

# PC Cheats - KotOR

Contributed by The Old Republic  
 Friday, 20 January 2006  
 Last Updated Monday, 30 January 2006

Page 1: Cheat Codes | Code Result | Clothing

Page 2: Melee Weapons| Blasters | Explosives

Page 3: Medical and Gear | Pazaak Decks | Credits | Miscellaneous Items | Droids

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 (also known as SWKotOR and KotOR). To enable cheats you must first edit a game file called "swkotor.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 "swkotor.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] 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 g\_i\_mask01 Cheat Codes

This amazing list was compiled with a lot of effort by Richard Eastwood.

## Code Result:

-----  
 invulnerability - God mode  
 heal - Heal selected member  
 turbo - Press W or S to move faster  
 adddarkside [number] - Gain dark side points  
 adlightside [number] - Gain light side points  
 addlevel [number] - Gain level  
 addexp [number] - Gain experience points  
 givecredits [number] - More credits  
 setconstitution [number] - Set consitution  
 setdexterity [number] - Set dexterity  
 setcharisma [number] - Set charisma  
 setintelligence [number] - Set intilligence  
 setstrength [number] - Set strength  
 setwisdom [number] - Set wisdom  
 setcomputeruse [number] - Set computer use  
 setdemolitions [number] - Set demolitions  
 setstealth [number] - Set stealth  
 setawareness [number] - Set awareness  
 setpersuade [number] - Set persuade  
 setrepair [number] - Set repair  
 setsecurity [number] - Set security  
 giveitem [number] - gives item(see below for item names)

[number] = 10 - 999

Â

Below are items for use with giveitem cheat, to get it to work type giveitem leave a space type name of item ( i.e. g\_i\_mask01) leave another space and type number required (so should look like this giveitem g\_i\_mask01 1).

## Clothing:

-----  
Masks

g\_i\_mask01 - Light-scan Visor  
 g\_i\_mask02 - Motion Detection Goggles  
 g\_i\_mask03 - Bothan Perception Visor  
 g\_i\_mask04 - Verpine Ocular Enhancer  
 g\_i\_mask05 - Bothan Sensory Visor  
 g\_i\_mask06 - Vacuum Mask  
 g\_i\_mask07 - Sonic Nullifiers  
 g\_i\_mask08 - Aural Amplifier  
 g\_i\_mask09 - Advanced Aural Amplifier  
 g\_i\_mask10 - Neural Band  
 g\_i\_mask11 - verpine Headband  
 g\_i\_mask12 - Breath Mask  
 g\_i\_mask13 - Teta's Royal Band  
 g\_i\_mask14 - Sith Mask  
 g\_i\_mask15 - Stabilizer Mask  
 g\_i\_mask16 - Interface Band  
 g\_i\_mask17 - Demolitions Sensor  
 g\_i\_mask18 - Combat Sensor  
 g\_i\_mask19 - Stealth Field Enhancer  
 g\_i\_mask20 - Stealth Field Reinforcement  
 g\_i\_mask21 - Interface Visor  
 g\_i\_mask22 - Circlet of Saresh  
 g\_i\_mask23 - Pistol Targeting Optics  
 g\_i\_mask24 - Heavy Targeting Optics  
 g1\_i\_mask01 - Advanced Bio-Stabilizer Mask  
 g1\_i\_mask02 - Medical Interface Visor  
 g1\_i\_mask03 - Advanced Agent Interface  
 kor38b\_mask - Tulak Hord's Mask  
 genovisor - GenoHaradan Visor

## Implants Class 1

g\_i\_implant101 - Cardio Package  
 g\_i\_implant102 - Response Package  
 g\_i\_implant103 - Memory Package

## Implants Class 2

g\_i\_implant201 - Biotech Package  
 g\_i\_implant202 - Retinal Combat Implant  
 g\_i\_implant203 - Nerve Enhancement Package  
 g\_i\_implant204 - The Party Selection Screen Available

## Implants Class 3

g\_i\_implant301 - Bavakar Cardio Package  
 g\_i\_implant302 - Bavakar Reflex Enhancement Package  
 g\_i\_implant303 - Bavakar Memory Chip  
 g\_i\_implant304 - Bio-Antidote Package  
 g\_i\_implant305 - Cardio Power System  
 g\_i\_implant306 - Gordulan Reaction System  
 g\_i\_implant307 - Navaradon Regenerator  
 g\_i\_implant308 - Sith Regenerator  
 g\_i\_implant309 - Beemon Package  
 g\_i\_implant310 - Cyber Reaction System  
 g1\_i\_implant301 - Advanced Senseory Implant  
 g1\_i\_implant302 - Advanced Bio-Stabilizer Implant  
 g1\_i\_implant303 - Advanced Combat Implant  
 g1\_i\_implant304 - Advanced Alacrity

