

= Prologue - The Prophecy

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-- Characters: Vitruvius (Old), Cleopatra, Shakespeare

We begin the game under siege by Lord Business himself. For starters, he sends out some evil robot bad guys to try and take you out.

Attack the robots by pressing X. You can also jump and press X to do a ground pound that does more damage. Take out the 3 robots to continue.

Now Lord Business will try using the pointed laser on you. Simply jump with the A button to leap over the laser beam as it draws close. After a few back and forth sweeps, they will hit a column and knock down a bunch of pieces.

Hold B near the pieces to build them into a rocket. Vitruvius can't jump high enough to reach the button, so hold Y to open the character wheel. Move the left stick to highlight another character, then release Y to swap to them. Choose Cleopatra.

Cleopatra is an AGILITY character (as are all female characters), and can jump higher than other characters. Places where higher jumps are required are marked by a blue and pink aura. Jump up to the button to launch the rocket.

Lord Business will repeat his tactics. Destroy the 5 robots he sends over. Jump over the laser again until a column is knocked over. Build the rocket, jump up and launch it.

Now you need to move closer to Lord Business to a green aura. These mark MASTER BUILDER spots. Only Master Builders can use them of course. Hold X on the spot, and then highlight the 3 green-tinted objects in the distance to complete the level.

--- Bricksburg ---

After some cutscenes, you will be outside your apartment in the hub world. In order to start the next level, you must follow the green stud trail. Feel free to take the car and smash some stuff along the way (I know I did). At the end of the trail, you will find a broken machine.

Blue broken LEGO objects can be fixed with a WRENCH. All construction worker character have one, including both the characters you control. So walk up to the broken machine and hold B to fix the object. This will open the gate - step through to start Level 1!

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-[STO01]  
= Level One - Bricksburg Construction           =  
= Studs required for "The Special" - 100,000    =  
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-- Characters: Emmet, Gail

You start the level by an INSTRUCTION BUILD PAD. These can be used by any construction worker character to build complex objects - but you need to collect the displayed number of instruction pages first! Right now we just need one page to build this porch.

Head down the steps and turn right. Smash your way through the barriers and walls to reach the delivery tube. It's broken, so use your wrench on the blue broken machine to fix it. Switch to Gail, jump up and grab the page.

Head back to the Instruction Pad. Press B on the highlighted area to start the process.

When you use an Instruction Pad, you play a simple mini-game where you need to select a number of specific pieces correctly from a selector. Use the left stick and press A to choose the correct piece. You are on a timer, and the faster you do it, the more studs you get. You lose 1000 potential studs for every full "beep" of the timer, and 1000 potential studs for every incorrect item you choose.

After completing the build, you're transported to a new area. Head over to the left and use your wrench on the SOCKET MECHANISM. Head inside the equipment shed and grab the DRILL. From now on, almost all construction characters will have a drill at their disposal. Hold X at any time to use it.

Now you need to fully destroy a road, a house, and a garden. The road is easy,

just drill over all the road pieces. For the house, look for CRACKED  
LEGO  
to indicate spots you can drill and destroy an object. You have to use  
the  
drill on 3 cracked spots. After that, break all the garden pieces until  
they're  
all gone.

Once you're done, the foreman will open the gate for you. You'll find  
the  
instruction page reader is broken and you need to fix it. First off, to  
the  
left of the reader is a pushable battery. Items that can be pushed have  
a  
checkered PUSH TRACK underneath them. Simply move close and use the  
left stick  
to push the battery into the socket behind it.

Now head over to the right of the reader. You'll see a big truck with a  
statue  
beside it. Drill the cracked LEGO spot and then jump on the truck. Push  
the  
battery off the truck, then into the socket to get the reader to work  
and  
receive Instruction Page 1/2.

Now head right again and the big truck will move and wake up the crane  
operator. The crane is now yours to use, so hop in using Y. Wait for  
the AI  
to move onto the platform, then raise it up. Hop out of the crane and  
press Y  
to switch to your other character. Then use the socket mechanism.

With the belt reversed you can head up top. You'll find some workers  
who  
ignore your request for them to get back to work. So head left and use  
your  
drill on the cracked LEGO spot. Use Gail to jump up and use your wrench  
to fix  
the speaker.

Next, drop down to the right and push the very large plug into the  
socket. Then  
hop up and fix the other speaker. This will get the music playing and  
you'll  
start a dance mini-game.

The notes scroll from right to left into the circle. When they're in  
the  
circle, press the corresponding button (Y, A or X) to match the note.  
You want  
to wait just a split-second when the note enters the circle. When you  
see a  
flash appear over the button, press it. You should get an "Awesome" hit  
which  
is worth more studs! After you complete the mini-game, you'll be able  
to grab

Instruction Page 2/2. Head over to the Instruction Build to start making the wrecking ball crane.

Hop in with Y. Using the left stick, hit down and then up when the marker is close to the white zone. After 3 good hits, the building will come down.

After the cutscene, you'll be falling down a seemingly endless pit. You can move with the left stick to avoid stuff and aim for the stud circles. Hit them in the middle to grab all the studs. You'll soon hit a bathtub and go for a ride, use left and right to steer.

You'll keep falling, land on a pointy spike and unfortunately fall down the evil tunnel. You'll fall some more and then roll down a tunnel - watch out for spikes and fires. After some rolling you'll fall down one more tunnel, watch out for the spinning flames. When you reach the bottom the level is complete.

~ Characters Unlocked ~

Emmet, Emmet (Pyjamas), Gail, Frank the Foreman, Demolition Guy, Wyldstyle, Mrs. Scratchen-Post, Cardio Carrie, Larry the Barista

--- Bricksburg ---

Back in the hub, and you've unlocked some characters. Some characters you can use immediately, others you have to pay studs for. You can find the characters in the hub levels to buy them, or simply hold Y, choose the bottom option on the selector wheel to open up the full character selector. You can buy characters directly from here.

You don't really need to buy any characters right now but it's up to you. Jump out of the pit using the agility poles. You'll find some pink and blue arrow walls, you can wall jump off these. Jump onto one wall, then move the stick the other direction and jump to continue up. Follow the green stud trail to the police station. Climb all the way up using agility move, when you reach the top you'll start the next level.

