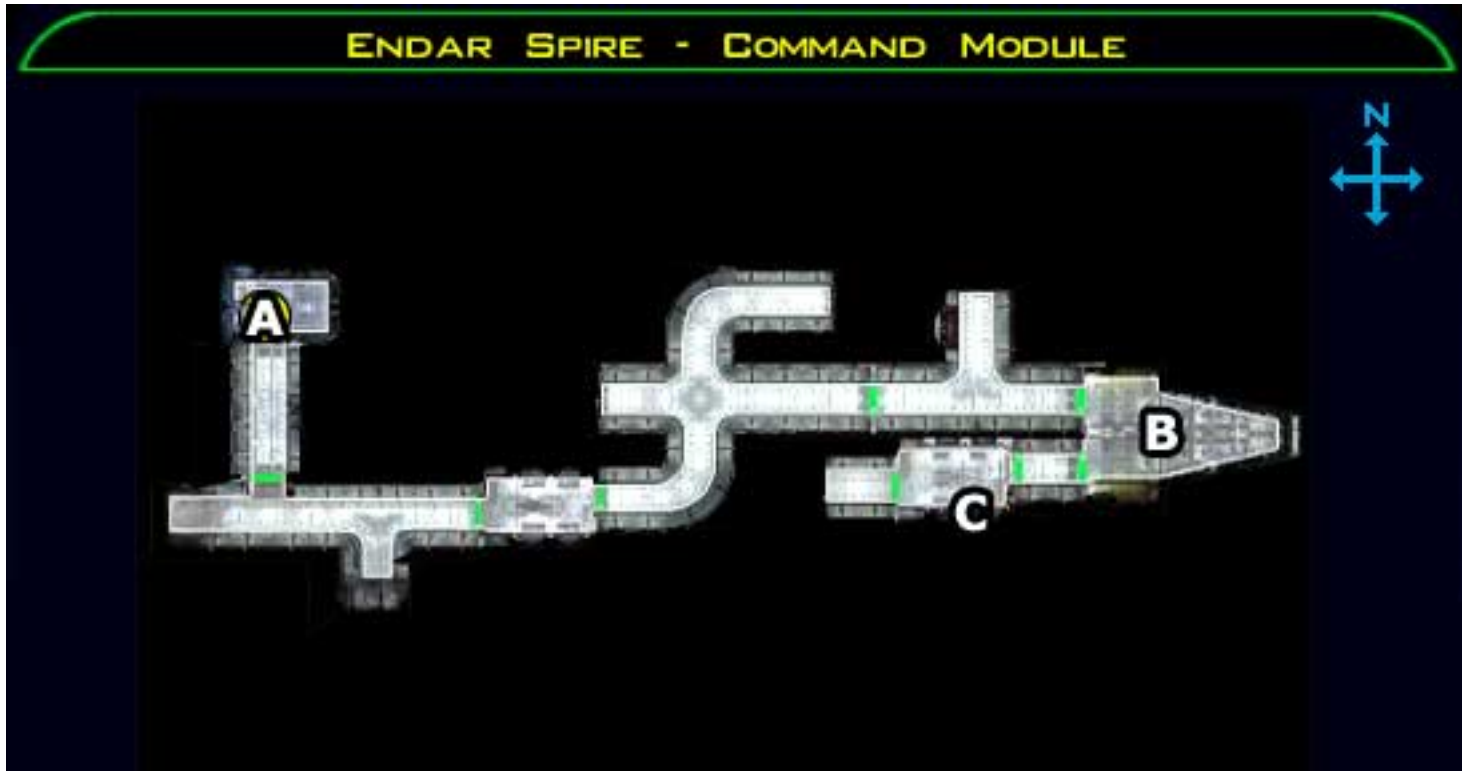


6. Ender Spire

Written by Old-Republic.com

Wednesday, 13 August 2008 19:46 - Last Updated Thursday, 14 August 2008 00:08

When your adventure begins, you awake on a spaceship under attack. You soon find out you are on Ender Spire, and you must first make your way to the bridge and then to an escape pod. This section serves primarily as an introduction and tutorial for the game. There's really not much to do or see, and the maps are quite linear. Just follow the instructions given you and you'll be fine.



