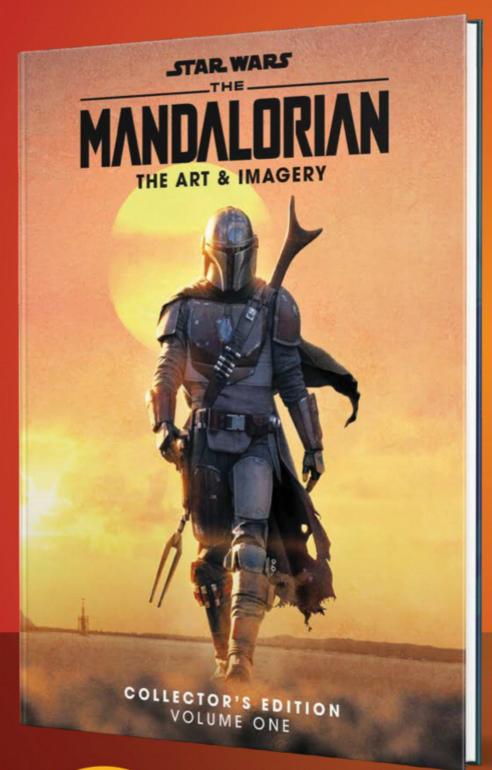
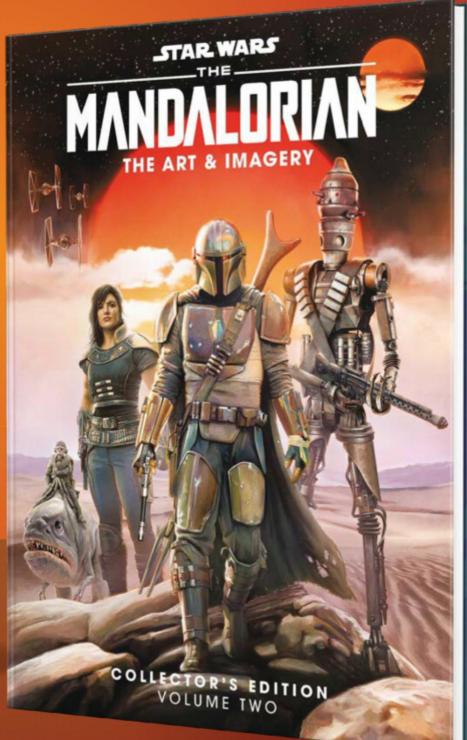
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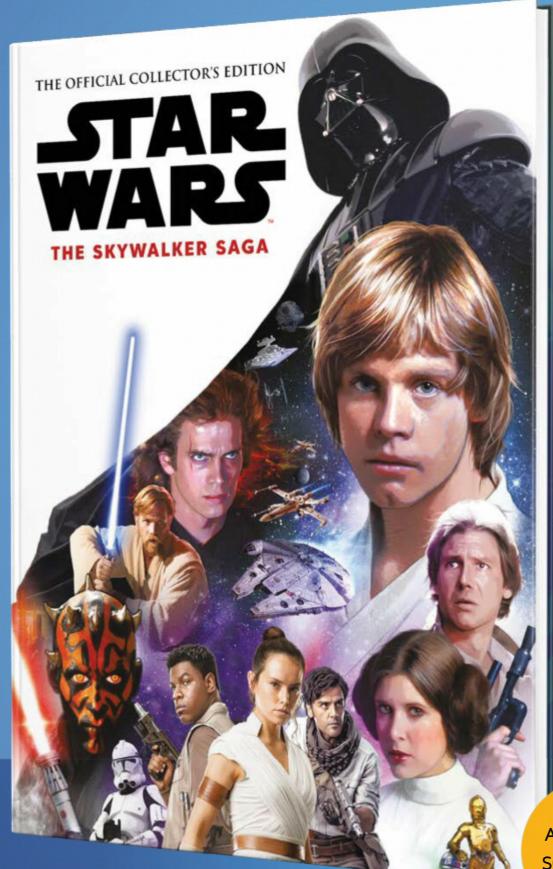
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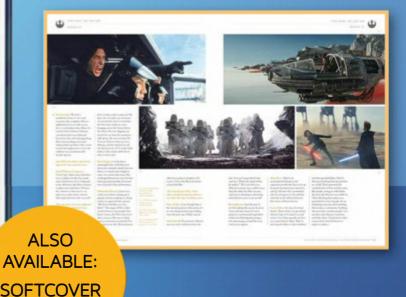


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WELCOME..



There are many ways to escape the real world and lose yourself in the Star Wars galaxy. When I was young, I would lie on the living room floor, my head positioned equidistantly between the left and right speaker cabinets of my dad's high-fidelity stereo system, listening with rapt attention for hours to the original vinyl Star Wars double album and pausing only to flip the records over. Enjoying that soundtrack is a far less labor-intensive pursuit these days, and I can often be found slouched in an armchair with Bluetooth headphones pumping the sounds of Star Wars into my otherwise unoccupied brain.

It's pretty amazing how the power of sound waves alone can spin a yarn as effectively as images on a screen. I remember the first time I heard the NPR adaptation of A New Hope on the radio, becoming caught up in events at once familiar and entirely new, and gaining a whole new perspective on the film. Brian Daley's wonderful audio interpretation of the original movie turns 40 this year, and this issue celebrates that milestone with a look at how it was made and its lasting legacy in the current crop of Star Wars audio dramas, Dooku: Jedi Lost and Doctor Aphra. Continuing the audio theme, we also discover how John Williams' classically styled score influenced a hip-hop artist to start spinning discs. It involved a dad's stereo.

Look out, too, for our guide to Season One of The Mandalorian, an all-new story of The High Republic by Cavan Scott, and learn to work the Wookiee look with Chewbacca's best pal, Joonas Suotamo.

May the Force be with you.

Christopher Cooper

MEET THE CONTRIBUTORS...



Jay Stobie

Starship fanatic and blogger Jay writes articles for StarWars.com and is searching for a way to reside full time in the Star Wars galaxy.



Amy Richau

Amy is a regular contributor to StarWars.com, and is the author of Star Wars: I Love You, I know: Lessons in Love and Friendship.



Kristin Baver

Kristin was a card-carrying *Star Wars* fan before she had reason to own a wallet. Now she's an associate editor at StarWars.com.



JAKe Detonator

Artist and DJ JAKe is the illustrator and co-writer of How to Speak Astromech with *BB-8*, from Chronicle Books.



Michael Kogge

Michael is the author of the junior novelization of Star Wars: The Force Awakens, and the Star Wars *Rebels* chapter book series.

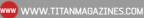


Cavan Scott

Cavan has written Star Warsfor Marvel, IDW, Del Rey and Disney books, and is one of the creators behind Star Wars: The High Republic.

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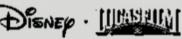
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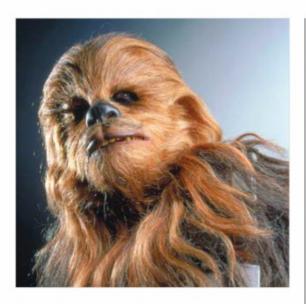


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Star Wars Gaming Reloaded

Lucasfilm Games launches new era for gamers

ollowing the exciting announcement in January that all future *Star Wars* videogames will be released under the guiding hand of Lucasfilm Games, *Star Wars Insider* spoke to Douglas Reilly, vice president of Lucasfilm's resurgent gaming division, to find out more about what gamers can expect.

Star Wars Insider: What prompted the move to bring all future Star Wars videogames under the banner of Lucasfilm Games?

Douglas Reilly: Lucasfilm Games has actually been our name for quite some time; we just finally made it official! We are extending the umbrella of storytelling beyond just *Star Wars* games, so "Lucasfilm Games" allows us to expand those opportunities for compelling titles.

You've been quietly working towards this moment for some time. How does it feel to finally go public, and did you expect such a positive reaction from fans? DR: It has been fantastic to see an outpouring of support and joy from fans across the globe. At the end of the day, the goal is to bring fans the amazing and inspiring games and experiences they are hoping for, and we look forward to continuing to expand our offerings to meet that demand.



Lucasfilm Games will be collaborating on new projects with a wide range of developers. What can you tell us about who you'll be working with, and what kind of game experiences we can look forward to?

DR: Nothing new to announce on that front at the moment. What I can say is that we're collaborating with world-class developers and have numerous games in the works that we think fans will be extremely excited about, including the projects with Ubisoft and Bethesda. We can't wait to share more with fans down the road.

With new developers coming on board, is there potential for more experimental, "out there" *Star Wars* video games, or genres that *Star Wars* hasn't explored previously?

DR: We're always looking to explore new genres of games based on what fans are













01 LEGO® Star Wars™: The Skywalker Saga. 02 Star Wars™ Hunters.
03 The Sims 4 Star Wars™: Journey to Batuu. 04 Star Wars™ Battlefront™ II.
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excited to play and what would surprise and delight them, but we also work closely with our developers and their expertise to deliver experiences only they can build. When looking at potential partners there are a few criteria that we look for, but the most important ones are passion, talent, and creative vision. We're excited to see where our new collaborations take us.

Battlefront II, Squadrons, and Jedi: Fallen Order have huge followings. Are we likely to see similar multiplayer or single-player games coming through, or follow-ups to those titles? We are thrilled fans have enjoyed these fantastic *Star Wars* titles from EA, and they will continue to play a huge part in our Lucasfilm Games portfolio for years to come. We are not announcing any new games but we have some projects in early development, and we'll continue

to explore adding more titles to the slate with our partners at Electronic Arts.

What excites you most about this new era of *Star Wars* gaming?

DR: What most excites me is the opportunity to tell new and original *Star Wars* stories, and to expand the depth and breadth of the *Star Wars*

gaming galaxy and beyond. I know my team is enthusiastic about diving into the future of *Star Wars* games.

To keep up to date with the latest developments and announcements from Lucasfilm Games, search for @LucasfilmGames on Twitter and Facebook.







Double the Luck!

The Mandalorian Season Two and Star Wars: Squadrons nominated for prestigious muscial bounties

wo Star Wars scores were among the nominations for different trophies at the 2nd Annual Society of Composers and Lyricists Awards.

Ludwig Göransson's music for *The Mandalorian* (2019-present) was in line to take home the award for

Best Original Score for a Television Production, with the composer also in the frame in the Best Original Score for a Studio Film category for the Christopher Nolan movie, *Tenet* (2020). Meanwhile, Gordy Haab was nominated in the Original Score for Interactive Media category for

his soundtrack for the hit videogame, *Star Wars*: Squadrons.

As this edition of *Insider* went to print mere days before the winners were due to be announced, in an online ceremony on March 2, 2021, we can only wish both composers our congratulations on their nominations.

The Mandalorian had already won the Critics Choice Super Award for Best Sci-fi Fantasy series at a ceremony in January, and was nominated for Best Television Series (Drama) in the 78th Annual Golden Globe Awards, announced on February 28.



Timeline Tweaks

The Star Wars saga sets new benchmarks

t's time to unlearn—or, at least, re-learn—what you have learned about galactic history, as Lucasfilm have redefined the "long time ago" of the saga into six distinct eras.

With The High Republic expanding the *Star Wars* galaxy into previously untold points in its history, currently unfolding in books, comics, and the pages of *Insider*, the Fall of the Jedi epoch that follows contains the events of the prequel trilogy and the Clone

Wars. Reign of the Empire covers the Dark Times of the Jedi Purge, the adventures of the Bad Batch, and *Solo: A Star Wars Story* (2018), while the Age of Rebellion encompasses *Star Wars Rebels* (2014-2018), and the original trilogy. The New Republic era continues to be explored in new episodes of *The Mandalorian* (2019-present), and upcoming series including *Rangers of the New Republic*, and *Ahsoka*. Finally, the Rise of the First Order covers the sequel trilogy.



Jeremy Bulloch

1945 - 2020

eremy Bulloch, the actor inside the iconic mask and armor of Boba Fett in *Star Wars: The Empire Strikes*Back (1980) and Return of the Jedi (1983), passed away on December 17th 2020, aged 75.

Born in the U.K. town of Market Harborough, Bulloch's acting career began at the age of 12 with a cereal commercial. A regular role in the 1960 TV series, *Counter-Attack!*, led to a movie career that saw him act alongside Sir Christopher Lee in the mystery thriller *The Devils Agent* (1962), and he found international fame aged 17 in the film musical, *Summer Holiday* (1963).

A regular face on British television across five decades, Bulloch appeared several times in the BBC science-fiction drama *Doctor Who* (1963 to present), and starred as Edward of Wickham in the smash hit series *Robin of Sherwood* (1984-1986). Having played Q's

assistant Smithers in two James Bond movies, Bulloch secured the role he will be most remembered for, Boba Fett, after his half-brother and *The Empire Strikes Back* associate producer Robert Watts suggested him for the role. Bulloch also played Imperial Lieutenant Sheckil in *Empire*, and later made a cameo appearance as Captain Jeremoch Colton in *Star Wars: Revenge of the Sith* (2005)

A tireless fundraiser for Great Ormond Street Children's Hospital, and an avid supporter of English soccer team Tottenham Hotspur, Bulloch was an early adopter of the convention scene, traveling to every corner of the map to attend conventions and charm fans with his boyish sense of humor, good-natured manner, and stories from his time in the galaxy far, far away. Always willing to cross the divide between the autograph queue and the signing table to meet and greet his fans, he was inducted into the Mandalorian Mercs, the 501st Legion, and the Rebel Legion, and appeared at numerous *Star Wars* Celebrations and Weekends. Ever happy to discuss his time as Boba Fett, in his last interview with *Star Wars Insider* in 2019 (issue #190), the actor summed up his cosmic experience in his usual humble manner. "I'm really just an ordinary guy who got lucky wearing a very memorable suit," he said. He was far, far more than that, and the galaxy will miss him very much.

With thanks to Mark Newbold, Matt Booker, and the Boba Fett Fan Club.



Activate The Dark Troopers

Build your own Imperial droid army

rom capturing the Child to facing off against the Mandalorian, Moff Gideon's mechanical menaces proved to be worth every credit the Imperial officer invested in them. Soon, you too will be able to build your own dark force of dark troopers, with *The Mandalorian* Dark Trooper Sixth Scale Figure, coming soon from Hot Toys.

Standing at almost 13 inches tall, each dark trooper is equipped with a blaster rifle and interchangeable hands, and features battery-powered LED light-up functions on its helmet and chest panel. Packaged with a stand emblazoned with the *Star Wars* logo, the glossy black armored exoskeleton is fully poseable, with metallic silver joints that provide over 25 points of articulation. Priced at \$260.00, each third generation Imperial droid will strike awe into any collector. Expected to ship in the first quarter of 2022, you can pre-order your trooper now at **Sideshow.com**.



THE LIGHT SIDE

By Jamie Cosley



'Air' To The Empire

Inspired inflatable costumes strike back!

earching for a fun-filled way to reenact some of your favorite scenes from *Star Wars: The Empire Strikes Back* (1980)?

Then a new collection of *Empire*-themed inflatable costumes from Rubies should put a bounce in your step, whether you imagine yourself riding across Hoth's snowy wastes, feeling the cold embrace of the carbon freezing chamber, or roaring like an angry Wookiee.

There are four polyester outfits on offer, including the Tauntaun Inflatable Costume, which comes in both adult and junior sizes (priced \$61.99 and \$49.99 respectively), Han Solo in



Carbonite Classic Inflatable Costume (\$85.99), and a Chewbacca Inflatable Adult Costume (\$69.99) that you would be wise not to upset.







A Duel of the Ages on Exegol

Pop! Force dyad and Dark Lord figures 'Rise' to the occasion

n epic confrontation between Emperor Palpatine and the Force dyad of Rey and Ben Solo unfolded as the exhilarating climax to *Star Wars: The Rise of Skywalker* (2019), and Funko commemorates the conclusion of the Skywalker saga's with the addition of four Force-wielding Pop! Vinyl Figures: Ben Solo with Blue Saber, Revitalized

Palpatine, Rey with Yellow Saber, and Rey with 2 Lightsabers. The first three Pop! Vinyl figures highlight the three combatants as they appeared on Exegol, while Rey with Yellow Saber focuses on the film's final scene where the former scavenger chooses to inherit the Skywalker name. The 3 3/4-inches tall Pop! figures each retail for \$10.99 and are due in stores in May 2021.

<u>The</u> StarWars DotColumn

Fascinating features and articles from the digital vaults of StarWars.com

Add **StarWars.com/Insider** to your browser bookmarks to enjoy *Insider*'s pick of the best of the official *Star Wars* website.

The Return of a Star Wars Icon
Following his surprise reprise in
Season Two of The Mandalorian,
Boba Fett actor Temuera Morrison
talks about the character's return
to the galaxy far, far away.



Easter Eggs in the LEGO
Star Wars Holiday Special
You don't have to be a diehard
Star Wars fan to spot some of the
best Easter eggs hidden in the
LEGO Star Wars Holiday Special,
as StarWars.com has compiled
a list of 15 just for you.



Newcomers Take Their
First Steps into Star Wars
Comedians Lauren Lapkus and
Nicole Byer share some of their
favorite moments and characters
after watching the Star Wars
films and series for the first time.





A New Hope For Vintage Clothing

Retro apparel pays respect to the past

ashions come and go, but some garments will retain their cool forever, like the *Star Wars* Good Guys Action Figures T-shirt from Impact Merchandising, featuring the heroes of *Star Wars: A New Hope* (1977) in classic Kenner action figure form.

The sextet of good guys from the movie take center stage on the retrostyled T-shirt, which features the vintage figures of Luke Skywalker, Princess Leia, Han Solo, Obi-Wan Kenobi, Chewbacca, C-3PO, and R2-D2. And if you're more of a fan of the dark side, don't worry, as Impact has an awesome Bad Guy Action Figures T-shirt too. Priced at \$18.98, both are available now.



Seismic Charge Your Toy Shelf

Take flight with a true bounty for any hunter's collection

oba Fett's stunning return in *The Mandalorian*'s second season sent shockwaves across the galaxy, as did the seismic charges that were released from his personal starship. Now you can create your own adventures with Hasbro's *Star Wars*: The Vintage Collection Boba Fett's *Slave I* 3 3/4-Inch Scale Vehicle.

Complete with a battered paint job based on its appearance in *The Empire Strikes Back*, the collectible craft includes a retractable ramp, moveable wings, a cargo hold, and an interior cockpit that is compatible with Hasbro's 3 3/4-inch action figure range. Cruising in at \$149.99, The Vintage Collection vehicle is due in stores in May 2021.

The Death Star 'Bench' Run

Take a seat and enjoy your own view of the galaxy

ring order to your next camping trip with Picnic Time's Death Star Portable Folding Table with Seats, then sit back, relax, and enjoy your domination of the great outdoors with a fresh glass of blue (or green) milk.

Featuring an ABS plastic table top and sturdy aluminum alloy frame, the table is resilient enough to ward off any rebel attack, and its wipe-clean Death Star decoration will strike fear into any Bothans thinking of pitching their tents nearby. Equipped with an impervious to proton torpedoes hole that fits a standard beach umbrella, the table can be quickly stowed in its handy included carry bag in case you need to evacuate in your moment of triumph. Priced at \$180.99, the Death Star Portable Folding Table is available starting April 2021.





PREMIUM BOUNTY

Electronic excellence from Hasbro

Every fugitive in the Outer Rim knows the game is up if they catch sight of the Mandalorian's domed silhouette on their tail. Mando's beskar helmet strikes fear into their hearts, and now, thanks to Hasbro's *Star Wars*: The Black Series *The Mandalorian* Premium Electronic Helmet A, fans can find out how it feels to walk in the shoes—or rather, the helmet—of the famed Mandalorian.

Featuring a removable tactical light, reflective beskar-style paint, and interior welcome lights, the \$119.99 Black Series replica is the perfect fit for any budding bounty hunter.

BUSTING FOR BESKAR

A bounty head and shoulders above the rest

Diamond Select's *Star Wars* Legends in 3D *The Mandalorian* Beskar Armor 1:2 Scale Bust B brings Mando's armored upper torso to life in a stunning half-size style. Mando's iconic helmet, beskar chest plate, cloak and bandolier stand out on this highly detailed 10-inch bust, which features his clan of two's mudhorn signet on its pauldron. This \$174.99 asset is worth every credit, and is scheduled to ship in April 2021.





JOIN THE PACK

Grab your gear and troop in style

Need a roomy backpack to carry your gear on an intergalactic flight to the Core Systems? Heroes & Villains has swooped in to the rescue with the answer to all your packing problems! The company's new line of *Star Wars* backpacks includes a trio of all-new designs with particular appeal to adherents of "The Way," with bags designed to carry everything you might need on your daily commute or a trip to Tatooine.