## Gauntlets

g\_i\_gauntlet01 - Strength Gauntlet  
 g\_i\_gauntlet02 - Eriadu Strength Gauntlets  
 g\_i\_gauntlet03 - Sith Power Gauntlets  
 g\_i\_gauntlet04 - Stabilizer Gauntlets  
 g\_i\_gauntlet05 - Bothan Machinist Gloves

g\_i\_gauntlet06 - Verpine Bond Gauntlets  
 g\_i\_gauntlet07 - Dominator Gauntlets  
 g\_i\_gauntlet08 - Karaken Gauntlets  
 g\_i\_gauntlet09 - Infiltrator Gloves  
 g1\_i\_gauntlet01 - Advanced Stabilizer Gloves  
 kor38a\_gauntlet - Marko Ragnos' Gauntlets  
 geno\_gloves - GenoHaradan Power Gloves  
 tar03\_brejikglove - Brejik's Gloves

#### Shields

g\_i\_frarmbnds01 - Energy Shield  
 g\_i\_frarmbnds02 - Sith Energy Shield  
 g\_i\_frarmbnds03 - Arkanian Energy Shield  
 g\_i\_frarmbnds04 - Echani Shield  
 g\_i\_frarmbnds05 - Mandalorian Melee Shield  
 g\_i\_frarmbnds06 - Mandalorian Power Shield  
 g\_i\_frarmbnds07 - Echani Dueling Shield  
 g\_i\_frarmbnds08 - Yusanis' Dueling Shield  
 g\_i\_frarmbnds09 - Verpine Prototype Shield  
 tar03\_brejikband - Brejik's Arm Band

#### Belts

g\_i\_belt001 - Cardio Regulator  
 g\_i\_belt002 - Verpine Cardio Regulator  
 g\_i\_belt003 - Adrenaline Amplifier  
 g\_i\_belt004 - Advanced Adrenaline Amplifier  
 g\_i\_belt005 - Nerve Amplifying Belt  
 g\_i\_belt006 - Sound Dampening Stealth Unit  
 g\_i\_belt007 - Advanced Stealth Unit  
 g\_i\_belt008 - Eriadu Stealth Unit  
 g\_i\_belt009 - Calrissian's Utility Belt  
 g\_i\_belt010 - Stealth Field Generator  
 g\_i\_belt011 - Adrenaline Stimulator  
 g\_i\_belt012 - CNS Strength Enhancer  
 g\_i\_belt013 - Electrical Capacitance Charge  
 g\_i\_belt014 - Thermal Shield Generator  
 g1\_i\_belt001 - Baragwin Stealth Unit  
 geno\_stealth - GenoHaradan Stealth Unit  
 tar03\_brejikbelt - Brejik's Belt

#### Clothes

g\_a\_clothes01 - Clothing  
 g\_a\_clothes02 - Clothing Variant 2  
 g\_a\_clothes03 - Clothing Variant 3  
 g\_a\_clothes04 - Clothing Variant 4  
 g\_a\_clothes05 - Clothing Variant 5  
 g\_a\_clothes06 - Clothing Variant 6  
 g\_a\_clothes07 - Clothing Variant 1  
 g\_a\_clothes08 - Clothing Variant 7  
 g\_a\_clothes09 - Clothing Variant 8

#### Jedi Robes

g\_a\_jedirobe01 - Jedi Robe (Brown)  
 g\_a\_jedirobe02 - Dark Jedi Robe (Grey)  
 g\_a\_jedirobe03 - Jedi Robe (Red)  
 g\_a\_jedirobe04 - Jedi Robe (Blue)  
 g\_a\_jedirobe05 - Dark Jedi Robe (Blue)  
 g\_a\_jedirobe06 - Qel-Droma Robes

#### Jedi Knight Robes

g\_a\_kghtrobe01 - Jedi Knight Robe (Brown)  
 g\_a\_kghtrobe02 - Dark Jedi Knight Robe (Grey)  
 g\_a\_kghtrobe03 - Jedi Knight Robe (Red)  
 g\_a\_kghtrobe04 - Jedi Knight Robe (Blue)  
 g\_a\_kghtrobe05 - Dark Jedi Knight Robe (Blue)

### Jedi Master Robes

- g\_a\_mstrrobe01 - Jedi Master Robe #1 (Brown)
- g\_a\_mstrrobe02 - Dark Jedi Master Robe (Black)
- g\_a\_mstrrobe03 - Jedi Master Robe (Red)
- g\_a\_mstrrobe04 - Jedi Master Robe (Blue)
- g\_a\_mstrrobe05 - Dark Jedi Master Robe (Blue)
- g\_a\_mstrrobe06 - Darth Revan's Robes (Dark side only)
- g\_a\_mstrrobe07 - Star Forge Robes (Light Side Only)

