

GAMER GUIDE

STAR WARS
OUTLAWS
EDITION



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WHAT IS IT?



Star Wars Outlaws is an open-world, action-adventure video game developed by Massive Entertainment and published by Ubisoft in collaboration with Lucasfilm Games. The game, released in August 2024, is story-driven and uses the Snowdrop game engine. It will be available on Xbox Series X|S, PC, and PS5.

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The game is set between the events of The Empire Strikes Back and Return of the Jedi. Players follow Kay Vess, a young scoundrel who assembles a team for a major heist to pay off a crime syndicate. Played from a third-person perspective, this is the first ever open-world game set in the Star Wars universe. Players will encounter combat, a unique reputation system, and be able to take part in activities such as the card game Sabbac.

BREAKDOWN THE BASICS

Mechanics



Characters

Star Wars Outlaws features a mix of iconic characters such as Jabba the Hutt, Lando Calrissian, and even Han Solo frozen in carbonite, along with new faces. The story revolves around 3 core characters:

- **Kay Vess:** The protagonist and central figure of Star Wars Outlaws, Kay Vess is a scoundrel, outlaw, and thief. She travels across planets in her ship, the Trailblazer, taking on jobs to earn her freedom. When she's offered a once-in-a-lifetime job that could secure her freedom, Kay embarks on a dangerous mission filled with challenges.
- **Nix:** Kay's loyal companion and partner in crime, Nix is a Merqaal who has been by Kay's side since childhood. Small, mischievous, and cute, Nix is always ready to assist Kay.
- **ND-5:** A BX Commando Droid and enforcer, ND-5 is a scoundrel with a cowboy-like appearance, complete with a holster and trench coat. He has teamed up with Kay to assist her on her high-stakes mission, delivering cool lines and adding some style to the crew.



Nix

Nix is a versatile and effective companion in Star Wars Outlaws, offering various abilities that greatly assist players in different scenarios. His basic function is scanning the environment, highlighting important items within the scan radius. Nix can also help players steal from NPCs, particularly guards. The settings can be adjusted to automate this process, simplifying interactions. Additionally, Nix can fetch items and weapons.

Nix is useful for interacting with panels that are beyond the player's reach, such as opening doors. He can also distract enemies and security cameras by acting distressed or drawing their attention. When cheating in mini-games like Kessel Sabbac, Nix can peek at opponents' cards, giving players an advantage, though getting caught has consequences. In combat, Nix can protect players by activating a defence mode. He can also attack enemies directly or sabotage objects like explosive barrels, adding a strategic layer to encounters.

Players can also visit diners on different planets to find treats for Nix. These treats offer special bonuses that can be equipped for gameplay advantages. To obtain a treat, players must find the diner on a planet, pay 200 Credits, and complete quick-time events (QTEs) to enjoy the meal with Nix. Treats and their effects include:

- Che Mosska: Nix kicks grenades away from Kay.
- Duradan Soup: Nix can distract multiple enemies at once, though with reduced range.
- Sketto Chuga: Nix's attacks cause enemies to shoot wildly in all directions.
- Kurado Fruit: Nix distracts enemies for a longer duration.



Abilities

Players won't find a traditional skill tree or levelling system like in many action RPGs. Instead, progression is tied to finding NPCs known as Experts. These elusive characters are scattered across the galaxy and are key to unlocking advanced abilities and items for both Kay and Nix.

To gain access to Expert abilities, players must first locate these NPCs and complete side quests. While some Expert abilities unlock as part of the main story, most require players to seek them out and earn their trust through specific tasks or quests. There are 9 Experts, each teaching 6 abilities that players can unlock:

- Bram "The Bartender": Bram Shano teaches a range of skills, covering many tutorial elements.
- Selo Rovak "The Mechanic": Selo starts as a speeder Expert but later helps with broader hardware modifications.
- Aila Bren "The Slicer": Aila is the hacker, teaching skills centred around stealth and sabotage.
- Temmin Wexley "The Scavenger": Wexley modifies the speeder and later offers a variety of useful upgrades.
- MT-7 "The Veteran": A Commando Droid, MT-7 focuses on combat and resilience skills.
- Rooster Trace "The Mercenary": Rooster specialises in heavy weapons and new tricks for the Trailblazer.
- Sheriff Quint "The Gunslinger": A western-themed cowboy, Quint upgrades the Adrenaline Rush power for fast-paced gunplay.
- Teeka "The Hotfixer": Teeka, the Jawa Expert, provides a range of abilities, starting with a turret for the ship.
- Lando Calrissian "The High Roller": Lando returns with a set of stylish skills, ranging from cheating at cards to new shooting techniques.



