

<http://www.replacementdocs.com>

starwars.com

swstarfighter.lucasarts.com



© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

80481.226.UK



LUCASARTS ENTERTAINMENT COMPANY PRESENTS

# STAR WARS JEDI STARFIGHTER



## FORCE POWERED

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

### Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

## TABLE OF CONTENTS

GETTING STARTED .....	2
DEFAULT CONTROLS .....	2
PLAYING THE GAME .....	4
OPTIONS .....	6
COCKPITS .....	8
PILOTS AND SHIPS .....	10
FORCE POWERS AND THE JEDI STARFIGHTER .....	11
COOPERATIVE PLAY CHARACTERS .....	14
CORUSCANT TERRITORY CAPTURE .....	16
HINTS AND TIPS .....	17
CREDITS .....	18
PRODUCT LICENSE AGREEMENT .....	22
CUSTOMER SUPPORT .....	25

## INTRODUCTION

As the political tension between the Republic and the secessionist movement led by Count Dooku intensifies, Dooku makes a secret deal with Captain Cavik Toth, a young and ambitious ally of the Trade Federation who hopes to take control of the resource-rich Karthakk system.

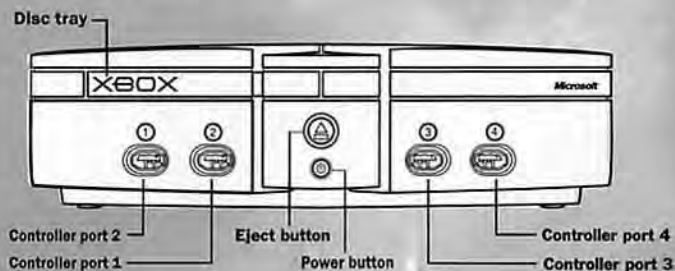
Aware that the vital Karthakk system might join with Dooku and further strengthen his coalition, the Jedi Council looks for a way to ensure the system doesn't fall into his hands. So far, the only resistance to Toth has come from the alien pirate Nym, still fighting to reclaim his home base on Lok from the Trade Federation. Concerned that the system may still be vulnerable to Toth's machinations, Mace Windu asks Jedi Master Adi Gallia to travel to Karthakk in the new prototype Jedi starfighter.

Now, as the very existence of the Jedi Knights and the future of the galaxy hangs perilously in the balance, Adi Gallia and Nym forge an alliance to fight Toth, his Sabaoth Squadron, and the underhanded Trade Federation.

May the Force be with you... and this time it truly is.

## GETTING STARTED

### USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Star Wars™ Jedi Starfighter™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Star Wars Jedi Starfighter*.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

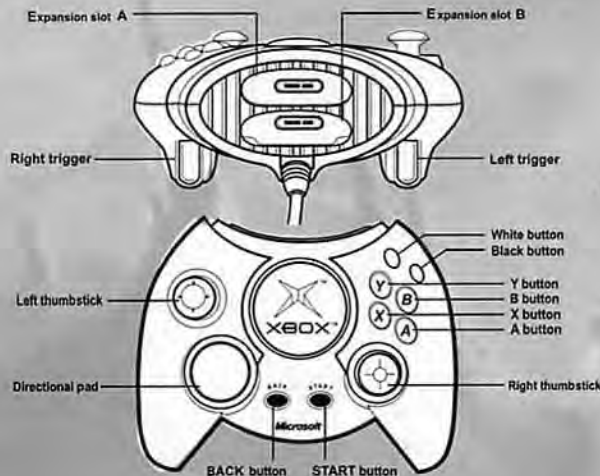
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## DEFAULT CONTROLS

### USING THE XBOX CONTROLLER

1. Insert the Xbox controller into any controller port of the Xbox console.
2. Use the hard disk if you wish to save your progress.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox controller to play *Star Wars Jedi Starfighter*.



**Right Trigger:** Boost

**Left Thumbstick:** Control of ship's nose. Push forward to move nose down, pull back to move nose up.

**Directional Pad:** Has two uses: Communicate with wingmates (press and hold the White button + a directional button) or select between secondary armaments/Jedi Force powers.