### Armor Class 4

- g\_a\_class4001 - Combat Suit
- g\_a\_class4002 - Zabrak Combat Suit
- g\_a\_class4003 - Echani Light Armor
- g\_a\_class4004 - Cinnagar Weave Armor
- g\_a\_class4005 - Massassi Ceremonial Armor
- g\_a\_class4006 - Darth Bandon's Fiber Armor
- g\_a\_class4007 - Darth Bandon's Fiber Armor (Defense 7)
- g\_a\_class4008 - Darth Bandon's Fiber Armor (Defense 7, Immunity: Mind-Affecting)
- g\_a\_class4009 - Echani Fiber Armor
- geno\_armor - GenoHaradan Mesh Armor

### Armor Class 5

- g\_a\_class5001 - Heavy Combat Suit
- g\_a\_class5002 - Bonadan Alloy Heavy Suit
- g\_a\_class5003 - Zabrak Battle Armor
- g\_a\_class5004 - Zabrak Field Armor
- g\_a\_class5005 - Reinforced Fiber Armor
- g\_a\_class5006 - Ulic Qel Droma's Mesh Suit
- g\_a\_class5007 - Eriadu Prototype Armor (Defense 6)
- g\_a\_class5008 - Eriadu Prototype Armor (Defense 9)
- g\_a\_class5009 - Eriadu Prototype Armor (Defense 9, 30 sv Cold, Immunity: Mind-Affecting)
- g\_a\_class5010 - Republic Mod Armor
- g1\_a\_class5001 - Light Exoskeleton
- g1\_a\_class5002 - Baragwin Shadow Armor

### Armor Class 6

- g\_a\_class6001 - Military Suit
- g\_a\_class6002 - Echani Battle Armor
- g\_a\_class6003 - Cinnagar War Suit
- g\_a\_class6004 - Verpine Fiber Mesh
- g\_a\_class6005 - Arkanian Bond Armor
- g\_a\_class6006 - Exar Kun's Light Battle Suit
- g\_a\_class6007 - Davik's War Suit (Defense 9)
- g\_a\_class6008 - Davik's War Suit (Defense 10)
- g\_a\_class6009 - Davik's War Suit (Defense 10, 20 vs Cold/Fire, Immunity: Mind-Affecting)
- g1\_a\_class6001 - Environmental Bastion Armor

### Armor Class 7

- g\_a\_class7001 - Light Battle Armor
- g\_a\_class7002 - Bronzium Light Battle Armor
- g\_a\_class7003 - Powered Light Battle Armor
- g\_a\_class7004 - Krath Heavy Armor
- g\_a\_class7005 - Krath Holy Battle Suit
- g\_a\_class7006 - Jamoh Hogra's Battle Armor

### Armor Class 8

- g\_a\_class8001 - Battle Armor
- g\_a\_class8002 - Powered Battle Armor
- g\_a\_class8003 - Cinnagar Plate Armor
- g\_a\_class8004 - Mandalorian Armor
- g\_a\_class8005 - Calo Nord's Armor (Defense 9, 10 sv vs all)
- g\_a\_class8006 - Calo Nord's Armor (Defense 12, 25 sv all, Immunity: Critical hits)

g\_a\_class8007 - Calo Nord's Armor (Defense 12, 25 sv all, Immunity: Critical hits & Mind Affecting)

g\_a\_class8008 - blank

g\_a\_class8009 - Verpine Zal Alloy Mesh

g1\_a\_class8001 - Heavy Exoskeleton

#### Armor Class 9

g\_a\_class9001 - Heavy Battle Armor

g\_a\_class9002 - Durasteel Heavy Armor

g\_a\_class9003 - Mandalorian Battle Armor

g\_a\_class9004 - Mandalorian Heavy Armor

g\_a\_class9005 - Jurgan Kalta's Power Suit

g\_a\_class9006 - Jurgan Kalta's Power Suit (Defense 13)

g\_a\_class9007 - Jurgan Kalta's Power Suit (Defense 13, 30 vs Cold/Fire, Immunity: Mind-affecting)

g\_a\_class9009 - Cassus Fett's Armor

g\_a\_class9010 - Mandalorian Assault Armor

g\_a\_class9011 - Cassus Fett's Amor (special)

