

THE ULTIMATE PLAYER'S GUIDE TO LEGO® DIMENSIONS™

JAMES FLOYD KELLY



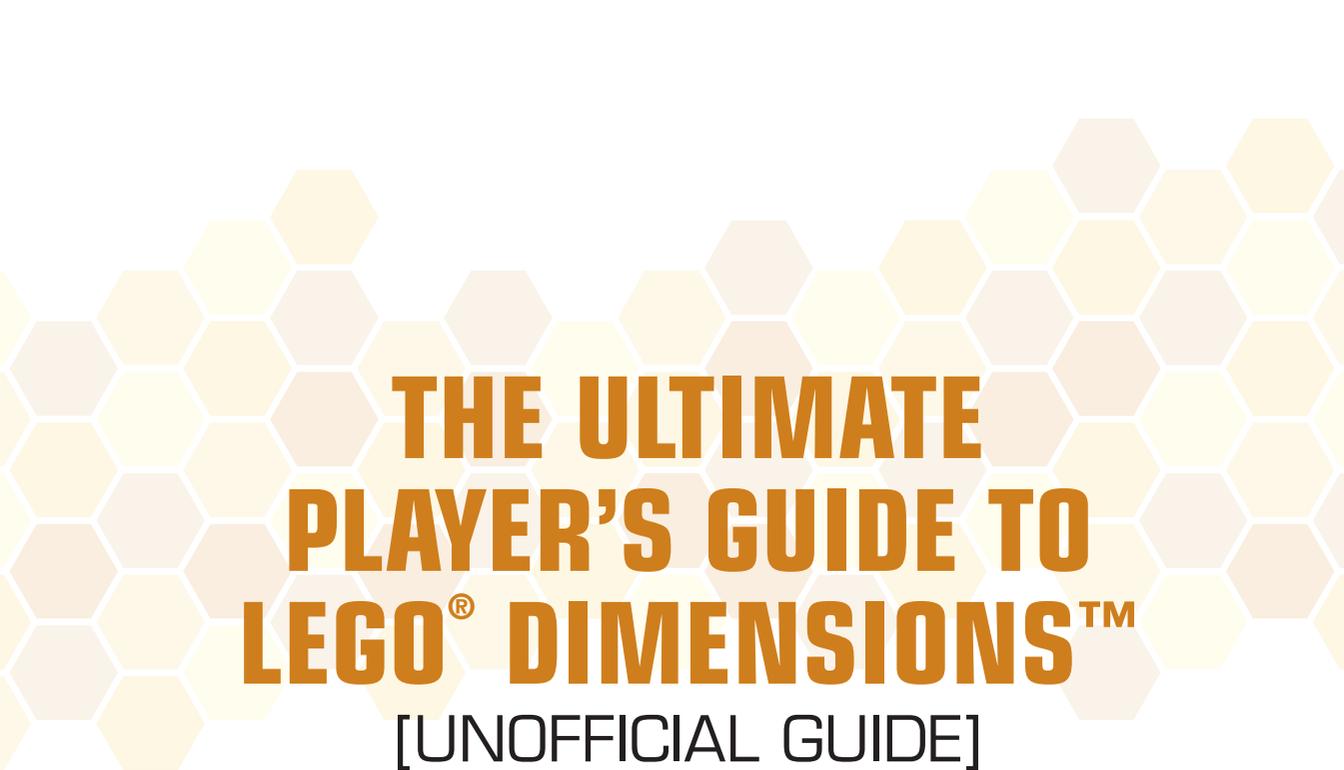
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THE ULTIMATE PLAYER'S GUIDE TO LEGO[®] DIMENSIONS[™] [UNOFFICIAL GUIDE]

James Floyd Kelly

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800 East 96th Street,
Indianapolis, Indiana 46240 USA

The Ultimate Player's Guide to LEGO® Dimensions™ [Unofficial Guide]

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APPENDIX A Character Abilities

APPENDIX B Vehicles and Upgrades

About the Author

James Floyd Kelly has degrees in both industrial engineering and English. He is an avid maker, tinkerer, and teacher. He excels at taking complex technology and finding a way to demystify it for nontechnical readers. Jim has written more than 25 books on a variety of technical subjects, including open source software, LEGO robotics, 3D printing, and game programming. He lives in Georgia with his wife and children.