**Left Trigger:** Brake

**White Button:** Press and hold in order to use directional pad to communicate with wingmates. (See Wingmate Commands on page 4 for more information.)

**Black Button:** Target nearest opponent or opponent who most recently shot you. Press repeatedly to cycle through enemy targets.

**Y Button:** Target ship in sights.

**NOTE:** Press and hold to activate Sensor Targeting System, which will highlight all targets in the area. While holding down the button, you can move your sight over any craft and it will automatically become the selected target. The transparency of the Sensor Tracker indicates the distance a craft is from your ship (ships further away are fainter than those closer to you).

**B Button:** Fire secondary weapon (if applicable) or activate the Force (Jedi starfighter only). See Force Powers under the Jedi starfighter description on page 11 for important information on how to wield the Force. **HINT:** Timing is everything.

**X Button:** Sniper View (Press and hold to zoom in.)



**A Button:** Fire primary weapon.  
Hold down for continuous fire.

**Right Thumbstick:** Push stick left or right to roll. Click the Right thumbstick to auto-level ship on terrain missions.

**BACK Button:** Toggle between In Cockpit and Chase Camera View.

**START Button:** Pause Menu

### Selecting Secondary Armaments

Normally, pressing the directional pads selects between secondary armaments if more than one is available. When you start the game, you will not have access to all the armaments, although they will become available to you as the story progresses. The secondary armaments for each ship are as follows:

#### Jedi Starfighter Force Powers

- ▲ Force Shield
- ◆ Force Lightning
- ▼ Force Reflex
- ◆ Force Shock Wave

#### The Havoc

- ▲ Energy Bombs
- ◆ Cruise Missiles
- ▼ Cluster Missiles
- ◆ Proximity Mines

#### The Zoomer

- ▲ Heavy Cannon

#### The Freefall

- ▲ Mechanised Drone Fighters

#### Wingmate Commands (All Ships)

Wingmate commands can be issued on all appropriate missions by pressing and holding the White button while manipulating the directional buttons. These commands are the same for all ships:

- White button + ▲ "Attack My Target!"
- White button + ◆ "Protect My Target!"
- White button + ◆ "Report In!"
- White button + ▼ "Protect Me!"

## PLAYING THE GAME

Upon starting *Star Wars Jedi Starfighter*, you will be presented with the Save/Load screen. You can save in any of the eight slots on the hard disk. This menu will let you select where to save. Press the B button if you do not want to save your game to the hard disk, or select a location and press the A button to continue.

If you have a previously saved game, you will be able to load it at this point by scrolling through the list of saved games and pressing the A button. If this is your first time playing and no saved games exist, you will be asked to create a new saved game. Select a save slot and press the Y button to create a saved game and continue to the Main Menu. You can elect to play without saving by pressing the B button until you reach the Main Menu.

Once at the Main Menu, you can move between options by pressing left or right on D-pad. The options, which can be selected by pressing the A button, are as follows: Story Missions, Bonus Features and Options.

### STORY MISSIONS

This option takes you to the Mission Selection screen to start or continue a game. Before starting a mission, you'll be prompted to choose the mission difficulty (see below).

#### Mission Selection Screen

*Star Wars Jedi Starfighter* includes 15 story-based missions. Each mission beyond the first is unlocked when you complete the previous mission. The missions are organised into three acts and a set of Training Missions. You can decide to start the Training Missions (see next page) or directly begin the game's first act.

If you have completed more than the first mission, press left or right on the D-pad to select the mission you want to play. Press up or down to choose between the different acts (if unlocked) and the Training Mission section. Press the A button to confirm. The game will automatically save your mission progress to the hard drive.

Next you'll be prompted to choose a difficulty setting (Easy, Medium, Hard or Cooperative if you have a second controller plugged in) using the up or down buttons on the D-pad. See page 6 for more information on the Cooperative Play option. Press the A button to confirm all settings and launch the game.

In addition, this interface can also be used to select and view movie sequences that have already been unlocked.

As the game is loading, the mission objectives will be displayed along with information on bonus goals.

