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## Master codebreak out challenges

This guide will show you how to achieve 100% completion on LEGO Star Wars: The Skywalker Saga - Episode VIII: The Last Jedi Level 2, Master Codebreak-Out. Each level of in The Skywalker Saga requires you to complete three specific challenges Collect Five Minikits In order to guarantee completion, it is recommended that the level be completed in FREE PLAY, not STORY MODE. Challenge #1: Prison BreakEnter the guard room undetected for this challenge. Despite there being multiple ways to approach this in both story mode and free play, the easiest way is by heading left from the starting cell and flipping a switch to unlock the cell with the workout equipment in it Smash all the equipment to construct fake Finn and Rose. Set off the trap to lure out guards. The door will remain open for you to enter the guard room undetected as long as you don't get seen by the other guards. Challenge #2: Guards DownAfter acquiring your gear the entire prison will riot. Guards will flood in. All you have to do is defeat eight guards before escaping to complete this challenge. Challenge #3: Isn't it Ironic? Use the workout room lure (challenge #1) to draw two guards out of the command room. Once they enter, they'll recognize the trick. Quickly flip the switch again to close the door and lock them inside. Minikit #1: Near one of the guard room doors, there's a prison cell with a painting inside. Use the Gonk Droid to unlock the door and smash the easel to earn the minikit. Minikit #2:Travel left from the starting cell to find a door with the bars broken off. Use the force to pull the lever out of the cell and attach it to the wall. Next, use the lever to unlock the door and inside you'll find a machine with four character images. Match the images so they show a single character, then repeat the process for all four characters. Once you've completed the puzzle, you'll earn the minikit. Minikit #3:Opposite the workout cell is a cell with silver bricked chains. Grenade them and build the bricks to complete the pipe to the minikit glass case. Flip the lever to break it open for the minikit. Minikit #4:You'll find a safe inside one of the generator. There's an open vent with a Protocol Terminal to unlock it and retrieve the minikit. Minikit #5:Irra for the generator. There's an open vent with a Protocol Terminal to unlock it and retrieve the minikit. Minikit #5:Irra for the generator. the guard room, reach the top of the generator with the trampoline. Swap to a character with a grappling hook and zip onto the orange handles on the upper walls. Work your way up to grab the minikit. Master Codebreak-Out is the third story mission in LEGO Star Wars The Skywalker Saga's Episode VIII: The Last Jedi. This walkthrough covers how to complete each of its three Level Challenges, collect all five Minikits, and earn True Jedi Rank to achieve 100%. Complete the following to 100% the Master Codebreak-Out mission: Level Challenges #1: Isn't It Ironic? Challenge #2: Prison Break Challenge #3: Guards Down Collect all 5 Minikits Earn True Jedi Rank by collecting 50,000 studsFollow the walkthrough to learn how to do each of these in the order they appear. After Finn and Rose get locked away and meet DJ, you'll need to sneakily escape from the prison. Search the inner wall of the prison for a lever you can pull that will open a room filled with various breakable items. Upon destroying everything, you can build a decoy to lure two guards out of the central chamber. Avoid their cones of vision as they enter the room, and then pull the lever again to lock the door behind them, completing this challenge. Pulling another lever on the inner wall opens a room with a GONK Droid. Ride the GONK Droid around and plant it in the designated station next to one of the cells on the outer wall. With the door now open, head inside and destroy the canvas in the back left corner. From the pieces, you can build the first Minikit. This challenge is automatically accomplished if you complete Challenge #1, so lure the guards out with the decoy, lock them up, and as soon as you enter through the sliding door they opened, this challenge will be complete. After destroying the power source in the central chamber by jumping on the trampoline to reach the walkway, then look up and you'll see a number of grapple points. Climb up those orange bars and reach the Minikit waiting for you at the top. Easily accomplishable if you actively destroy every breakable as you progress through the level, when the riot breaks out, you'll want to defeat 8 guards before you escape. Upon beating the eighth one, you'll complete this challenge. After using the grapple to pull open the hatch in the floor and escape, Finn and Rose use the Fathier stables as a distraction. Meanwhile, Rey struggles to break the ice with Luke Skywalker. Now in Free Play, progress through until the riot is triggered and most of the cell doors open. Bouncing on the trampoline back up to the higher level, you'll notice a Protocol Droid Terminal. Jump across and use a Protocol Droid to gain the Canto Bight Prison Safe password. Jump down and one of the still locked cells on the outer wall can be opened using a lever to the left of the cell door. Once opened, head inside and interact with the Protocol Droid terminal, input the password, and the safe at the back of the cell will open to reveal the next Minikit. One of the cell will open to reveal the next Minikit. interact with the terminal. Upon completing the mini-game, the back wall will reveal a picture puzzle. You'll have to make all 4 of the tiles match