

RETURN OF *THE CLONE WARS*: SEASON SEVEN PRIMER!

STAR WARS INSIDER

THE OFF



GOING GREEDO
BY THE ACTORS WHO PLAYED HIM!

"THIS IS THE WAY"

Creating *The Mandalorian*!

Jon Favreau, Dave Filoni and Pedro Pascal have spoken.

+ WIN! *THE RISE OF SKYWALKER* COLLECTOR'S EDITION BOOK

Destroy The Death Star

Playing the games that invited fans to take down the dreaded Imperial superweapon!

Rise of the Resistance

Inside the new attraction at *Star Wars*: Galaxy's Edge



TITAN MAGAZINES

+ ENFYS NEST: A REBEL UNCOVERED!


STAR WARS
THE
MANDALORIAN
ALL NEW MUSIC
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LUDWIG GÖRANSSON
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DISNEYMUSIC.CO/MANDALORIANPLAYLIST
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WELCOME...



The very first clip I ever saw of *Star Wars* was on a children's television quiz show called *Screen Test*. There was some cool guy in an orange spacesuit flying a cool space plane, with that bleeping robot I'd seen on *The Donnie and Marie* show sitting right behind him. I didn't know the correct terminology was "droid," or that the cool guy was the coolest space hero and future Jedi, Luke Skywalker. In fact, at that point I'm not even sure I knew the title of the movie. What I did know was that there were laser blasts, whizzing stars, a sense of thrilling urgency, and that I was excited.

To this day, it's the space battles that put the star war into *Star Wars* for me—not that zinging lightsaber blades, AT-AT attacks, and angry Ewoks don't float my boat almost as much, it's just that I get the biggest rush from dogfighting starfighters. And of all the saga's space battles, it's the original that still gets me the most. That dizzying dive into the Death Star trench was the first time a film had physically disorientated me, and I look forward to that feeling every time I watch *A New Hope*. For very different reasons, I experienced a similar sense of discombobulation watching *The Mandalorian*, right at the end of Chapter One. You know the scene I mean. Suddenly, I didn't know up from down. I love that *Star Wars* continues to do that to me.

This issue, not only do we revisit ways to destroy a Death Star, we discover more about *The Mandalorian* from showrunners Jon Favreau, Dave Filoni, and star Pedro Pascal, and celebrate the return of *The Clones Wars*—amongst other delights. So, lock S foils in attack position and get reading. And remember, the Force will be with you, always.



Christopher Cooper
Editor

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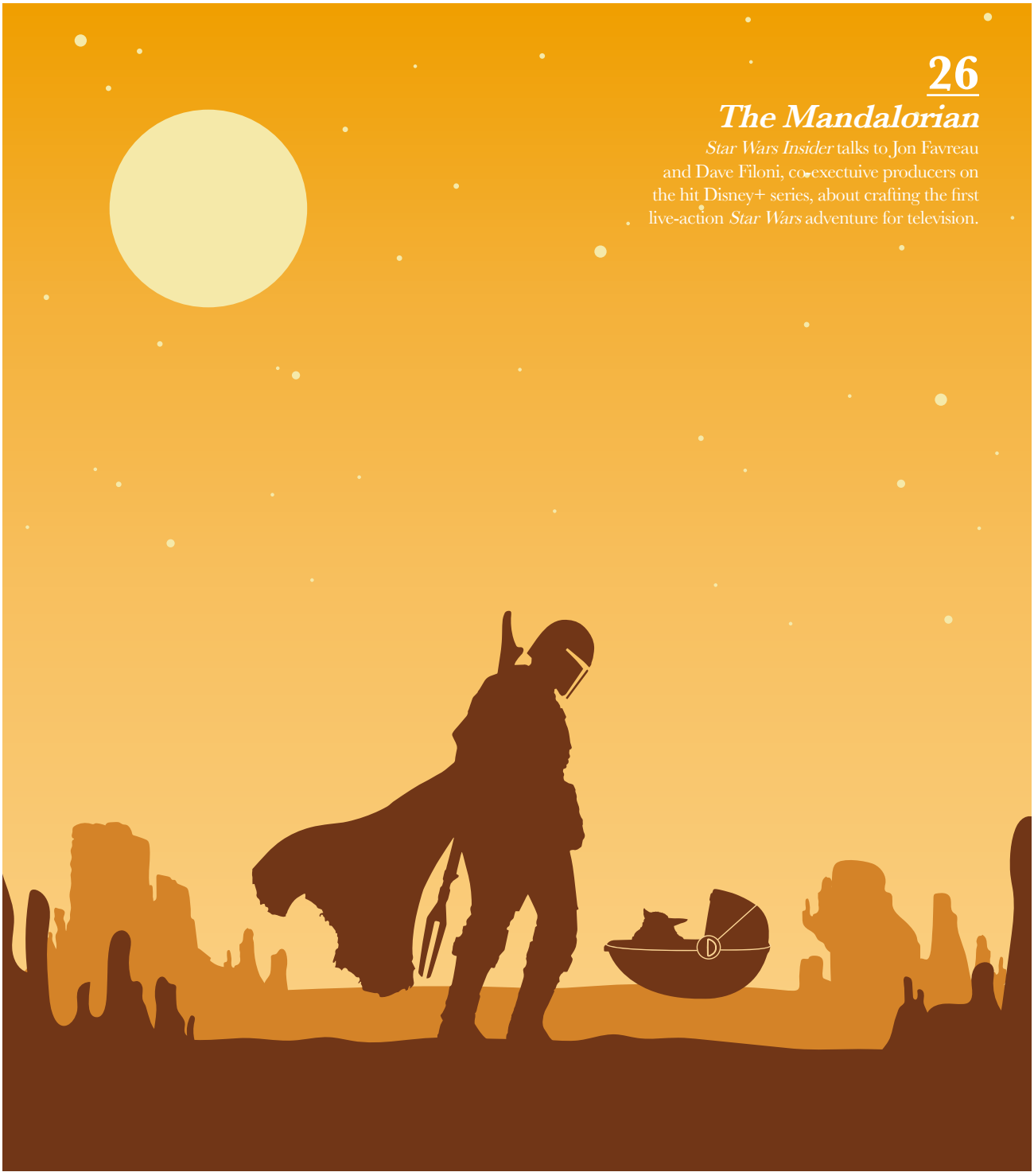
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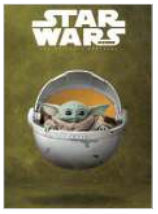


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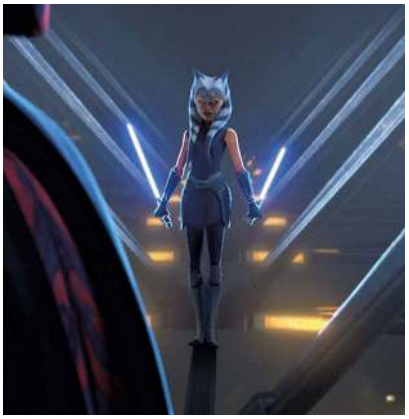


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Now open at Walt Disney World and Disneyland!

Resistance Rises

Join the fight against the First Order in Disney Park's immersive new attraction

On December 5, 2019, *Star Wars: Rise of the Resistance* officially opened its doors to visitors at Walt Disney World Resort, Florida, welcoming fans to this long-awaited addition to the *Star Wars*: Galaxy's Edge experience.

A star-studded event the day before saw Bob Chapek, Chairman of Disney Parks, Experiences, and Products, host a dedication ceremony that launched the attraction with a *Star Wars* story all of its own. Told at various locations across Galaxy's Edge, the assembled guests watched as Resistance X-wings took to the air (as flying drone recreations of the famous starfighters), scrambling to relocate the Resistance outpost from Batuu to General Organa's secret base on Bakura. Meanwhile, Vi Moradi attempted to sneak aboard Kylo Ren's TIE echelon to steal information on First Order fleet movements, and even Hondo Ohnaka and Chewbacca got in on the action. Events culminated in a stunning lightsaber duel between Kylo Ren and Rey before the "evacuation" order was given, and everyone had their first chance to experience Rise of the Resistance for themselves.

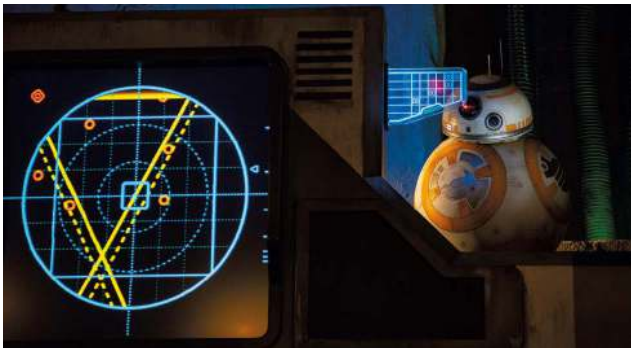
Evacuation is the order of the day in the immersive new attraction. Rey gives you a mission to help General Organa in the next phase of the war against the First Order, but plans quickly go south as a tractor beam pulls your transport aboard First Order Star Destroyer the *Finalizer*. From there it's a race against time to escape from a detention block before Kylo Ren catches up with you.

Utilizing some of the most ambitious Imagineering that Disney Parks has ever attempted, the attraction combines multiple ride-systems, elements of virtual reality, and a thrilling storyline, which *Insider*'s Batuu correspondent described as "awesome" in its ambition, scope, and scale, with enough detail to keep you coming back for more.

To learn how Rise of the Resistance was developed, turn to page 46 for a behind-the-scenes interview with John Larena, executive creative director at Walt Disney Imagineering.

















Pack your bags for a *Star Wars* adventure!

Departure Details

Galactic Starcruiser terminal revealed in new concept art

As ride fans thrill at Rise of the Resistance, the next phase of Disney Park's quest to bring the *Star Wars* galaxy experience to Earthlings continues, with the ongoing construction of *Star Wars*: Galactic Starcruiser, as revealed in a December update on the project.

Disney released two new concept images, revealing how the Galactic Starcruiser departure terminal will look when finished, and giving us glimpse at the interior of the Launch Pod that will transport guests to the *Halcyon* for their two-night cruise into the cosmos. The immersive holiday destination isn't due to open until 2021, so look out for further news and developments at **starwarsgalacticstarcruiser.com**







Mesa Bombad Jedi?

The Best man to host Disney+ *Star Wars* game show.

Ahmed Best, the versatile performer and martial arts expert known to fans for playing the prequel's clumsy Gungan Jar Jar Binks, returns to the *Star Wars* fold as the host of *Star Wars: Jedi Temple Challenge*, coming in 2020 to streaming service Disney+.

Jedi Temple Challenge is a fun and exciting new game show set within the *Star Wars* galaxy, in which young contestants take on a variety of tests and trials in an effort to attain the rank of Jedi Knight. "The various challenges will test a Padawan's connection to the Force in three locations," revealed Lucasfilm's senior director of online content & programming, Mickey Capoferri, "A forest planet, on board a Jedi starcruiser, and inside a Jedi temple, immersing them and the audience in a fun, humorous, and exciting competition. This is definitely a kids game show like no other!"

Best plays the Jedi Master that guides the contestants through this labyrinth of learning, as they gain understanding of the core Jedi principles of strength, knowledge, and bravery. A humanoid droid companion, voiced by Mary Holland, will assist Best's mentor character in what looks to be an entertaining new take on the *Star Wars* galaxy.







Star Wars Family Portraits

Global photographers in saga-inspired collaboration

A worldwide collaboration between Lucasfilm, eBay, and the British Journal of Photography has resulted in a magical online exhibition that explores the lives of *Star Wars*-loving families from around the world.

Launched to commemorate the release of *Star Wars: The Rise of Skywalker* in December 2019, *Star Wars* Families was an ambitious undertaking that involved 10 internationally renowned photographers visually documenting their subject's daily lives around the theme of a family portrait. The project was envisaged as a slice of family life across the globe as they looked ahead to the release of the final chapter in the Skywalker saga, reflecting on the impact the movies have had on their lives while paying tribute to the universal and intergenerational nature of *Star Wars* fandom.

The resulting images and stories of the family involved can be found at **starwarsfamilies.com**.

eBay Speeder Challenge

Luke's X-34 toy goes extra large

Having previously constructed a giant AT-ACT walker model and recreated Kylo Ren's TIE silencer, inventor Colin Furze again joined forces with eBay to build a new creation, this time celebrating the arrival of *Star Wars: The Rise of Skywalker.*

His life-size recreation of a toy landspeeder, built around an electric golf buggy chassis, was even fitted with jet engines. The finished speeder was later sold on eBay on behalf of U.K. charity Children in Need for $65,500!



Pre-order this Tatooine teamup at sideshow.com







Toys From Tatooine

Trade up some old junk for this desert duo from Hot Toys

There's no need to comb the sand dunes of Tatooine if you're on the hunt for a wayward droid—just grab yourself the Jawa & EG-6 Power Droid Sixth Scale Collectible Set from Hot Toys, available to pre-order now at **sideshow.com**, priced $267.00.

Scheduled to arrive in the first quarter of 2020, the detailed duo are splendid recreations of the scavenging Jawa and doleful "gonk" droid. Standing at around 8-inches tall, the Jawa figure features more than 20 points of articulation and glowing LED eyes, and comes equipped with a weathered cape, a detailed blaster, and other accessories.

The resourceful Jawa is accompanied by a 7-inch tall EG-6 power droid that boasts a coat of suitably weathered silver metallic paint and articulated legs. A specially designed, sand-themed base is included so that both Jawa and captured power droid feel right at home.

THE LIGHT SIDE

By Jamie Cosley





A Fully Operational Throne

Execute Order 66 from Your Executive Desk Chair



Feeling a desire to rule the galaxy? Do you simply require a comfy seat? Regal Robot has you covered for both occasions with their new Emperor's Throne Executive Desk Chair. The office chair's two-tone faux leather in black and purple evoke the design of the original prop from *Return of the Jedi* (1983). Experience true power in your own custom seat, which is made-to-order and delivers in roughly 8-10 weeks. The desk chair is priced at $1,299.00 and currently available at **regalrobot.com**.



Home Dining, Droid Style

Instant Pot takes the pressure out of cooking up a gorg

Available exclusively from U.S. retailer Williams Sonoma, Instant Pot has introduced a fun new range of pressure cookers that look set to make any meal fit for the hungriest of Hutts.

Breaking from the average pressure cooker vibe of brushed metal outer casings and black plastic handles, these *Star Wars*-themed kitchen essentials take a lead from some of the galaxy's best-known characters to gain a far more palatable appearance, and there are three capacities to choose from.

R2-D2 is our favorite of the three the 6-quart capacity Instant Pots, which includes Darth Vader and stormtrooper models, as it looks just like the heroic droid. BB-8 is similarly cool, and appropriately smaller at 3-quarts capacity, while the mammoth Chewbacca model has a capacity for 8-quarts, which is enough to feed an entire family of Wookiees!

Timeline

Important dates in *Star Wars* history.

1967
February 10: Laura Dern, Admiral Holdo in *Star Wars: The Last Jedi* (2017), is born.

1971
March 16: Alan Tudyk, who plays the reprogrammed Imperial security droid K-2SO, is born.

1976
March 22: Shooting begins on *Star Wars: A New Hope* (1977).

1979
February 26: Veronica Ngo, Paige Tico in *Star Wars: The Last Jedi* (2017), is born.

1979
March 5: Filming commences on *Star Wars: The Empire Strikes Back* (1980).

1985
March 26: Keira Knightley, who portrayed Sabé in *Star Wars: The Phantom Menace* (1999), is born.

1992
March 17: John Boyega (Finn) is born.

1997
February 21: The Special Edition of *Star Wars: The Empire Strikes Back* (1980) debuts in cinemas.

2006
February 16: *Star Wars: Empire at War* is released by LucasArts.



May The Fashion Be With You

Go to outer space with your outerwear

Whether you're Han Solo or Poe Dameron, a sharp-looking jacket is almost as vital a part of a *Star Wars* character's wardrobe as a flowing cape. Now fans can follow suit with the new *Star Wars* x Levi's collection, a stunning line of *Star Wars*-inspired clothing.

Levi's highlights the Battle of Yavin on a series of jackets and 501 jeans, with the ensemble's starry fabric becoming the perfect background for vivid images of the saga's famous starships. There are also a host of other items too, including jackets, hats, shirts and pullovers, exploring the vintage side of the Force. Most products boast original trilogy imagery, including some printed with Kenner action figures from the 1970s and 80s, while others are simply decidedly *Star Wars* in appearance.

And as if that weren't enough, fans can even create custom items, adding a name or phrase of their choice, to garments and tote bags already adorned with *Star Wars* imagery and quotes, including jeans featuring artwork of Darth Vader, Luke Skywalker (Mark Hamill), and Princess Leia (Carrie Fisher). Look for the *Star Wars* range at **levi.com**.







Star Wars style available from Levi's!



Rise To The Hoop

Take a stand on the high-ground in these *Star Wars* sneakers

Star Wars and adidas have teamed up for a special run of basketball shoes that incorporate elements from the popular film franchise into some equally epic sneakers. Mixing fashion with the Force, each stylish design uses the palette of lightsaber blades to add a dash of extra color, from the green accents on the Dame 5 that echo Luke Skywalker's emerald blade to the Mace Windu-inspired purple pattern on The Harden Vol. 4. There will also be an X-wing-themed version of the Ultra Boost footwear, and the Nite Jogger style will be available in both R2-D2 and Imperial Stormtrooper editions. Divided between white light side graphics and red dark side imagery, these sneakers are definitely a Force to be reckoned with. You can check out the collection at **adidas.com/starwars**.





Mandalorian Masterpieces

Scaled statues celebrate the live-action *Star Wars* TV series

Kotobukiya takes aim at the mysterious Mandalorian with its 1/10 scale *Star Wars:* The Mandalorian ARTFX+ Statue. The incredibly detailed PVC piece supplies a stunning look at the armor worn by the main character from the new show. Standing 6 3/4-inches tall and gripping a lethal blaster pistol, this bounty is priced at $99.99 with an expected shipping date of February 2020.

Kotobukiya have also tackled another character from the Disney+ *Star Wars* series with their 1/10 scale IG-11 ARTFX+ Statue. The deadly droid bears his own blaster, measures in at about 8.66-inches tall, and is priced at $110. Both the Mandalorian and IG-11 are currently available for pre-order at **sideshow.com**.

Run the Gauntlet

Get ready to roleplay as the mysterious bounty hunter

Darth Vader. Kylo Ren. The Mandalorian. Iconic characters who hide behind enigmatic masks have permeated *Star Wars* lore and offered intrigue since *A New Hope* debuted in 1977. Hasbro's *The Mandalorian* NERF rocket gauntlet and mask are perfect for any young fan who wants to immerse themselves in a galaxy far, far away. The wrist-mounted gauntlet safely launches NERF darts adorned with Mandalorian iconography, and the mask will keep your face hidden as you hunt down your next bounty. The gauntlet is priced at $19.99, while the mask retails for $9.99.





