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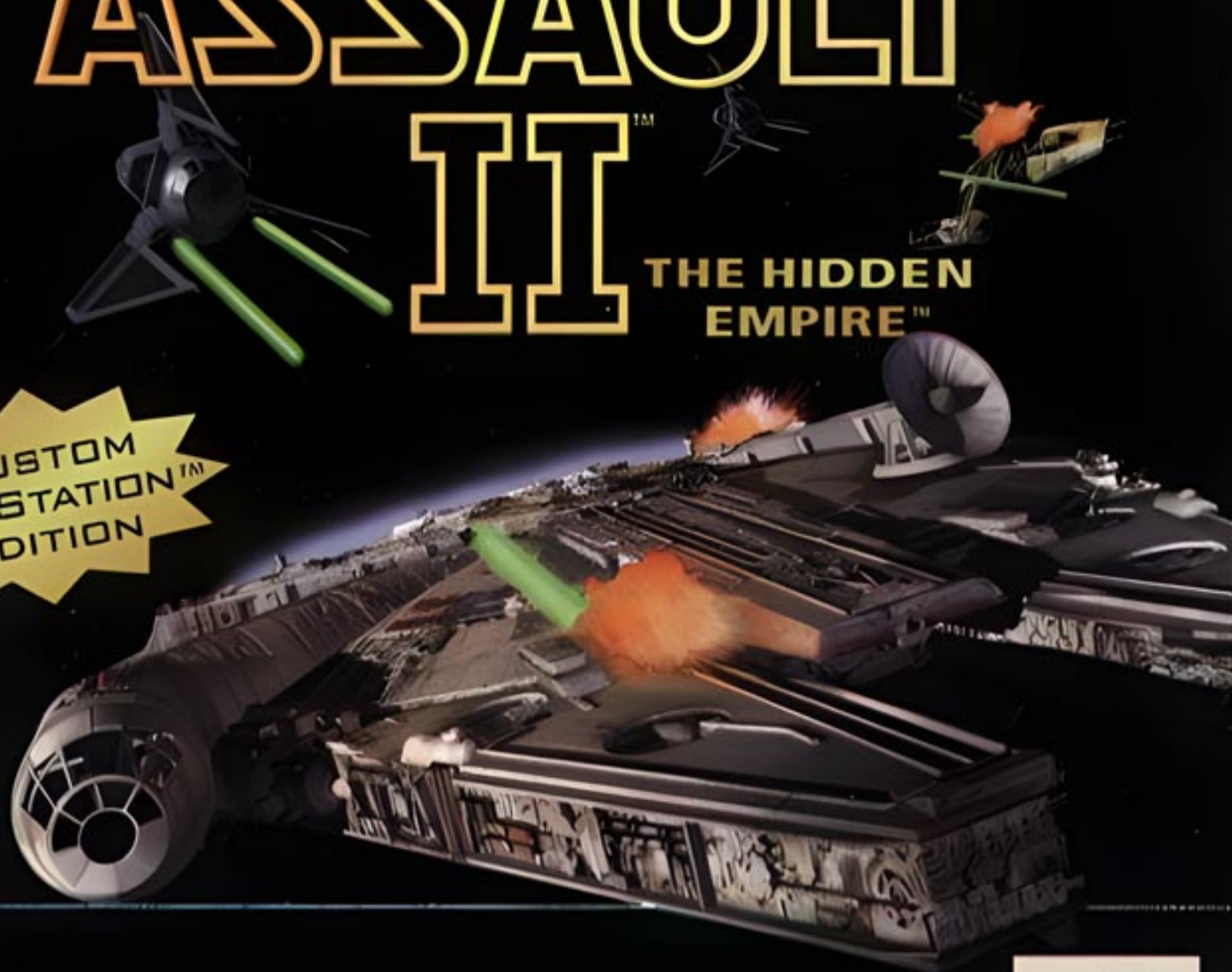
PlayStation®

# STAR WARS® REBEL ASSAULT

# II™

THE HIDDEN  
EMPIRE™

CUSTOM  
PLAYSTATION™  
EDITION



KIDS TO ADULTS



CONTENT RATED BY  
ESRB



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### TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment  
P.O. Box 10307  
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Attn: Product Support

# REBEL ASSAULT II PlayStation Guide

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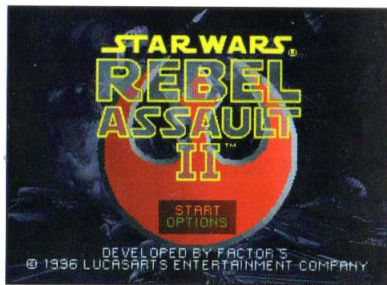
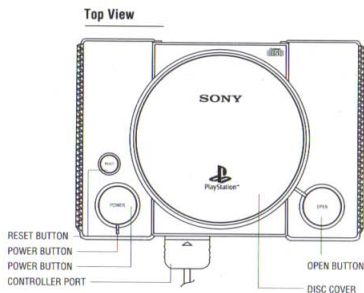
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

## STARTING UP

*Darth Vader means business. It's time to get started, Rookie One...*

1. Set up your PlayStation console according to the instructions in its Instruction Manual. Insert a memory card if you want to save your games and high scores.
2. Insert the Rebel Assault II™ DISC I and close the door. Note: Make sure the PlayStation console's power is off before inserting or removing a compact disc. When prompted to switch discs, you do not turn the power off. Open the disc cover on the console, switch to the appropriate Rebel Assault II disc and close the cover. The disc will boot automatically once the disc cover is closed.
3. Plug in one game controller and turn the PlayStation console ON. The opening story will begin, and then the title screen MAIN MENU will appear.
4. Press the Start button on the game controller at any time during the opening to reach the title screen MAIN MENU.