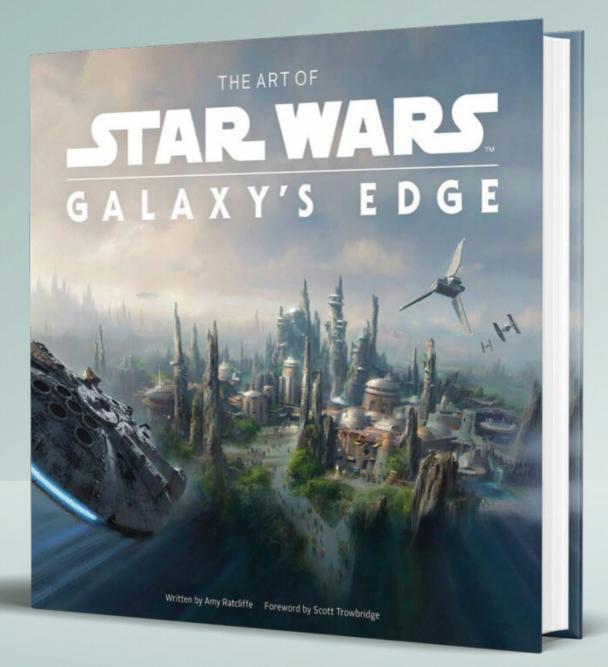
The Warriors of Mandalore backpack can fit a 17 inch laptop in a padded pocket inside, and has a removable front pocket that converts into a waist bag. The Mudhorn Backpack is big enough for a football-sized egg, has faux-leather detailing, and is decorated with a metallic mythosaur skull. And Fett fans won't want to miss out on the Boba Fett Backpack, with styling that echoes the look of the famed bounty hunter. Available to pre-order at **Sideshow.com**.





Book Club

Travel beyond the Outer Rim in the latest Star Wars book releases



The Art of Star Wars: Galaxy's Edge

Discover how the living, breathing world of Batuu was imagined!

As the first ever immersive Disney
Parks experience devoted entirely to
the galaxy far, far away, *Star Wars*:
Galaxy's Edge invites guests to visit
the Outer Rim planet of Batuu, and
explore the streets of Black Spire
Outpost. While there, visitors can
enjoy authentic *Star Wars* thrills from
attractions including the *Millennium Falcon: Smugglers Run* and *Rise of the Resistance*, but for many, the greatest
buzz comes simply in the opportunity
to stroll around a fully realized and
interactive *Star Wars* world.

The architecture, design, and set dressing of Galaxy's Edge contribute

to making it a flawless masterpiece of three-dimensional worldbuilding, and the hard work that made it possible is at the heart of *The Art of Star Wars: Galaxy's Edge*, from Abrams Books.

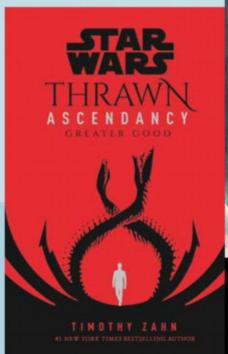
Written by Amy Ratcliffe (*Star Wars: Women of the Galaxy*), this large-format book provides exclusive, behind-the-scenes access into the art and innovations behind the creation of Batuu and its inhabitants. Featuring hundreds of sketches, blueprints, photographs, and vibrant full-color concept art, Ratcliffe speaks to the artists and Disney Imagineers involved in shaping the attraction.

The compelling commentary from such key creative minds reveals what it was like to invent and construct the life-sized *Star Wars* adventure, and offers incredible insight that will be of interest to *Star Wars* fans and Disney Parks devotees alike.

The 256-page hardcover, published on April 27, features a foreword by Scott Trowbridge, creative executive at Walt Disney Imagineering, and includes a sneak peek at *Star Wars*: Galactic Starcruiser, the incredible new immersive *Star Wars*-themed hotel attraction currently under construction at Walt Disney World.

02









KRISTIN BAVER



01

Star Wars: Thrawn Ascendancy: Greater Good

Set for release on April 27, *Thrawn Ascendancy: Greater Good* is the second book in Timothy Zahn's *Ascendancy* trilogy, a prequel series tracing events in the early life of Thrawn, a future Grand Admiral of the Empire.

In *Greater Good*, a 416-page hardcover from Del Rey, Thrawn and his allies must race to save the Chiss Ascendancy from a sinister threat, cloaked beneath a veneer of congenial generosity. As Thrawn and the Chiss Expansionary Defense Fleet work to reveal the enemy's true motives, they discover a plot to sow rivalry and suspicion between the Nine Ruling Families. If left unchecked, the enemy's machinations will destroy the very foundations of Chiss civilization!

02

Star Wars: Skywalker A Family at War

No group of characters has had more impact on the *Star Wars* saga than the Skywalker family, whose connection with the Force has been felt throughout the prequel, original, and sequel trilogies. Without pivotal figures like Anakin, Luke, Leia, or Ben Solo, the galaxy would have experienced a far different fate, for good or ill.

Explore the complex lives of the Skywalker clan in this 300-page hardcover that follows every twist and turn of the Force-feeling dynasty, from Shmi to Kylo Ren. The Skywalkers: A Family at War by Kristin Baver is the definitive biography of the first family of Star Wars, and will be on sale on April 6, published by DK.

03

Star Wars: Doctor Aphra Script Book

Rogue archaeologist Doctor Aphra has survived some truly outrageous adventures since she first debuted in Marvel Comic's *Darth Vader* series in 2015. The character's subsequent popularity led to the recording of a 2020 audio drama written by Sarah Kuhn that adapted and expanded on Aphra's early collaborations with the Dark Lord of the Sith. The story teams Aphra with her droid sidekicks Triple-Zero and BT-1 in a rollicking, expanded adaptation of the critically acclaimed comic.

Published on April 6 by Del Rey, this 480-page hardcover contains the complete script for the audio drama, offering *Star Wars* fans an exciting new way to experience this electrifying material.

Comics Roundup

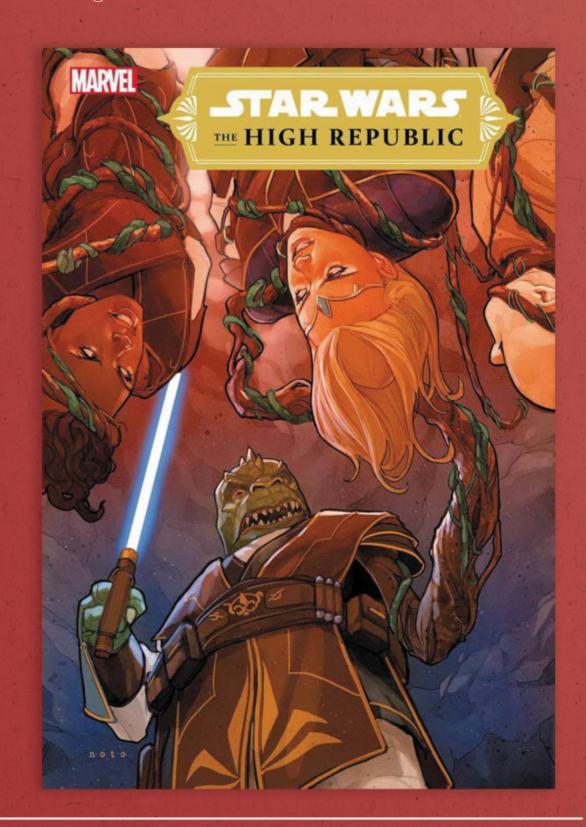
Villains strive for advantage in this month's Star Wars comics

Enter the Drengir!

After Star Wars: The High Republic #4, you'll never look at plant life in the same way again.

Bizarre creatures and terrifying monsters have been a hallmark of the *Star Wars* galaxy since a dianoga wrapped its tentacles around Luke Skywalker's neck and threatened him with a watery demise in a Death Star trash compactor. *The High Republic* takes things one step further with a new race that's like nothing we've seen before.

In the latest installment of Marvel Comics' ongoing The High Republic, by writer Cavan Scott and artist Ario Anindito, Maru and the other Jedi must defend the Republic's new deep-space outpost Starlight Beacon from attack-but rumors of a traitor in their midst might split their ranks at the worst possible moment! Meanwhile, an even more insidious threat arises on the distant planet of Sedri Minor, and the secret history of the carnivorous plant-creatures known as the Drengir is finally revealed. The High Republic #4 lands in comic stores on April 7.





Empire Strikes Back 40th Anniversary Covers

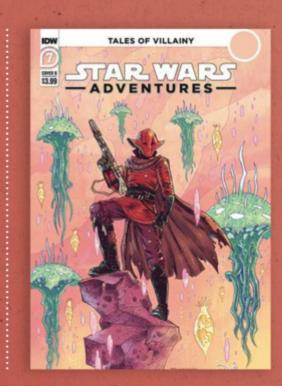
Star Wars: The Empire Strikes Back, released in 1980, raised the stakes and deepened the themes of George Lucas' space fantasy saga. For the film's 40th anniversary in 2020, artist Chris Sprouse produced 36 stunning variant covers that appeared across multiple Marvel Comics Star Wars titles, using iconic images to retell the movie's gamechanging story.

From the icy wastes of Hoth to Luke Skywalker's Dagobah swamp training and Lando Calrissian's shocking betrayal of Han and Leia on Cloud City, Sprouse captured the film's most unforgettable moments across issues of *Darth Vader*, *Bounty Hunters*, and the ongoing *Star Wars* comic, which soon became hard-to-find. This special celebratory one-shot issue compiles them all into one volume, in stores on April 28.

Star Wars Adventures #7

The Empire may have finally been defeated, but there are still plenty of adventures in store for Luke Skywalker and his sister, Princess Leia Organa, in the latest issue of IDW's Star Wars Adventures comic. The heroic twins have to work together to find their way out of a tricky situation, while the Crimson Corsair and his band of pirates make their first Star Wars Adventures appearance!

Written by Sam Maggs and Landry Quinn Walker, with art from Liana Kangas and Nick Brokenshire, *Star Wars Adventures* #7 arrives in stores on April 14.



Doctor Aphra #8

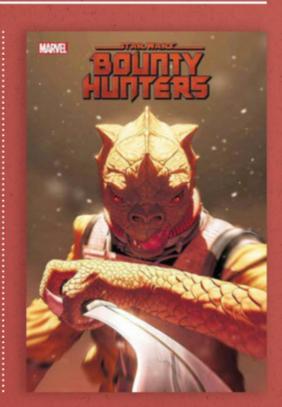
Available in stores now, the latest issue of this popular series from Marvel Comics sees the titular Doctor Aphra attempting to worm her way out of her latest predicament: stealing experimental hyperdrive technology for corporate magnate Domina Tagge, who forcibly conscripted Aphra into the job. Now Aphra-paired up with seasoned smuggler Sana Starros—has arrived at the site of an ancient battlefield, but criminal kingpin Vukorah and the Unbroken Clan syndicate are hot on their heels! Doctor Aphra #8 is written by Alyssa Wong, with art by Minkyu Jung and a cover by Joshua "Sway" Swaby.



Bounty Hunters #11

When scaly-skinned Bossk bared his fangs at an Imperial officer in *The Empire Strikes Back*, the Trandoshan bounty hunter instantly became a fan favorite, and Bossk's fanbase won't want to miss the character's turn in the spotlight in issue #11 of Marvel's *Star Wars: Bounty Hunters*.

Writer Ethan Sacks and artist Paolo Villanelli (with cover artist Mattia de Lulis) chronicle the Great Hunt of Malastare, in which Bossk finds himself in the unfamiliar role of prey to a throng of armed stalkers. Who is the mysterious figure leading the hunting party? Find out when the issue arrives in stores on April 14.





APRIL

Darth Vader #11
MARVEL COMICS
Writer: Greg Pak
Artist: Raffaele Ienco
Cover Artist: Aaron Kuder

Doctor Aphra #9
MARVEL COMICS
Writer: Alyssa Wong
Artist: Minkyu Jung
Cover Artist:
Joshua "Sway" Swaby

MAY

Bounty Hunters #11
MARVEL COMICS
Writer: Ethan Sacks
Artist: Paolo Villanelli
Cover Artist: Mattia de Iulis

The High Republic #5
MARVEL COMICS
Writer: Cavan Scott
Artist: Ario Anindito
Cover Artist: Phil Noto

Star Wars Adventures **8
IDW COMICS
Writers: Sam Maggs
and Danny Lore
Artists: Liana Kangas
and Arianna Florean
Cover Artist:
Francesco Francavilla





Luminous Lore

Shining a light on Star Wars: The High Republic.

Forced Apart

Zeen and Krix find themselves on opposite sides, in issue #3 of *The High Republic Adventures*

Written by best-selling author Daniel José Older, with art by Harvey Tolibao, issue #3 of IDW's ongoing *The High Republic Adventures* comic continues the story of Yoda, Padawans Lula, Farzal, and Qort, and their new ally Zeen, as they face up to the Republic's antagonistic new adversary, the Nihil.

Zeen, a Force-sensitive Mikkian, only recently revealed her hidden abilities when she was compelled to use them to save her friends on Trymant IV, caught up in the fallout of the great Hyperspace Disaster. Her secret has caused a rift between Zeen and her childhood friend, Krix, who has remained with the Nihil while Zeen has accompanied the Jedi to Starlight Beacon. Once there, she very quickly discovers just what it takes to be a



Padawan. Krix, meanwhile, fights alongside the Nihil as they battle to break through a Republic blockade, but he's beginning to wonder who the mysterious old man that promised to help him really is.

Is Zeen destined to follow the path of the Jedi, and has Krix made a deadly mistake? Find out, when issue #3 of *The High Republic Adventures* arrives in stores on April 7.



Light of the Jedi

Writer: Charles Soule Publisher: Del Rey

Release Date: January 5, 2021

A Test of Courage

Writer: Justina Ireland Publisher: Disney Lucasfilm Press Release Date: January 5, 2021

The Great Jedi Rescue

Writer: Cavan Scott
Artist: Petur Antonsson

Publisher: Disney Lucasfilm Press **Release Date:** January 5, 2021

Into the Dark

Writer: Claudia Gray

Publisher: Disney Lucasfilm Press **Release Date:** February 2, 2021

The Rising Storm

Writer: Cavan Scott **Publisher:** Del Rey

Release Date: June 29, 2021

Race to Crashpoint Tower

Writer: Daniel José Older **Publisher:** Disney Lucasfilm Press **Release Date:** June 29, 2021

Out of the Shadows

Writer: Justina Ireland

Publisher: Disney Lucasfilm Press **Release Date:** July 27, 2021



Daniel José Older on writing a younger Yoda for *The High Republic* era

"It's really so much fun writing Yoda," Daniel José Older exclaims. "The tricky part, of course, is that he's *Yoda*, so he casts a long shadow for such a small dude, and you can't let him take over the story. What's cool is seeing him out in the galaxy, a little more of an action hero than the Yoda we've seen in his later years. I'm enjoying his wry sense of humor as well, which I think we get a taste of throughout this series."

When asked if there is a grand plan for Yoda in *The High Republic* initiative, Older answers with a definitive yet cryptic. "Yes!"

In addition to the Jedi Master's Padawans, Yoda is joined by Zeen Mrala, a Force-user who grew up in a community that doesn't trust the Force. "This brings up all kinds of complications," says Older. "Including the age-old question of how old is too old to be trained in the ways of the Jedi? As we all know, it doesn't always turn out so well. Zeen has to adjust to coming into her own powers after suppressing them her whole life."





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With the help of costume restoration experisor Neil With the help of costume restoration experisor Neil Tom Spina, special effects super Suotamo. Tom Spina, Special effects super Suotamo. Tom Spina, Special effects super Suotamo.

Tom Spina, special effects supervisor Neil effects supervisor Neil grand Chewbacca actor Joonas Wookies Scanlan, and Chewbacca of the original Wookies Insider orts under the fire of the original workies. Scanlan, and Chewbacca actor Joonas Suotamo, Joonas Suotamo, the original Wookiee fur of the original would for the fur of the was recreated for Insider gets under the how it was recreated for costume, and discovers how it was recreated for the original wookie. insider gets under the fur of the original Wookfee it was recreated for it was recreated its how it was movies.

costume, and discovers how star Wars movies.

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ou've all heard the shaggy dog story that George Lucas' pet hound, Indiana, was the inspiration

behind Chewbacca. To quote Han Solo, "It's true... all of it." But while the Alaskan malamute did frequently sit in the passenger seat of Lucas' car, much like the Wookiee co-pilot of the *Millennium Falcon*, his presence alone does not tell the whole story behind the creation of one of the saga's most memorable characters.

From brief notes in Lucas' scripts to initial concept sketches, and the subsequent knotting of masses of yak hair, it took the talents of several artists, costumers, and a singular performer to bring the walking carpet to life in the first place. Decades later, yet more artisans brought the character back for Star Wars: Revenge of the Sith (2005), and again for the sequel trilogy, with a new and equally idiosyncratic performer making the role his own. The story of Chewbacca's creation has all the twists and turns of an epic saga, as *Insider* discovered.

Crafting a True Original

Describing Chewbacca's physical appearance in early drafts of *Star Wars*, Lucas wrote of a creature with large yellow eyes and a matted, furry body. "He wears two chrome



bandoliers, a flak jacket painted in a bizarre camouflage pattern, brown cloth shorts, and little else," Lucas outlined, adding, "He is a twohundred-year-old 'WOOKIEE,' and a sight to behold."

It was down to artist Ralph McQuarrie to visualize this imposing creature, and he and Lucas worked out Chewbacca's eventual look through a series of sketches. Lucas ultimately dropped the flak jacket and shorts, leaving Chewie with but a single bandolier,

PROFILE MAKING MAGIC WITH MAYHEW

England, Peter
Mayhew worked as a hospital orderly at the time he was cast as Chewbacca.
Affectionately known as a "gentle giant," Mayhew's friendly demeanor and eye for detail served him well as he helped George Lucas establish the Wookiee's attitude, posture, and movements. Mayhew graciously shared his wisdom with Joonas Suotamo when the moment came for the younger actor to inherit the role.

- 1977 Star Wars A New Hope
- 1980 Star Wars: The Empire Strikes Back
- 1983 Star Wars: Return of the Jed
- 2005 Star Wars: Revenge of the Sitl
- 2015 Star Wars: The Force Awakens (Co-role with

a capacious kit bag, and a copious covering of fur.

Stuart Freeborn, makeup supervisor on Star Wars: A New Hope (1977), translated McQuarrie's sketches into the final costume, which had to strike the right balance between friendly and fearsome. "Chewbacca was a fascinating one," Freeborn once noted, "because he had to look nice, though he could be very ferocious when he wanted to be." What he created was far more than a manin-a-gorilla-suit affair, combining traditional techniques with innovative ideas honed through decades of experience working in makeup effects.

To investigate Freeborn's work on the first Chewbacca mask and suit, *Insider* spoke with restoration artist Tom Spina, founder of Tom Spina Designs and an authority on Freeborn's work, having restored many items that Freeborn crafted for *Star Wars*.

"THERE'S SOMETHING SPECIAL ABOUT THE CHEWBACCA COSTUME. THE OVERALL CHARACTER DESIGN, AND THE EFFICACY OF HOW STUART FREEBORN BROUGHT THAT TO LIFE." TOM SPINA





Chewie or Chewbacca?

Early drafts of *A New Hope* actually featured two separate characters with variations on the same name. Alongside the Wookiee Chewbacca, a rebel pilot was identified in the script as "Chewie." When Chewie became Chewbacca's nickname, George Lucas chose to rename that pilot Wedge. As fate would have it, years later Chewbacca and Wedge Antilles eventually teamed up aboard the Millennium Falcon at the Battle of Exegol in Star Wars: The Rise of Skywalker (2019).

03

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03 A chilly Chewbacca.

05

- 04 Stuart Freeborn at work on the first Chewie mask.
- 05 Kay Freeborn adjusts Chewie's bandolier.
- 06 Chewbacca (Mayhew) and Han Solo (Harrison Ford) in A New Hope (1977).

01 Ralph "I've had the opportunity to McQuarrie's recreate a lot of Stuart's creatures concept for commercials and official sketches reveal how videos," explains Spina, whose Chewie's look work has previously allowed him developed. to visit the Lucasfilm Archives to 02 Peter research the original Chewbacca Mayhew, costume for one such project. the original We've even refurbished old tour suits that were made by

Industrial Light & Magic, who

happened to use the original

Chewie suits as a one-to-one

scale reference," he adds.

Spina cites Freeborn's earlier collaboration with director Stanley Kubrick, specifically the ape costumes that the artist created for *2001: A Space Odyssey* (1968), as the genesis of the Chewbacca suit and mask. "I've read stories about the way Kubrick pushed him to get flexibility, performance, and realism out of those suits. It's clear to me that was the start for what Stuart

skull made from polyurethane foam

(known as "Biscuit Foam"), covered in a foam latex skin, forms the basis of the Chewbacca mask. "The head's foam latex skins are a thin, flexible material that the hair was glued onto, or what we call 'hand laid,'" says Spina, adding that, "Chewbacca has a very specific flow to the hair coming off of his face. Everything radiates outwards from the bridge of his nose."

06

Additional realism was lent to the mask through a clever mechanism that operated

Joonas Suotamo's Wookiee Bootcamp

So, you want to become a Wookiee? First, you need to get the look right, and that can change each time you put on the costume. It sat slightly differently each time I wore it, requiring me to examine myself in the mirror to see how it would be perceived on camera.

Next, I mentally prepared for what I would be filming that day, as it was important to nail the energy level and the character's intent in a particular scene. There's a balance to Chewie's emotions, so I wanted to find the correct mindset to embody that "Chewbacca chill."

Portraying Chewie is an endless learning experience. While wearing the mask, the nose sits two inches forward of mine, so every movement was exaggerated to some extent. I minimized those gestures, especially in closeup shots. I have high standards for Chewbacca, and often I asked for a feedback monitor to examine my performance after a take, even if I was just sitting in the co-pilot's seat.

I studied filmmaking, which helped me envision what Chewie would look like walking into frame. I knew certain scenes with Harrison Ford and Alden Ehrenreich would become iconic, so I made the most of those moments. For example, putting my hand on Han's shoulder as Qi'ra flew away. Up to that point in *Solo*, I'd approached things as if Chewbacca didn't completely trust Han, so that was a decisive moment for them. Simple gestures mean a lot.