Figure In Your Bounty

Characters from *The Mandalorian* get articulated

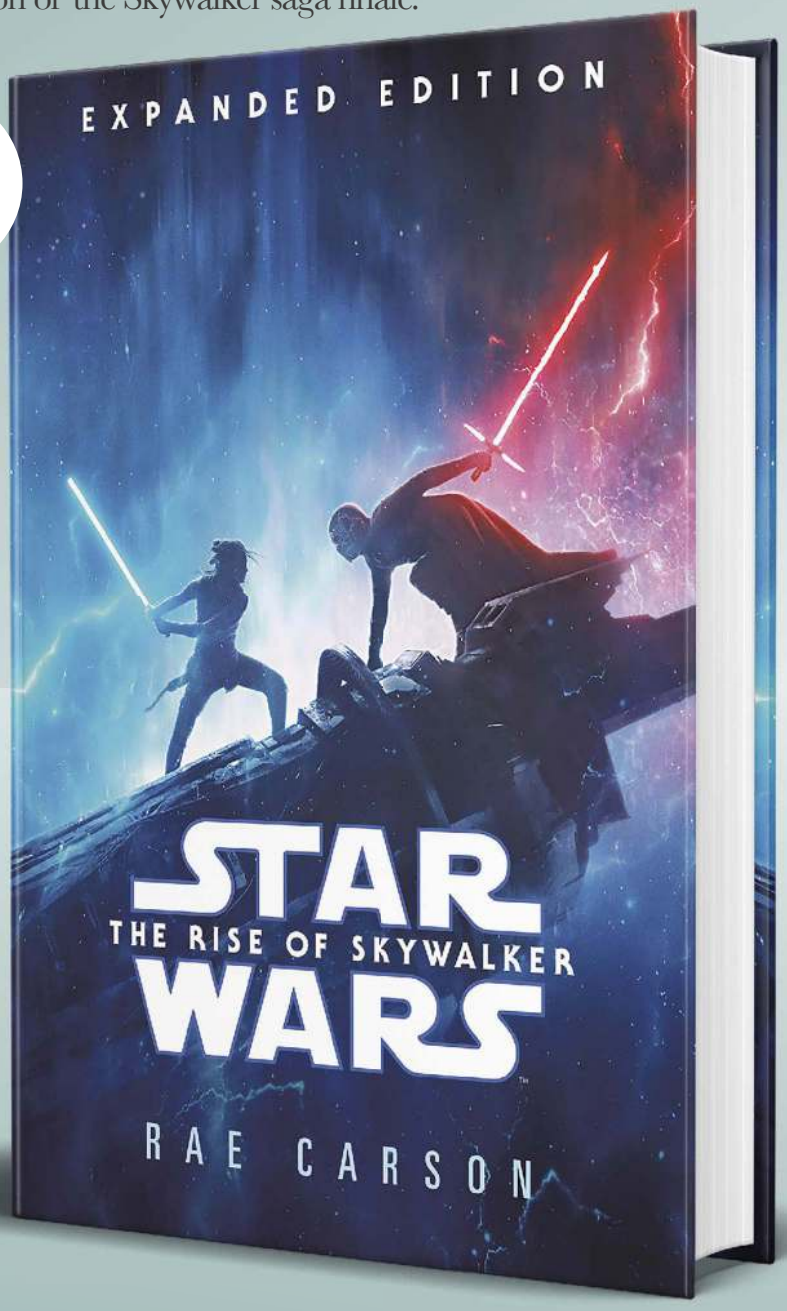
Bounty hunting may be a complicated profession, but so is collecting! Hasbro is bolstering its Vintage Collection with the addition of the Mandalorian and Cara Dune, as seen in the hit Disney+ live-action *Star Wars* series, to its 3 3/4-inch arsenal of action figures. Due to arrive in early 2020, your bounty puck will tell you that Hasbro's price is $13.99 apiece.

Hasbro's Black Series is getting in on the act too, with its own awesome renditions of the Mandalorian, Cara Dune, and assassin-droid-turned-bouty hunter IG-11 joining the range of well equipped and gorgeously detailed 6-inch action figures. Also hitting shelves alongside the trio of hunters is the Heavy Infantry Mandalorian figure, who is making his presence felt in stores now, priced at $29.99.

Book Club

Upcoming *Star Wars* books rise to the occasion of the Skywalker saga finale.

Available in bookstores March 3!



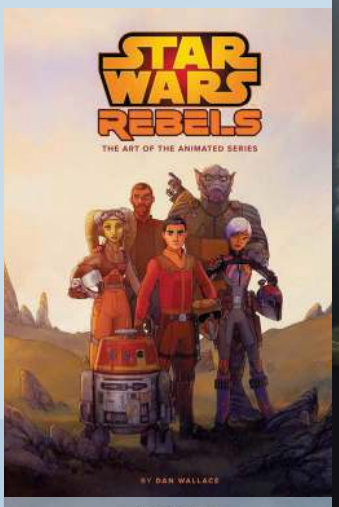
More than the whole story!

Rae Carson's expanded novelization adds extra sparkle to *Star Wars: The Rise of Skywalker* (2019).

It's an old theatrical adage that you should always leave your audience wanting more—and if there's one audience that always wants more, more, more, it's the dedicated fans of *Star Wars*.

Even with the Skywalker saga now complete, and all the long-protected secrets of *The Rise of Skywalker* out in the open, fans with a desperate need to know the complete story will delight in Rae Carson's novelization of the movie. This expanded edition contains additional, intriguing new plot details and original scenes that bring even more depth and color to its tale of darkness, danger, and ultimate redemption.

Best known as a writer of teen fiction, Carson has previous form in riffing on the events and characters of *Star Wars*, having written a short story for the 40th Anniversary anthology *A Certain Point of View*, and a longer tale—*Hear Nothing, See Nothing, Say Nothing*—for the *Canto Bight* anthology that revealed more about the casino world of *Star Wars: The Last Jedi* (2017). Her first full length *Star Wars* novel was *Most Wanted*, the *Solo: A Star Wars Story* (2018) tie-in which dug deeper into the lives of young Han and Qi'ra as they struggled to survive Corellia's criminal underbelly. Adept at taking existing characters and situations then finding novel ways of twisting them into something fresh and new, Carson's expanded take on *The Rise of Skywalker*, to be released by Del Rey and available on March 3, will have you revisiting the movie with a whole new perspective on what you thought you knew.







01

The Art of Star Wars Rebels

It's hard to believe that *Star Wars Rebels* ended almost two years ago, after four seasons of epic storytelling. If you've missed the adventures of Ezra Bridger and the crew of the *Ghost*, or have an interest in how the animated series was made, then *The Art of Star Wars Rebels* from Dark Horse Books will give you a fascinating inside look at how the show was conceived and realized.

Author Dan Wallace opens a gateway to a world between worlds, revealing how a team of award-winning Lucasfilm artists turned sketched outlines into fully formed characters, creatures, and environments. Illustrated with a wealth of never-before-seen concept art and process pieces, *The Art of Star Wars Rebels* will be available on April 21, 2020.

02

Star Wars: Collecting a Galaxy: The Art of Sideshow

Known for its intricately detailed and screen-accurate range of *Star Wars* sculptures and figures, the work of Sideshow Collectibles is much coveted by fans. And the process behind the creation of each incredible item is just as intricate, as revealed in Sideshow's heavyweight new book, *Star Wars: Collecting a Galaxy: The Art of Sideshow*, written by Samuel C. Spitale with a foreword by Phil Tippett.

The deluxe 348-page hardcover features dramatic photographs of Sideshow's output alongside pre-production artwork and sculpts, and details the passionate work of the artists who create such faithful and imaginative representations of *Star Wars*' galaxy of characters. Available now from **sideshow.com**.

03

Star Wars: R2-D2 is Lost!

Written by Caitlin Kennedy with charming illustrations by Brian Kesinger, this follow-up to *C-3PO Does Not Like Sand!* is the delightful second installment in the fun Droid Tales picture book series from Disney Lucasfilm Press.

This time out, our favorite trio of *Star Wars* droids have left the dusty plains of Tatooine far behind and headed to the familiar forest moon of Endor, where C-3PO is pleased to find himself being treated like a god by his Ewok friends once more. Meanwhile, the ever curious BB-8 is keen to learn more about his furry new companions, while R2-D2 finds himself on a wilderness excursion gone wrong when he comes across a small Ewok in need of help.

The perfect addition to any youngling's growing library, *R2-D2 is Lost!* is in stores on February 12.

Comics Roundup

The dark side of the Force takes hold in this month's *Star Wars* comic releases.

Hell Hath No Fury as a Dark Lord Scorned

The tragedy of Vader continues!

Star Wars: Darth Vader #1

"Join me, and together, we can rule the galaxy as father and son!" This was Darth Vader's shock offer to Luke Skywalker at the climax of their blistering Cloud City duel in *Star Wars: The Empire Strikes Back* (1980), but having just sliced off the young rebel's hand and revealed his true parental lineage, the heavy-breathing henchman of the Emperor should have guessed he'd receive a less than positive response. Luke chose certain death over servitude to the dark side of the Force and flung himself into the abyss below, but where did that leave Vader?

In this all-new series from Marvel Comics, writer Greg Pak sets out to reveal what effect Luke's refusal had on the psyche of the Dark Lord of the Sith, in this epic, previously untold story of vengeance, fear, and anger. As he grapples with Luke's rejection, Vader embarks on a bloody mission of rage-fuelled revenge against everything and everyone who had a hand in hiding and corrupting his only son. But even as he uncovers the secrets of Luke's origins, Vader must face shocking new challenges from his own dark past.

Joining Pak on the creative team chronicling this escapade of evil is artist Raffaele Ienco, with cover art by InHyuk Lee. *Darth Vader* #1 is available in stores from February 5.





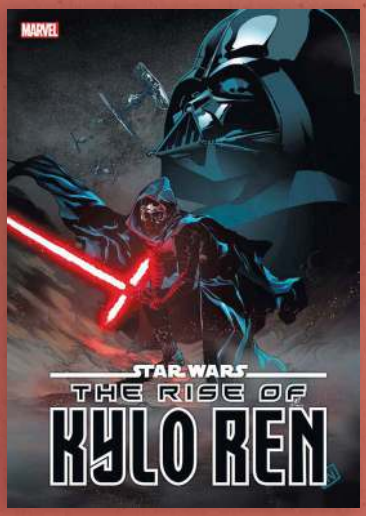
Star Wars #1 Facsimilie Edition

Hard as it may be to believe in this modern age of spoiler lockdowns and movie secrecy, the first issue of Marvel Comics' original *Star Wars* adaptation arrived in stores months ahead of *A New Hope*'s release in theaters in 1977. Consequently, it served as many eager readers first introduction to a galaxy far, far away. Written by Roy Thomas with art by Howard Chaykin, the groundbreaking adaptation has been reprinted in full many times and in many different formats, but this facsimilie edition re-presents issue #1 just as it was originally published, complete with over-the-top coverlines and vintage ads. Available In stores on February 26.

Star Wars: The Rise of Kylo Ren #3 (of 4)

Ben Solo's descent towards the dark side takes him to a place of fire and blood in issue #3 of *The Rise of Kylo Ren*, written by Charles Soule with art by Will Sliney.

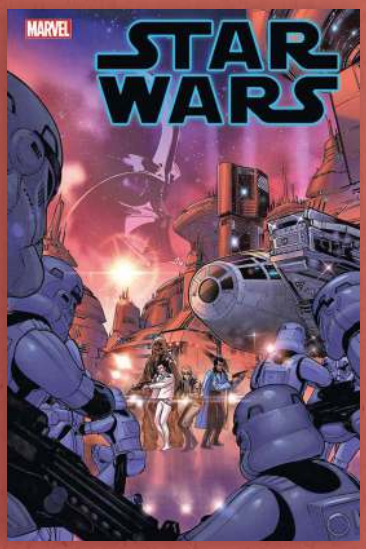
A price will have to be paid to the Knights Of Ren if they are to welcome Kylo to their ranks, but before this destiny is fulfilled, a battle must be joined at an ancient Jedi outpost on the planet Elphroda. Fear leads to anger, anger leads to hate, hate leads to suffering—and everyone here is afraid! Ben Solo most of all. On sale in all good bookstores from February 12.



Star Wars #3

Writer Charles Soule and artist Jesus Saiz continue to chart the Imperial rout of the Rebel Alliance in *Star Wars* #3, as the cunning Commander Zahra unleashes her fury against the splintered and scattered survivors of their recent battles. But where have the Rebellion's greatest heroes gone when their cause needs them the most?

Returning to Bespin's Cloud City, Luke Skywalker searches for his lost lightsaber—his only hope of becoming a Jedi Knight—while Leia undertakes her own covert mission. Meanwhile, Lando's mysterious reason for returning could ruin all of their chances at success. *Star Wars* #3 is in stores on Feb 26.



Doctor Aphra Volume 7: *Rogue's End*

Collecting the shady archaeologist's adventures from issues #37 to #40 and Annual #3 into one volume, writer Simon Spurrier and artists Caspar Wijngaard and Elsa Charretier take Doctor Aphra right back to where she started—working for Darth Vader!

What insidious use has the dark lord found for Aphra to make him spare her life, and how much time does she have to slither out of harm's way before he decides to finish what he started, so long ago? But with a family reunion and a former flame to contend with, perhaps Vader is the least of her worries? In stores on February 12.



Incoming

Don't Miss These Upcoming Releases

FEBRUARY

Star Wars Adventures #31
IDW Comics
Writers: Cavan Scott, Michael Moreci
Artists: David M. Buisan, Arianna Florean
Cover Artist: Arianna Florean

MARCH

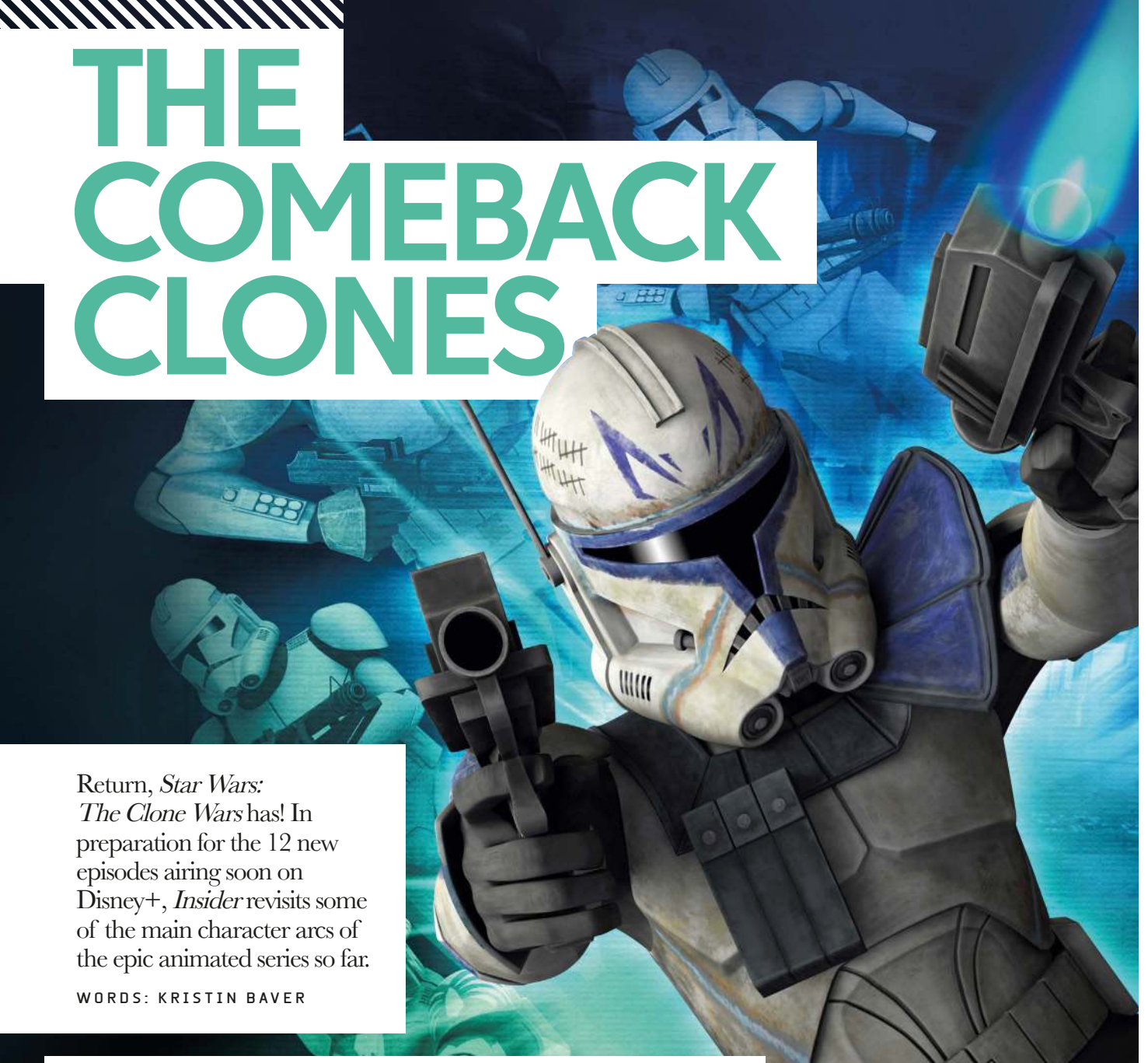
Star Wars #4
Marvel Comics
Writer: Charles Soule
Artist: Jesus Saiz
Cover Artist: R. B. Silva

Star Wars Volume 13
Marvel Comics
Writer: Greg Pak
Artist: Phil Noto
Cover Artist: Phil Noto

The Rise of Kylo Ren #4 (of 4)
Marvel Comics
Writer: Charles Soule
Artist: Will Sliney
Cover Artist: Clayton Crain



THE COMEBACK CLONES



Return, *Star Wars: The Clone Wars* has! In preparation for the 12 new episodes airing soon on Disney+, *Insider* revisits some of the main character arcs of the epic animated series so far.

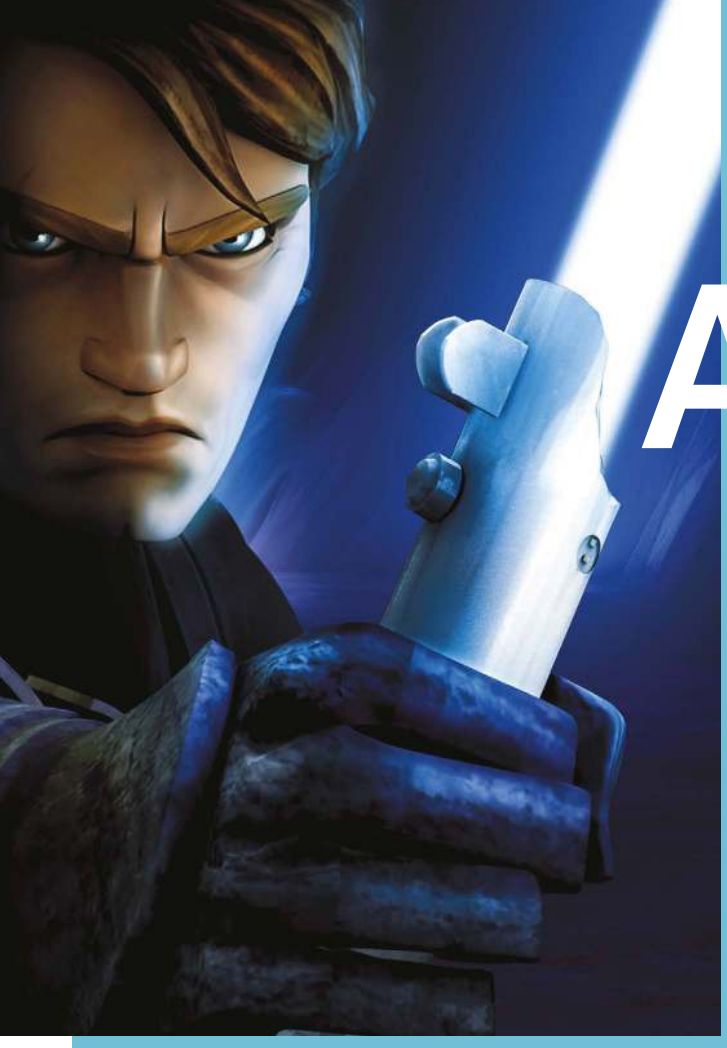
WORDS: KRISTIN BAVER

It was a war left unresolved. On March 2, 2013, *Star Wars: The Clone Wars* ended abruptly after five broadcast seasons, going out with a bang with "The Wrong Jedi."

After being put on trial for a crime she didn't commit, Anakin Skywalker's Padawan, Ahsoka Tano, was stripped of her rank and status, and remanded in custody. Although she was exonerated by the end of the episode, a final twist saw Ahsoka walk away from the Jedi order, and the end credits rolled.

On March 7, 2014, the final 13 episodes of the series were released as the *Lost Missions*, a partially finished batch of episodes intended to make up half of the sixth season. Among them were more stories of sacrifice, deleterious prophecies, and Jedi Master Yoda himself reconciling a spiritual crisis and confronting his own dark side. But it seemed we would never see where the story was truly meant to end. Until now.

The final 12 episodes promise to be an explosive reunion of old friends and foes, and new faces, with a proper send-off to the story that inches closer to the events of *Star Wars: Revenge of the Sith* (2005). As fans get ready to rejoin the battle, we remind ourselves of the character journies so far of Anakin Skywalker, Clone Captain Rex, Ahsoka Tano, and that dark side terror, Maul.



ANAKIN

As the focus of the prequels, Anakin Skywalker's rise to Jedi Master and fall to the dark is well documented on film. But through *The Clone Wars*, George Lucas and Dave Filoni explored more of the internal struggles the warrior was facing in balancing not just his fears but his urge to control the world around him and protect the people he cared for, including his secret wife Padmé.