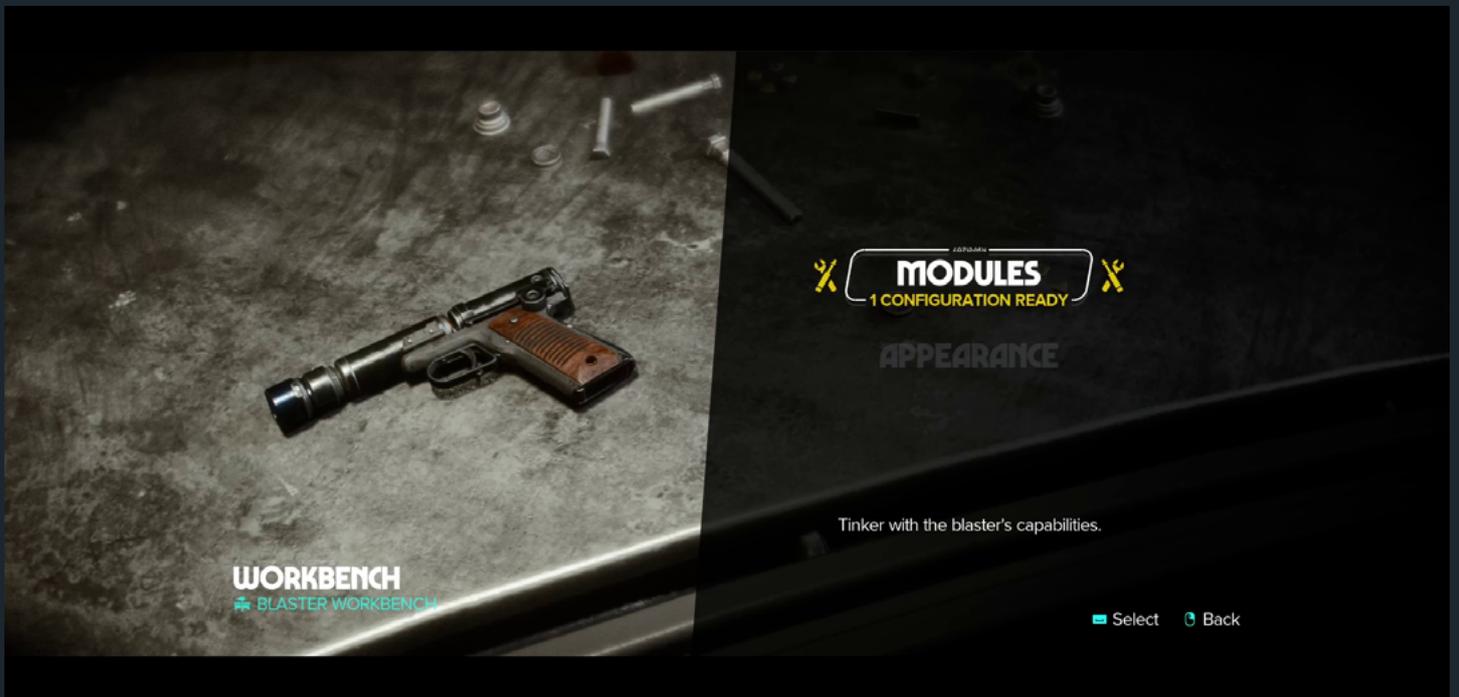
Combat & Stealth

While this is an action-adventure game, combat is not always necessary and there is a strong emphasis on stealth. Combat is straightforward, but Kay can be easily overwhelmed, making tactics crucial. Environmental hazards, commanding Nix to distract enemies, and picking up weapons from fallen foes are key strategies.