Dedication

For Ashley, who didn't shake her head too obviously when I explained that I would be writing a video game book. For my two boys, who got to share in the adventures as we played the game, and for Rick Kughen, editor-extraordinaire and great friend.

Acknowledgments

This book took an incredible amount of time and energy to write—lots of playing a level, and then RE-playing that level and then RE-RE-playing... you get the idea. Writing a book for a video game is very challenging, and I can only imagine the work involved by the great folks who helped make the book you're holding a reality. Flip back a few pages and take a look at all those names listed: each and every one of them is invaluable to an author trying to get a book written and done. Thank you, each and every one, for helping me to get this book to all the LEGO Dimensions fans out there.

A very special thank you, however, goes to Rick Kughen. Rick has championed many of my books over the years, taking them from the most basic idea (that would often consist of a few sentences I'd email to him) to the final printed book. It's been fun writing for Rick, and I can think of no better book to dedicate to him than a book about a fun game.

I'd also like to thank the team at TT Games for all their hard work in creating a game that appeals to both kids and adults. There's something in this game for every age, and that's quite hard to find these days.

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Introduction

Welcome to the *Ultimate Player's Guide to LEGO® Dimensions™*! This book is all about helping you master the game and all its secrets, and you're going to be amazed at just how many secrets there are in this game. *LEGO Dimensions* is unlike any other LEGO videogame. *LEGO Dimensions* mashes up 44 characters from 14 different LEGO universes, allowing you to assemble them as a team to work together to defeat bad guys, uncover secrets, and ultimately save the LEGO universes that are at risk from a really BIG BAD GUY. Which LEGO universes and characters will you have access to? Good question, and here they are:

- **The DC Comics™ Universe**—Aquaman, Bane, Batman, Cyborg, Harley Quinn, Joker, Superman, Wonder Woman
- **The Lord of the Rings™ Universe**—Gandalf, Gimli, Gollum, Legolas
- **The LEGO® Movie Universe**—Bad Cop, Benny, Emmet, Unikitty, Wyldstyle
- **The Simpsons™ Universe**—Bart Simpson, Homer Simpson, Krusty
- **The Ninjago™ Universe**—Cole, Jay, Kai, Lloyd, Nya, Sensei Wu, Zane
- **The Chima™ Universe**—Cragger, Eris, Laval
- **The Back to the Future™ Universe**—Doc Brown, Marty McFly
- **The Scooby-Doo™ Universe**—Scooby-Doo, Shaggy
- **The Ghostbusters™ Universe**—Peter Venkman, Slimer, Stay Puft
- **The Doctor Who™ Universe**—Cyberman, The Doctor
- **The Jurassic World™ Universe**—ACU Trooper, Owen
- **The Portal™ 2 Universe**—Chell
- **The Midway Arcade™ Universe**—Gamer Kid
- **The Wizard of Oz™ Universe**—Wicked Witch

Here are just a few of the unique features, many you've probably already discovered for yourself:

- The character you play is determined by an actual LEGO minifig placed on the Toy Pad, a special device that is included with the basic game. Every character has unique skills and abilities, and because you can have up to seven characters on the Toy Pad at once, you can mix and match the characters to try for the largest range of skills to solve puzzles and defeat bad guys.
- *LEGO Dimensions* pulls together characters from many different LEGO themes; you can find *Scooby-Doo* working alongside good guys *Batman* and *Gandalf* as well as bad guys *Joker* and the *Wicked Witch of the West*.
- There are two game modes for you to explore: a Story Mode that you play through to save the LEGO Universe and a World Mode, where you get to explore the various individual worlds of the LEGO minifigs you own.
- Many characters come with their own special vehicles (so you have a physical minifig of the character and the physical vehicle that you build from real LEGO parts) that have their own powers and can be upgraded with additional special abilities. You can tear

down and rebuild these vehicles because you own the actual physical pieces used to build each vehicle minifig.