The Perfect Posture

Posture is key. After spending countless hours studying Chewie in the original trilogy, I viewed Peter Mayhew's work as the benchmark that I tried to reach with my performance.

Chewbacca stands tall with a proud chest—there's no slouching on Kashyyyk! When I'd turn my head, I did so without much neck rotation. Chewie is like Batman, as he shifts his whole body to gaze in a specific direction.

The Wookiee Walk

When walking, I put extra weight into my steps. Chewie swings his arms with an almost uncontrollable power. In *Solo*, I carried Donald Glover while running to the *Millennium Falcon*. In the original movies, I noticed that Chewie rar with knocked knees, but director Ron Howard wanted me to do a full sprint. I decided to lean on my basketball background and went all out. In my mind, I felt that Chewbacca could get up to speed with the right motivation.

The Fur And The Furious

Staying in shape is critical, it's like a mild sauna inside the suit. Good health helped me endure that, so I maintained my physique on lighter work days. Even if you keep your body operating at its peak, there's one unforgettable piece of advice to remember: Never underestimate your inner Wookiee strength.

Hairy Hugs

Wookiee hugs are instrumental. I nearly injured Harrison Ford with an embrace filming *The Force Awakens*. His face clashed against my metal bandolier boxes, but he was very good-natured about it. The best hug that I've shared with a cast member is the one with Kelly Marie Tran at the end of *Star Wars: The Rise of Skywalker* (2019). It was an epic, jumping hug with a 540-degree spin.





when actor Peter Mayhew opened Chewie's mouth wide. A chord, running through cable channels inside the mask, would pull on dental acrylic pieces causing the mask's top lip to curl into a frightening snarl.

The upper and lower parts of Chewbacca's body suit were made from material similar to a knit, mohair garment. "The sweater was a tan skin color, and all of the hairs were tied into it in clumps of about ten or twenty hairs at a time," says Spina. "Hair was blended by hand to create the mix of golden brown and grayish sections of Chewbacca's fur. Each of those colors was composed of many individual hair colors, so that when you look at the real suit, it gives him a realistic animal look."

"WE WERE LUCKY TO DISCOVER THINGS THAT ALLOWED US TO REVERSE ENGINEER THE CHEWIE SUIT TO BE A VERY FAITHFUL REPRODUCTION OF THE ORIGINAL."

NEIL SCANLAN



Examining freeze frames from *A New Hope* during his research, Spina was surprised to notice that, "Peter Mayhew's hands were actually exposed at points in the first movie, and it looks like they just put make-up on his fingers and darkened his fingernails." Mayhew wore black leather gloves in the following two films. Another discovery

- 07 Switches on the Millennium Falcon set were no match for a Wookiee.
- 08 Chewbacca's The Rise of Skywalker costume having its fur stitched in.

Spina made while studying the original costume was that the Wookiee's feet were built around a pair of standard basketball shoes, with very little padding outside.

"There's something special about the Chewbacca costume," says Spina. "The overall character design, and the efficacy of how Stuart Freeborn brought that to life. The simplicity of the function 08

of the mask, and of the suit itself, that allowed Peter Mayhew's performance to come through."

A Magical Recreation

"When I first saw *Star Wars*, I had a deep fascination for how the Chewie suit had been achieved," says Neil Scanlan, the creature and special makeup effects supervisor for the sequel trilogy and standalone movies *Rogue One* (2016) and *Solo: A Star Wars Story* (2018). It was Scanlan who faced the task of recreating the original Chewbacca suit for Peter Mayhew and Joonas Suotamo to wear in *Star Wars: The Force Awakens* (2015)

By his own admission, Scanlan and his crew initially struggled to match Freeborn's magic as they worked on their Chewbacca's mask, until fate lent a hand. "As it turned out, Brian Best, our mold maker, had worked for Stuart Freeborn as an apprentice, and Stuart had gifted him with a sculpt of Chewie's face lifted from the original mold," beams the effects artist. "The moment that we took a cast from that, all the pieces fell in place. That was our first instance of being humbled by the original suit's brilliance, as it wasn't nearly as simple as we'd first thought."

While Freeborn had used foam latex to craft the skin for Chewbacca's face, hands, and feet, the sequel trilogy team decided silicone would provide for greater longevity. "Once again, we got it wrong," laughs Scanlan. "We found the heavier silicone limited Peter and Joonas' ability to manipulate the jaw, so we produced a skin that was a combination of both materials. Areas of the head that were covered by hair were foam latex, while his nose, eyelids, and lips were inserted silicone pieces."

"WE COULD NEVER HAVE EMULATED THE CHEWIE COSTUME WITHOUT PAYING TRIBUTE TO WHAT STUART AND KAY FREEBORN HAD DONE." NEIL SCANLAN



Rrroargh!

For Chewbacca's signature roar, producer Gary Kurtz's brief to sound designer Ben Burtt specified that Chewbacca should sound like an animal, but audiences should be able to understand his emotions.

Burtt visited Marineland in Long Beach, California, to to record the noises made by a walrus named Petulia. "A lot o her sounds became part of the Wookiee," Burtt later explained. "Basically, the Wookiee ended up being a combination of Petulia and a young cinnamon bear by the name of Pooh."

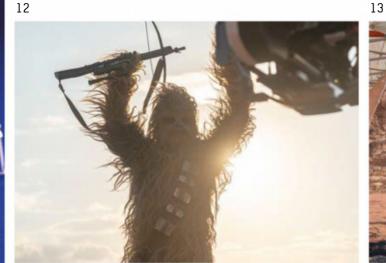


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PROFILE SUITING UP **WITH SUOTAMO**

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As for the body, Scanlan had planned to construct the undersuit using high-tech lycra, "but it just didn't hang like Stuart's Chewbacca suit," Scanlan explains. Instead, they once again referred to the source. "We learned that the original undersuit had been knitted, primarily by Kay Freeborn, Stuart's wife. That was pure genius, because there is something about the way a knitted fabric moves and stretches. We could never have emulated the Chewie costume without paying tribute to what Stuart and Kay Freeborn did."

A compromise solution was reached by stitching Chewbacca's cowl and knitting certain areas,

- 09 Suotamo on the set of Solo (2018).
- 10 The Chewie costume was caked in muck for his first scene
- 11 Shooting 12 The Rise of
- Skywalker (2019) in Wadi Rum.
- 13 Suotamo as Chewbacca with director J.J. Abrams.
- 14 Neil Scanlan on set with Joonas Suotamo.

such as the armpits. The rest of the suit was made from lycra. Scanlan employed yak hair to cover the suit, just as Freeborn had done. "One hair goes in and is then turned back on itself and knotted. All of our suits for The Force Awakens were knotted by a team of about eight people, who worked with unbelievable patience and dedication over a period of three to four months. The hair that we put into Chewie's face was also punched in with a needle, one strand at a time."

The team added a 'muscle suit' to accommodate the physical differences between the two Chewbacca actors. "Joonas is a young, strong athlete, so we built sections onto his body that helped add a bit of age into his stance,"

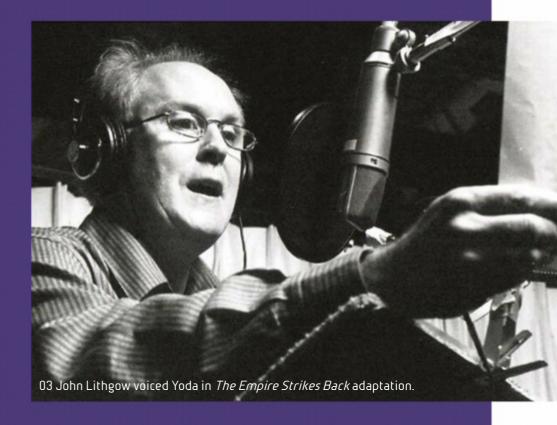
Scanlan explains. "What is truly remarkable is that Joonas incorporated so many of Peter's traits, yet he also brought something of himself to the part. Chewbacca isn't just Peter anymore, Joonas is in there too. Joonas was Peter's apprentice, and now he owns that role in his own right, which is really incredible.

"We considered our research to be an archaeological dig into the past, and we were lucky to discover things that allowed us to reverse engineer the Chewie suit to build a very faithful reproduction of the original," Scanlan reflects in conclusion. "Thinking that we could have made the suit any 'better' than Stuart would have been a false ambition."



ADAPTATIONS





DIOSPHERE

om Voegeli's first memory of *Star Wars* isn't seeing the blockbuster 1977 film, but rather hearing

about it from others. "I remember distinctly when the first film came out, and what a huge success it was," he says. "Everybody was talking about *Star Wars*, saying 'You've got to go see *Star Wars*,' but it took me five months to actually get around to it."

Voegeli may not have been one of the first people to see *A New Hope,* but he played a huge role in the *Star Wars* radio dramas that delivered National Public Radio a much needed ratings boost in 1981. A few years earlier, Richard Toscan, a professor at USC (George Lucas' alma mater), approached Lucasfilm about the possibility of a *Star Wars* radio drama. Lucas was a fan of the format from listening to radio shows as a young boy, and was soon sold on the idea. He gave the USC public

radio affiliate KUSC-FM the rights to adapt *Star Wars* into a radio drama for just one dollar.

KUSC-FM teamed up with
National Public Radio to help make
Toscan's dream project a reality.
Voegeli, who had experience
working in radio drama, was hired
to produce the adaptation alongside
director John Madden, who would
go on to win an Academy Award
for Shakespeare in Love (1998).
Lucasfilm's Carol Titleman and
Toscan served as executive producers
on the project, and it was Titleman
who suggested bringing sciencefiction author Brian Daley onboard
to write the script.

Making Additions

Daley had previously worked with Lucasfilm on a trio of Han Solo novels, and faced the mammoth task of adapting the hit movie for a very different medium. For one thing, the duration of *A New Hope* was a little over two hours, while the radio drama needed to

fill six and half hours of airtime. His adaptation combined elements from the film itself, the novelization (ghost-written by Alan Dean Foster), and the Marvel Comics adaptation, but he added a significant amount of new material. Scenes in the radio drama that weren't in the original movie included Luke hanging out with his friends on Tatooine, an interrogation scene between Darth Vader and Princess Leia on the Death Star, a conversation between Han Solo and Heater (one of Jabba the Hutt's henchman) in Mos Eisley, and several set on Alderaan with Leia, her father Bail Organa, and a new Imperial character named Lord Tion.

In radio drama, as opposed to most audio book narrations, every character is played by a different actor. A few stars from *A New Hope* agreed to reprise their roles for the NPR series, including Mark Hamill as Luke Skywalker and Anthony Daniels as C-3PO. In addition, the adaptation also benefitted greatly

from access to John Williams' epic Star Wars soundtrack and Ben Burtt's sound library, both of which were included in the deal.

Some roles ended up being a vibrant mix of the familiar and the new. Burtt's library provided Darth Vader's uncanny breathing sound, but the character was voiced by Brock Peters, an actor well-known for his appearance in *To Kill a Mockingbird* (1962). Voegeli remembers being impressed by Peter's performance, which echoed the menace James Earl Jones had achieved in the film without being an exacting voice match.

Notable film roles played by new actors included Perry King as Han Solo, Ann Sachs as Princess Leia Organa, Bernard Behrens as Obi-Wan Kenobi, and Keene Curtis as Grand

- 04 Keene Curtis (center) as Grand Moff Tarkin, with Brock Peters (right) as Darth Vader.
- 05 Tom Voegeli (second left) during the recording of the radio adaptation.

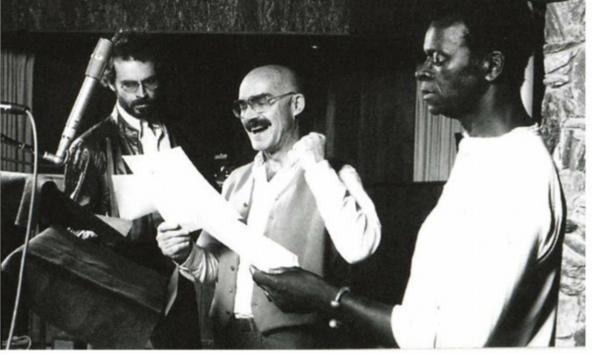
Moff Tarkin. Other actors had the challenge of playing characters that had never been heard before, such as Luke's friends Camie and Fixer (the latter voiced by Emmynominated actor Adam Arkin).

Speaking of their performances, Voegeli remembers the dedication and commitment of all involved. "No one phoned it in," he says.

Studio Time

Each of the adaptation's 13 chapters took around a day in the studio to record, with the cast performing as a group. Those actors playing characters whose voices needed to be processed, such as Darth Vader's, were recorded in an isolation booth.

Rather than have the actors stay in one place during their recording session, director John Madden had the actors use the full space available in the studio to help bring





BRIAN DALEY STAR WARRIOR

The Han Solo Adventures

Published by Del Rey

- Han Solo at Stars' End (1979)
- Han Solo's Revenge (1979)
- Han Solo and the Lost Legacy (1980)

National Public Radio Radio Dramatizations

Published by HighBridge Audio
• Star Wars: A New

- *Star Wars: A New Hope* (1981)
- Star Wars: The Empire Strikes Back (1983)
- Star Wars: Return of the Jedi (1996)

Full-Cast *Star Wars* Audio Drama

Published by Buena Vista Records

• Star Wars: Rebel Mission to Ord Mantell (1983)

each scene to life. "If the actors were recording interior scenes, their movements were blocked around a stereo microphone," Voegeli explains. "So, when you hear an actor move from right to left, they were actually doing that move themselves as if they were in a stage play. For exterior scenes, the actors were recorded on single mics, and their voices were panned in stereo to where they needed to go in the final mix."

To recreate the kinetic action of the movie, it was important that the actors didn't simply read their lines, Voegeli notes. They were encouraged to imagine the scene happening around them, and put in the required physical effort that would fit with the sound effects that would be added later. "John was great at directing the cast to do that," Voegeli remembers. For characters like R2-D2 and Chewbacca, Voegeli took advantage of the library of sounds from Ben Burtt's tapes to mix together the

.



06

appropriate beeps and growls that communicated their dialogue.

Voegeli enjoyed unprecedented access to Ben Burtt's library of *Star Wars* sounds, which was a privilege he took very seriously. Having taken a week going through Burtt's tapes to find the sounds he needed, Voegeli took Burtt out to dinner to assure him that the effects library would be well taken care of.

"I told him that, 'When those tapes leave here, they're going to be in a case that will have its own seat on the airplane that I will pay for,'" Voegeli remembers. Having worked previously in classical music, he

knew that often a cellist would fly with their instrument close by, booked in as Mr. Cello. "So I did that," he laughs. "I had one huge metal case that I fitted all of the tapes into. And that flew first class with me, because it was the only seat the case would fit in. I told Ben, as a fellow sound guy, that I would guard them with my life."

But not every sound that Voegeli needed could be found among those hallowed recordings, so he had to make many for himself. Foley, the art of creating "live" sound effects for things like

- 06 The drama of 07 the Death Star battle was played out entirely within the confines of Luke's X-wing cockpit and the rebel base.
- 08 The poster promoting The Empire Strikes Back radio play.

footsteps or doors closing, or even the chink of ice cubes in a glass, became key in completing the audioscape for the adaptation, and it took a lot of work. "The switches! Oh, my god, the switches I had to do," Voegeli sighs at the memory. "Especially for the *Millennium Falcon*. It's basically all switches and dials. A lot!"

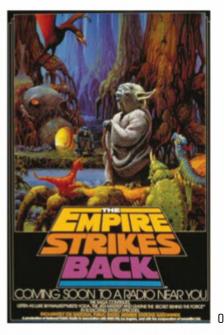
Ultimately, Voegeli believes that the radio adaptations of the original trilogy worked so well because they connected directly with the listener's imagination. He gives the scene from *Star Wars: The Empire Strikes Back*, where Yoda lifts Luke's X-wing fighter out of the swamp, as an example.

"There's a long sequence of sound design, I mean, it's got to be a minute and a half, and it's almost all Ben Burtt with some enhancement by me to make it longer," says Voegeli. "But in your imagination, it's the X-wing, and you feel it. You hear the sounds and the music swells, and it's just really great. Really strong radio."

Radio Waves

The NPR radio adaptation of *A New Hope* was a smash hit with both critics and listeners alike when it aired in 1981. An adaptation of





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The Empire Strikes Back followed in 1983, but that was merely the beginning of a catalogue of full-cast Star Wars audio adventures.

In 1983, Buena Vista Records released an original story—*Rebel Mission to Ord Mantel*—also written by Brian Daley.

"IN YOUR

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GREAT. REALLY

STRONG

TOM VOEGELI

Popular Dark Horse
Comics titles were
dramatized, including
Dark Empire, and
the Dark Forces series
of videogames also
received the audio
drama treatment.
Return of the Jedi
got its own radio
adaptation in 1996.

More recently, Random House released *Jedi: Dooku Lost* in 2019, an original story from writer Cavan Scott that

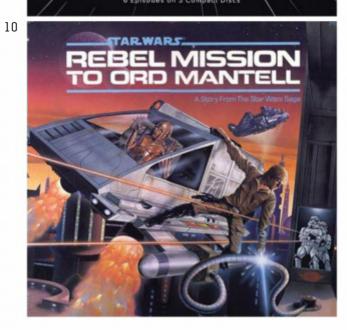
focused on Count Dooku and his apprentice Asajj Ventress. *Doctor Aphra: An Audiobook Original,* written by Sarah Kuhn and released in 2020, was adapted from Kieron Gillen's 2015 *Darth Vader* comicbook series that introduced the criminal archaeologist to the *Star*

Wars pantheon. Both projects were produced by Nick Martorelli, for whom much of the excitement about working on audio dramas comes from his love and admiration for those original NPR productions. Martorelli remembers taping the

dramas on audio cassettes when they were rebroadcast in the 1990s, and later wearing out a purchased box set through repeated replays. He remembers marveling at the new perspectives they gave to the movies.

"The fact that they followed the trench run solidly from the Yavin command center, and then solidly from Luke's cockpit," reflects Martorelli,

appreciatively. "Brian Daley wrote such captivating dialogue around this complicated sequence from the movie, and did it in such a simple way. Sitting in Luke's cockpit for six minutes in a film would not work, but it works so well in the radio play." THE O'RIGINAL RADIO DRAMA
As Heard on National Public Radio
FEATURING THE ORIGINAL MOVIE MUSIC AND SOUND EFFECTS



Dooku: Jedi Lost and Doctor Aphra differ somewhat from the NPR dramas, as they rely more heavily on narration from the lead characters. In fact, Martorelli likes to describe Doctor Aphra as, "a beautiful sixhour monologue that sometimes has other voices in it."

The importance of casting the right actor in the roles of Dooku and Aphra was therefore paramount. Martorelli looked to the casting choices that had left an impression on him in the NPR dramas. "Perry King is as much Han Solo to me as Harrison Ford is," he says. "That works so well because King is playing Solo authentically. He's not doing an impression of Harrison Ford. Dooku is a great example of how we approached that. Young Dooku [played by Euan Morton] wouldn't exactly sound like young

- 09 The six-part adaptation of Return of the Jedi aired on public radio in 1996.
- 10 Brian Daley also wrote Rebel Mission to Ord Mantell, released in 1983.
- 11 The cover art for *Doctor Aphra: An Audiobook Original*, by Kevin Tong.



Christopher Lee because Dooku is not Christopher Lee."

While many characters in the new dramas had previously been portrayed on screen, a few characters—including Aphra herself—had yet to find their voice, which presented its own challenges. "How do you reach into the air and capture the spirit of someone that everybody loves?" Martorelli asks. Emily Woo Zeller was chosen to embody Aphra's essence, and had worked with Martorelli before on non-Star Wars projects. "I very much wanted these dramas to be a showcase for audio-book narrators that we already knew," he says. "Mark Thompson does a killer Yoda, for example, so of course, we wanted him to be Yoda in Dooku."

In The Mix

Just as Voegeli had benefitted from Ben Burtt's recordings, Martorelli and director Kevin Thomsen had access to the same *Star Wars* music and sound effects that the NPR dramas had used 40 years before. During the recordings, Thomsen penciled notes in the margins of his scripts, detailing the music cues and sound effects that he felt would be needed to enhance each scene.

The recording sessions for *Dooku: Jedi Lost* had some similarities to the full-cast recording style of the NPR dramas, but the production of *Aphra* had to be structured

- 12 Cover art for Dooku: Jedi Lost, by Aaron McBride.
- 13 Euan Morton provided the voice for Dooku in Cavan Scott's audiiobook.





by the COVID-19 situation.
"For *Dooku: Jedi Lost,* we were

"For *Dooku: Jedi Lost*, we were able to put our actors in the same room together," explains Martorelli. "There was one day when we had almost everyone involved in the production in studio for some of the Jedi Council scenes and the big action sequences."

differently due to restrictions caused

When the time came to record *Doctor Aphra*, our world was in the midst of a global pandemic. As a result, only Zeller as Aphra and Nicole Lewis as Sana Starros recorded together, but even that was done virtually. "Both actors were in their home studios, talking over Zoom. Recording by themselves, but playing the scene together," says Martorelli. "Everybody else recorded their scenes alone, usually with me reading the other parts so they had someone to work against."

Post production is where audio drama really comes together, with vocal performances, effects, and music cues being intertwined in the final mix. "Justin Kilpatrick of Merlin Studios is our editor and engineer on recording days, and Paul Goodrich is the sound designer,

sound mixer, and orchestrator of the whole thing," says Martorelli. He estimates that the recording sessions for both projects took about a week, while the edit, mix, and design took a further two to three weeks.