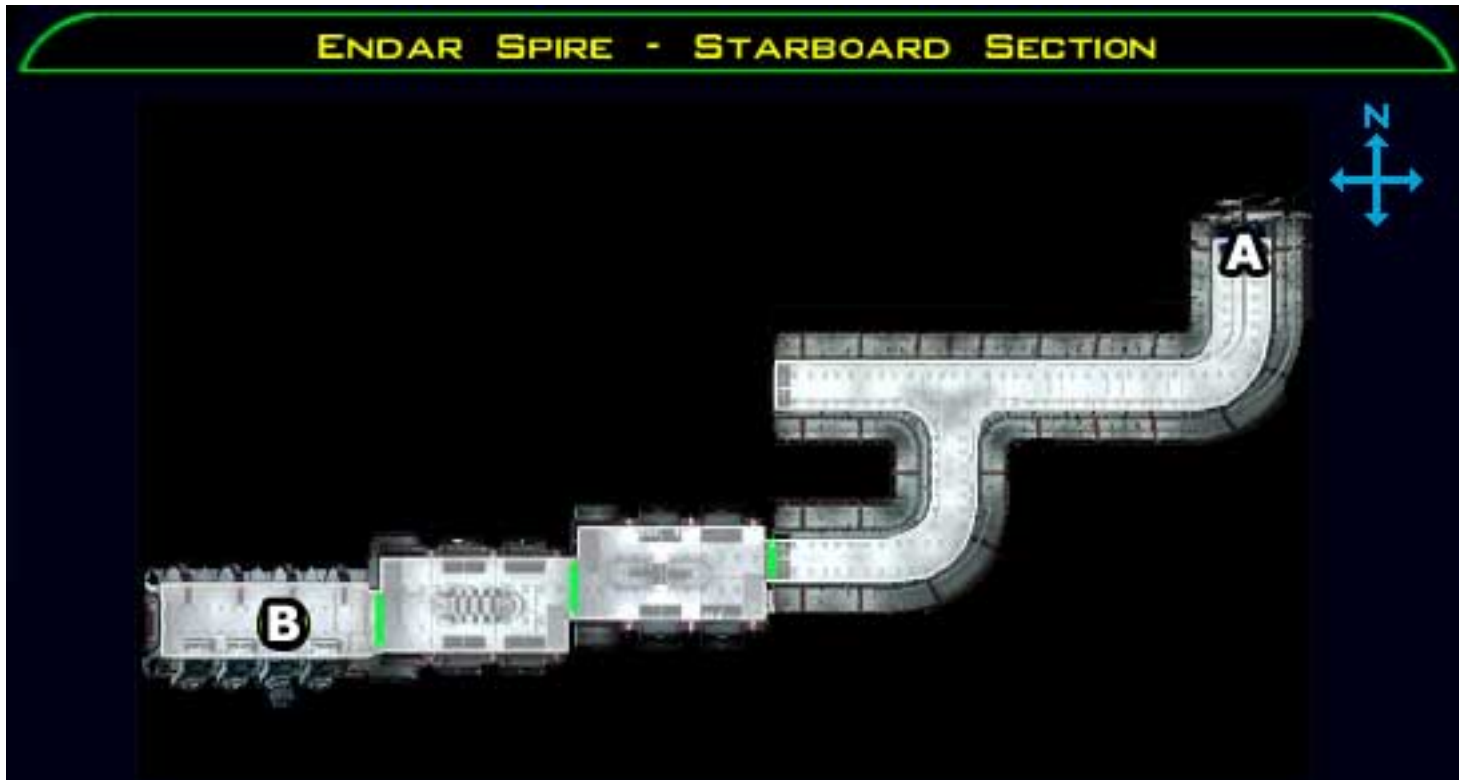
Command Module

1. Your cabin. You awaken in a ship under attack. A bunkmate you've never met before (?) shows up and says you have to get to the bridge immediately.
2. The bridge.
3. Exit to Starboard Section

6. Endar Spire

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Starboard Section

1. Start here.
2. Finish here. Make sure you loot the room with the Sith commander (guy in red armor) right before entering the escape pod bay. He has a Prototype Vibroblade that will be one of your best melee weapons (either for yourself, Carth or Zaalbar) for quite some time.

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