LEGO Dimensions is called a *toy-to-life game*; this simply means that playing the game requires an actual toy. In this case, each LEGO minifig (and the various vehicles that are also available) can act as a true LEGO toy. You can build it, attach it to your other LEGO creations, and even upgrade the minifig with parts from your existing LEGO brick collection. But you can also treat the *LEGO Dimensions* minifigs as keys to open new worlds. When you place the Wonder Woman minifig on the Dimensions Toy Pad, Wonder Woman appears onscreen, and you can control her actions and use her to defeat bad guys and solve puzzles. The toy comes to life!

How many toys are there? There are 44 characters and more than a dozen vehicles. The basic Dimensions game starts you out with three characters: *Batman*, *Wyldestyle*, and *Gandalf*. It also starts you with one vehicle, the Batmobile. You can purchase additional characters in packs, with each pack offering either a single minifig or two minifigs, and some of these packs come with a bonus vehicle or special item that can be used in the game. (You'll learn all about how to browse the various characters and vehicles that are available in Chapter 1, "Gameplay and Story Mode," and Appendix A, "Character Abilities," contains a complete list of each character's abilities.)

As mentioned previously, you can play *LEGO Dimensions* in two ways:

- **Story Mode**—You can work through the Story Mode, using *Batman*, *Gandalf*, and *Wyldestyle* to defeat the evil *Lord Vortech*, who is attempting to merge all the LEGO worlds into a single world that he can control. While those three characters are required for Story Mode, you can bring in additional characters to provide additional abilities and skills that can be helpful in finishing Story Mode's 14 different levels. You can have up to seven characters onscreen at once.
- **World Mode**—You can also open 14 different worlds in World Mode if you possess the right LEGO minifigs. For example, *Batman* gives you access to the DC Comics world, *Gandalf* opens up *The Lord of the Rings* world, and *Wyldestyle* opens up *The LEGO Movie* world. You can open a world only if you own a character from that world, so purchasing the Peter Venkman pack (which comes with the Ecto-1 vehicle and a Ghost Trap) opens up the *Ghostbusters* world for you to explore.

Inside both Story Mode and World Mode are characters to meet, puzzles to solve, villains to defeat, races to finish, quests to solve, and rewards to collect.

There's a *lot* to do, isn't there? It might feel a bit overwhelming the first time you play through a Story Mode level or jump into a world, but this book is here to help. This is what you'll find in the pages ahead:

- A complete walkthrough to help you solve all 14 levels of Story Mode. You'll also get tips and tricks to defeat bad guys and solve puzzles as well as some hints about the various secrets hidden in the game. (I don't reveal every secret, though, because I don't want to steal all your fun!)

- A summary of the different worlds you can explore, including complete listings of all quests found in each world and the various upgrades/repairs (and their costs) that you can perform to unlock additional secrets.
- A list of all the characters you can play and their respective skills/abilities.
- An explanation of vehicles and how to go about upgrading them for additional powers and abilities.
- Dozens and dozens of tips on locating hidden treasures, finding valuable studs, and completing quests and puzzles.

So, jump right in and read Chapter 1 to get an overview of how the game works, its controls, and other special features that will be helpful to you as you explore *LEGO Dimensions*. Then, when you're ready, you can jump to Chapter 2, "The Adventure Begins," which covers the first level of Story Mode or jump to Chapter 17, "Adventure Worlds Overview," and learn how World Mode works. Whichever you choose, have fun and enjoy every minute of *LEGO Dimensions* and all the surprises that await you.

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3

The Wizard of Oz

Story Summary

- Watch Gandalf, Wyldstyle, and Batman arrive in Oz
- Encounter Dorothy and her friends on the Yellow Brick Road
- Meet and battle the Wicked Witch of the West
- Travel through the dark forest to the castle
- Explore the castle and defeat the Wicked Witch of the West

This chapter provides details on solving the puzzles and defeating the Wicked Witch of the West in the Wizard of Oz Story Mode adventure.

“Not in Kansas Anymore”

Wyldstyle, Batman, and Gandalf exit the vortex after repairing and entering the Gateway and find themselves in a very strange world (Figure 3.1). “It’s so...colorful!” gripes Batman.



FIGURE 3.1 The trio land in a strange world with a yellow brick road.