#### TRAINING MISSIONS

A new feature of *Star Wars Jedi Starfighter* is the ability to train before you actually enter high-stakes combat scenarios. The training ground will allow you to test the new prototype Jedi starfighter and other ships in Single-Player mode. You can learn everything from basic flight through advanced combat. While training is optional, it is strongly advised if you want to understand the most effective combat techniques.

## COOPERATIVE PLAY

If you have a second Xbox controller connected, you can choose to play any of the story missions in split-screen Cooperative mode. This mode is toggled by selecting the Cooperative option on the Mission Mode screen, which appears after you confirm your mission selection. (The difficulty for Cooperative missions is automatically set.) Players will then be asked to select a controller by pressing the A button on their respective controllers.

Cooperative play involves the same story missions as the regular game. Player 1 will assume the role of either Adi Gallia or Nym, depending on the mission. Player 2 will automatically be assigned to the role of Reti, Jenkins or Siri, depending on the mission. For some missions, Player 2 will man the turret gun on the *Havoc*. (See Pilots and Ships section on page 10 for descriptions of these characters and their respective ships.)

## BONUS FEATURES

Select this option from the Main Menu if you have achieved hidden objectives and want to play the bonus features. The Bonus Features Select screen has the same functionality as the regular Mission Select screen.

A number of bonus features, craft and extras can be unlocked by achieving certain goals throughout the game. Most of these goals are listed on the Load screen for each mission. There are also hidden objectives that are not listed on the Mission Load screen. You won't know about these hidden objectives until you find them in the game. Good luck!

## OPTIONS

This menu option allows you to adjust *Star Wars Jedi Starfighter* to your liking based on the following variables. These settings are saved with your saved game. Press up and down on the D-pad to select between the options:

### PLAYER 1 AND PLAYER 2 CONTROLLER SETUP

Press the A button to go to the Controller Setup screen for the appropriate controller. Press up and down on the D-pad to select between the following options and press left and right on the D-pad to adjust each option:

- ▶ **Controller Select:** Select between the four different controller configurations.

- ▶ **Thumbstick Sensitivity:** Select analog stick sensitivity.
- ▶ **Flip Y-Axis:** Toggle this option if you would like to have the up/down flight direction switched.
- ▶ **Vibration:** Select strength of the vibration function or turn it off.

## SOUND

Press the A button to go to the Audio Setup screen. Press up and down on the D-pad to select between the options and press left and right on the D-pad to adjust each option:

- ▶ **Music:** Adjust the volume level of music.
- ▶ **Sound Effects:** Adjust the volume of sound effects.
- ▶ **Voice:** Adjust the volume of in-game speech.
- ▶ **Restore Defaults:** Return volume levels to their normal states.

## CODES

If you have a special code for the game, use this option to enter it. Press left or right on the D-pad to scroll through the letters on the code keypad and press the A button to lock in a letter. The X button allows you to erase letters. Press the Y button when you are done entering a code.

## SAVE GAME

Save your current progress and options settings. Note that the game automatically saves your progress after completing a mission, if you have elected to save to the hard disk.

## LOAD GAME

If you have previously played and saved the game, you can choose this option to load a saved game from the hard disk. You can save up to eight different games on the hard disk. If you have chosen to save the game, the game will automatically save your progress along with option settings. On the Load Game screen press up and down on the D-pad to move between the save game slots. Press the Y button to create a new game, the X button to delete, the A button to load and the B button to move back to the Main Menu.

## CREDITS

See a list of all the individuals responsible for creating the game. At any time you can press the B button to revert to the previous Option menu or to cycle back to the Main Menu.

## THE PAUSE MENU

Press the **START** button to bring up the Pause Menu and view all currently assigned mission goals.

Also check your current mission time on this menu. Completed objectives have a green light, failed objectives have a red light. Be on the lookout for unique hidden objectives found in both Single-Player and Cooperative modes. Hidden objectives only appear on the Pause Menu once you have completed them.

In addition, from this menu you can quit to the Main Menu, restart the level, or simply continue with the game where you left off. Use the directional pad to choose an option. Press the **A** button to select.