The Clone Wars were a time of growth and new challenges for Anakin, punctuated by the occasionally thankless task of teaching young Ahsoka, who at times turned out to be just as impertinent and impulsive as her master. The surprising assignment to lead Ahsoka's training came from wise Jedi Master Yoda, who hoped the exercise would finally teach Skywalker how to let go. (Unfortunately, we know how that ultimately turned out.)

Initially, Anakin and Ahsoka butted heads as his patience was stretched thin by his energetic Padawan, but they grew to trust one another. When Ahsoka was plagued by brain worms, Anakin's rage consumed him, driving him to venture closer to the dark side as he mercilessly interrogated Geonosian leader Poggle the Lesser. On Mortis, the Force-wielders beckoned Anakin to fulfill his destiny as the Chosen One and take the place of the Father to maintain balance, showing him terrible visions of his future should he refuse. The specter of Darth Vader was wiped from his memory before he was permitted to return to his own realm, but he still walked the path to the dark side. Indeed, during a rescue from the Citadel, his first encounter with Captain Tarkin led to discovering he shared a surprising commonality with the staunch Republic militarist and future Imperial Grand Moff.

And although the war frequently kept them apart—Anakin on the frontlines of battle and Padmé in the senate and offworld, offering diplomacy to end the suffering—brief reunions over the course of the animated series shined a light on their strained but committed relationship. Although deeply in love, professional obligations often took precedent over personal feelings, a dichotomy that Anakin wrestled with often as he tried to fulfill his conflicting roles as husband and Jedi. At times, their personal attachment led them to make strategically unwise decisions, including when Padmé agreed to trade a key prisoner of war, General Grievous, for Anakin to ensure her secret husband's safety.

We will have to wait and see exactly what role Anakin and Padmé play in the new episodes, but with Ahsoka on her own and ultimately rushing in to battle Maul once more, Anakin's test to learn to let go of all that he fears to lose, including his former Padawan, is far from over.





AHSOKA

Ahsoka Tano bounded into our lives in the *The Clone Wars* theatrical release in 2008, a bright-eyed, Force-sensitive Padawan who was hungry to learn and even more adamant about speaking her mind and leaping into the fray. The brainchild of Dave Filoni and *Star Wars* creator George Lucas, the film and the series were launched as a means for Lucas to tell even more stories, introduce new characters, and explore the time between *Star Wars: Attack of the Clones* (2002) and *Revenge of the Sith* beyond the constraints of a movie's duration.

Amid the Battle of Christophsis and in its earliest days, Ahsoka's assignment to be taught by Anakin Skywalker was as much a test for Padawan as it was for master. In the classroom, Ahsoka had learned by-the-book Jedi teachings, including lessons on combat and warfare in the trying tumult of the raging Clone War. But Anakin regularly challenged her to see things from a different point of view, helping her to contain her boundless enthusiasm and outspoken nature in favor of more measured considerations and aggressive negotiations (when the situation called for it.)

Serving in the war meant regularly risking her life—fearlessly clashing sabers with Separatist General Grievous, finding the strength to survive trapped in a laboratory and infected with the Blue Shadow Virus, and holding out long enough to neutralize a parasitic brain worm infestation that threatened Ahsoka and her entire transport crew.

Through her friendship with Padmé Amidala, Ahsoka's black-and-white thinking of the world and the war itself began to shift as she began to understand the nuances at play. She met a young Separatist named Lux Bonteri, and began to realize that her mortal enemy in the conflict was more than just a faceless aggressor threatening democracy.

On the mystical world of Mortis, Ahsoka and Anakin's bond was tested when the Togruta warrior became corrupted by a dark side-aligned Force-wielder known as the Son. A tool to bring her master to the brink of his dark destiny, Ahsoka's life was ultimately saved by the light. The trials on Mortis were something of a turning point. Ahsoka came into her own, finding the strength to become more reliant on herself using the lessons she'd gleaned from Anakin, rather than succeeding in his shadow.

On Felucia, Ahsoka rallied a handful of Jedi younglings to fight against their Trandoshan captors with a little help from a gentle but fierce walking carpet, Chewbacca. Her leadership skills blossoming, she acted as shepherd to a new class of younglings on the sacred quest of the Gathering, a Jedi rite of passage to find a kyber crystal and construct an elegant weapon.

But framed in the bombing at the Jedi Temple and accused of murder,

Ahsoka went from war hero to outlaw on the run. Her resourceful nature allowed her to escape from prison on a quest to clear her name, and even though her master never truly gave up on her, believing in her innocence and helping to discover the true culprit of the crime, Ahsoka's faith in the Jedi was irreparably damaged thanks to their lack of faith in her innocence. Free from the protections and restrictions of the Jedi way, when we last saw Ahsoka in the series she was forging a new path.

Fans of *Star Wars Rebels* already know where Ahsoka's allegiance eventually landed, long after the time of the Clone Wars and at the start of the Galactic Civil War pitting the Rebel Alliance against the Empire. But these new episode of *The Clone Wars* give Filoni the chance to explore some of the time between. He has promised an epic lightsaber battle between Ahsoka and Darth Maul, a sequence animated with the help of Ray Park, who played the Zabrak Sith Lord in *Star Wars: The Phantom Menace* (1999), performing acrobatic motion-capture feats for the duel.

The new episodes will also explore Ahsoka's readjustment into regular society, a new challenge for one who has been with the Jedi since she was very young. Still a teenager, one story will see the former Padawan plummeting into the depths of the Coruscant underworld due to a speeder bike malfunction, where she will encounter two sisters, Trace and Rafa Martez, as she fights for survival on the infamous level 1313.



Ahsoka's faith in the Jedi was irreparably damaged thanks to their lack of faith in her innocence.





REX and the CLONES

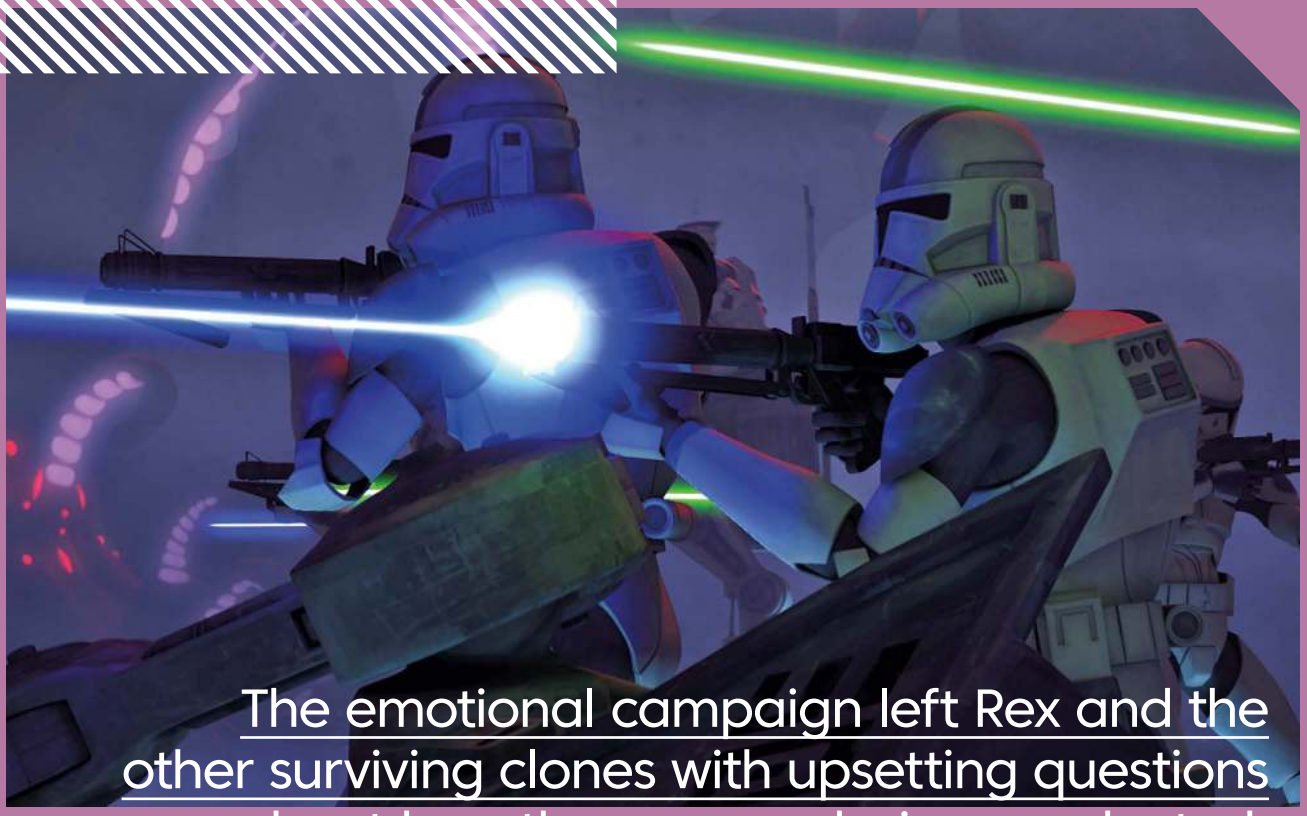


Those familiar with *Star Wars Rebels* know that Captain Rex survived the Clone Wars and went on to eventually be reunited with his friend Ahsoka Tano in the fight against the Empire. But his debut in *The Clone Wars*, alongside countless identical brothers in arms, was an enlightening exploration of the humanity and unique identities of the seemingly interchangeable soldiers, bred for battle and ready to fight.

Over the course of the series it became clear that the clone troopers shared the same DNA, but were often wildly different from one another, an aspect that allowed the series' showrunners to demonstrate the importance of individuality and the internal struggles of these organic war machines who, although designed on Kamino to fight the Republic's war, were also flesh-and-blood with minds and hearts of their own.

A by-the-book fighter who rose to the rank of captain, Rex could often be found leading his men alongside Anakin Skywalker. At the Battle of Christophsis, Rex helped to uncover a traitor in the clone ranks with some help from Commander Cody. On the Rishi Moon, the pair once again teamed up with a squad of untested rookies when a routine inspection turned into a surprise Separatist attack. Ever willing to fearlessly charge into battle alongside his brothers, as well as Anakin and Ahsoka, Rex's bravery and loyalty to the cause was equally balanced by his compassion and a keen sense of fighting for what was right. Whether defending a diplomatic leader on the frozen world of Ord Plutonia or charging toward a rampaging Zillo Beast, Rex was a loyal soldier, always ready for action.

But he also knew the importance of thinking for himself, a trait he no doubt learned from watching Anakin. Shot down over Saleucami, Rex came face-to-face with a deserter.



The emotional campaign left Rex and the other surviving clones with upsetting questions about how the war was being conducted.

Disillusioned with the futility of the conflict, and keenly aware of his own expendability, Cut Lawquane chose to run, forging a new life with a family of his own. This brief interaction forced Rex to confront his own thoughts and feelings, including the unsettling idea that loyalty was not a given, and even he could choose a different path for himself at the expense of his dedication to the Republic and the ongoing war effort.

Rex is also a prime example among the clones that loyalty, while admirable, cannot be given blindly. When his squadron was dispatched to Umbara, their leader Anakin replaced by the nefarious Jedi General Krell, Rex and his fellow soldiers had to contend with the enemy outside and within, fighting against Umbaran forces as well as a commander who had no respect for clone safety or autonomy. Constantly at odds over Krell's plans that amounted to suicide missions, the emotional campaign left Rex and the other surviving clones with upsetting questions about how the war was being conducted, and how best to walk the fine line between insubordination and standing up for what was right when their leader was patently wrong.



In *The Lost Missions*, Rex was confronted by his longtime friend Fives, an ARC trooper who discovered that every clone was implanted with a bio-chip as part of a mass conspiracy that would render their autonomy, and indeed their ability to think for themselves, obsolete.

The series gave us far too many courageous and wholly unique clones to mention here, but with the new episodes, Filoni promises to continue expanding on the stories of individual clones in extraordinary circumstances. Having long used nicknames over designations and tattoos, dye, and warpaint to distinguish their identical faces and armor from one another, Rex and other clones in the new episodes will appear with flaming orange helmets bearing the unmistakable markings of Ahsoka's skin, in tribute to her. And we'll finally get the chance to meet Hunter and the the Bad Batch, a group of clones who take individuality to a whole new level using deformities and medical mistakes from the cloning process to their advantage with specialized skills, honed for battle.

MAUL



Finally, there is Maul. Having survived being cleaved in two by Obi-Wan Kenobi's lightsaber, during the time of the Clone Wars the horn-headed warrior was on an all-consuming quest for revenge against the Jedi who almost ended his life. Saved from the scrapyards of Lotho Minor, where he subsisted on the brink of insanity with spider-like legs cobbled from refuse, Maul got a second chance thanks to his brother Savage Opress and Mother Talzin, a purveyor of dark magicks who gave Maul newer, stronger mechanical legs.

Through many battles with Kenobi, and senseless bloodshed to lure the Jedi into the fray, Maul parried with his sworn enemy. At one of his lowest moments, a chance encounter with Mandalore's Death Watch gave Maul new limbs and a fresh idea—to secure a base and rule Mandalore as well as a powerful galactic criminal syndicate. A full assault on Black Sun and the Hutt Clan strengthened the Shadow Collective, but after Mandalorian warrior Pre Vizsla betrayed Maul, they settled their feud with a duel to the death. Amid his sweet victory and inheritance of the Darksaber, as well as the loyalty of the Death Watch behind him, Maul opted to allow Kenobi to live but killed Satine Kryze in front of the Jedi's eyes. Maul's ultimate act of revenge was to brutally slay someone else Kenobi cared for, and force him to live with his grief. The act attracted the attention of Darth Sidious himself, ending in a thrilling lightsaber duel. Savage was killed in the battle, but Maul was permitted to live, his former master conceiving a new use for his old apprentice. Now, Ahsoka and Maul will go toe-to-mechanical-toe once again, in their ultimate confrontation.

With these character arcs reaching their apogees, and the long-awaited "Siege of Mandalore" playing a crucial part in the epic story Filoni and Lucas conceived nearly a decade ago, these 12 episodes will finally end *The Clone Wars* just as the makers intended.

Maul opted to allow Kenobi to live but killed Satine Kryze in front of the Jedi's eyes.

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"I'VE ALWAYS FELT THAT JON'S TONE WOULD BE REALLY, REALLY GOOD FOR *STAR WARS*."
DAVE FILONI

MAKING THE MANDALORIAN

JON FAVREAU & DAVE FILONI

With a second season already in production, *Star Wars Insider* talks to Jon Favreau and Dave Filoni on working together to bring *The Mandalorian* to fans around the world.

WORDS: BRYAN YOUNG

Dave Filoni is a name that has been long familiar to *Star Wars* fans. He was selected by George Lucas to help build Lucasfilm's animation department that gave us *Star Wars: The Clone Wars* (2008-2014, 2020), *Star Wars Rebels* (2014-2018), and—most recently—*Star Wars Resistance* (2019-2020). While cloistered up at Skywalker Ranch in the early days of working on *The Clone Wars*, Filoni met Jon Favreau.

Although their paths diverged, with Favreau going on to make some of the most popular films of the last decade, Filoni had hope his creative peer would return to *Star Wars*. At least, that's what he revealed to *Star Wars Insider* when the pair of them sat down to talk about the epic new *Star Wars* TV show *The Mandalorian*, which began streaming on Disney+ on November 12, 2019.

"The first time I ever saw *Iron Man*," Filoni recalls, "I thought it had that same great feeling as *Star Wars*, because to me it combined a lot of fun moments, a lot of adventure, action, and comedy, with an incredible sense of, 'I care about this and it could still get dramatic.' And that didn't come at the expense of the meaningful nature of the characters or their relationships. I've always felt that Jon's tone would be really, really good for *Star Wars*."

Favreau got his start in the movie business by way of comedy, most notably with the indie-hit *Swingers* (1996), which he wrote, produced, and starred in. The creator of *The Mandalorian* knew before he came aboard that there had ▸



"[TELLING STORIES] IS AS EXCITING TO A 50-YEAR-OLD FAN AS IT IS TO A 10-YEAR-OLD, WHEN YOU DO IT RIGHT."
DAVE FILONI

01

to be some guiding light for the use of comedy in *Star Wars*, and he relied on Filoni to help him craft those guidelines. "Dave was very clear about it. There are certain types of humor that can be used in *Star Wars* and there are certain types that can't be," Favreau explains. "If we're making fun of *Star Wars*, we're stepping outside of it."

Something Old and Something New

The tone and craft of the long-running saga is something that is baked into Favreau's DNA as a storyteller and as a filmmaker, and it was his love of *Star Wars* that grabbed his heart and held onto it at a very young age. "My whole taste in movies was probably formed in a big way from seeing George Lucas' original film," he says. "I learned about cinema through the lens of *A New Hope*. While watching it, my father would explain to me how things were inspired by something you would see in a samurai movie or a western or a World War II film. That first movie was my inroad."

As they developed the series, Favreau and Filoni agreed they would embark on *The Mandalorian* with an eye on staying true to the things that made George Lucas' *Star Wars* films great. "We really tried not to make it a reflection of what we interpreted *Star Wars* to be," Favreau explains, "but instead went back to the source code and looked at the films that influenced Lucas. So, looking at films by Akira Kurosawa, John Ford, Sergio Leone—through the eyes of that generation—and then trying to channel that as best we could. Now of course, we were always going to put our spin on it, because filmmakers, cast, and writers are always going to put their spin on a project. However, we always made sure we adhered to something that had structure and respect for what came before."

One of the things that fascinates Favreau so much about working on *The Mandalorian* is this shifting of the generational lens through which *Star Wars* is viewed, and how George Lucas reacted to the movies he grew up with—the films of the

02



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World War II generation and their ideals of good and evil—from his perspective as a Baby Boomer. "With the subversiveness of their movies in the 1970s, George's generation had respect for the films they grew up with, but they put a twist on them," says Favreau. "Then my generation was presented a cinematic view through the lens of George Lucas. And now we're telling stories for another generation."

"I think it's as exciting to a 50-year-old fan as it is to a 10-year-old fan, when you do it right," Filoni adds. "The trick is in getting that formula right. It's very hard."

Keeping It Unreal

Just as George Lucas had done with *Star Wars*, Favreau and Filoni worked to push the technology used on making *The Mandalorian*. Their challenge was to create a theatrical quality experience for a streaming television service. "That's one of the dreams George had even when I worked with him on *The Clone Wars*," Filoni reveals. "He would talk about the future; the idea of streaming and being episodic."

The disconnect between the affordability of effects and the quality of filmmaking required to make *Star Wars* work on the small screen had previously prevented hopes for a live-action *Star Wars* TV series taking shape, but technology has since taken huge leaps forward. At 2019's SIGGRAPH event (an annual computer graphics conference), Jon Favreau revealed that *The Mandalorian* was utilizing the Unreal Engine—a method of rendering photo-real graphics in video games—to replace a lot of the traditional green-screen work audiences might normally expect to find on a *Star Wars* production. This iteration of *Star Wars* has worked to break barriers in technology like all the best *Star Wars* projects before it, and filmmakers on *The Mandalorian* were able to simultaneously work with both the actors and environments on a live set as well as the digital elements that would traditionally be inserted in post-production. Instead of the green screens for set expansions like George Lucas pioneered on *The Young Indiana* ▸

FACTS AND FIGURES

THE PITCH

"After the stories of Jango and Boba Fett, another warrior emerges in the *Star Wars* galaxy. *The Mandalorian* is set after the fall of the Empire and before the emergence of the First Order. We follow the travails of a lone gunfighter in the outer reaches of the galaxy far from the authority of the New Republic."

Number of Episodes: 8
First Aired: November 12, 2019

WRITERS:

Jon Favreau (Chapters 1-4, 7, 8)
Dave Filoni (Chapter 5)
Christopher Yost and
Rick Famuyiwa (Chapter 6)

DIRECTORS:

Dave Filoni (Chapters 1 & 5)
Rick Famuyiwa (Chapters 2 & 6)
Deborah Chow (Chapters 3 & 7)
Bryce Dallas Howard (Chapter 4)
Taika Waititi (Chapter 8)

01 Pedro Pascal plays the Mandalorian.

02 The Child, around whom the plot of the series hinges.

03 Dave Filoni (left) with Jon Favreau (right) at *Star Wars Celebration* 2019.



04

Jones Chronicles and the *Star Wars* prequels, the Unreal Engine allowed the minds behind *The Mandalorian* to drop in LED panels that were tied to the position of the camera. As the camera moved, the scene on the panel shifted, creating real-time, in-camera special effects. It's a modern blend of old-school matte-painting effects and post-production background replacements. And since it compressed the time between production and post-production, it made shooting a television show like *The Mandalorian* much more cost-effective, and also afforded it the movie-quality effects *Star Wars* fans are accustomed to seeing.

