
Lego Pirates Of The Caribbean London Town

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SETTING SAIL FOR LONDON: AN OVERVIEW OF THE LEVEL

The **Lego Pirates Of The Caribbean On Stranger Tides London Town Walkthrough** is your essential guide to navigating one of the most charming and deceptive levels in the game. Set in the foggy, gaslit streets of 18th-century London, this level kicks off the events of *On Stranger Tides* with a blend of light puzzle-solving, stealth-like sequences, and signature Lego humour. You play primarily as Jack Sparrow, fresh from his escape from King George's men, and your goal is to make your way through the city to the docks – all while avoiding redcoats, breaking objects, and collecting every last stud.

This walkthrough will break down the entire level into manageable sections, highlight all hidden collectibles (including the elusive Minikits and Red Bricks), and offer pro tips for achieving the coveted “True Pirate” status. Whether you’re a completionist or just want to get through the story with minimal frustration, this guide covers every corner of London Town.

Getting Started: The Street Chase

The level begins with Jack Sparrow fleeing from a group of soldiers. The game immediately teaches you basic movement and combat. In this opening section, follow the linear path down the street. You’ll encounter a few redcoat guards – use the attack button (typically “X” on PlayStation or “A” on Xbox/pc equivalents) to knock them apart. They drop studs, so always pause to smash them.

As you progress, you’ll see a horse-drawn carriage. Approach it and interact to jump aboard. The carriage sequence is purely cinematic – just sit back and enjoy Jack’s witty remarks. After the crash, you’ll be in a narrow alley. Here, you need to build a simple structure from Lego bricks scattered on the ground. Look for the glowing pile of bricks, hold the build button, and a climbing crate will appear. Use it to reach a rooftop.

Tip: Do not rush past the piles of breakable objects (lamp posts, crates, barrels) in this area. They contain studs that contribute to your total. Also, listen for the subtle audio cue that indicates a hidden item is nearby.

Navigating the Rooftops: Avoiding the Redcoats

Once on the roof, you'll encounter a classic Lego platforming challenge. You must jump from one rooftop to another while avoiding the searchlights of patrolling soldiers below. There is no real penalty for being seen – you just get swarmed and have to defeat a few enemies – but staying hidden makes the section faster.

Follow the line of blue studs on the rooftops. They act as a subtle guide. At certain points, you'll need to use the "grab" function to swing across gaps using hanging lantern hooks. Be precise with your jumps; the camera can be a little tricky in this vertical environment. If you fall, you'll land in a courtyard with a few guards – defeat them and look for a ladder or set of barrels that can be rebuilt to climb back up.

Collectible Alert: On the second rooftop from the start, look for a small, glowing **Minikit** tucked behind a chimney. You must break a wooden crate to reveal it. This is the first of ten Minikits in the level.

The Pub Brawl: A Spirited

Interlude

After navigating the rooftops, you'll drop down into a bustling tavern – the "Ye Olde Sailor" pub. Here, the game shifts to a combat encounter. Multiple enemies will attack, including a larger "Tough" enemy that requires two hits to defeat. Use quick attacks to stun smaller foes, then focus on the tough one. Defeating all enemies triggers a short cutscene where Jack acquires a bottle of rum (a recurring item in the game).

This room also contains a puzzle: a locked door that requires a key. The key is held by a soldier who appears after the brawl. Once the fight ends, look for a soldier cowering behind a bar – knock him over to get the key. Use the key on the door to progress to the back alley. Inside the pub, break all the furniture and the dartboard – they yield a surprising number of studs.

The Underground Passage: Using Your Compass

The back alley leads to a manhole cover. Interact with it to enter the sewers of London. This underground section is linear but features a few environmental puzzles. The first one: a broken pipe is leaking water. To proceed, you must find a Lego piece that fits the pipe. Look to the left – there is a pile of bricks. Build them into a valve wheel. Turn the wheel to stop the water leak, then jump across the now-dry channel.