the same character, once for each; Han Solo, Chewbacca, Rose Tico, Maz Kenata. Upon matching all 4, the Minikit will spawn in. Another cell along the outer wall has a silver chain wrapped around a lever. Use a Villain character to throw a grenade and blow up the silver chain. With the pieces, choose the 'Middle Pipe' option, and then pull the lever to overflow the container with the Minikit and break the glass so that you can grab it, unlocking the Libertine (Micro) in the process. Continue this walkthrough with the next story mission, Convincing Luke Master Codebreak-Out is the third story mission in LEGO Star Wars The Skywalker Saga's Episode VIII: The Last Jedi. This walkthrough covers how to complete the following to 100% the Master Codebreak-Out mission: Level Challenges: Challenge #1: Isn't It Ironic? Challenge #2: Prison Break Challenge #2: Prison Break Challenge #3: Guards Down Collect all 5 Minikits Earn True Jedi Rank by collecting 50,000 studsFollow the walkthrough to learn how to do each of these in the order they appear. After Finn and Rose get locked away and meet DJ, you'll need to sneakily escape from the prison. Search the inner wall of the prison for a lever you can pull that will open a room filled with various breakable items. 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With the pieces, choose the 'Middle Pipe' option, and then pull the lever to overflow the container with the Minikit and break the glass so that you can grab it, unlocking the Libertine (Micro) in the process. Continue this walkthrough with the next story mission, Convincing Luke. Version: 1.2 | Updated: 01/07/2025 Table of ContentsTrue Jedi at 50,000DJ has let you out of your cell. You'll need to set off the alarm to distract the guards (which is something you'd think you SHOULDN'T do in a jailbreak, but what do I know). You can smash some stuff to assemble a pair of buttons, and then...Once you're inside the guard room, you'll need to turn off the field generator. Smash it and you'll get your stuff back. Now you're locked in the central room. Go back up to the upper catwalk and pull the plug off the wall vent to get back to the outer ring. From there, find the floor plug and pull it off to make your escape. Minikits -NameRequiredDescriptionRising Strong Once you get your grapples back, hop on top of the central object, then grapple to the rails above. Keep going up in the central room to find this at the top. In Safe HandsVillainThis one should be called "Pipe Dreams", but it's the one that marks when you get it. Go to the southeast cell and flip the nearby switch to open it. Inside, throw a Villain grenade at the chains on the lever. Assemble the pieces into a "Center Pipe" and then flip the lever to get water flowing into the glass cage. Rose By Any Other NameProtocol DroidThis one's supposed to be "In Safe Hands". Get up to the password there, then go to the Protocol Terminal with the lock in the northwest. Use it to open the safe. Pipe DreamsForce UserShould be "Rose By Any Other Name", but anyway, go to the southwest cell. Use the Force to pull the lever to open the cell. Use the Hero Terminal in the back to make pictures on the back wall appear. Your task is to use the buttons to match the pictures up to show Rose, Han, Chewie, and Maz. Doesn't have to be in that order, but basically once you get one person's picture, step on all four buttons for the next person and so on. The Masterpieces First, you'll need to open the inner eastern cell. It has a lever right to the right of the door. Inside is a GNK Droid. Ride him over to the GNK Switch to the south and you'll open a room with some art. Smash the easel in the back left and assemble it into some Rose/Finn dummies. Push the lever on the dummies to get the cops attention, then leave the cell and go around to the right. Watch the cops go into the cell, then flip the lever outside the cell to close it behind them. Prison BreakEnter the guard-shaped statue into place by the door, then pushing the button to scan the statue in.Guards DownDefeat eight guards during the jailbreak. Plenty show up, so don't feel like you have to skimp. 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After completing the first story mission you'll find yourself aboard the Resistance Cruiser, being tasked with finding an outfit for Finn. Reach the door marked by the game. Specifically, you must destroy the object pictured above. After doing so, go to the new blue circle. Then, go to the bridge. After Rose Tico appears you'll be tasked with reporting a desertion. Head to the marked room. The Master Codebreaker After reaching the hangar select the planet Cantonica from the galaxy map. You must land in Canto Bight. After landing, head to the northern part of the newly discovered location. Your destination is the casino. Once you're there, talk to the marked NPCs and you'll learn where to find the codebreaker. Unfortunately you won't be able to enter the side area, as it's guarded by a Twi'Lek. Talk to the R5-M2 droid (picture 1). You'll learn that you can distract the guard by shooting or hitting the piano (picture 2). After unlocking the way forward, approach the blue circle to start the Master Codebreak-Out level. Master Codebreak-Out level. This challenges appearing in this level: Isn't it Ironic? - You must lock a guard in a cell. This challenges appearing of the mission. Open the inner cells. There are breakable items in one of them. Destroy them and build some guard dummies out of the fragments (picture 1). Pull the lever, leave the cell and trap them inside (picture 2). Prison Break - You must enter the guards' room without being detected. We've