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-[STO02]  
= Level Two - Escape From Bricksburg           =  
= Studs required for "The Special" - 80,000     =  
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-- Characters: Emmet, Wyldstyle

You start the level after Wyldstyle saves Emmet. Take out the incoming robots, remember to jump and attack to do extra damage. Using Wyldstyle, go to the pieces of the broken turret and rebuild them. Use Y to jump on the laser turret.

Hold X to use the laser beam. LASERS can be used to overheat and destroy gold LEGO items. Use the laser to destroy the missile turret attacking you. After that, use the laser to take out the 4 robots attacking you from the sides. Then use the laser on the gold LEGO door to the left. Trace the square pattern around the door to open it. Jump off the turret and head inside, taking out the robots. Inside is Instruction Page 1/3.

Switch to Emmet and drill through the cracked LEGO on the left side of the room. Switch back to Wyldstyle and use the new agility ledges to climb up above you. Build the agility plate and then run onto it to launch yourself to the other side. Go to the right and push down the monitor. Build the pieces into a bounce pad. Switch to Emmet and jump on the pad, hold A to jump higher and reach the roof. Drill through all the cracked LEGO pieces.

Head down and grab Instruction Page 2/3. Hit the red button on the left side to open a window. Now smash the fan on the wall. Use Wyldstyle to build it into an upwards fan that will launch you out of the room. Jump back on the laser turret and use it to open the window by heating the gold bricks. Then use the laser to take out the 2 robots inside, as well as the 4 robots that flank you. Go inside the newly opened room to grab Instruction Page 3/3, then use Emmet on the Instruction Build Pad. Complete the build to make a giant ladder.

Use the handle on the side of the ladder to extend it. Climb all the way up and the ladder will be destroyed. Head to the left side and smash the terminal there. Build a bouncy pad to reach the climb wall above. Follow the climb surface all the way around until you reach a walkway. Head right and the walkway will get partially blown up. Switch to Emmet and take out the rocker robot, then switch back and continue over the twirl poles. Climb up and head over to the wall jump.

Go up and land near the agility plate. Switch to Emmet and repair the broken blue electric box. Switch back and use the agility plate. Repair the fallen blue fan with Emmet, then use the upwards fan to reach the walkway. Drill through the cracked LEGO and continue down the hall.

Out in the alleyway, use the Master Builder spot as Wyldstyle. Highlight all 3 glowing green objects to begin the build. Take out the robots that appear. Use Emmet to drill both cracked spots on either side of the alleyway. Use Wyldstyle to reach the agility ledge up the fire escape. After pulling it down, use the next Master Builder spot. Press Y to jump on the motorcycle.

On the freeway, traverse the vehicles with Wyldstyle. At the front of the truck switch to Emmet when prompted. Hold X to shoot lasers and destroy the police van in front. Switch back, move along the cars, switch back again, and destroy another van. Emmet will push the bus closer for Wyldstyle. Use the Master Build spot.

Jump onto the grabbable ledge, then drop down onto the tanker. Switch to Emmet and shoot the back of the tanker. Hold X to take out all the oncoming police bikes. Switch to Wyldstyle and jump to the climb wall. Then switch back and take out another van. Switch yet again, jump to the car then the wire. Crawl along the wire to the truck. Jump to a bunch of cars in a row.

Now you'll be attacked by a helicopter and more vans. Take out the vans and also aim to take out the missiles when they fly at you. Use Wyldstyle to shoot out the silver piece of the helicopter when it's exposed. The process

will repeat, shoot more vans and missiles and another silver part to destroy the helicopter.

Shoot the back of the yellow truck, then hop along the carts and truck tops. Use the agility plate to cross a billboard. Shoot out the logging truck in front of you to make a log bridge. Cross it.

Shoot out all the cars on the transport truck. Use the Master Builder spot as Wyldstyle to complete the level.

~ Characters Unlocked ~

Emmet (Piece of Resistance), Emmet (Trash Can), Wyldstyle (Hood), Ice Cream Jo

--- Bricksburg Hub ---

Simply follow the green studs right down the alley in front of you to reach the next level!

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-[ST003]  
= Level Three - Flatbush Gulch =  
= Studs required for "The Special" - 110,000 =  
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-- Characters: Emmet, Wyldstyle

You'll fall down a very long, twisty tunnel. When you reach the bottom you'll be in a brand new area. You start tumbling and rolling down a very long hill.

You can move left and right and press A to jump to reach higher areas. Dodge rolling boulders and dynamite coming from the sides. Not much guidance needed here - just keep sliding/rolling down the hill, avoid holes and obstacles. When you reach the mine tunnel, stay off the tracks to avoid speeding mine carts. After a big jump over a train and sliding a bit more, you'll finally reach the bottom.

In the new area, move forward and take out the robots. Head right and notice a robot tossing dynamite at you from up high. Stand below the platform he's

on and he'll target it with dynamite, move out of the way and let him blow it up. Use Emmet on the cracked LEGO spot. Take out the robot, jump up and knock down the ladder. Climb up with Emmet and repair the windpump. Instruction Page 1/2 will drift to the ground, so grab it.

Now head to the far left side. Jump up on the left then grab the agility bar to pull up a crate. Smash all the robots inside and grab Instruction Page 2/2.

Go over and do the Instruction Build to create a wagon. You'll exit the wagon with some new disguises.

-- Characters: Emmet (Old West), Wyldstyle (Old West)

When using a weapon like a gun, you can press X to shoot or hold X to aim and then release to shoot your target. Take out all the attacking robots, and aim and shoot the TARGET on the right side to blow up all the dynamite.

Use the Master Build spot near with the pieces uncovered by the explosion. Head left and shoot the target on the wagon. Jump on one of the horses and go over to the contraption you made by the gate. Run on the treadmill to raise the gate.

Inside the saloon, take out all the enemies. Jump on the silver table on the left side so the dynamite robot will blow it up. Then jump up at the agility spot and make your way to the other side, taking out the enemies as you go. Use the Master Build spot to make a ladder for Emmet. Use the wrench switch to bust the barrier by Vitruvius, drop down beside him to finish the level.

