CONTENTS

Introduction
Overview of Sith Master Level
page 6

Training
X-Frame
AT-AT
page 8
page 24

Challenges
Trade Federation AAT
Swamp Creature
page 56
page 62

Extras
Tips & Tricks
page 66
In the Sith Master level, you create Transports and Creatures. Start by building the X-Frame. Then, add attachments to the frame to build the AT-AT, the Trade Federation AAT, or the Swamp Creature.
AT-AT
page 24

Trade Federation AAT
page 54

Swamp Creature
page 62
Tip: Place the frame flat on a table to line up the axles.

Check point! Before you put in the red, make sure your axles match the positions shown here.
Check point:
These axles should be pointing in the opposite direction of the picture in step 16 (pointing inward).
Now that you have built the frame, use it to build the AT-AT (page 24), Trade Federation AAT (page 56), and Swamp Creature (page 62).
If you have not yet built the X-Frame, go to page 8
180°
Select and Run Program 5 (Keep Alive). Flash a light at the AT-AT to make it move. Flash it several times to make it move faster.
Cover the Light Sensor with your finger. Select and Run Program 4 (Light Control).

Wait until the sound stops. When you lift your finger, the AT-AT will walk. Cover the Light Sensor or turn off the lights in your room and the AT-AT will stop.

You can also use flashlight to control the AT-AT. See Book 1 page 8 for more details.
AAT - CHALLENGE

If you have not yet built the X-Frame
go to page 8

Forward Armor Support
(locks into X-Frame)

Are you ready for the ultimate test of your skills, Sith Master? If so, study these plans for the Trade Federation AAT and see if you can build one of your own.
Tank Turret Drive
(attaches to rear power gear)

Side Armor Panels

If you require more assistance, you may find useful information at www.legomindstorms.com/darkside
(4) Front Grill

Attach wheels to forward and rear axle drives

(5) Tank Turret locks into here

Core Frame for Trade Federation AAT
Tank Turret

7a

7b
SWAMP CREATURE CHALLENGE

If you have not yet built the X-Frame go to page 8

Sith Master, study these secret plans to build a walking Swamp Creature.

Swamp Creature Shell
Swamp Creature head and mouth (shell upside down)
Head Control
(attach to forward power gear
to make the head and mouth move)

Legs
(attach to forward and rear axle drive
to make your creature walk)
To understand the way the X-Frame works, look at the picture below.

You can use the Micro Frame, the Y-Frame, and the X-Frame as the core of your own inventions. Just build your Robots, Transports, and Creatures around one of the frames.