## COCKPITS

The cockpit game screen in *Star Wars Jedi Starfighter* looks similar no matter which ship you are piloting. Here is a basic overview of the icons and Heads-Up Display:

- 1 Targeting Sight
- 2 Current Target Tracker
- 3 Target Display
- 4 Player's Ship Status
- 5 Jedi Meditation Timer (Jedi starfighter only)
- 6 Target Pointer



## TARGETING SIGHT

This indicates where your primary weapon is aimed. The look of the targeting sight changes slightly depending on which secondary armament you have selected for the Jedi starfighter or *Havoc*. **NOTE:** If you are piloting the *Havoc* on a planetary mission and have a secondary bombing weapon selected, a red targeting sight is also displayed.

## CURRENT TARGET TRACKER

Red brackets surround an enemy ship; green brackets indicate a friendly target. The curved green line on the left-hand side of the target circle indicates the shield strength of the targeted object; the targeted object's health is indicated on the right-hand side by an orange curved line. A special yellow halo will appear over the icon of a ship that is communicating with you. If the terrain obscures the targeted ship, the icon will change to a broken circle.

## TARGET DISPLAY

This lists the name of your current target and shows a small 3D rendition of it.

## PLAYER'S SHIP STATUS

Your ship's shield strength is illustrated by the green bars on the top right-hand side of the circle. Your hull strength is indicated by the yellow bar on the bottom right-hand side of the circle. On the left-hand side of the circle, the ammunition for the currently selected secondary weapon is displayed, if applicable.

Icons representing the secondary armaments will be displayed in the centre of this circle. The currently selected armament is highlighted as follows:

## FOR THE JEDI STARFIGHTER



## FOR THE HAVOC





If you hold down the White button, this display will change to the Wingmate Command Interface as follows:



### JEDI MEDITATION TIMER (Jedi Starfighter only)

After using a Force power, a Jedi's mind will need to rest for some time before he or she is strong enough to wield the Force again. After using a Force power, the two bars on this display will disappear. They will then slowly start to grow closer to each other. When they meet again, the light will go on. This light indicates that you can once again deploy a Force power. Each Force power requires a different amount of mental strength. Thus, the timer will not always recharge at the same rate.

### TARGET POINTER

If you have a current target selected that is out of your field of vision, this red arrow will indicate which direction you should fly to locate the target. If you have a friendly target selected, the arrow will be green. The bars beside the arrow indicate the object's shield strength (bar in green) and hull strength (bar in yellow).

### OBJECTIVE TRACKER (NOT SHOWN)

This blue tracker is used to call attention to mission-critical craft. It can be used on friendly (coloured blue with green) or enemy (coloured blue with red) craft.

## PILOTS AND SHIPS

The single-player portion of *Star Wars Jedi Starfighter* allows you to experience combat from the perspective of two different pilots: the Jedi Master Adi Gallia and the Feorin pirate captain Nym. Each flies his or her own ship—the game automatically switches between the perspectives of Adi Gallia and Nym as necessary.

## ADI GALLIA

A Corellian Jedi Master born and raised on Coruscant, Adi Gallia is a headstrong woman, the daughter of highly placed diplomats. Well-educated and well-spoken, she has earned the respect of her peers in part because of her no-nonsense attitude. Also a skilled fighter pilot and member of the Jedi Council, Adi seemed like a natural choice to test out the prototype Jedi starfighter.



**Adi's Ship: The Jedi Starfighter** The ride of choice for the Republic's Jedi, this new modified prototype of the Delta-7 ship is small and agile. It has been modified to include an enhanced engine with hyperdrive capabilities and also an enhanced repulsorlift system that allows the pilot to manoeuvre with a high degree of accuracy and high angles of approach. Its top-of-the-line quad-pulse lasers may be weaker than average, but their high rate of fire makes up for this limitation. The ship's light armour can make it extremely vulnerable to enemy attacks.