~ Characters Unlocked ~

Emmet (Old West), Wyldstyle (Old West), Sir Stack-a-Brick, Prospector, Native, Wiley Fusebot, Robo Cowboy

--- The Old West ---

You start out in a new hub level. Follow the green studs to the left side of



the area. Smash the blue and pink cactus near the bank and build the pieces into a climb wall. Head up to the roof of the building. Continue to follow the studs over to the next roof, and then onto the saloon. Drop down and near the wrench switch, kick down the ladder for Emmet. Switch to him and climb up to use the switch. This will open the door, head inside to start the next level.

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-[STO04]  
= Level Four - Flatbush Rooftops           =  
= Studs required for "The Special" - 210,000 =  
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-- Characters: Emmet (Piece of Resistance), Wyldstyle, Vitruvius

You start the level after tumbling down a roof top. Head to the right and fight some robots. Get close to the right edge and a robot will blow up all the dynamite, sending some pieces your way. Build the pieces into a BLIND COURAGE ledge. These ledges can only be traversed by Vitruvius. Cross over and break the skeleton propping up the water tower. Build the water tower pieces into a bridge. Switch to Emmet and drill the cracked spot.

Use Wyldstyle and go up the agility walls. Grab Instruction Page 1/2. Then head left and use the climb wall on the clock tower. Move left and drop down for Instruction Page 2/2. Switch to Emmet to use the instruction build to make a totem pole. Use the drill spot on the totem pole to make a path to the higher ledge.

Head right and drop down, then use the drill spot on the bottom of the clock tower. Switch characters to build the pieces into a box, and push the box into the empty green spot on the right side. Use the box to reach the next level.

Vitruvius is a STAFF character, and as such he can hold X to aim his staff at enemies and staff sockets. Do this now on the socket just above you to create a twirl pole. Switch to Wyldstyle and head up, then knock down the

ladder on the left side. Take out the robots and climb up with Emmet to drill the cracked spot. Switch characters and build a Blind Courage ledge. Cross it with Vitruvius, then use the Master Build spot. Fire the wire into the building, then use the level to pull it down. Use Wyldstyle to build a bridge and cross as Emmet. Fix the broken object on the right side. Slide down to the next area.

On the next roof, Instruction Pages 1/3 and 2/3 are closer to the screen, out in the open. Grab them then head to the top right. Smash the chicken coop to find Page 3/3. Use the Instruction Build to make a catapult. Go around the right side of the catapult and jump on the barrels using Y. Roll them on to the back of the catapult. Jump off and press X on the marked spot to launch the barrel. Repeat this process 2 more times to take out all the ladders.

After this a flying robot and a Master Build spot will appear. Hold X as Vitruvius and throw his staff at the robot to stun it. Use the build spot, including the robot as one of the pieces.

Have Vitruvius throw his staff in the socket, then jump up. Knock down the ladder on the right. Climb up and cross the ledge with Vitruvius. When you jump off on the other side, the sign crashed down so the others can join you. Smash the box at your feet and build a ramp. Cross over the roof and slide down the other side.

On the next rooftop, 3 more police ladders appear. The two on the left have drill spots so use Emmet to knock them out. Take out any robots to stop them from interrupting you. The third on the right has some boxes to the right of it. Smash them, build a cracked spot for Emmet and drill it.

After Sheriff Not-A-Robot shows up, take out a few regular robots. Another flying robot appears. Stun him, then use the Master Build spot. Use the wrench switch with Emmet. Take out the remaining robots.

Now a lift will appear on the side of the rooftop. Take out the robots and use the Master Build spot by the lift. Press Y to hop on the contraption.

Now you're on a back of the wagon and can switch between Emmet (with a minigun) and Vitruvius (with dynamite). Waves of enemies will approach from behind you, simply keep destroying them all and the level will be complete.

~ Characters Unlocked ~

Vitruvius (Old), Tomahawk, Deputron, Sheriff Not-A-Robot, Robo Swat

--- The Old West ---

You can optionally grab two Red Bricks here if you want. Fast Build (100,000) and Studs x2 (250,000). If you have the studs required, I recommend grabbing both.

For Fast Build, go to the right side of Flatbush Gulch to find a building on fire. Go to the character selector and purchase Larry the Barista (10,000). Hold X to aim and throw coffee at the fires to put them out. After all 3 are extinguished the Red Brick will appear.

For Studs X2, go back to Bricksburg using the warp portal at the entrance. Head to the fountain square near the construction site. Looking at the construction site, turn left and notice the SECRET KNOCK spot at the wall. Vitruvius (and any staff character) can use these. Simply press X or A when the circle reaches the button, after 3 "knocks" it will open up. Head inside. Smash the boxes and build the ledge to walk across. Run over and use the crane. Drop down either to the area just below or use the platform you just created, they lead to the same spot. Use a wrench on the crane here and it will fling an object at the square. Hop down and push the pedestal to the front of the fountain. The red brick appears when you push it into place.

You can activate Red Brick cheats from the pause menu under Extras. They don't block achievements or any progress in the game so feel free to turn them on.

When you're done with those, go back to The Old West. Follow the green studs to the train station entrance. Throw a staff into the stock, then jump on the roof and over the twirl poles to reach a Master Build spot. Use it and walk

through the gate to start the next level.

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-[STO05]  
= Level Five - Escape From Flatbush           =  
= Studs required for "The Special" - 50,000    =  
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-- Characters: Emmet (Piece of Resistance), Wyldstyle, Vitruvius

You'll start on a moving train. Head right over the train cars, taking out robots as you go. You'll drop down and a flying robot will shoot a train connector. Repair it with Emmet and continue right. Use the Master Build spot after stunning the flying robot. Use X to launch the catapult and knock the logs out of the way. Head right onto the green train car.

Use the lever on the right to open the door. Destroy the cracked spot and then build the pieces into a bouncy pad to reach the roof. Head right over some train cars and use Wyldstyle to reach the platform. Jump down and hop in the crane. Wait for the characters to jump on the platform and swing it around.

Go right onto the partially destroyed car and build the pieces into a platform. Use Vitruvius' staff on the socket and cross it with Wyldstyle. Keep going until you can reach the top of the train. Head right to find a green valve in a box. Take it and head back up to the left. Use the valve where indicated and turn it. Head left to where you put out the fire and build the pieces. Push the platform down so Emmet and Vitruvius can get up. Head all the way back to where you found the valve and use the wrench switch.