Martorelli cites one scene, a battle between Dooku and Jedi Master Lene Kostana, that perfectly illustrates how an effective moment of audio drama really comes together in the mix. "The stage directions went something like, 'they start fighting.' So, we had two actors standing in a room with nothing around them, and they had to imagine this movie scene they were in," says Martorelli. "Afterwards, when we added in the lightsaber sounds, the falling rain, the action music—that is where suddenly it all made sense, in a really cool way.

"It's the lessons that I've taken from those NPR radio shows that I'm always trying to push," Martorelli adds. "I think about how they did transitions. I think about the way they did character introductions. You don't need to spell things out. Trust the sound design. Trust the music."



LANTER ANIMATED ANAKIN

FROM SWINGING A PENCIL IN PLACE OF A LIGHTSABER TO WEARING RETRO SHOES ON A LIVE-ACTION SET, MATT LANTER TAKES *INSIDER* ON HIS *STAR WARS* JOURNEY FROM *THE CLONE WARS* TO *THE MANDALORIAN*.

WORDS: BRYAN CAIRNS

"I

actually had no idea I was auditioning for Anakin Skywalker," says Matt Lanter of

landing one of the lead roles in Lucasfilm's animated series Star Wars: The Clones Wars (2008-2014, 2020). "They told me the role I was reading for was a character named 'Deak Starkiller.' I did a quick online search but there wasn't much out there, so I really had no idea. I remember Dave Filoni suggesting I give them my best combination of Luke Skywalker and Han Solo, and that's what got me the job. Obviously, there's a lot of Solo swagger in the Clone Wars Anakin, a lot more than Anakin in the films."

The show debuted as a feature-length movie in theaters in 2008, and ran for six seasons from 2008 to 2014, with a seventh and final season arriving on Disney+early in 2020. Lanter, who is now 37, marvels that his *Star Wars* adventure has lasted so long.

"When I booked that job, I had no idea what was about to happen for the next decade and more of my life, and counting," admits Lanter. "All these years later, I have so many fond memories of working on *The Clone Wars*. My castmates, the producers, and everybody at Lucasfilm, they're like family to



me. I made lifelong friends from making that show."

Despite a six-year hiatus before the final season aired, *Star Wars* remained a constant fixture in the actor's calendar. "I've traveled around the United States doing conventions with my castmates, and this may sound cheesy, but the *Star Wars* fandom feels like family now too. I love going to cons and meeting fans who watch the show with their kids. There's so much in *Star Wars* to love, and it's so inclusive of everybody."

Set in the period between the movies *Star Wars: Attack of the Clones* (2002) and *Revenge of the Sith* (2005), *The Clone Wars* pitched Jedi Knight Anakin Skywalker and his comrades-inarms against legions of battle droids, the Confederacy of Independent Systems, and the



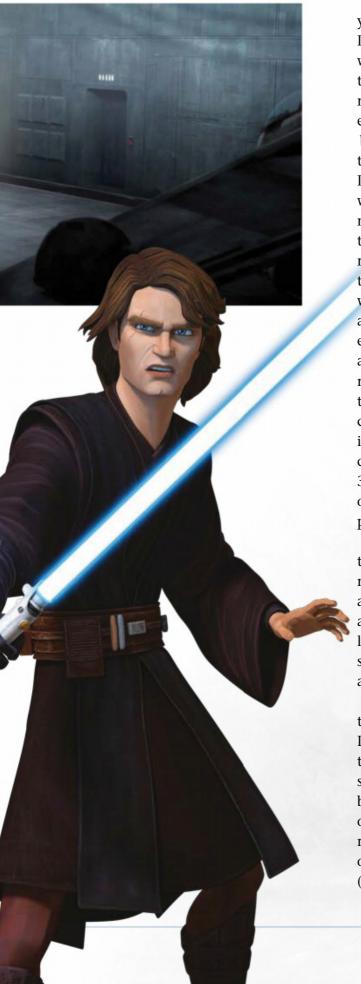
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ruthless Sith. Lanter took on the role originated in the live-action movies by Canadian-born actor Hayden Christensen, but the long-running nature of the television series allowed him to expand on his predecessor's take on Anakin.

"I went to Skywalker Ranch and sat down with George Lucas, and we talked about the character and where we wanted to go with him," recalls Lanter. "It was a conscious decision not to copy Hayden's performance. I would say there are influences, of course. Certain cadences and things like that. But I definitely did my own thing. I added more bravado. We made Anakin a little more charismatic, because we needed the character to take us through multiple seasons of storytelling. We wanted to show Anakin as this brave star pilot, this amazing Jedi, who was charming and funny at times. Hayden didn't get the chance to do that in the films, because he only had so many



"I DID AN
ANIMATED FEATURE
ONCE WHERE I HAD
A LOVE INTEREST
IN THE FILM, BUT
TO THIS DAY I HAVE
NEVER MET THE
OTHER ACTOR."



minutes of screen time to move his character from Anakin the bratty teenager to Darth Vader, the most hated villain of all time."

Into The Dark

Unlike live theater or on a movie set where multiple actors share a stage, it's often the case that performers might find themselves with only a microphone for company when recording voices for animation. It was a different matter with *The Clone Wars*, as Lanter explains.

"It's kind of weird. Sometimes you never even see your co-stars. I did an animated feature once where I had a love interest in the film, but to this day I have never met the other actor," he exclaims. "But with The Clone Wars, Dave Filoni loved to get all the actors together in one room. It was like an old radio play. We would go through each scene, maybe a couple of times, and then we'd move on. We would record a 24-minute episode in three hours. After that episode was done, we would spend half an hour on pickups for previous episodes. Maybe there was a slight animation change and the vocals needed to back that up. Maybe the showrunners thought the characters would be closer, but in the final animation they'd decided they were going to be 30-feet apart and yelling at each other. So, we would go back and pickup things like that."

The relationship between the voice artist and their microphone is not as static as one might expect. Lanter admits to sometimes getting lively and energetic in the studio, depending on what a given scene called for.

"I think all voice actors do things differently," suggests Lanter. "Some will sit down in their chair. Personally, I always stand up. I like to move a little bit, but I wouldn't be dancing about or anything like that. You can't really move off mic too much, but occasionally both Ashley Eckstein (who plays Ahsoka Tano in *The*



ANAKIN, MEET... ANAKIN?!

WHAT HAPPENED WHEN TWO SKYWALKERS FINALLY MET?

"Obviously, that's a question I get asked all the time," says Matt Lanter. "Everybody Christensen, and what he thought of my performance in The Clone Wars." That question was finally answered in 2019, when both actors were booked to appear at Star Wars Celebration Chicago. "I had never couldn't have been any nicer. Wherever we're doing the convention stuff, there's a nice green room in the back of the convention center where they set up snacks for all the Star Wars actors and talent. Hayden was back there, and he came up to me and said hello. He told me, 'I love what you guys are doing. Thanks for keeping Star Wars alive.' We got our picture taken together, which I know a lot of people loved when they saw it online."

- 01 Matt Lanter first voiced Anakin Skywalker for the 2008 *The* Clone Wars movie.
- 02 Ahsoka
 Tano (Ashley
 Eckstein) and
 Anakin part
 company in
 the 2020 final
 season of *The*Clone Wars.
- 03 Our last sight of Anakin Skywalker (Lanter), in *The Clone Wars*.

Clone Wars) and I would grab a pencil if we had to be swinging a lightsaber around, in order to give our bodies some motion. You can hear that movement come through in your voice."

One such physical moment in the opening arc of Season Seven saw Anakin's darker side brought to the fore.

"I love those first few episodes with the Bad Batch," Lanter says. "I thought they were so unique and interesting, and so cool. And there was a great moment for Anakin, where we saw him get really angry at Admiral Trench, and then put his lightsaber through Trench's chest. I know that fans love those foreshadowing Vader moments, and so do I, because it offers that connectivity to Darth Vader and shows Anakin's dangerous lack of self-control.

"Dave and I were always very specific about those moments, about how dark Anakin was going to get," he continues. "Especially in the last couple of seasons, we were definitely conscious of saying, 'Okay, this is a Vader moment. We are going there. We are doing this.' They were done very purposefully. With Anakin, especially in the final season after putting the saber through Trench's chest and flippantly saying something like 'Have a nice day,' it showed his mood swings, his ups and downs. How he can suddenly turn extremely violent and then, two seconds later, he's back to being Jedi General Skywalker. I think that's so Anakin."

Live-Action Lanter

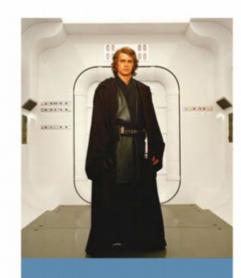
A few months before the final season of The Clone Wars was released on Disney+, Lanter made a surprise cameo appearance in Season One of The Mandalorian.

- 04 Anakin's darker side was revelaed when he threatened Admiral Trench.
- 05 Matt Lanter as Davan, in *The* Mandalorian Season One episode "The Prisoner."
- 06 Despite his on-screen death, Lanter was thrilled to make his live-action Star Wars debut.
- 07 Lanter at The Rise of Skywalker premiere in 2019.

He portrayed Davan, an ill-fated lieutenant in the New Republic Correctional Corps charged with guarding a prison ship packed with galactic miscreants. Forced to make a stand against a gang of mercenary infiltrators, poor Davan met a sorry end at the sharp end of a Twi'lek dagger. The role marked Lanter's first live-action appearance in the Star Wars franchise.

"Man, that was awesome. I'm so thankful to Dave Filoni for making that happen," says Lanter. "I got a call from my agent, and he said, 'Hey, The Mandalorian wants to know if you want to come down and do this thing.' I was like, 'What? Oh, okay. That's Dave! That's funny!' So, I texted Dave and said, 'Of course, yeah!' Who wouldn't want to do that? And it was great. I got to be on a liveaction Star Wars set, actually inside a transport ship. I was like a kid in a candy store. It was awesome, and I'm really glad the fans loved it.

"It was an amazing experience for me to be there," Lanter adds.

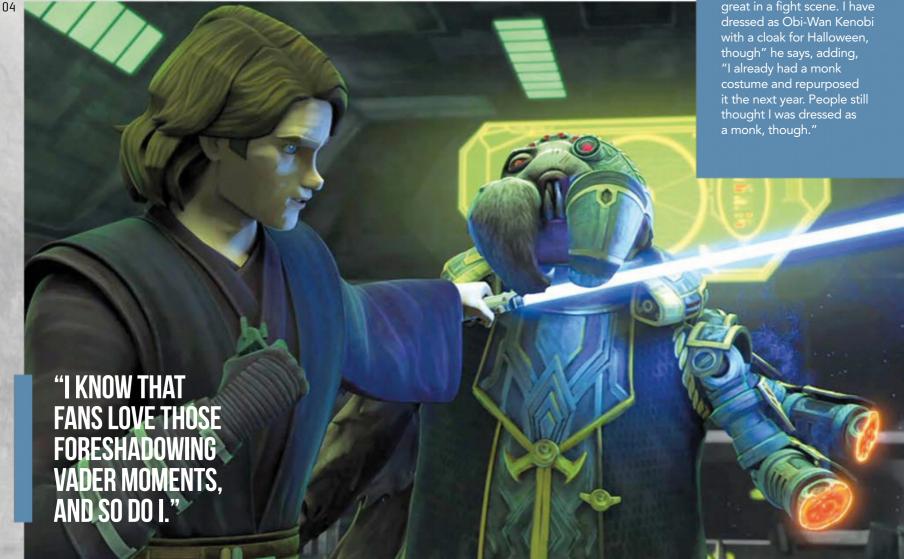


COSTUME **CONUNDRUM**

WHICH IS COOLER, **CLOAKS OR CAPES?**

Voicing the animated version of Anakin Skywalker meant Matt Lanter never got to wear his character's signature Jedi robes, but that doesn't mean he does not have an opinion on the practicality of Jedi attire.

"Those Jedi cloaks are kind of cool," says the actor when *Insider* asked if he has a preference. "I'm going to say cloaks, because I've actually had to wear a cape for some parts, and sometimes a cape is not great in a fight scene. I have dressed as Obi-Wan Kenobi with a cloak for Halloween, though" he says, adding, "I already had a monk costume and repurposed it the next year. People still thought I was dressed as a monk, though."



"I got to work with Jon Favreau, and, of course, working with Dave on live-action was cool in a different way. I've known him for years and years as a voice director and executive producer on our show. Dave is an amazing storyteller. He knows Star Wars. He understands characters. I went to visit the set once or twice when I wasn't working, and got to see him directing, and it was amazing to see him in this new environment, in this new role. I messaged him a couple of months ago and told him, 'Maybe it's kind of weird. You hired me, but I'm so proud of you and where you've gone, and to see all your accomplishments.' Dave has great things coming for him.

Lanter also enjoyed wearing his first *Star Wars* costume, a New Republic soldier uniform loosely inspired by the rebel trooper gear from *Star Wars: A New Hope* (1977), complete with familiar visored helmet, chunky belt, and disco-era footwear.

"My 70's retro shoes were awesome," Lanter laughs. "And Mayfield's line about them, 'Nice shoes. Matches his belt,' that was not scripted. That was something Bill Burr threw in there, and they kept it in. It ended up being a fun little extra moment, where they







06

pan down to my shoes. I had a great time, although I couldn't tell anyone about it. That was the hardest part. As with all things *Star Wars* that I do, I can end up going a year and a half without telling anyone anything."

Despite *The Clone Wars* reaching its inevitable conclusion, finally synching with the events of *Revenge of the Sith*, Lanter isn't entirely prepared to hang up his lightsaber and say goodbye to the Chosen One. "I've loved working with Dave, and with the whole *Star Wars* family," Lanter concludes. "It's been such an amazing experience for me as an actor. *The Clone Wars* is perfection in my eyes. I'm certainly not ready to put Anakin away forever."





STAR WARS

THE

MANDALORIAN

Season One Companion

The Mandalorian became an instant hit when it landed on Disney+ in 2019, and its appeal went stratospheric with the arrival of 2020's sophomore season. Beginning Star Wars Insider's two-part companion guide to the series so far, this issue we look back at the events of Season One.

WORDS: KRISTIN BAVER

F

or two seasons now, the taciturn armored warrior known to his friends as Mando, along with his

pint-sized green companion the Child, have captivated viewers of *The Mandalorian* on Disney+.

Following the week-by-week release of its first season, the Jon Favreau and Dave Filoni-led series took home a bounty of seven Primetime Creative Arts Emmy Awards, was nominated for Outstanding Drama Series at the 72nd Primetime Emmy Awards, and earned praise from critics and fans alike. But the creators were just getting started.

Anchored by all-new characters finding their way in an era of *Star Wars* storytelling, some five years after the fall of the Empire, at its emotional core *The Mandalorian* is the story of Din Djarin grappling to reconcile his belief in the ideological creed under which he was raised, the bounty-hunter's code that had allowed him to support himself, and his willingness to risk it all to protect a young foundling who is far from helpless but certainly needs his protection.

As we await *The Book of Boba Fett* and *The Mandalorian*'s third season, *Star Wars Insider* presents our exclusive two-part exploration of the first 16 chapters of the groundbreaking Disney+ series.



TRIVIA

Assassin droid IG-11 looks a lot like the bounty hunter IG-88, first seen in *Star Wars: The Empire Strikes Back* (1980). To help differentiate between the two, IG-11 was given a distinctive double bandolier and claw-like hands for grasping a pair of blasters.

The Mandalorian

Directed by Dave Filoni Written by Jon Favreau First Airdate: November 12, 2019

In the series premiere, the masked warrior known as the Mandalorian is hired for a secret bounty-hunting job to secure a mysterious asset for a wealthy client.

In the closing moments of the gritty *Star Wars* series' debut episode, viewers were surprised

by the introduction of the Child, a nameless alien hailing from the same species as beloved Jedi Master Yoda.

In addition to Pedro Pascal starring as the eponymous hired gun, the series featured a legion of cameo appearances and supporting cast members starting off with Carl Weathers as Greef Karga, Werner Herzog as the Client, Nick Nolte as the voice of Kuiil, and Taika Waititi as the suicidal bounty hunting droid IG-11.





The Child

Directed by Rick Famuyiwa Written by Jon Favreau First Airdate: November 15, 2019

After acquiring the Child, the Mandalorian must outwit other hunters and strike a deal with scavengers to escape from Arvala-7.

The second chapter hinted at the Child's Force abilities and planted the seeds of an unexpected attachment blossoming between the stoic helmeted hero and his small charge. Using far less dialogue than other episodes in the season, Famuyiwa's storytelling focused on the solitary struggle of the Mandalorian with stunning visuals punctuated by Ludwig Göransson's evocative score. Featuring a second appearance from Nick Nolte as the voice of Kuiil, the Mandalorian was forced to admit that sometimes even he needed a helping hand.



Chapter 2 director Rick Famuyiwa.

TALES FROM THE CUTTING EDGE

Season One of *The Mandalorian* introduced audiences to a slew of fascinating new characters, in a previously unexplored *Star Wars* era, but the creators of the series were determined to produce a show that looked and felt authentic to the galaxy far, far away.

To do so, they utilized cutting edge Stagecraft technology, shooting an apparently vast expanse of locations inside a single, enclosed set comprised of high-definition LED screens known as the Volume. Flawless digital graphics combined with traditionally made costumes and props, alongside practical effects, to recreate the "used world" look of the *Star Wars* galaxy—a nod to the model makers, puppeteers, and performers who made the original trilogy come alive





The Sin

Directed by Deborah Chow Written by Jon Favreau First Airdate: November 22, 2019

Safely back on Nevarro, the Mandalorian delivers on the job and receives his reward—a camtono case of beskar. But a sudden change of heart leads him into danger.

Introducing some backstory for the lead character, a sequence of cinematic flashbacks detailed a harrowing encounter the young Mando had with a super battle droid on the day he became a foundling. Intercut with shots of the Armorer forging new beskar armor for Mando, the scene was a poignant introduction that explained the eponymous character's lasting dislike for droids, and helped to cement his connection with the Child. It also went a long way to showing why he would risk everything to protect the youngling.

Guest actor Omin Abtahi brought the sniveling Dr. Pershing to life, while Emily Swallow returned as the Armorer.





Sanctuary

Directed by Bryce Dallas Howard Written by Jon Favreau First Airdate: November 29, 2019

In an attempt to lay low and hide from those he's crossed, the Mandalorian and the Child fly to Sorgan where they find locals badly in need of protection.

In her directorial debut for the series, Bryce Dallas Howard paid homage to the classic Akira Kurosawa film *Seven Samurai* (1954), in a story that pitted a

village of farmers (with help from a couple of hired fighters) against a band of thieves who regularly raided their harvest. The episode marked the first appearance of Gina Carano as Cara Dune, an ex-rebel shocktrooper who had no love for what was left of the Empire. The former mixed martial artist performed her own stunt work, and her sporting background helped inform the physicality of the role.

TRIVIA

Director Bryce
Dallas Howard uses
film history to anchor
her contemporary
storytelling, and
her episode was
influenced by the
films of legendary
Japanese director
Akira Kurosawa.

As a child, Howard was lucky to meet Kurosawa, when her father— Solo: A Star Wars Story (2018) director Ron Howard—was invited to dine with him and brought her along.



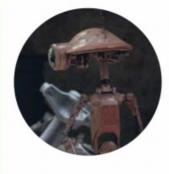
Chapter 4 director Bryce Dallas Howard.

TRIVIA



NEVARRO

The city of Nevarro shares a link with Batuu, the *Star Wars*: Galaxy's Edge planet at Walt Disney World Resort and Disneyland Resort. For both worlds, designers took inspirational cues from the architecture of Morocco in North Africa, and buildings and bazaars in the Middle East.



DROID TRIO

Peli Motto's trio of pit droids are relics from the prequel era, first seen in *Star Wars: The Phantom Menace* (1999), servicing podracers (clumsily and sometimes fatally) during the Boonta Eve Classic at Mos Espa's Grand Arena.



FROG LADY

Hidden among the Mos
Eisley Cantina patrons
in Chapter 5, you can
spot two characters
who will play a more
prominent role in
Season 2: Dr. Mandible
and the alien known
as Frog Lady (played
by Kuiil performer
Misty Rosas).







The Gunslinger

Directed and Written by Dave Filoni First Airdate: December 6, 2019 A fuel leak forces the Mandalorian to seek refuge, repairs, and employment on Tatooine.

This story took viewers back to where it all began in 1977: the blistering desert planet of Tatooine. Familiar sights included the bustling spaceport of Mos Eisley and its infamous Cantina, more than a few sandy dunes, a dewback, and a couple of native Tusken Raiders encountered by Mando in the depths of the Dune Sea.

Instead of portraying the Tuskens as savages, the story introduced a form of sign language that enabled Mando to communicate with them, developed with the help of Troy Kotsur, one of the Tusken actors who is hearing impaired. The episode also included cameo appearances from Amy Sedaris as Peli Motto, the gruff proprietor of Docking Bay 3-5; Jake Cannavale as bounty hunting-hopeful Toro Calican; and Ming-Na Wen as elite assassin Fennec Shand. Special guest Mark Hamill provided the voice for the cantina's EV-series droid bartender.