Further into the sewer, you'll encounter a locked gate. The mechanism requires two pressure plates to be pressed simultaneously. Unfortunately, Jack is alone here. The solution: locate two large crates nearby. Push one crate onto the first pressure plate. Then, stand on the second plate yourself. The gate will open briefly – quickly roll through (use the dodge button) before it closes. If you fail, just reset and try again.

Red Brick hint: In the same sewer section, keep an eye out for a shimmering wall on the right side. Using a character with digging ability (not available until Free Play) you can access a hidden room containing a **Red Brick** that doubles studs earned. Make a mental note of its location for later replay.

The Royal Theatre: A Stage Entrance

Upon exiting the sewers, you emerge behind a theatre. The way forward is blocked by a high wall. The solution: use the nearby props and scenery. There is a pile of bricks that can be assembled into a springboard. Jump on it to reach a hook on the wall. Swing across to a balcony. Inside the theatre, you must navigate backstage – this area is a maze of curtains, ropes, and trapdoors. The correct path is to follow the red curtains. Ignore side doors for now (they lead to small rooms with studs only). At the end, you'll find a trapdoor that drops you onto the stage itself.

On stage, a play is in progress. Soldiers are performing a mock

sea battle. This area is non-combat – just walk behind the soldiers (use the stealth approach) and exit through the stage-left door. If you walk onto the stage in front of the cannon, the cannon will fire and knock you down – it's funny but avoidable.

The Docks: Final Sprint to the Ship

The final area of the level is the London docks. Your objective is to reach the gangplank of a ship before the soldiers catch up. A timed chase sequence begins: run forward avoiding obstacles – crates, hanging nets, and sailors. Do not stop. If you get blocked, quickly smash the crates in your path. The timing is generous, but failing means restarting from a checkpoint. On your first attempt, focus purely on forward movement. For bonus studs, you can deviate slightly to smash barrels, but the primary goal is to reach the ship.

Once you board the ship, a cutscene triggers the end of the level. Jack sets sail for adventure, and the credits for the “London Town” chapter roll.

Collectibles and Completion

Guide

To achieve 100% completion on this level, you need to collect all ten Minikits and any Red Bricks, plus unlock the character token (Gibbs is often found here in Free Play). Here's a quick sequential list of all Minikit locations:

1. After the first carriage crash, before climbing the ladder – behind the crates on the left.
2. On the second rooftop, hidden behind a chimney (as mentioned above).
3. Inside the pub, on the bar counter behind a bottle rack – break the bottles.
4. In the sewer, in a side chamber to the left after the water puzzle.
5. Behind a painted backdrop in the theatre backstage – use a character with torch (like a lantern) to burn a rope.
6. On the theatre stage, beneath a trapdoor that you can open by stepping on a pressure plate backstage.
7. In the dock area, inside a locked crate – you need a key (found near the end of the chase sequence, but easier in Free Play with a key character).
8. At the very end, just before boarding the ship, to the right

of the gangplank, inside a stack of barrels.

9. During the chase sequence itself – on a balcony you can jump to if you pause briefly (risky but doable).
10. After the level, in the bonus level area (if you collected all nine in the main level, the tenth appears in the hub).

Free Play Tip: Many of these require characters with specific abilities: a swimmer for underwater parts (though London has none), a digger for the sewer wall, and a character with a key for the crate at the docks. Unlock these by replaying the level after completing the story.

Conclusion

Mastering the **Lego Pirates Of The Caribbean On Stranger Tides London Town Walkthrough** not only gets you through one of the game's most enjoyable story levels but also rewards you with valuable collectibles that enhance your gameplay experience. From the vibrant streets to the murky sewers and the grand theatre stage, "London Town" is a showcase of Lego game design: simple puzzles, light combat, and plenty of humour. Use this guide to sail through with a full cargo of studs, and you'll be well on your way to becoming the most notorious pirate in the Lego Caribbean.