Death has consequences, such as losing credits and restarting at the last checkpoint. To avoid this, players should use Bacta Vials, the game's primary healing source, found during exploration or purchased from merchants.

Stealth is vital. Kay can perform quick takedowns while remaining unseen and many of her abilities enhance this. She can crouch behind objects to avoid detection, using Nix's sense ability to identify key elements like cameras and alarms. Exploring different routes, like climbing scaffolding or navigating vents, is essential.

Pickpocketing is another stealth tool, allowing players to steal items from a distance with Nix. Dealing with alarms and cameras is critical, with Nix helping to disable or sabotage them to prevent enemies from raising the alarm. Takedowns are often necessary but leaving bodies in sight can alert others.



Weapons

Kay's blaster is the mainstay of her arsenal. It has several modules that alter its effect and can be upgraded as the game progresses. The key modules include:

- Plasma: Default shots with standard damage.
- Ion: Electrical shots that stun enemies, break shields, and activate electrical devices.
- Power: Charged shots for heavy damage and breaking rocks and walls.
- Stun: Useful in both stealth and combat, it can incapacitate regular enemies. It has a cooldown period that can be reduced by performing takedowns.

To upgrade and customise blaster modules in Star Wars Outlaws, players need to use resources at the Trailblazer's workbench. Each module can be tinkered with to create new configurations, altering their behaviour while retaining their core functions.

Plasma Module:

- Light: Improved accuracy, super cooling, and damage.
- Rapid: Improves heat capacity, accuracy, and super cooling.
- Heavy: Enhances super cooling, rate of fire, and damage.

Ion Module:

- Burst: Provides improved accuracy, super cooling, and damage.
- Surge: Increases rate of fire, heat capacity, and blast range.

Power Module:

- Bolt: Features super cooling, charge speed, and damage.
- Blast: Enhances charge speed, projectile speed, and explosion radius.
- Pulse: Improves passive cooling, charge speed, and maximum charge.

The blaster is complemented by weapons dropped by enemies. These pick-up weapons are usually more powerful but are easily dropped if Kay performs actions like platforming. Therefore, it's wise to use these temporary weapons right away instead of saving them for later.



Gear

Kay's loadout includes various gear and equipment that enhance her abilities. Gear can be acquired through vendors, quest rewards, or by achieving certain reputation levels. Superior gear can also provide set bonuses when all 3 pieces match. As players progress 9 item slots will become available: Chest, Legs, Waist, Nix Treat, Major Charm, and up to 4 Minor Charms. Charms provide powerful perks. Major Charms offer 2 perks, while Minor Charms offer 1. These perks are crucial, as gear typically doesn't provide direct offensive or defensive power.

Gear is categorised into 3 playstyles:

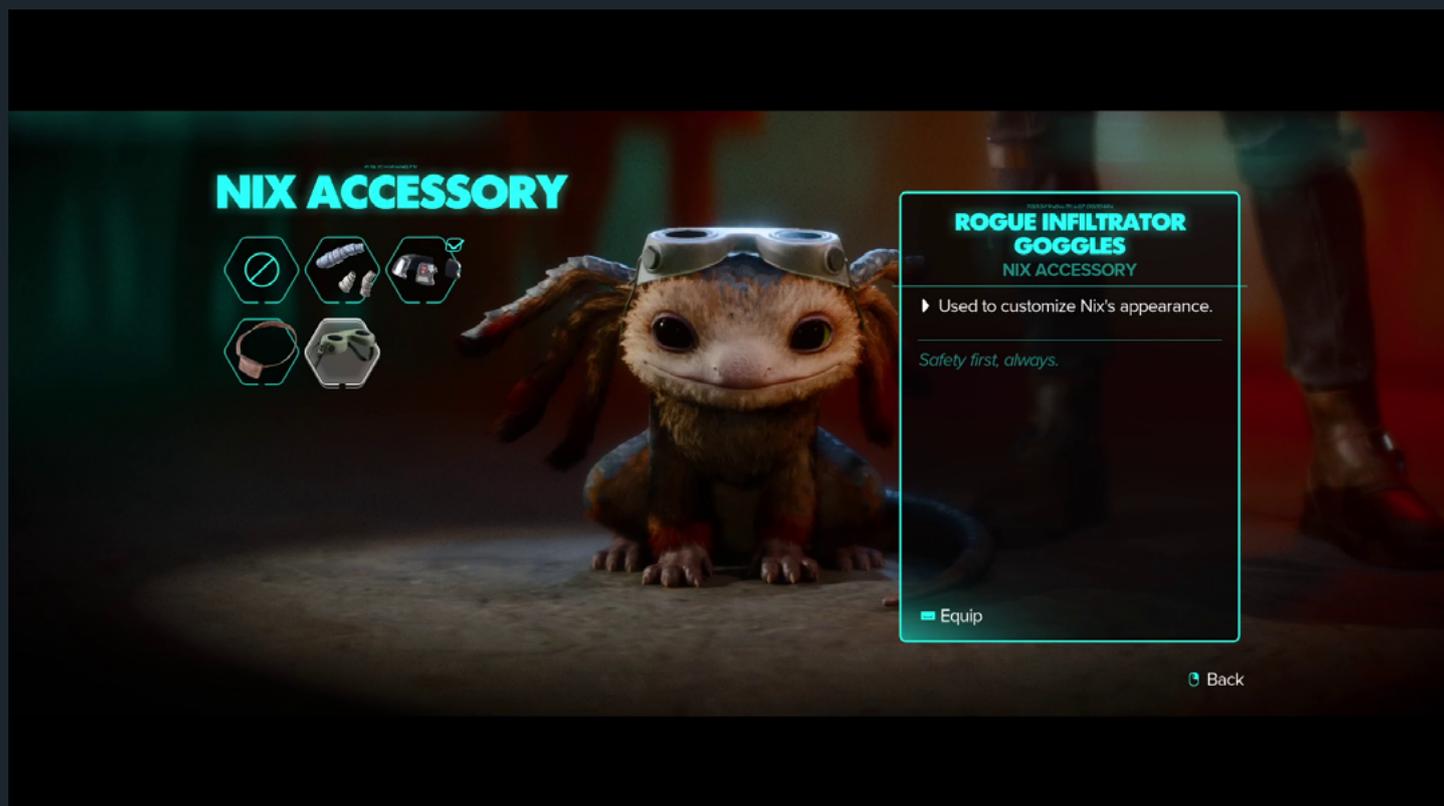
- Stealth Gear: Enhances stealth actions.
- Combat Gear: Benefits aggressive play.
- Survival Gear: Focuses on health and damage reduction.