Much To Learn

Both of these experienced executive producers came to *The Mandalorian* with skillsets honed in different mediums: Favreau was a Hollywood veteran of highly successful live-action movies while Filoni's critically acclaimed animated series' have introduced many fan-favorite characters into the *Star Wars* saga. Within this dual creative dynamic in mind, what did each bring to the dejarik table, and what did they learn from one another?

"Working with George on *The Clone Wars*, he would always speak in terms of live-action, so I was familiar with the terminology but I didn't always understand how to apply it," Filoni explains. "Working with Jon is really natural. He's very forward-thinking with regards to technology and using tools to help enable greater storytelling; I saw that in *The Jungle Book* (2016), which was just incredible and so very inspirational, and with the work that he's done in *The Lion King* (2019). For me, it was a great opportunity to collaborate with someone who worked in a similar vein while really being challenged, and Jon has challenged me."



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"A lot of what's wonderful about working with Dave," Favreau adds, "is that continuity of vision passed down by George Lucas. That has been a really special thing for me."

Filoni also likens the process to a boot camp in the world of live-action filmmaking. "It definitely has affected the way I look at what can I accomplish in a day," he elaborates. "That's a big difference for me, filmmaking-wise. When we arrived on the back lot, Greig Fraser [the director of photography on Chapter One] was like, 'Well the sun is up, we gotta get going.' And I thought, 'Oh, right! Because it's gonna go down!' In animation we don't really have that problem," he laughs.

So, while Filoni credits Favreau with mentoring him in live-action filmmaking, when it came to the ways of the galaxy far, far away, the roles were somewhat reversed. "I



"IT WAS FUN TO ADD EASTER EGGS THAT HARKED BACK TO PAST STORYLINES FAMILIAR TO THE AUDIENCE."
JON FAVREAU

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07



08



tried to offer the knowledge that had been passed on to me by George for *Star Wars* things," Filoni explains. "If there was some minutia of *Star Wars* detail that I was very sold on because it had always been that way, Jon would ask, 'But why?' You know who else used to do that all the time? George. Occasionally when I would come to him with something, he would ask, 'Why does that have to be that way? That's never been said.' Depending on my response, sometimes he would go for it, and then other times he would just say, 'Maybe that's not the best story.'"

Favreau agrees with Filoni's assessment. "Dave has been a treasure trove of information, and during the course of creating the show we tried to work stuff in, like making a reference to Life Day or including a prop that is appreciated by a core group of fans. It was fun to add Easter eggs that harked back to past storylines familiar to the audience—and that included content from the animated programs Dave worked on. But at the same time, we didn't want to divide and segment the audience; we wanted to bring everything together so it created an overarching narrative that rewarded everyone, to include not only the people who have grown up with *Star Wars* since they were kids but also for newer fans who are experiencing *Star Wars* for the first time."

Filoni reveals, "I feel this is some the best stuff I have worked on, because I wanted to be challenged, to hit another level. It has been a great collaboration and a great step for me to take. I'm really thrilled with the show and I hope the audience is, too."

Favreau's evident excitement at being able to collaborate with Filoni on this project is also palpable, with his enthusiasm lighting up the room. "I wouldn't be doing this without Dave Filoni," he's happy to admit. "It's this relationship and what I learned from him, and what he learns from me, that really makes it. We're both students. We both love to learn."

04 The eponymous bounty hunter.

05 The Child: a small, green force of nature.

06 Nick Nolte provides the voice for vapor farmer Kuiil

07 New rules at the Mos Eisley Cantina.

08 Gina Carano (Cara Dune) with Chapter 4 director Bryce Dallas Howard.





THE MANDALORIAN

Pedro Pascal

The Mysterious Gunslinger

Who is the Mandalorian? If you've not yet caught the new live-action ***Star Wars*** television series, then all we can tell you is that the actor who plays the mysterious bounty hunter is Pedro Pascal. ***Insider*** caught up with Pascal shortly before the series premiered on Disney+, where a sense of mystery was all part of the fun.

WORDS: BRYAN YOUNG



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Pedro Pascal is no stranger to big franchises like *Star Wars*. Over the course of his career, the Chilean-born actor has appeared in TV shows such as *Buffy the Vampire Slayer* and *Game of Thrones*, and feature films such as *Kingsman: The Golden Circle* (2017). Most recently, he even landed the villainous role of Maxwell Lord in the upcoming *Wonder Woman 1984*, the sequel to 2017's smash hit film starring Gal Gadot. Now, he has stepped into a galaxy far, far away, taking on the title role of *The Mandalorian*, a mysterious character who says little and reveals even less.

Much like his character on the Disney+ *Star Wars* show, Pascal likes to present a taciturn image, especially when asked to spill the beans on the Mandalorian bounty hunter and his adventures. Who is the Mandalorian? Where does he come from? What is he after? These questions drive both the storyline and Pascal. "Sometimes we're very much a mystery to ourselves," he reflects. "Our own identity is in the discovery of what you're capable of, or what your destiny is, or whether you will live for yourself or for others. It's very much a part of Jon Favreau's vision of the story, which is built upon the galaxy George Lucas introduced to all of us."

So, are we to believe that this bounty hunter might fight for something more than himself and a fistful of credits by the end of his assignment? Will there be more at stake for him than just the money? Pascal makes it clear those are questions that can only be answered by watching the show.

Inside The Armor

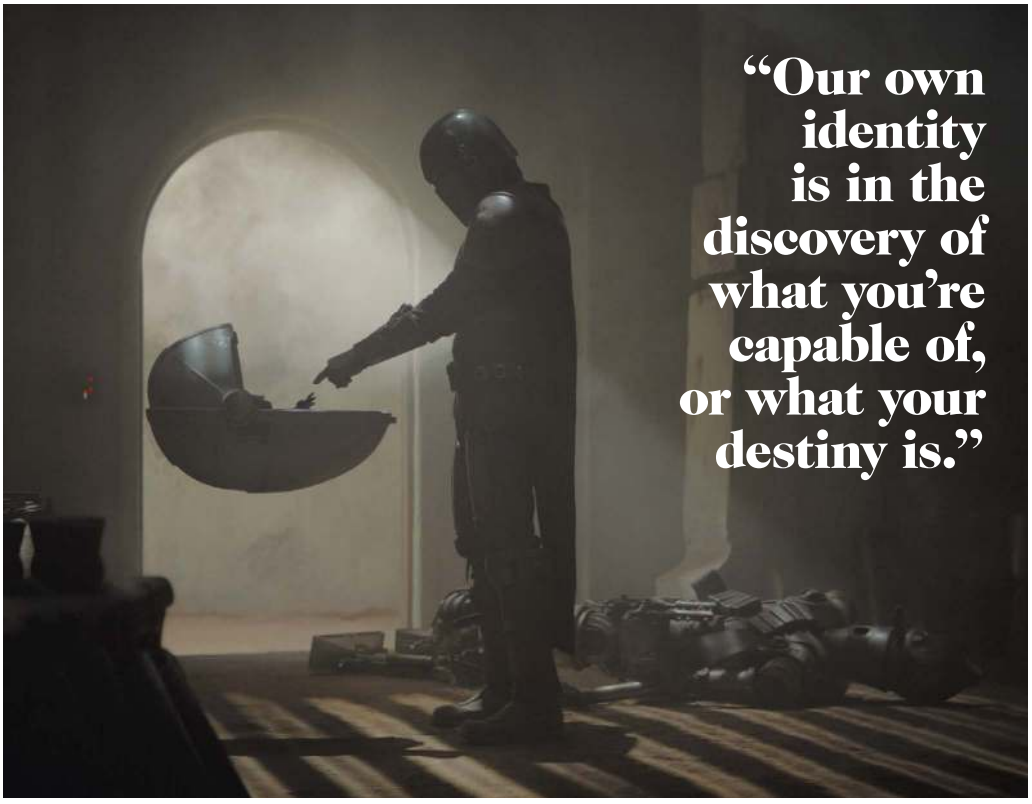
One thing Pascal is happy to talk about is his iconic costume, although he remains cagey about whether audiences will see the character remove



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PROFILE
PEDRO PASCAL

Born in an era of political unrest in his native Chile, José Pedro Balmaceda Pascal relocated with his family to Denmark when he was still a baby, before the family moved to the U.S. and settled in Orange County, California. He studied acting at New York University’s Tisch School of the Arts, and enjoyed an extensive stage career as an actor and director. Pascal appeared in numerous TV series, including an episode of *Buffy the Vampire Slayer* in 1999, before finding international fame as Oberyn Martell in *Game of Thrones* (2014), and as DEA agent Javier Peña in *Narcos* (2015-2017).

01 The Mandalorian (Pedro Pascal) with the mysterious Child.

02 Never removed in public, the inscrutable beskar mask of the Mandalorian.

03 Under attack, the resourceful Mandalorian won’t let competitors stand in the way of securing his bounty.

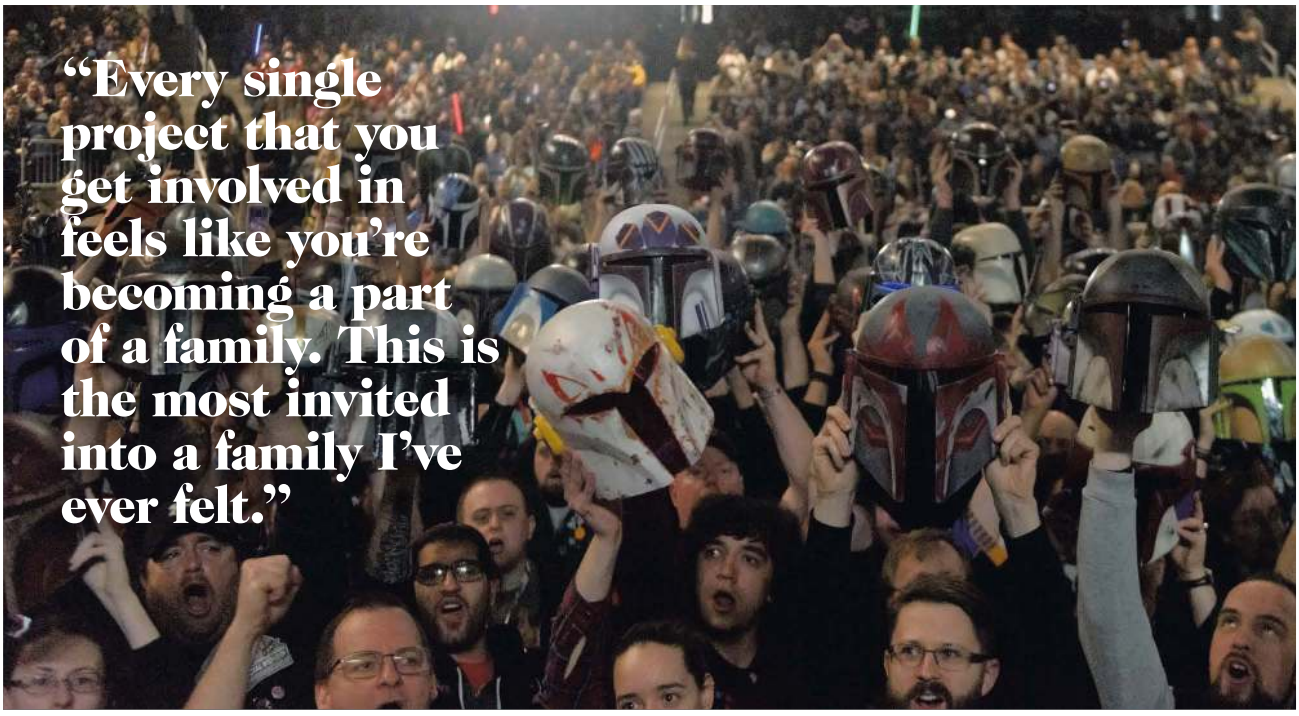
04 The fateful first meeting between the Mandalorian and the Child.

his helmet during the course of the series. As cool as he knows it looks, the armor can be difficult to work with. “Nothing that looks that good is going to be easy to wear,” Pascal admits. “You just have to surrender to that fact and focus on the story. Because the language of the character is strictly physical, negotiating his story—with *all* of the costume pieces—*is* his story, essentially. That’s new to me. It’s cool and very challenging.”

Despite the fact that it caused the actor some physical pain at times, Pascal is quick to credit the costume designers who created the impressive outfit. “We talk about the characters and the filmmakers, and all the departments involved in making the whole piece, but to me the biggest stars, really, are the people who work on the show, on every single detail of our costumes, of the sets, the special effects, the lighting,” he says. “It’s a humbling reminder to really respect the artwork that goes into building this world.”

It’s All About the Story

Mandalorian armor may not be the most comfortable apparel, but Pascal keeps his focus on his performance and staying true to the amazing storytelling set forth by executive producers Jon Favreau and Dave Filoni, for whom he has nothing but kind words. “Dave Filoni is very self-deprecating and humble,” Pascal says. “But he’s also extremely open. He has no agenda. You don’t get that too often, especially with ▸



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something that is as established as the *Star Wars* galaxy.”

Pascal is equally as effusive about working with Favreau, and he feels the combination of the two creatives has made for a very special project. “To have people who are as excited about it as you are, and as the fans are—and as anyone who really wants a good story is—it makes for a really, really genuine, unique experience,” he says.

For his part, Pascal feeds on that energy, crediting their enthusiasm for the *Star Wars* galaxy as a key part of what he has been able to bring to the role of the Mandalorian. “That energy helps you do the job,” he explains. “It’s a component that you don’t count on, especially with *Star Wars*, because it can be very intimidating. It is a visual-effects experience, and an art-department experience. As a cast member, to have that kind of support to lift you into it, is such an essential component—more so than anything I’ve ever done.”

Another pleasant surprise for Pascal has been how welcoming the wider world of *Star Wars* has been, including how the fans have embraced the series. “Every single project that you get involved with, it feels like you’re becoming part of a family, but this is the most invited into a family I have ever felt,” he shares. “It is an exchange of energy. It hit me like the back of a jet in Chicago at *Star Wars* Celebration. It’s like a visceral realization. I have never felt anything like that.”

05 Pascal describes the welcome he received at Celebration 2019 as a visceral “exchange of energy.”

06 Dave Filoni and Pedro Pascal have fun with the audience at *Star Wars* Celebration.

07 Taking a bow at Celebration 2019: (Left to right) Jon Favreau, Dave Filoni, Pedro Pascal, Gina Carano, and Carl Weathers.

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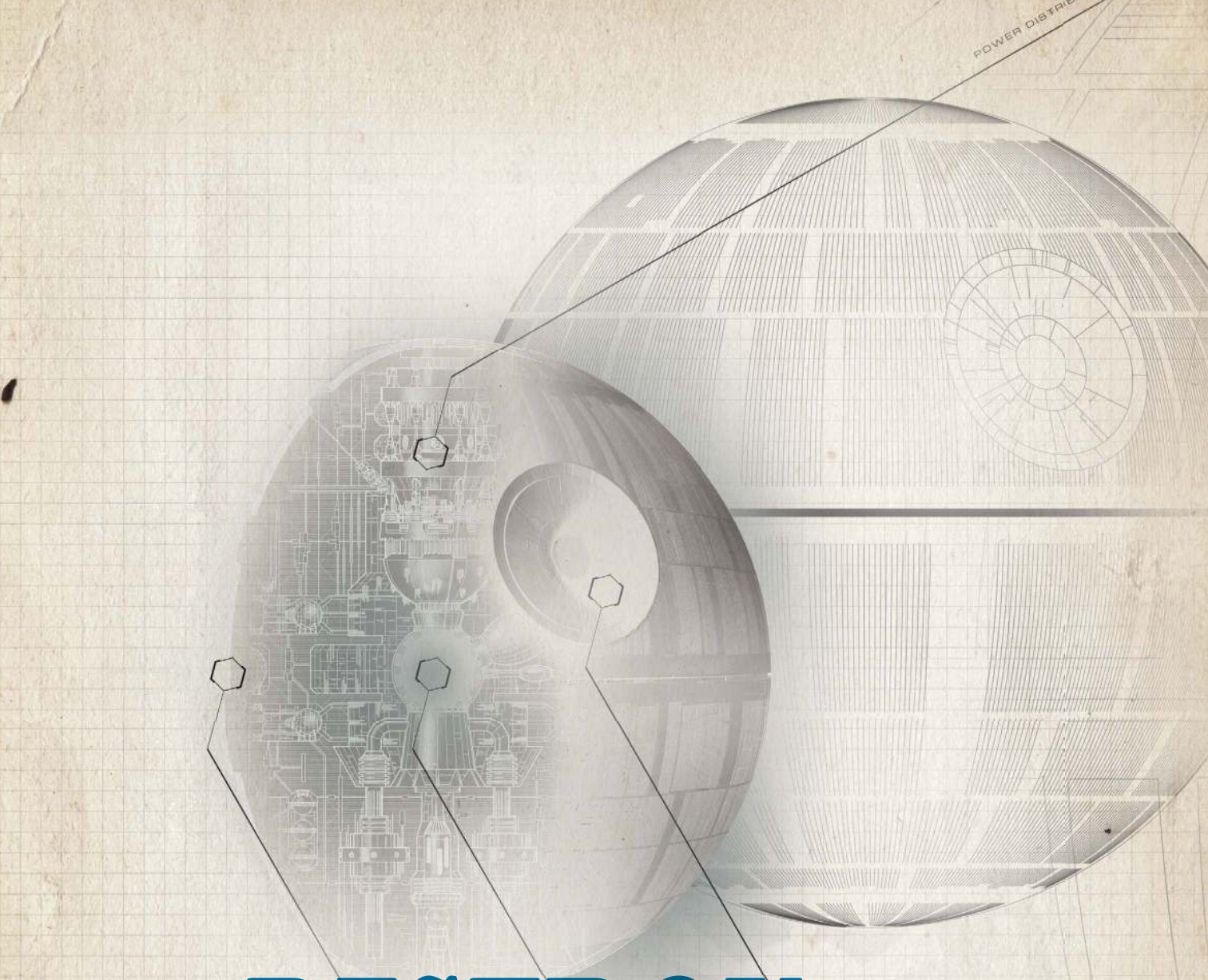
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DESTROY THE DEATH STAR

It's the ultimate David vs. Goliath face-off: one tiny starfighter against a moon-sized battle station during freedom's most desperate hour. For decades, fans of all ages have turned to tabletop and videogames in order to recapture that magic of piloting an X-wing at full throttle in a trench run, or weaving the *Millennium Falcon* into the heart of the second Death Star. Game historian Tony A. Rowe looks at the many opportunities gamers have had to blow up a Death Star.

WORDS: TONY A. ROWE

BOARD AND ELECTRONIC GAMES

"ALL PILOTS TO YOUR STATIONS."

One of the first opportunities for fans to relive the final battle from *Star Wars: A New Hope* (1977)—months before action figures had even hit stores—came in the black plastic form of Kenner's *Star Wars* Electronic Laser Battle Game. The device, which featured electronic sound effects and lights and included a Death Star at its hub with two fighter control panels at opposite ends, pitched two X-wing pilots against each other to see who could press a button the fastest after the game's "go" signal. Each victory brought the pilots one step closer to the Death Star, and the winner was rewarded with a brief audio snippet of the main *Star Wars* theme while the Death Star flashed brightly as it "exploded."

Just in time for that Christmas, Kenner released *Star Wars* Destroy Death Star, a board game in which players commanded their X-wing squadrons from the rebel base towards the large, rotating Death Star disk at the center of the game board. The ships then had to orbit the Death Star until they could line up with the superweapon's equatorial trench to make an attack run on the exhaust port. As the disk rotated, players could suddenly find themselves under attack from TIE fighters or even Darth Vader himself.

In the U.K., Palitoy designed a very different Destroy Death Star (1978) game that was based on their 1976 electronic naval warfare game, Salvo! Players moved their X-wing fighter and TIE fighter pawns into battle and tried to maneuver a hidden light under the board to "hit" either Yavin 4 or the Death Star, and thereby win the game.

