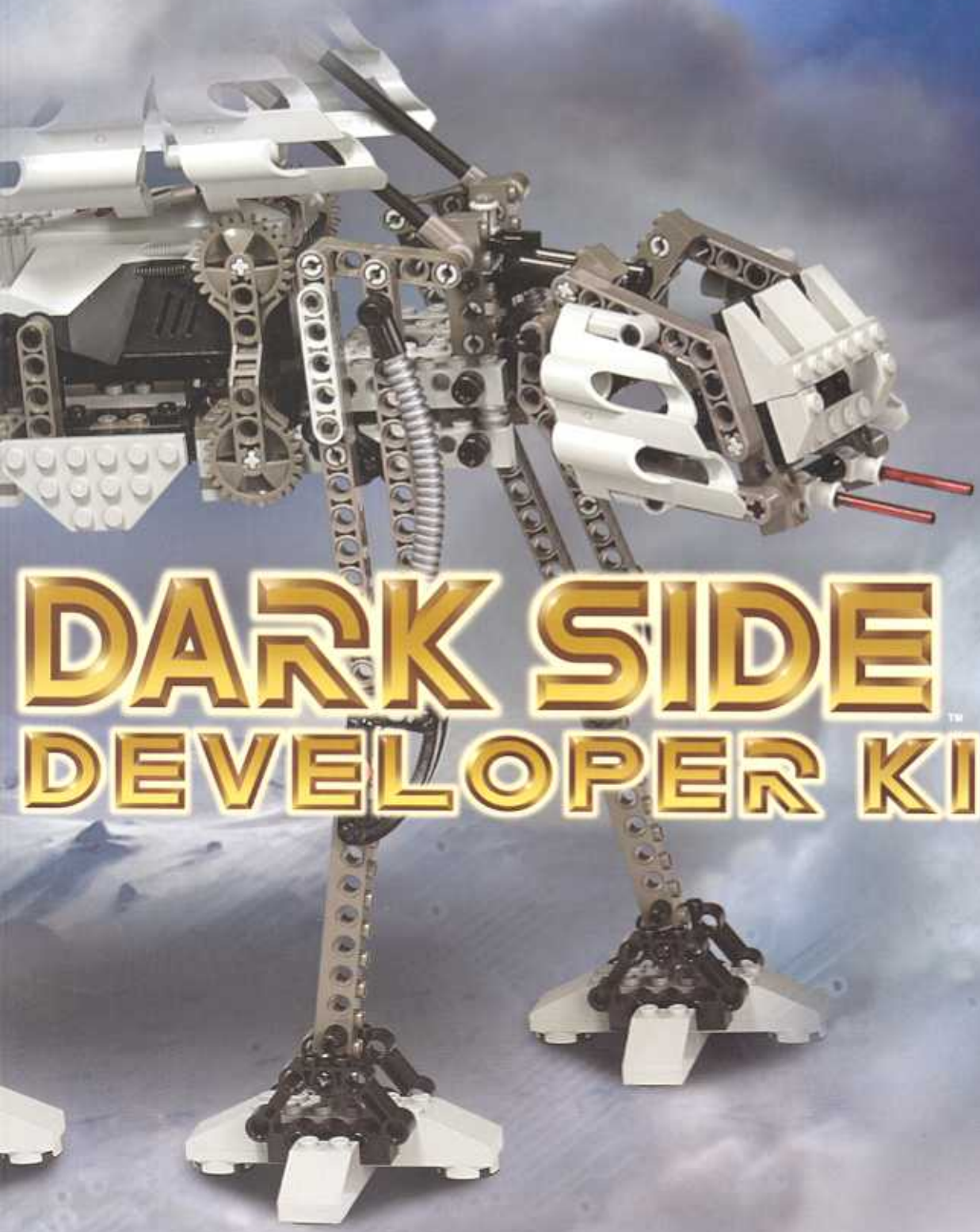


LEGO MINDSTORMS™

STAR WARS®



DARK SIDE DEVELOPER KIT™

3

9754

CONSTRUCTION PEDIA

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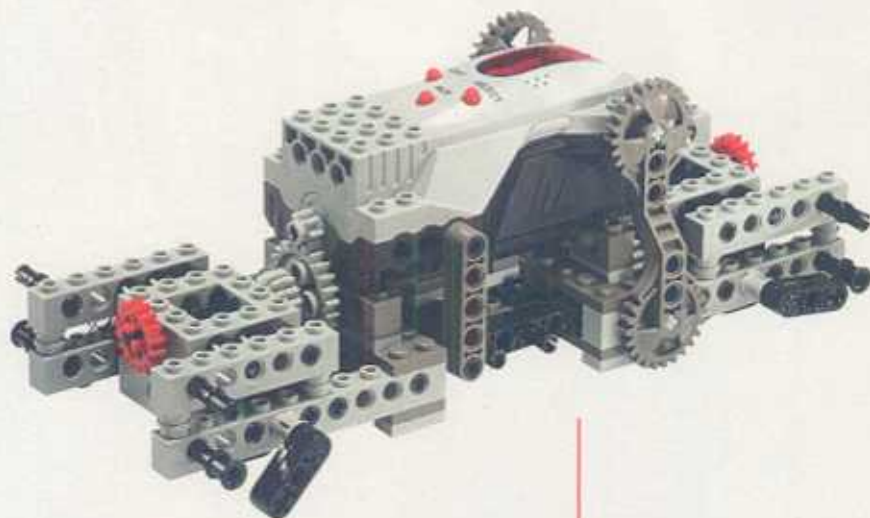
Swamp Creature

Trade Federation AAT



OVERVIEW OF THE SITH™ MASTER LEVEL

- 05 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.



X-Frame
The core for all inventions in this book
page 8

AT-AT
page 24

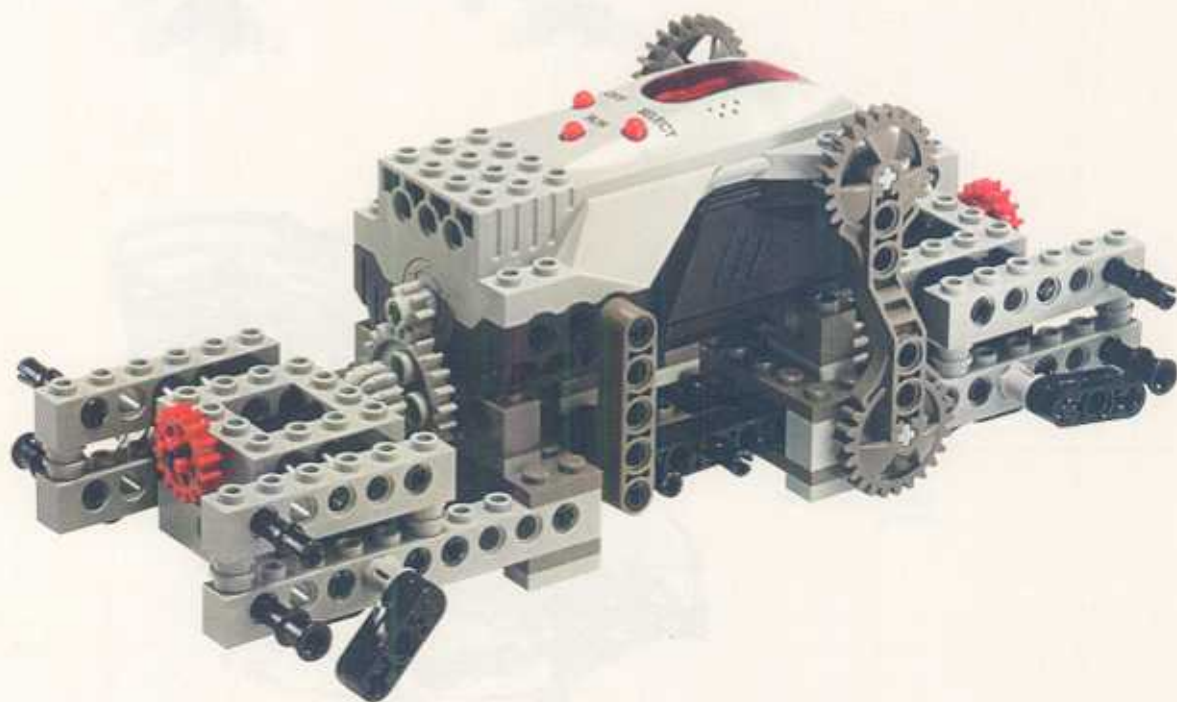


Trade Federation AAT
page 56



Swamp Creature
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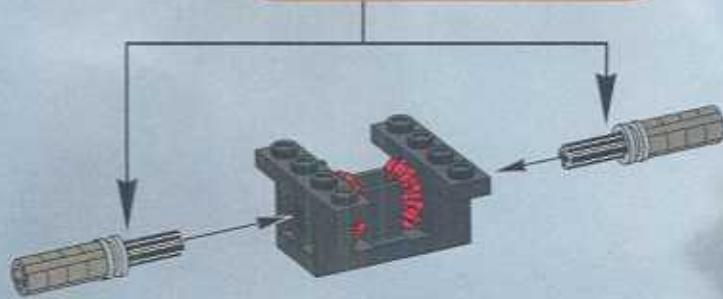
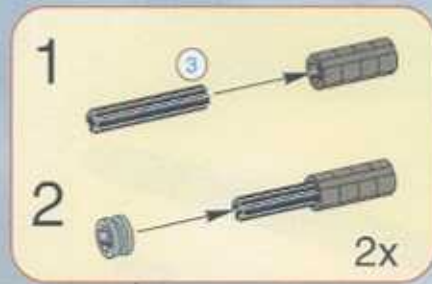




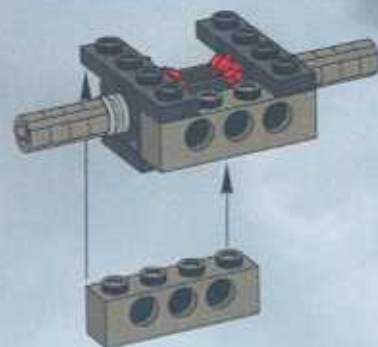
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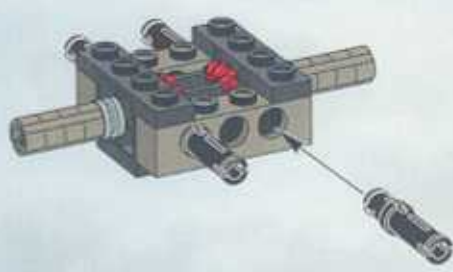


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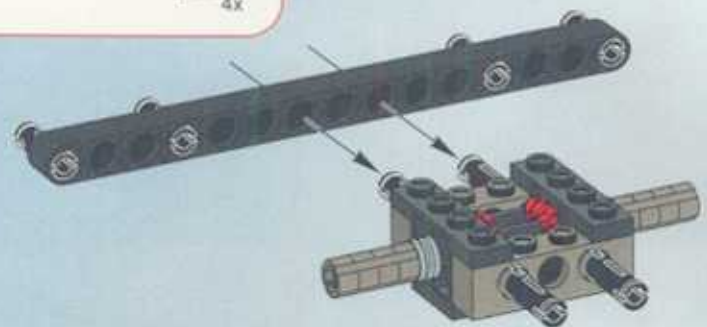




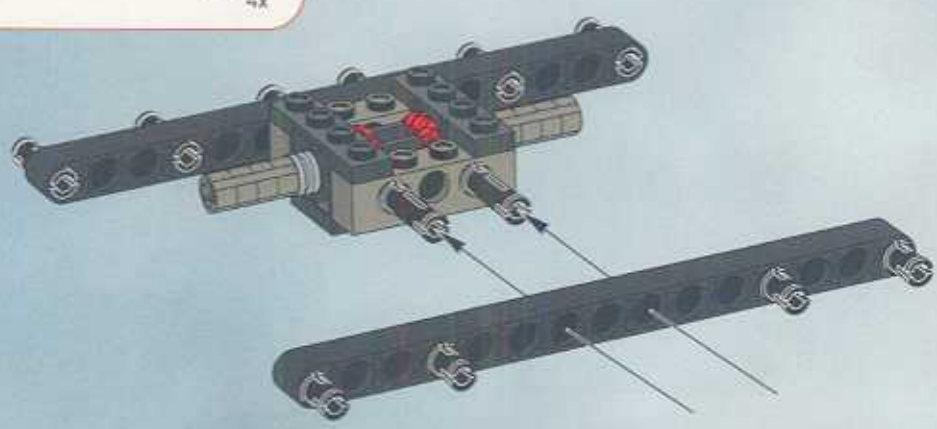
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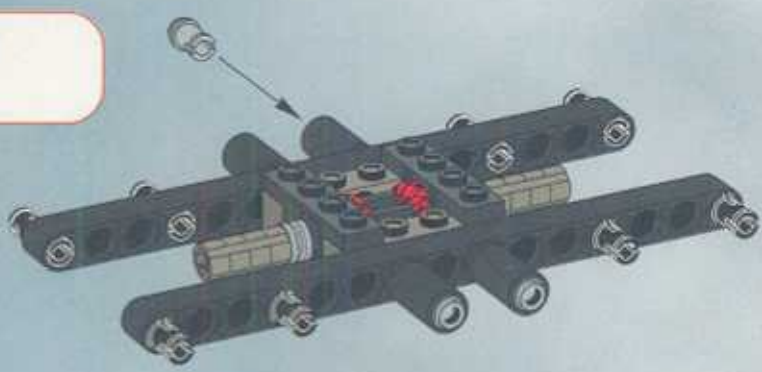
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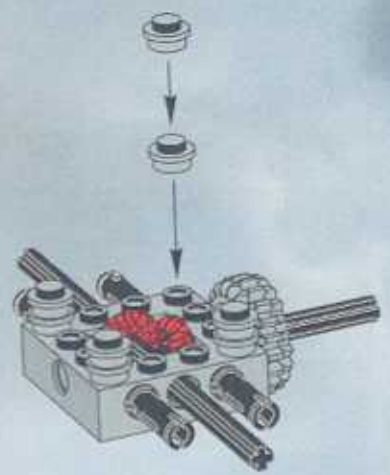
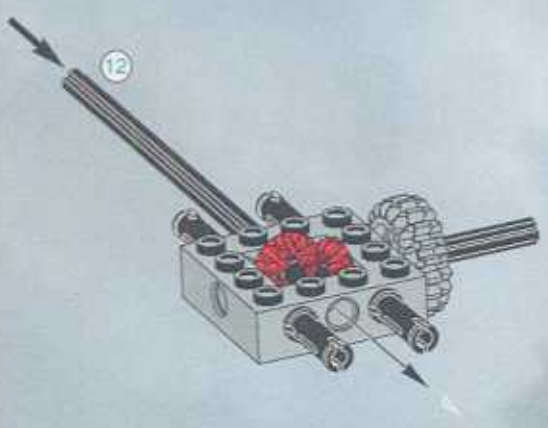
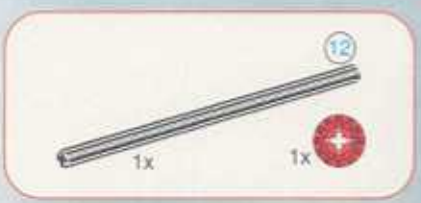
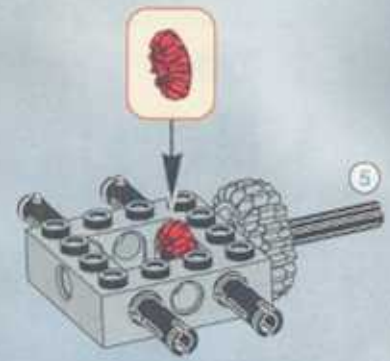
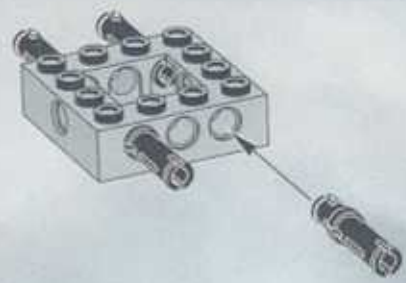
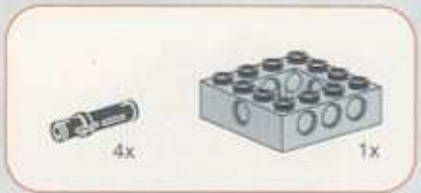


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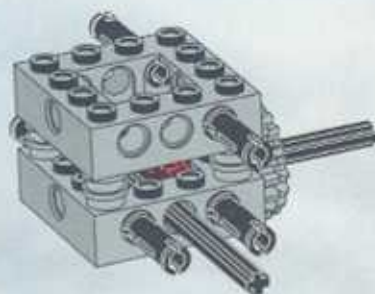
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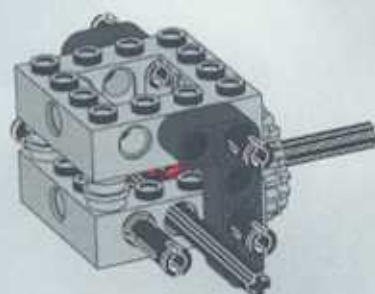




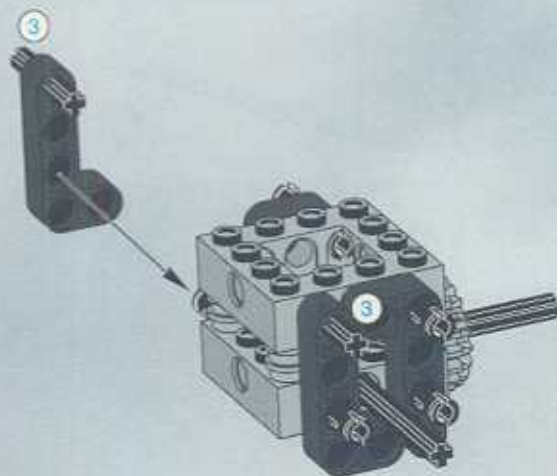
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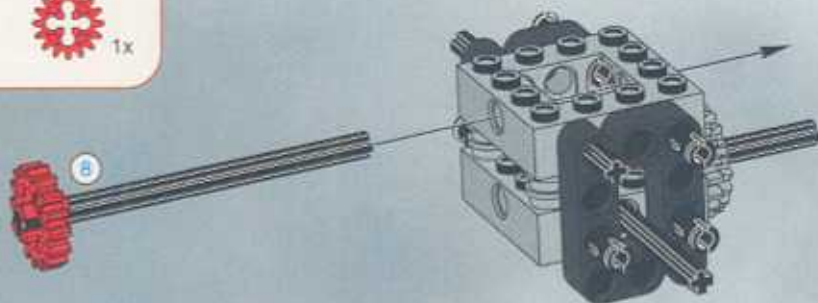
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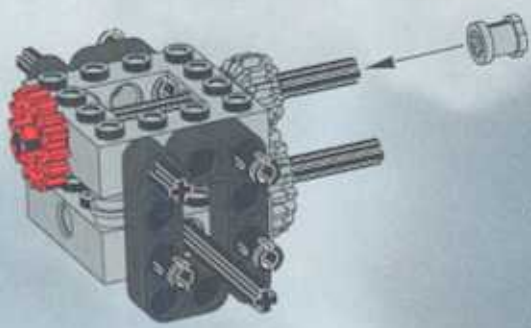
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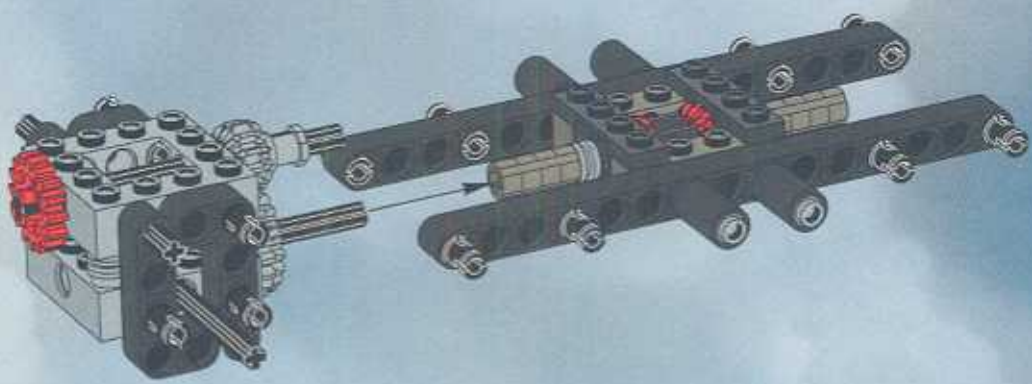


9

1x  1x 

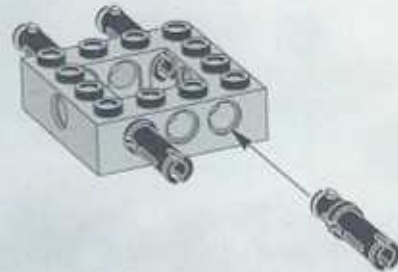
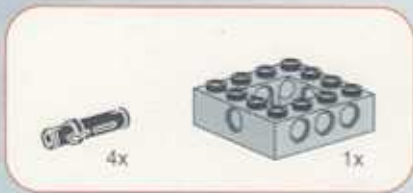


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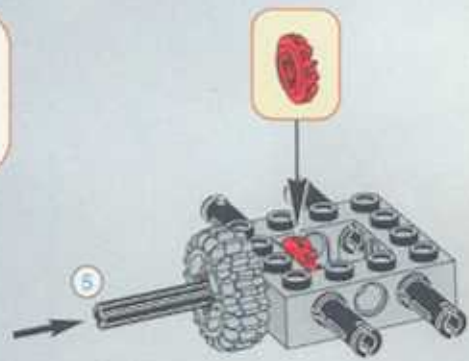




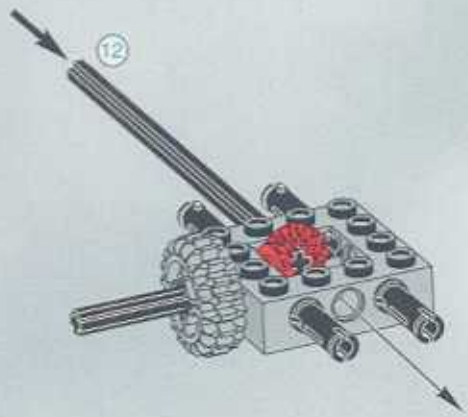
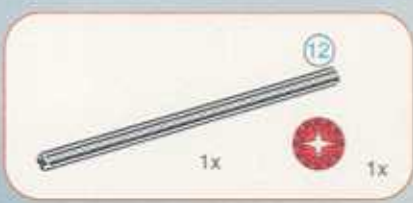
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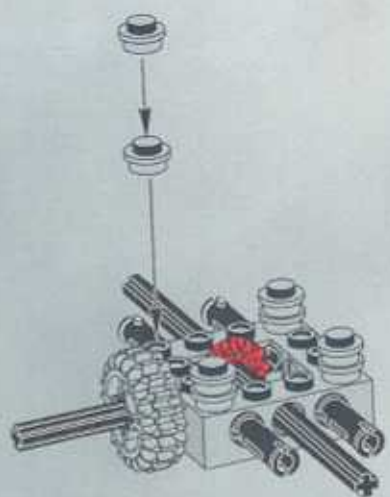
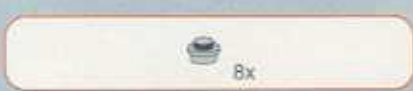
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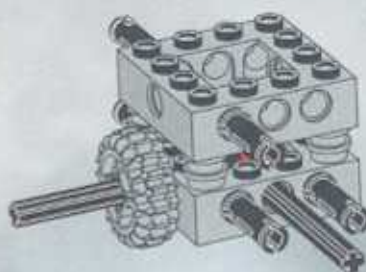
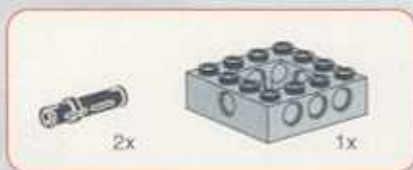


