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I did it a little differently than anyone else, I just picked up the pencil and ideas started flowing. So here it is Star Wars lovers, the cheapest aka free Star Wars light saber. It's so cool you could even ATTACK people with it, but no actual harm will be done. It is 100% safe. If not satisfied it is safe after reading all the steps, please ask a parent if it is safe or not. Today these light sabers are the new hot thing. Sure, you have to pay money for the toy ones. But why not have more fun with this? The toy ones are made out of hard plastic with may hurt. But this is a soft material kind.You basically need a - pool noodle - sheet of paper- sharpie - tapell you don't have these things, I know where to get them for cheap.Go to dollar store or five below and get all those items for 1 dollarDraw something really random on that sheet of paper, BUT Remember to turn that paper sideways. You can draw triangles, squares - or even circles... Or maybe a little line. But just remember, the more drawings, the more coolerColor the images you drew black with a thick black sharpie until you are completely satisfied. You may keep adding more images. Just remember not to color in the same spot too many times or it will bleed through.Do exactly what the images are doing up above. At the end add tape to keep it from fallingYou can bend it twist it turn it. Prank your little brothers or sisters, pretend to hit yourself it's up to you. Star Wars superfans have made names like Luke and Leia popular ever since the first Death Star exploded back in 1977. And while you'd be hard pressed to find a person willing to name their kid Jar-Jar, even more offbeat names like bad-boy Jedi Anakin have found their way into the top 1000. Based on the current cast list for the latest installment, The Force Awakens, you'll find plenty of names to love amongst the new characters added to the universe. Here's our rundown of some of the most wearable picks from a galaxy far, far away. Anakin Yep. Darth Vader's real name has become a thing. It was one of the biggest risers in the past year, and now sits in the top 1000 names for boys. Amidala Anakin's bride bore this last name, an Italian moniker that means beautiful flower. Ahsoka The Jedi apprentice of Anakin, who goes on to fight with the rebellion, Ahsoka was one of the coolest characters in the Clone Wars TV series. Her name doesn't pop up anywhere, but it feels like a blend of Aska and Sofka, Eastern European variants on Anna and Sophia, respectively. Ben Fan favorite Jedi master Obi-Wan Kenobi goes undercover as Ben when the Jedi are exiled. It's a simple name that means son. Cody Commander Cody is a Clone Wars hero (and a clone)—and a name that's currently in the top 200 for boys. Ezra Whoever is picking names for Star Wars Rebels is skipping some of the goofier names foisted upon characters. (No Porkins for a chubby fighter pilot here!) Ezra Bridger is the hero of the series, a young boy working with the rebellion and the Jedi apprentice of Kanan. And Ezra is currently on a huge uptick and nearing the top 100 names. Finn The Force Awakens is full of wearable baby names, and Finn, the name of the hero of the new story, is a top 250 name for boys, and is also being used for the ladies as well. Han The coolest rogue in the galaxy, Han Solo's name is the name of one of the most important dynasties in Chinese history. Hera This Star Wars Rebels heroine is a skilled pilot and sports a name also used for the Greek goddess of the home and family (wife of Zeus). Kanan This Rebels character is one of the last remaining Jedi, and a rebel leader. His name is actually an Arabic favorite that means merchant. Kylo Kyo Ren is the big baddie in the upcoming Force Awakens, and given that his name is just ever-popular Kyle with a trendy "o" ending, expect this name to gain traction fast. Landon Cloud City leader Lando Calrissian was the first to get a name that's a twist on a popular baby name—Landon is currently in the top 50 in the U.S., while Lando was only given to nine boys last year. Leia Carrie Fisher's gun-toting, imperious princess was the forerunner of today's tough-as-nails, rescue-themselves Disney princesses (like Merida, Mulan, and Rapunzel). Leia is a variant spelling of Leah, which means weary. Luke The hero of the first Star Wars trilogy, Luke Skywalker helped propel his moniker to the top 100 for the past nearly 40 years. (It's currently in the top 40.) Luminara Luminara Unduli is a fan-favorite Jedi—a strong warrior dressed in black, whose name is a variant on the Latin word for light. Mace This name has strong roots, as a type of weapon—and as one of the toughest Jedi out there, Mace Windu (played by one of the toughest actors out there, Samuel L. Jackson). Owen Luke's uncle, who cared for him after Anakin became Darth Vader, has a name that's currently in vogue—it means "warrior," and it's in the top 50 names in the country. Padme Mom of twins Luke and Leia, and Anakin Skywalker's secret lover, Padme is an alternate spelling for Padma, a Sanskrit name that means lotus flower. Poe Poe Dameron is a fighter pilot in the new Force Awakens movie, who helps fight against the revitalized Dark Side. The name could also be a homage to the master horror author, Edgar Allan Poe. Rex Another top Clone leader from the animated series The Clone Wars, Rex is a Latin name that means king. Rey The Force Awakens is the story of this heroine, a scavenger on the planet Jakku who is rumored to be the daughter of Han Solo and Princess Leia. Sabine Sabine Wren is part of the Rebels crew, and a master of many weapons. While the name fits the current trend toward "ine" names (think Evangline, Clementine, Emmeline, Delphine), its connection with the