The Prisoner

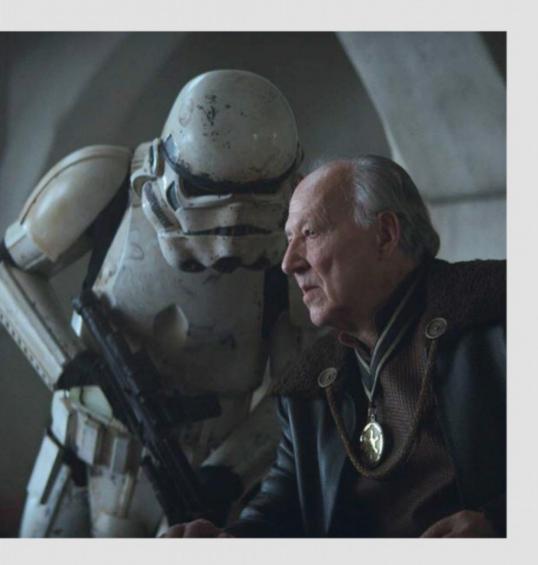
Directed by Rick Famuyiwa Written by Rick Famuyiwa and Christopher Yost First Airdate: December 13, 2019

Desperate to make some credits, the Mandalorian tracks down an old colleague and agrees to undertake a dangerous mission.

Chapter 6 had more than its fair share of famous guest stars, including Mark Boone Jr. as Ranzar Malk, Bill Burr as Migs Mayfeld, Richard Ayoade as the voice of Zero, Natalia Tena as Xi'an, Ismael Cruz Cordova as Qin, and Clancy Brown as Burg. However, several smaller roles featured cameo appearances by some familiar Star Wars names, if not faces. Matt Lanter (interviewed in this issue), who voiced Anakin Skywalker in Star Wars: The Clone Wars (2008-2014, 2020), played New Republic prison guard Davan, while three directors from the series—Deborah Chow, Rick Famuyiwa, and Dave Filoni— turned up as a trio of New Republic X-wing pilots.







CHAPTER 7

The Reckoning

Directed by Deborah Chow Written by Jon Favreau

First Airdate: December 18, 2019

The Mandalorian and Greef Karga cut a deal with a plan to take out the Imperial Client who originally put the bounty on the Child, and clear Mando's name with the Bounty Hunters Guild.

As the stakes grew at the tail end of Season One, key characters reunited to defend the Child, including the surprise return of IG-11, once again voiced by Taika Waititi. Although Mando shot the assassin droid at point-blank range in the series opener, we learned that it had been resurrected by the Ugnaught Kuiil, and reprogrammed to serve and protect.

Giancarlo Esposito also made his unforgettable entrance in the series, as the fearsome Moff Gideon.

TRIVIA

Chapter 7 includes the first live-action appearance of an Imperial Troop Transport. Longtime fans began playing with a toy version of the vehicle in the late 1970s, but it didn't make it on screen until it appeared several times in Star Wars Rebels (2014-2018).

TRIVIA

ALDERAAN

Cara Dune's homeworld of Alderaan is a callback to the original *Star Wars* hero, Princess Leia Organa, who was adopted as a baby by the queen of Alderaan and watched as the world was annihilated by the Empire's first Death Star. With a single mention of that world, longtime fans instantly got a sense of all that Dune had lost.

MOS EISLEY

When the Mandalorian visits the Mos Eisley Cantina, it's a very different place to our first visit to the watering hole in *Star Wars: A New Hope* (1977). For one thing, instead of the grizzled bartender Wuher slinging drinks, the barkeep is now a droid. As you may recall, the establishment didn't even serve droid-kind back then.

Designers scoured archive film footage and behind-the-scenes imagery to faithfully recreate every shadowy corner of the Cantina, including the sign hanging over the main entrance. For the latter, Roger Christian—the set designer on A New Hope—was the only person who had a clear photographic reference of the original sign for them to work from.

DR. PERSHING

Dr. Pershing's uniform contains a clue as to his intentions with the Child. The symbol on his sleeve is strikingly similar to the Kaminoan cloning facility emblem seen on the uniforms of a legion of clone cadets still in training in Star Wars: Attack of the





CHAPTER 8

Redemption

Directed by Taika Waititi / Written by Jon Favreau First Airdate: December 27, 2019

The Mandalorian and his friends must face a legion of stormtroopers, deadly death troopers, and defy the coldhearted Moff Gideon, as they fight to defend the Child.

Chapter 8 marked the first time the Mandalorian's true name, Din Djarin, was spoken in the series. It was also the first time we saw star Pedro Pascal's face on screen, revealed to viewers (and IG-11) after the character was mortally wounded.

Pulling together story threads from preceding chapters, the season finale finally revealed the full story of Din's tragic childhood, and set him on the quest that went on to dominate the second season. As a clan of two with the Child, a mudhorn signet symbolizing their bond, the Mandalorian accepted his duty of care towards the youngling, vowing to reunite it with its own kind—the Jedi.







Taika Waititi took the director's chair for the blistering season finale.



A Trilogy of Sacred Texts

Explore the history of the galaxy far, far away with DK!

The Skywalker saga is now complete, but it doesn't tell the whole story of the *Star Wars* galaxy. If you need to know all there is to know about the people, places, and events from a long time ago, there's no need to visit Luke Skywalker's library on Ahch-To, as DK have you covered with their extensive range of books that take a deep dive into *Star Wars* lore—and this issue we have a prize bundle of three amazing DK books to giveaway!

Skywalker: A Family at War, by Kristin Baver, is a revelatory biography exploring every twist and turn of the Skywalker dynasty, tracing the family's trials and tribulations, and explaining their personal stories, motivations, and ultimate triumph.

The Star Wars Book, by Cole Horton, Pablo Hidalgo, and Dan Zehr, is an insightful examination of the entire saga, packed with photos, infographics, and essays, including sections on Star Wars: The Mandalorian (2020-present).

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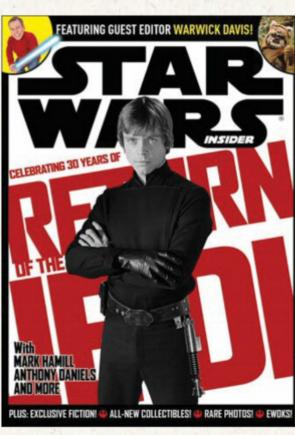
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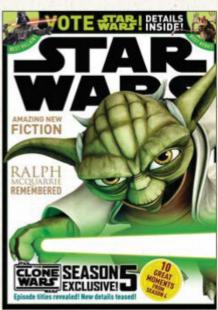








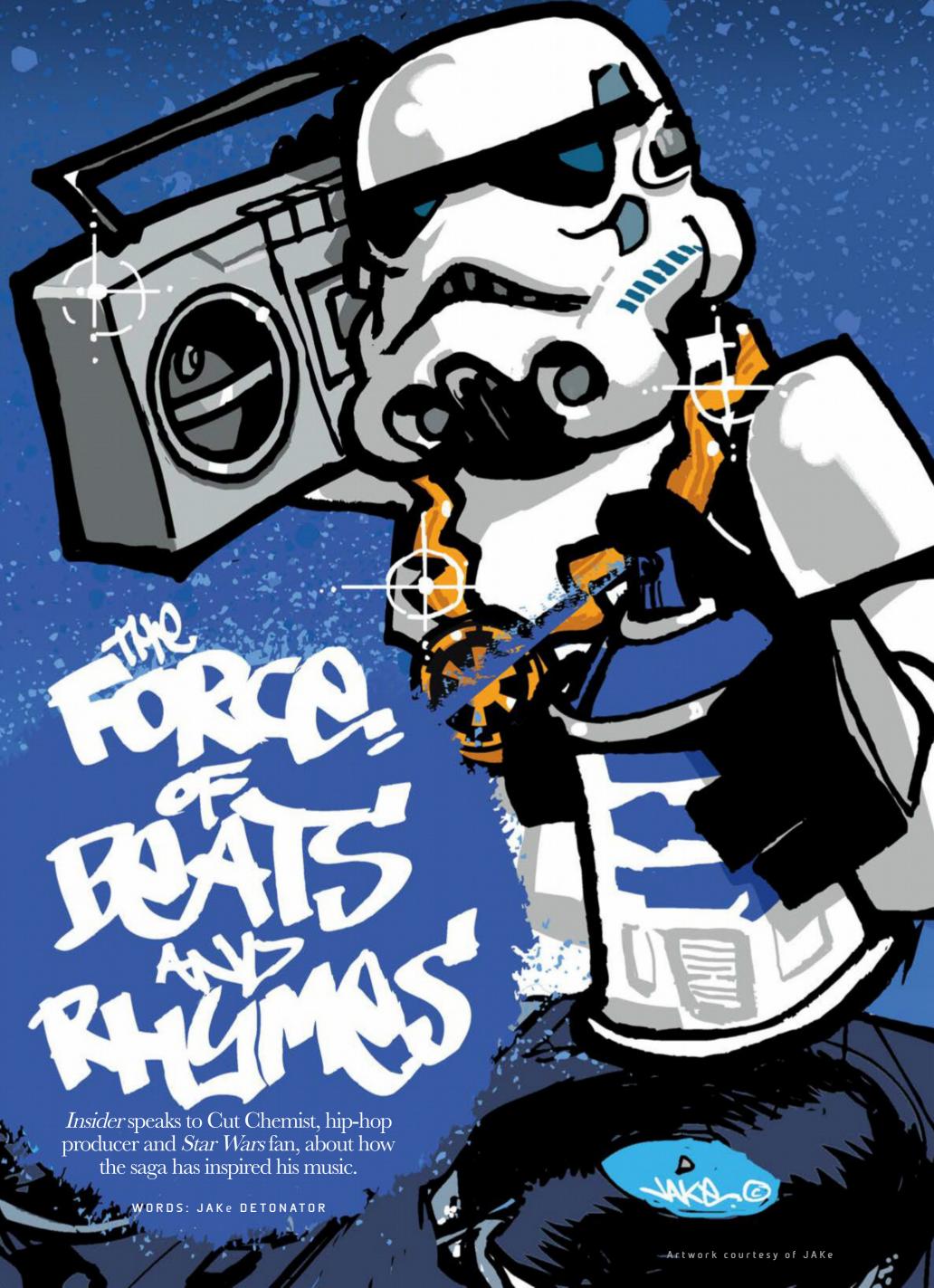






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tar Wars and hip-hop. Both were products of the 1970s, their origins a synthesis of

elements from the past, mixed and forged into something new and exciting, something that moved at lightspeed. They came to prominence during the Disco era and exploded into the public consciousness at a time when positivity and escapism were sorely needed. Considered by some as entertainment fads, both endured, evolved, and became cultural phenomena. Star Wars and hip-hop continue to move forward, replaying and reinterpreting their original motifs to captivate new generations of fans. It's hard to imagine a world without either.

Given the huge impact George Lucas' epic space fantasy had on a predominantly young and creatively fertile audience at the time, it's no surprise that the saga inspired a host of DJs, rappers, graffiti artists,

and others to craft Star Wars-flavored lyrical metaphors, mix tapes, and eventually even sneaker collaborations. One such master of hip-hop is Cut Chemist, founding member of iconic group Jurassic 5 and a successful DJ, solo artist, and producer in his own right. Star Wars Insider spoke

to Cut at the HQ of his record label, A Stable Sound (named after the stables where he stores his extensive music collection), and asked what it was about Star Wars that first inspired him?

Like a lot of the generation who saw the first Star Wars film in the theater, its influence on me to become an artist and a music maker was huge," says Cut, the Hollywood, California native who was four years

02

old when Star Wars: A New Hope came out in 1977. "I first saw Star Wars at the Grauman's Chinese Theatre. I wasn't there on opening day, but I was there at ground zero. And I was there for every other Star Wars movie on opening day. Every one of them."

Like many, his overriding memory of that first viewing was

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FORGET THE 45!"

the opening shot. "That ship, and thinking, 'When the hell is that thing going to end?' I'd never seen anything like it. That was the moment my four-year-old life changed forever."

Cut's childhood home was a walk away from the famous movie theatre, a fact he took full advantage

of. "It was right in our backyard," he remembers. "I could go and see Star Wars there anytime I wanted, and I did. I'd tell my folks, 'Take me again, take me again.' And when I couldn't go, I would listen to the records.

In fact, Star Wars could be where Cut's taste for vinyl began, with the soundtrack album of John Williams' timeless original score for A New Hope.

- THE ORIGINAL SOUNDTRACK FROM THE 20TH CENTURY FOX FILM "STAR WARS" STEREO THE LONDON SYMPHONY ORCHESTRA CONDUCTED BY JOHN WILLIAMS
- 01 Star Wars composer John Williams
- 02 The original soundtrack album, released on double vinyl.

"It was the first record I ever owned," the DJ and turntablist reveals. "My parents gave me a choice: they said, 'You can have the Star Wars 45 single or the gatefold album with all the pictures.' I was like, 'That's an easy choice! Forget the 45!' And I listened to that album over and over again. I also got the story record, but the narration interrupted the flow of re-experiencing the movie in

my imagination, so I would just flip on the soundtrack and think up imagery for the music. And that completely inspired how I make music, because everything that I make has a visual component in my mind, and it was those experiences of visualizing the movie when I was four or five years old that trained me for how I make music now."

There's a storytelling aspect to Cut's work that can be traced back to his early material, such as Jurassic 5's first EP, *The Lesson*. Did he always think in storytelling terms when creating a new piece of music?

"Yeah, absolutely," he agrees. "Sometimes I have a story that I've mapped out, sometimes the music guides the story, but there's always a narrative in there that doesn't just span across one song but many songs into an album. I want to tell a complete story, and I can't do that unless I do it with multiple songs. So, it's kind of like watching a TV series where you have different episodes that go through different landscapes emotionally. Musically, my storytelling definitely comes from watching Star Wars when I was a kid."





Character Cuts

One aspect of John Williams' score that had a profound influence on Cut were the themes that defined certain characters, such as the Jawas. "They're mysterious, they're creepy, but they're also cute and short. Somehow, Williams managed to fuse those two things together, and I completely got it," says Cut. "When I hear that theme, it perfectly personifies what those characters were to me. The tonalities pertain to their personalities. I was really into 'The Little People Work.' It has such a fragile balance of conflicting ideas."

It's a track that Cut has sampled himself, just for fun.

"Aww man, I've used it! I took a crack at it, definitely" he enthuses. "I've made beats out of the Cantina theme too. I'll always revisit Star Wars for things to flip into beats when I'm messing around in my time off. I did a DJ set in 2019 at a licensed outdoors screening of the original trilogy, and for Star Wars: The Empire Strikes Back (1980) I found as many covers of the "Imperial March" as possible—and there are so many, even a death metal version—and I did a whole fifteen-minute set based on just that. It was great."

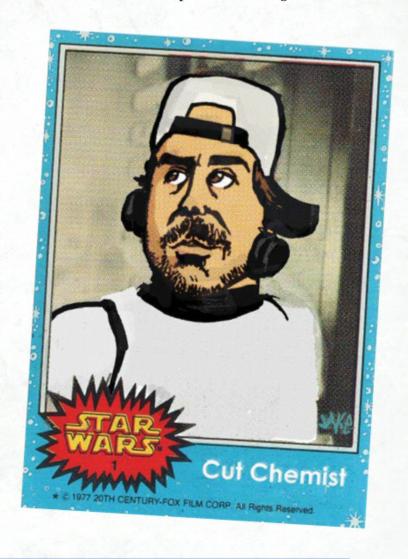
Cut's career in music has seen him win a Grammy award with his Latin Funk band Ozomatli, and collaborate with noted figures such as DJ Shadow, but in his youth he'd envisaged his destiny following a different path. A reader of the

- 03 As a kid, Cut Chemist became obsessed with how Star Wars was made.
- 04 Sabine Wren weaponized graffiti in Star Wars Rebels (2014-2018).

science-fiction magazine *StarLog*, he became obsessed with learning about how the *Star Wars* movies were made.

"I wanted to see who had made this thing I loved so much," he says. "I remember watching footage of this truck driving along, filming the explosions on the surface of the Death Star, and thinking, 'Man, that is so cool!"

Growing up in Hollywood, Cut's childhood inevitably intersected with grown-ups in the movie business. "I had a best friend called Mario, and his dad was Jackson De Govia, the production designer on





CROSSOVER CULTURE

While Star Wars has inspired artists like Cut Chemist, one aspect of hip-hop culture that has moved in the opposite direction is the street art known as graffiti.

Often carelessly dismissed as vandalism, the vibrant form of expression has became closely linked with the musical movement as the subculture grew in New York in the 1970s, most famously seen on the walls of the city's subway trains.

In Star Wars, the best-known exponent of graffiti art was Sabine Wren, the Mandalorian who daubed Imperial buildings and equipment with her anarchic art as a rebellious sideswipe at the subjugators of the galaxy. More recently, realworld artist David Choe contributed graffiti art to the gritty set decoration of the planet Koresh, for the opening episode of *The* Mandalorian Season Two.

04

films like *Die Hard* (1988), and *Speed* (1994)," he recalls. "At that time, he was working on a movie called Space Hunter: Adventures in the Forbidden Zone (1983), so we were hanging out at Mario's house, playing with the movie's foam props, while his dad was drawing all these space things. I was always drawing spaceships back then, X-wings, TIE fighters and stuff like that, and I was like, 'You can get paid and have a career drawing spaceships? I'm already doing that! Hell yeah, that's what I want to do!' So, I decided I was going to be a production designer, and I went on to college to get a Bachelor of Arts, but when hip-hop came around I switched gears and went into music. I still paint, but I do it as a hobby. Music is my career."

The Magpie Imperative

As a DJ, part of the job is to build a library of vinyl music, often digging

through record store bins to find that one obscure cut you've yearned for. As any *Star Wars* fan will attest, collecting can be a compulsive urge that is difficult to deny, and Cut had

his own stash of Kenner's *Star Wars* toys as a child. Does he recognize a link between the two?

"I didn't care to have the TIE fighter, but I had to have the X-wing and the Millennium Falcon.
I guess I wanted to collect the good guy stuff," he laughs. "That was probably where I began to recognize there was a series to be completed. I started to buy James Bond soundtracks,

because it was a series that had a beginning and an end to it. From there, it wasn't such a stretch to collecting breaks and hip-hop records, and there were only a handful of those in the early 80s—like, there were only four Def Jam records, so that was easy. Later, I joined a record pool and thirty years on I have a whole horse stable

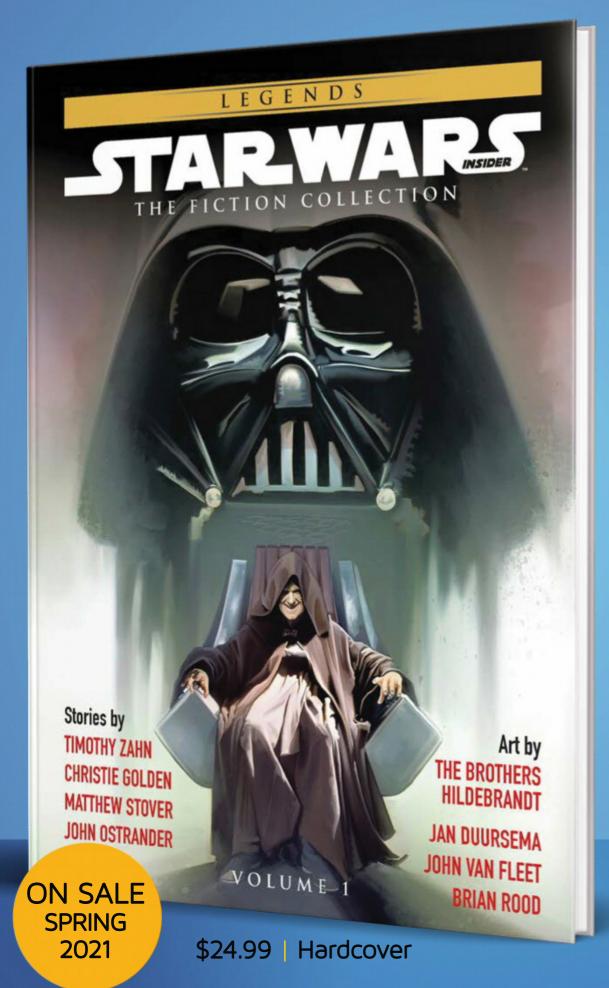
full of music I don't ever listen to!"

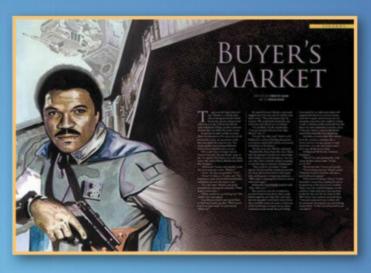
Success has given Cut the chance to indulge himself with his ultimate Star Wars collectible—a life-size R2-D2. "I had it custom-made. It's remote-controlled, lights up, and moves," Cut smiles. "I was ready to put out a new album and then tour it, and I decided I wanted do some shows with R2-D2 on stage with me. I had him

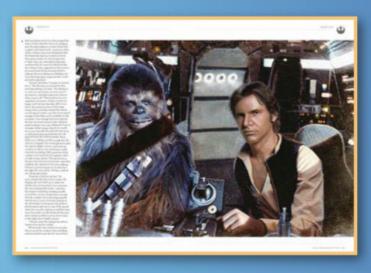
moving around and making all his noises. It was basically like a scratch battle between me and R2-D2. He would bleep and I would cut. It was pretty cool."