When the trio lands on the Yellow Brick Road, they can travel in two directions: either forward (toward the big green castle in the distance) or backward (away from the castle). If the characters choose to go back, they will encounter a large silver fence (Figure 3.2). Every character has special abilities (Batman has the Stealth ability, for example, while Gandalf does not) and only characters that have Silver Blowup ability can destroy Silver objects such as this wall. (The Wicked Witch of the West minifig is sold separately and has the ability to destroy Silver objects.)



FIGURE 3.2 A silver fence blocks Batman, Gandalf, and Wyldstyle.

NOTE

Destroying Silver Objects

If you have a minifig with Silver Blowup ability, press Y and select that character to destroy the silver fence and gain access to a special area containing Munchkin Town (Figure 3.3); you don't need to go there now as doing so is not required to complete the Story Mode, but if you purchase a character who has the Silver Blowup ability, definitely return to this level later and visit Munchkin Town.

Discovering one path blocked by a silver fence, the group must move forward and find a wagon blocking the way forward on the Yellow Brick Road (Figure 3.4).



FIGURE 3.3 After destroying the silver gate, you can visit Munchkin Town.



FIGURE 3.4 There must be a solution for getting around this wagon.

Look carefully at the wagons here—the one that’s blocking the Yellow Brick Road and the one that’s parked on the grass—and you will spot some glowing LEGO pieces in barrels. Approach the wagon that’s parked in the grass and press X to open a barrel and grab the studs. To the left of the wagon blocking the path is a stack of bricks with a barrel at the top. The barrel has some useful LEGO pieces inside. Hit it with X and then press B to build something out of all those bouncing LEGO pieces. An orange handle appears on the side of the wagon that’s blocking the road.

Use Batman’s Grapple ability to pull on the orange handle until the wagon is moved off the road.

Behind the wagon are purple poppies. Touching or jumping into the purple poppies puts a character to sleep. If you fall asleep, tap B repeatedly to wake up. You can destroy the poppies by driving over them with the Batmobile. Enter the Batmobile by pressing Y and drive through the poppies until they are destroyed. Then proceed on the Yellow Brick Road.

Follow the Yellow Brick Road

In the distance, a young woman is skipping down the road with three companions and a dog. Batman overhears the woman calling one of her friends “Scarecrow,” which is the name of one of Batman’s famous enemies.

Gandalf, Wyldstyle, and Batman don’t recognize (friendly) Scarecrow, Tin Man, Cowardly Lion, Dorothy, or her little dog, Toto (Figure 3.5). Dorothy is happy to have more companions with her on the Yellow Brick Road, but a vortex appears suddenly and pulls in Dorothy, Toto, and her three friends.



FIGURE 3.5 Dorothy and friends greet Batman, Gandalf, and Wyldstyle.

NOTE

Wyldstyle’s Relic Scanner

One of many hidden objects (not required to complete the game) can be found in the grass fields to the left and right of the Yellow Brick Road. If you investigate and discover a collection of crates, Wyldstyle can use her Relic Scanner to discover a hidden crate with a special item inside. If you missed the crates, you can easily replay the level after you solve it or restart the game by quitting and returning to the Gateway at Vorton and then jumping back through the vortex.

Continue moving forward on the Yellow Brick Road. You eventually see a purple relic that was part of the Gateway before it exploded (see Chapter 2, “The Adventure Begins”). Before the characters can retrieve it, they spot the Wicked Witch of the West and her flying monkeys attempting to grab the relic (Figure 3.6).



FIGURE 3.6 The Witch and her flying monkeys are not friendly.

The Wicked Witch surrounds the characters with a green flaming circle. Flying monkeys attack at various times as the witch flies around and attacks the players from above. Try to dodge the witch's yellow fireballs to avoid taking damage.

During the battle, the Wicked Witch uses Magic to trap the characters in magical chains. To escape the chains and free all the characters, move one character's minifig to a different pad on the Toy Pad. Immediately after your characters break free, the Witch is vulnerable to attack. Use either Gandalf's Magic or Batman's Batarang to attack the Wicked Witch. You need to knock her down three times to end the battle, and then she will grab the purple relic and flee, with her flying monkeys, back to her castle.

NOTE

All About *The Wizard of Oz*

The Wonderful Wizard of Oz, written by L. Frank Baum, was published in 1900. Yes, the book is more than 100 years old! There have been a number of film adaptations over the years, but the most famous is the 1939 film *The Wizard of Oz*, starring Judy Garland as Dorothy. Many of the characters and scenes found in this LEGO world are based on that film!