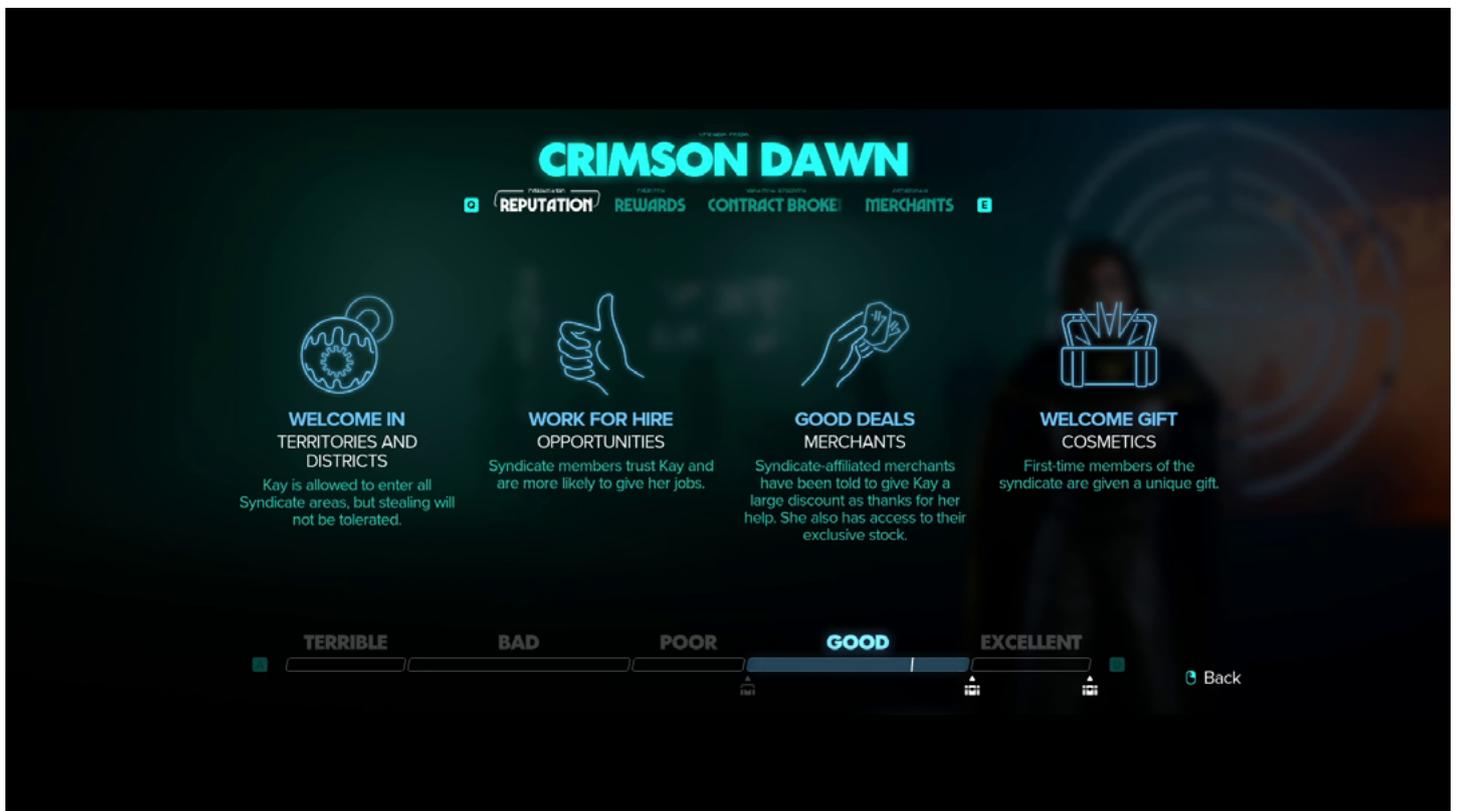
Tools are essential for helping Kay navigate and overcome the game's various challenges. Basic tools include Electrobinoculars, a Grappling Hook, Bacta Vials, Grenades, and a Glowlamp. These core tools are available immediately and can be upgraded:

- Outlaw's Pouch: Increases the carry limit for Bacta Vials and Grenades.
- Scoundrel's Pouch: Also increases the carry limit for Bacta Vials and Grenades.
- Adapt: Enhances Bacta Vials to restore more health.
- Enhanced Bacta Injector: Further increases health restoration by Bacta Vials.
- Improved Grenade: Increases the damage and range of Grenades by 50%.

In addition to the basic tools, there are unlockable tools that will provide Kay with some extra abilities:

- Lockpicking Tool (Data Spike): Unlocks doors and chests.
- Smoke Bomb: This stealth tool can be upgraded with Concussive Smoke, which staggers enemies, and later with Ion Smoke Bomb, causing Ion damage.
- Slicing Kit: Enables hacking doors and chests, unlocking new areas.
- Holotracker: Aids in finding hidden vaults and loot.
- Electro-Shock Prod: A tool for stealth takedowns of stronger enemies.
- Fusioncutter: A late-game tool that cuts paths through grids.