In 1995, Decipher's *Star Wars* Customizable Card Game let players build their own custom light side or dark side decks of characters, locations, and equipment, and it became one of the most popular collectible card games of the era. The *A New Hope* expansion pack added the first Death Star to the dark side player's arsenal, with the power to "blow away" entire planets. Rebel starfighters could attempt a trench run, but the dark side player could respond with TIE fighters. The Death Star II expansion added the second Death Star to the game in 2002, which became fully operational only when its reactor core was put into play. Rebel fighters had to hit its core and escape before being caught in the resulting blast.

The Death Star Assault Game from Parker Brothers was a cross between a board game and a pinball machine.

Also released in 1995, during a period in which there was a resurgence in *Star Wars*-related merchandise, the Death Star Assault Game from Parker Brothers was a cross between a board game and a pinball machine. Players used an X-wing fighter shooter to launch steel ball "proton torpedoes" at TIE fighter targets on the Death Star's surface. One direct hit on Darth Vader destroyed the Death Star and sent Vader flying into the air!

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Set during the time of *Star Wars: Return of the Jedi* (1983), *Star Wars:* The Interactive Video Board Game was released in 1996 and featured a combination of traditional board game elements with all-new *Star Wars* footage on a VHS tape acting as a timer on the game. As "Force-sensitive rebel saboteurs," players were sent on a mission to plant explosives inside the second Death Star, maneuvering their rebel counter and trusty R2 unit on a game board version of the Death Star. The included video tape played for 60 minutes, revealing Darth Vader's machinations to foil the rebels' plans, including attempts to sway players to the dark side. The specially shot footage featured the return of David Prowse and James Earl Jones to their shared role as, respectively, the body and voice of Vader.

02



01 Hasbro released Angry Birds *Star Wars* Jenga in 2012, with a pig-shaped Death Star

02 *Star Wars* Electronic Laser Battle Game gave fans their first chance to destroy the Death Star.

FLIGHT SIMULATIONS

"SWITCHING TO TARGETING COMPUTER."

Attempts to recreate the visceral thrills of the *Star Wars* movies and that fateful encounter with the Death Star really came into their own with the advent of video games—originally the province of exotic cabinets in shopping mall arcades.

One of the greats of this golden era, was Atari's official *Star Wars* arcade game, which arrived in 1983 as *Return of the Jedi* made its box office debut. Players lined up to pilot Luke Skywalker's X-wing in a solo mission against the Death Star. The groundbreaking game featured colored vector graphics, displaying wireframe TIE fighters and trench walls with a convincing 3D effect while John Williams' iconic soundtrack and digitized dialogue filled the air with audio straight from the film. Designer Mike Hally created a three-act structure that was later duplicated by many of the trench-run games that followed: dogfighting TIE fighters in orbit, blasting turbolaser towers while skimming the surface of the Death Star, and finally dodging catwalks and laser blasts during a final run along the claustrophobic confines of the trench.

Atari sent a copy of the game to the Lucasfilm offices where Peter Langston, head of the Lucasfilm Games division, devoured the arcade cabinet's technical manual. He discovered that he could make some special modifications to the controls, adding a button he labeled as "The Force" that would activate the game's debug mode, enabling the player to fire their weapons at will while all enemy fighters and guns remained frozen. Later, director Steven Spielberg (an avid gamer, himself) spent his breaks during post-production on *Indiana Jones and the Temple of Doom* (1984) playing the game on Langston's modified cabinet and loved it so much that he ordered one for himself. However, when his *Star Wars* arcade cabinet arrived at his office, he was disappointed to discover the Force button didn't come fitted as standard. The *Star Wars* arcade game turned up on screen in Joe Dante's *Gremlins* (1984), executive-produced by Spielberg, in which one of the naughty critters is seen playing the game's trench run.

The *Star Wars* arcade game turned up on screen in Joe Dante's *Gremlins* (1984).

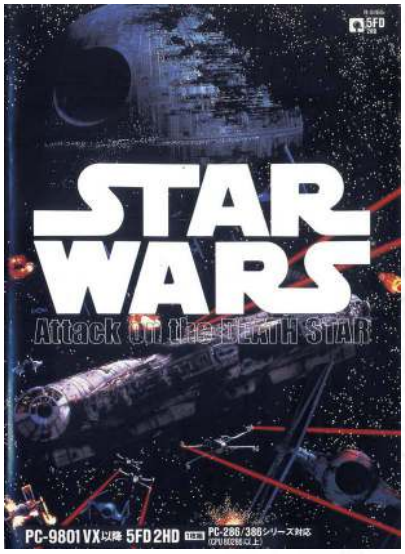


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Atari's follow-up, 1984's *Return of the Jedi* arcade game, featured numerous levels in which the *Millennium Falcon* was piloted towards the core of the second Death Star, intercut with speeder bike chases and a stolen AT-ST on the forest moon of Endor. This sequel retained the same flight control mechanism from Atari's original *Star Wars* game, but the first-person perspective and vector graphics were replaced by raster graphics and an isometric viewpoint on the action.



04

Parker Brothers, who had already scored a hit with their console version of the original arcade game, released *Return of the Jedi*: Death Star Battle for Atari's home consoles and the ZX Spectrum computer in 1983. In this game, the *Millennium Falcon* battled TIE interceptors and Imperial shuttles defending the second Death Star, aiming to penetrate its outer shield and destroy the energy core. In a twist on the events of the movie, if you took too long in escaping from the core, the Death Star could rebuild itself and activate its "death ray," at which point it was game over for the rebels. ▶

03 Atari's *Star Wars* arcade machine pitched gamers into a 3D attack on the Death Star.

04 M.N.M. Software's Attack on the Death Star (1991) was only released in Japan.

05 Arcade1Up recently recreated Atari's *Star Wars* arcade game cabinet.

06 The first ever Death Star strategy game was released in 1982, but only in Japan (see page 43).





07

07 The Death Star trench as played in X-wing (1993).

08 LucasArts' space combat simulator X-wing spawned many imitators.

09 TIE Fighter was the sequel to the orginal X-wing game.

10 Rebel Assault was released in the same year as X-wing, and strayed somewhat from movie continuity.

"NOW LET'S BLOW THIS THING AND GO HOME!"

In LucasArts' *Star Wars* Rebel Assault, released in 1993, players took on the role of "Rookie One," *another* hotshot pilot from Tatooine facing down the Empire in place of Luke Skywalker. The somewhat muddled premise of the game had players helping evacuate Rebel Alliance forces from their base on Hoth before the Death Star could obliterate the planet. Rookie One then joined Blue Squadron in an attack on the Death Star as it approached their new base on Yavin 4! It was a somewhat unorthodox take on the events of the saga.

Where Rebel Assault may have taken a few liberties with the *Star Wars* timeline, 1993's PC game X-wing aimed to be the ultimate starfighter flight simulation game. George Lucas had based his starfighter dogfight scenes on actual World War II aerial combat footage, so there was nobody better to capture that same feeling in a computer game than Larry Holland, who had already created several hit World War II flight simulator games including Battlehawks 1942 and Secret Weapons of the Luftwaffe. X-wing was a huge success, telling the story of rebel pilots prior to the events of *A New Hope* and up to the attack on the original

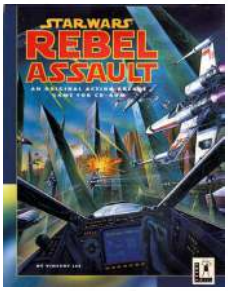
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Death Star. The game spawned several sequels before X-Wing: Alliance finally concluded the original trilogy storyline in 1998, with a tunnel run mission to destroy the second Death Star.

In 1993, Sega and LucasArts combined forces to bring the saga back into arcades, with the suitably entitled *Star Wars* Arcade. Using the same 3D rendering technology as Sega's Virtua Racing and Virtua Fighter games, *Star Wars* Arcade had a mix of battle scenarios from the original trilogy, including separate attacks on both Death Stars.

Meanwhile, couch pilots had their chance to take on the Empire thanks to Nintendo, developer Factor 5, and LucasArts. Rogue Squadron for the N64 featured "The Death Star Trench Run" as an unlockable level, adding numerous 90 degree turns to the famously straight trench. The 2001 sequel, Rogue Squadron II: Rogue Leader for GameCube, began and ended with Death Star attacks, with the player able to issue commands to other squadron members and engage the targeting computer to help highlight enemy turrets. Rogue Squadron III: Rebel Strike added a two-player, cooperative Death Star mission, and included an emulated version of Atari's original *Star Wars* arcade game as a bonus unlockable feature.

X-wing fighters even went mobile in Trench Run, published by THQ Wireless in 2009, in an intuitive game for the iPhone and iPod Touch controlled by tilting the screen to steer your starfighter through the trench.

In 2016, a Death Star DLC expansion for *Star Wars* Battlefront added new maps and a "Battle Station" mode to the multiplayer console and PC game, becoming the most recent way for players to undertake the Death Star trench run—or to stop the rebel scum in their tracks, if you happened to be playing as an Imperial.

STRATEGY GAMES

"I SUGGEST A NEW STRATEGY, ARTOO."

Strategy games are more focused on autonomous gameplaying decisions, where the player can affect the outcome and direction of a game through their actions and thought process rather than pure chance or manual dexterity. In 1982, Tsukuda Hobby's prolific designer Atsutoshi Okada created the very first licensed Death Star strategy game. It was an impressive effort that was, sadly, only ever released in Japan, and featured three levels of complexity to choose from, with advanced rules including aerobatics like Immelmann Turns and Split-S maneuvers.

West End Games acquired the license to publish *Star Wars* games in 1987, releasing *Star Wars*: The Roleplaying Game and a starfighter combat board game Star Warriors (1987), ushering in a new era of stories and games set in the galaxy far, far away. Star Warriors included an Attack on the Death Star scenario in the main rulebook, with rules for a trench run but no Death Star surface map to play it on. Players of Fantasy Flight's official X-Wing game, originally released in 2012, assemble squadrons of highly detailed, pre-painted starship miniatures to battle each other on any flat surface—no game board or map required! Popular fan-made scenarios have added rules for attacks on the Death Star, and some players have even built custom Death Star surface environments to play on.



Building a Death Star was an integral element of Fantasy Flight's 2016 game, *Star Wars*: Rebellion, in which the Imperial player begins with one Death Star but could build more! Death Stars are vulnerable to attack if the rebels get the "Death Star Plans" objective, especially if they also get a "One in a Million" shot.

Empire at War, published by Petroglyph Games in 2006, allowed for detailed, real-time land and space battles as players wrestled for control of the galaxy. An Imperial player could build a Death Star which was capable of blowing away planets but was vulnerable to attack by Luke Skywalker's Red Squadron. The Forces of Corruption expansion to this game added the second Death Star along with a new threat from bounty hunter IG-88, who was able to destroy a Death Star by hacking into its central computer system!

To defeat a Death Star, the rebel player had to roll an 18 on three attack dice.

Designer Rob Daviau's 2004 board game, Risk: *Star Wars* Original Trilogy Edition, took the mechanics of the classic game of Risk and applied them to the galactic conflict. To defeat a Death Star, the rebel player had to roll an 18 on three attack dice. Fortunately, bonuses added from fighters, bombers, and capital ships in the battle gave them a fair chance, especially if the Force was with them (for up to a +3 bonus). The 2014 edition carefully recreated the final battle in *Return of the Jedi* on three simultaneous fronts: sabotaging the deflector shield generator on Endor, the space battle around Death Star II (based on traditional Risk rules), and the duel between Luke and Vader in the Emperor's throne room. After destroying the shield generator, the rebel player could attack the Death Star, destroying it if they rolled a 6 on at least one attack die. Whether that equates to bullseying a womp rat from a moving T-16, however, is debatable.





The A to Z of *Star Wars*

Win a set of titanic *Star Wars* specials covering astromechs to Zorii Bliss!

To celebrate the release of *Star Wars: The Rise of Skywalker* (2019), our prize giveaway this issue is five sets of incredible *Star Wars* specials, courtesy of our friends at Titan Comics: *Star Wars: The Rise of Skywalker: The Official Collector's Edition* and *Star Wars: Aliens, Creatures, and Droids*!

Star Wars: The Rise of Skywalker: The Official Collector's Edition features stunning photography, breathtaking concept art, and exclusive profiles of the heroes, villains, droids, and ships of the sinister First Order and the heroic forces of the Resistance. Packed with all-star interviews with the cast of the blockbuster film, including Daisy Ridley (Rey), John Boyega (Finn), Oscar Isaac (Poe Dameron), and Adam Driver (Kylo Ren), *The Official Collector's Edition* is an essential read for all *Star Wars* fans.

Featuring rarely seen images and little-known trivia, *Star Wars: Aliens, Creatures, and Droids* celebrates the *Star Wars* saga's non-human but sometimes humanoid characters, in a collection of classic interviews with Warwick Davis (Wicket), Anthony Daniels (C-3PO), Kenny Baker (R2-D2), Matthew Wood (General Grievous) and acclaimed writer Paul Dini (the *Ewoks* animated series).

To be in with a chance of winning, just send us the correct answer to the following *Star Wars* trivia question:

What is the name of the actor who plays Zorii Bliss in *Star Wars: The Rise of Skywalker*?

A) Loli Kerfuffle
B) Keri Russell
C) Carly Roffel

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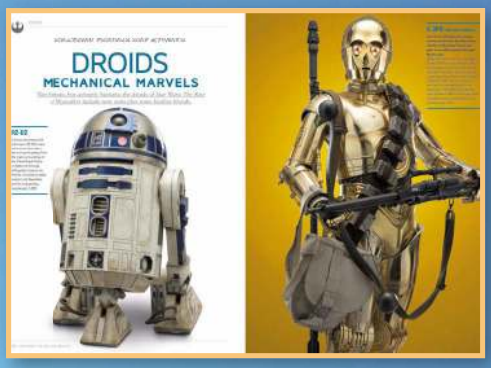
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COMING ATTRACTION

Inside Rise of the Resistance



Star Wars: Rise of the Resistance—the crowning glory of Disney Parks' *Star Wars:* Galaxy's Edge—is now open at Walt Disney World Resort in Florida and Disneyland Resort in California. *Star Wars Insider* discovers how the groundbreaking new attraction was created by Disney's incredible Imagineers.

WORDS: TARA BENNETT



01

In both *Star Wars*: Galaxy's Edge lands, which opened in California and Florida during 2019, there has been a mysterious corner of the Batuu landscape that has thus far remained totally inaccessible. Somewhere beyond a Resistance gun turret, obscured by trees and overshadowed by the unique rocky landscape, a deserted, winding pathway has led… to what?

Now, all has been revealed with the opening of the immersive *Star Wars*: Rise of the Resistance experience, first at Florida's Walt Disney World Resort on December 5, 2019, and then at Disneyland Resort in California, on January 17, 2020. Rise of the Resistance is one of the most cutting-edge and ambitious attractions ever created by Disney's Imagineers, who worked tirelessly with Lucasfilm to bring fans a live *Star Wars* action-adventure unlike anything in the galaxy. And the entire endeavor has been years in the making.

"Rey is asking you to join in on this mission. She tells you, 'We've got a ship out here. It's fueled. It's ready. Let's go!"

John Larena, executive creative director at Walt Disney Imagineering, has been on the ground level of Rise, designing, planning, testing, and building it since 2014, after Disney bought Lucasfilm in 2012 and started kicking around *Star Wars* theme park ideas.

"There have been a lot of ideas for character greetings, for other attractions, and even ride systems," Larena reveals to *Star Wars Insider*. During these early discussions came suggestions, including simply meeting Darth Vader, which evolved into more complex notions, such as guests being captured and taken aboard the Death Star, where Vader would interrogate them. "The seed of an idea got planted, and an outgrowth of that is a construct of what now

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happens in Rise of the Resistance," Larena explains. "You are captured aboard a Star Destroyer, you are given the third degree by Kylo Ren in an interrogation cell, and then as soon as he leaves, you get broken out of that cell by Resistance spies that get you off that ship."

Breaking the Concept

Figuring out how to implement such cool ideas logistically, in the real world, proved to be something of a conundrum, and Larena and his fellow Imagineers spent years coming up with a way to make such an experience repeatable, based around a ride system that would allow audiences to be in the thick of the action.

"Having all these different things happening is really crucial," Larena explains, "because that breaks the concept of an attraction, and it becomes more of an experience that could be upwards of 12 to 15 minutes long."

In reality, Rise is a quarter of an hour long, but the overall story actually begins the moment a guest enters the Black Spire Outpost area. "You're truly in this story," Larena says of this immersive, all-encompassing world. "It was up to us not to drop the ball the second you get in our queue, so you're not saying to yourself, 'Okay, now I'm in a line.'"

"The Resistance has set up shop in ancient ruins that were originally created by a long gone civilization."

Instead, in story terms, the queue is all about leading guests into a Resistance encampment. "The Resistance has set up shop in ancient ruins that were originally created by a long gone civilization, and they brought in all their modern tech into these old, carved-out rooms," Larena says. "Right there, you start the story with a very familiar thing. As we've seen in *Star Wars: A New Hope* (1977), and the other *Star Wars* movies, there's this really interesting dichotomy of military tech that's brought in and stapled onto ancient temple walls. You're like, 'Gosh, this really feels like *A New Hope*. This really feels like *The Force Awakens*.' And then, while you're in that line, you're starting to hear all of these communications—between flights and landings, and droid repair shops. You can tell there's ▶

01 A Star Destroyer hangar makes for an impressive transition in Rise of the Resistance.

02 The queue, which passes through a Resistance base, is as much a part of the overall experience as the attraction itself.

03 A Resistance transport awaits.



ENRICHING THE EDGE

Margaret Kerrison, managing story editor at Walt Disney Imagineering, and story lead for *Star Wars*: Galaxy's Edge, is one of the key minds behind the land. She worked with the story and visual teams at Lucasfilm to integrate Batuu into the ever-expanding movie mythology. In particular, she worked with the Lucasfilm Story Group to support vital story elements in the narrative of Rise of the Resistance.

"We knew that there were certain characters who were very popular with the fans, and we wanted to include them as much as possible," Kerrison says. "So, we worked diligently and had to be very resourceful in how we could integrate these characters into our attractions. There was a lot of piggybacking on *The Force Awakens* when they were shooting in London."

There's also an active desire to ensure that Galaxy's Edge remains as exciting as possible for guests over the years. Asked if there could be unexpected changes to the narrative of the attractions and world over time, Kerrison was very enthusiastic.

"When we feel the need, or we get a sense from our guests that they want us to tell new stories, we always consider that," she explains. "We always think about how we can make our attractions and our experiences feel fresh and surprising. That's what we do so well at Walt Disney Imagineering. We always want to make our guests feel that they have something new to discover. We're already talking about how we can enrich Galaxy's Edge as much as we can, knowing what's going to happen in *The Rise of Skywalker*. This land is always going to evolve, because Batuu is a living outpost, and it should grow with the stories of *Star Wars*."

activity going on, and they're gearing up for something. And *we're* a part of that something."

As an aside, Larena shares that one of the only differences between the Orlando and Anaheim Rise of the Resistance experiences is the queue, which is expanded in Florida. "Because of the Florida climate, we built more of a covered queue there. If you go through the standby queue in Florida, you'll actually go through some different rooms before your mission briefing. But that's the only difference between the attractions on each of the two coasts."

"There are so many things to see, you will have to ride this again and again and again."

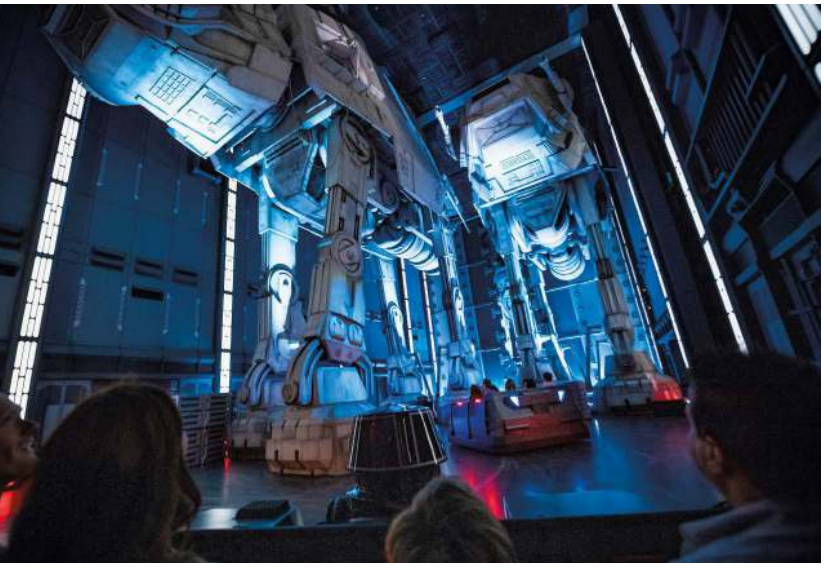
That's No Moon

Continuing on, the ancient tunnels lead guests to an encounter with Rey (Daisy Ridley), who explains that the Resistance needs our help and we're going off-planet. Larena says that this call to action harkens back to the moment we see Luke Skywalker on Tatooine in *A New Hope*, looking out to the twin suns and wishing for adventures of his own.

