

# Planet order

Basically (Storywise): Bogano -&gt; Zeffo -&gt; Kashyyyk -&gt; Zeffo -&gt; Kashyyyk -&gt; Dathomir -&gt; spoiler stuff that I won't write because I do not know if you have already beat the game. (Collection wise): skip everything (unless it is right in front of you) until you finish Kashyyyk. Then Kashyyyk -&gt; Bogano -&gt; Zeffo -&gt; Dathomir -&gt; Spoiler Stuff.

Visit the planets in whatever order you like. The "usual" order is Tatooine, Kashyyyk, Manaan, and then Korriban. (As other have already said.) And that works fine. Here's some specific advice: The bad guys on Tatooine have no resistance to Force powers, so it's an easy win for lower-level parties.

I love the mechanics of KOTOR2 except for the inscrutable, murky-as-heck influence stuff. Anyway, the walkthrough orders the planets in this way: Dantooine, Nar Shaddaa, Dxun/Onderon, Korriban, and then back to Onderon. This order has worked well for me each time. I can maximize influence with any companion that I choose, and the Exile is ...

Tatooine, Kashyyyk, Manaan, Korriban. Step 1: Go to Tatooine to pick up a friend. Ditch Tatooine: Go to Manaan and chill with the fishy Bois until Malak wipes out the galaxy. I like to start with Tatooine as I feel the swoop race makes you a ton of credits if you need to buy things.

The suggested order is actually the exact order Bastilla lists when you first find the Star Map. If memory serves, Tatooine, Kashyyyk, Manaan, Korriban. I also recommend stopping by the Yavin Station after each map, as it has its own little story going on, the best sellback rate in the game, and some ridiculously OP equipment by the time you ...

Advise for newbie best order for visit planets. I think. Calidor - malachite for object 2 tier (like medium solar panel) + found on planet surface generators + many solar energy, also wolfram for better instruments. Novus - Lithium for better batteries + iron for better modules. Glacio - Titanium for better storage.

Including a recommended planet order here. Now, in terms of story progression, I think the key is to balance the recruiting of party members and having access to influence opportunities with disjointed locations/quests. To that point, I think playing through one planet and then leaving to start another, even if doing so to maximize influence ...

Then I do Nar Shaada, Onderon II, Dantione, Korriban. I feel the order in Kotor2 matters less than in 1 because 3 of the planets give you crew members, while in Kotor 1 two did. I think no matter what though Korriban should be last though. Dantooine (Easy way to get Lightsaber) Nar Shaddaa (Get most of the companions) Dxun/Onderon Korriban ...



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The order isn't as important in the Beta as it was in the Alpha. It really only changes the level scaling of each planet. And since the Alpha ended at the end of Act 2, you had to choose the order to make space combat more viable. Especially with an un-upgraded ship. You don't lose a planet, or even rewards, for doing them in a different order.

Nowadays I go to Eurac V, then Rykad Minoris, then the monastery, then prison. My logic is you want to recruit companions first and leave the location with nobody of importance for later. Main quest in act 2: first Footfall (duh), then Janus (get Yrliet (if you want to)), then Dargonus, then Kiava Gamma. Honestly I don't think these matter at ...

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