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A STUNNING COLLECTION OF ORIGINAL STAR WARS TALES





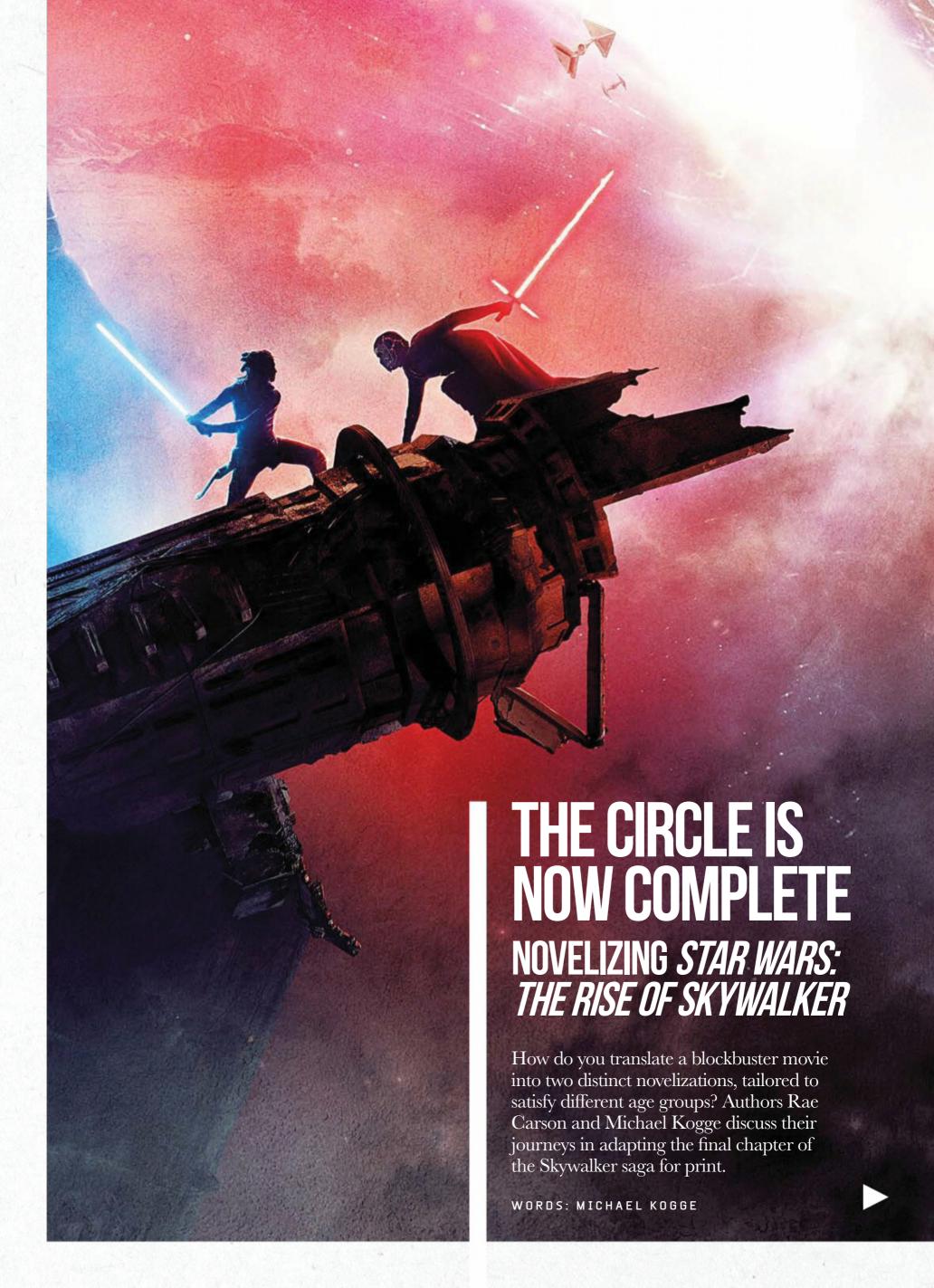




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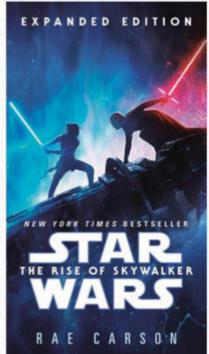
ae Carson and Michael Kogge came to writing their novelizations of *Star Wars:*

The Rise of Skywalker (2019) with plenty of previous Star Wars writing experience. Carson penned the Solo: A Star Wars Story (2018) young adult novel Most Wanted, and a short story for the novella anthology Canto Bight, "Hear Nothing, See Nothing, Say Nothing." Kogge was responsible for the junior adaptations of Star Wars: The Force Awakens (2015) and The Last Jedi (2017), among other Star Wars-related works.

Insider: How did you both approach your adaptations?

Rae Carson: The movie is very fast paced, so I knew a weighty literary novel wouldn't be right. That's just not *Star Wars: The Rise of Skywalker*. You can't make it a completely different animal. When I read the script, I immediately thought of James Kahn's *Star Wars: Return of the Jedi* (1983) novelization, and I knew that's what this one needed to be most like.

It's one of the best novelizations from both a pacing and structural standpoint. It features a lot of quick cuts between perspectives, huge sections of action with not a lot of dialogue, And it's not even two





- 01 For Carson, the concept of the "found family" is at the heart of *Star Wars*.
- 02 The core team of heroes from the sequel trilogy aboard the *Millennium Falcon*.

"I TEND TO ASK MYSELF, 'HOW CAN I TELL THIS STORY IN THE LEAST AMOUNT OF PAGES, WITH THE MOST AMOUNT OF ERUDITION AND IMPACT?" MICHAEL KOGGE

hundred pages long. But its brevity is its strength. You never feel like you miss out on anything.

From a personal standpoint, it was also the first novelization I ever read of any movie. I was dying to know how the story ended, but my family couldn't afford to go to the movies to see *Jedi*. So, I convinced my mom to get me the book because that didn't cost as much as taking the whole family to the movies. I read it and cried all the way through, because I loved *Star Wars* so much. I did eventually go see the movie, but the novelization is what had the biggest effect on me.

Michael Kogge: Speaking to Rae's point about brevity, especially when writing a junior novel, I tend to ask myself, "How can I tell this story in the least amount of pages, with the most amount of erudition and impact?" And that proved to be the challenge for me with *The Rise*



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of Skywalker, because there's so much plot in the movie, so many new worlds to discover and describe, so much story to cover, in addition to trying to wrap-up the saga. I had to do all that within half the word count of an adult novelization, which was almost equal to the word count of the script itself. But it was a challenge I loved taking.

You tell the same story in different ways. How did you keep your novelizations in sync?

MK: Lucasfilm invited both of us to the Presidio to read the script, see the concept art, and speak with Story Group. It was a fantastic way to build comradery, because Rae and I were two writers on the same journey. Our trust in each other helped us collaborate when we wrote scenes that expanded on the film.

RC: We were also given the creative latitude to divert from each other a

O3 Writing Leia
Organa's final
scenes was
a daunting
prospect for
both authors.



little bit, which I thought was pretty cool. It enabled us to offer interesting yet not necessarily contradictory perspectives on the plot.

Every writer structures their working day in a personal way that suits them. What do you do when you sit down to write a *Star Wars* story?

RC: I drink a lot of coffee and sit on the couch, and focus really hard on writing for about two hours.

Then I'll stop and do some form of exercise, just to get blood going to my brain again, and then get back to it for two more hours. My goal was to compose about three thousand words per day. I could usually achieve that in two or three focused, two-hour sessions. And in the evening, I would try to forget it completely, because I like to have "crockpot time," during which my subconscious chews on an idea for whatever I'm going to be writing

'EVEN THOUGH I'D

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EVEN THOUGH

KNEW WHAT WAS

GOING TO HAPPEN

I STILL BAWLED

MY EYES OUT."

RAE CARSON

of anything *Star Wars*-related in the evening and watch something completely different with my husband, or read something different to refresh so that I could hit that tough schedule again the next day.

One thing that I didn't do was listen to any Star Wars music when I wrote this book. I felt so invested in all these characters that I was worried that if I listened to John Williams' orchestration the whole time, my book would just come out like fan fiction. I needed to have some kind of professional detachment to do the job I wanted to do on it.

MK: I understand that need for detachment. It's how I approach all my work-for-hire projects, as a writer rather than a fan. I enjoy the freedom and space it gives me to push the story, to discover how it moves me, and to create meaning. Lucasfilm didn't hire us to regurgitate the script for these novelizations. They hired us for our voices, for what we will bring to the material that's fresh and unique. Like Rae, when I write a Star Wars project, I don't want anything to do with Star Wars during my "off" hours, otherwise I feel like I'm never leaving my work behind. Writers need to be rejuvenated to clear their minds and come back the next day with the impulse to generate something new. That said, the story I'm writing is always percolating in my mind, no matter where I am or what I'm doing, because much of the process of writing isn't just writing, but thinking. The epilogue of the junior novel, for example, took nearly three days of thinking, cutting, and rewriting to get it to where it felt right, even though it's only a page and a half long.

The Rise of Skywalker isn't only the concluding episode of the Skywalker saga, it's also the final chapter in Leia Organa's story. Were her final scenes difficult to write?

Rae Carson: I've been a Leia fan since I was three years old, so being able to write those scenes and being

able to expand on those moments was very special to me.

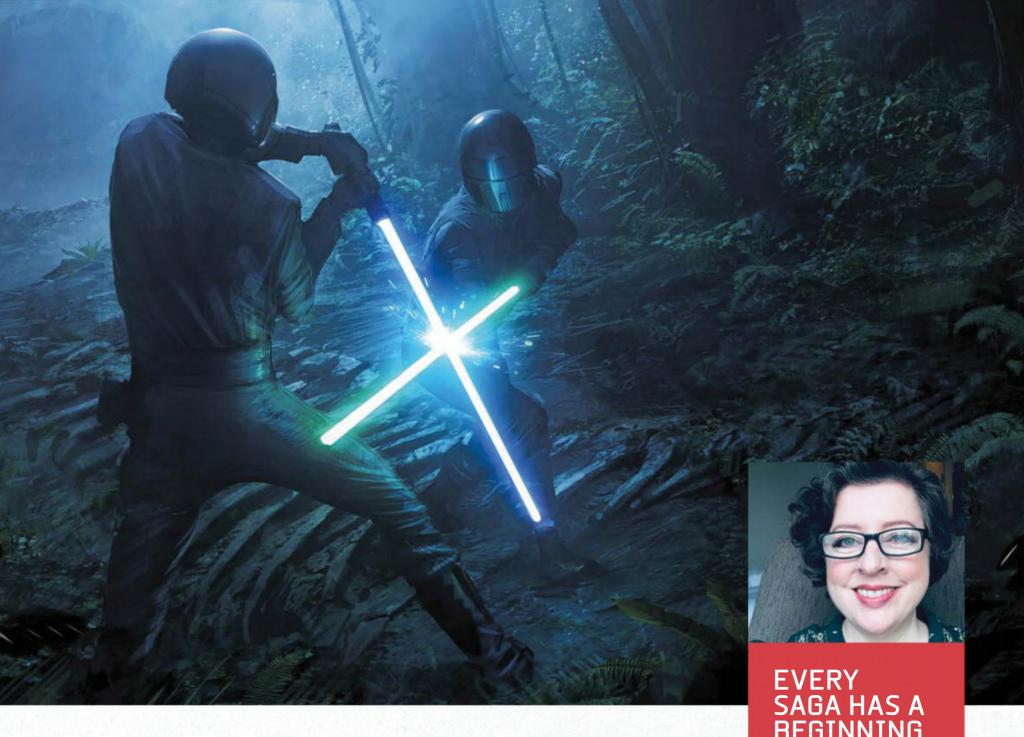
I grew up in a really conservative family that had some strong views about gender roles, and my sassy little personality did not naturally conform to those expectations. Leia was tough on the boys, she got things done, she was in charge,

but she was also compassionate, a leader, and highly moral. To see someone like me on screen, portrayed as one of the good guys, was absolutely formative for me. So I









sobbed my way through my first draft of that scene. Even though I'd read the script, even though I knew what was going to happen, I still bawled my eyes out.

MK: It's always been implied that it's Leia Yoda was talking about when he told Obi-Wan Kenobi, "No, there is another," in Star Wars: The Empire Strikes Back (1980). Maybe she was, or maybe it was Rey or someone else, or maybe Yoda always hoped that someone from the light would overcome the dark. But if Leia was that "other," then the sequel trilogy showed her realizing Yoda's prophetic words. Her fortitude, resilience, and charismatic leadership seemed to be all that kept the galaxy from falling into despair. To write her in these three books was humbling. Leia is a hero unlike any other in Star Wars. It was emotional to write, and since I've had the honor of adapting the entire sequel

- 04 Concept art of Luke training Leia, by Andrée Wallin and Adam Baines.
- 05 The twin sunsets of Tatooine marked the end of the Skywalker saga.
- 06 Rey and Ben Solo finally connect in The Rise of Skywalker (2019).

trilogy, I've had to "kill off" all three of my childhood heroes.

RC: I can't imagine having had to do that for each of the Big Three. I'd have been a wreck!

Let's talk about Kylo Ren. How did you work through his transformation into Ben Solo?

RC: I loved Kylo Ren as a villain from the beginning, but I didn't have a lot of empathy for him. A lot of people saw the Ben Solo in him long before I did. But in writing this book, because I was able to write his inner conflict, I began to see glimpses of Ben. Then, of course, there was the conversation with the memory of his dad. You saw what a tragedy it was that he'd been lost that whole time. Adam Driver is such an outstanding actor, his whole demeanor changed in that scene. His body language was different. Everything about him was different. He became Ben Solo. By the time I was finished writing,

BEGINNING

RAE CARSON ON DISCOVERING STAR WARS

"A New Hope was my first cultural touchstone. Unless you lived through that era, you don't realize how much people talked about *Star* Wars at the time, how much Star Wars suddenly became a part of everyday life. I can remember we were driving out of the parking lot of our church, and some people started knocking on the door of our car. My dad rolled down the window and was asked, 'Hey, are you going to see Star Wars?' The movie was such a big deal that even people at church were talking about it!

"I finally went to see the movie with my parents, and I remember walking out of that theater thinking that the Force was strong with me, nd that I would try to us on my little brother. I believed in the Force, I believed in Leia and Han and Luke. I believed that these characters were my friends."

I felt a lot more warmth toward the character. I felt the weight of what could have been if he had never turned to the dark side.

MK: I worked hard over the three books to not hide Kylo Ren's evil. Here was a man who ordered the execution of an entire village; tortured Poe and Rey; attempted to kill his master, Luke; did kill his own father, and nearly killed his mother. Yes, he was manipulated by Snoke and the Emperor, but he chose that selfish path, he chose power, he chose to kill. He knew the difference between right and wrong, because

- 07 Carson better understood Kylo Ren after writing Ben Solo's return.
- 08 Rey's defiance of the Emperor impressed Kogge.

Luke, Han, and Leia taught him that. At the same time, no character is purely evil, just as they are not purely good.

The saddest thing for me was that I didn't get to write Ben Solo for very long. When I was writing those last scenes where he decided to change, my heart was racing. Everything felt like such a rush. Ben became this force of nature, just running, running, running, off to Exegol to save Rey, and then sacrificing his life. He was a candle that burned so brightly and was suddenly extinguished. Kylo Ren was a great villain, but Ben Solo was a greater hero.



EVERY JOURNEY HAS A FIRST STEP

MICHAEL KOGGE ON DISCOVERING STAR WARS

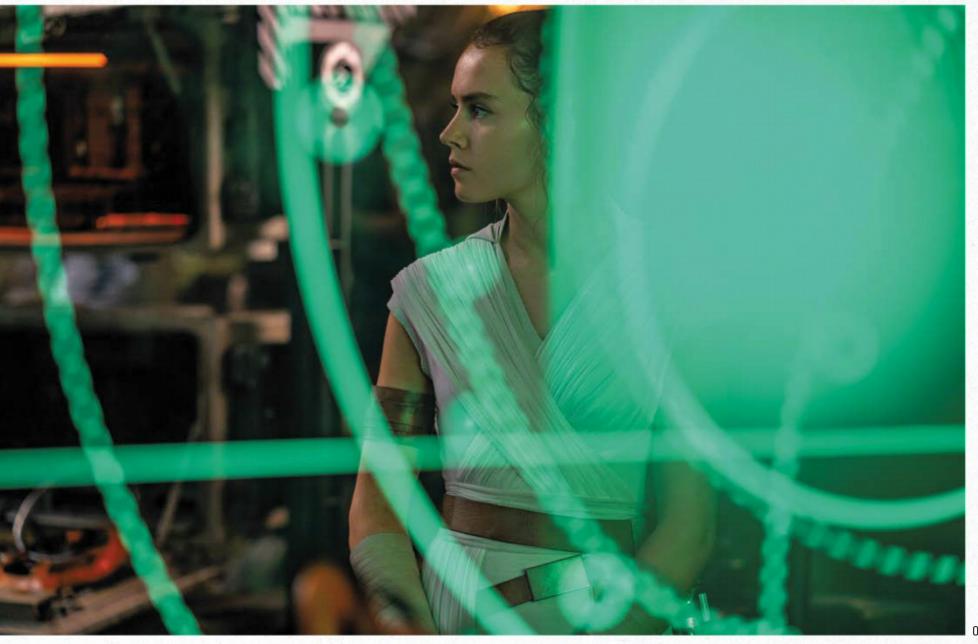
"I remember vividly the day I first saw *Star Wars*. My dad, who was an engineer on the space shuttle's I/O processor, came home from watching the shuttle *Columbia* make its first launch and he asked me if I wanted to go see a movie. I was only four years old and had never been to the movies before, so I was already excited.

I remember sitting there, completely quiet and mesmerized by the images on the screen. Even though the film was set in another galaxy, I understood it, every bit of it. George Lucas knew how to spark a child's imagination. I saw The Empire Strikes Back a year later in re-release, and Return of the Jedi the summer of its premiere. It was the perfect way to see a movie trilogy as a kid. You didn't have to wait too long. my life ever since."





08





Where do you think *The Rise of Skywalker* most intersects with the themes of the rest of the Skywalker saga?

RC: I think *Star Wars* has always been about found family. In the prequels, Anakin left his mother to become a member of his new family, the Jedi Order. In the original trilogy, when those who

raised Luke and Leia were killed, the two found a new family with each other and in the Rebel Alliance. And in the final trilogy, Rey didn't have a family at all at the start, but in the end, she got to pick one that loved her and accepted her for who she was. I think that's such a graceful note to end on

- 09 Rey, played by Daisy Ridley.
- 10 Rey's found family:
 Finn (John Boyega),
 Poe Dameron (Oscar Isaac),
 and Chewie (Joonas
 Suotamo).

when it's been part of *Star Wars* all along.

MK: I agree. And I love the idea of the Emperor being the antagonist of the found family. He was the one who wanted to break those familial bonds. Rey being his granddaughter is a powerful expression of that theme. In giving her such a terrible bloodline, the story allowed her to move beyond it and become the best of the best. She was the granddaughter of the worst person you could ever imagine. He was the greatest mass murderer the galaxy had ever seen. Yet that legacy didn't define her. Even though she was related to the Emperor, she didn't have to be like him. You are who you are because of the choices that you make.

RC: You actually *do* choose your own destiny. **𝘃**



"Now that we know from The Mandalorian (2019-present) that there is a fairly reputable Bounty Hunters Guild, should we still look at characters like Dengar, IG-88, and Boba Fett as 'scum,' like certain Imperial officers did?" Gerry Lawson, North Carolina

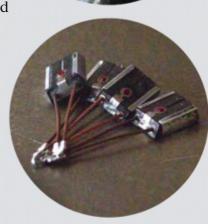
Bounty hunting in the Star Wars galaxy was a complicated profession. Those who took up the occupation were perceived by some as unprincipled lowlifes and by others as pragmatic problem-solvers. As with most things, the truth lay somewhere in between.

When collection agencies, skip tracers, and law enforcement officials failed to recover lost funds or fugitives, enterprising individuals with the necessary skills (and sometimes nefarious backgrounds) were often the best hope for resolving the situation. Local and regional authorities learned to live with bounty hunters through the ebb and flow of galactic history, but it was always a tenuous relationship. While bounty hunters apprehended villains that might otherwise have evaded justice, many hunters employed questionable methods, or left a trail of destruction in their wake. They would also

readily accept the money of less scrupulous employers, like the Hutts, who paid bounty hunters to do their dirty work. As such, some upholders of law and order viewed them as little more than hired thugs.

Many who gravitated into the business were rogues, making a last ditch effort to earn a living or pay off a debt of their own. For those desperate enough, the price on someone else's head was an effective motivator. Whether said fugitive had committed an actual crime or was wanted as an act of revenge was immaterial. But the profession was not entirely filled with such "scum." While anyone could become a bounty hunter, not all could become a member of the Bounty Hunters Guild.

The Guild was formed to try and regulate the industry, and it established a set of general protocols that conferred a degree of respectability on those who joined its ranks. Also known as the Bondsman Guild, it was not so much a trade organization as a loose affiliation of



■ A Complicated Profession

Jango Fett ⊢

A foundling who fought in the Mandalorian Civil Wars, Jango Fett's reputation was such that the mysterious Sith hired him to carry out assassinations in the final days of the Republic. Kaminoan cloners used his genetic material as the template to create an army of cloned soldiers for the Republic.

Aurra Sing +

Sing collected many bounties over her long career, and was much sought-after by mercenaries like Cad Bane to undertake high-stakes, high-reward missions. Perhaps her greatest accomplishment wasn't any bounty she captured, but the mentorship she gave to a young boy who had lost his father—Boba Fett.