Reputation

In Star Wars Outlaws, players can choose to align with or betray 4 distinct Syndicates throughout the game:

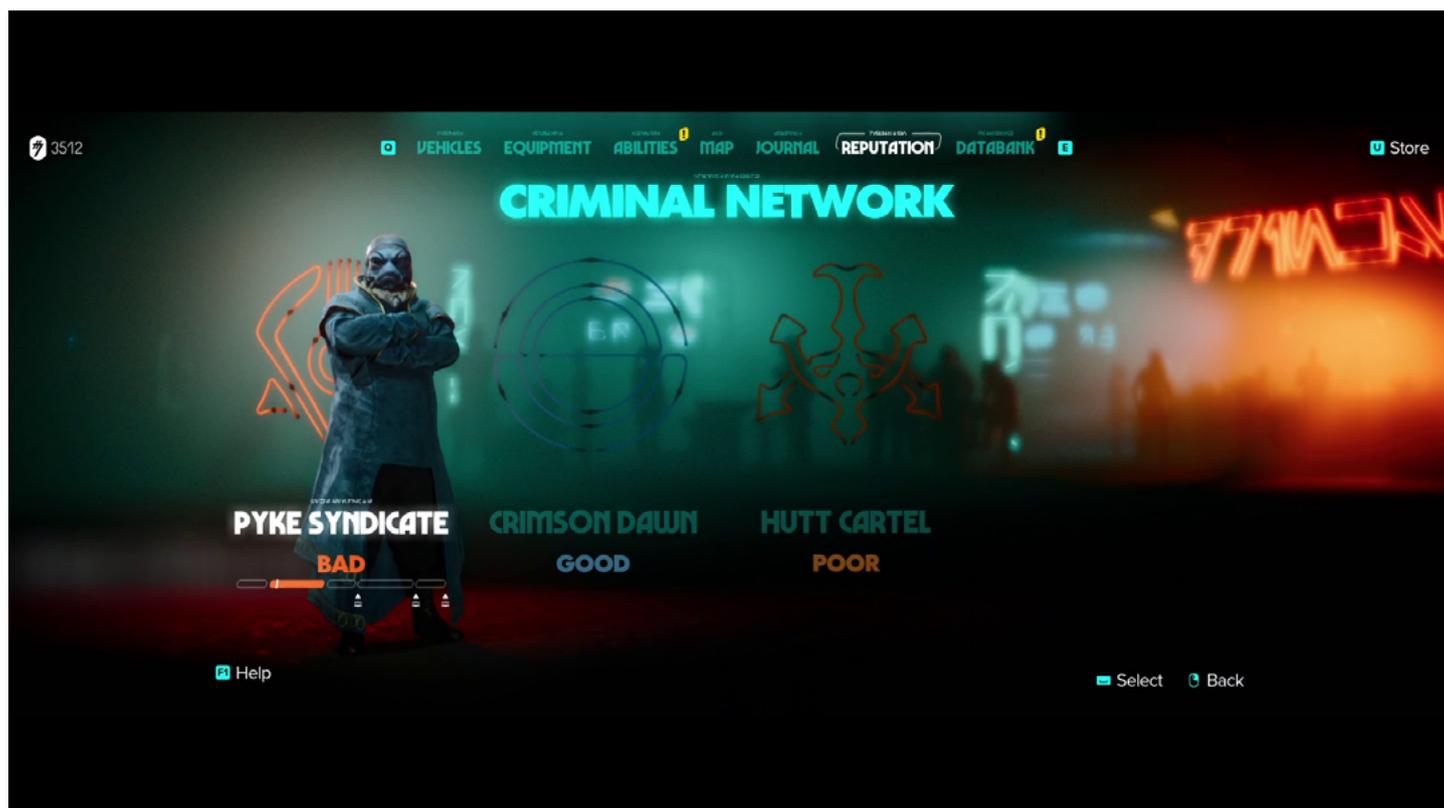
- **Crimson Dawn:** A secretive and dangerous syndicate led by Lady Qi'ra, known for its vast spy network and influence in the underworld.
- **The Pyke Syndicate:** Wealthy and traditional, the Pykes control spice mining and other criminal activities across the galaxy.
- **The Hutt Cartel:** A powerful crime family ruling through fear in the Outer Rim, involved in smuggling, slavery, and hyperspace control.
- **The Ashiga Clan:** A strict, hierarchical syndicate led by Queen Ashiga, dominating Kijimi with a focus on the hive's survival.