In the next section, rockets will be fired at the train so stay away from the targeted areas. At the far end switch to Wyldstyle and jump up to grab Instruction Page 1/1. Start the Instruction Build to make a lift. Jump on as Vitruvius, jump to the next car and cross the ledge. Drop down and a second train appears beside the one you're on. Cross over and head right, dodging more missiles. At the very far right is a Master Build spot for you to use. You'll

make a brake which slides the train back so the other characters can jump on.  
Switch to Wyldstyle and make your way over to where Vitruvius is. Jump up using the ledge and then jump over back to the original train. Knock down the ladder on the left.

Switch to Emmet and drill the cracked spot. Use the pieces to make a bridge and head further right, dodging even more missiles. When you reach the front of the train, use the Master Build spot to finish the level.

~ Characters Unlocked ~

Emmet (Wheel Head), Batman, Prospector, Hank Haystacks, Hot Tub Harry, Calamity Drone, Robo SWAT (Rocket)

--- The Old West ---

Now that you have Batman, I recommend going back to Bricksburg before continuing. You're going to want to check if one of the requirements for Red Brick: Studs x10 has glitched. Scroll down to the Hub Level guide to check for details on this glitch. If the cat you need to find has glitch, try finding another cat and see if your count is 1/5 or 2/5. If it's 2/5 you should be able to get the Red Brick down the line with no issues. If it's 1/5 then you may want to continue to find the other cats when you can to see if your count eventually includes the glitched cat, or restart your game if you want 100% and can't get the glitched cat to count. You can also get the Red Brick: Collect Guide Studs there if you want as well.

When you're ready, head back to The Old West and go back to where the Batwing is floating in the air. Use Batman's GRAPPLE GUN to pull it down and start the next level.

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-[STO06]  
= Level Six - Welcome To Cloud Cuckoo Land =  
= Studs required for "The Special" - 75,000 =  
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-- Characters: Emmet (Piece of Resistance), Wyldstyle, Vitruvius, Batman

At the start, use Batman's grapple gun on the kite to the left. Build the pieces into a grapple point, then use the gun again to pull the cloud down. Jump up, switch to Wyldstyle and jump to the next cloud. Switch to Batman and hold X to aim his Batarangs. Take out all 5 ballons and then jump to the next cloud. Smash the cloud with the green pieces to reveal a Master Build spot. Use it to make a sail, then aim a Batarang at the target to move the cloud to the next location.

On the next cloud, switch to Wyldstyle and jump up the stairs. Push the crate down the stairs and build the grapple point. Pull it to reveal some more steps so you can head up. Smash the blue clouds at the top and then use the Secret Knock spot as Vitruvius to continue.

-- New Character: Uni-Kitty

Uni-Kitty can smash RAINBOW LEGOS and then build the pieces. Do this now with the rainbow flowers to make a bridge. Head up and pull the grapple point with Batman. Use Emmet to repair the mechanism inside. Hit the target on the pink robot, then throw Vitruvius' staff into the socket on the blue robot. Use Wyldstyle to jump to the staff, then the wall jump, to the top. Push down the rainbow cup. Build the pieces with Uni-Kitty. Use the rainbow catapult.

Head to the right to find a giant toaster. Use the grapple gun on the cloud to the right of it. Have both Uni-Kitty and Wyldstyle jump on the toaster handle. Smash the rainbow toast and build the pieces into another catapult, and use it.

In the new area, pull down the archway with Batman's grapple gun. Smash and build the pieces with Uni-Kitty into a bridge. Cross over and head to the right to find another grapple point on a teapot. Pull it down to make some flowers. Have Vitruvius throw his staff into the right socket. Jump up with Wyldstyle and go to the middle twirl pole. Switch back to Vitruvius, retrieve his staff with B and throw it into the next socket. Switch back and cross over. Jump up to the higher area.

Go up the stairs behind you and head to the right. Smash the blue and red object to find the handle. Pick it up and take it back to the box near where you came up. Use it to open the box, reveal a clown and he'll make a path grapple point for Batman to pull himself up. Have him pull the grapple point on the giant chick. Jump into its mouth as Wyldstyle. Roll the egg down to where the other characters are and smash it with Uni-Kitty. Have her build another catapult and use it. Switch to Vitruvius, head to the right side and use the Secret Knock spot to continue.

In the new area, use the grapple point behind where you start. Then drill the cracked spot to the left of the elephant head. Use the Master Build spot in front of the elephant to build a mouse car. Drive it left to grab Instruction Page 1/3, then at the elephant to scare it. Climb up with Wyldstyle for Page 2/3. Then head right across the wire, slide down the chute for page 3/3. Use the instruction build to complete the level.

~ Characters Unlocked ~

Emmet (Clown), Uni-Kitty, Shakespeare, Magician, Gallant Guard

--- Cloud Cuckoo Land ---

Head straight forward from the start point and smash the rainbow bricks with Uni-Kitty. Build a bridge to cross the gap and start the next level.

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-[STO07]
= Level Seven - Attack on Cloud Cuckoo Land      =
= Studs required for "The Special" - 75,000      =
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-- Characters: Vitruvius, Wyldstyle

You start the level with the characters split up and captured. Take out some robots that attack you from behind. Then throw your staff into the socket on the left side. Use the pole to reach the climb wall and head up. Hide behind the golden LEGO statue base and let the Micro Manager laser heat it up and break it. Build the pieces into a clown water shooter, jump on the button to

put out the fire below.

Drop down and head right to find Batman who's stuck behind a drill spot. Keep going right and use the Secret Knock spot to reveal a passage. Destroy the robots and use the agility walls to head up. Jump right to a spinning platform. Cross all the platforms to reach Emmet. Switch to him and mash B to free yourself. Head back the way you came, dodging lasers as you go.

Head left back to Batman and drill the cracked spot to free him. Use Batman's grapple gun on the hook just to the left and build the pieces into a bouncy pad. Head up and use the drill on the cracked spot. Throw Vitruvius' staff into the socket and cross over with Wyldstyle. At the top, head all the way right and jump up to the agility ledge to pull it down. Then use the Master Build near where you land to build a lift to reach the top.