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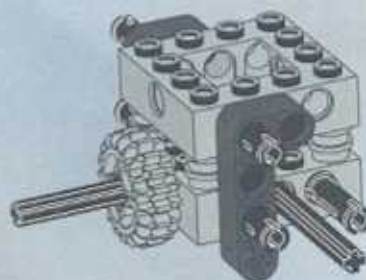




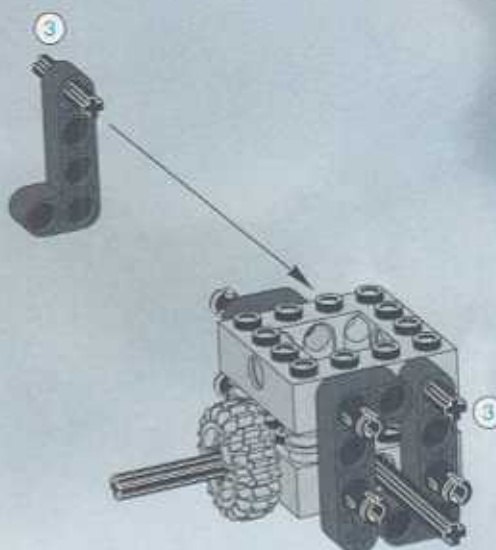
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6



7





8

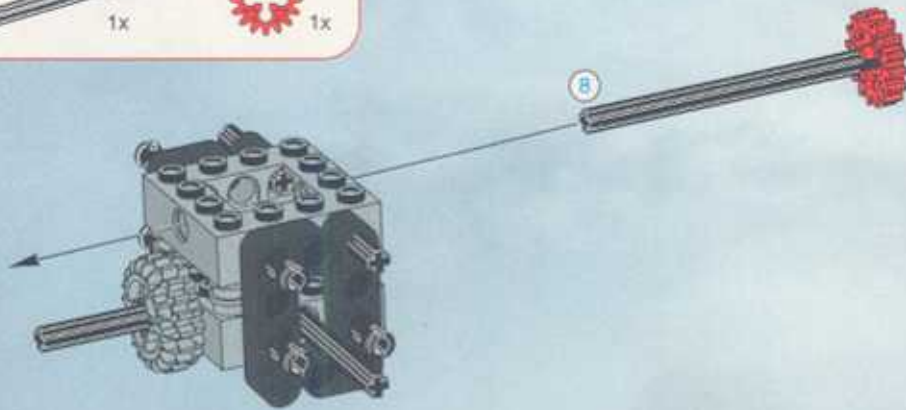


1x

8



1x



8

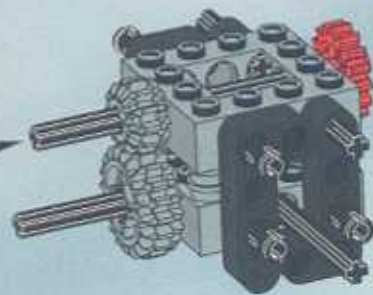
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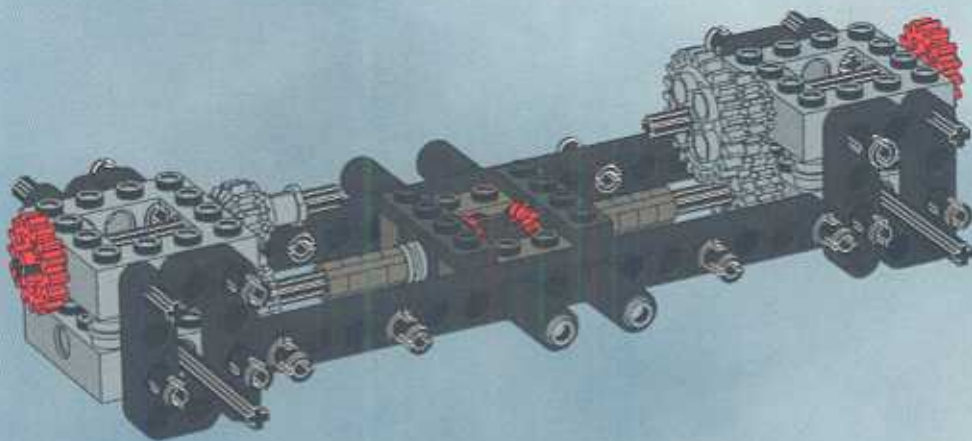
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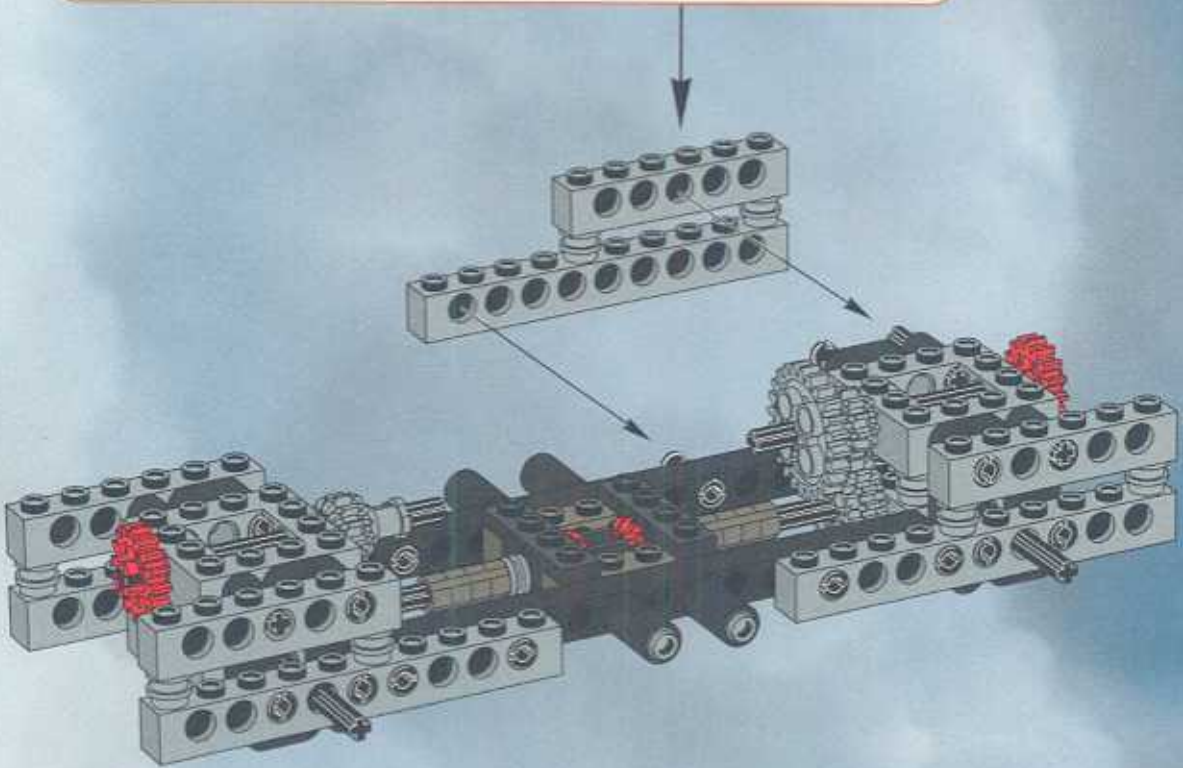
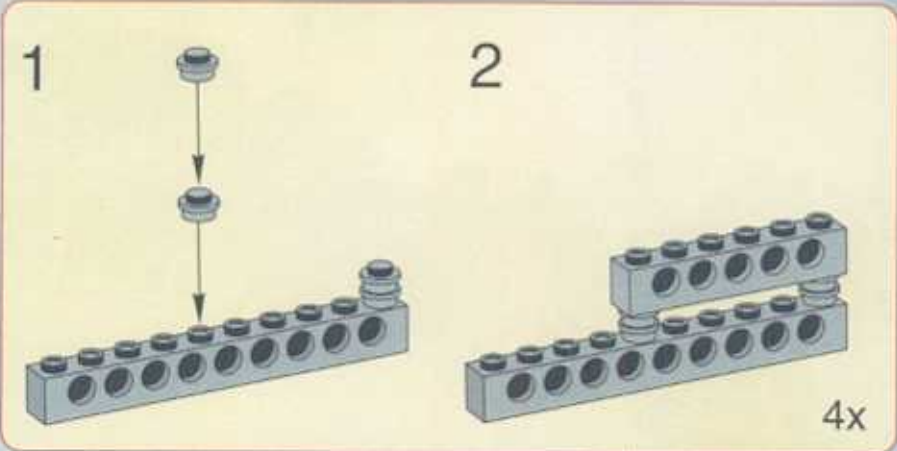
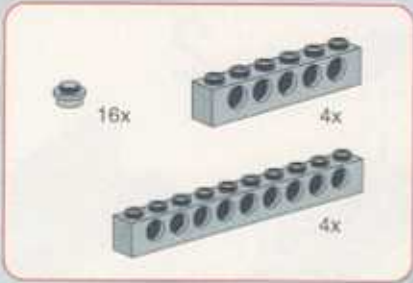
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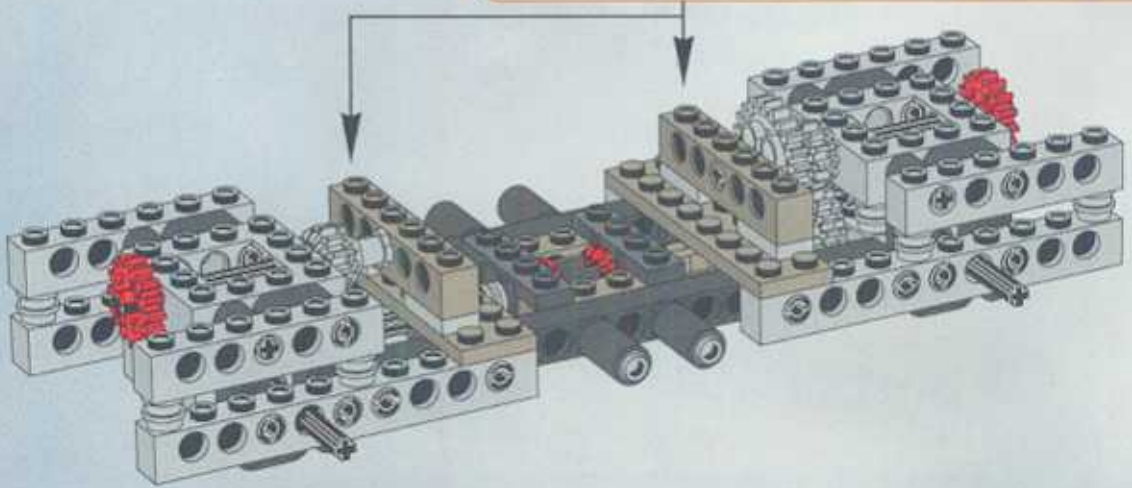
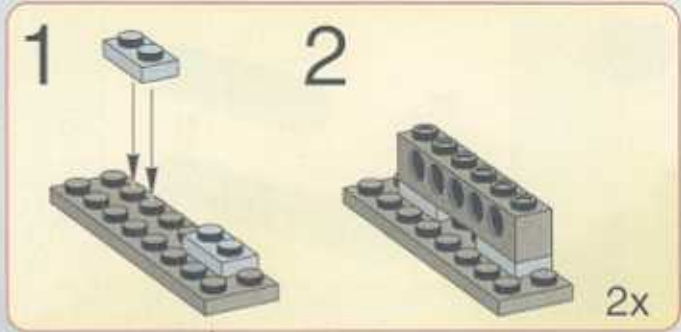
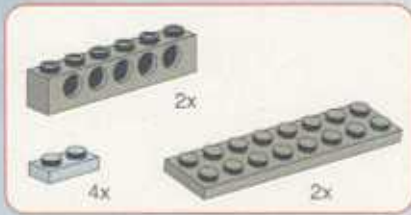


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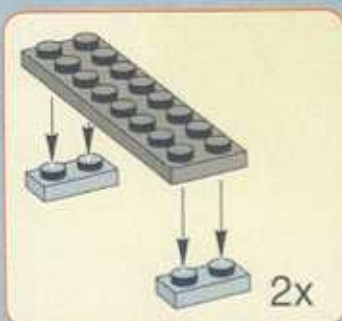
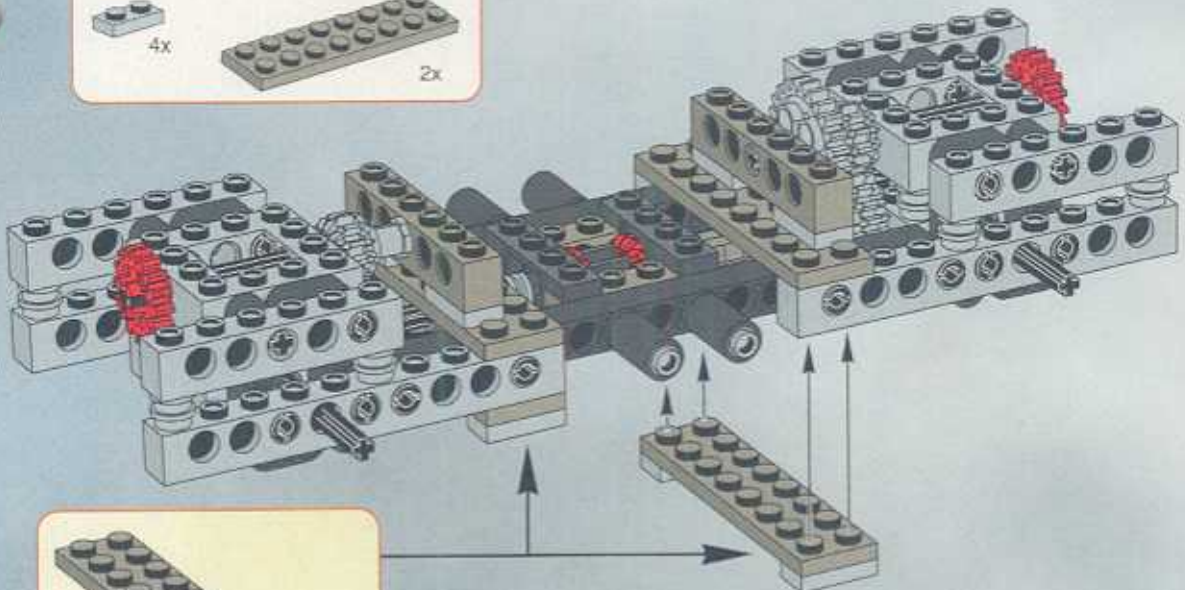




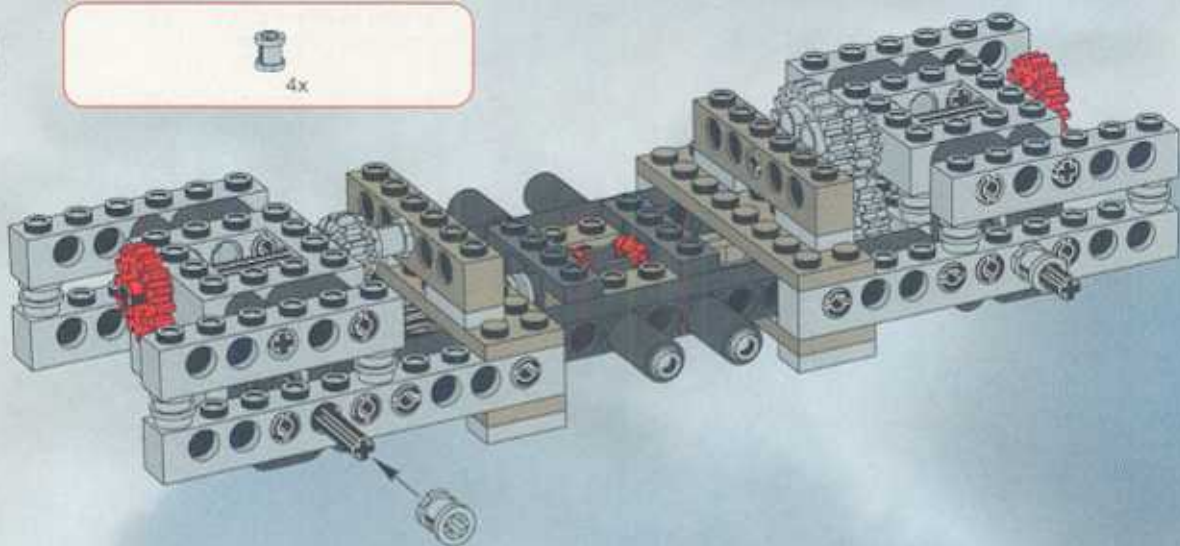
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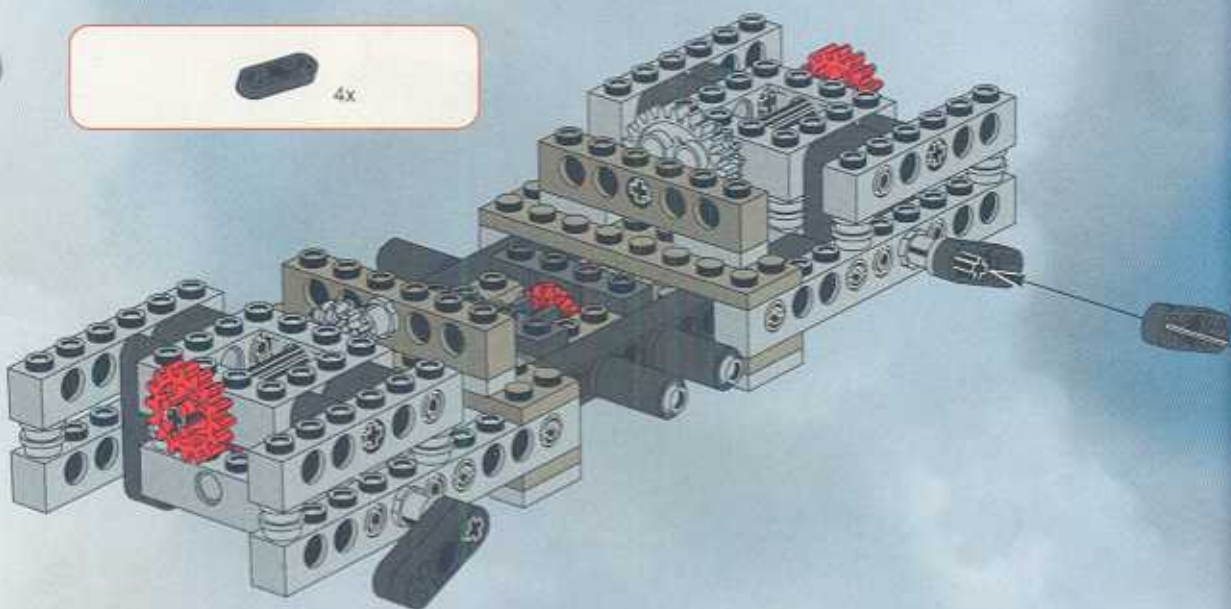
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14



15



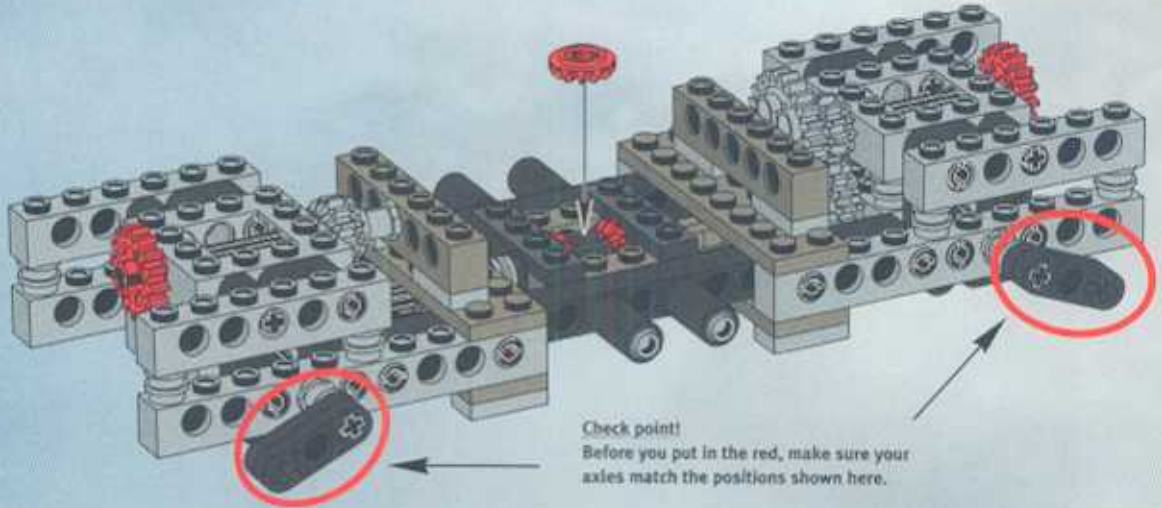


16



1x

Tip: Place the frame flat on a table to line up the axes.