legendary story about the "Rape of the Sabine Women," when Rome's early founders abducted wives from neighboring tribes, may make it a less-popular option. Thanks for your feedback! It's finally here: the first trailer for Star Wars: The Last Jedi. The video was released during today's Star Wars Celebration in Orlando, Florida during a panel with the film's director, Rian Johnson, and Lucasfilm President Kathleen Kennedy. The production picks up where 2015's Star Wars: The Force Awakens left off and stars Mark Hamill, Adam Driver, Lupita Nyong'o and Oscar Isaac, among others. Carrie Fisher, who passed away back in December after The Last Jedi finished shooting, will also appear in the film. The movie hits theaters on December 15—let the countdown begin. Review InformationTime played: 20 hoursPlatform played: Xbox One XWe've been waiting a long time for a good single-player Star Wars game. It's been more than 10 years since The Force Unleashed and, with the exciting Star Wars 1313 canned in the meantime, it's been a difficult decade for fans who are just begging to get their mitts on a virtual lightsaber. Luckily, Respawn Entertainment has finally come through with a narrative-led, Uncharted and Dark Souls-inspired Star Wars game in Fallen Order, which also turns out to be embedded in official universe canon. So, given the heavy millstone around its neck, does Fallen Order buck the pressure or end up being a muddy collection of trending influences? A new hope?It certainly feels like a Star Wars game - but something is missing (Image credit: Respawn Entertainment)One thing is for certain. As soon as you start your journey, you'll get the impression that Fallen Order understands and respects the hallmarks of Star Wars. Intricate material details and cinematic framing litter each scene. Watching the heavy rain as it trickles down and pools at the bottom of a vibrant roof, enjoying a glorious vista as the orchestra comes in... it feels very in tune with the movies and respectful of the source material.The score, in particular, is extremely Star Wars, even making unimportant conversations feel like they're worth tuning in for. The opening sequence of the game stands out for the way it introduces Cal's powers seamlessly but, not soon after, Fallen Order flips a switch and drops you into Metrodvania style environments that reward careful exploration. Unfortunately, it didn't take very long until we were craving more of the unpredictable Star Wars set pieces that the game frontloads in the opening. The main meat of Fallen Order is this lonely, explorative attrition against the game's tricky enemies, which range from stormtroopers to fantastical bog rats and tomb defending mechanicals. They all look the part, but the non-humanoid character designs could be from any soulslike and we wouldn't bat an eyelid. Carving your way through each planet feels like taking your first steps out of Firelink Shrine, though the world isn't linked like Lordran but more traditionally split into worlds from Star Wars lore. Some of the planets quickly blend into one palate of lush jungle, but Dathomir and Kashyyyk stand out on their own given the rich lore behind them. We did appreciate how Cal's ship The Mantis serves as a North Star and is visible in some places from where you're fighting, anchoring your location on the map. It's a nice touch.Want to catch up? Here's how to watch the Star Wars movies in orderA disturbance in the force Fallen Order's combat is great but we want some more exploration (Image credit: EA)This disconnected style doesn't do Fallen Order any favors, but it helps to elevate the Metrodvania elements of the game, which have you returning to each planet after the fact with newfound powers. This allows you to pick up new collectable items as well as fancy force skills.A lot of the context hiding in these nooks and crannies is well written and will delight the die-hard fans, but it can start to seem like set dressing for the sake of it, given how much of it there is. Perhaps if Respawn reigned in the collectables, and made them more specialized, it would be more rewarding, but there are just oodles of inexplicable cosmetic upgrades to find like poncho colors and lightsaber hilts. It pales in comparison to Dark Souls' archaeological storytelling via item descriptions and artefacts. Eventually, we just gave up on collectables unless they had a statistical buff tied to them. Anything else felt pointless. We understand that Respawn needs to find a way to usher players down every nook and cranny, but if it's just there for the sake of it then why does it need to be there? The rest of the game seems to relish in the 'Design by Subtraction' style with a gorgeous minimalist HUD and hands-off approach, which is why this design choice confuses us so much. Perhaps a gear system was scrapped or deemed too ambitious, but the point of urging players to explore is to reward them with something and, unless you find things that can help you or the lore echo's, it's a fool's game. Too many Cantina cooksWe wish we were more invested in Fallen Order's story (Image credit: Respawn Entertainment)As you can imagine, the Uncharted and Dark Souls parts of Fallen Order feel very disparate. In our eyes, they should have been intrinsically connected if Fallen Order wanted to be more than just the sum of its influences, which it wears very proudly on Cal's poncho sleeve. The climbing animations and the process of using obstacles to preface and constrain story beats are ripped from Uncharted, and whilst this can't be a bad thing, we were waiting for the moment where Fallen Order would use its stellar source material to go beyond the confines of typical Naughty Dog storytelling. It's good fun, sure, but some of the dangerous mishaps could