Â

#### Melee Weapons:

##### ----- Light Sabers

g\_w\_lightsbr01 - Blue

g\_w\_lightsbr02 - Red

g\_w\_lightsbr03 - Green

g\_w\_lightsbr04 - Yellow

g\_w\_lightsbr05 - Purple

g\_w\_lightsbr06 - DARTH MALAK's LIGHT SABER

g1\_w\_lightsbr01 - Guardian of the Force

g1\_w\_lightsbr02 - Mantle of the Force

##### Short Lightsabers

g\_w\_shortsbr01 - Blue

g\_w\_shortsbr02 - Red

g\_w\_shortsbr03 - Green

g\_w\_shortsbr04 - Yellow

g\_w\_shortsbr05 - Purple

g1\_w\_shortsbr01 - Guardian of the Force

g1\_w\_shortsbr02 - Mantle of the Force

##### Double Lightsabers

g\_w\_dblsbr001 - Blue

g\_w\_dblsbr002 - Red

g\_w\_dblsbr003 - Green

g\_w\_dblsbr004 - Yellow

g\_w\_dblsbr005 - Purple

g\_w\_dblsbr006 - Bastila's Lightsaber

g1\_w\_dblsbr001 - Guardian of the Force

g1\_w\_dblsbr002 - Mantle of the Force

##### Saber crystals

g\_w\_sbrcrstl01 - Rubat Crystal

g\_w\_sbrcrstl02 - Damind Crystal

g\_w\_sbrcrstl03 - Eralam Crystal

g\_w\_sbrcrstl04 - Sapith Crystal

g\_w\_sbrcrstl05 - Nextor Crystal

g\_w\_sbrcrstl06 - Opila Crstal

g\_w\_sbrcrstl07 - Jenruax Crystal

g\_w\_sbrcrstl08 - Phond Crystal

g\_w\_sbrcrstl09 - Luxum Crystal

g\_w\_sbrcrstl10 - Firkrann Crystal

g\_w\_sbrcrstl11 - Bondar Crystal  
 g\_w\_sbrcrstl12 - Sigil Crystal  
 g\_w\_sbrcrstl13 - Upari Crstal  
 g\_w\_sbrcrstl14 - Blue Crystal  
 g\_w\_sbrcrstl15 - Yellow Crystal  
 g\_w\_sbrcrstl16 - Green Crstal  
 g\_w\_sbrcrstl17 - Violet Crystal  
 g\_w\_sbrcrstl18 - Red Crystal  
 g\_w\_sbrcrstl19 - Solari Crystal  
 g1\_w\_sbrcrstl20 - Heart of the Gaurdian  
 g1\_w\_sbrcrstl21 - Mantle of the Force  
 tat18\_dragonprl - Krayt Dragon Pearl  
 kas25\_wookcrysta - Rough-cut Upari Amulet

#### Long Swords

g\_w\_ingswrd01 - Long Sword  
 g\_w\_ingswrd02 - Krath War Blade  
 g\_w\_ingswrd03 - Naga Sadow's Poison Blade

#### Double-Bladed Swords

g\_w\_dblswrd001 - Double-Bladed Sword  
 g\_w\_dblswrd002 - Echanian Ritual Brand  
 g\_w\_dblswrd003 - Krath Double Sword  
 g\_w\_dblswrd005 - Ajunta Pall's Blade

#### Short Swords

g\_w\_shortswrd01 - Short Sword  
 g\_w\_shortswrd02 - Massassi Brand  
 g\_w\_shortswrd03 - Teta's Blade

#### Vibro Swords

g\_w\_vbroswrd01 - VibroSword  
 g\_w\_vbroswrd02 - Krath Dire Sword  
 g\_w\_vbroswrd03 - Sith Tremor Sword  
 g\_w\_vbroswrd04 - Echanian Foil  
 g\_w\_vbroswrd05 - Bacca's Ceremonial Blade  
 g\_w\_vbroswrd06 - Bacca's Ceremonial Blade  
 (Requires: Melee, Critical Strike, Flurry) Attack Mod +5, +1-6 Electric

g\_w\_vbroswrd07 - Bacca's Ceremonial Blade  
 (Requires: Melee, Critical Strike, Flurry) Attack Mod +5, +1-8 Electric

g\_w\_vbroswrd08 - Bacca's Ceremonial Blade  
 (Requires: Melee, Critical Strike, Flurry) Attack Mod +5, +2-12 Electric  
 g1\_w\_vbroswrd01 - Baragwin Assault Blade  
 geno\_blade - GenoHaradan Poison Blade

#### Vibro Double-Swords

g\_w\_vbrdblswd01 - Vibro Double-Blade  
 g\_w\_vbrdblswd02 - Sith War Sword  
 g\_w\_vbrdblswd03 - Echanian Double-Brand  
 g\_w\_vbrdblswd04 - Yusanis' Brand  
 g\_w\_vbrdblswd05 - Yusanis' Brand  
 g\_w\_vbrdblswd06 - Yusanis' Brand  
 g\_w\_vbrdblswd07 - Yusanis' Brand

#### Vibroblades

g\_w\_vbroshort01 - Vibroblade  
 g\_w\_vbroshort02 - Krath Blood Blade  
 g\_w\_vbroshort03 - Echanian Vibroblade  
 g\_w\_vbroshort04 - Sanasiki's Blade  
 g\_w\_vbroshort05 - Sanasiki's Blade  
 g\_w\_vbroshort06 - Sanasiki's Blade  
 g\_w\_vbroshort07 - Sanasiki's Blade  
 g\_w\_vbroshort08 - Mission's Vibroblade