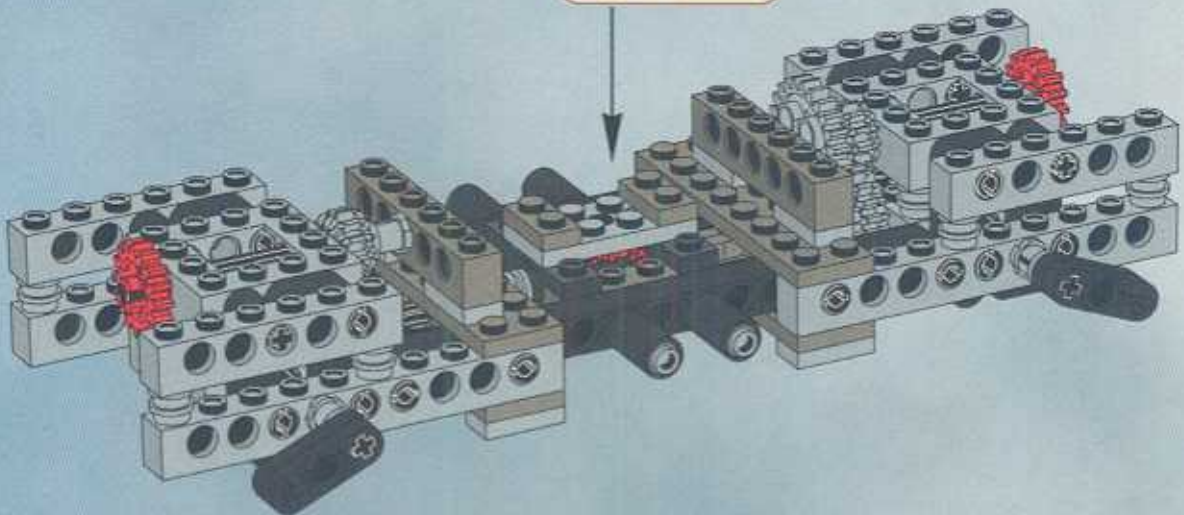
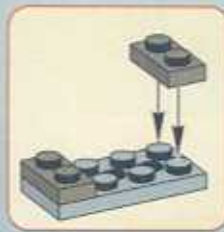
17



2x

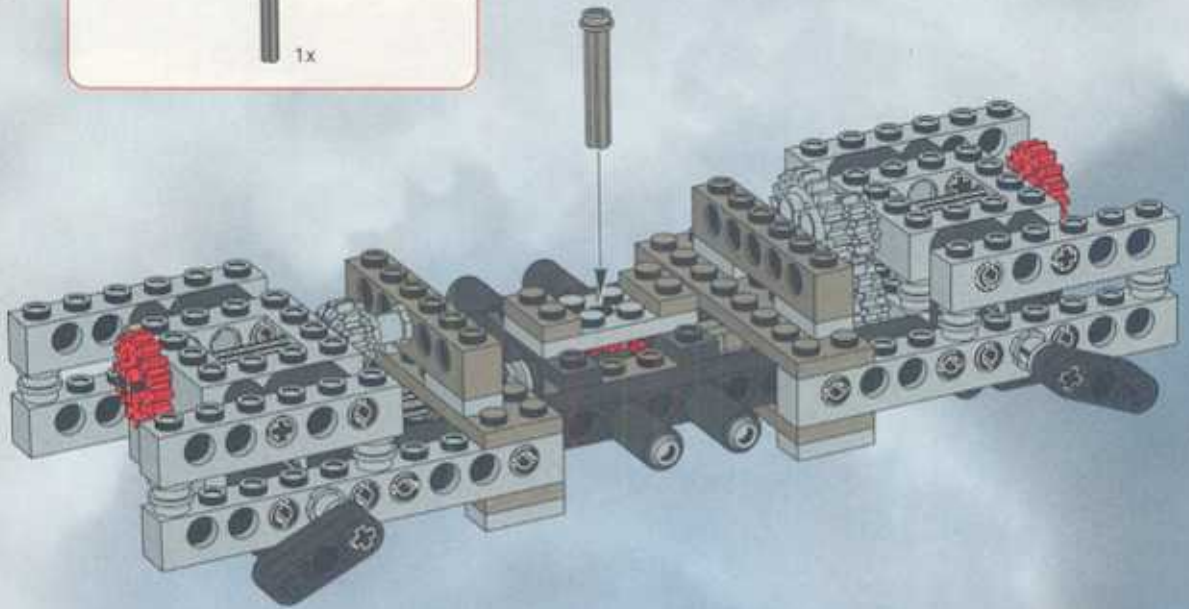
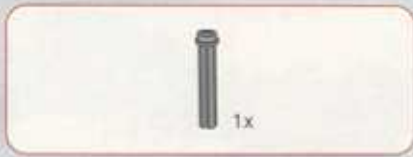


1x

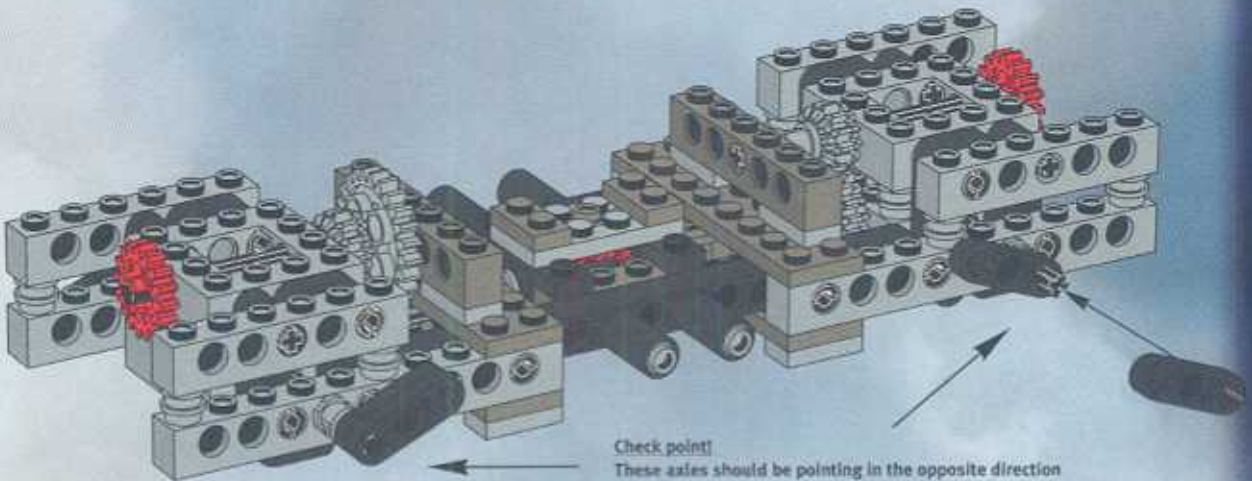
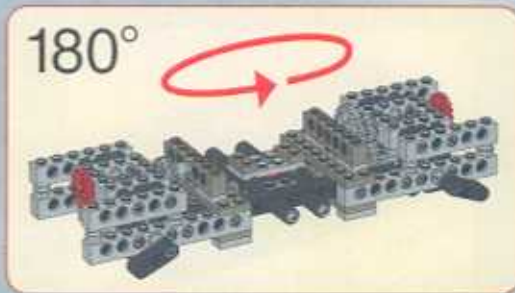




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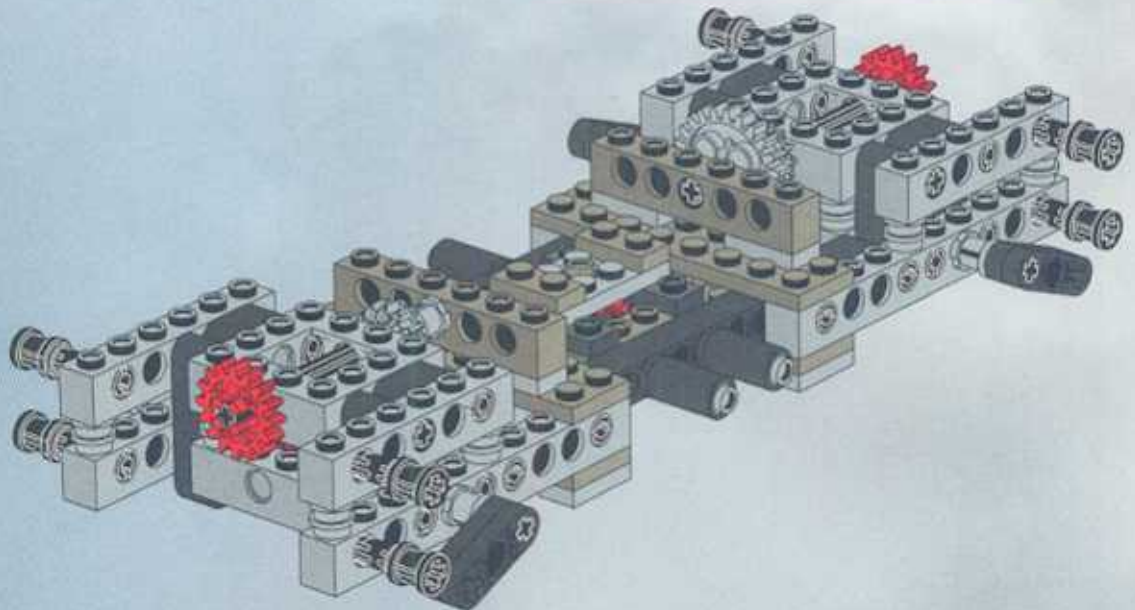
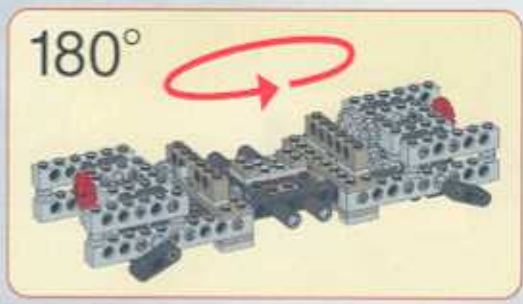
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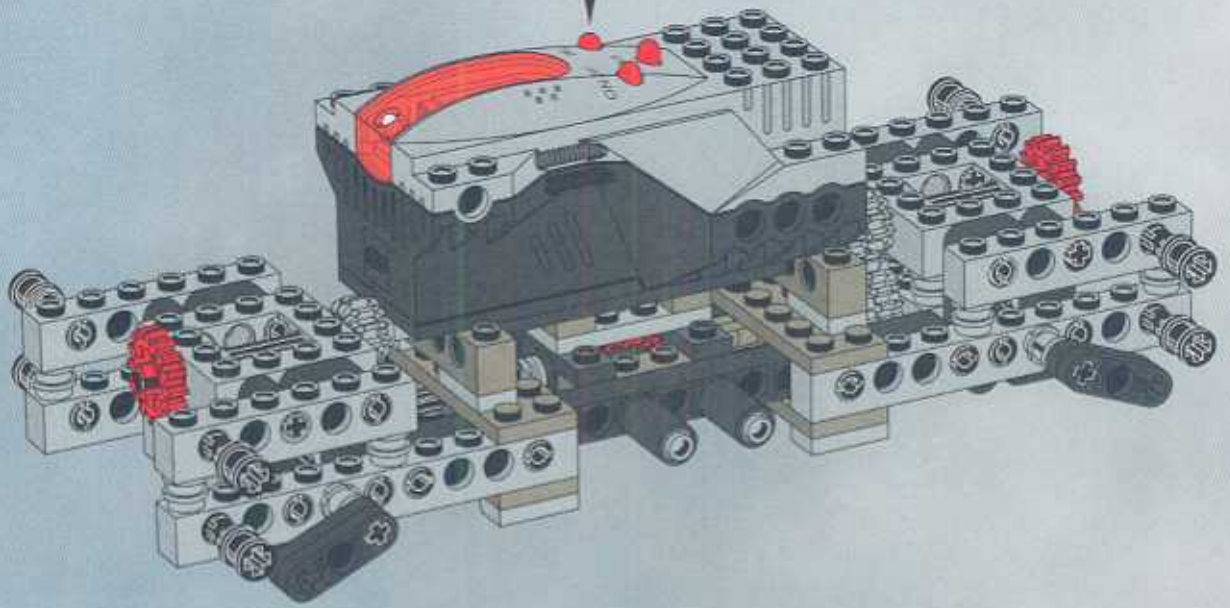
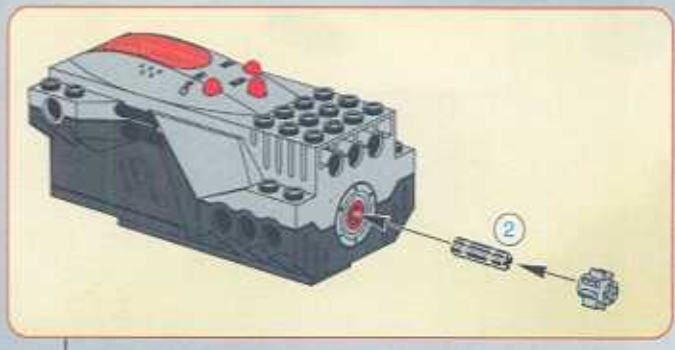
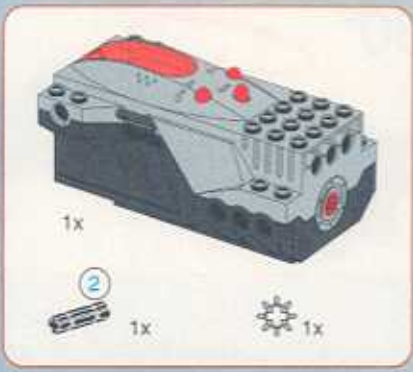
Check point!
These axes should be pointing in the opposite direction of the picture in step 16 (pointing inward).

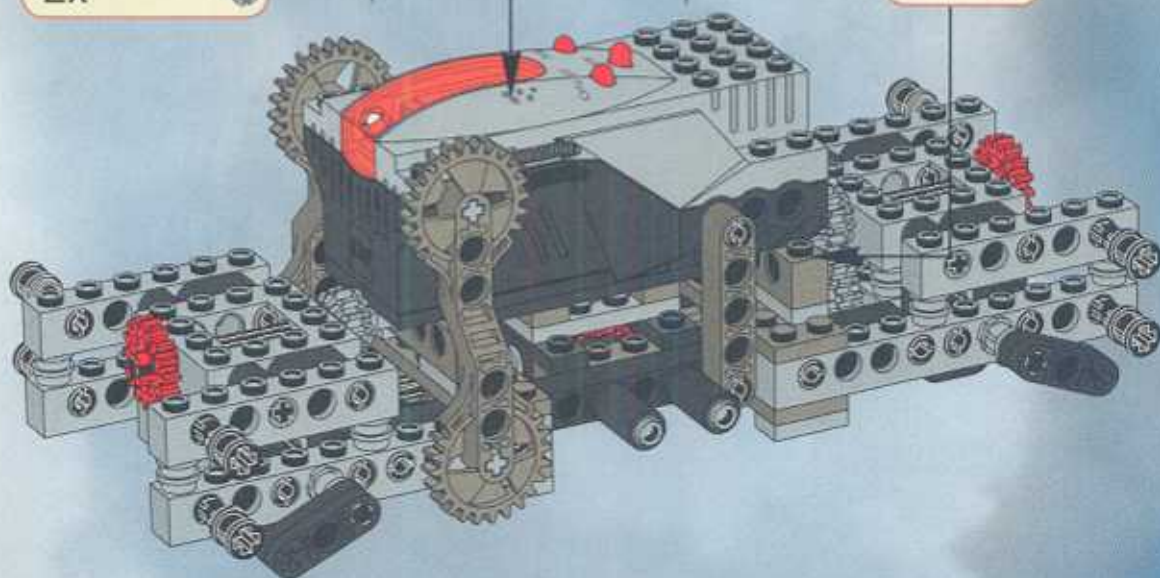
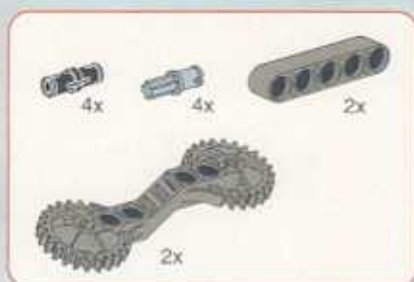


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21



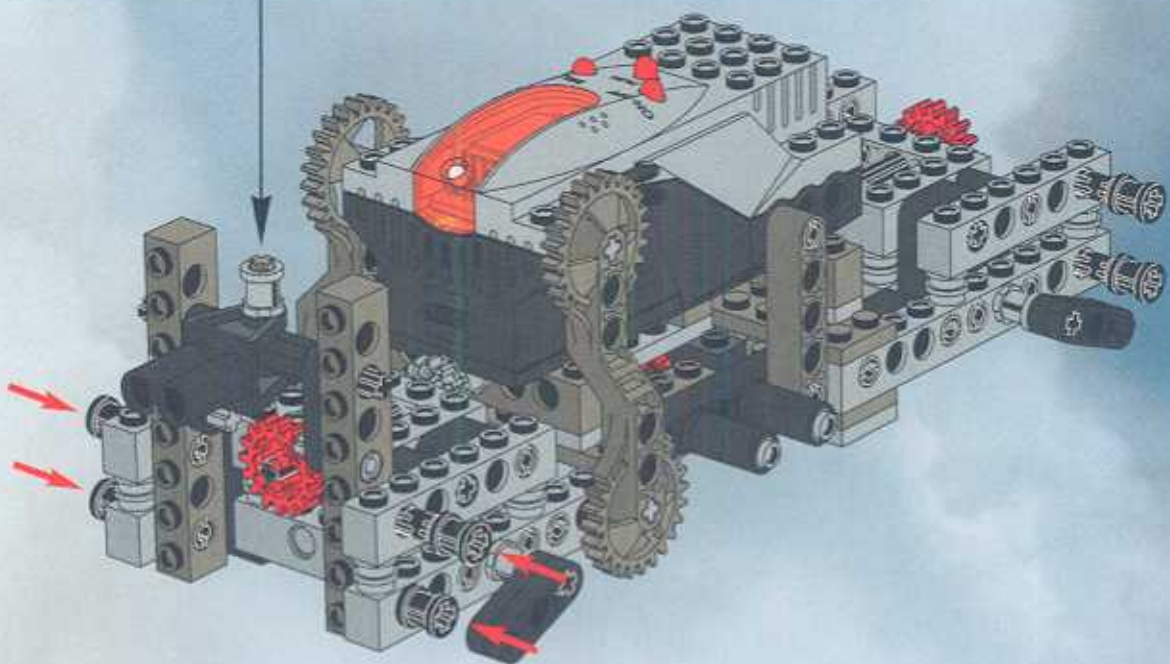
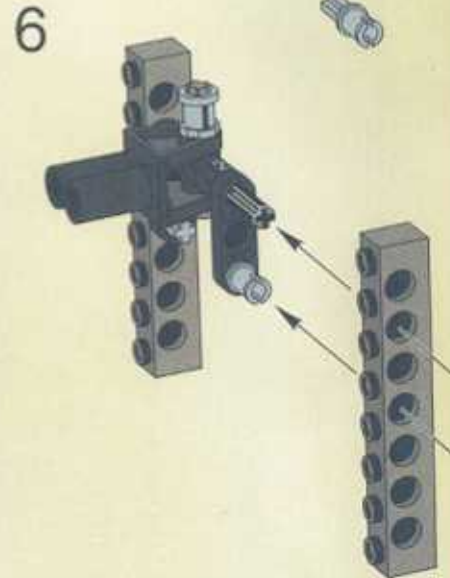
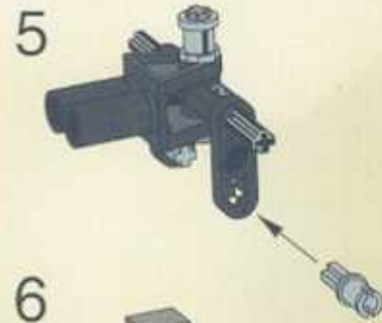
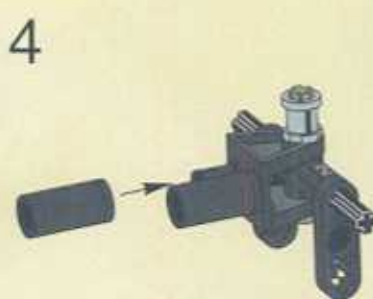


Now that you have built the frame, use it to build the AT-AT (page 24), Trade Federation AAT (page 56), and Swamp Creature (page 62).