PRIMARY WEAPON: Quad-Pulse Lasers

SECONDARY ARMAMENTS: Force Powers (see below)

## FORCE POWERS AND THE JEDI STARFIGHTER

*Star Wars Jedi Starfighter* introduces the ability for a player to use the Force from within the cockpit of the Jedi starfighter. These Force powers are extremely useful, but just like the Force, using them correctly often takes time and skill to perfect. You start the game with access to Force Shield, a power that is particularly important given the Jedi starfighter's light armour. As the game progresses you will gain access to additional Force powers, all of which can be selected by pressing the appropriate direction on the D-pad (see each Force Power on page 4 for the appropriate directional button).

### Using the Force: Timing Is Everything

The Force will begin to coalesce once you summon it using the B button. The particle field on screen indicates how the Force is coalescing—it changes colour over time. Given the power of the

Force, it takes time to understand just when to stop coalescing and release it to achieve maximum effect. Simply tapping the B button will connect you to the Force (deep purple particles), but in order to witness the Force's ultimate power, you will need to perfect your timing and learn how long to hold down the B button to reach a state of clarity with the Force (indicated by bright white particles).

It is possible to quickly connect with the Force, attain clarity with the Force (the "sweet spot" between a connection and disconnection) or disconnect with the Force if you wait too long (the particles will change from white back to a dark blue colour). Each Force power will perform differently depending on whether you reach a connect, clarity or disconnect state. In each Force power description below you can see exactly which effect is achieved in each state. Also, don't wait too long to release the B button: If you go past the point of clarity, a disconnection is the least powerful of the three states. It will take practice to learn when you are near a clarity state with the Force.

Once you have used the Force, it takes time before the Jedi pilot is once again able to summon the Force. Each Force power requires a different amount of mental energy—using the stronger Forces will mean you can use Force powers less frequently. A Jedi Meditation Timer is shown as part of the bottom left-hand side of the screen. It shows how much longer you have to wait before the Force can be summoned again. The Force becomes available when the Meditation Timer fills and the light goes on.

The four Force powers eventually available are as follows. (Press the corresponding directional buttons to activate.)

#### FORCE SHIELD ◀ (Default)

When activated, an energy barrier is created around the Jedi starfighter to deflect laser blasts for a certain period of time.

- ▶ **Connect:** Laser blasts are randomly deflected.
- ▶ **Clarity:** Laser blasts get reflected back at enemy.
- ▶ **Disconnect:** Laser blasts are randomly deflected for a shorter period of time than during the Connection state.

#### FORCE LIGHTNING ◆

When summoned, this zaps an enemy ship's power and can render the pilot unconscious or even destroy the craft.

- ▶ **Connect:** Lightning damages and destroys your target and a small number of nearby enemies.
- ▶ **Clarity:** Lightning damages and destroys your target and a large number of nearby enemies.
- ▶ **Disconnect:** Lightning damages and destroys ONLY the targeted craft.

#### FORCE REFLEX ▶

This power simulates the incredible reflexes and perception of a Jedi Master. It puts the rest of the world in slow motion while you maintain some ability to act normally.

- ▶ **Connect:** The world slows down and so does your forward speed, but your turn rate and fire rate remains the same, so you can double your number of shots.
- ▶ **Clarity:** Same as Connect but for a longer duration and includes Player 2.
- ▶ **Disconnect:** Same as Connect but for a very short amount of time.

#### FORCE SHOCK WAVE ◆

A shock wave radiates in all directions and causes damage to surrounding enemies. This Force power takes more mental energy than any other power.

- ▶ **Connect:** The shock wave runs over a moderate area.
- ▶ **Clarity:** The shock wave extends over a large area.
- ▶ **Disconnect:** The shock wave reaches a small area.

### NYM

An imposing Feeorin alien with a long criminal history and brilliant tactical skills, Nym's underhanded actions have made him a prime enemy of the Trade Federation. Ten years ago, the Trade Federation seized control of his base on Lok. In the

years since, Nym has been assembling a small pirate resistance movement in the hopes of eventually reclaiming his base and driving the Trade Federation from the Karthakk system.

**Nym's Starship: The *Havoc*** While not as fast as the Jedi starfighter, the *Havoc* is a well-rounded and dangerous strike bomber. In fact, some say it is the most powerful starfighter in the sector. Handcrafted, the bomber was stolen by Nym and his crew. During the past few years Reti and Nym have made numerous modifications to it. While it is still equipped with six laser cannons, the *Havoc* can have a number of different bombs available for use during combat.