"We're tapping into that with this attraction," he enthuses. "Rey is asking you to get involved in this mission. She tells you, 'We've got a ship out here. It's fueled. It's ready. Let's go!" Doors open, you walk out, and there *is* a ship waiting for you. You actually board the ship. It's really a moment that comes to life for you."

This transition is one of Larena's favorite sections of the attraction. "That was a bucket list thing for me," he adds. "You have to go up the ramp, so you're really *on* that ship. And, then you get captured. We're really tapping into that same dread of Obi-Wan Kenobi's famous line, 'That's no moon!' You've gotten yourself tractor beamed by the First Order. Your whole ship is there. What are you going to do now? You have to think on your feet, how are you going to get out of this? Now, we're tapping into Princess Leia and Han Solo being quick-witted. The way they figured out how to get off the Death Star, you've got to figure a way to get off this Star Destroyer before things get even worse and in the meantime help out the good guys."

Larena is also very happy with the hangar bay. "Every movie touches on just how imposing the bad guys are, that they can build these huge hangars, at that scale. So, including that, and having 50 stormtroopers standing at attention



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in that hangar bay, it's always been a dream of mine."

From this point, Rise of the Resistance morphs into something else again, moving away from the Resistance recruits traveling independently on foot and entering the second ride system portion of the experience, which operates using a unique trackless system.

"These are the first trackless vehicles to be so low to the ground, and that's a really big deal," Larena explains. "Up until now, our trackless systems were built pretty high off the ground. So, there's this detachment of scale because you're so much higher up. You can't imagine that you could ever mimic whizzing down the hallways of a Star Destroyer if your vehicle puts your head 8 feet high. Nothing's going to scale out right. But, having a vehicle so low to the ground, like a go-kart almost, your feet are literally nine inches above the floor. That allowed us to bring the scale, very, very close to reality of how big these corridors are on the Star Destroyer, and how big the room containing the AT-AT walkers is."

Virtually Real

Another secret weapon for Rise of the Resistance has been the integration of virtual reality (VR) into the development and timing of the final experience. "This attraction has an unprecedented amount of triggered effects, triggered animation, triggered media," Larena discloses. "There are so many things happening in every scene, and they're happening in quick succession. In the past, we would have gone into these scenes and worked out the timing while we're in the scene. At most, there would be about five to ten things to time in total."

In contrast, Rise of the Resistance has around thirty-five to forty different events that have to happen in quick succession during some sequences. "There'd be no way that we could wait until we'd built it to go in there and program things. Thanks to pre-visualization technology, we've been able to actually experience it with a VR headset on, to work it out and program all of this stuff in advance. For example, we might ask, "Does it make sense to blow out that hole in the wall before this gunfire happens, and before this character says this line?" Getting all of that choreography done in VR in advance has allowed us to pack more stuff in and have enough time to choreograph it perfectly for our guests."

And while all of the bells and whistles are impressive, Larena says the ultimate goal is to give guests repeated experiences that are forever illuminating. "A big takeaway for me has always been Pirates of the Caribbean," he says of the classic Disneyland attraction. "It's been around for quite a while. People still love to ride it, and every time I've ridden it, there's always at least one thing that I've never noticed before. There are so many elements in Pirates, and that's part of its allure. So, it was really important for us to make Rise of the Resistance just as rich, with so many details in the sets, and in the dialogue and the special effects. There are so many things to see, you will have to ride this again and again and again. You'll always be picking up certain nuances of what happened. And depending on what side of the vehicle you're on, you'll go, 'Oh wow, I never noticed that we were orbiting over this planet and you can see it out the window below you,' or 'I never noticed that ship spiraled out of control and hit that ship, which hit that ship, and created this whole chain reaction.'"

Larena says the greatest reward is seeing the expressions on the faces of guests after they finish their Rise of the Resistance experience. "People are just blown away," he enthuses. "When I see their jaws drop in person, it feels really good. It's just a wonderful feeling to see that look in people's eyes when they exit the attraction. That's exactly the look I'm looking for."

04 Two AT-ATs make their intimidating presence felt.

05 Rise of the Resistance takes guests into space on a dangerous mission.

06 There are several story segments during the experience .

07 Trackless vehicles whizz guests through the adventure.



GOING GREEN

THE GREEDO STORY

For Han Solo, bounty hunter Greedo was little more than an unwelcome distraction during a stop-off in the infamous Mos Eisley Cantina. But for *Star Wars* fans the ill-fated showdown cemented the Rodian's place in the saga's galactic firmament.

Insider recently caught up with the two actors who originally played him: Paul Blake and Maria De Aragon.

INTERVIEWS:
MARK NEWBOLD &
PAT JANKIEWICZ

Indirectly, Paul Blake has the casting director on a Christmas special of classic British childrens' television series *Jackanory* to thank for his role as Greedo in *Star Wars: A New Hope* (1977). Performing alongside him was an actor who would soon become internationally famous for playing C-3PO—actor Anthony Daniels.

"Tony was playing a prince and I was playing a hunchbacked minstrel," recalls Blake. "A week after we'd finished, he rang me at home and said, 'I'm doing this sci-fi film and the director's asked me if I know of any other character-actors who are around who could do a bit in it. Would you be interested?' Like every other young actor of the time I was desperate for work, so I said, 'Yeah, if I'm being paid, I'll be there.'"

Blake turned up a week later at Elstree Studios and walked onto an all-but empty set. "It wasn't a set at all really, it was a soundstage with a lot of sand and arc lights," he says. "It was early in the morning and there was nobody there apart from this guy in the far corner, so I went up to him and said, 'My name's Paul. You couldn't get me a cup of coffee, could you? I've just come from London and I haven't had any breakfast or anything.' He went off, got me a cup of coffee and handed it to me. I asked him, 'Do you know anything about the movie they're shooting here? I'm here to see somebody called Geoffrey or George something,' and he said, 'I'm George Lucas.'

"That was my first introduction to George, and for some reason he still gave me the job!"

Going Somewhere, Solo?

Three weeks later, Blake received a copy of the script in the mail and took a look to see how much he was in it, "Like every actor does when you get a few scenes!" he laughs. "I read it and didn't think much more about it until about a month later. Incidentally, I've still got that script to this day. It's somewhere up in the attic."

The actor was called down to the movie's wardrobe department at Elstree where make-up artists ▸

"I THOUGHT ALL MY BITS WOULD BE THE ONES THAT I DID WITH THE ORIGINAL JABBA THE HUTT."

PAUL BLAKE

Stuart and Kay Freeborn took a life mask. "In those days they put plaster of Paris on your face at the front and the back, which solidified and formed the shape of your head," says Blake, explaining the process. "Then they put the halves together and poured in some Indian rubber solution which, when it set, formed the basic shape of your head that finished below the neck. Then Stuart, as he did for all those other creatures in the cantina, had to come up with yet another alien."

Greedo's cantina appearance wasn't actually his first to be filmed, as Blake was required to play the Rodian on the Docking Bay 94 set, in the scene featuring Jabba the Hutt, which only became part of *A New Hope* when the special edition was released, two decades later.

"I thought all my bits would be the ones that I did with the original Jabba the Hutt, Declan Mulholland," says Blake. "I had two or three scenes with Declan and Sir Alec Guinness, before we shot the cantina scene. I didn't really pay too much attention to it because I thought I'd be in the other bits.

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Then, after George cut those scenes, all that was left was the one I'd done with Harrison Ford, which I think we filmed late on a Friday. I know the crew wanted to get home, absolutely annoyed they had to do this scene that had taken all day to set up."

Blake filmed his scenes before the character even had a name, and the actor decided to ask his director for some guidance. "Because I was such an earnest young actor, I went up to George on the first day of shooting," smiles Blake. "I said, 'George, how do you want me to play this alien, because there's lots of ways to do it.' And he looked at me for about a minute and said, 'Play it like they do in the movies.' Which was, of course, the best advice anyone could possibly get!"

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Unlucky Greedo

With numerous edits over the years, determining whether Solo or Greedo shot first has become something of a talking point among fans. What may surprise people is that not everything was decided even when the scene was originally, ahem, shot.

"They didn't have any idea how they were going to kill me off, and neither did George until Peter Diamond, the special effects chap, said, 'Why don't we do the scene up to the point where Paul is shot by Harrison and put a dummy in Paul's seat, and fill it



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with explosives. We'll blow the dummy up, take the costume off the dummy, and put it back on Paul so he can do the shot where he dies. So that's exactly what we did, but of course they nearly blew up half the set!"

After the set was reconstructed, a second take was filmed—as quickly as possible, as the crew were eager to finish for the day. "Eventually we redid the shot, and they immediately ripped the costume off the dummy, brushed it with incense—which stank to high heaven—and pumped it around the set to make it look like smoke," Blake remembers. "Then they poured a bit of acid on the back of the costume and put me back into it while it was still smoking with all this stuff. Because the costume was still on fire I just slumped forward and died. I couldn't wait to get out of it!"

01 Paul Blake's first scene on set as Greedo ended up on the cutting room floor.

02 Blake is helped into his Greedo gloves and mask for his first scene.

03 Rehearsing the infamous face-off between Greedo (Blake) and Han Solo (Harrison Ford)

Having completed his scenes, Blake left the studio and continued his career, oblivious to the huge sensation that *Star Wars* would become. "I never thought anything more about it," he admits. "As soon as we'd finished, we couldn't wait to leave and get on to the next job, because we all thought that would be the last we'd see of any of it. No one had any expectations."

However, Greedo's story was far from over, as Lucas eventually decided to reshoot some of the Rodian's close ups later at Industrial Light & Magic in California. "My mask wasn't animatronic," explains Blake. "It was solid, very rigid, and the ears didn't rotate or anything like that. They didn't shoot any close-ups of it with me because it wouldn't move, so I was mostly in the long shots."

Greedo Take Two

With Blake unavailable for the reshoots, a local U.S. actor was sought to don the costume for the additional shots at ILM's studio, and American actor Maria De Aragon was cast.

> **"WE ALL THOUGHT THAT WOULD BE THE LAST WE'D SEE OF ANY OF IT. NO ONE HAD ANY EXPECTATIONS."**
> *PAUL BLAKE*

De Aragon made her name appearing in a string of action-packed B-movies that saw her play everything from a kick-ass femme fatale saving the Earth from alien invaders in *The Cremators* (1972) to the kung-fu heroine of cult movie *Wonder Women* (1973). However, when she accepted a ▸

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small role in *A New Hope*, little did she realize the ardent following it would earn her.

"As an actress, I would ask the good Lord to help me get a part in a film of some importance," she admits, before adding with a giggle, "Of course, when that did happen, I was wearing an insect alien mask and costume." She's also happy to admit that it was pure luck that brought the role to her.

"When they were filming *A New Hope*, I was a working actress, trying to join the Screen Actors Guild," she explains. "My friend George E. Mather was working for Industrial Light & Magic, and he thought there was something for me in *Star Wars*. He thought I was the right size for a creature or robot.

"They didn't approach me for Greedo—originally, I was supposed to do something as C-3PO," the actor reveals. "Anthony Daniels was going to be unavailable for some pickup shots, so they needed someone to stand in for him during second unit filming. After I interviewed for the C-3PO fill-in job, they showed me some of his mannerisms so I could match them if needed."

However, it was at that point that fate intervened, in the form of a horrific car crash that shocked the entire production to its core.

Greedo Take Two

"I was ready to film, but then Mark Hamill had a car accident," De Aragon remembers. "It was early in the morning—about 6 a.m. We were supposed to go shoot pickup shots in the desert as the call came about Mark being badly injured in the car crash. Shooting was canceled. They told me they would keep me posted if they needed me in the future."

> **"THEY SAID: 'GOOD NEWS—WE HAVE YOU IN MIND FOR YOUR VERY OWN MONSTER!'"**
> *MARIA DE ARAGON*

Thankfully, Hamill recovered from his injuries fully and the situation eventually worked out for everybody. De Aragon got the news she had been hoping for. "I suddenly got a call from production," she shares. "They said: 'Good news—we have you in mind for your very own character! If you come on in, we'll outfit you.' I was very excited to hear that, and that's how I became Greedo."

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04 George Lucas adds gloop to Greedo's snout during reshoots.

05 The original Greedo mask and hands.

06 The lenses were the final element of the Greedo makeup to be applied.

07 Greedo is prepared for the camera on the Mos Eisley Cantina set.



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Since the original round of filming, makeup artists Rick Baker and Rob Bottin had found a way to further articulate Greedo's head and make it more expressive, with a moving mouth and antenna. "That mask was really interesting," the actress recalls. "But I didn't do his voice because he wasn't supposed to be female. They had a weird, alien voice planned for him."

However, once on set, it wasn't all plain sailing. Filming her scenes with just a small crew, the FX team and George Lucas, the actor found herself challenged in a way she had never expected when she ran into difficulties in the suit.

"Mr. Lucas actually helped me when I had trouble," she reveals. "Something happened while I was wearing the Greedo suit. The mask was ever so tight around my neck and throat, and it was hard to breathe. They wanted me to do the dialogue and, at the same time, breathe through a straw. At one point, there wasn't enough air coming through and I started gasping for breath and making gestures. George Lucas saw what was happening and sent a prop man over to get me an oxygen tank. For a moment there, I was in real trouble. There's a famous shot of George with me in the Greedo mask, but you can see I'm wearing pink pumps!" De Aragon laughs as she recalls, "George liked the hand gestures I was making when I was in trouble, so he had me keep doing them!"

Despite the brevity of her tenure on the film, the actress looks back on her *Star Wars* moment with great fondness. "It was fun," she says with a smile. "I have a Greedo action figure in my house, and it's a nice reminder of my *Star Wars* experience. I liked Greedo. He was misunderstood!"

"Everybody I meet, all over the United States and around the world, say to me, 'I had your action figure!' It is incredible to think that you're immortalised in plastic forever," laughs Paul Blake, who shares De Aragon's fondness for the character. "I've been very lucky. I've had a great career, been in many plays in the West End, worked all over the world, but on my tombstone it will read 'Here lies Greedo. He shot first,' but on the back it will say 'Or did he..?'

"I LIKED GREEDO. HE WAS MISUNDERSTOOD!"
MARIA DE ARAGON

STAR WARS INSIDER

JEDI MASTER'S QUIZ

The Clone Wars pitted Jedi Knights and clone troopers against Count Dooku's clanking droid army. Test your knowledge of the heroes and villains who participated in the epic struggle that ended with the creation of the Galactic Empire.

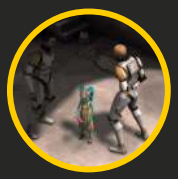
Compiled by Jay Stobie

"FOR EVERYTHING YOU GAIN, YOU LOSE SOMETHING ELSE."

Follow the war's devastating effects as battles rage across the galaxy and heroes emerge on both sides.

THE GRAND ARMY OF THE REPUBLIC

1: Who forged a special bond with clones Waxer and Boil in "Innocents of Ryloth?"



A/ Shaak Ti
B/ Hera
C/ Numa
D/ Aayla

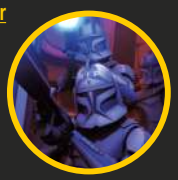
2: Which legion did clone Captain Rex serve in?

A/ 41st
B/ 212th
C/ 501st
D/ 607th

3: Where did a small group of clones valiantly defend an outpost in "Rookies?"

A/ The oceans of Kamino
B/ The forest moon of Endor
C/ Ord Plutonia
D/ The Rishi moon

4: Who acted as a source of inspiration for the clones on Kamino in "ARC Troopers?"



A/ Clone 00
B/ Clone 66
C/ Clone 99
D/ Clone 100

5: Which clone commander assisted Luminara Unduli aboard the Tranquility in "Cloak of Darkness?"

A/ Cody
B/ Gree
C/ Wolffe
D/ Bly

THE SEPARATISTS AND THE SECRETIVE SITH

6: Which ship did Admiral Trench command as part of the Separatist blockade in "Cat and Mouse?"

A/ *Invincible*
B/ *Malevolence*
C/ *Resolute*
D/ *Valiant*



7: Count Dooku's apprentices, Asajj Ventress and Savage Opress, both hailed from which planet?

A/ Geonosis
B/ Coruscant
C/ Christophsis
D/ Dathomir



8: Who betrayed the Republic during the Umbaran campaign?

A/ Captain Tarkin
B/ General Krell
C/ Admiral Yularen
D/ Commander Cody

9: General Grievous maintained his personal stronghold on a moon orbiting which planet?

A/ Sullust
B/ Mustafar
C/ Devaron
D/ Vassek

10: Even as the war continued, who did Senator Mina Bonteri remain friends with?

A/ Obi-Wan Kenobi
B/ Anakin Skywalker
C/ Padmé Amidala
D/ Ahsoka Tano

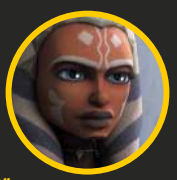


THE JEDI MASTERS AND THEIR PADAWANS

11: Which Jedi Master first brought a young Ahsoka Tano to Coruscant to begin her Jedi training?

A/ Qui-Gon Jinn
B/ Plo Koon
C/ Anakin Skywalker
D/ Mace Windu

12: Who attempted to kill Ahsoka Tano and several younglings in "Wookiee Hunt?"



A/ Aurra Sing
B/ Trandoshans
C/ Boba Fett
D/ Mandalorians

13: Obi-Wan Kenobi faked his own death so that he could go undercover as which bounty hunter?

A/ Rako Hardeen
B/ Cad Bane
C/ Bossk
D/ Moralo Eval

14: Who took part in the attack on the Jedi Temple in "Sabotage?"

A/ Luminara Unduli
B/ Kit Fisto
C/ Barriss Offee
D/ Nahdar Vebb

15: On which planet does Anakin receive visions of his dark future?

A/ Mortis
B/ Dagobah
C/ Naboo
D/ Tatooine

"TRUTH CAN STRIKE DOWN THE SPECTER OF FEAR."

Recall which fan-favorite characters from *The Clone Wars* spoke these memorable lines:

1. "THE PRICE FOR JUST ONE WOULD MAKE A MAN RICH... AND WE ALL KNOW HOW MUCH I LIKE TO BE RICH."

2. "WELL, THIS IS A FINE MESS YOU 'MECHS GOT US INTO."

3. "IF WE TRY TO TAKE MANDALORE BY FORCE, OUR PEOPLE WILL TURN AGAINST US."

4. "I WAS SET UP AND DECEIVED, AS YOU ARE BEING DECEIVED NOW!"

5. "WE ARE BROTHERS. THE TRUE LORDS OF THE SITH."

"NEVER GIVE UP HOPE, NO MATTER HOW DARK THINGS SEEM."

Identify these leaders who diligently guided their followers throughout the war:

1.



2.



3.



4.



QUIZ 1 C, 2 C, 3 D, 4 C, 5 B, 6 A, 7 D, 8 B, 9 D, 10 C, 11 B, 12 B, 13 A, 14 C, 15 A.
"TRUTH CAN STRIKE DOWN THE SPECTER OF FEAR." 1 Hondo Ohnaka, 2 Colonel Gascon, 3 Pre Vizsla, 4 Ahsoka Tano, 5 Darth Maul.
"NEVER GIVE UP HOPE, NO MATTER HOW DARK THINGS SEEM." 1 Senator Farr, 2 Duchess Satine, 3 Master Yoda, 4 Senator Amidala.

HAVE YOU PAID ATTENTION TO THE LESSONS TAUGHT THROUGHOUT *THE CLONE WARS?*

0-9 A failure in planning is a plan for failure, so try to plan better next time.
10-19 Where there's a will, there's a way. Not bad, but keep studying.
20-24 Courage begins by trusting oneself, and so does knowledge. Well done!