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

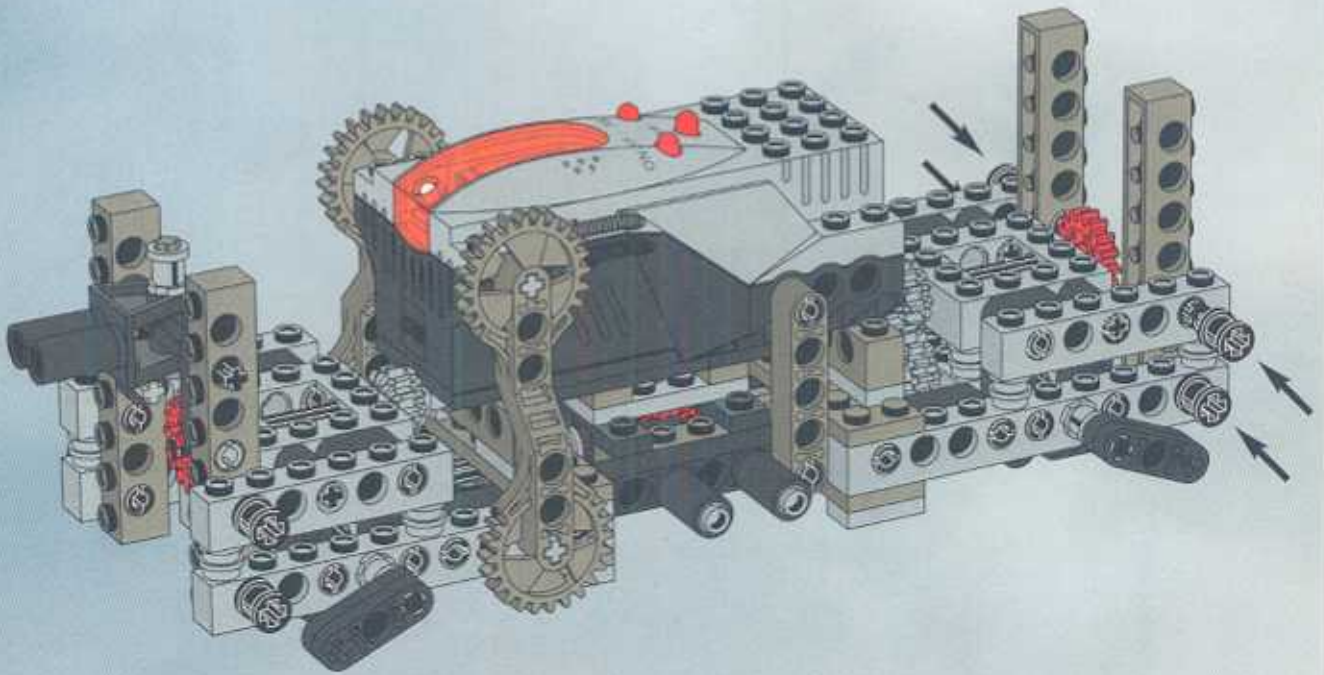




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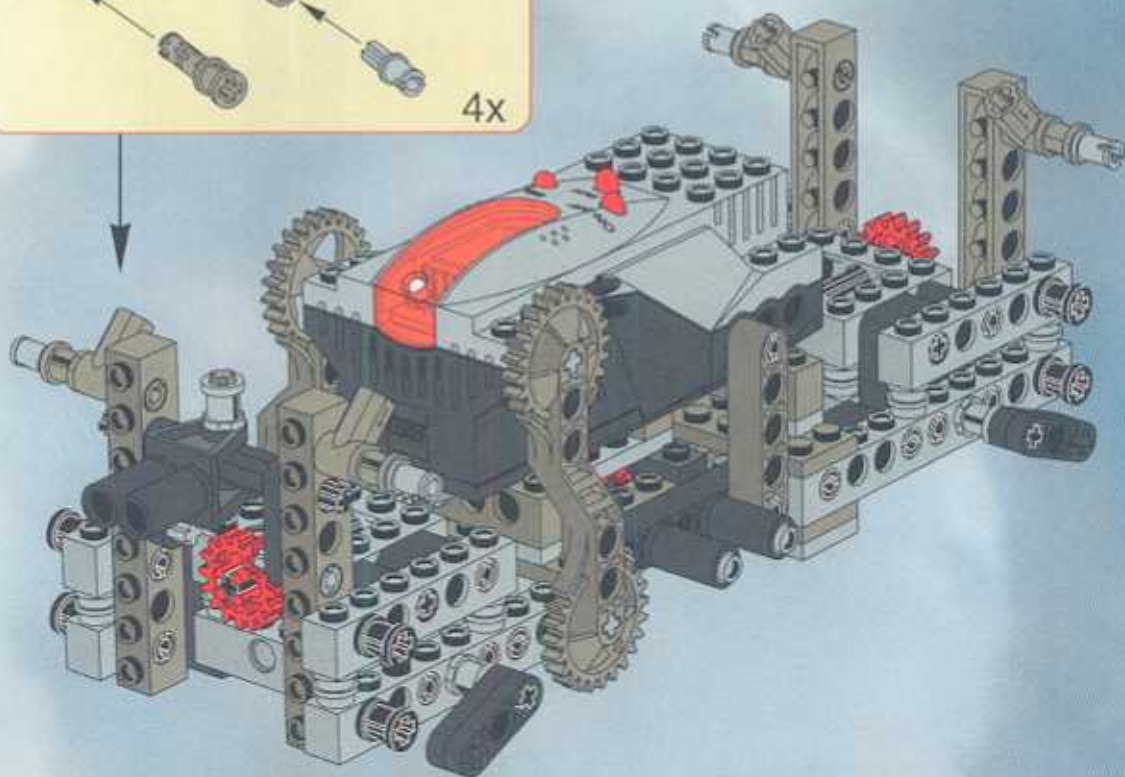
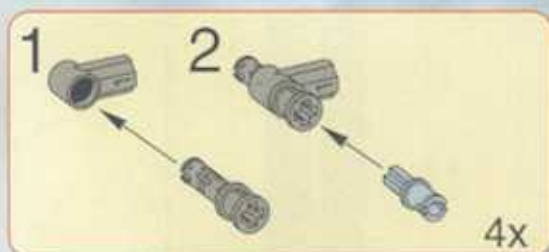


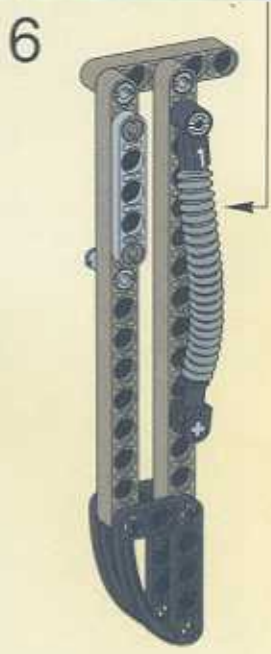
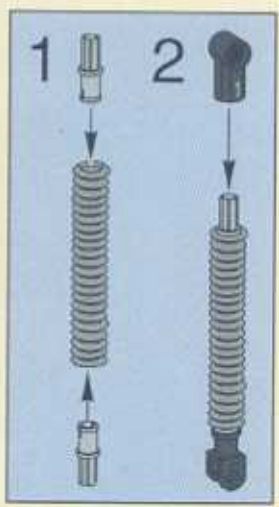
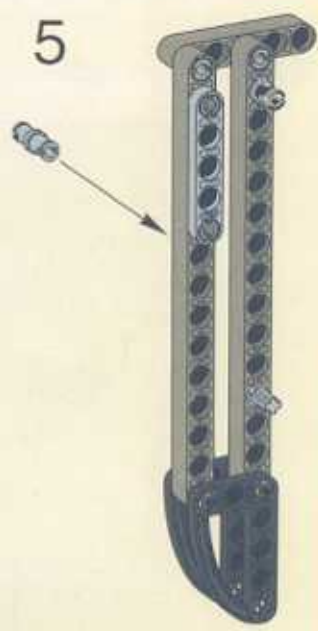
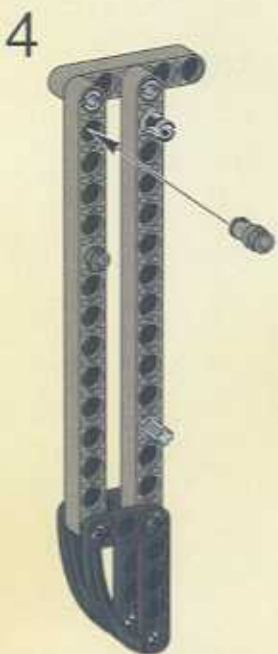
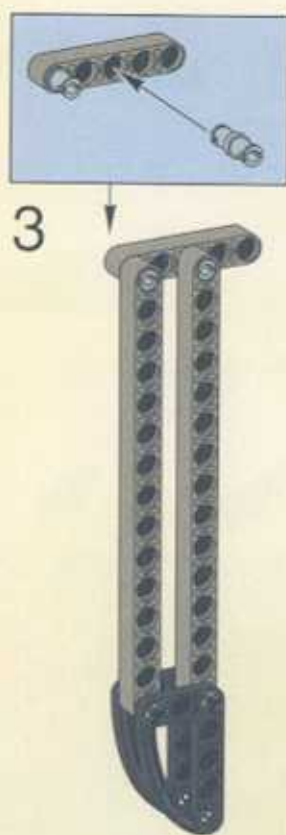
2x





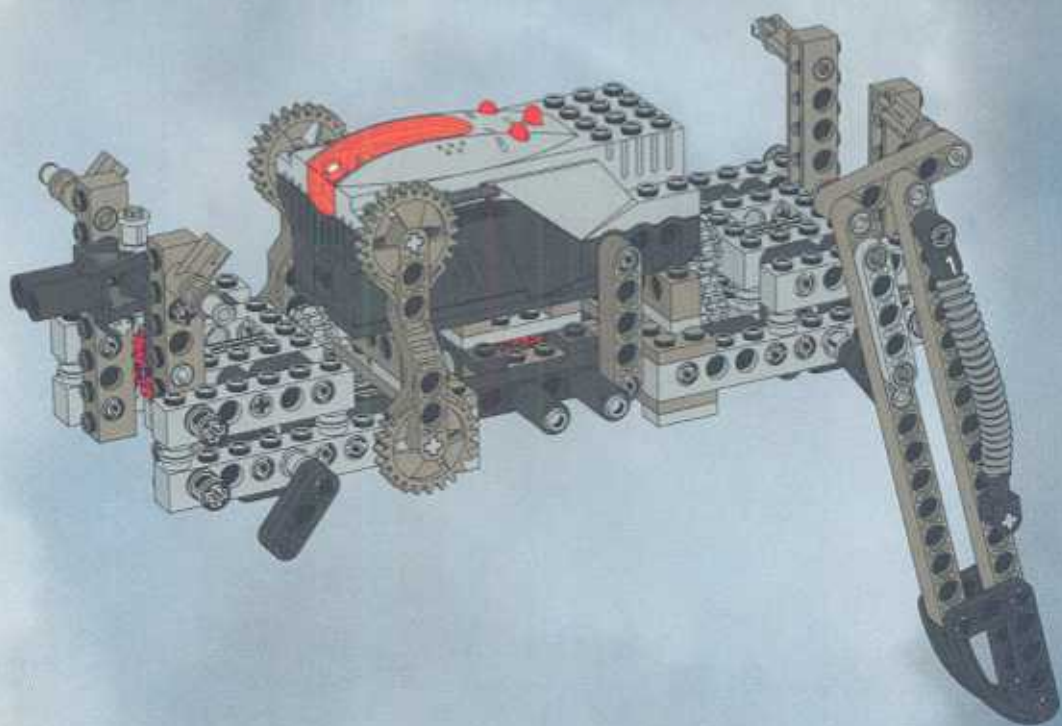
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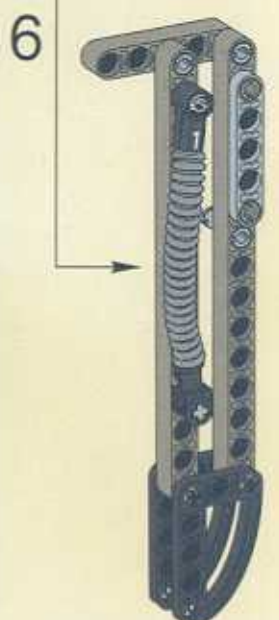
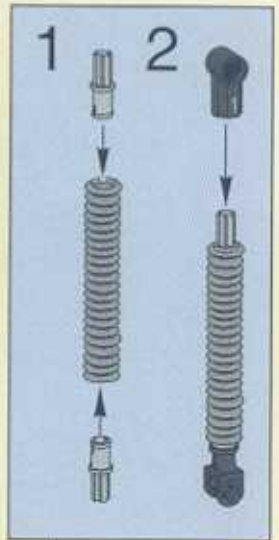
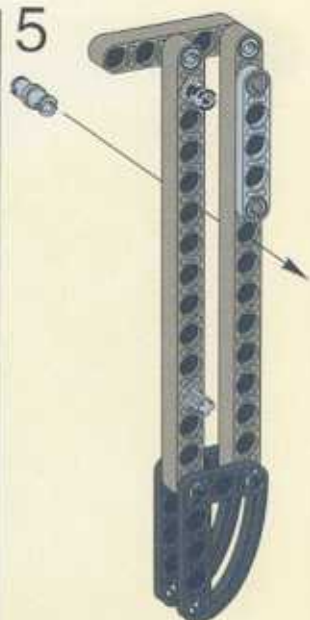
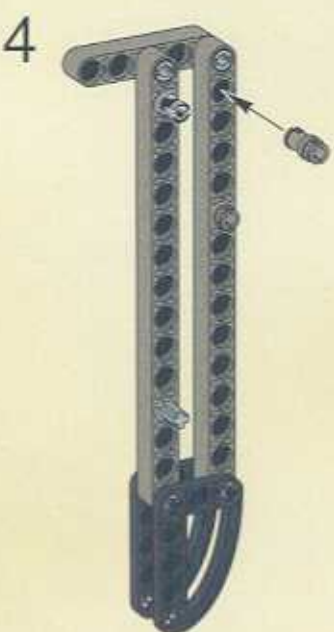
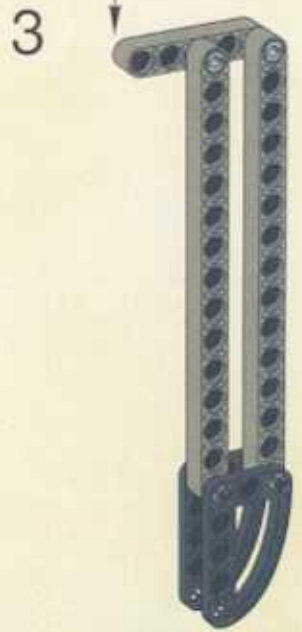






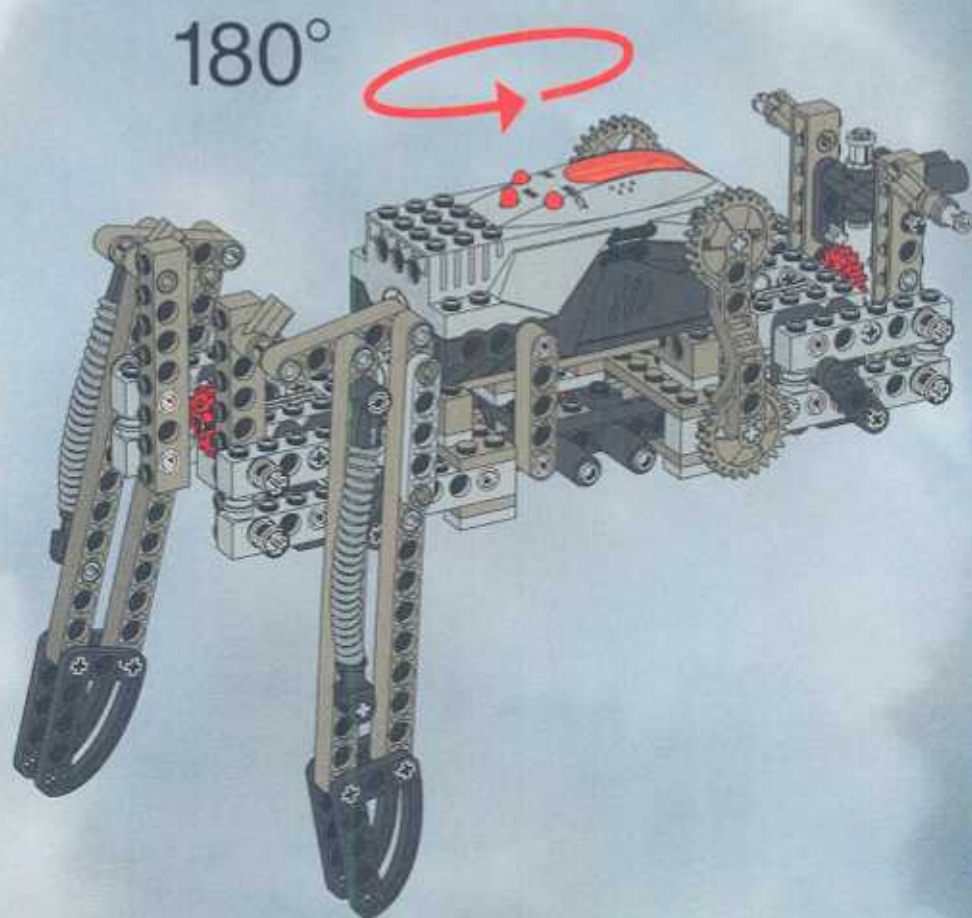
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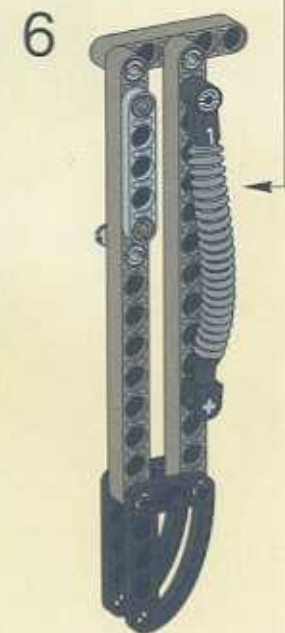
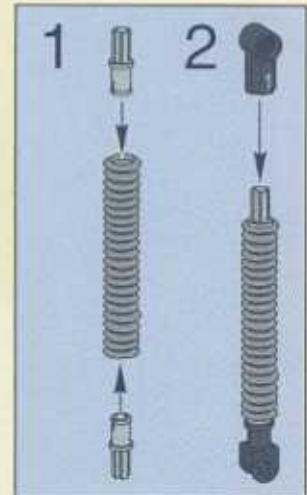
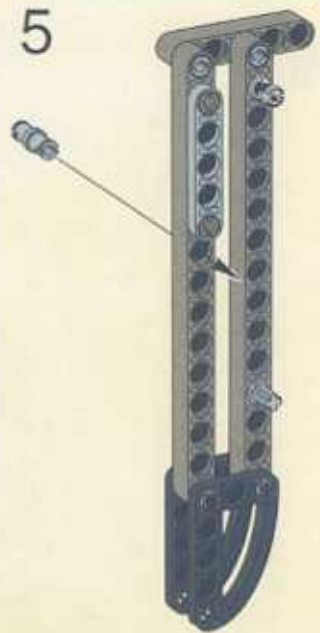
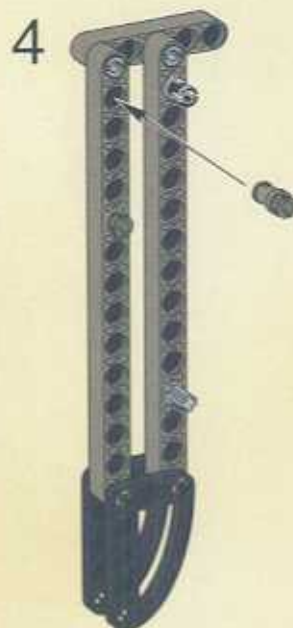
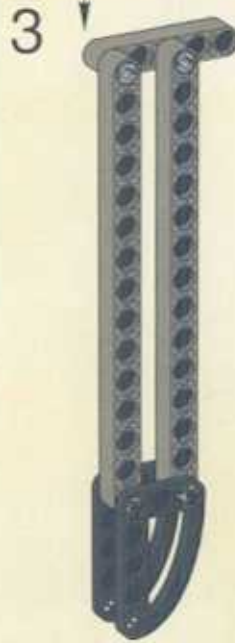
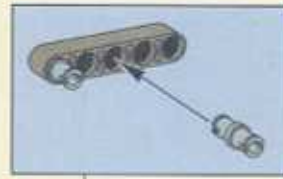


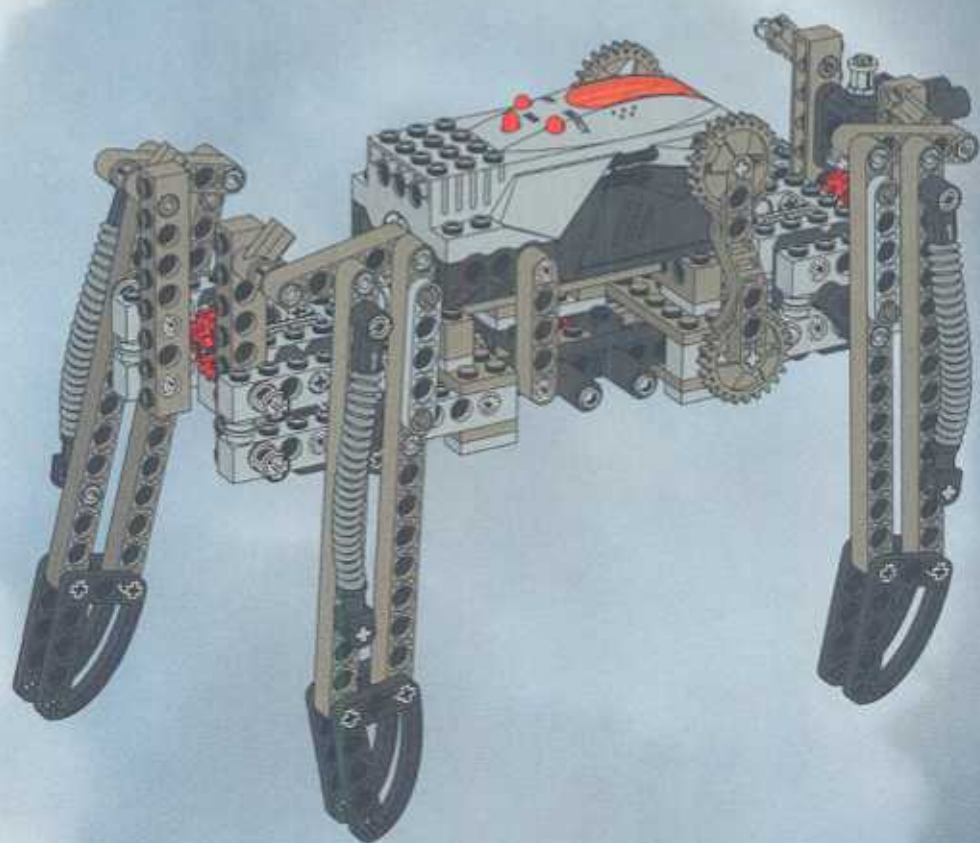




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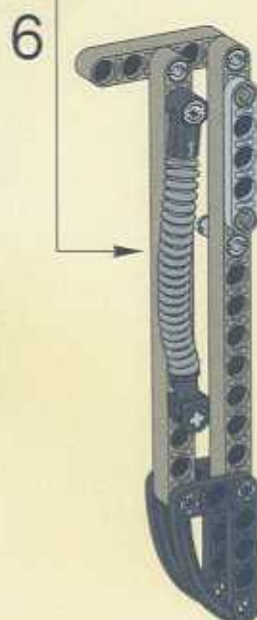
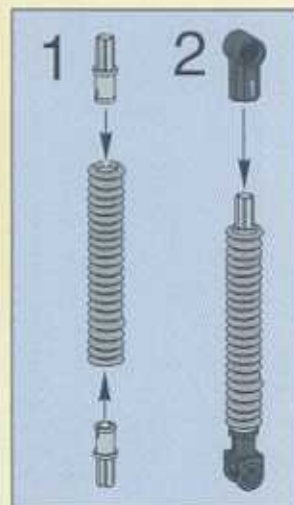
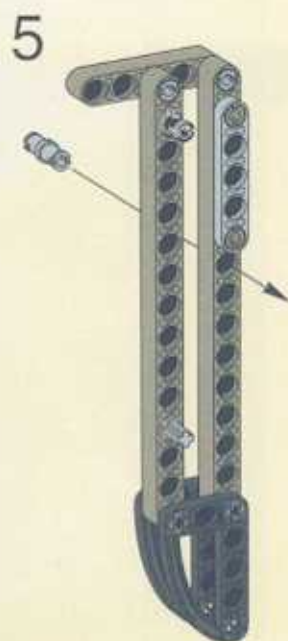
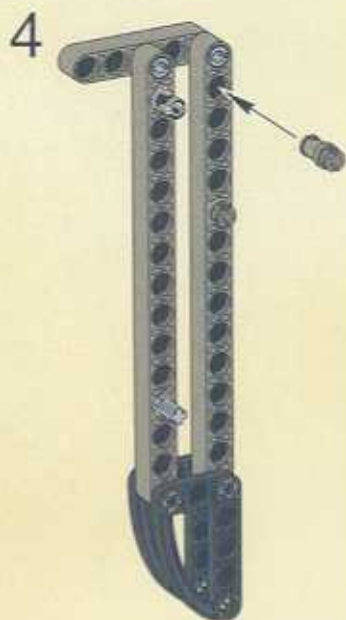
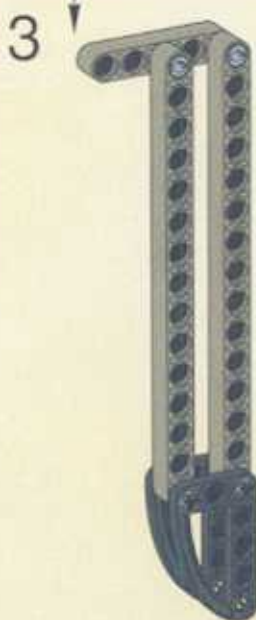
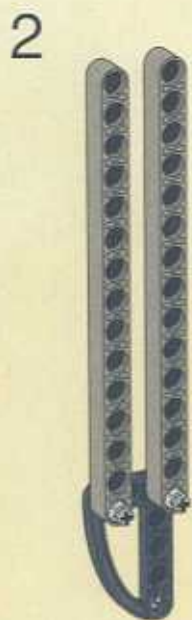
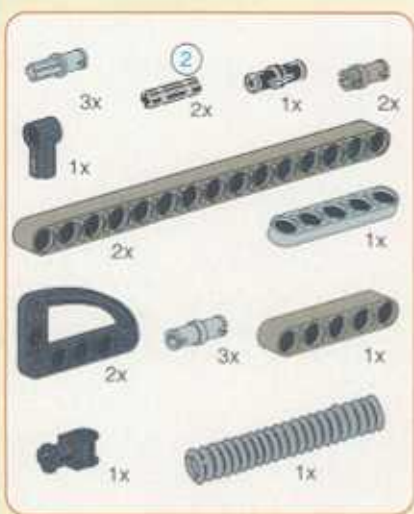