Cad Bane ► After Jango Fett's death, this gunslinging, hat-wearing, long-coated Duros became the leading bounty hunter of the Clone Wars era. Bane's skill, cunning, and skulduggery saw him come into conflict with the Jedi after he broke into the Jedi Temple on Coruscant and stole a precious holocron.



agents and hunters, each of whom was required to follow a code. Members were banned from appropriating bounties assigned to others, prohibited from attacking or killing rival guild hunters, and barred from making inquiries about a quarry after delivery. Of course, the code was stretched or broken a thousand times over, but the fact that it existed—and more than a few of its members dutifully adhered to its edicts—afforded the Guild an air of authority.

Guild representatives operated their jurisdictions like local fiefdoms, wielding power to award prize bounties to favored hunters and punishment to those who broke the code. Members received benefits such as expedited legal permits and hunting licenses to writs of seizure and first notices on available bounties. Such notices were presented via a holopuck that contained information pertaining to the quarry, along with a commission for capture or termination. Tracking fobs supplied additional location data, linked to a chain code that identified a target's specific biometrics. In return for an increased payout, the best hunters would rely on their own connections and experience to apprehend their prey—warm or cold.

Timeline of a Bounty Hunt

1-3 BSW4

• While smuggling spice for Jabba the Hutt, Han Solo and co-pilot Chewbacca dumped their illegal cargo during a run-in with an Imperial cruiser. To recoup his losses, the Hutt crime lord put a price on Solo's head so large that bounty hunters from across the galaxy went after him.

- 0-4 ASW4

- Rodian bounty hunter Greedo failed (fatally) to corner Solo in the Mos Eisley Cantina, after which Jabba and his henchmen (Boba Fett among them) confronted the Corellian in a Tatooine docking bay. Solo struck a deal with Jabba to buy himself more time to pay the Hutt back, but reneged on it.
- One tenacious bounty hunter almost captured Han Solo on Ord Mantell.
- Boba Fett tracked the Millennium Falcon to Bespin after Darth Vader offered a bounty for the capture of Solo and his rebel accomplices.
- With Han Solo frozen in carbonite and delivered to Jabba the Hutt, Fett had earned himself two bounties in one hit, and proved he was the best in the business.

Made To Measure

Originally a line of security droids manufactured for the InterGalactic Banking Clan, several Imperial-era IG models (including one in the IG-88 assassin series), turned against their designers, disabled their self-destruct mechanisms, and went rogue. Such droids made for exceptional bounty hunters as they were all-but designed for the task.

Their elongated heads were studded with a suite of sensors, giving them a 360-degree field of view and enabling them to identify prey in any environment. They were also equipped with an array of weaponry, from blaster arms and toxic gas dispensers to pulse cannons and vibroblades.



Boba Fett -

Boba Fett more than lived up to his father's legacy by becoming the most feared bounty hunter of his time. Despite attempts by many competitors, Fett was the one who finally claimed Jabba the Hutt's huge bounty on the notorious smuggler Han Solo. Fett later resurfaced during the post-Imperial era.

Greef Karga ⊢

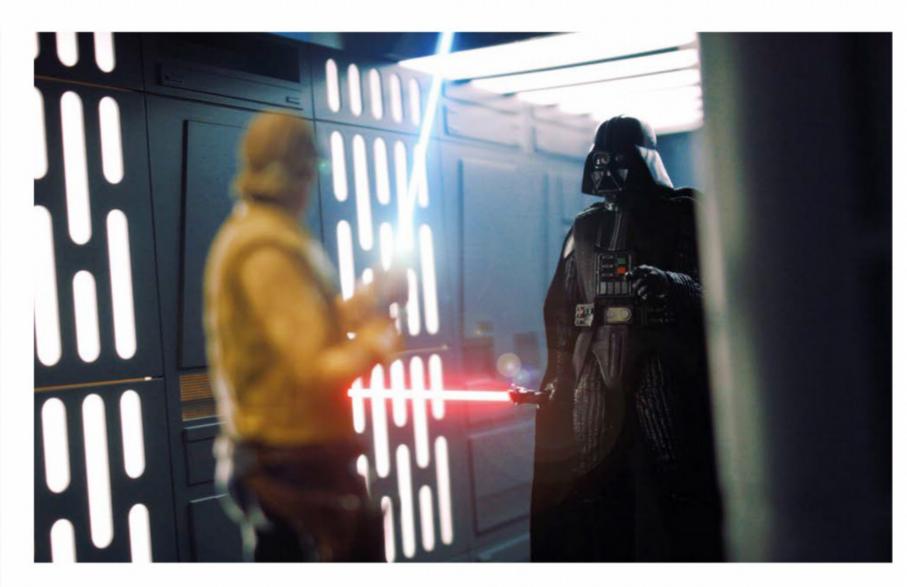
As a leading representative of the Bounty Hunters Guild, Karga operated from the planet Nevarro, sometimes acting as a go-between for guild members and clients who preferred to remain anonymous. He later turned to a more respectable profession, becoming Magistrate of the Outer Rim world.

CONTACT US

Send your in-galaxy queries to starwarsinsider@titanemail.com with the subject header, "A Certain Point of View."

STAR-WARS WORLDWIDE

CELEBRATING THE SAGA



STOP-MOTION STAR WARS

Recreating classic scenes, frame-by-frame

s someone who has counted himself a *Star Wars* fan since age six,
Jacob McCann fondly recalls going to the theatres to watch the original trilogy's Special Edition releases and spotting the new elements that were added to the films. "I became obsessed with *Star Wars*," remembers McCann.

An avid collector of *Star Wars* action figures and vehicles during his childhood, McCann's fandom continued to flourish even as the toys he had acquired were gradually pushed to the side as he grew older

and found other interests. But about four years ago, McCann dusted off his box of collectibles and began to combine two of his cherished pastimes: the *Star Wars* saga and stop-motion animation.

The crossover quickly became the creative fan's favorite hobby. "I make *Star Wars* stop-motion videos whenever I get the chance," explains McCann. "I've done a few scene recreations, including Luke and Leia's daring escape inside the Death Star, and Luke's confrontation with Darth Vader in the 2015 *Star Wars* Marvel Comics."

Films and comics aren't the only sources of inspiration for McCann, who also looks to animated Star Wars adventures to spark his imagination. "I really enjoy creating battle scenarios," the fan explains. "One of my favorite videos that I've done is Obi-Wan and Mace Windu destroying a bunch of battle droids. It was inspired by the 2003 Star Wars: Clone Wars cartoon series. McCann has even elected to tackle his own original narratives for fun, including an upcoming stop-motion adventure featuring Darth Vader and Darth Maul.

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:

starwarsinsider@titanemail.com

Or via regular post: UNITED STATES Star Wars Worldwide, Star Wars Insider, Titan Magazines, 2819 Rosehall Lane, Aurora, IL, 60503, II S A

UNITED KINGDOM Star Wars Worldwide, Star Wars Insider, 144 Southwark Street, London, SE1 OUP, IJ K









ARTISTS' ALLEY

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





01 "LUKE, A NEW HOPE" AND "LEIA, RETURN OF THE JEDI" BY ALEX GREY

Inspired by collecting Cal Kestis' ponchos in *Star Wars* Jedi: Fallen Order, Alex Grey set out to draw every poncho in the *Star Wars* galaxy. Grey counted roughly 30 ponchos after scouring the films, visual dictionaries, and every other available resource. "I start each poncho with a pencil sketch," says Grey. "Next, I take the sketch to my iPad, and do the line and color work in Procreate." The fan artist formulates each poncho's color palette to reflect a mood or the planet their poncho is worn on. "Tatooine Luke is warm shades of gold, complemented with a splash of blue in the background, making for a bright composition that suits his young optimism," explains Grey.

02 "CT-7567 CAPTAIN REX" BY TY BARNES

An attorney by day and an artist at heart, Ty Barnes often draws quick sketches at work before bringing the images home to render them in Procreate during his free time. Barnes considers George Lucas and Dave Filoni to be teachers who utilized their work to convey lessons about perseverance, loyalty, and kindness. "Specific to Rex, I identify with his journey to find balance between being a dutiful soldier and a compassionate friend," explains the artist. "To me, Rex is a champion of some of the best elements of Star Wars."



BOUNTY HUNTERS

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

KOTOBUKIYA

Meet the stars, show the evidence, win the bounty! Bounty Hunters is sponsored by Kotobukiya. Each issue's winner will receive a fantastic Kotobukiya *Star Wars* statue kit! To see more, visit www.facebook.com/kotobukiya



A BOUNTY HUNTING TRILOGY

Forest Whitaker, Hayden Christensen, and Ian McDiarmid

hen Joanna Schnurman attended Star Wars Celebration Chicago with her brother Jesse and friend Mary, she jumped at the opportunity to meet representatives from both factions of the Galactic Civil War. First up was a friendly exchange with actor Forest Whitaker, who captivated audiences when he brought rebel extremist Saw Gerrera to life in Rogue One: A Star Wars Story (2016).

Although they embodied the Force's dark side in *Star Wars*, actors Hayden Christensen and Ian McDiarmid proved to be as cordial as Whitaker in real life. "I was waiting in line in a wheelchair, and I felt terrible about holding everyone up," says Schnurman. "But Hayden was so nice. He gave me his hand to help me up and said that it was a pleasure to meet me. I thought that was so kind!"





01 Joanna poses with brother Jesse, friend Mary, and Star Wars actor Forest Whitaker, known for portraying Saw Gerrera in Rogue One

02 Jesse, Joanna (center), and Mary with Hayden Christensen and Ian McDiarmid, famous for their roles as Anakin Skywalker and Emperor Palpatine.



THE GALAXY ON A STRING

'Tying' to recreate the second Death Star

s Han Solo and Chewbacca can attest, great friendships are integral to *Star Wars*.

When Lee Roberts' friend Karl was enduring a difficult time in his life, Roberts turned to the franchise that they both loved to try and lift his dear pal's spirits. Around the same time, Roberts came across a Death Star crafted out of string art online and decided to create an even grander version as a gift for Karl.

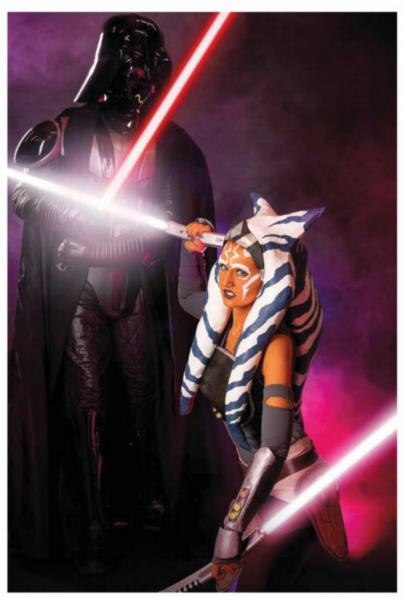
Using an evocative piece of oriented strand board as the backdrop, Roberts hammered in nails to map out the infamous battle station's part-finished frame. The intrepid fan dedicated himself to winding the string around the pegs until the superweapon took shape in

all its fully armed and operational glory. To top off the project, Roberts used yellow string to outline the *Star Wars* logo next to his representation of the second Death Star.

The present worked like a charm and provided yet another element from a galaxy far, far away that the two friends could bond over. In addition to chatting about *Star Wars* with Karl, Roberts has passed on his love for the franchise to his children, William and Lily. While the saga brings joy to his family, Roberts has also embraced a fortunate by-product of making *Star Wars* a family affair: he is able to justify purchasing action figures and other collectibles that he never procured as a child!









SUPER AHSOKA

Bringing the former Padawan to life

osplaying Star Wars fan McKenna traces her interest in costuming to dressing up as Padmé Amidala, Aalya Secura, and Shaak Ti every Halloween. But despite her devotion to the saga, it took the young fan time to warm to The Clone Wars (2008-2014, 2020). "Then, when Ahsoka showed up, I started to see myself in her. It was insanely cool to see a female Jedi as a lead character," she says.

When McKenna decided to venture into cosplaying, Ahsoka was the character she gravitated towards. "She was what I always dreamed about while playing *Star Wars* in the playground. Sure, Leia is amazing, but I wanted to be a Jedi. I wanted a lightsaber!"

Jedi. I wanted a lightsaber!"

Dressed as 'Mortis Ahsoka' at

Star Wars Celebration Orlando,

McKenna and her costume drew

praise from Ahsoka voice actress





Ashley Eckstein and executive producer Dave Filoni. Eckstein even mentioned that the Mortis Ahsoka cosplay was her favorite of the weekend, while Filoni elected to stand next to McKenna's Mortis-influenced design in an Ahsoka cosplayer group photo.

At San Diego Comic-Con's panel in honor of The Clone Wars' tenth anniversary, McKenna again chose to attend in costume as Ahsoka, with friends clad in Obi-Wan Kenobi and Anakin Skywalker costumes. Still ecstatic over the surprise reveal that The Clone Wars would be coming back for another season, McKenna heard a voice call out to her and yell, "Ahsoka!" McKenna and her friends turned around to see Filoni approaching them. "We all shook hands and had a great discussion about the return of the show, and how excited we all were, explains McKenna. "As far as favorite cosplay moments go, having Dave Filoni call you Ahsoka and then come over to chat is pretty high up there!" 😃

TK-101

HINTS, TIPS, AND IDEAS FOR CRAFTING YOUR OWN *STAR WARS* GALAXY



GET READY TO GREEBLIE

Whatever you call them—greebles, nurnies, or even widgets—a greeblie is part of the visual magic of *Star Wars*. In this edition of TK-101, we look at what they are, where to find them, and how to use them in your own projects.

reeblies of all shapes and sizes are everywhere in *Star Wars*, from handheld props and Death Star miniatures to CGI landscapes and costume details. Almost invisible but seared into your imagination, they help make the *Star Wars* galaxy look the way it looks. You're certainly unlikely to identify any of them as parts from a Volvo automobile dashboard or a tiny caterpillar track tread from a 1:48 scale Tamiya Panther "Type G" model kit, but that's the point.

The TK-101 task we've set ourselves this issue is to source some interesting greeblies from everyday objects, then use them to create a *Star Wars*-inspired item for a future cosplay project. But before we do that, let's talk about what a greeblie actually is.

WHAT A PIECE OF JUNK

The term "greeblie" generally refers to scavenged components from commercially sold plastic model kits, used in the special effects industry to add depth, interest, and a sense of scale to miniature models.

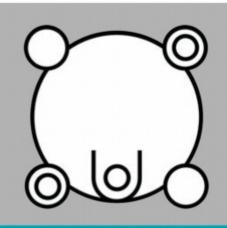
Coined by the modelmakers at Industrial Light & Magic during production of *Star Wars: A New Hope* (1977), thousands of tiny elements from literally hundreds of model kits were plundered to

be added to the hulls of every spaceship we saw on screen. Today, greeblies have gone digital, playing exactly the same role on the CGI vehicles seen in *The Mandalorian* (2019-present), and *Star Wars: The Rise of Skywalker* (2019). Some of which were even 3D-scanned from model kit parts that ILM have been using for decades.

Best defined as a piece of detailing that looks like it serves a purpose, pretty much any found object can be considered a greeblie, especially if you're going to spray paint it silver, stick onto something else with superglue, and pretend it does something else entirely. Those control panels on the side of Han Solo's carbonite block, for example, came from that Volvo dashboard we mentioned. After all, a real-world, injection-molded plastic car component is pretty much just a kit part in 1:1 scale!

MY PARTS ARE SHOWING!

To find your own greeblies, you could do what the ILMers did and buy as many model kits as you can afford. If you're keen to recreate perfect studio-scale replicas using the exact same parts they did, be prepared for a budget-busting rollercoaster. Luckily, there are alternatives to shopping.

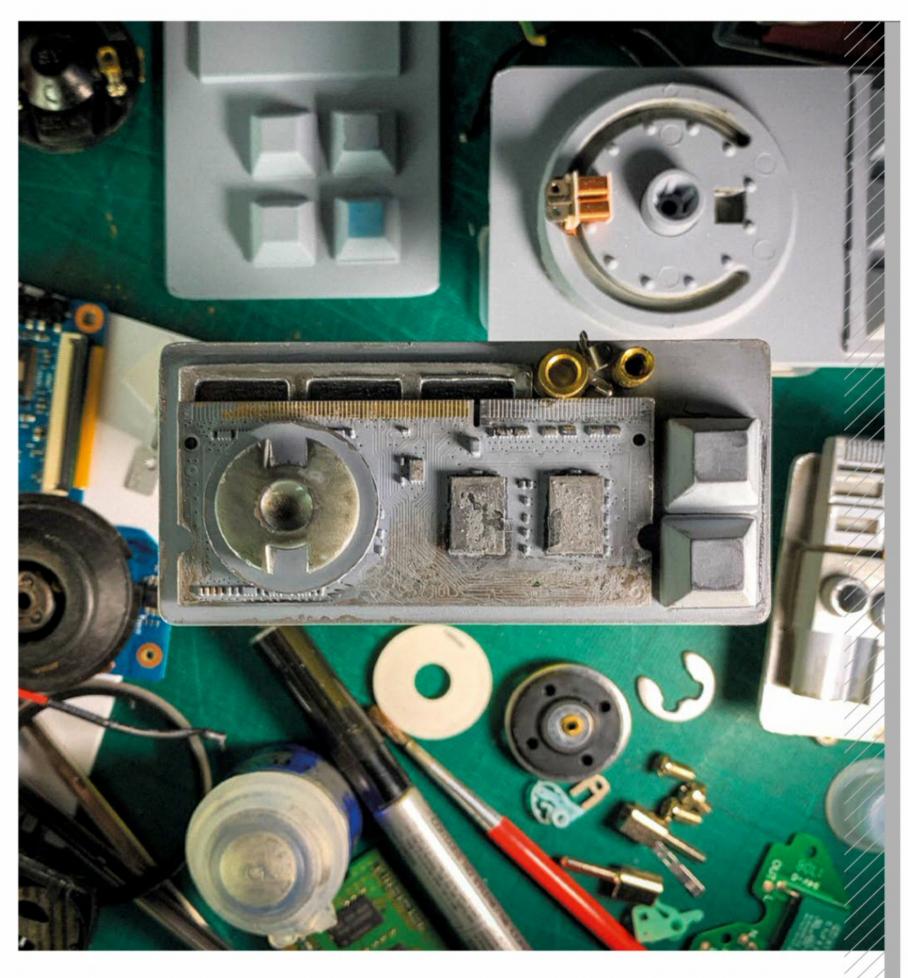


THE UNIVERSAL GREEBLIE

The most famous greeblie in the Star Wars galaxy originally came from a 1970s model kit made by a company called Hasegawa. The 1:72 scale kit replicated a World War II Krupp K5 German Railway Gun, known as "Leopold" to its Nazi crew but nicknamed "Anzio Annie" by the Allied troops it fired upon. Versions of the kit can still be purchased today.

ILM used its many parts extensively as detailing on innumerable models, but one particular piece—a tiny reproduction of a metal plate on the axel of the real train—proved useful beyond all others when the modelmakers discovered it worked visually at any scale, on any model, despite being among the smallest from the kit.

If you have access to a 3D printer, you can download readymade greeblies from the internet, or even design your own in free and easy-to-learn software like Tinkercad. We found our supply of intriguing objects in kitchen cupboards and bathroom cabinets, buried in an old laptop, stripped from a broken kettle, and on the shelves of a local thrift store. Anything that looks interesting, mass-produced, and utterly unrecognizable is fair game.

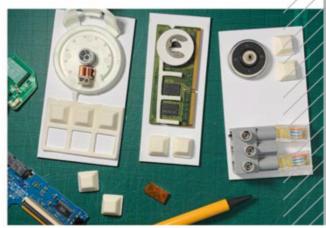


LOOK AT THE SIZE OF THAT THING

For our *Star Wars* greeblie-inspired project, and with a cosplay effort for a future TK-101 in mind, we set about making the kind of small control panel found on the sleeves and chests of rogues and rebels across the galaxy.

With reference photos in-hand, we cut some oblong shapes from

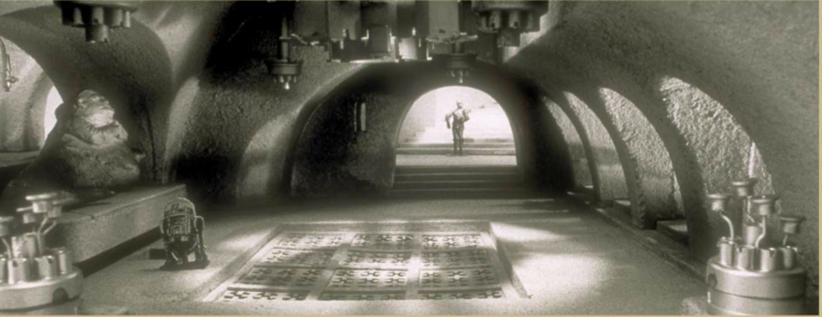
a sheet of 2mm styrene and began adding pieces pulled from our little greeblie supply. Playing around until we found a layout that had that specific *Star Wars* feel, the pieces were then glued into place and given a coat of primer, metallic acrylic paint, and weathering. After that, we got a little carried away and made more. Quite a few more! Greeblification can be addictive.