After the first encounter ends with the Wicked Witch, the characters find themselves in a dark forest, filled with dangerous creatures and hidden secrets.

The Road Through the Forest

A strange device appears in the forest (Figure 3.7). Move a character near it and press B to use it. This is the Game Save tool.

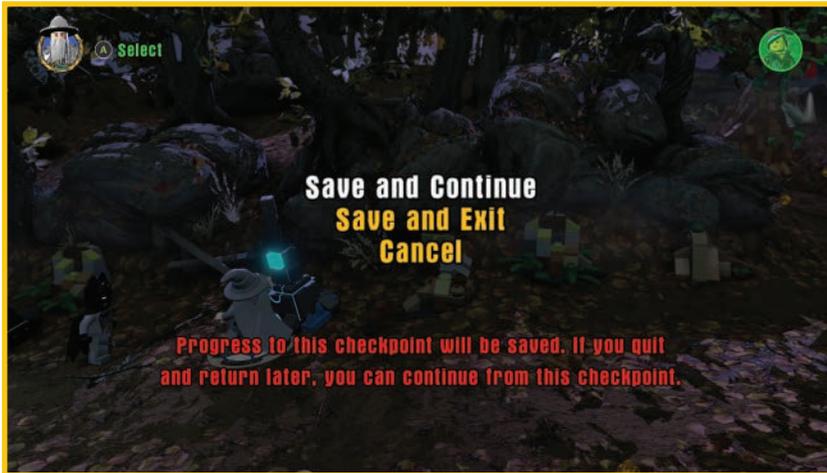


FIGURE 3.7 The Game Save tool lets you save your progress.

The Game Save tool offers three options:

- **Save and Continue**—Your progress is saved and the game continues.
- **Save and Exit**—Your progress is saved, and you exit the game and return to the Gateway room.
- **Cancel**—Your progress is not saved, and if you quit and return to the game, you start at the last saved point prior to this one.

After you select an option, the Game Save tool disappears. If you wait around this area too long, flying monkeys attack. Fight them off and continue on the path. To the far right, you encounter a silver barricade. Only characters that have the LEGO Silver Blowup ability may pass.

The path continues up (North), and the characters encounter a large tree with a glowing red apple. Target the apple with Gandalf's Magic or Batman's Batarang. When the apple drops, the tree comes to life, and flying monkeys attack. Attacking any monkeys holding LEGO pieces causes them to drop the pieces.

Use a character to build a larger Super Saw (by pressing B) from the dropped pieces and then move it to the right of the tree in the area indicated by the white outline of the Super

Saw. The tree runs away, leaving behind a prickly vine that hurts you if you attempt to cross over it. Use the Batmobile to break through the vine and allow the characters to pass through and continue on the path.

NOTE

Help Boxes and Minifigs

Many Help boxes appear on the other side of the dangerous vine. One Help box informs you that only minifigs with the Cracked LEGO ability can destroy Cracked LEGO Walls, and another explains that only characters with the Suspend Ghost ability can destroy Ghostly Swarms. Check in Appendix A, “Character Abilities,” for a list of minifigs and their special abilities to find a minifig that allows you to cross special barriers.

Another solid wall is covered with vines, skeletons, and other LEGO pieces and blocks the characters’ path. Be careful to avoid any green spiky vines coming out of the ground; they knock out a character for a few seconds.

Move Wyldstyle to the right of the vine barricade and place her minifig on the purple pad so she can use her Relic Scanner. She uncovers a crate with an orange handle, and you can use Batman’s Batarang ability to pull down the crate.

Parts appear that you can assemble to form a boost pad (Figure 3.8). Use any character to build the ramp (by pressing and holding B). You can drive a vehicle over a boost pad to gain speed and jump over obstacles.



FIGURE 3.8 The boost pad can get vehicles over indestructible obstacles.

After you jump over the vine wall, it gets destroyed, revealing a long bridge with another boost pad. Collect the studs on the bridge and then use the boost pad to jump over the next obstacle.