## g\_w\_vbroshort09 - Prototype Vibroblade

## Quarterstuffs:

g\_w\_qtrstaff01 - Quarterstaff  
 g\_w\_qtrstaff02 - Massassi Battle Staff  
 g\_w\_qtrstaff03 - Raito's Gaderffii

## Stun Batons:

g\_w\_stunbaton01 - Stun Baton  
 g\_w\_stunbaton02 - Botahn Stun Stick  
 g\_w\_stunbaton03 - Bothan Chuka  
 g\_w\_stunbaton04 - Rakatan Battle Wand  
 g\_w\_stunbaton05 - Rakatan Battle Wand  
 g\_w\_stunbaton06 - Rakatan Battle Wand  
 g\_w\_stunbaton07 - Rakatan Battle Wand

## Misc.

g\_w\_waraxe001 - Gamorrean BattleAxe  
 g\_w\_warblade001 - Wookie Warblade

## Blasters:

-----  
Blaster Pistols

g\_w\_blstrpstl001 - Blaster Pistol  
 g\_w\_blstrpstl002 - Mandalorian Blaster  
 g\_w\_blstrpstl003 - Arkanian Pistol  
 g\_w\_blstrpstl004 - Zabrak Blaster Pistol  
 g\_w\_blstrpstl005 - Bendak's Blaster  
 g\_w\_blstrpstl006 - Bendak's Blaster  
 g\_w\_blstrpstl007 - Bendak's Blaster  
 g\_w\_blstrpstl008 - Bendak's Blaster  
 g\_w\_blstrpstl009 - Bendak's Blaster  
 g\_w\_blstrpstl010 - Carth's Blaster  
 g\_w\_blstrpstl020 - Insta-Kill Pistol  
 geno\_blaster - GenoHaradan Blaster

## Hold-Out Blasters

g\_w\_hldoblstr01 - Hold Out Blaster  
 g\_w\_hldoblstr02 - Bothan Quick Draw  
 g\_w\_hldoblstr03 - Sith Assassin Pistol  
 g\_w\_hldoblstr04 - Bothan Needler

## Heavy blasters

g\_w\_hvyblstr01 - Heavy blaster  
 g\_w\_hvyblstr02 - Arkainian heavy pistol  
 g\_w\_hvyblstr03 - Zabrak Testal Mark 3  
 g\_w\_hvyblstr04 - Mandalorian Heavy pistol  
 g\_w\_hvyblstr05 - Cassus Fetts Heavy pistol  
 g\_w\_hvyblstr06 - Cassus Fetts Heavy pistol  
 g\_w\_hvyblstr07 - Cassus Fetts Heavy pistol  
 g\_w\_hvyblstr08 - Cassus Fetts Heavy pistol  
 g\_w\_hvyblstr09 - Cassus Fetts Heavy pistol

## Ion Blasters

g\_w\_ionblstr01 - Ion Blaster  
 g\_w\_ionblstr02 - Verpine Prototype Ion Blaster

## Disruptor Pistols

g\_w\_dsrptpstl001 - Disruptor Pistol  
 g\_w\_dsrptpstl002 - Mandalorian Ripper

## Sonic Pistols

g\_w\_sonicpstl01 - Sonic Pistol  
 g\_w\_sonicpstl02 - Bothan Shrieker

### Blaster Carbines

g\_w\_blstrcrbn001 - Blaster Carbine  
g\_w\_blstrcrbn002 - Sith Assault Gun  
g\_w\_blstrcrbn003 - Cinnagar Carbine  
g\_w\_blstrcrbn004 - Jurgan Kalta's Carbine  
g\_w\_blstrcrbn005 - Jamoh Hogra's Carbine  
g\_w\_blstrcrbn006 - Jamoh Hogra's Carbine  
g\_w\_blstrcrbn007 - Jamoh Hogra's Carbine  
g\_w\_blstrcrbn008 - Jamoh Hogra's Carbine  
g\_w\_blstrcrbn009 - Jamoh Hogra's Carbine

### Blaster Rifles

g\_w\_blstrrfl001 - Blaster Rifle  
g\_w\_blstrrfl002 - Sith Sniper Rifle  
g\_w\_blstrrfl003 - Mandalorian Assault Rifle  
g\_w\_blstrrfl004 - Zabrak Battle Cannon  
g\_w\_blstrrfl005 - Jurgan Kalta's Assault Rifle  
g\_w\_blstrrfl006 - Jurgan Kalta's Assault Rifle  
g\_w\_blstrrfl007 - Jurgan Kalta's Assault Rifle  
g\_w\_blstrrfl008 - Jurgan Kalta's Assault Rifle  
g\_w\_blstrrfl009 - Jurgan Kalta's Assault Rifle