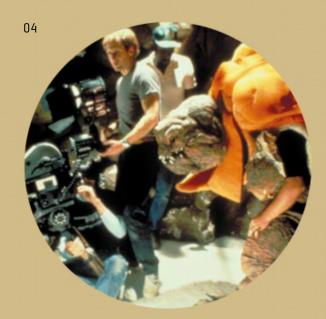
01







- 01 A concept set model of the throne room, built for *Return* of the Jedi
- 02 A section of
 Jabba's throne
 room was
 recreated for
 The Book of Boba
 Fett teaser scene.
- 03 The lit concep set model was photographed as reference for lighting



Rancor's Rancor

➤ Those unfortunate enough to have upset Jabba could look forward to lunch with the rancor, a carnivorous beast that dwelt beneath his throne room—such as one unlucky Gamorrean guard, who ended up as the main course.

Initially, the rancor was to have been realized by a performer in a costume, but creature designer Phil Tippett opted instead to utilize the same Go-motion technique he had devised to add realistic blur to the stop-motion animated tauntauns and AT-ATs of *Star Wars: The Empire Strikes Back* (1980), using a rod-operated rancor puppet.









6 07





- 04 The creature shop crew shoot test footage of the prototype rancor.
- 05 The unfinished clay sculpt that became the basis for the full-size Gamorrean
- 06 Phil Tippett (left)
 with the prototype
- 07 An articulated Gamorrean guard puppet was crafted to be eaten by the rancor.
- 08 The final rancor puppet, operated via rods on the miniature pit set



The Band Expands

Originally a three-piece outfit in the 1983 release of *Return of the Jedi*, Jabba's house band—The Max Rebo Band—was significantly expanded for the Special Edition of the film in 1997, with new song "Jedi Rocks" replacing "Lapti Nek" in their musical repertoire.

In both versions, Max Rebo was performed by Simon Williams and Deep Roy portrayed horn-player Droopy McCool. However, lead singer Sy Snootles was replaced by an all-CGI version in the Special Edition, having been a marionette puppet in the 1983 original, voiced by Annie Arbogast and manipulated by Mike Quinn and Tim Rose. The lyrics for "Lapti Nek" were written in Huttese by Arbogast.

Nine members were added to the expanded band line-up for the *Jedi* Special Edition, including a trio of backing singers (pictured above, left to right): Rystáll Sant was played by Mercedes Ngoh, Greeata Jendowanian was played by ballet dancer Celia Fushille, and Lyn Me was played by Dalyn Chew.





S T A R L I G H T

First Duty PART ONE

By Cavan Scott

Star Wars Insider's exclusive fiction continues with an all-new The High Republic story from the author of Dooku: Jedi Lost.

Breathe, dammit. Breathe!



elko Jahen
was pleased
that no one
could hear the
conversation
that was
running
through her
head as the

shuttle dropped out of hyperspace.

The tall, silver-skinned Soikan had spent much of her life in the muddy trenches of her home planet, dodging blasters and evading remotes. She'd seen horrors that would stay with her forever, and bravery beyond compare, and here she was, a veteran of the Soikan conflict, dumbstruck by the sight of a gleaming space station.

Granted it was the most beautiful space station ever created, from its luminescent central disc to the majestic Jedi spire topped with the gleaming

way Dagni had shown her, although her surroundings couldn't have been more different from that of Soika battle command. The smell was better for a start, everything so new and lustrous. Her crisp Republic uniform was smarter than her old insurgent fatigues and her long white hair, usually pulled roughly into a ponytail, swept up immaculately into a tight triple bun that had taken her most of yesterday to master. And then there was the atmosphere. Not the air itself, although that was fresh enough; no, it was the sense of excitement that permeated the place, the feeling that anything was possible.

"Administrator Jahen!"

Velko turned at the sound of the voice. A green-skinned Ovissian was pushing through the throng, her smile almost as broad as the yellow horns that stretched from her head. "Welcome to Starlight. The Controller asked me to fetch you."

Velko felt herself straighten at Rodor Keen's title, a callback to her training. My bedside manner isn't usually this bad, I promise."

Velko flashed what she hoped was a reassuring smile. "You're doing fine. I must admit, I'm feeling a little overwhelmed myself."

They slipped into a waiting turbolift, and the doors closed smoothly behind them. Okana jabbed a button and the car started up the shaft.

"Don't worry. That passes soon enough, or so I've been told..."

If the hangar bay had been aweinspiring, Starlight's medcenter was
simply mind-blowing, especially for
someone whose experience of medical
facilities had been field hospitals caked
with mud and the Force knew what else.
Velko had never seen so many patients,
even at the height of the insurgency.
Okana led her through a seemingly
endless succession of spotless wards,
medical staff and droids flitting from one
sufferer to the next. She spotted Amanin,
Elomin, Boltrunians, and humans as they

VELKO HAD SEEN HOLOS OF STARLIGHT, EVEN STUDIED THE SCHEMATICS, BUT HAD NEVER REALIZED HOW MUCH THE STATION LOOKED LIKE A GLEAMING LIGHTSABER.

lantern that gave the facility its name: Starlight Beacon.

Velko had seen holos of Starlight, even studied the schematics, but had never realized how much the station looked like a gleaming lightsaber revolving regally in the star-filled expanse of the frontier.

"You're a long way from home, Vel," she said quietly to herself as the shuttle swept through the vast hangar doors. Of course, putting as many parsecs between her and Soika had largely been the point of applying to the Republic administration corps, to run from the ghosts of her past. No. That wasn't entirely true. She was here to serve the Republic, and where better than the symbol of light and hope on the fringes of the known galaxy?

That didn't stop Velko from being taken aback as the shuttle hatch opened. There were so many people. So much noise. She gripped hold of the ramp's safety rail, trying to center herself the

Even the Soika Liberation Force had respected the chain of command.

"Is the Controller in the operations hub?" Velko asked.

The Ovissian laughed, an infectious trill. "He wishes. He's in the medcenter."

Velko's eyes flicked down towards the scrubs her new companion was wearing, as pristine as the hangar's walls. "Is he well?"

"Oh, absolutely. The pressure hasn't got to him yet." The Ovissian's smile faltered for a moment. "That's not to suggest that he isn't up to the job. It's just... well, you'll see when we get there."

They hurried out into an equally packed corridor.

"I'm Okana, by the way."

"You're a medic."

"Junior nurse. Been here three days. Feels like three weeks."

"That bad?"

"Oh, no. Not at all. It's just been a lot." Okana's cheeks flushed emerald. "Sorry, I'm not putting you at ease, am I?

rushed past, even a couple of willowy Hassarians; one lying in a bone stabilizer and the other suspended in a bacta tank, an ammonia breather over its long snout.

"There are so many."

"Patients or wards?"

"Both." She couldn't help but be amazed at the medics, keeping calm in the face of such suffering. "Are these all from the Great Disaster?"

Okana nodded. "The Emergences? Yes. Can you imagine it? One minute you're living life as normal and the next debris is raining down from hyperspace. Hospitals are overrun from here to Vjun, if they exist at all. The worst cases are sent here, quite the operation by all accounts..."

The Ovissian led them through one last set of sliding doors, almost walking into two men Velko recognized from the briefing report she had been sent to read prior to her arrival. The Kessurian was Jedi Master Estalu Maru, resplendent in his temple robes, a squat orange and white astromech at his side. The human

was who Velko had expected to welcome her in the hangar: Rodor Keen, head of Republic operations on Starlight and her direct superior.

"Controller," she said, extending a hand in greeting. "I'm Velko Jahen..."

"My new aide," Keen responded, and returned the gesture with a firm but not unfriendly grip. "I'm glad to finally meet you."

The implication in his comment took her by surprise. "I came as soon as I received the posting, sir."

Keen raised an apologetic palm "And I meant no offense, Administrator," he said. "Things have been a little hectic here, of late."

"Starlight is operating at peak efficiency," Maru protested. "I have been monitoring every department on a constant basis."

"With unwavering efficiency," Keen confirmed, the tension between the two men obvious. Velko could guess why. The station was co-managed by Republic officials and the Jedi Order, a symbol "Administrator, may I introduce our Head of Security, Ghal Tarpfen. She's a new arrival, like you."

The Mon Calamari barely even acknowledged her, concentrating instead on Keen.

"Controller, this entire section is a diplomatic incident waiting to happen. We have patients from warring territories lying side-by-side, with no thought of what they might do to each other when they regain consciousness."

"Unfortunately, the Great Disaster paid little attention to political boundaries," Maru said, displaying a mastery of sarcasm that surprised Velko. "But that is why we are here, to ease any tensions that may arise."

Beside him, the astromech beeped with alarm.

"Kaysee-Seventyate is right, Maru. You and I have duties to perform elsewhere," Keen reminded the Kessurian before adding a hasty: "separately."

In response, Maru fished a datapad from his robes. "Nonsense. I can monitor

"I'll need it," the Mon Cal muttered, glowering at the back of the Kessurian.

"He's not what I expected," Velko ventured with a smile, only to be rewarded with a look cool enough to freeze lava.

"You're Soikan. A soldier?"

"Used to be."

"Part of the Livtak Union?"

"No. I fought for the Gagic Alliance."

Tarpfen frowned, studying the silver scales that lined Velko's sharp cheekbones and the lilac eyes she shared with the rest of the Jahen clan. "I'm sorry. I just thought, what with your coloring..."

"My father was Livtak, but my mother was Gagic."

"That must have been difficult."

"Not really. Father defected as soon as he realized what the Livtak were planning." Velko clapped her hands together, keen to change the subject. "So, where do you need me?"

She glanced around the ward, and was grateful for the warm smile she received from Okana. The junior nurse

"MY NEW AIDE," KEEN RESPONDED, AND RETURNED THE GESTURE WITH A FIRM BUT NOT UNFRIENDLY GRIP. "I'M GLAD TO FINALLY MEET YOU."

of the harmony between the two great institutions and, if their reputations were anything to go by, both Keen and Maru were known to be hands-on. You didn't have to be an empath to sense Keen's frustration as the Jedi continued, seemingly oblivious to the effect his words were having:

"Although, I have identified one-hundred-and-seventy-three improvements that could be made, from Cah Norne's engineering section to station security protocols."

"Improvements? This I have to hear."
All eyes turned to the Mon Calamari
who stalked from a nearby room. Dressed
in a security uniform, she moved like a
caged targon, a holstered blaster hanging
from her hip.

"Ah, Chief Tarpfen," Maru said,
"I've been meaning to run through my
recommendations with you. It shouldn't
take long. Only an hour or two."

The Mon Cal crossed her muscular arms. "Is that all?"

operations as easily here as I could in the hub, and if Marshal Kriss requires me—"

"There is no need," Keen cut in, speaking before Tarpfen could cause a diplomatic incident of her own. "After all, we have Administrator Jahen..."

"Me?" Velko said, instantly wishing that her voice hadn't come out in such a squeak. "But I thought I would be working with you?"

Jedi's blade! Could she sound any more needy?

Keen was already walking for the door. "Don't worry, you'll be sick of the sight of me soon enough. The Chief will show you the ropes. Maru?"

The Jedi still wasn't showing any sign of following his Republic counterpart, not until KC-78 gave him a none-too-subtle nudge.

"Yes, yes, thank you my friend," the Jedi muttered as he allowed himself to be guided out of the ward. "I look forward to our little chat, Chief Tarpfen. May the Force be with you."

was assisting an Anacondan that Velko recognized from her files as Doctor Gino'le, the station's Chief of Medical Operations, a brilliant surgeon who had grafted cybernetic limbs to his snake-like body to better care for his patients. At present, he was administering drugs to a prone Medoslean, the huge jelly fish-like being spread over not one but two trauma-cots.

"You can start in there," Tarpfen said, thrusting a webbed thumb at the room behind her. "Good luck."

"With what?"

"You'll see."

The chief brushed past, heading for a cubicle on the opposite side of the ward, leaving Velko where she stood.

"Right. Excellent. I'll carry on then."
Chewing her lip, Velko turned and
hurried into a room to find a craggy-faced
Skembo lying on a medibed, both of his
short legs in magna-casts. Beside him
stood an impressive bodyguard droid,
each of its four arms mounted with

 a blaster above a set of equally deadlylooking pincers.

"Who are you?" the Skembo demanded, with a voice like someone gargling rockrete.

"My name's Velko Jahen," she replied, still not knowing what she was supposed to be doing. She started towards the bed, only to stop sharp as the rocky-skinned patient squawked in alarm.

"You're supposed to wait by the door."
"By the door?"

"Yes. To guard it."

Velko shifted nervously, all-too-aware that the bodyguard was glaring at her with a single glowing photoreceptor. "I think there's been a mistake. I'm not a guard. I'll just go and find..."

"No!" the Skembo yelled, flicking out a long tongue to grab a grape from the bowl on the bedside unit. "I was promised a guard at all times and yet have been left alone for hours."

"You have your droid," Velko pointed out, wiping a grape pip he'd spat across the room from her cheek.

Velko was about to try to assuage the ambassador's fears when a crash sounded from the ward outside, followed by an ear-piercing siren.

"Now what's happening?" Ceeril yelped as Velko dived out of the door.

"I'll go see."

"No! Don't leave me," the ambassador screamed. "I'm not supposed to be left alone! What about the Hassarians?"

But the Hassarian menace, real or imaginary, was the least of Velko's worries. Ahead of her, the Medoslean had reared up from its repulsor bed, its fronds wrapped around the necks of both Okana and the serpentine surgeon. Tarpfen was already charging forward, her blaster unclipped.

"Don't shoot," Gino'le cried out before the security chief could fire. "She's having a reaction to the treatment. She doesn't know what she's doing."

"We need to stabilize her," Okana croaked, her voice almost unrecognizable as she pointed wildly at the floor.

Velko's eyes dropped down to a hypo

"Quite well, Nurse," the serpent said, examining his patient, who was snoring lightly through her vocabulator.

Velko hurried over to Tarpfen who was attempting to use the end of the medibed to haul herself up.

"Woah there," she said, as the Mon Cal pitched forwards. "That was quite a knock."

"And quite a roll from you," Tarpfen acknowledged, grabbing hold of Velko's arms to steady herself. Velko allowed herself to enjoy the compliment as Doctor Gino'le scuttled over, metal legs clattering on the deck.

"Oh dear, dear, dear," he tutted, flashing a medical sensor into Tarpfen's eyes. "A level nine concussion if I'm not mistaken. You're going to need some time in a rejuvenator, Chief."

"Too much to do," Tarpfen slurred, attempting to stand on her own two feet with little success. "They're relying on me."

"Hey," Velko said, "I can look after things here. Even Ambassador Ceeril.

A FROND WHIPPING OUT TOWARDS HER, VELKO RACED FORWARD, DROPPING BENEATH THE TENTACLE TO SCOOP UP THE INJECTOR AS SHE SLID PAST.

"But they made me drain his blaster gas! No weapons allowed on the ward, unless you're Starlight staff." His yellow eyes flicked down to her waist. "You do have a blaster don't you?"

Velko parted her hands in apology. "I'm afraid not. I'm just an aide, and—"

The Skembo didn't let her finish. "This is intolerable. Don't you know who I am?" At least he saved her further blushes of answering by providing the answer himself. "Ceeril? Ambassador of Rion?"

"Ah, yes, of course," she said, as if that explained everything.

"I was promised protection when I was brought here. There are Hassarians in the medcenter. I have seen them with my own eyes."

At least that made things clearer. The Hassarians and Skembo had been rivals for centuries, but neither of the lilacmaned Hassarians they'd passed earlier could be considered any kind of threat in their condition.

lying just out of either medics' reach. "The injector—there!"

"I see it," Tarpfen said, diving for the booster as the massive patient convulsed. A tentacle shot out, striking the Mon Cal across the head. She flew back, her skull cracking sharply against a nearby medibed.

Velko didn't stop to check on the chief, even as Tarpfen slumped to the floor. A frond whipping out towards her, Velko raced forward, dropping beneath the tentacle to scoop up the injector as she slid past. Trying not to think about the awful rattle that was emanating from Okana's throat, she rolled back up and slammed the hypo into the Medoslean's crown, pressing down on the trigger. The booster gave a hiss and the Medoslean sagged, its rigid body deflating like a balloon, tentacles loosening from around the medics' necks.

"Thank you," Okana gasped, pulling herself free and looking over to Gino'le. "Are you alright, Doctor?" Thanks for that, by the way. He's... quite special."

Tarpfen gave a punch-drunk but, Velko thought, genuine smile that dropped away as a scream rang out. Before any of them could stop her, the chief had pushed Gino'le aside and was staggering towards Ceeril's room where a Rodian patient was staring through the doorway, suckered hand over her mouth.

Tarpfen stumbled as she reached the threshold, but Velko caught her.

"Steady now."

"Don't waste time worrying about me. Worry about him."

Velko looked up and gasped. The ambassador's bodyguard was sprawled on the floor, a gaping hole where its head should be, but that wasn't the worst of it.

Ceeril himself was draped over the bed, head lolled back and mouth open, a column of twisting smoke rising from the blaster burn at the center of his chest.

TO BE CONTINUED... ⁴



Whether pulling arms out of sockets or handing out hugs, the way of the Wookiee has always captivated fans. Show your Kashyyykian credentials with this issue's walking-carpet quiz. Compiled by Jay Stobie

"WOOKIEES STAND OUT IN A CROWD."

Lay down your bowcaster and take on our Chewie-friendly trivia challenge.

FROM MIMBAN TO **NUMIDIAN PRIME**

1: What was the fate of the **Wookiees after the Empire** rose to power? Were they:

A/ Imprisoned on Kashyyyk? B/ Hired as smugglers? C/ Enslaved and taken away from their home planet? D/ Demoted to Ewoks?

2: Who believed that curling up in a Wookiee's lap was a luxurious way to take a nap?

A/ Beckett B/ Rio Durant C/ Val D/ Han Solo



3: What did the Imperial guards call Chewbacca on Mimban?

A/ The Wookiee B/ The Creature C/ The Beast D/ The Monster

4: Which Wookiee did Chewie help free from the coaxium mines of Kessel?

A/ Sagwa B/ Tarfful C/ Gungi D/Mallatobuck



5: How old was Cnewbacca wnen ne first met Han Solo?

A/ 130 years old B/ 190 years old C/ 250 years old D/300 years old

FROM THE MOS EISLEY CANTINA TO AN ENDOR CAMP FIRE



6: Who initiated discussions with Chewbacca about hiring the Millennium Falcon?

A/C-3PO B/ Luke Skywalker C/ R2-D2 D/ Obi-Wan Kenobi

7: What game did Chewbacca enjoy playing during the journey to Alderaan?

A/ Dejarik B/ Holo-darts C/ Sabacc D/ Rodian pool

8: What did Chewbacca believe he owed to Han Solo?

A/ Money B/ A life debt C/ Spice D/ A new vest



9: Where did Chewbacca begin reassembling C-3PO?

A/ Echo Base B/ The Millennium Falcon C/ Inside the space slug D/ Cloud City

10:The mission to the Forest Moon of Endor might have failed had Chewbacca not taken what action?

A/ Stolen a TIE fighter B/ Acquired a speeder bike C/ Commandeered an AT-ST D/ Worn stormtrooper armor

FROM TAKODANA TO EXEGOL

11: After losing the Millennium Falcon, which ship were Chewie and Han Solo forced to call "home"?

A/ The *Lady Luck* B/ The Space Pig C/ The Eravana D/ The Stop Gap

12: What did Chewbacca let Han Solo borrow during the **Battle of Takodana?**

A/ His bandolier B/ His bowcaster C/ His comm unit D/ His satchel



13: How did Chewbacca help Rey gain Luke Skywalker's attention on Ahch-To?

A/ Broke down Luke's door B/ Destroyed Luke's hut C/ Roasted a porg D/ Fired the Falcon's cannons

14: When did Chewie's friends rescue him from the First Order?

A/ During the mission to the Sinta Glacier B/ During the mission to Pasaana C/ During the mission to Kijimi D/ During the mission to Kef Bir

15: Who helped Chewbacca assemble a neer to contront the Final Order at Exegol?

A/ Lando Calrissian B/ Maz Kanata C/ Poe Dameron D/ Kaydel Connix



"PUNCH IT!"

Solve these furry math problems, where each letter in each Wookiee name has the same value: (Clue: Chewbacca = 9)



- I. CHEWBACCA + KACHIRHO
- 2. MERUMERU KITWARR
- 3. TARFFUL x RWOOKRRORRO
- 4. (MALLATOBUCK)2 SAGWA
- 5. WULLFWARRO + GUNGI



QUIZ:1. C, 2. B, 3. C, 4. A, 5. B, 6. D, 7. A, 8. B, 9. D, 10. C, 11. C, 12. B, 13. A, 14. C, 15. A. PUNCH IT!" 1. T, 2. 1, 3. 77, 4. 116, 5. 2.

"LAUGH IT UP, FUZZBALL." "What about the droid attack on the Wookiees?"

1. Watto, 2. Bout, 3. The droid, 4. Attack (of the Clones) 5. On the Wookiees.

WERE YOU ABLE TO "RAWRRGH" YOUR WAY TO THE CORRECT ANSWERS?

0-9: At this rate, you won't have to let the Wookiee win. Keep studying!

10-19: Good relations with the Wookiees, you have. 20-24: Chewie, we're home. Now where did we leave that Rebel Alliance medal?!



STAS JARS IN SIDER

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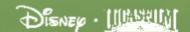
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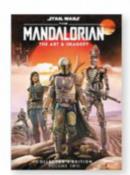
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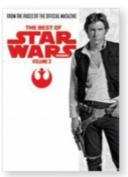


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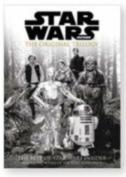
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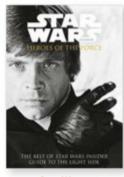
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