described how to trick the guards by unlocking and moving a statue later on Guards Down - You must defeat 8 guards while escaping the prison, eliminate the required eight guards first. Walkthrough - reaching the guards while escaping the prison, eliminate the required eight guards first. room You start off this level in prison, with your objective being to escape. There are two main ways to reach the central room. The first one involves trickery and reaching the mission objective being to escape. There are two main ways to reach the central room. The first one involves trickery and reaching the mission objective being to escape. can mount. Take it to the matching slot shown in picture 2. You'll unlock a cell where you can push a statue of a guard pictured above. Push it near the central room's entrance and press the button to trick the guards. The second method is purposefully raising an alarm. If you want to do this, look for the pushable container pictured above. Find two red pressure plates (you may have to rebuild one of them). Here's what you need to do: Push the container onto one of the plates. Stand on the second plate as your first character and pull the newly unlocked lever. Walkthrough - battling the guards and escaping the prison Regardless of the chosen method, you'll have to fight the guards from the central room. Your priority is recovering your gear which you can use the trampoline for. Use it to reach the bottom you must destroy (picture 2). This opens the cells and triggers a riot. You'll retrieve your grapple hook you must use to pull open the hatch above - it's in the central corridor between the cells. Go down the hatch to escape the prison. This guide will help you find all Minikits and complete all Challenges in Episode 8: The Last Jedi's level, Master Codebreak-Out. Follow the steps to achieve 100% completion. -> More Guides at the Lego Star Wars: The Skywalker Saga HUB Collect Kyber Bricks by completing the required tasks during the Master Codebreak-Out stage. True Jedi Status Achieve the "True Jedi" rank by collecting enough LEGO studs to fill the white, blue, and purple bars at the top of your screen. Destroy objects along the way for extra studs. If you revisit collected Minikits, you'll find purple studs in their places, which can help boost your progress. Story Completion Rewards Complete the story mission, gather all Minikits, and finish all Challenges. Each of these activities rewards you with a Kyber Brick. Below is a step-by-step guide to finding all five Minikits in Master Codebreak-Out. Minikit 1 - Rising Strong! Head to the center of the map, where the guards are stationed. Locate the orange climbing bars on the wall above the central column. Climb up to collect the Minikit. Thats the bars you need to climb Minikit 2 - In Safe Hands Open the prison cells using the pipes. Throw a Villain's grenade at the silver chains to unlock the area. Build the available pipe part when prompted, and the Minikit will appear. A job for my trusted Stormtrooper Minikit 3 - Rose By Any Other Name This Minikit is inside a safe located in a locked prison cell. Use the lever to open the cell, but the safe requires a password. Climb up the platforms using a ladder, then use a Scavenger's Glider or a Bounty Hunter's Jet Pack to reach the platform without a ladder. Next, access the C-3PO Password Terminal to retrieve the password and unlock the safe for the Minikit. Password Terminal for C 3PO Minikit 4 - Pipe Dreams Find the prison cell missing lever in its slot. Pull the lever, enter the cell, and activate the Hero terminal inside. Complete the picture puzzle by forming four images with the floor buttons. Once all four green lights are lit, the Minikit will be yours. Move the handle back to its place to open the cell Minikit 5 - The Masterpieces Locate the Gonk droid (the brown, box-shaped droid) during the story. Ride the Gonk to a nearby power slot to unlock a cell containing a prison guard statue. Inside, shoot the painting of the Minikit, reassemble it, and collect it. Me my Gonk and I Follow this guide to complete the three Challenges in Master Codebreak-Out. Challenge 1 - Isn't It Ironic? "Lock a guard in a cell." To complete the three Challenges in Master Codebreak-Out. Challenges in Master Codebreak-Out. Challenge 1 - Isn't It Ironic? "Lock a guard in a cell." To complete the three Challenges in Master Codebreak-Out. levers. Open the one that does not have the Gonk inside. Destroy everything inside the cell and build the available structure. Activate it using the lever again to trap them. Here they go Challenge 2 - Prison Break "Enter the guard room undetected." Make your way to the raised platforms above the cells. Use either a Scavenger's Glider or a Bounty Hunter's Jet Pack to reach the platform without a ladder. You'll find a hidden entrance to sneak into the guardroom undetected, completing this challenge. Password Terminal for C 3PO "Defeat 8 guards during the jailbreak." Defeat three TIE Barons using Proton Torpedoes. Destroy TIE Bombers (recognizable by their distinct pinkish-purple beams) to collect Proton Torpedoes, then target and destroy the Barons. With this quide, you can achieve 100% completion in the Master Codebreak-Out level of The Last Jedi in Lego Star Wars: The Skywalker Saga by collecting all Minikits and overcoming every Challenge. Lego Star Wars: The Skywalker Saga Lego Star Wars: The Skywalker Saga Release: April 5th, 2022Developer: Traveller's TalesPublisher: Warner Bros. Interactive EntertainmentOfficial Website: starwars.com/games-apps/lego-star-wars-the-skywalker-saga

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