use a bit of galactic flair. Puzzle-wise the game provides a few interesting rooms but Fallen Order seems to have a problem with signposting. You can easily end up lost or stuck, feeling frustrated for quite some time even with the hints from your charming robot companion BD-1. There were a few puzzles where we found the solution or the next area by mistake, the worst of which is a pile of rubble you have to push through to get to the next area - you'd have no idea it was where you needed to go unless you rubbed Cal's body against every wall. We found combat to be frenetic and more Bloodborne than Dark Souls, with a surprising amount of work being done by the haptic vibration in the Xbox One controller. You can feel the heft of Cal's lightsaber when he's cleaving through rats and troopers, and the way he leaps and jolts around enemies in combat feels as fluid as Sekiro. Fallen Order boasts FromSoftware-style combat and it's a welcome surprise (Image credit: Respawn Entertainment)This is easily Fallen Order's best offering and a fantastic surprise. Learning how to unravel an enemy with your lightsaber and combining force abilities to deal damage is so much fun. Reflecting blaster bolts has similarly never felt as satisfying, though we think The Force Unleashed still has it beat when it comes to wreaking havoc in giant combat arenas, as Fallen Order only really has you fighting small groups at once. By having four difficulty levels the game is certainly more accessible than Sekiro, but it also can't find a challenging midpoint like FromSoftware games do. We've been mostly playing on Jedi Master, but at some points, it just feels unfair, whereas Jedi Knight is far too easy. It means we were switching difficulties when the enemy challenge started to spike at random, which isn't really what you want from a Soulslike, it hampers half the fun. The 'bonfire' placement is also ineffective, and usually, you can just run past a group of enemies to get to a safe point and cheese them from behind. Just having the option is far too tantalizing.Performance-wise the game chugs hard, even on the Xbox One X, so much so that we decided to stick it in Performance Mode, a necessary option that drops the game to 1080p and improves the frame rate, an essential feature of a game that is very much about timing. Hopefully, this will be patched in the future but at the moment, the game performs below the standard you might expect, which is especially disappointing on a device that is built for untapped 4K.Mannequin SkywalkerCal certainly isn't on par with previous Star Wars protagonists (Image credit: Respawn Entertainment)Unfortunately, the writing is a bit predictable and Cal Kestis is an extremely dull protagonist. The way he brandishes his lightsaber in an early section of the game after losing a friend is certainly noble but completely reckless and unbelievable. If he cared about being a fugitive, he would have kept it sheathed and not let his emotions overcome him. He's an emotionally predictable character and, unbelievably, one of the first things he does in the game is to pick up a guitar and play with his eyes closed like he's some insufferable bro at an after-party. This would be fine if the wider story could carry him, but it almost immediately slams the brakes as far as the fugitive premise is concerned, sending you on an adventure to find ancient Jedi secrets. It's nothing more than an excuse to push you through the game, and Cal is mostly on the front foot, which feels unnatural given the way his story is staged. What's criminal is that with one of the most lore-rich properties in the world, Fallen Order fails to acquiesce any truly ambitious plot threads. It's a hero's journey with a few interesting twists. The inclusion of characters from wider Star Wars lore and attempts to coax out some backstory from its locations is admirable, but it just doesn't have the emotional pull. The joyous gameplay of the semi-scripted opening sequence does return in spots, our favourite being freeing the wookiee slaves from Kashyyk, which involves clambering up an AT-AT, Shadow of the Colossus-style. Sadly these moments arrive in an intermittent fashion, making all the lonely gameplay that surrounds the set pieces feel bloated. The story itself is passable as a Star Wars sideshow, but we were clamoring for something that stood boldly on its own - akin to BioWare's KOTOR series.The issue is though, despite all its flaws, we kept pushing through and enjoying the challenge as Fallen Order ramped up the difficulty and sent us on an interplanetary adventure. If you like soulslike games or adventure titles like Uncharted, Fallen Order feels like comfort food, especially if you ignore the chaff and focus on perfecting the incredible combat. It's just a shame it's so safe given the immense potential. Verdict(Image credit: Respawn)Fallen Order is a faithful Star Wars game with a safe story and some puzzling design choices, but at the core of the experience is a Souls-lite platforming puzzler with a truly fantastic combat system. Respawn's action-adventure best realizes the childhood dreams of many fans who have grown up wishing to wield a lightsaber, so whilst the set dressing and characters can't meet the bar set by the cinematic universe, it's a perfectly complementary sidecar. If you'd like a single-player narrative adventure in a beloved world (an increasingly rare gambit nowadays) then it's hard not to recommend Fallen Order in spite of its current performance issues. Crucially, the formula at the core of the game is very addicting and well made, even if a lot of what surrounds it is a letdown. The Jedi' in Star Wars Jedi: Fallen Order acts a lot like a SithTODAY'S BEST DEALS

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