As you approach the castle, the characters see soldiers entering the castle and the drawbridge closing. Collect as many studs as you can and approach the drawbridge. Once you get near the drawbridge, the soldiers attack. Knock them out and collect the studs.

NOTE

Don't Ignore Distant Objects

Hit the gargoyles and torches on the sides of the castle for bonus studs. As you progress through the game, you'll pass by many more objects in the distance that you can hit to reveal hidden studs.

To the left of the drawbridge are a number of containers and weapons. Destroy them, collect the studs, and then press B to build an Accelerator Switch. Drive the Batmobile onto the Accelerator Switch and use it to lower the drawbridge. A closed gate blocks entry to the castle. Place Wyldstyle on the purple pad, and her Relic Scanner reveals a target that Batman can hit with his Batarang. Hit the target, and the gate opens.

The Winged Monkeys

Inside the castle, soldiers attack. Search the room for studs and then move up the stairs on the left side of the room. (A Game Save tool is available in this room; use it if you wish to save your progress.)

After you go up the stairs, flying monkeys attack and light the stairs on fire. Jump down before the stairs collapse.

When Wyldstyle discovers a relic with her Relic Scanner, use the Batarang to pull on the handle and remove the rest of the stairs to reveal parts for a special double wall that Wyldstyle can climb. Destroy the wooden beams blocking the wall and get Wyldstyle up to the higher platform, using her Acrobatic ability.

When Wyldstyle reaches the upper platform, defeat the two guards and move to the right, where you'll find a winch that can lower a rope for Batman and Gandalf to climb. Change to Batman or Gandalf and move toward the rope. Press A to jump on the rope and then push the LJ up/forward to climb the rope. Press A to exit the rope.

After you get both Batman and Gandalf to the top platform, move Gandalf toward the door underneath the blue dragon and press and hold B to use his Magic ability on each of the three blue dots to open the door and enter the next room—the Witch's chamber!

The Search for the Wicked Witch

In the Wicked Witch's chamber, the Witch casts a spell and opens up three portals—blue, purple, and yellow. She can use these portals to move around the room very fast, and you want to seal these portals so she can't use them.

Enter the room and fight off the various guards that attack. In the room are three hidden objects that can be found and built. Once you have built them all, Gandalf can use his Magic to move each object up to one of the portals to block that portal's use.

To the right of the room, destroy the green crates to reveal some bouncing LEGO pieces. Use these with the B button to build an orange handle on one of the wooden cages stacked against the left wall. Batman can use his Grapple ability to pull out a cage. Switch to Gandalf and use his Magic (X) to first destroy the cage (with a flying monkey inside) and then defeat the monkey. Once the monkey is defeated, use Gandalf's Magic to repair the cage (B) and move it over the yellow portal.

The Witch casts a spell that surrounds the characters with chains. Move your character's minifig to another pad on the Toy Pad to break the spell.

Move to the raised platform behind the portals and defeat the two guards. Gandalf finds a special object that needs his Magic ability. Use B to raise the object and then drop it. Destroying the object reveals parts that form a target for Batman's Batarang. If you switch to Batman and hit the target, a chandelier drops. Repair it and press and hold B to use the chandelier parts to block the purple portal.

The final portal is to the left of the room, just beneath the blue portal. Change to Wyldestyle and use her Acrobat ability to jump up to the blue handle and pull it down. This rotates the bookcase to the left and reveals additional parts that must be assembled (B button). Assemble the item and then have Gandalf raise it up to block the blue portal.

Once all three portals are blocked, the Wicked Witch finds herself trapped as she flies around the room. In the center of the room, her crystal ball and table are destroyed, forcing the witch to drop down and remain in the rear of the room. Move to the center of the room and use B to build a water-squirting device. Press Y to sit on the device and then aim it at the witch using the LJ. Press X to fire a stream of water, and the witch melts.

Batman can use his Grappler to grab the purple relic before it gets sucked into the portal that appears. All three characters can then jump into the portal and return to the Gateway.

Up Next...

The heroes have just begun their investigations of the repaired Gateway, and they're about to discover one of the strangest places any of them has ever seen—the city of Springfield, where Homer Simpson and his family live. But all isn't as it seems in Springfield, and Wyldestyle and Batman will both discover familiar villains put to work by Lord Vortech.

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