Head left and you'll be attacked by some Micro Managers. As Batman, aim and throw a Batarang to stun them, then pull the grapple points to destroy them. Destroy 4 Micro Managers and some robots to continue. Then jump in the giant baby chick's mouth.

In the next area, destroy all the robots then use the drill spot against the back wall. Build the pieces into a ledge and cross as Vitruvius. On the other side, move towards the screen to find a Secret Knock spot. Take out the robots that can shoot you on the upper right by aiming your staff, then use it to create a bridge for the other characters. Move up the path and take out the Micro Manager with Batman, then repair Lincoln's chair with Emmet. He'll create a bridge for you so head across. Head to the far right to find Uni-Kitty, and switch to her.

Hold B to become Rage Uni-Kitty. Go on a rampage and destroy 20 robots as they appear from all sides. Then smash the egg to free Wyldstyle and use the rainbow pieces to make a catapult and head back up. Stun the Micro Manager Walker with Batman, and jump on the climb wall with Wyldstyle. Mash B to make the Walker drop to the ground. Then drill the cracked spot to destroy it.



Build the pieces into a laser turret and jump in. Overheat the gold section of the rocket. Head to the left of where the rocket landed and use the Master Build spot. Jump in either of the vehicles and drive over to the fire wall. Hold X to spray water and put out the fires. Head up the stairs and to the left towards the gold dome.

Destroy 10 robots and a Micro Manager will appear. Don't attack it - instead, hide behind the gold dome and let the Micro Manager use its laser on it. Smash the rainbow brain to make a catapult and use it to finish the level.

~ Characters Unlocked ~

Emmet (Woodsmen), Benny, Cleopatra, Witch, Abraham Lincoln, Lord Vampyre, Test Dummy, El Macho Wrestler

--- Cloud Cuckoo Land ---

-- New Character: Benny

Follow the green studs to a HACKER TERMINAL. Benny (as well as any robot character) can use these terminals and play a simple mini-game. You must move around a board and reach cores and mash B to hack them. You can also pick up studs for extra cash, blue studs give you extra speed. Watch out for the enemy bots, if you touch one you get destroyed and all studs are reset. Collect all the studs for a purple stud to appear in the middle. Complete the mini-game to make a spaceship appear. Jump on it to cross to the cloud platform, then approach the big slide to start the next level.

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-[STO08]  
= Level Eight - Escape From Cloud Cuckoo Land =  
= Studs required for "The Special" - 35,000 =  
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-- Characters: Batman, Benny, Wyldstyle

At the start of the level, head right to trigger some enemies boarding the sub. Jump up the middle of the sub, following the studs and jumping on a big

red button at the end to spraypaint the incoming attacks. Switch to Batman and pull yourself up with the grapple gun at the point on the left. Use the Master Build spot to finish Batman's section. He'll leave and Vitruvius will jump out.

Jump to the grab ledge with Wyldstyle and climb around the side and up to where the enemies are. Take them all out and an attack ship will appear. Use the Master Build spot below it to create a hacker terminal. Switch to Benny and use it. He'll use a Micro Manager to lift Vitruvius to a Master Build spot, so use it. Afterwards he'll jump in the sub and Uni-Kitty jumps out.

A big cloud section will get stuck on the back of the sub. Head back to it, smashing robots along the way. On the far right, smash the rainbow tree and build a snail which will make a climb wall for you. Switch to Wyldstyle and cross over. Smash the flower thingy beside the wall you cross and build the pieces, then use the handle to make a path for the others. Take out 20 robots and a robot with a rocket launcher will appear. Hide behind the silver LEGO objects and get him to blow up all 3. Build the pieces into a terminal and use it.

You'll be in control of the rocket robot, so use him to destroy the big silver LEGO wall beside you. Some Micro Managers show up, destroy them with rockets as well. Smash the rainbow bird and make a rainbow butterfly that takes you up to the higher area. Take out the robots, head up the stairs and use the Master Build on the left to complete the level.

~ Characters Unlocked ~

Emmet (Surgeon), Emmet (Lizard), Green Ninja, Michelangelo, Caveman

--- Cloud Cuckoo Land ---

Follow the green studs and zip down the zipline. Use the ledges on the right, jump up and step on the button. Jump up the ladder as Uni-Kitty and smash/use the rainbow table to make a catapult. Head over and go up the ledges with Wyldstyle to start the next level.

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-[STO09]  
= Level Nine - The Depths =  
= Studs required for "The Special" - 120,000 =  
=====

-- Characters: Vitruvius, Benny

At the start of the level you'll get separated from the other characters. Hold X and target the spotlight on the left above you to hit it. Build the pieces to plug the leak. Smash the record holder and grab the record. Move right and put it on the DJ table. You'll fall down to the bottom. Move right and smash the rock, then build the pieces to divert the water onto the fire. Break the firewood and use the Secret Knock spot. Move to the far right and smash the pipes in the blue section. Move back left and use the Master Build spot to create a lift. Head up and jump left.

Aim and break the clouds above you. Drop down to the bottom and shoot off the pieces on the wall. Build them into a pressure switch and stand on it, then switch characters and pull the handle that appears. Repeat on the other side to activate the terminal. Hack it with Benny and you'll accidentally flood the sub.

Move the left stick and press A to swim. Your hearts now represent oxygen and you'll need to find blue hearts where bubbles are forming to replenish it. Swim straight up through the hole and start swimming left. Follow the stud trail, picking up blue hearts from bubble vents if needed. Aim and shoot the torpedo to unblock the tunnel. Swim inside.

Continue to swim through the underwater tunnel. It's a pretty straightforward path, enemies will come from the background so take them out when they appear. Hit or move close to clams to make them open and release blue hearts. You'll come to a section with a school of fish that pushes you back, stay out of their way until they pass then move ahead, dodging to the side and hiding in alcoves when needed.

Continue until you come upon a big open area and a robo shark will start chasing you. Go to the far right to find a big statue with a target on it. Get the shark's attention and swim in front of the target. When the shark moves in to strike, move out the way and it will hit the statue and break it. Swim down the tunnel that opens up.