### Bowcasters:

g\_w\_bowcstr001 - Bowcaster  
g\_w\_bowcstr002 - Chuundar's Bowcaster  
g\_w\_bowcstr003 - Zaalbar's Bowcaster

### Ion Rifles

g\_w\_ionrfl01 - Ion Rifle  
g\_w\_ionrfl02 - Bothan Droid Disruptor  
g\_w\_ionrfl03 - Verpine Droid Disruptor  
g1\_w\_ionrfl01 - Baragwin Ion-X Weapon

### Disruptor Rifles

g\_w\_dsrptrfl001 - Disruptor Rifle  
g\_w\_dsrptrfl002 - Zabrak Disruptor Rifle  
g1\_w\_dsrptrfl001 - Baragwin Disruptor-X Weapon

### Sonic Rifles

g\_w\_sonicrfl01 - Sonic Rifle  
g\_w\_sonicrfl02 - Bothan Discord Gun  
g\_w\_sonicrfl03 - Arkanian Sonic Rifle

### Repeating Blasters

g\_w\_rptnblstr01 - Light Repeating Blaster  
g\_w\_rptnblstr02 - Medium Repeating Blaster  
g\_w\_rptnblstr03 - Blaster Cannon  
g1\_w\_rptnblstr01 - Baragwin ASSault Gun

### Heavy Repeating Blaster

g\_w\_hvrptbltr01 - Heavy Repeating Blaster  
g\_w\_hvrptbltr02 - Mandalorian Heavy Repeater  
g1\_w\_hvrptbltr - Baragwin Heavy Repeating Blaster  
g\_w\_hvrptbltr002 - Ordo's Repeating Blaster

### Upgrade items

g\_i\_upgrade001 - Scope  
g\_i\_upgrade002 - Improved Energy Cell  
g\_i\_upgrade003 - Beam splitter  
g\_i\_upgrade004 - Hair Trigger  
g\_i\_upgrade005 - Armour Reinforcement  
g\_i\_upgrade006 - Mesh Underlay  
g\_i\_upgrade007 - Vibration Cell  
g\_i\_upgrade008 - Durasteel Bonding Alloy



## g\_i\_upgrade009 - Energy Projector

## Explosives:

-----  
Grenades

g\_w\_adhsvgren001 - Adhesive Grenade  
 g\_w\_cryobgren001 - CryoBan Grenade  
 g\_w\_firegren001 - Plasma Grenade  
 g\_w\_fraggren01 - Frag Grenade  
 g\_w\_iongren01 - Ion Grenade  
 g\_w\_poisngren01 - Poison Grenade  
 g\_w\_sonicgren01 - Sonic Grenade  
 g\_w\_stungren01 - Concussion Grenade  
 g\_w\_thermldet01 - Thermal Detonator

## Mines

g\_i\_trapkit001 - Minor Flash Mine  
 g\_i\_trapkit002 - Average Flash Mine  
 g\_i\_trapkit003 - Deadly Flash Mine  
 g\_i\_trapkit004 - Minor Frag Mine  
 g\_i\_trapkit005 - Average Frag Mine  
 g\_i\_trapkit006 - Deadly Frag Mine  
 g\_i\_trapkit007 - Minor Plasma Mine  
 g\_i\_trapkit008 - Average Plasma Mine  
 g\_i\_trapkit009 - Deadly Plasma Mine  
 g\_i\_trapkit010 - Minor Gas Mine  
 g\_i\_trapkit011 - Average Gas Mine  
 g\_i\_trapkit012 - Deadly Gas Mine

## Â

## Medical and Gear:

-----  
Medical Items

g\_i\_medeqpmnt01 - Medpac  
 g\_i\_medeqpmnt02 - Advanced Medpac  
 g\_i\_medeqpmnt03 - Life Support Pack  
 g\_i\_medeqpmnt04 - Antidote Kit  
 g\_i\_medeqpmnt05 - Antibiotic Kit  
 g\_i\_medeqpmnt06 - Advanced Medpac  
 g\_i\_medeqpmnt07 - Life Support Pack  
 g\_i\_medeqpmnt08 - Squad Recovery Stim

## Stimulants

g\_i\_adrnaline001 - Adrenal Strength  
 g\_i\_adrnaline002 - Adrenal Alacrity  
 g\_i\_adrnaline003 - Adrenal Stamina  
 g\_i\_adrnaline004 - Hyper-Adrenal Strength  
 g\_i\_adrnaline005 - Hyper-Adrenal Alacrity  
 g\_i\_adrnaline006 - Hyper-Adrenal Stamina  
 g\_i\_cmbtshot001 - Battle Stimulant  
 g\_i\_cmbtshot002 - Hyper-battle Stimulant  
 g\_i\_cmbtshot003 - Echani Battle Stimulant