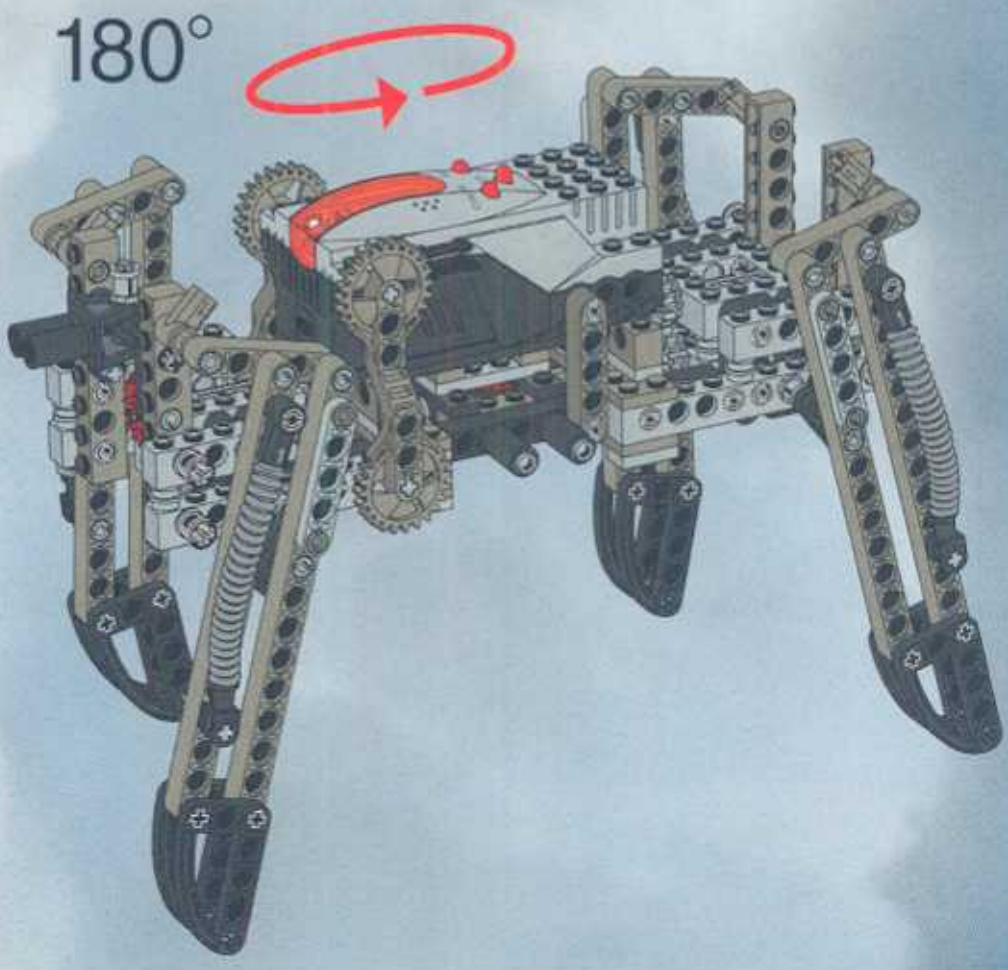




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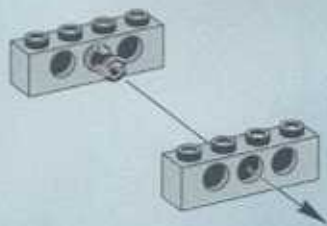




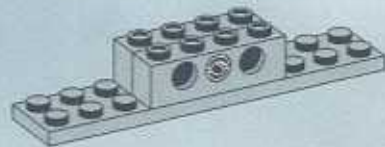
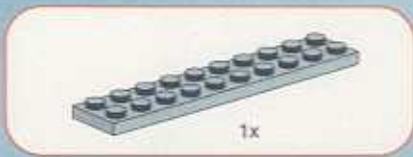




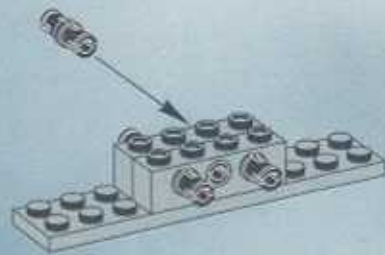
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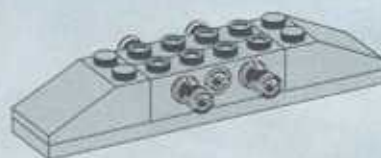


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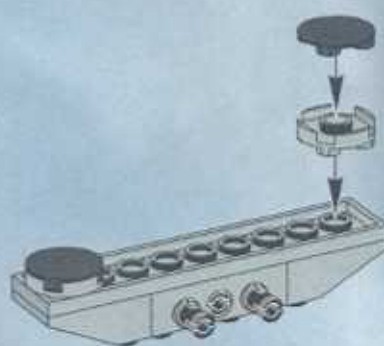




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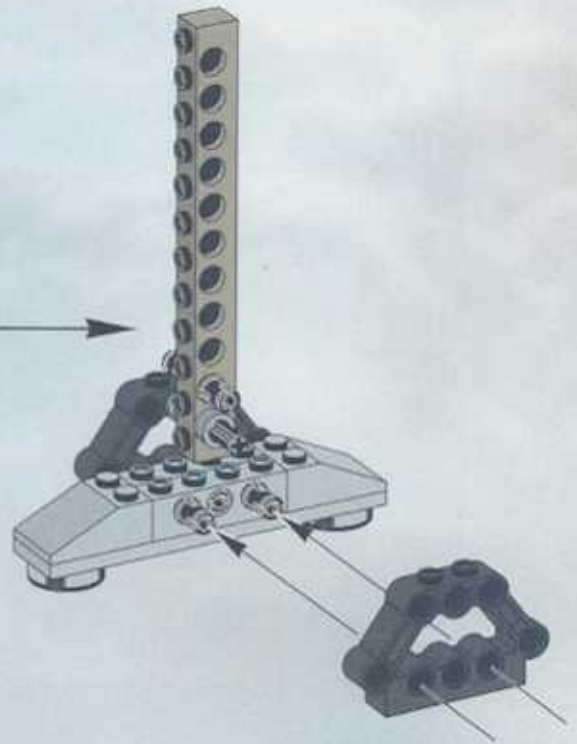
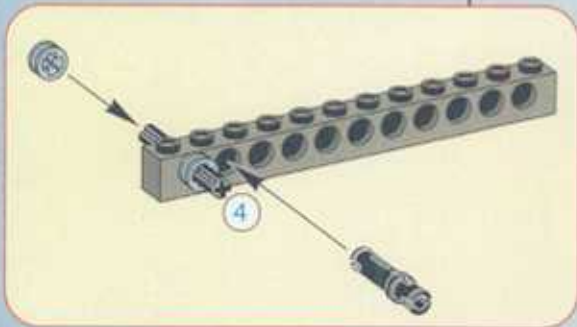


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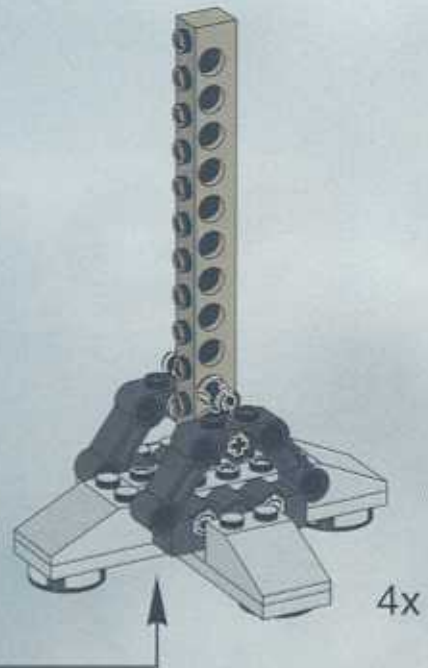
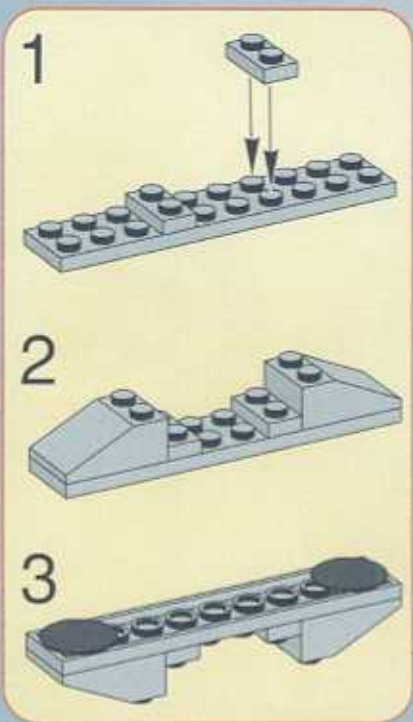
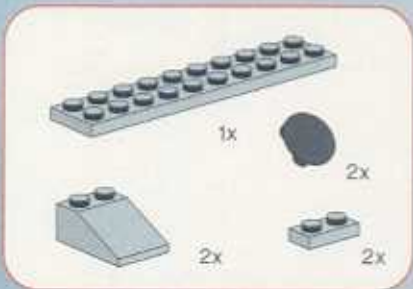




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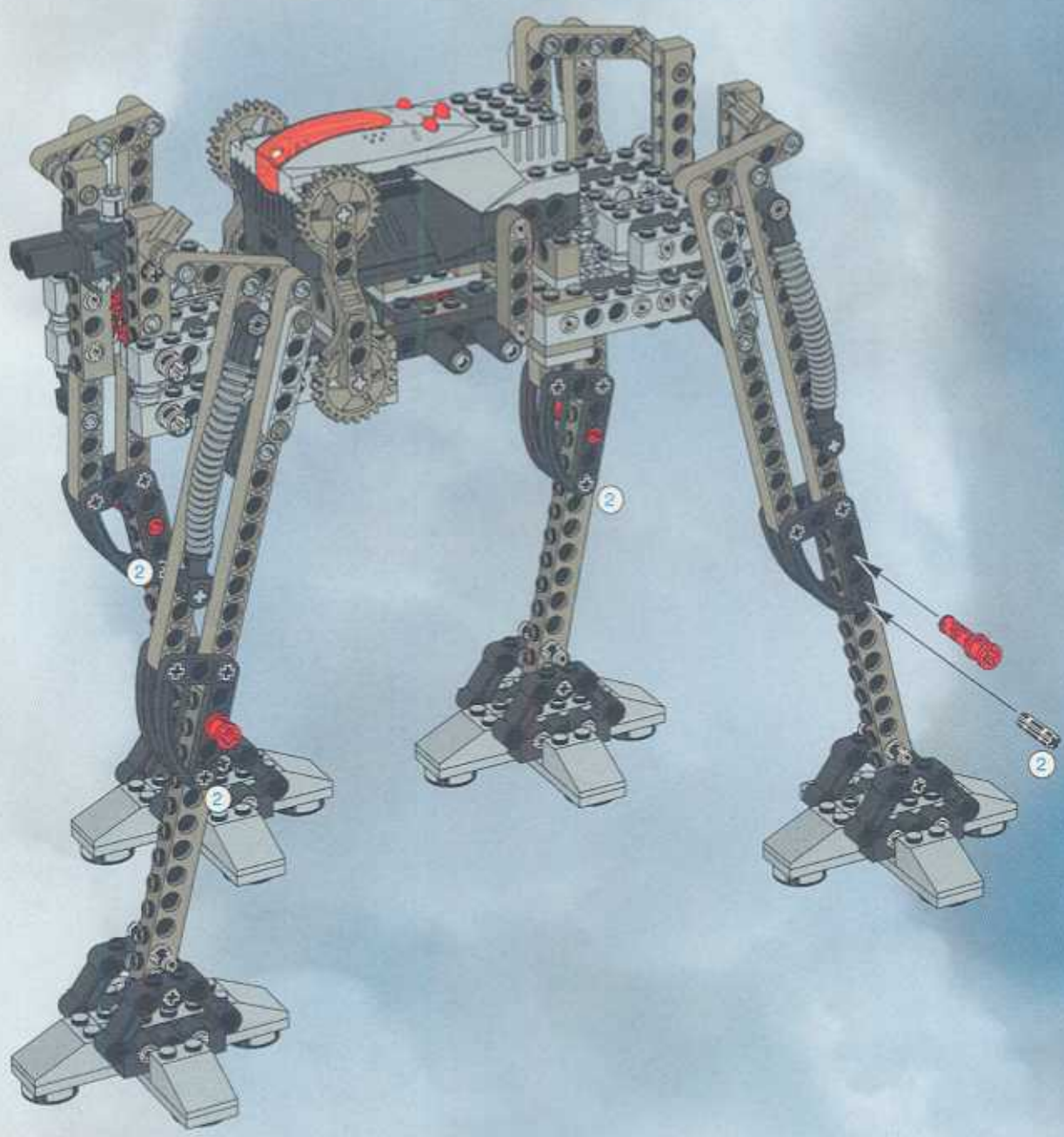
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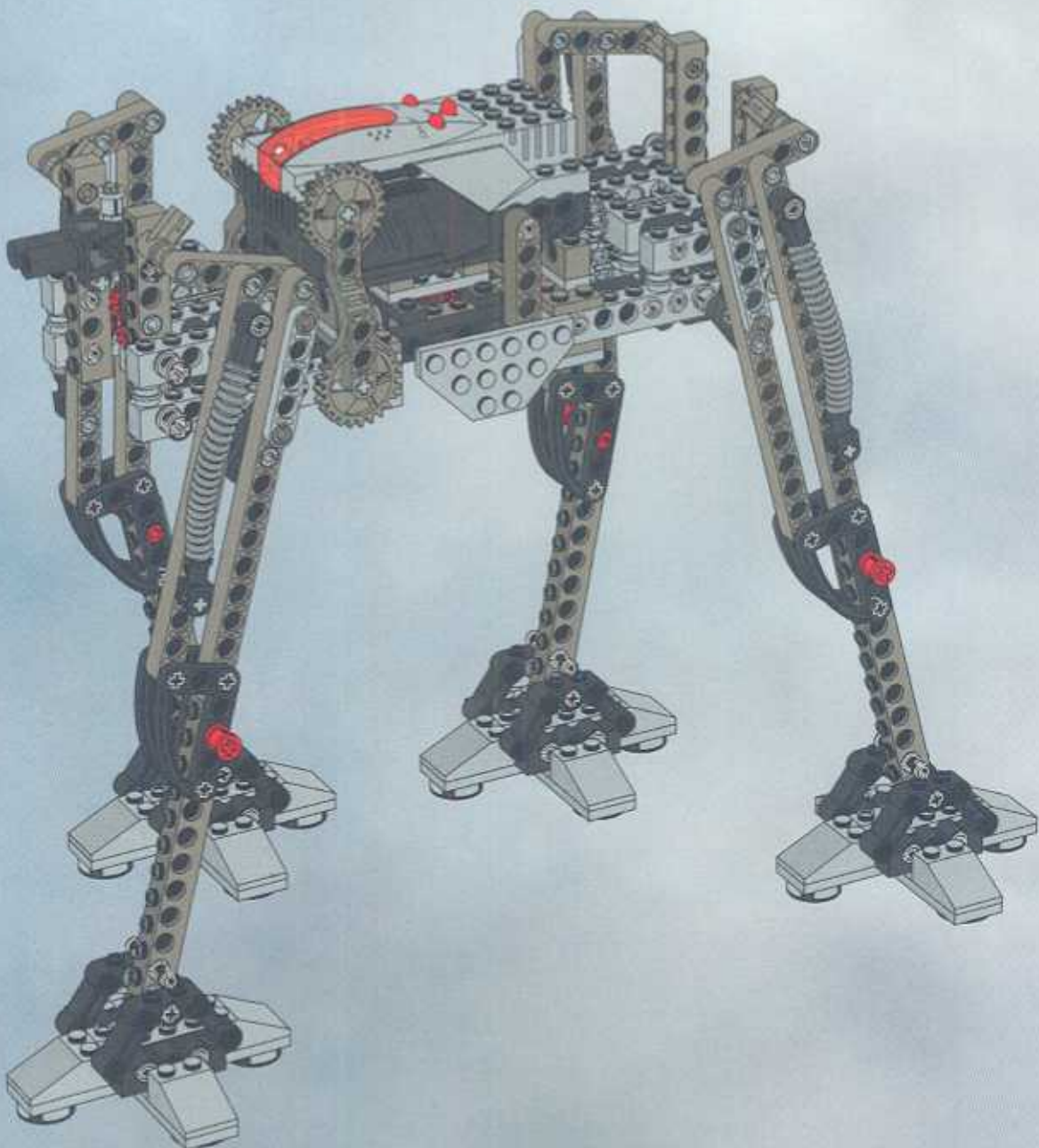
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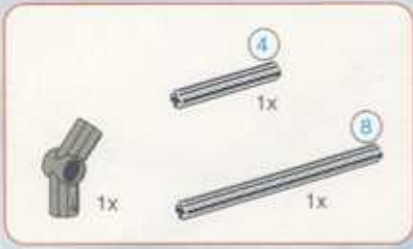


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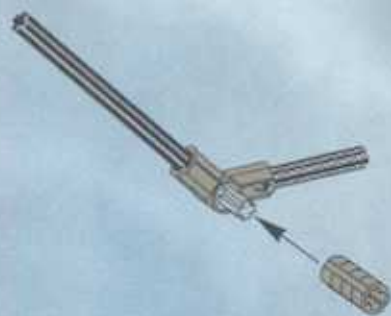




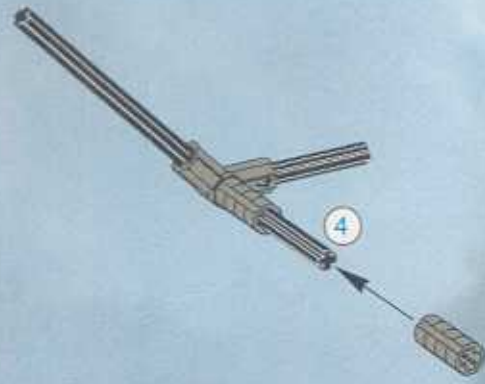
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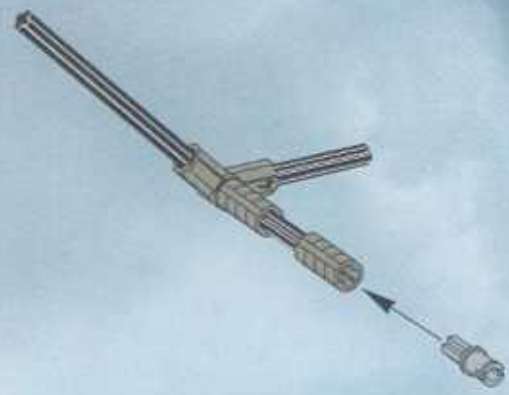
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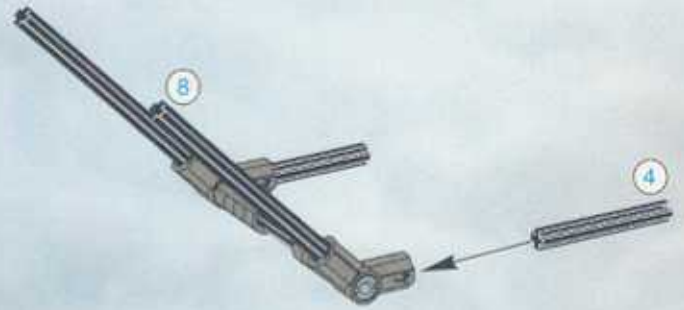


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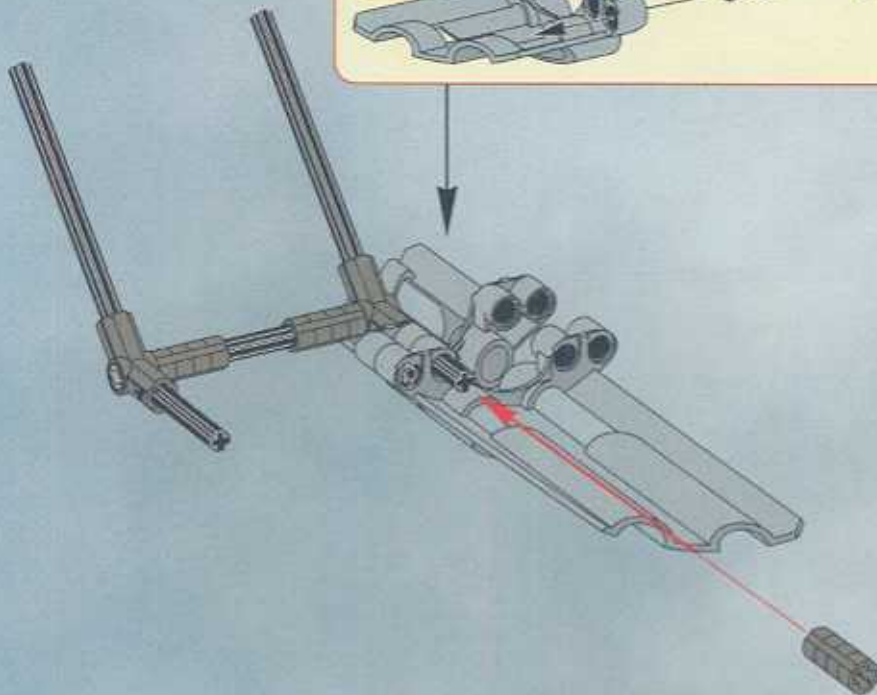
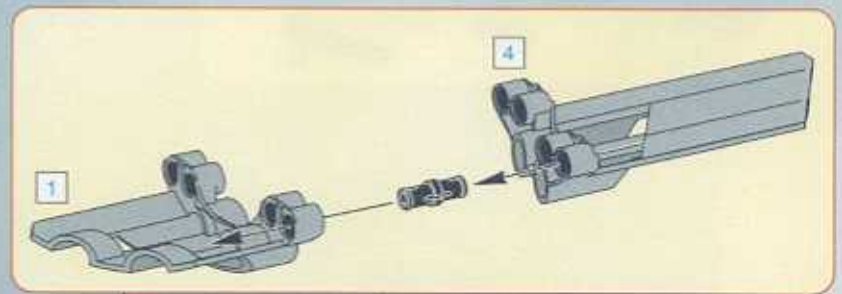
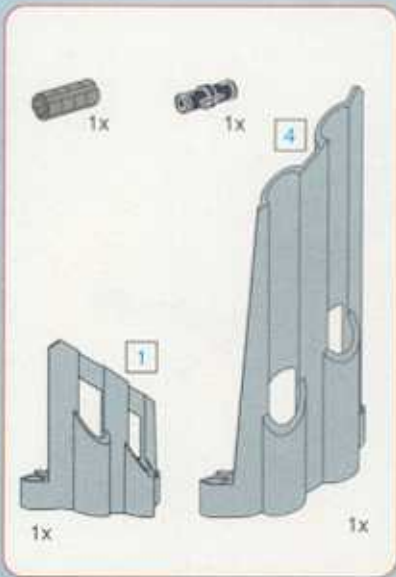