Now you'll be in a dark underwater tunnel. Continue along the straightforward path, there some more schools of fish to dodge a bit down the tunnel. As you go around a bend, be on the lookout for puffer fish which will hurt you if you get too close. When you come to an open area after doing eels (dinosaurs?), go up, dodging the puffer fish. A big electric eel will start crossing your path, so let him pass before moving farther up. Keep going until you exit the area.

You'll be in a brighter tunnel but the eel is still following you so continue to dodge it. Keep going up and up and you'll find the sub again, swim up to go inside. Use the Secret Knock spot as Vitruvius to finish the level.

~ Characters Unlocked ~

Emmet (LEGO Piece), Emmet (Shower), Lady Liberty, Swamp Creature, Panda Guy, Yeti

--- Cloud Cuckoo Land ---

Smash the rainbow flower beside you and build the pieces into a handle for the toaster. Switch to Batman and jump to the toaster, on the far side use the grapple point to pull the next platform closer. Jump to it, then to the next one, then use the zipline. Jump on the double decker couch to continue.

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-[FRE10]  
= Level Ten - Infiltrate The Octan Tower =  
= Studs required for "The Special" - 205,000 =  
=====

-- Characters: Emmet (Piece of Resistance), Wylldstyle, Vitruvius, Batman

At the start on the ship, head right and use the Secret Knock spot to find  
Instruction Page 1/5. Now head left and hit the target next to the double  
decker couch. Build the pieces to complete the push track, then push  
the couch  
along it.

Jump on the couch as Wyldstyle and jump left. Smash the metal crate  
here and  
use the pieces to make a ladder. Climb up and use the grapple point as  
Batman.  
Then smash the barrels beside the hatch and put the gunpowder in a line  
to blow  
up the side of the ship. Drop down, smash all 4 boxes and build a  
platform.  
Walk out on it and use the grapple gun on the point above.

Up top, build the ledge and cross it with Vitruvius to get Instruction  
Page  
2/5. You'll get launched and pull down a climb wall, so go up it with  
Wyldstyle  
and jump in the smoke stack. After a bit of a ride you'll end up on the  
other  
side of the ship and gain control of Queasy Kitty. Head left and grab  
Instruction Page 3/5 and smash the box to make a ladder for the others.

Go up the ladder with Emmet and drill the cracked spot on the right.  
Build the  
pieces to make a grapple point and go up top with Batman. Hit the  
target on  
the wall to open the doors and find a treasure room and a green valve.  
Bring  
the valve down and use it to force steam upwards. Switch to Queasy  
Kitty and  
go up, smash the rainbow bricks and build a catapult. Head up another  
level and  
find Page 4/5. Use the Master Build spot beside MetalBeard to create a  
catapult, jump in and get launched to Page 5/5. Use the Instruction  
Build pad  
as Emmet to make the Delivery Spaceship.

-- New Character: MetalBeard

You'll be inside Octan Tower as MetalBeard and Rage Uni-Kitty. Destroy  
18  
robots, some of them in turrets. You can hold X and aim MetalBeard's  
cannons  
to take them out. After the first 6 more come from a door on the left.  
After  
they're all dealt with the other characters will appear.

Switch to Emmet and drill the cracked spot. Switch back to MetalBeard  
and aim  
his cannons to destroy the silver LEGO column. Jump up with Wyldstyle,  
head

left and press the red button to open up a panel above. Switch to MetalBeard and press B to grab a robot worker. Hold X and aim to throw the robot at the target. Then switch to Batman and go up. Head right to pull down the grapple point, then use the Master Build spot. Use the lift as Benny and then hack the terminal you made. Use MetalBeard to destroy all 4 silver locks to continue.

In the next room, take out all the robots and Micro Managers with MetalBeard. A drop ship will appear with a grapple point on it, pull off the panel with Batman. Grab another robot as MetalBeard and toss it at the target on the ship. The ship will crash, run over and use the Master Build spot beside it. Head up the steps as Vitruvius and walk over the ledges. Once you get to the far side, head left and use the Secret Knock spot. Climb up the steps as Benny and hack the terminal.

Controlling the robot, drop down to where MetalBeard is. Switch to him and pick up the robot, then toss it at the target on the wall. Climb on the lift and head up. Shoot the silver LEGO door and go through.

Jump over the the laser with Uni-Kitty/Wyldstyle and use the Master Builder spot on the left. Switch to Emmet and drill the cracked spot on the right. Use another Master Builder spot and use the bouncy pad to get over the next laser. Head left and use yet another Master Builder spot. Use the handle to launch and pull the chair. Go right to use ANOTHER Master Builder spot.

Now you have to punch the code in by jumping on the buttons on the calculator, just put it the number on the notepad (0.25697). Pull down the tinfoil with Batman to finish the level.

~ Characters Unlocked ~

Queasy Kitty, MetalBeard (Minifigure), FemBot, Ma Cop, Pa Cop, Robo SWAT (Armor), Robo Fed

--- Octan Tower ---

Before you continue, if you have 600,000+ studs I recommend going and grabbing

Red Brick: Studs x4 from The Old West. You need a firestarter character, the cheapest is 100,000 (Caveman) but I recommend buying Wiley Fusebot (125,00) because he is also an explosives character, so that's 2 bird with 1 stone. You also need 500,000 for the red brick itself. Scroll down to the Old West hub section to find details on how to obtain the brick. Multiplier red bricks stack so with both you'll get 8x studs!

Back in Octan Tower, use the wrench switch beside you where you start. Use the lift as an agility character and jump over using the twirl pole on the right side. Pull the switch to open the door. Head left and go towards the big line of robots to start the next level.

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-[STO11]  
= Level Eleven - Put The Thing On The Thing =  
= Studs required for "The Special" - 100,000 =  
=====

-- Characters: Emmet (Robot Disguise), Wyldstyle (Robot Disguise)

Head right at the the start of the level, and loop around to the open side of the room. To the left on the Instruction Build pad is a Master Build spot but you can't use it yet. Instead, smash the terminals just beside it. Build the pieces into a photo booth and hop inside to get a Photo ID. Pick it up and take it over the walkway to the right, and use it on the control panel there. Now head back and use the Master Build spot.

Head left and one of the robot lines will move ahead, allowing you to pass. Use the lift to head up. Drill the cracked robot, take out the robots and grab Instruction Page 1/3. Switch to Wyldsyle and build all the pieces to make a remote control bomb that will blow up the door. Head inside and push the twirl pole along the push track. Now use the twirl pole to cross over, then use the panel beside the door to allow Emmet to pass.