## Utilities

g\_i\_parts01 - Parts  
 g\_i\_progspike01 - Computer Spike  
 g\_i\_secspike01 - Security Spike  
 g\_i\_secspike02 - Security Spike Tunneler

## Pazaak Decks:

-----  
 g\_i\_pazdeck - Pazaak Deck

## g\_i\_pazsidebd001 - Pazaak Side Deck

## Pazaak Cards:

g\_i\_pazcard\_001 - Pazaak Card +1  
 g\_i\_pazcard\_002 - Pazaak Card +2  
 g\_i\_pazcard\_003 - Pazaak Card +3  
 g\_i\_pazcard\_004 - Pazaak Card +4  
 g\_i\_pazcard\_005 - Pazaak Card +5  
 g\_i\_pazcard\_006 - Pazaak Card +6  
 g\_i\_pazcard\_007 - Pazaak Card -1  
 g\_i\_pazcard\_008 - Pazaak Card -2  
 g\_i\_pazcard\_009 - Pazaak Card -3  
 g\_i\_pazcard\_010 - Pazaak Card -4  
 g\_i\_pazcard\_011 - Pazaak Card -5  
 g\_i\_pazcard\_012 - Pazaak Card -6  
 g\_i\_pazcard\_013 - Pazaak Card +/-1  
 g\_i\_pazcard\_014 - Pazaak Card +/-2  
 g\_i\_pazcard\_015 - Pazaak Card +/-3  
 g\_i\_pazcard\_016 - Pazaak Card +/-4  
 g\_i\_pazcard\_017 - Pazaak Card +/-5  
 g\_i\_pazcard\_018 - Pazaak Card +/-6

## Credits:

-----  
 g\_i\_credits001 - 5 credit stack  
 g\_i\_credits002 - 10 credit stack  
 g\_i\_credits003 - 25 credit stack  
 g\_i\_credits004 - 50 credit stack  
 g\_i\_credits005 - 100 credit stack  
 g\_i\_credits006 - 200 credit stack  
 g\_i\_credits007 - 300 credit stack  
 g\_i\_credits008 - 400 credit stack  
 g\_i\_credits009 - 500 credit stack  
 g\_i\_credits010 - 1000 credit stack  
 g\_i\_credits011 - 2000 credit stack  
 g\_i\_credits012 - 3000 credit stack  
 g\_i\_credits013 - 4000 credit stack  
 g\_i\_credits014 - 5000 credit stack

## Miscellaneous Items:

-----  
 g\_i\_gizkapis001 - Gizka Poison  
 tat17\_sandperdis - Sand People Clothing  
 ptar\_sitharmor - Sith Armor

## Droids:

-----  
Droid Items

g\_i\_drdrepeqp001 - Repair Kit  
 g\_i\_drdrepeqp002 - Advanced Repair Kit  
 g\_i\_drdrepeqp003 - Construction Kit

## Droid Armor

g\_i\_drdhvplat001 - Droid Heavy Plating Type 1  
 g\_i\_drdhvplat002 - Droid Heavy Plating Type 2  
 g\_i\_drdhvplat003 - Droid Heavy Plating Type 3  
 g\_i\_drdltplat001 - Droid Light Plating Type 1  
 g\_i\_drdltplat002 - Droid Light Plating Type 2  
 g\_i\_drdltplat003 - Droid Light Plating Type 3  
 g\_i\_drdmdplat001 - Droid Medium Plating Type 1  
 g\_i\_drdmdplat002 - Droid Medium Plating Type 2  
 g\_i\_drdmdplat003 - Droid Medium Plating Type 3  
 g1\_i\_drdhvplat01 - Composite Heavy Plating

## Droid Shields

g\_i\_drdshld001 - Energy Shield Level 1  
g\_i\_drdshld002 - Energy Shield Level 2  
g\_i\_drdshld003 - Energy Shield Level 3  
g\_i\_drdshld005 - Environment Shield Level 1  
g\_i\_drdshld006 - Environment Shield Level 2  
g\_i\_drdshld007 - Environment Shield Level 3