Working with the syndicates provides benefits like exclusive outfits, lucrative contracts, and access to syndicate-specific areas. However, poor relationships with them can lead to harsh consequences, including being hunted by assassin squads. Reputation with each syndicate is constantly in flux and is influenced by choices in main quests, side quests, contracts, and other interactions. Reputation levels range from Terrible to Excellent, with varying consequences:

- **Terrible:** Hunted by kill squads and barred from syndicate territories.
- **Bad/Poor:** Limited access to jobs, higher prices, and restricted areas.
- **Good:** Access to all areas, more job opportunities, and better prices.
- **Excellent:** Free access to items, best deals, and exclusive gear.

Reputation can be improved through story decisions, completing syndicate quests, contracts from brokers, winning Sabacc games, and handing over data caches. Balancing relationships with syndicates is key to navigating the underworld and obtaining the best rewards.

In Star Wars Outlaws, the Empire has its own wanted system. Although encounters with Imperials may be spaced out, a high wanted level won't go away automatically. To clear it, the player must either bribe an Imperial officer or hack a bounty terminal in a high-security area. Actions such as trespassing in Imperial bases, ignoring orders, or attacking Empire agents will increase the wanted level. When wanted, fast travel becomes restricted, and the Empire will actively hunt the player based on their wanted level.





Environment

Each planet in Star Wars Outlaws offers unique experiences for players to explore. There are 5 main locations. As the story progresses, players unlock the ability to freely travel between 4 of these worlds: Toshara, Kijimi, Akiva, and Tatooine.

In addition to exploring the planets, players can also pilot the Trailblazer in space, where they can scavenge resources from shipwrecks and debris. Fast travel points can be unlocked on each planet, allowing players to return to specific locations quickly via the galactic map, bypassing takeoff and landing sequences.





Planets

- Cantonica (Canto Bight): A glamorous casino city masking a corrupt underworld where Kay grew up as a thief.
- Toshara: A dangerous savanna moon, home to pirates and criminals, controlled by a corrupt Imperial governor and syndicates.
- Kijimi: A frozen, desolate world where the criminal Ashiga Clan struggles to maintain control.
- Tatooine: A desert frontier with scorching dunes, wild beasts, and lawless outlaws.
- Akiva: A lush jungle planet rife with corruption, black markets, and hidden Rebels, under Imperial control.

Vehicles

There are 2 main vehicles:

- Speeder: The Speeder is Kay's primary ground vehicle, essential for exploring planets and escaping enemies like Stormtroopers. It can be upgraded through Speeder Mechanics and Experts found throughout the galaxy.
- Trailblazer: The Trailblazer is Kay's starship, used for travelling between planets. Like the Speeder, it can be upgraded by various Experts and ship mechanics, making off-world travel smoother and more efficient. The Trailblazer is also equipped for space combat. Players can attack enemy ships using lasers, fire missiles, and deploy turrets that automatically target foes. Dodging enemy attacks and managing the ship's shield are crucial tactics during battles. The ship's controls are optimised for use with a controller, offering a more seamless combat experience.

TIPS & TRICKS



No shame in eavesdropping

Eavesdrop on NPCs for valuable hints, such as optional objectives or alternate paths, but remember these aren't recorded, so stay alert. To bluff successfully, gather information from your surroundings.

Dude where's my Speeder

Your Speeder doubles as a fast travel point. If you need to find it quickly, just select it on the map. You can also locate it by opening the Navigator on the map.

Protect your peace

Combat is often optional. Since defeating enemies doesn't reward you with anything besides consumable drops and ability milestones, you can skip fights without missing out on important rewards like XP.



CONCLUSION

Star Wars Outlaws is a refreshing entry in the franchise, offering a captivating look at the galaxy's underworld through the eyes of an original character. It's a great next-gen open-world experience that combines immersive exploration, satisfying gameplay loops, and engaging storylines while keeping the focus away from the usual Jedi-Sith conflicts. Despite some technical issues, Outlaws stands out as one of the best Star Wars games in recent years, successfully capturing the spirit of a scoundrel's life in a galaxy far, far away.