Drill another cracked spot and grab Page 2/3. Build the pieces into an agility plate and use it to cross over, then use the Master Build spot to make a ladder

for Emmet. Switch to him, go up and use another cracked spot for Page 3/3.

Hop down and build the subwoofer at the Instruction Build pad.

After that, fight some robots and then use the Master Build spot that appears.

You'll create a jukebox and start another dance mini-game. It's just like the first one, match the buttons as they hit the yellow circle for extra studs.

Remember to wait a split second for the flash on the button, as soon as you see

that hit the button and you should get "Awesome" every time. After you the

dance is over, head to the right side and drill another cracked spot and head inside.

In the next area, some robots and a Micro Manager will show up. Use Batman

to stun the Micro Manager with a Batarang. I found pressing B to use the

grapple point didn't work on the walkway, but you can hold X to aim at a

grapple point and do it that way. After that, pull grapple point on the cable and drill.

Now you need to cross the path to the right. The walkway has audio sensors so

you need to gently move the left stick to tip toe across. When a red panel is

on the panel in front of yours, jump over it to land on the other side (but

don't move too much or you'll set off the alarm). Continue doing this until you

get to the right side. There's a box you can push off a push track here so the

other character can cross. Pull off the cover and drill the second cable here.

Cross over the de-electrified walkway and repeat the process on the third

cable. Take out a Micro Manager, then go over another audio sensor path using

the same method as the first time. After the gantry is moved, repeat the

process yet again on the fourth and final cable. Cross the long walkway towards

the Kragle to continue.

In the new area, you need to hold X to aim at all the handcuffed characters

to release them, with either a Batarang or staff. After the Robo Skeletons

start spawning, switch to Wyldestyle and use the climb wall on the side of the



right Robo Skeleton spawner at the back of the room. Climb along the ledges to pull down a row of cells and smash open a wall. Use Emmet to repair the blue LEGO pieces. Hop on the cells and use the terminal as Benny.

You'll gain control of a Robo Skeleton. Head left and hold X to aim your laser at the gold LEGO support beam. Use MetalBeard's cannons to destroy 10 Robo Skeletons. After that, Lord Business will send out the Giant Micro Manager.

Switch to Vitruvius and throw his staff into one of the sockets. Swing on the staff as Wyldstyle to unscrew it. Repeat this for the other socket. Then switch to Benny/Robo Skeleton and use his laser on the gold pieces of the Giant Micro Manager. Switch to Batman, use the grapple point, then drill the cracked spot with Emmet to finish the level.

~ Characters Unlocked ~

Emmet (Robot Disguise), Wyldstyle (Robot Disguise), Bruce Wayne, Biznis Kitty, Executive Ellen, Robo Skeleton, Robo Swat (Laser)

--- Octan Tower ---

Head over to the left of the cell room and climb up the agility ledges. Pull down the rainbow bricks and build a catapult with them. Launch yourself then pull the switch. Pull the grapple point to reveal a terminal, go and hack it to start the next level.

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-[ST012]

= Level Twelve - Broadcast News =  
= Studs required for "The Special" - 100,000 =  
=====

-- Characters: Wyldstyle, Batman, Uni-Kitty, Benny

Take out the robots that come out of the elevator. The director will task you with following the monitors to produce the right sound effects. Simply jump to the displayed icons in order to play the right effects. Do this 3 times to continue. Take out some more robots. Now you'll have to set up the studio.

Head right and turn the handle on the camera. Then hit the target on the lights above. Head further right and smash the rainbow clothing. Build a butterfly which will put the mic in place. Now smash the red and white pieces holding up one of the walls to drop it. Push the camera along the push track, when it's in place turn the handle.

Switch to Wyldstyle and head to the far right, jump to the climb wall above the empty seats. Climb over to the gantry above the set. Push both lights along the push tracks to finish setting up.

5 robots will appear so smash them all. Use Batman to take out the Micro Manager that appears. Build the pieces into a laser and push it left to break all the gold bricks. Move into the room that opens and hack the terminal with Benny.

-- New Character: Bad Cop

Switch to Bad Cop and use his laser gun by holding X to destroy the 3 gold vases and the gold painting on the set. Build the pieces from the vases to complete the push track. Go to the corner part of the beige wall and push it to move it off the set. Pick up the handle, place and turn it to reveal the exit. Use Bad Cop's laser on the door to leave.

Now you'll be in the server room. You'll need to use MetalBeard's sword to pick up and smash 3 big servers. Move left to find the first server, mash X to smash it. Jump in the pit and use Bad Cop's laser on the revealed gold bricks. Stun the flying robot using a weapon. Use the Master Build spot (note: Use all 3 Master Build spots as Benny for an achievement/trophy).

Hop up the newly created steps to the upper left side. Head left and hack the terminal. This will create a path over for MetalBeard. Blow up all the Micro Managers then skewer the next server into the pit. Now repeat the process - use Bad Cop's laser on the gold section, stun the flying robot and use the Master Build spot. Afterwards, jump up to the top right, hack another terminal,

skewer another server with MetalBeard. Use the final Master Build spot to complete the level.

~ Characters Unlocked ~

Wyldstyle (Space), Sharon Shoehorn, Where Are My Pants? Guy, Dr McScrubs, Velma Staplebot, Good Cop (Scribble Face), Bad Cop

--- Bricksburg ---

If you have over 1,000,000 studs, I recommend grabbing the Red Brick: Studs x6 from Cuckoo Cloud Land. Scroll down to that section of the guide to read the details on how to unlock it. With the previous x2 and x4, you'll have a x48 multiplier!

In Bricksburg, head toward the construction site. To the right of the gate is a bulldozer with some rainbow bricks. Smash it and build a catapult, then launch yourself to start the next level.

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-[STO13]  
= Level Thirteen - Back From Reality =  
= Studs required for "The Special" - 100,000 =  
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-- Characters: Emmet (Master Builder), Blaze Firefighter

Drill out the cracked pieces on the left. Use the Master Build spot (which Emmet can now use) to clear the debris. Jump in the pool of water with the firefighter to replenish his extinguisher. Put out the fire blocking the doorway, and go through it. In the next area, drill through the cracked pieces and stand on one side of the pit to make the rolling Micro Managers fall in and rescue Gail.