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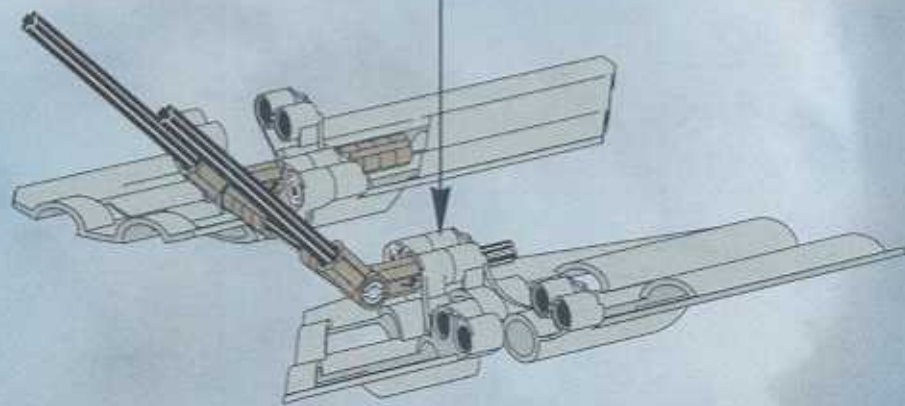
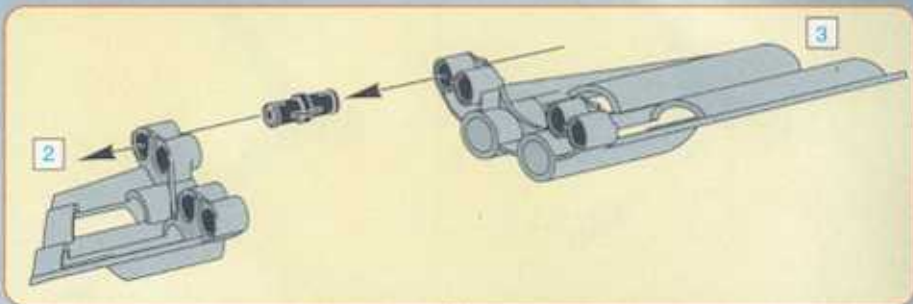
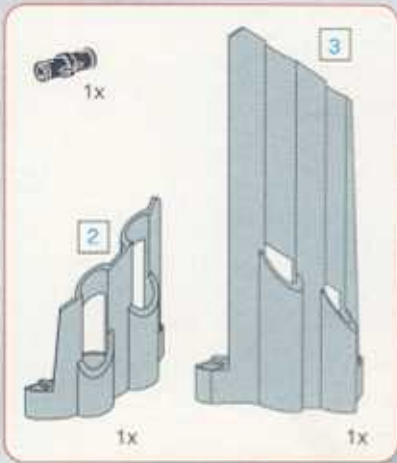


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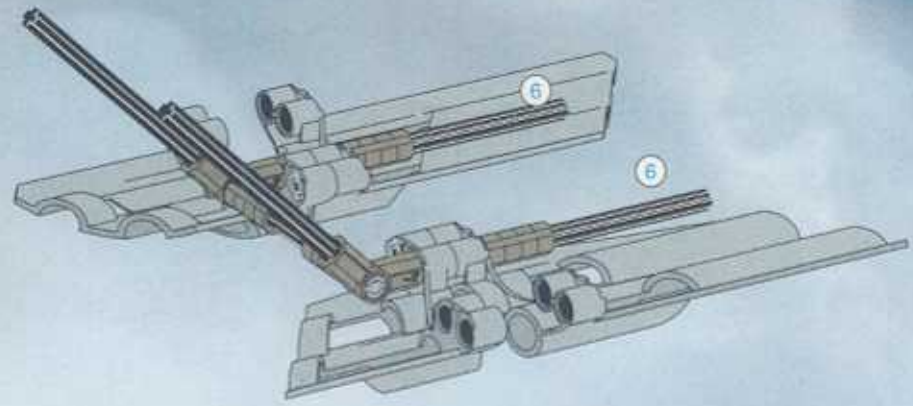




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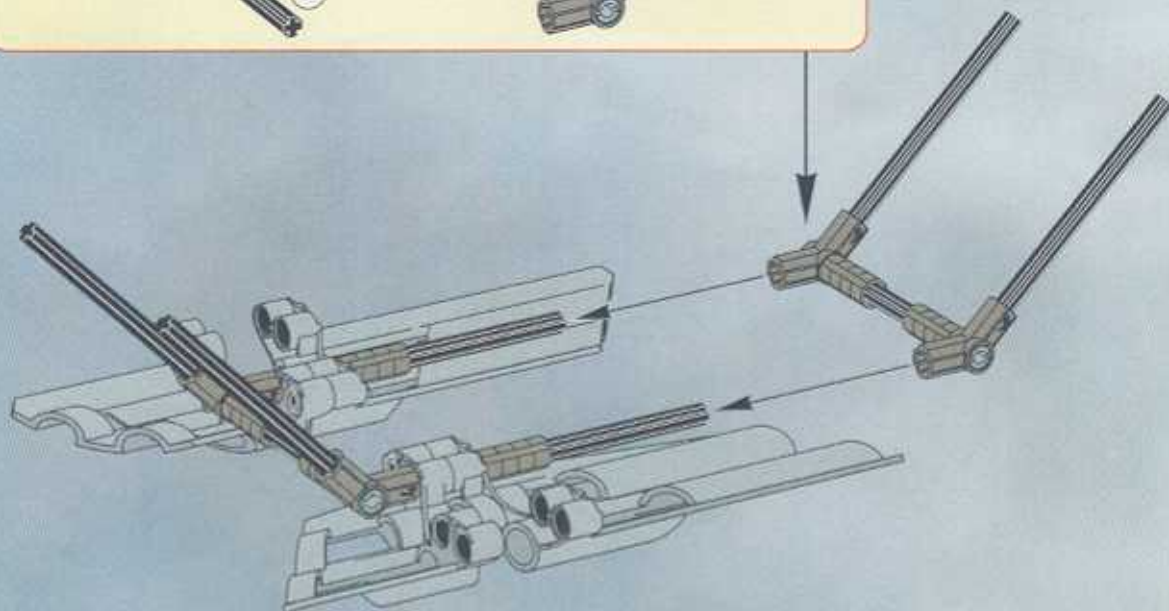
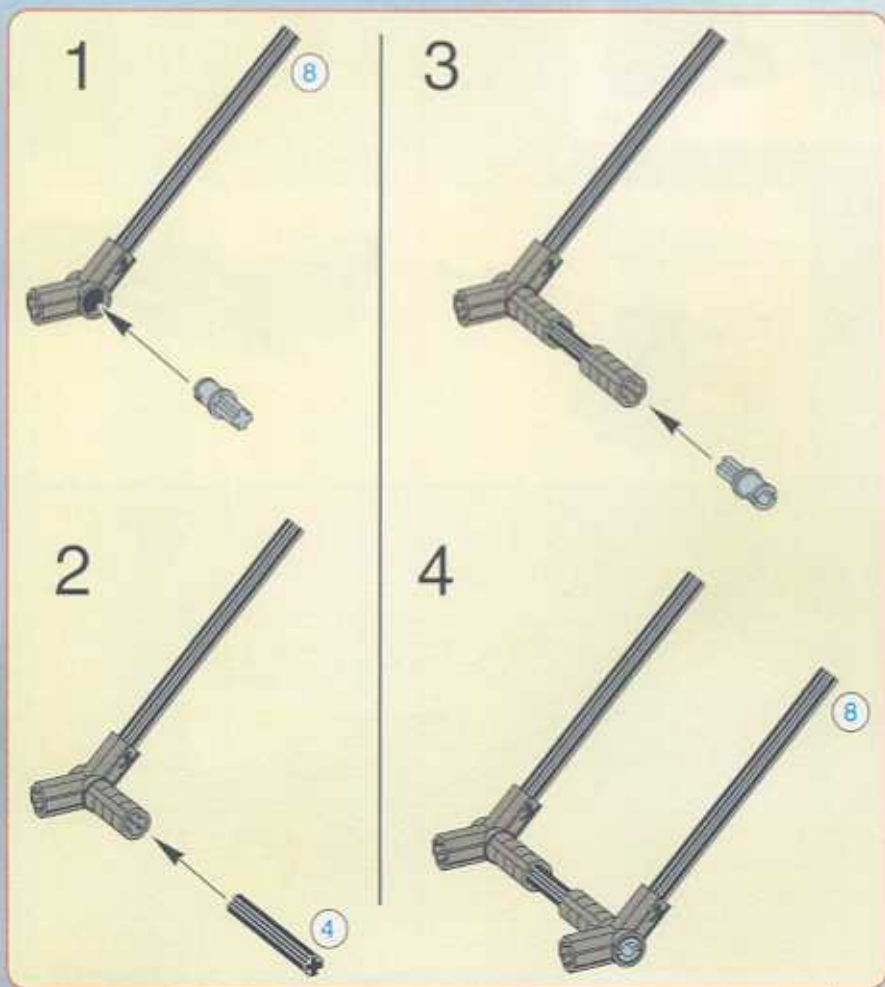
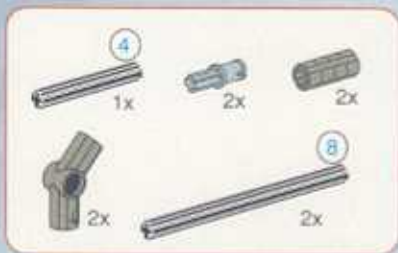


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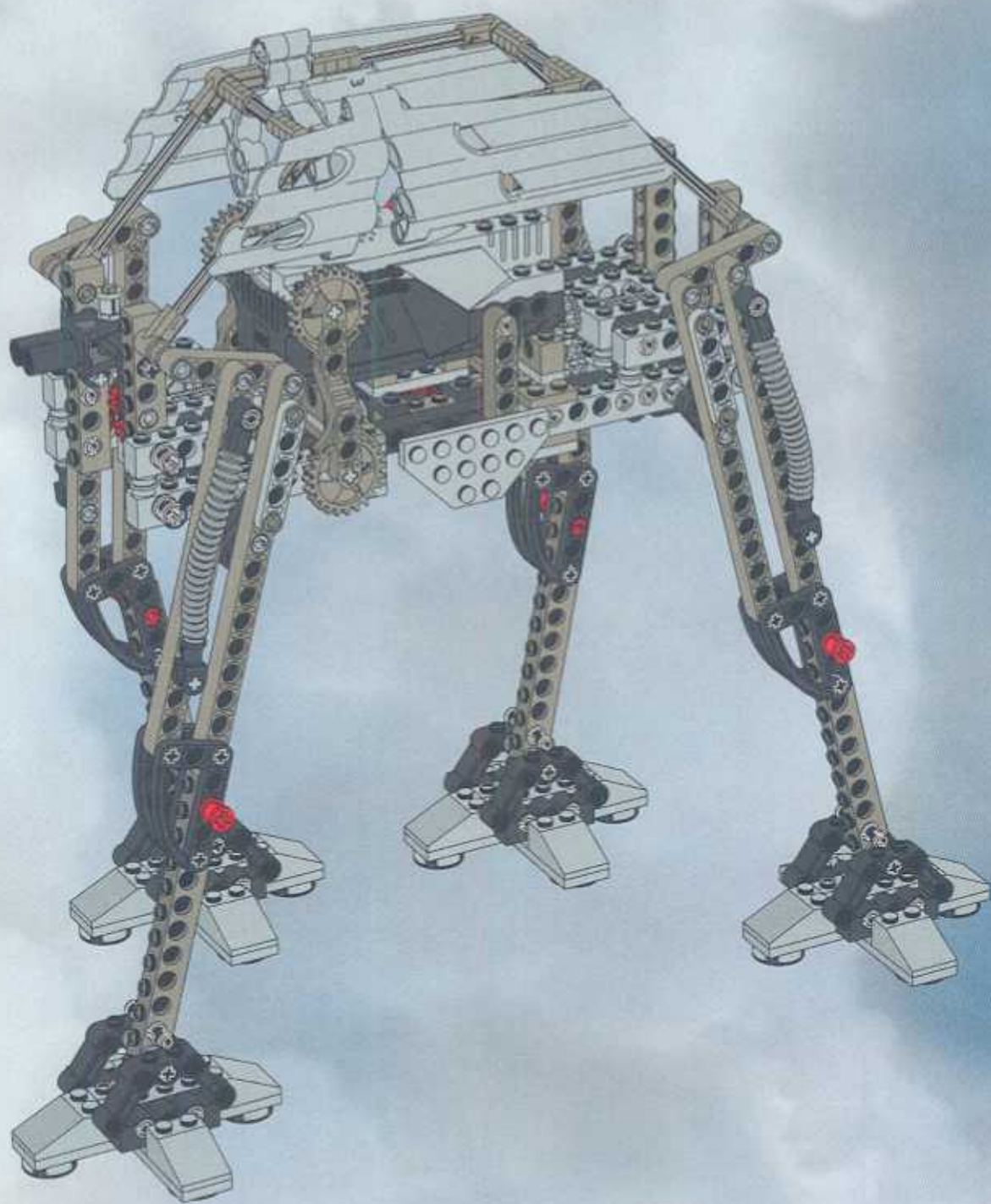


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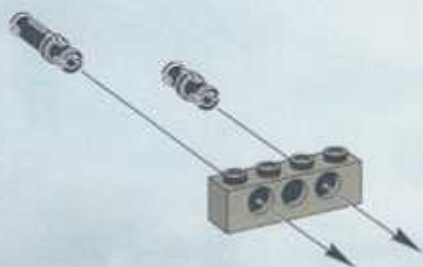


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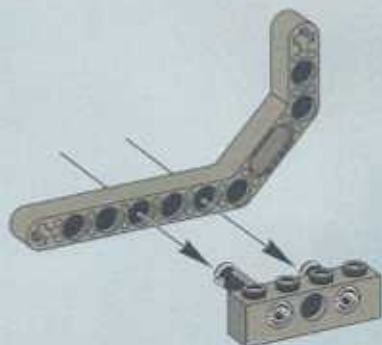




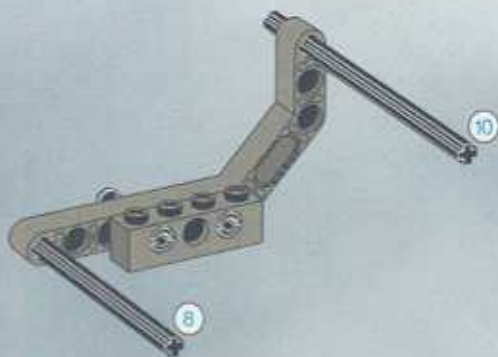
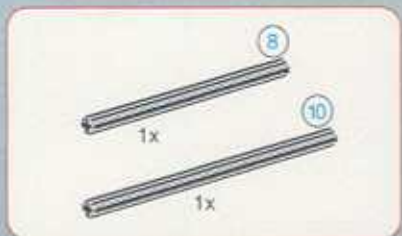
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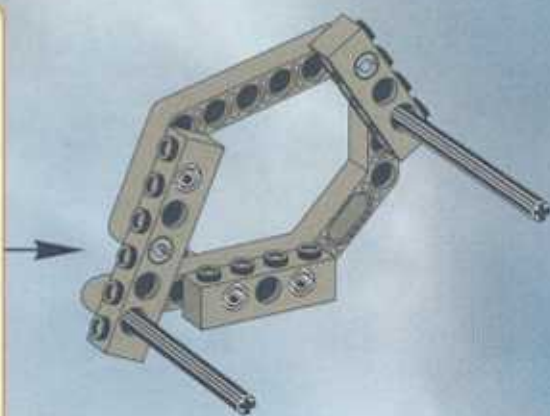
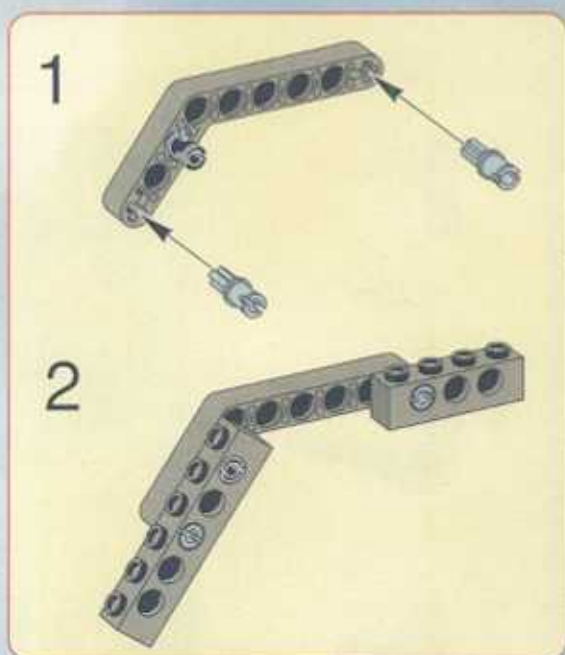
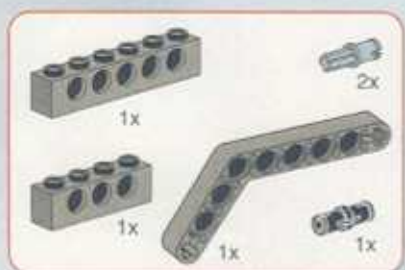


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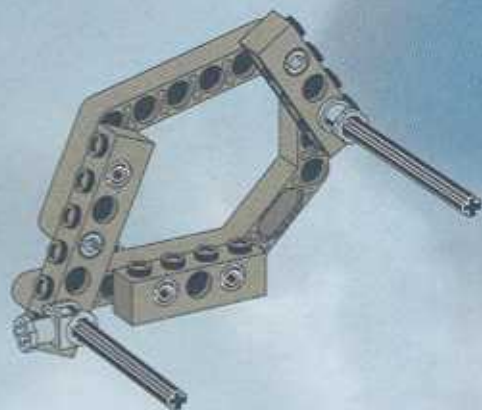




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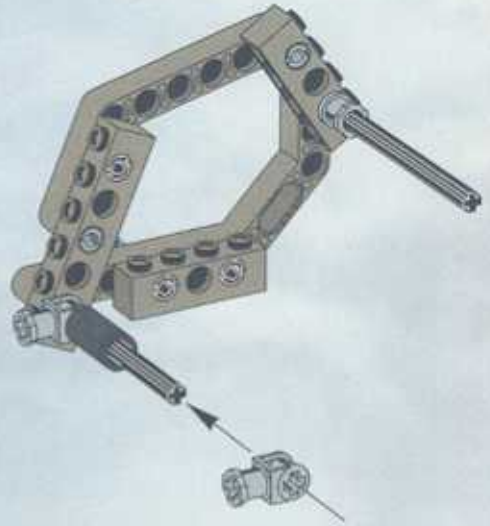


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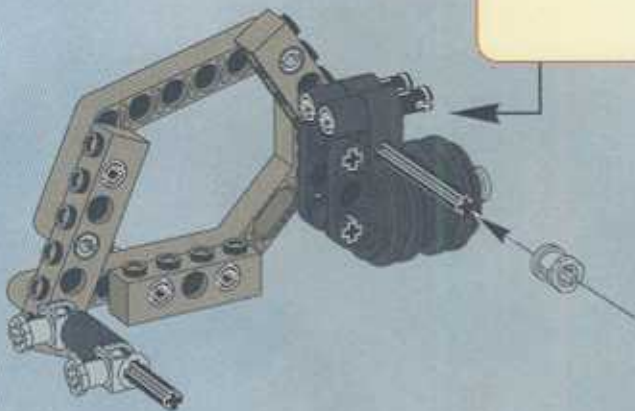
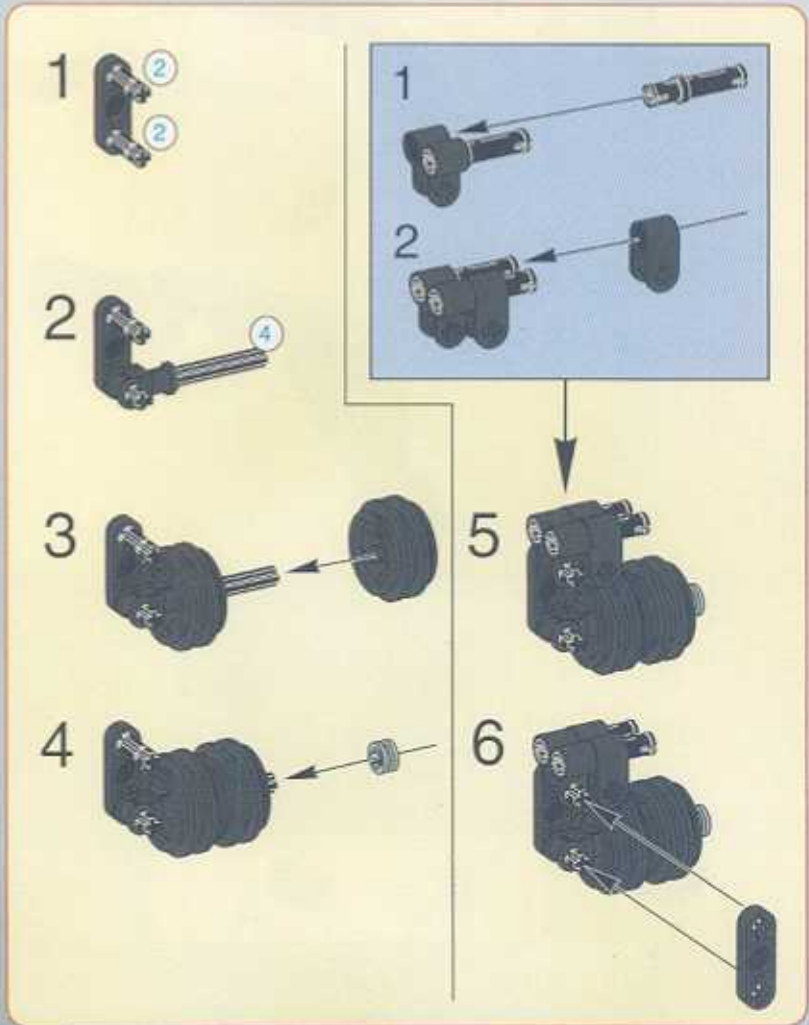