#### Droid Probes

g\_i\_drdcomspk001 - Computer Probe  
g\_i\_drdcomspk002 - Universal Computer Interface  
g\_i\_drdcomspk003 - Advanced Computer Tool  
g\_i\_drdmtnsen001 - Droid Motion Sensors Type 1  
g\_i\_drdmtnsen002 - Droid Motion Sensors Type 2  
g\_i\_drdmtnsen003 - Droid Motion Sensors Type 3  
g\_i\_drdsecspk001 - Security Interface Tool  
g\_i\_drdsecspk002 - Security Domination Interface  
g\_i\_drdsecspk003 - Security Decryption Interface  
g\_i\_drdsnscsen001 - Droid Sonic Sensors Type 1  
g\_i\_drdsnscsen002 - Droid Sonic Sensors Type 2  
g\_i\_drdsnscsen003 - Droid Sonic Sensors Type 3  
g\_i\_drdsrcscp001 - Droid Search Scope Type 1  
g\_i\_drdsrcscp002 - Droid Search Scope Type 2  
g\_i\_drdsrcscp003 - Droid Search Scope Type 3  
g\_i\_drdtrgcom001 - Basic Targeting Computer  
g\_i\_drdtrgcom002 - Advanced Targeting Computer  
g\_i\_drdtrgcom003 - Superior Targeting Computer  
g\_i\_drdtrgcom004 - Sensor Probe  
g\_i\_drdtrgcom005 - Verpine Demolitions Probe  
g\_i\_drdtrgcom006 - Bothan Demolitions Probe  
g1\_i\_drdcomspk01 - Advanced Droid Interface

#### Droid Arm Weapons

g\_i\_drdutldev001 - Stun Ray  
g\_i\_drdutldev002 - Advanced Stun Ray  
g\_i\_drdutldev003 - Shield Disruptor  
g\_i\_drdutldev004 - Advanced Shield Disruptor  
g\_i\_drdutldev005 - Oil Slick  
g\_i\_drdutldev006 - Flame Thrower  
g\_i\_drdutldev007 - Advanced Flame Thrower  
g\_i\_drdutldev008 - Carbonite Projector  
g\_i\_drdutldev009 - Carbonite Projector Mark II  
g\_i\_drdutldev010 - Gravity Generator  
g\_i\_drdutldev011 - Advanced Gravity Generator  
g1\_i\_drdshld001 - Baragwin Droid Shield  
g1\_i\_drdutldev01 - Baragwin Flame Thrower  
g1\_i\_drdutldev02 - Baragwin Stun Ray  
g1\_i\_drdutldev03 - Baragwin Shield Disruptor

#### Security Codes

Dantooine - star map answers:

Door to the right of the droid:

Volcanic

Desert

Beren

Door to the left of the droid:

Oceanic

Grassland

Desert

Korriban - naga sadow's tomb power transer ring puzzle sequences:

Sequence:

Left to right

Left to middle

Right to middle  
Left to right  
Middle to left  
Middle to right  
Left to middle  
Right to left  
Middle to left  
Right to middle  
Left to right  
Left to middle  
Right to middle  
Left to right  
Middle to right  
Middle to left  
Right to left  
Middle to right  
Left to middle  
Left to right  
Middle to right

Alternate sequence:

Left to Middle  
Left to Right  
Middle to Right  
Left to Middle  
Right to Left  
Right to Middle  
Left to Middle  
Left to Right  
Middle to Right  
Middle to Left  
Right to Left  
Middle to Right  
Left to Middle  
Left to Right  
Middle to Right

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

freedom nadd  
twenty  
gizka  
I always lie  
passion - strength - power - victory

Manaan - republic enclave sith encryption (matrices puzzle) - to get the access card for the sith private hanger:

Additive: 1, 2, 4, 7, 11, 16 (19, 22, 24, 31)  
Subtractive: 21, 18, 16, 15, 15, 16 (14, 18, 19, 21)  
Multiplicative: 1, 2, 4, 8, 16, 32 (48, 52, 64, 96)  
Divisive: 128, 64, 32, 16, 8, 4 (2, 1, 0, -2)  
Exponential: 1, 32, 81, 64, 25 (1, 3, 6, 9)  
Logarithmic: 1 0 - 8 3 - 32 5 - 128 (5, 6, 7, 8)

The Answers are:

Additive 22  
Subtractive 18  
Multiplication 64  
Divisive 2  
Exponential 6  
Logarithmic 7

Manaan - destroying the kolto extraction equipment to avoid killing the giant shark sequence:

Fill the injector  
Transfer the injector to container  
Fill injector  
Transfer the injector to container

Dump the container  
Transfer the injector to container  
Fill the injector  
Transfer the injector to container

Nar shaddaa - docks warehouse squence:  
Rotate the center-most block counter clockwise  
Rotate the left-most block counter clockwise  
Rotate the right-most block clockwise

Nar shaddaa - docks security code for the turbolift:  
7, 5, 13, 17, 3

The jedi code:  
There is no emotion, there is peace.  
There is no ignorance, there is knowledge.  
There is no passion, there is serenity.  
There is no chaos, there is harmony.  
There is no death, there is the force.

The sith code:  
Peace is a lie, there is only passion.  
Through passion, I gain strength.  
Through strength, I gain power.  
Through power, I gain victory.  
Through victory, my chains are broken.  
The Force shall free me.

Unknown planet - catacombs of the ancient pyramid floor panel puzzle:  
Bottom right  
Top right  
Top left  
Bottom left  
Bottom middle  
Middle middle  
Bottom middle