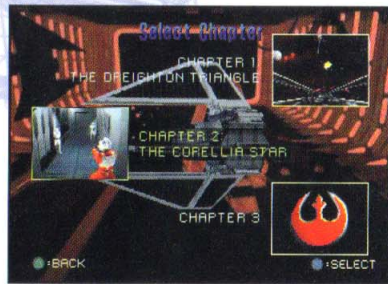


## TITLE SCREEN

From the Title Screen, you may select Start or Options. Use the up and down Directional buttons to highlight an option and press the **X** button to select it. To get back to the title screen MAIN MENU at any point during gameplay, choose ABORT when in the PAUSE screen.

## SELECT CHAPTER SCREEN

Upon selecting Start from the Title Screen, the Select Chapter Screen will appear. From this screen, you can select the chapter you would like to play, if available. The Select Chapter screen allows you to play where you left off from the previous game (if you have a memory card) or to replay a completed chapter. If you are playing for the first time, only Chapter 1 will be available. To play Chapter 2, you must first qualify for it by completing Chapter 1. Passcodes appear on the PAUSE and GAME OVER screens to allow access to the last chapter completed as well as all previous chapters completed. There is a different set of passcodes for each difficulty level. Use the up and down Directional buttons to highlight a level and press the **X** button to select it.



## OPTIONS SCREEN

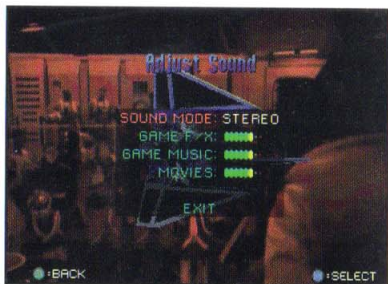
Learn every vantage point, Rookie One...

Press the Direction button up or down to select an option. Press **X** to confirm your choice. Select EXIT to return to the Title Screen/Game Start Screen.



**ON ANY OPTION SUBMENU:** Press the Direction buttons left or right to change the setting. Press **X** to confirm your choice. Press **▲** to go back one menu and select EXIT to return to the Options screen.

**ENTER PASSCODE** Use the **■**, **●**, **\***, and **▲** keys to enter the passcode for the chapter you wish to access, then press START or select EXIT. If your passcode is accepted, the chapters associated with it will be available.

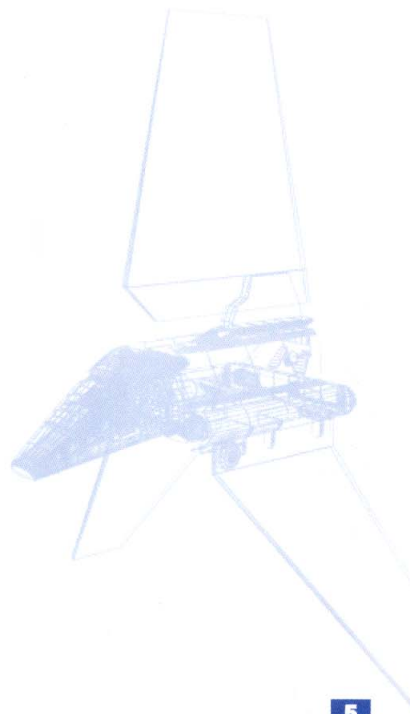


**SOUND ADJUSTMENT** This selection allows you to adjust the volume settings of the game.

**DIFFICULTY SETTINGS** This selection allows you to adjust the difficulty setting of the game between EASY, MEDIUM and HARD.

**MEMORY CARD** If you are playing with a memory card, you can select this option to turn auto save on/off, save a game or load a game.

**HIGH SCORES** This selection allows you to view the high scores of the Top Pilots. Note: High scores are saved only if you have a memory card.



**CONTROLS** This selection allows you to choose between 3 pre-determined control settings for the Sony PlayStation gamepad.

**RESET SETTINGS** This selection resets all **OPTIONS** to their default parameters.



## MEMORY CARD

If you have a Memory card, the option to save occurs on the PAUSE screen or the GAME OVER screen. You may also save **OPTIONS MENU** settings. Saving occurs automatically with **AUTO SAVE** set to ON. If you play without a memory card, you won't be able to save game data, but you will have the ability to use passcodes to access levels. Do not remove or insert a memory card during a save or load operation.

When the game is over, the system will retain all completed level information, so you can access any level you just completed. If you reset the system, you will lose the data, unless you saved it to a memory card.