Enfys Nest and the Cloud-Riders

Who was the young woman masquerading as a criminal marauder, and what was she fighting for? *Insider* investigates the life of Enfys Nest, as revealed in *Solo: A Star Wars Story* and beyond.

WORDS: MEGAN CROUSE



Before the Galactic Civil War, the Rebellion was scattered underground. Most rebels didn't know a wider anti-Imperial network existed. Some people who might later have called themselves rebels looked more like scoundrels, stealing from the rich and giving to the downtrodden.

It was into this time of chaos that Enfys Nest appeared. Inheriting her helmet and armor from her mother, she also inherited a leadership role in the Cloud-Riders, a band of freedom fighters who lived in the shadows at the edge of society. In *Solo: A Star Wars Story* (2018), the Cloud-Riders were introduced trying to take down the criminal organization Crimson Dawn. Their battle for valuable fuel coaxium brought them into both conflict and uneasy alliance with Han Solo and Lando Calrissian. Nest's role in *Solo* helped to illustrate how Han learned not to trust easily, and was one of his early experiences with someone actively fighting against greed and corruption.

Enfys Nest wanted to strike not against the Empire directly, but against those who would live by dark principles in the underworld. She fought against greedy, power-hungry people like Dryden Vos, who destroyed the lives and livelihoods of the people of Savareen, and had no interest in explaining her motivations to the smugglers who she saw as trying to steal from her. Only when it became advantageous for her to work with Han did she reveal anything, and then purely because she had the upper hand.

Enfys Nest wants to strike not against the Empire directly, but against those who would live by dark principles in the underworld.

Nest also wanted to carry on the legacy begun by her mother, who led the Cloud-Riders before her. While details surrounding Enfys Nest's mother's life were largely unknown, one fact seemed to ring true: she definitely instilled in her daughter a desire to fight. Nest also had a score to settle. Her homeworld was terrorized by many criminal organizations, including Crimson Dawn.

Nest's armor was both a practical necessity and a symbol of her cause. Keenly aware of how her young age was likely to make enemies underestimate her or move swiftly against her, she completely obscured her identity behind her mask. A vocoder box disguised her voice, making it hard for anyone to ascertain her age, gender, or appearance.

One of the most striking, but also easiest to miss, elements of Nest's armor was the poetry ▸



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01 Nest wields her deadly electroripper staff during the Vandor conveyex heist.

02 The Cloud-Riders and Tobias Beckett's gang vie for posession of the stolen coaxium.

03 The threatening masked visage of Enfys Nest.

▶ printed across her helmet. Reading "Until we reach the last edge, the last opening, the last star, and can go no higher," it illustrated her determination. It's unknown whether these were verses precious to her mother, or were chosen by Enfys for their meaning or their context. Ether way, they were part of a fearsome ensemble. Behind the poetry her armor extended out into rigid spikes. These, like the extendable fins on her gauntlets, were made of beskar: an alloy forged by the Mandalorian people that was capable of withstanding a glancing blow from a lightsaber. But anything trying to get to Enfys' armor would have to go through her electroripper staff first. The weapon was strong enough to destroy metal, and more than a match for the most deadly opponent.

Nest's true motivations and her struggle against impossible odds were things Han would long remember.

Beyond the Last Edge: Nest's Hidden History

Before the events of *Solo*, Nest built a reputation as a fearsome raider who only attacked powerful, guilty targets. One of her earliest missions was a raid against an Imperial cache, where she stole medical-grade spice, destined for use in emergency kits and doctors' packs. The cache also included raw spice that could have been sold for a high price on the black market. The Cloud-Riders didn't touch this raw spice, leaving an Imperial agent who investigated the incident to wonder whether the attack was meant to support a military group with ideological stances against selling raw spice on the black market, such as the nascent Rebellion.

Nest and her crew lived in the shadows for years, sometimes getting other people to do their dirty work. In *Solo*, Tobias Beckett recognized Enfys because of a previous confrontation. Posing as Beckett's employer Dryden Vos, Nest once tricked Beckett into stealing blank identichips from an underworld slicer for her. Once he completed the mission, Nest took him prisoner and demanded the identichips. This time, Nest failed, and Beckett destroyed the contraband in his successful escape.

While the story never told us what Nest wanted to do with those blank chips, it's possible they were connected to her work for the Rebellion. Forging Imperial identities would help rebels get into secure facilities or learn secret information.

The most obvious connection between the Cloud-Riders and the early Rebellion came when Nest met Saw Gerrera. As revealed in the *Solo* novelization, Nest's plan all along was to sell the coaxium to the rebel extremist. Gerrera's violent methods didn't line up with the wider Rebellion, but he shared Nest's goal to bring down the greedy and cruel organizations of the galaxy.

Years later, Jyn Erso would be the leader of the team that brought the Death Star plans to the Rebel Alliance. Erso was Saw's ward when she and Nest first met, thrown into war at an even earlier age than the Cloud-Rider. For her part, Enfys saw

something of herself in Jyn Erso—someone who wasn't able to have a normal, peaceful childhood. The war stole that opportunity from both of them. She also saw Erso as another who would be underestimated because of her age.

While they only interacted during a brief conversation, it was intense, and ended with Erso telling Nest that Saw would underestimate her, too. Jyn Erso's advice wasn't the only sign of tension between Nest and Gerrera. They disagreed on the use of the coaxium, revealing some of Nest's reservations about the methods she had been forced by circumstance to support. Saw believed he was doing the best thing to destroy the Empire. Nest wasn't so sure.

A Matter of Trust

One aspect of the storytelling in *Solo* was to connect the young smuggler with Han's characterization in *A New Hope*. More specifically, it sought to understand how Han could desert his friends as the rebels prepared their assault on the Death Star, only to came back at the last minute to do the right thing and save the day. It boiled down to Han having trouble putting his trust in anyone other than Chewbacca—and during the period when he encountered Enfys Nest, Solo's ability to trust anyone was tested to the absolute breaking point.

Beckett and Qi'ra both betrayed Han for different reasons: Qi'ra to secure power and financial success as a crime lord, and Beckett to sell the coaxium and retire. From them, Han learned to suspect anyone who appeared to be a friend. Nest, initially portrayed as an aggressor and certainly not to be trusted, turned out to be one of the less untrustworthy characters in the movie. Surrounded by scoundrels and desperate people since childhood, the Corellian had never met anyone as loyal and determined to help others as Enfys Nest. The reveal of Nest's true motivations and her struggle against impossible odds were things Han would long remember, and recognize in Leia and Luke several years later.

Despite her youthful age, Nest had never been shielded from witnessing the horrors of war first-hand. All her life, she had been among people who believed that sometimes they had to do violence in order to prevent further violence down the line. But, as her conversation with Saw showed, Nest had moral lines that she would not cross. Like Han Solo, she grew up knowing it was essential to fight to survive. That need had forged her into a formidable warrior, and one who understood that power must not be used to oppress others, but to aid the oppressed.

For her part, Nest saw something of herself in Jyn Erso—someone who wasn't able to have a normal, peaceful childhood.



THE CLOUD-RIDERS

Enfys Nest's team was made up of a diverse group of humans and aliens, many from worlds Nest's gang helped liberate. Believed to have been formed by Enfys' mother, the Cloud-Riders differentiated themselves from other gangs with their signature swoop bikes. Their home base was the starship *Aerie*, a carrier vessel. Also known as the marauders, they would drop from their ship on their modified rides to bear down on their enemies like birds of prey.

While their work led them to act as smugglers or pirates depending on the needs of each mission, they were not motivated by profit alone. Enfys Nest and her mother ensured that the group targeted only criminals and the Empire, or those who enabled its vile domination of the galaxy.



04 Unmasked, Enfys Nest (Erin Kellyman) rallies the Cloud-Riders.



THE RISE OF STAR WARS KIDS

Lucasfilm's James Waugh explains how *Star Wars* Kids, the online home of *Star Wars* content aimed at younger fans, is bringing the saga to the next generation.

WORDS: KRISTIN BAVER

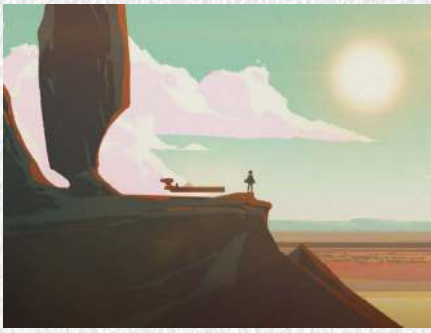
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01 *Star Wars: Galaxy of Adventures* takes scenes and characters from the movies and reanimates them for a new generation of fans.

The first time Luke Skywalker gripped the hilt of his father's lightsaber and ignited the blade, his destiny shifted, new possibilities forming before his eyes. We all know well the look of wonder on Luke's face in *Star Wars: A New Hope* as he presses that button and sees the weapon of a Jedi come to life in his own two hands.

But in translating the emotion of the scene for a new generation, the minds behind the *Star Wars Galaxy of Adventures* shorts tried something altogether new. In the animated short, the dialogue remains the same, but onscreen a young Luke's face shifts from curiosity to astonishment and then unabashed joy. His blond hair is windswept as he's quite literally blown away by the power of the Force, and he does what any kid (or, let's be honest, adult) would do in that moment—he begins to leap around, swinging the blade at imaginary opponents and pretending to fight like a well-trained Jedi Knight.

"I think what makes *Star Wars* so magical is that sense of wonder. The awe and exploration," says James Waugh, Lucasfilm's vice president for franchise content and strategy. For more than a year, Waugh has helped lead the charge as a new generation of fans have begun to discover the saga through *Star Wars* Kids, the online home of a galaxy of kid-friendly content including *Galaxy of Adventures*, the adorably stylized *Roll Out* shorts, and other educational offerings that provide a gentle avenue for younglings to take their first steps into the larger world of the *Star Wars* saga. The site aims to capture the emotional pull that ▸

"I THINK WHAT MAKES *STAR WARS* SO MAGICAL IS THAT SENSE OF WONDER. THE AWE AND EXPLORATION."

acts as the beating heart of *Star Wars* storytelling and bottle it in bite-sized installments that can be easily understood and absorbed by viewers 12 and under.

And although the Skywalker saga is now complete on film, with the epic conclusion in *Star Wars: The Rise of Skywalker* in theaters now, for many young fans the journey is only beginning.

A Whole *Galaxy of Adventures*

The first 24 installments of *Galaxy of Adventures* focused on introducing classic characters and essential information to little ones who had never seen a *Star Wars* movie. Opening with a short introducing Luke Skywalker, the moisture farmer who embraced his destiny and his heritage to become a Jedi Master, the series went on to establish other essential original trilogy characters like R2-D2, Princess Leia, Darth Vader, and Boba Fett. But much more than an animated character encyclopedia, the shorts introduced important moments like the Rebellion's successful X-wing attack on the first Death Star, enduring relationships like the unbreakable bond between Chewbacca and Han Solo, and even tackled generation-spanning conflicts like the struggle between the Jedi and the Sith, an essential piece of lore for new fans seeking to understand the allure of the saga. "It is a unique style and expression of *Star Wars*," Waugh says, focused more on the emotions the story evokes than authentically capturing an animated version of what plays out on film. "Luke gets his lightsaber, turns it on, wind blows through his hair. It's exciting. Overblown. That's not the way that scene happened in the film. But the style of the animation creates a sort of handshake with the viewer who accepts that it's an exaggeration, that it's okay it is different because it's about the authenticity of the *feeling*, and it's absolutely true to the kid perspective."

When the series returns in 2020, it will help bridge the gap between young fans and the sequel trilogy—the adventures of Rey, Finn, Poe, and BB-8, fighting for justice against Kylo Ren and the First Order—with a new run of 18 individual shorts set in the age of the Resistance. "We're going to celebrate the friendship of Poe and Finn. We're going to celebrate Leia Organa and the fact that she has been a mentor to so many of the heroes," Waugh says. And, of course, there will be no shortage of bad guys, he adds, promising "lots of Kylo Ren."

Three of the shorts will be focused on a planet children and their families can visit on Earth —Batuu, the home of Black Spire Outpost inside *Star Wars: Galaxy's Edge* at Disneyland and Walt Disney World resorts. The themed land exists at the same point in

> "THE PLATFORM GAVE US THE FREEDOM TO SAY LET'S TRY NEW STYLES OF STAR WARS."

the *Star Wars* timeline, nestled on an Outer Rim planet that's home to smugglers and rogues peddling their wares and has only recently begun to see activity from the Resistance and the First Order. The shorts will explore the fiction behind the park's two attractions, *Star Wars*: Rise of the Resistance and *Millennium Falcon*: Smugglers Run, Waugh says, from a different perspective. And the spectacle of Batuu itself will be introduced from the special point of view of a pint-sized visitor just arriving on the planet, hoping to capture some of the excitement of a child seeing the park in real life for the first time.

Plus, with the 40th anniversary of *Star Wars: The Empire Strikes Back* on the horizon, there will be at least a few new shorts centered on the film's characters and key moments. Waugh notes that the series takes great pains to treat even the most iconic scene without spoilers, giving young viewers a chance to discover the twists and reveals for themselves when they watch the films later. And there's a companion series, *Galaxy of Adventures Fun Facts*, which takes an even deeper dive into lightsabers, droids, aliens and other topics new fans will surely have lots of questions about, a crash course in the imaginative creations that makes *Star Wars* so unique.

Rolling Out Imagination

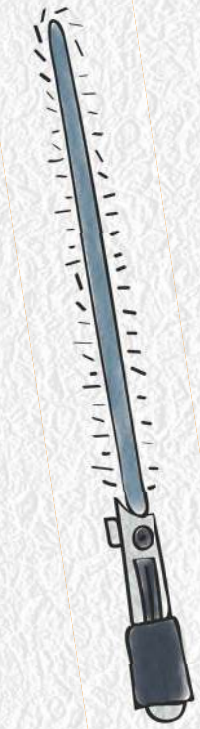
Star Wars Kids offers children and parents alike the chance to embrace new ways of making *Star Wars* their own. Waugh says the platform has given creators the liberty to try new things that the standard constraints of in-world storytelling just can't provide, with the benefit of real-time feedback online. "The freedom to experiment," he says, "seeing what's working and what's not. And then integrating that into our thought process as far as what's next for us."

In *Star Wars Roll Out,* stylistic animated versions of Rey, Chewbacca, BB-8, and other beloved characters looking very similar in shape to Poe Dameron's one-of-a-kind orange and white droid take viewers on all-new adventures. "I think we're always looking from a certain perspective: through the lens of kids," Waugh says. "This is definitely a younger expression of *Star Wars*."

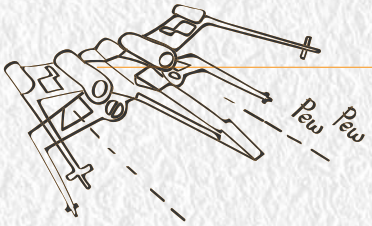
The end result is pure visual storytelling grounded by universal themes, a way to ensure that these shorts can reach the global audience that embraces the *Star Wars* galaxy without being bogged down by expansive explanation and dialogue.

"The platform gave us the freedom to say let's try new styles of *Star Wars*. Let's have fun with it in a way that our mythic, canonical storytelling couldn't," Waugh says of the shorts. "*Star Wars* Kids allowed for the opportunity for experimentation."









02











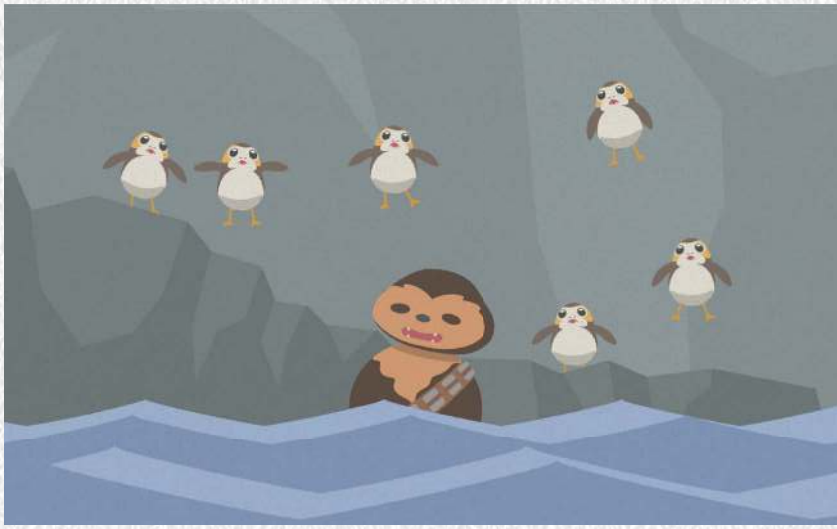


02 *Let's Draw Star Wars* encourages younglings to express their artistic side.

03 *Star Wars Roll Out* explores the characters of *Star Wars* in an entirely unique way.







03



04





04 Kids with an interest in science and engineering will love *Galactic Builders.*

05 *Let's Make Star Wars* sees two young hosts create a dazzling array of fun *Star Wars* objects.





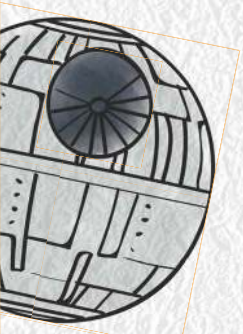
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On *Let's Make Star Wars,* kid hosts Sean and Marissa take the lead for fun and educational craft tutorials infused with age-appropriate jokes and puns. The series, along with its sister program *Let's Draw Star Wars* led by a team of Industrial Light & Magic artists, puts the magic of making *Star Wars* firmly in the hands of its youngest fans. "It's the type of stuff I love that we're doing, especially having my own kid who loves to draw everything," says Waugh, counting his young son among the fans. "I think every parent has that dilemma of Sunday afternoon where there's been too much TV and you have to figure out what to do. It sparks their imagination and also celebrates what they love." Waugh hopes that fans discovering these how-to shows will embrace how it helps teach the fundamentals and simple shapes that make up the *Star Wars* galaxy, allowing even the youngest fans to make *Star Wars* their own and bring it into their daily lives. It's a tangible and fun way to celebrate the creativity that brought the fictional galaxy to life in the first place, while supporting the natural inclination toward drawing and crafting that helps children understand their world.

For older viewers, *Galactic Builders* pulls back the curtain even further to explain how practical effects bring BB-8 to life along with other feats of *Star Wars* on-screen engineering. The series shines a spotlight on real prop makers and toy builders as well as competitive kids who are rising stars in the STEAM fields—science, technology, engineering, art, and mathematics. The series, made in conjunction with *FIRST* and *Star Wars: Force for Change,* acts as a guide for kids fascinated by *Star Wars* tech and parents considering how that predisposition might lead their younglings to a future career path or hobby.





Joining the Resistance

For children and adults more inclined toward the lengthier exposition of a longer series, *Star Wars Resistance* helps to capture those imaginations and the thrill of living in the galaxy from the relative safety of a community of neighbors cohabitating and working together aboard a refueling platform. Focused on pilot-turned-spy Kazuda Xiono and his high-flying friends aboard the *Colossus*, the brightly colored animated show delivers highly relatable characters and fast-paced starfighter racing, plus action and intrigue. Kaz may be a spy, but he's still learning the ropes and he can often be found bumbling through a well-meaning ruse or tripping over his own feet. His friend Neeku takes everything literally, to a hilarious and sometimes disastrous effect.

> "THIS IS AN OPPORTUNITY FOR PARENTS TO INTRODUCE *STAR WARS* TO THEIR KIDS AND FOR KIDS TO DISCOVER *STAR WARS*."

And they're surrounded by sharply drawn characters who all have their own unique perspectives—from Tam, mechanic-turned-First Order cadet, to Torra Doza the precocious young racer, to Synara San the mysterious pirate spy with a heart. The show is available on Disney Channel, Disney XD, and DisneyNOW, with Season One also available on Disney+, and for fans who want to know more about how it connects to the saga as a whole, *Star Wars* Kids offers a behind-the-scenes look, *Bucket's List*, with a short list of weekly fun facts accompanying each episode.

There are also shorts like *Star Wars By the Numbers* and *Star Wars in Under Five Minutes*, created by Lucasfilm's online team to specifically offer a fresh take on the *Star Wars* saga. In *By the Numbers*, a super cut of moments and scenes splices together everything from every creature in the films (90, and they're all name-checked here) to every question Luke Skywalker asks (153 for the inquisitive Jedi). If you can count it, chances are it will get its own installment, including tracking Kaz's screams and tumbles (230 total, although he yelps a lot more often than he falls down).