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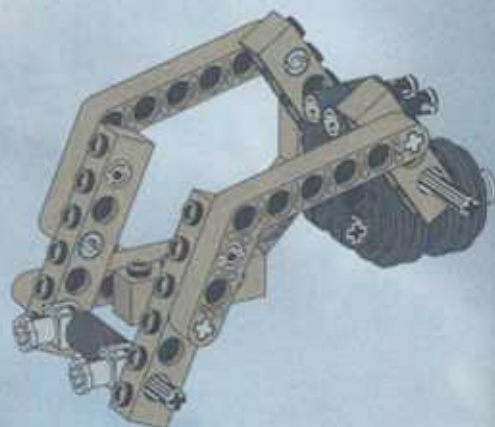
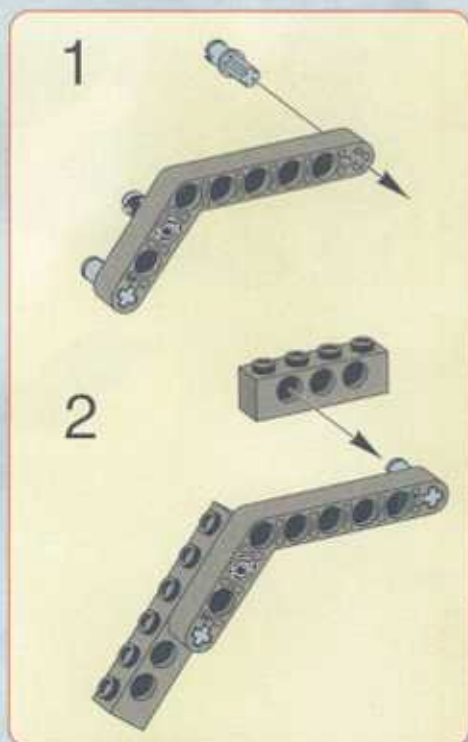
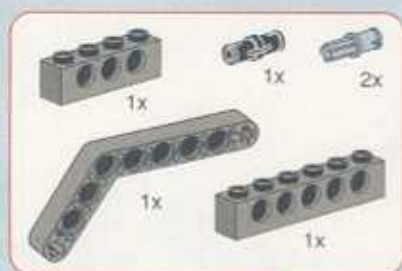


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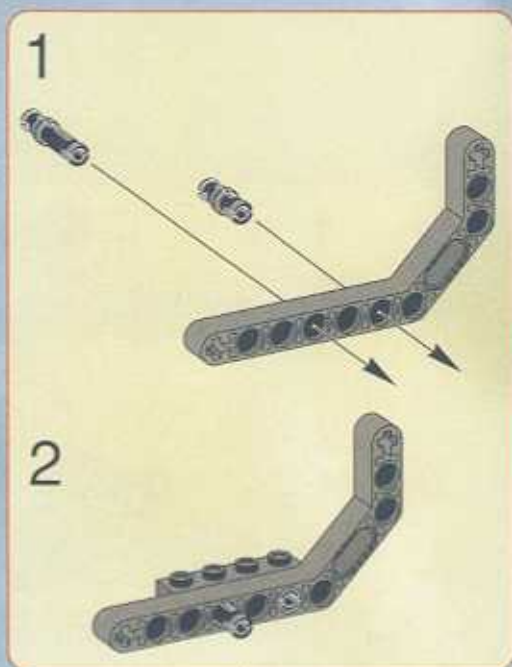
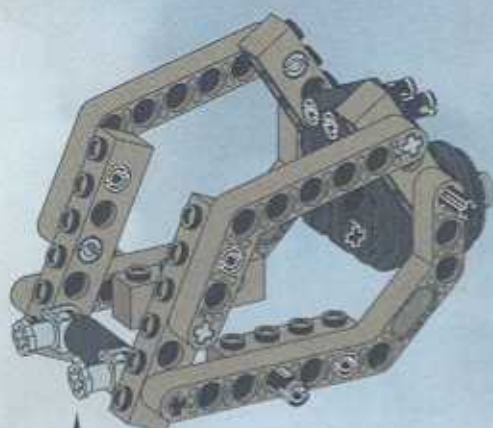
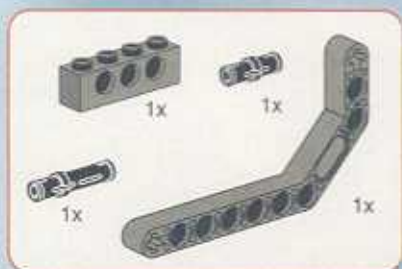




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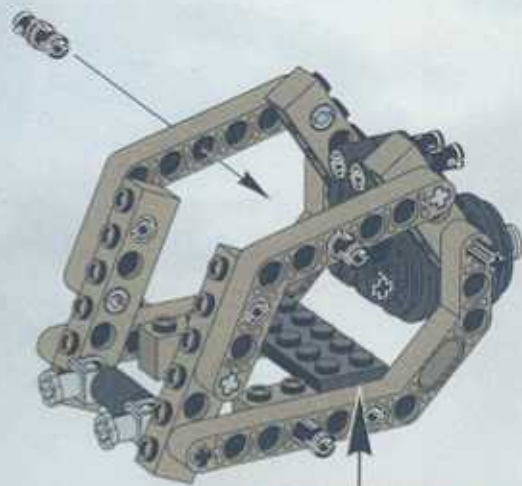


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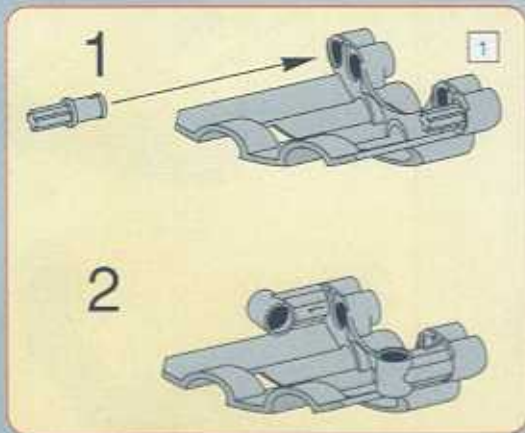
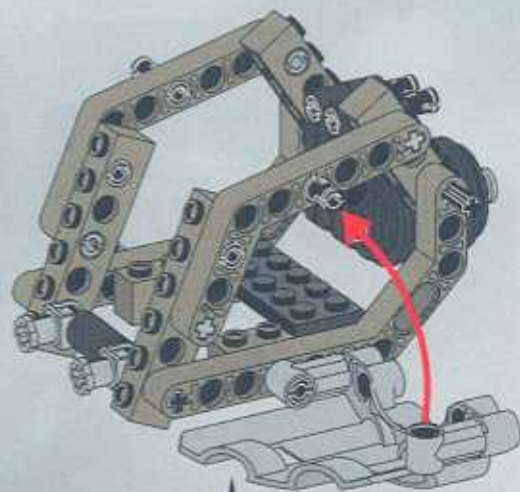
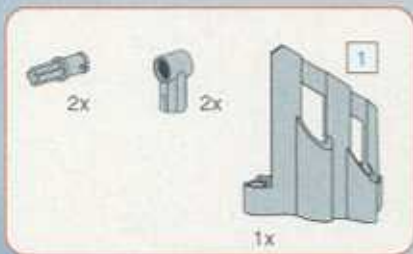




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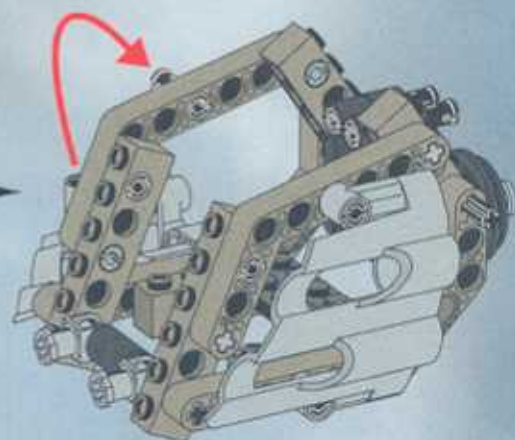
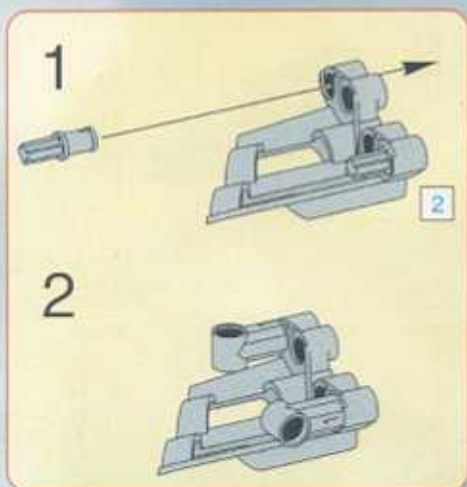
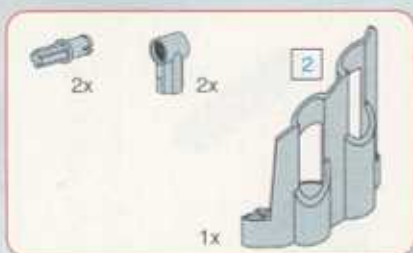


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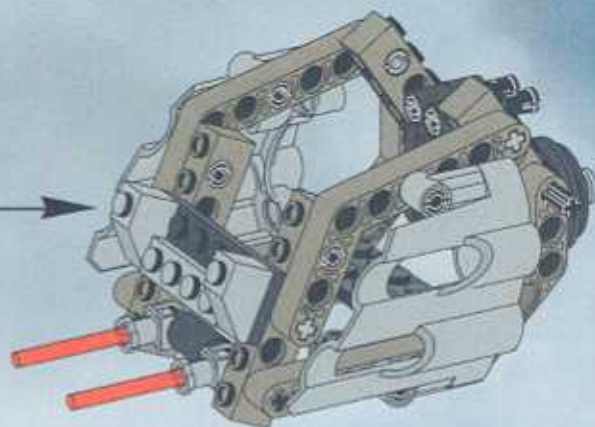
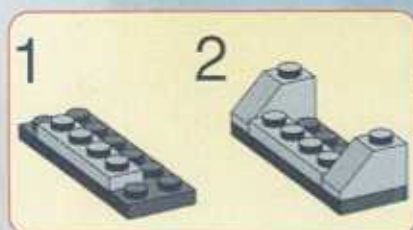
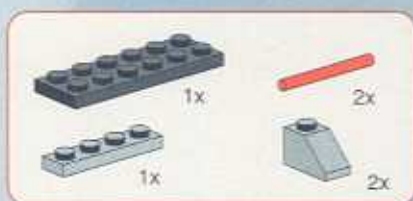




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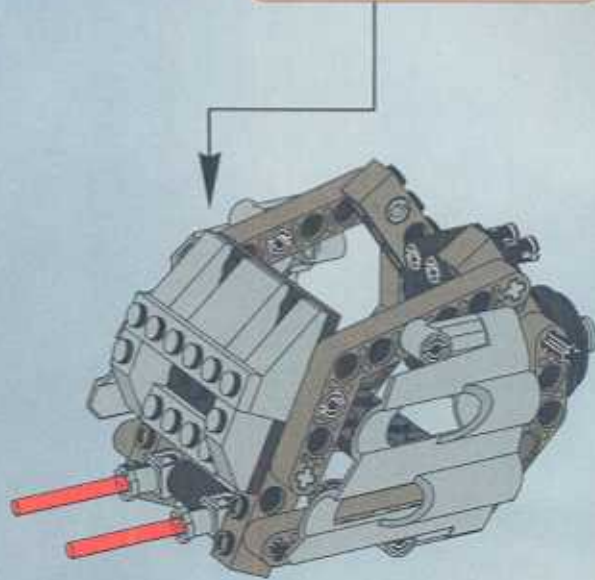
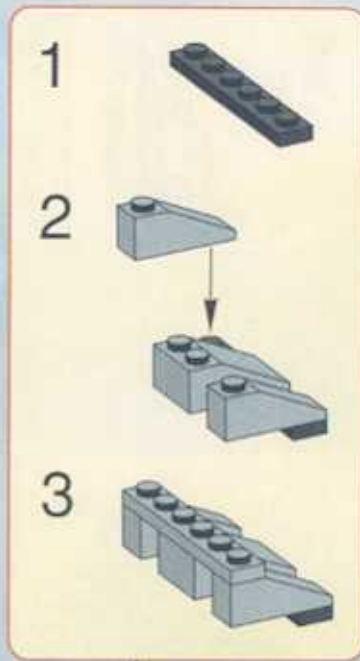
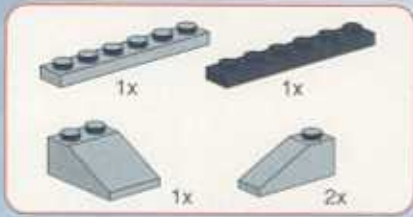


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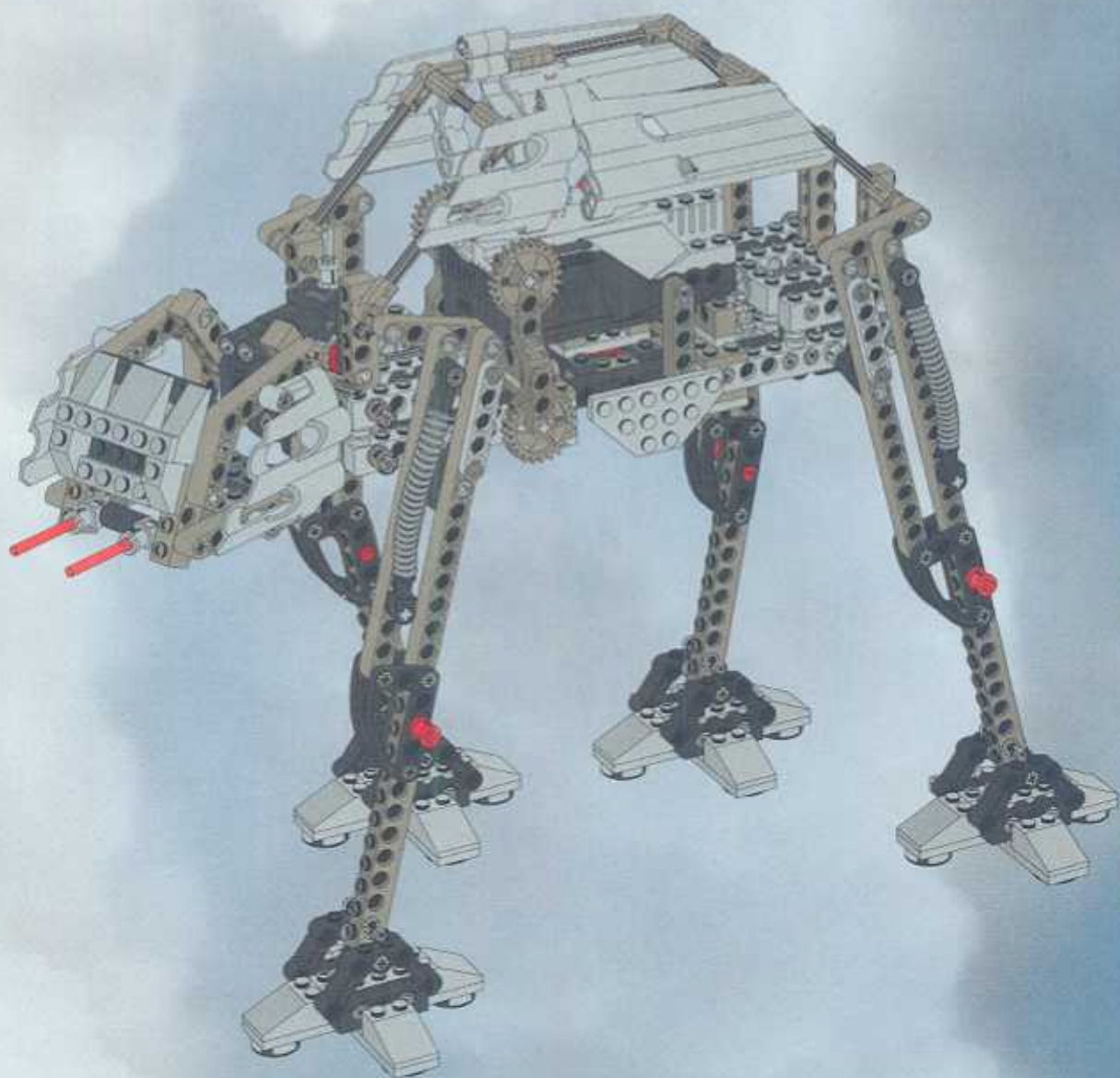


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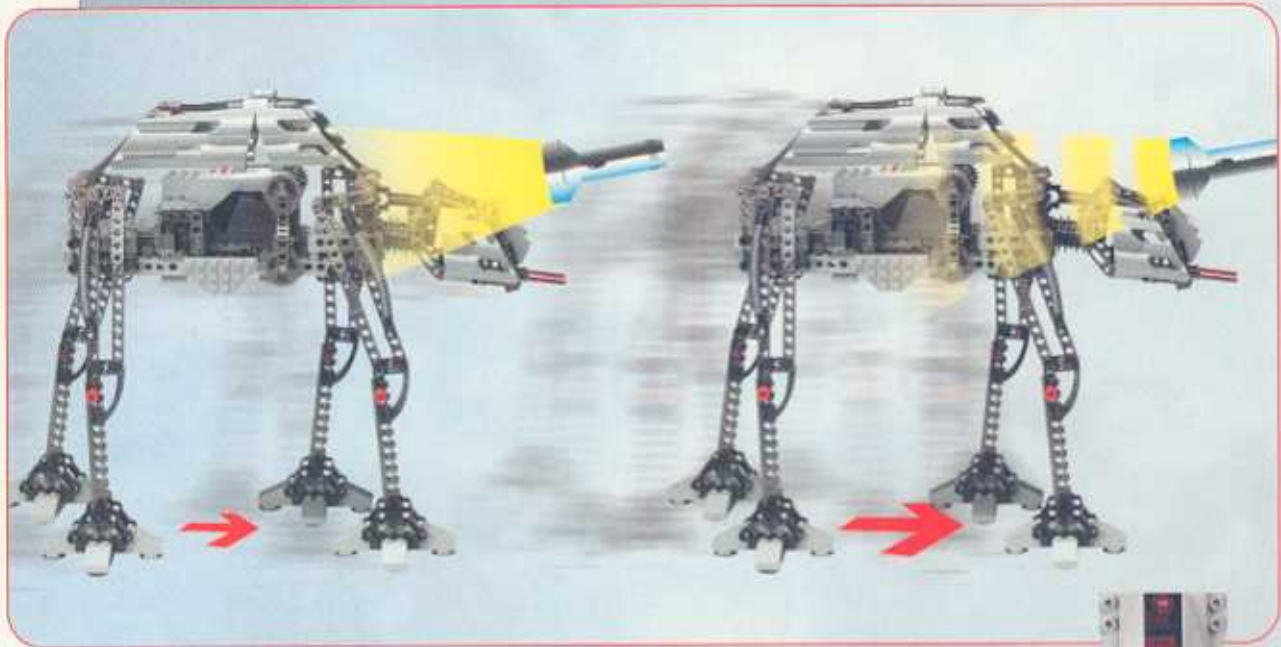




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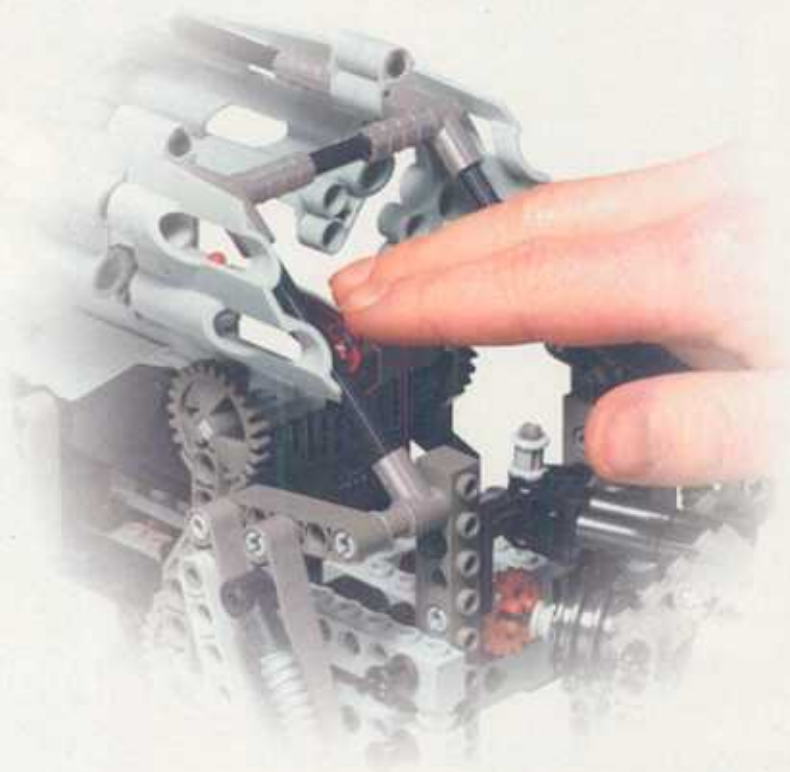
KEEP ALIVE



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.



LIGHT CONTROL



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

0510

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



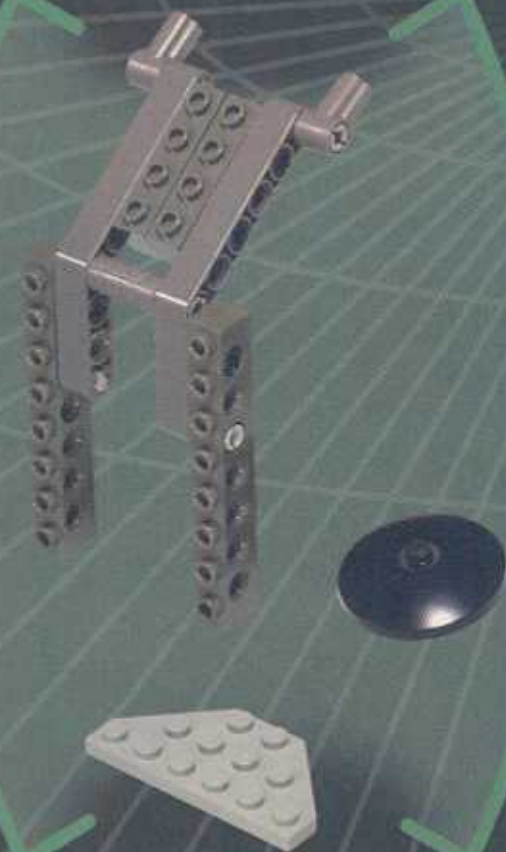
04175



1

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.