**PRIMARY WEAPON:** Dual Triple-Laser Cannons

**SECONDARY WEAPONS:** The *Havoc* can be equipped with a number of secondary weapons. At first it is only equipped with Energy Bombs. As the game progresses, more weapons are unlocked. When available, press the appropriate directional button (indicated below) to select each weapon:





- ▶ **Energy Bombs (Default):** [▲] An unlimited number of bombs are available, but it takes time for Nym to power up the bomblet tubes. He starts with 10 tubes charged. On planetary missions they can be targeted using the red bombing sight displayed onscreen.
- ▶ **Cruise Missiles:** [▶] They are slower than proton torpedoes but still do major damage. A finite number are available per mission.
- ▶ **Cluster Missiles:** [▼] These powerful projectiles rip through shields and go straight to the hull of an object. One press of the Fire button launches a volley of many missiles at once that are best used against small craft like fighters and fighter squadrons. A finite number are available per mission.
- ▶ **Proximity Mines:** [◆] When released, these mines drop below the *Havoc* and hover, awaiting ignition by unsuspecting passersby. They can be used in the air or planted on the ground. A limited number are at your disposal per mission.

## COOPERATIVE PLAY CHARACTERS

The two-player Cooperative mode gives Player 2 the chance to play from the perspective of three other pilots, Reti, Jinkins and Siri. The pilot you fly in Cooperative play is preassigned based on the mission you are playing. Player 2 always flies as one of the following three pilots, except in a few select missions in which Player 2 mans the turret gun on Nym's *Havoc* fighter.

### RETI

A talkative Toydarian, the same species as Watto, Reti is an accomplished mechanic, knowledgeable mercenary, and Nym's confidante. He worked with Nym to modify the *Havoc*, but now this adventurous and friendly creature is ready to take the controls of his very own ship, the *Zoomer*.



RETI'S  
ZOOMER



**Reti's Ship: The Zoomer** This overhauled small freighter has long wings and is best utilised for short-range combat thanks to its rapid-fire laser cannons.

PRIMARY WEAPON: Four Front-Mounted Laser Cannons

SECONDARY WEAPON: [▲] Heavy Cannon

Salvaged from an archaic Tusken skiff on Tatooine, this gun bypasses energy-based shields. It has a finite amount of ammunition per mission.

### JINKINS

The original designer of the *Havoc*, Jinkins now has his own ship: the *Freefall* bomber. Born on Clak'dor VII, Jinkins has a natural love of science and all things technical. His curiosity can sometimes get him in trouble, but it also makes him a valuable fount of knowledge. Jinkins is known for being able to remain calm and collected even in the face of great danger.



JINKINS'  
FREEFALL

**Jinkins' Ship: The Freefall** It's fitting that Jinkins' ship is a technical marvel with the latest in spaceflight technology. This is a gunship-style craft that has a number of unique features to it.

PRIMARY WEAPON: Long-Range Laser Cannons

Jinkins found special sand on Lok that allowed him to create very rare lenses to use in his zoom scope. The result is the ability to accurately fire his blaster cannons over very long ranges.

SECONDARY WEAPON: [▲] Mechanised Drone Fighters

Attached to the wings of the *Freefall*, these small and agile Drone Fighters released as a group immediately home in and swarm enemy targets. Given their speed and agility, enemies find them almost impossible to hit.

### SIRI TACHI

A powerful and respected Jedi Knight, Siri Tachi trained as Master Adi Gallia's Padawan learner. While she may be young, Siri's confidence and determination have made her an effective Jedi whose recent missions have kept her far from Coruscant. As a result, she has not seen Master Gallia in several years.



SIRI'S  
JEDI STARFIGHTER



**Siri's Ship: The Jedi Starfighter**

Siri flies a Jedi starfighter similar to the one piloted by Adi Gallia—see Adi Gallia's Jedi Starfighter description on page 11 for more information. Siri uses fewer Force powers than Master Gallia.