Star Wars Under Five Minutes is more of a crash course for the uninitiated. "*Star Wars* can appear to be a daunting franchise," Waugh admits, with nine Skywalker saga films, two standalone live-action movies, and hundreds of hours of animation already out there. The series is intended to be a welcoming entry point for all ages and anyone with a couple of minutes to spare. "For the parent or the kid who's just trying to get into *Star Wars* but doesn't know where to start, you can watch these and catch up with everyone else, laugh along with it and you're in," Waugh adds.

"We want to be able to meet kids where they are. It's been very special to be able to make this stuff and then watch its impact," Waugh says, especially sharing the site with his young son. "He's who I'm making them for as much as everybody else, because I think anybody who's a fan of the franchise wants to share that experience. This is an opportunity for parents to introduce *Star Wars* to their kids and for kids to discover *Star Wars* and maybe introduce it to their parents."

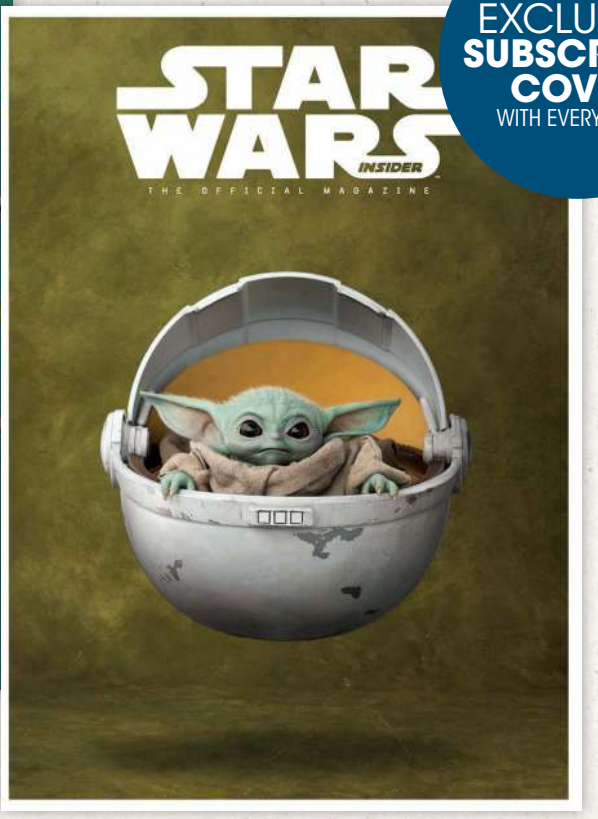
It's a place of possibility, a blank canvas for exploring the heart of what makes *Star Wars* so great—characters who feel as real and familiar as your own friends and family; the imagination behind the strangest creatures, aliens, starships, and droids possible; and an epic mythological underpinning of good versus evil battling it out in the gritty galaxy. *Star Wars* is for everyone. But *Star Wars* Kids is making the galaxy far, far away a whole lot more accessible to the next generation of young fans.

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BORN INTO *STAR WARS*

Celebrating a fandom family tradition in a galaxy far, far away....

It turns out that the Skywalkers aren't the only family with *Star Wars* in their blood. At the age of 12, Jackie Cordero began using the saga as a means to escape from the bullying she encountered at school. "All the worlds and characters and stories just became a place I could live in and enjoy," she recalls. From consuming *Star Wars* novels and listening to John Williams' scores on her daily commute, to covering the walls of her college dorm room with posters of Han Solo, Jackie's interest in the franchise quickly became more than a casual hobby.

"My husband enjoyed the movies, but that was it for his fandom," says Jackie. "Somehow, he fell for this nerdy girl, and over the last 16 years he has been super supportive of my love of the movies, events, collecting, Disney trips, Halloween costumes, and even the decorating of our two kids' nurseries!"

However, their journey to building a family was an arduous one, with the couple suffering tears and disappointments, until the final day of *Star Wars Celebration* Anaheim in 2015, when the couple learned that they were expecting. "We were ecstatic! We decided to try and memorialize that moment," reveals Jackie. So, the pair headed off to a photo op with Mark Hamill and Carrie Fisher, who became the first people to hear the news about the new family member.

Baby Lorenzo was born later that year and subsequently accompanied his parents to *Star Wars Celebration* Orlando in 2017. The Corderos continued their new family tradition in 2019, when they brought Lorenzo and his new baby sister, Liana, to *Celebration* Chicago. The event provided many memories to cherish, including seeing their daughter's face light up as she touched a real-life R2 unit. "It warmed my heart to share something I love so much with my family and experience it together," Jackie beams.



INSIDER NEEDS YOU!

We want to hear from you! Tell us about your *Star Wars* experience. What made you want to become a fan? What have you done in the name of *Star Wars*? Tell us your *Star Wars* story by sending your photos, art, and letters here:

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ARTISTS' ALLEY

Talented *Star Wars* fans share their amazing drawings inspired by the galaxy far, far away....





01. "PURGE TROOPER" AND "ZORII" BY DEVIN DOTY

Intrigued by the designs for the Imperial purge troopers and Keri Russell's Zorii Bliss, fan artist Devin Doty was inspired to craft vector art posters for the characters in Adobe Illustrator, before completing her tributes by adding finishing touches in Photoshop. "I'm inspired by all the character designers and concept artists at Lucasfilm," reveals Devin.





02. "BOSSK" AND "TARKIN" BY FRUZSI LIPTÁK

Fruzsi Lipták masterfully utilizes Adobe Illustrator to digitally depict the *Star Wars* characters that capture her imagination. The Hungarian fan ranks Bossk as her favorite bounty hunter, whereas Tarkin's appearance in *Rogue One: A Star Wars Story* (2016) proved to be a welcome surprise for the artist. Fruzsi primarily focuses on *Star Wars* themes, and her work can be found on Instagram at @fruzsi.liptak.

BOUNTY HUNTERS

Scouring the galaxy for the stars of *Star Wars*...

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Addison Farnsworth and her husband James made the most of their time at *Star Wars Celebration* in Chicago, where they met two talented actors from the franchise.

The couple adored Hermione Corfield's portrayal of the Resistance pilot Tallissan "Tallie" Lintra in *Star Wars: The Last Jedi* (2017), so meeting her for a memorable photo op was a joy for the Farnsworths. "It was such a wonderful experience getting to meet her," Addison says, happily.

The two fans also stopped by to share a moment with Jason Isaacs, the voice of the Grand Inquisitor from *Star Wars Rebels*. As an added bonus, the couple were also thrilled about Isaacs' role in the series *The OA*. "Jason was amazing to have a photo op with," says Addison. "He even had music playing while you were in his photo booth. He was such a cool guy to meet in person."

01



02



01 James and Addison Farnsworth pose with Hermione Corfield, known for her role as Tallie Lintra in *The Last Jedi*.

02 Jason Isaacs, who voiced the Grand Inquisitor in *Star Wars Rebels*, joins the couple for a photo at *Celebration* Chicago.

Photo by Brad Behles



CALLSIGN: ROGUE TWO?

Cosplaying as Jyn Erso and Orson Krennic

Jen Markham and her husband Jeremy demonstrate their affinity for costuming and *Star Wars* by cosplaying as Jyn Erso and her nemesis Director Orson Krennic. "I think I dressed as Princess Leia four times for Halloween, as both a child and a teenager," remembers Jen. Halloween is now an important holiday for the couple, and Jen has made new costumes each year after taking sewing and pattern-making classes in New York City.

While researching Rey's attire from *Star Wars: The Force Awakens* (2015), Jen became enamored by the concept of creating screen-accurate ensembles. "I enjoyed solving the mysteries of what the actual costume design team might have used, and hunting those items down," says the talented fan. The costumer estimates that she put together 13 costumes within the first year, and even learned about 3D modeling, leather working, and building armor. Jeremy didn't cosplay regularly until he saw the joy that trooping with the 501st and Rebel Legions brought to Jen.

So how did the couple decide on the intriguing pairing of Jyn Erso and Director Krennic? "*Rogue One: A Star Wars Story* (2016) entranced me, not least because it was the first *Star Wars* movie where a woman received top billing," says Jen. "I was drawn to Jyn. She was a fighter and a survivor, who relied on her smarts. She was independent and bristled at authority, and I could relate to her attitude."

After constructing Krennic's uniform for Jeremy and variations of Jyn Erso's wardrobe from *Rogue One*, the couple have discovered that the best part about their hard work is meeting fellow cosplayers and fans. "I've met so many little girls who are so excited to meet Jyn," exclaims Jen. "And Jeremy loves talking to kids as Krennic as well, explaining how he built the Death Star and why learning science and math is so important!"

PARADING WITH POE

Building Dameron's X-wing



Jason Isaac believed that his hometown's annual parade was missing one key component: some *Star Wars* magic! But while considering himself to be a hugely passionate fan, he admits that his infatuation with the franchise tends to drive his partner crazy, and delayed entering the parade for several years until finally taking the plunge when he realized the 2019 event would take place on May 4th.

The superfan knew he wanted to build something special that could involve his four-year-old daughter and seven-year-old son. With the parade's route running for around two miles, Jason soon realized that the arduous walk might be a bit much for his kids. "I saw a mobility scooter for sale for £100, and my son wanted to fly a spaceship," he explains, "so the X-wing was born."

Salvaging an old CPU that was no longer needed, the enterprising fan used the machine's batteries to increase the scooter's power so that it could accommodate the weight of three people and the X-wing's wooden structure, which he painted with the markings of Poe Dameron's *Black One*.

It took three months to bring the project to life but the results were worth the effort, and the X-wing flew the Isaac family into a fun-filled day. With his children piloting the craft dressed as Poe and R2-D2, their efforts amazed the crowds lining the parade route, and Jason and his Padawans won first prize in the parade's walking category.





A QUEST FOR QI'RA

Cosplaying the stylish Corellian

Cosplayer Sewpoke's interest in the saga began at an early age, when *Star Wars: A New Hope* (1977) became one of the first movies that her father showed to her and her sister. "We both remember being scared the first time we saw that trash compactor," exclaims Sewpoke, who later enjoyed making paper dolls of Padmé Amidala's outfits with her sibling.

Sewpoke's hobby developed into and enthusiasm for cosplay, with her earliest subjects being Padmé and Leia, but when *Solo: A Star Wars Story* (2018) debuted in theaters, her imagination was sparked by the fashionable attire of Emilia Clarke's Qi'ra. At that point, Sewpoke knew she wanted to build a Qi'ra cosplay that focused on the dress worn during the character's reunion with Han on Dryden Vos' yacht. "I draped the pattern myself and sewed it out of some black scuba fabric," the talented fan explains. "The necklace is made of foamboard and Worbla hung from scraps of leather trim."

As a frequent visitor to Italy, Sewpoke was cosplaying as Qi'ra at the San Marino Comics festival when a tumultuous downpour afforded her a unique experience. "I ended up sheltering in a tent booth with some Jedi and Darth Maul. It was a great way to meet fellow fans," she beams.

Photo by Marco Mallegni





NOUGHTS & CROSSES

X-wings vs TIE Fighters

Space battles are no game, but, with their distinctive wing and hull configurations, X-wing and TIE fighters would make for the perfect participants in a round of galactic noughts and crosses. We've matched both starfighters across three categories to draw a line under (or through) which is the dominant force in space combat.

WORDS: JAY STOBIE

ROUND 1

Ride & Safety

The view from the pilot's perspective

An X-wing's cockpit provides greater visibility to a pilot than the forward-facing viewport of a TIE fighter. The Imperial cockpit design blocks much of its pilot's peripheral vision, making it difficult to avoid being sideswiped by an asteroid or ambushed by a Corellian freighter. X-wing pilots aren't encumbered by hefty life-support helmets, either, and they have a loyal astromech onboard to watch their back.

Speaking of astromechs, what did the TIE fighter pilot say to *their* R2 unit? Nothing, of course: they don't have one! Missions into deep space can be lonely, so an X-wing's repair droid is a big win over the TIE, as an astromech can fix your spirits as quickly as it can a faulty circuit. Imagine the tales that a 30-year old droid can tell to pass the time on a long voyage? Astromechs can be a bit feisty, mind you, so don't be afraid to tell your droid to watch its language if its bleeps and bloops get a bit fruity.

Imperial pilots may be alone in their cockpits, but as TIE fighters typically launch in endless waves, backup is never far away—although friendly collisions do tend to occur worryingly frequently. If you stumble across a single TIE fighter, chances are that the rest of its squadron (or a moon-sized space station) will be lurking nearby. Rebel pilots should therefore take note of Leia Organa's observation that Grand Moff Tarkin was laying a trap when the Death Star only dispatched four TIEs to pursue the *Millennium Falcon*.

Protective energy shielding offers an extra layer of defense for rebel flyers, while the technology's absence on Imperial TIEs increases their vulnerability. Unconfirmed reports have emerged that a blind monk once downed unshielded TIEs with a mere hand weapon on Eadu. Flying into a battle zone is nerve-wracking enough but doing so at such a disadvantage should strike fear into any pilot. The First Order, as in so many instances, remedied this Imperial oversight and fitted their TIEs with shields as standard.

A TIE fighter's fragility should inspire caution in its pilots, who know that a single mistake can cost them their lives, but their devotion to the Empire is enough to quash such thoughts. On the flipside, emboldened by their rugged and sturdy ships, many courageous rebels fall victim to recklessness. X-wing pilots have been known to "stay on target" a little too long before being atomized by a TIE fighter's green blaster bolts.

Imperial squadrons have weight of numbers, but X-wings punch above their weight with personailty to spare, so round one has to go to the Incom-built fighter.



ROUND 2

Range & Firepower

Putting the "fight" into starfighters

Finding your sightseeing tour of Tatooine a little dry? The icy vistas of Hoth making you feel blue? Or are you on the receiving end of some unwanted Imperial interest? An X-wing allows you to escape such perils in the blink of an eye, as the nimble starfighter packs its own hyperdrive. The downside to this convenience is the abundance of interplanetary errands that your rebel and Resistance pals will likely ask you to run for them.

While the First Order's Special Forces TIE fighters are also equipped for hyperspace travel, their standard cousins and Imperial predecessors are short range ships. However, their speed and agility makes up for their lack of a hyperdrive, and they are adept at preventing enemy fighters evade their clutches. Pilots should take care when traversing through trenches and canyons, however! High-speed maneuvers tend to test one's intestinal resilience and have resulted in cases of unsanctioned space sickness.

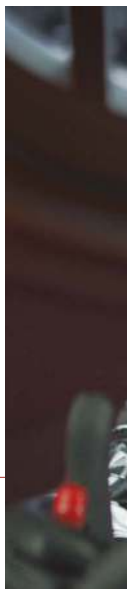
As for firepower, once they have you in their crosshairs, TIE pilots rarely miss. The same cannot be said about an X-wing's targeting computer, which failed to deliver a single decisive blow against the Death Star. Luke Skywalker was able to save the day with a "one in a million" shot, but only by placing his trust in the Force rather than his ship's computer.

A long-range fighter fitted with proton torpedo tubes, an X-wing needn't jump right into the fray with lasers blazing, however, as it can launch torpedoes from a much safer distance. Discretion is often the better part of valor, even in a galaxy far, far away.

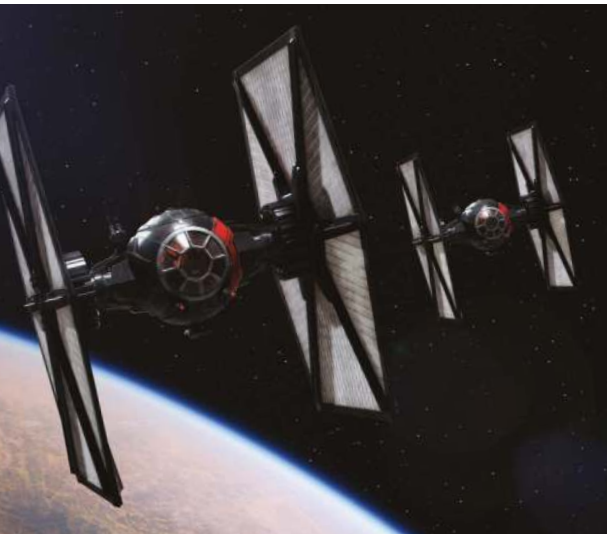
TIE fighters may not always have the legs of an X-wing, but their effectivenes in one-on-one battle makes them the clear winner here.















ROUND 3

Value for Money

Second-hand stores or brand-new stock?

Rebel and Resistance pilots alike put much faith in pre-loved goods, such as when Luke Skywalker refused to replace R2-D2 with a newer astromech prior to the Battle of Yavin. Similarly, both forces obtain their craft second-hand, demonstrating the X-wing fighter's durability and longevity—provided it doesn't get shot down, of course.

As Resistance fighters engage the First Order in their final battle above Exegol they have a scant number of X-wings in active service, maintained using parts scavenged from numerous fighters downed during the conflict—a testament to the X-wing's sturdy construction. The ship is even waterproof, which might come in handy were you to crash on a swamp planet or need to hide your fighter in an ocean inlet. Built to last, purchased on the cheap, and easy to maintain, an X-wing is worth every credit spent.

So what about TIEs? Serving an all-powerful Emperor or Supreme Leader has its advantages, including a seemingly endless supply of factory-fresh TIE fighters and an equally neverending stream of ideologically driven raw recruits.

Engineers and scientists are also constantly making advancements and implementing new TIE designs to keep their forces one step ahead of the opposition, resulting in a wide variety of TIE types being used by both the Empire and the First Order. Yet however far each new iteration strays from the earlier models, the twin ion engine's signature roar remains, striking fear into the hearts of their enemies, and granting TIE fighters a psychological edge over their adversaries. It's said that many recruits cite this awe-inspiring sound as their motivation for signing up.

Maintaining an effective military force is an expensive business, and that might explain why Imperial TIEs are not equipped with shield emitters or hyperdrives. However, with so many ships being built, the economies of scale involved surely make manufacturing TIEs extremely cost-effective.

For reasons as divergent as the two sides that fly them, there's little to distinguish between the value of each ship to their respective causes, so we have no option but to call this round a draw.

AND THE WINNER IS...

X-wings and TIE fighters are iconic craft that look fantastic and fuel our imaginations. By weighing their pros and cons, we can decisively conclude... that we simply *cannot* choose between them. In other words, it's a TIE!

The *Star Wars* Archive

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The cockpit interior of a TIE fighter, as seen in the original *Star Wars* trilogy, was exactingly recreated for *Rogue One: A Star Wars Story* (2016).
Photo: John Wilson

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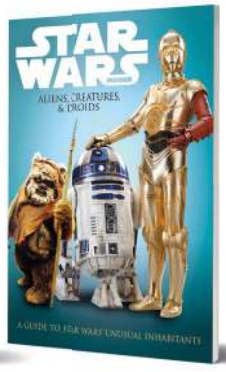
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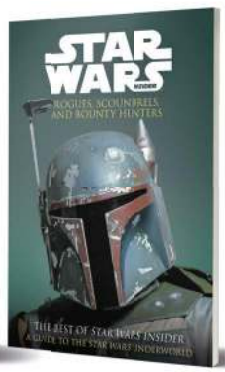
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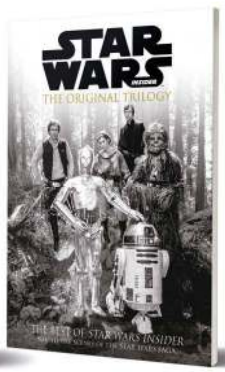
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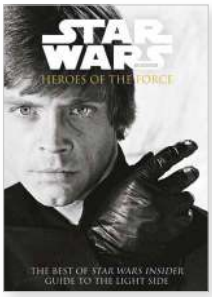
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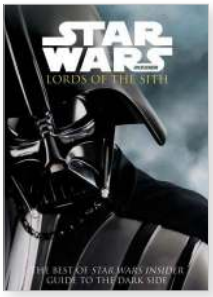
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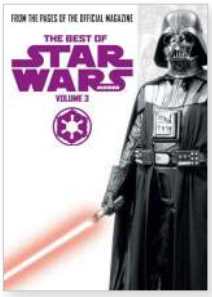
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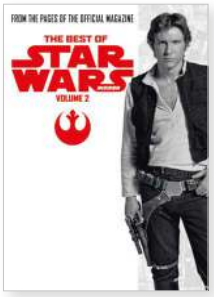
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-Darth Vader, Star Wars: A New Hope
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