Switch to her and run to the right. Jump on the agility ledge to take out the flying Micro Manager. Go past where it was into the next area. Fight some robots, then drill the cracked spot on the back of the truck to make a pool of water. Refill the firefighter's extinguisher and use it to put out all the fires on the stairs.

Switch to Gail and jump on the conveyor belt. Move right and go up the climb wall. Hit the ladder beside it to let the other characters up. Put out some more fires to continue your progress. You can smack a water cooler in the corner of the building to make another pool of water to refill your extinguisher.

On the higher level, take out some robots then hide behind the gold pillar. A Micro Manager will use his laser and destroy it. Use the Master Build spot as Emmet. Turn the handle on the dual catapult to take out both Micro Managers.

After the building falls over, repair the broken blue gears beside you. Jump into the elevator shaft and push the elevator to the right. Hop out of the shaft at the next doorway. Jump up both climb walls on the right then smash the toilet to make a pool of water. Refill the extinguisher and put out the fires on the right side and move through to continue.

In the next area, cross over the walkway. Head to the left and drill the cracked spot to make a pool of water. Refill again and put out the fire on the left side here. Pick up the valve handle and put it on the cement mixer and turn it. Get behind the vehicle and push it all the way to the right over the new push tracks. Now head to the right side of the area and put out the other fires. Repair the lift with a wrench and go up to drill the cracked spot.

Now you can jump up to the climb wall on the crane with Gail. Head up and turn the handle to lower the crane arm. Go back to the Master Builder spot in the middle and use it as Emmet to complete the level.

~ Characters Unlocked ~

Emmet (Master Builder), Astro Kitty, Blaze Firefighter, Garbageman Grant, Ice Cream Mike, Robo (Construction)

--- Bricksburg ---

Use the Master Build spot right beside where you start to build some stairs, head up them and walk towards the mech to start the next level.

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-[STO14]  
= Level Fourteen - Bricksburg Under Attack =  
= Studs required for "The Special" - 100,000 =  
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-- Characters: Emmet (Mech), Superman

You'll be on a Bricksburg street with a bunch of Micro Managers in front of you. Head forward, smashing them as you go - Emmet's Mech makes short work of them. Along with the regular X attack, you can hold X to target far away enemies/objects to smash as well. You can also grab cars and objects with B to throw.

At the end of the street, a giant tube smashes through a building and blocks the way. Switch to Superman and use his laser vision by holding X to destroy the gold section of the tube. Superman is a FLYING character, so you can double tap A to flying, and double tap A while flying to get a small speed boost. A fuel tank will fall from a building, go back and grab it with the Mech. Mash B to pick it up, aim and throw it with X. Continue down the street.

-- New Character: Green Lantern

Superman leaves when Green Lantern shows up in the next area. Head over to the big truck across the street and smash it. Inside are special green LEGO bricks that only Green Lantern can use. Switch to him and build the pieces to smash the big red tube. Pick up part of the truck and throw it at the tube using the Mech.

-- New Character: Wonder Woman

Wylstyle and Benny will show up with Wonder Woman on the rooftop. Take out the robots, and use Wonder Woman to destroy the Micromanagers. She can toss weapons and pull grapple points just like Batman (she can't pull herself up from grapple points, but she can fly which pretty much makes up for that). After taking them out, switch to Wylstyle and use the Master Build spot. After upgrading the van you'll get some twirl poles to use. Head up and follow the

ledges to the aerial. Build the pieces into a terminal and hack it.

Use the rocket robot to aim and blow up the silver LEGO section of the tube.  
Switch back to Emmet and pick up the other half of the truck to toss at the exposed section of the tube and complete the level.

~ Characters Unlocked ~

Superman, Wonder Woman, Green Lantern, Plumber Joe, Garbagegeman Dan, Kabob Bob, Taco Tuesday Guy, Robo (Demolition)

--- Bricksburg ---

With the flying ability now available to you, you can head back to Octan Tower hub and get the Red Brick: Studs x8 if you wish. Head down to that section of the guide to find more details. With the previous multipliers, you'll now get x384 studs!

In the Bricksburg construction area, use Emmet (Mech) to pick up the piece chunk of building and toss it at the target to start the final level.

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-[STO15]  
= Level Fifteen - The Final Showdown =  
= Studs required for "The Special" - 35,000 =  
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-- Characters: Emmet (Mech), Mega Kitty

It's time for the final showdown! You once again get to use Emmet's Mech, as well as a permanently angry version of Uni-Kitty.

First off, take out 2 Micro Manager Walkers and 3 regular Micro Managers.  
Switch to Mega Kitty and hold B to use a fire beam that can destroy gold LEGO.  
Aim it at the back of Lord Business' spider bot and take out a bunch of panels (dodging the incoming missiles if needed). Smash 3 more walkers, then 5 rolling Micro Managers and 3 flying ones. When the spider bot turns its head, destroy the rest of the gold panels. A special guest will appear and drop a big chunk of building for you. Pick it up with Emmet's Mech and toss it at the spider bot.

On the second tier of the fight, move forward and destroy 10 flying Micro Managers as Emmet. Switch to Mega Kitty and destroy more gold panels. Some robots show up on Mega Kitty's side so destroy them all, 2 walkers and 2 flyers. Destroy the rest of the gold panels. Pick up the fuel tank as Emmet and toss it at the weak point.

Now for the third and final tier. Smash more robots while dodging the legs of the spider bot. Eventually a leg will get stuck in the ground. Attack it while you have the chance. Watch out for incoming missiles indicate by the red targeting circles on the ground. After the bot gets another leg stuck, smash the leg some more. Repeat once more and you should have broken one of the legs. Pick up the broken leg and toss it at the weak point.

He'll attack with the remaining leg once more, when it gets stuck smash it, pick it up and toss it again. Now move close to the box and mash B to pull it down. Wail on the bot until it's destroyed! Congratulations on finishing The Lego Movie Videogame!

~ Characters Unlocked ~

Vitruvius (Ghost), Gandalf, Gordon Zola, President Business, Lord Business (Minifigure)