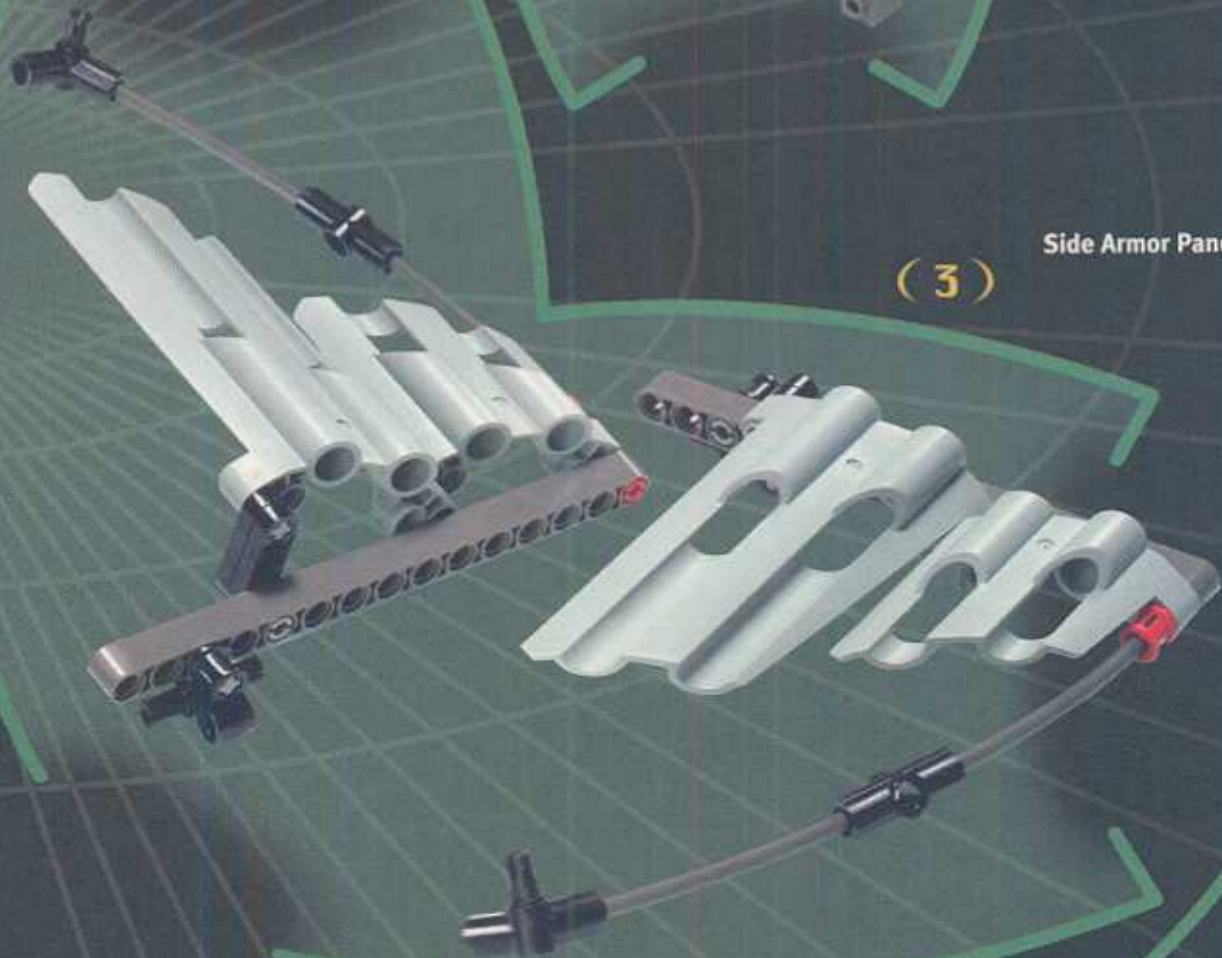
Tank Turret Drive
(attaches to rear power gear)

(2)



Side Armor Panels

(3)



If you require more assistance,
you may find useful information at
www.legomindstorms.com/darkside

(4)

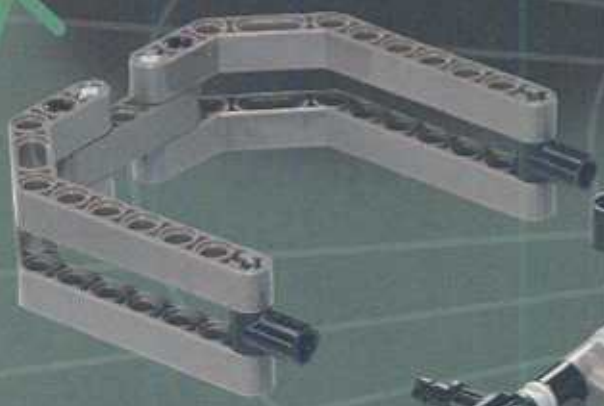
Front Grill



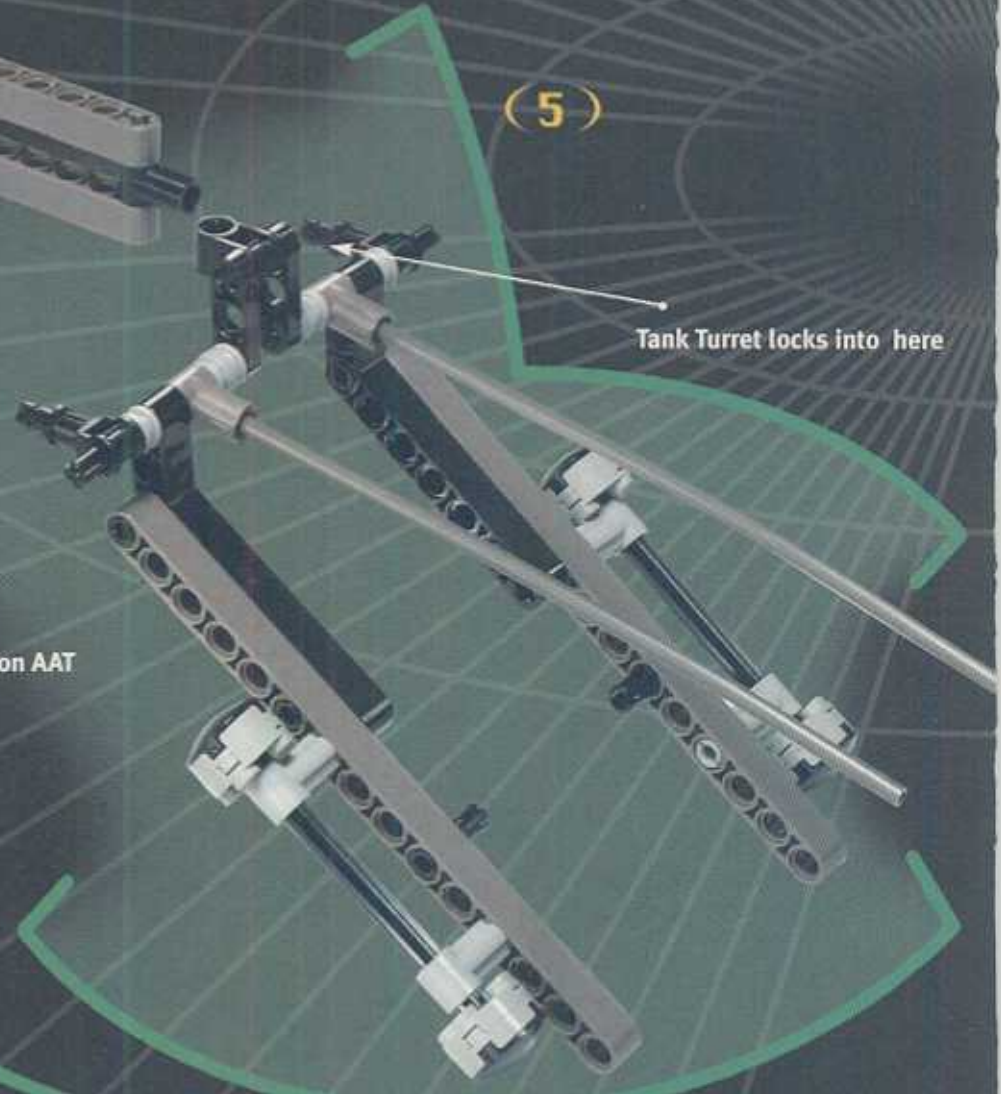
Attach wheels to forward and rear axle drives

(5)

Tank Turret locks into here



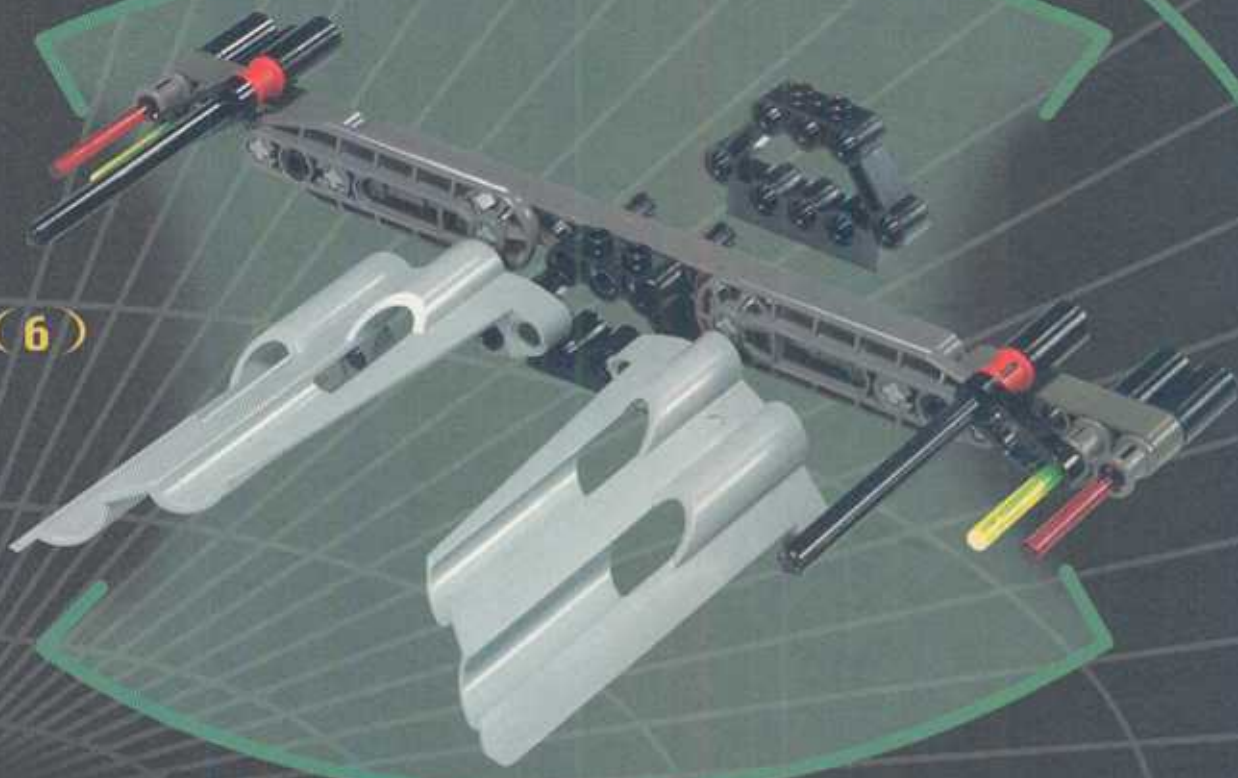
Core Frame for Trade Federation AAT



- 3/6
- 4-5
- 9/20
- 21/41

Main Tank Armor and Blasters

(6)



4/L

6-6

973H

T2.21



5/6

B-8

9259

01.12

Tank Turret

(7A)



(7B)



6/8

7-8

9/9

9/9

SWAMP CREATURE CHALLENGE

0510

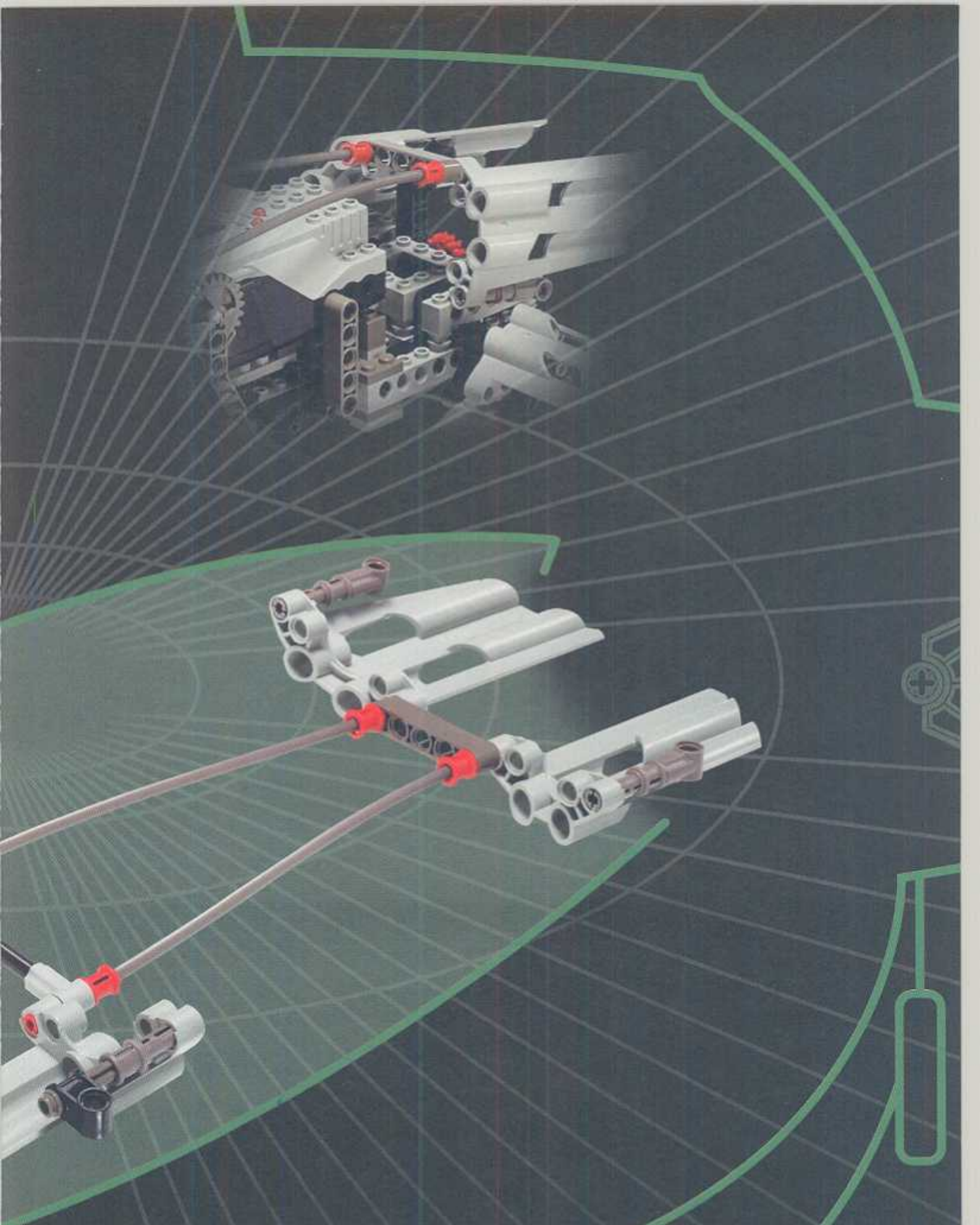
If you have not yet
built the X-Frame
go to page 8

04173

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

(1)

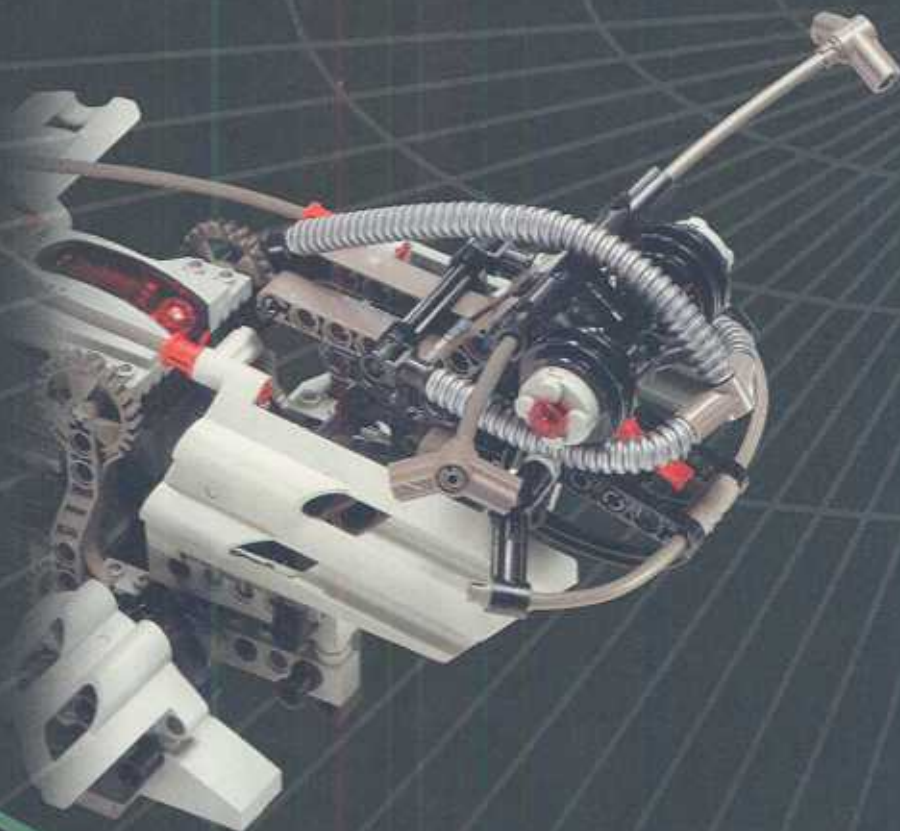
Swamp Creature Shell



If you require more assistance,
you may find useful information at
www.legomindstorms.com/darkside

(2)

Swamp Creature
head and mouth
(shell upside down)



3/4

2-2

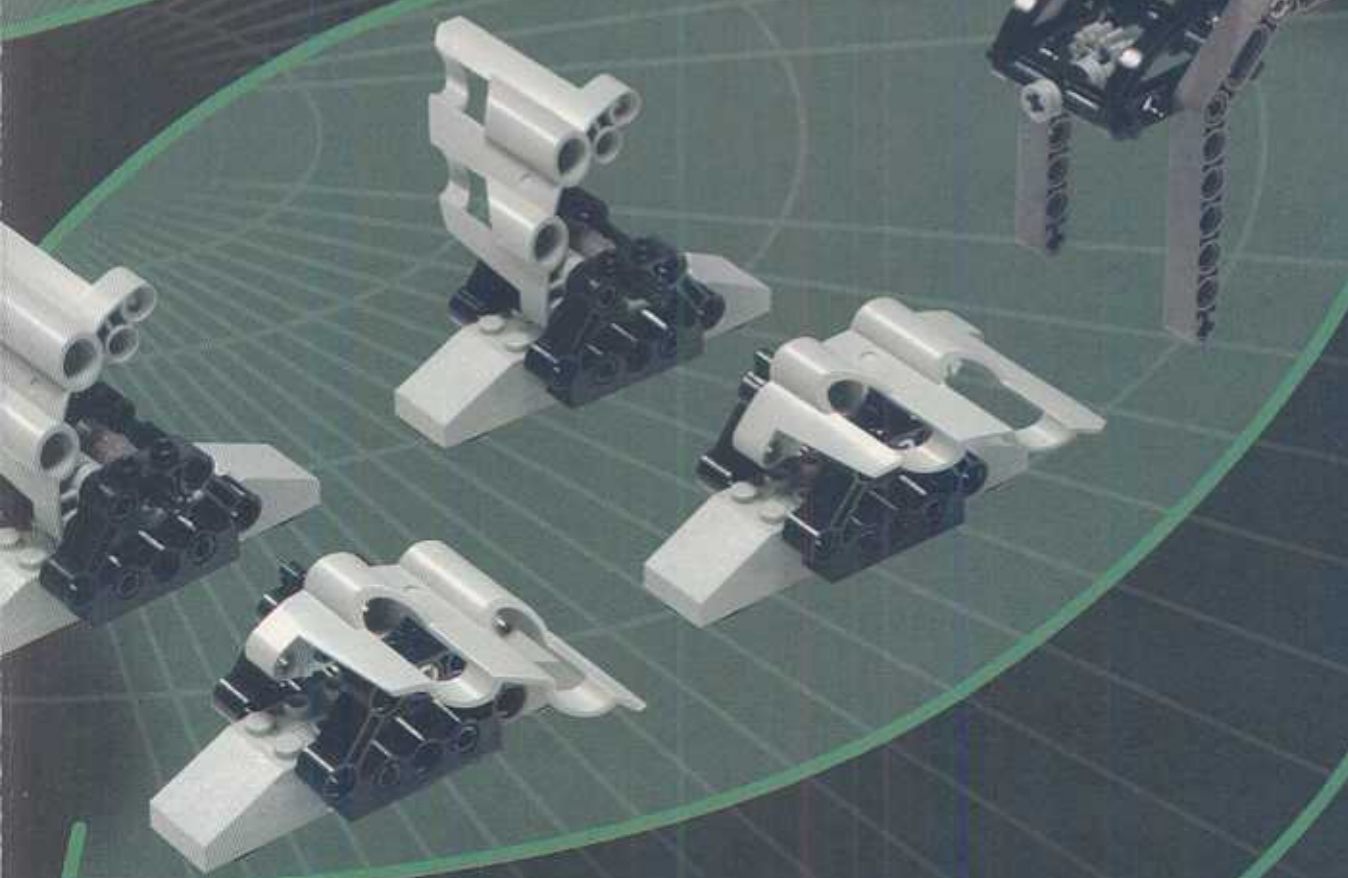
975

8101



Head Control
(attach to forward power gear
to make the head and mouth move)

(4)



(3)

Legs
(attach to forward and rear axle drive
to make your creature walk)

4/4
2-2
9758
11.00

TIPS & TRICKS

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.