## THE HAVOC'S TURRET LASER GUN

On a couple of Cooperative missions Player 2 will be asked to help Nym (Player 1) by taking control of the *Havoc's* powerful laser turret gun. When this is the case, Player 2's primary weapon is the laser turret. Player 2's only available secondary weapons are a finite number of missiles.

## CORUSCANT TERRITORY CAPTURE

The latest craze in the capital city is a form of simulated combat, wherein two teams battle for control of three territories. These territories are captured by flying close to them when there are no enemies nearby. A territory with craft from both teams near it will be controlled by neither team. Only when a team is near a territory unopposed will it gain control of it.

Capturing a territory earns points which accrue over time. Destroying enemy craft also earns points, and forces them to respawn at their base. Points may be used to purchase wingmates by flying through the powerups at each team's base. Wingmates may then be used to guard territories or harass enemies. Remember, a territory cannot be captured when there are opponents around, so wingmates can be used to block a craft from capturing. The first team to gather 100 points will be victorious.



## HINTS AND TIPS

FORCE LIGHTNING IS MORE EFFECTIVE IF USED FOR TARGETS THAT ARE GROUPED TOGETHER.



THE POWERSLIDE MANOEUVRE (CREATED BY BOOSTING AND THEN BRAKING) IS A GREAT WAY TO MAKE TIGHT TURNS.



IN COOPERATIVE MODE IT'S OFTEN BEST TO SPLIT UP AND CONCENTRATE ON SEPARATE TARGETS.



FORCE SHIELD IS ESPECIALLY EFFECTIVE TO USE WHEN CLOSING IN ON CAPITAL SHIPS.



FORCE REFLEX CAN BE A POWERFUL AID IF ENEMIES ARE SPREAD OUT.



USE YOUR WINGMATES TO HELP WITH DIFFICULT TARGETS.



PAY ATTENTION TO YOUR SHIELD STRENGTH. IF YOUR HULL EVER TAKES DAMAGE, YOUR SHIELDS WILL ONLY REPAIR HALF AS FAST AS NORMAL.



PROXIMITY MINES ARE GOOD FOR SWARMS AND CLUSTERS OF FIGHTERS.



IN SOME MISSIONS, BE SURE TO USE THE UNIQUE WINGMATE COMMAND CONTROLS TO ORDER GROUND TROOPS INTO BUILDINGS, OR TO FIRE A SPECIAL WEAPON.

SELECT THE APPROPRIATE TARGET AND USE THE "ATTACK MY TARGET" COMMAND.



FOR A BIGGER BANG WHEN FLYING THE ADVANCED *HAVOC*, PRESS AND HOLD DOWN THE SECONDARY WEAPON BUTTON WHILE BOMBLETS ARE SELECTED TO USE NYM'S SECRET PLASMA SCOURGE WEAPON.









## PRODUCT LICENSE AGREEMENT

**IMPORTANT - READ CAREFULLY:** USE OF THIS PRODUCT IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PRODUCT" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PRODUCT, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights in this Product.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Product and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Product) are owned by Activision or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

**YOU SHALL NOT:**

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming centre or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Product available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Product, or any copies of this Product, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Product, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Product.
- Export or re-export this Product or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Product that the recording medium on which the product is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Product is still being manufactured by Activision. In the event that the Product is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the Product as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the product (4) if you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £20.00 sterling per DVD replacement.

Note: Certified mail is recommended.

In Europe send to:  
WARRANTY REPLACEMENTS

ACTIVISION (UK) Ltd., Parliament House, St Laurence Way, Slough, Berkshire, SL1 2BW, United Kingdom.

Disc Replacement: +44 (0)8705 143 525

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PRODUCT, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Product and all of its component parts.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, • 1 (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM. All rights reserved. Used under authorisation. LucasArts, the LucasArts logo and the Human Figure Design logo are trademarks of Lucasfilm Ltd.



## CUSTOMER SUPPORT

### Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail [support@activision.co.uk](mailto:support@activision.co.uk)

### CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on +44 (0)8705 143 525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays. Your calls may be monitored