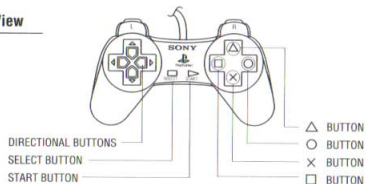


## GAME CONTROLS

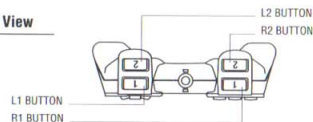
*Maneuver quickly and carefully, Rookie One...*

Controls for the gameplay are as follows:

Top View



Front View





### FLIGHT SEQUENCES

(Chapters 1,3,4,5,6,7,8,9,10,13,14, and 15)

**D -PAD**—Controls direction of cursor for laser firing and/or maneuvering ship through level.

**▲ BUTTON**—(or **Select** button)—toggles ship view (cockpit view/ outside ship view) Levels 1,5,8, and 14 only.

**\* BUTTON**—fire lasers.

**● BUTTON**—not used.

**■ BUTTON**—not used.

**L1 BUTTON**—rotate ship counter-clock-wise (hit twice quickly to do barrel roll).

**R1 BUTTON**—rotate ship clock-wise (hit twice quickly to do barrel roll).

**L2 BUTTON**—not used.

**R2 BUTTON**—not used.

**START BUTTON**—pauses gameplay.

**RESET GAME**—To reset the game at any point during gameplay, hold **SELECT** down, then, while holding it down, press **START**.



### GROUND COMBAT SEQUENCES

(Chapters 2, 11, and 12)

In chapter 2, stage 3; use the left and right Directional buttons, or the shoulder buttons on the game controller to choose which side of the screen to appear.

**D -PAD** Controls direction of cursor for blaster firing.

**▲ BUTTON**—not used.

**\* BUTTON**—fires blasters.

**● BUTTON**—hide.

**■ BUTTON**—hide.

**L1 BUTTON**—not used.

**R1 BUTTON**—not used.

**L2 BUTTON**—not used.

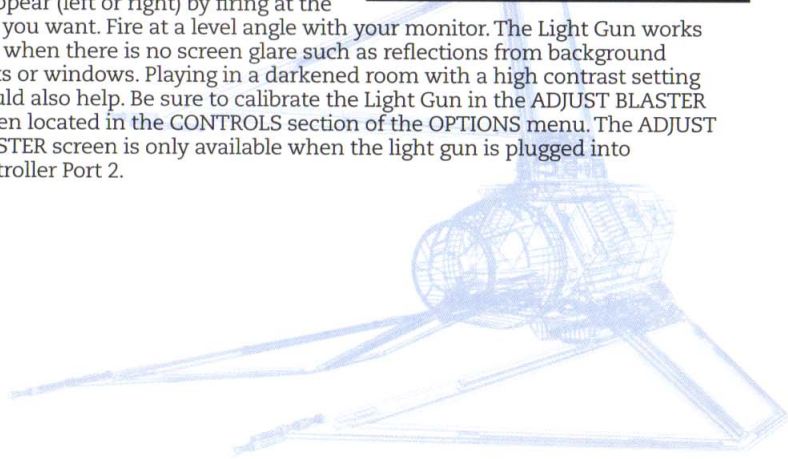
**R2 BUTTON**—not used.

**SELECT BUTTON**—not used.

**START BUTTON**—pauses gameplay.

## LIGHT GUN

Rebel Assault II supports a Light Gun in the Ground Combat Sequences. To activate, plug the Light Gun into Controller Port 2. Use the trigger to fire. To take cover, shoot off-screen or use the gun button. The gun button is activated by going to the CONTROLS section of the OPTIONS MENU (under ADJUST BLASTER). On level 2, stage 3 (last stage) you can choose which side to appear (left or right) by firing at the side you want. Fire at a level angle with your monitor. The Light Gun works best when there is no screen glare such as reflections from background lights or windows. Playing in a darkened room with a high contrast setting should also help. Be sure to calibrate the Light Gun in the ADJUST BLASTER screen located in the CONTROLS section of the OPTIONS menu. The ADJUST BLASTER screen is only available when the light gun is plugged into Controller Port 2.



NOTE: \* ▲ ● and ■ will vary depending on the control type (A,B or C) you choose.

## CREDITS

### Project Leader/ Programmer/Designer

Vince Lee

### Visual Design/Lead Artist

Richard Green

### Cast

Jamison Jones as Rookie One  
Julie Eccles as Ru Murleen  
Gary Martinez as Admiral Sarn  
Howard Swain as Imperial Officer  
Roy Conrad as Captain Merrick  
Craig Lewis as Admiral Krane  
Michael Aron as Ensign Till  
Zachary Barton as Commander Jenn  
Marc Bauman as Cargo Captain  
Chopper Bernet as  
Commander Kirby  
Nicole Galland as Ina Rece  
Carl Magruder as Darnell Reggs  
Andrew Nelson as Darth Vader  
Marc Bauman & Carl Magruder as  
the Stormtroopers  
Admiral Ackbar as Himself

### Rebels (extras)

Mark Christiansen  
Laddia Holly  
Garrett Griffin  
Kathy McGinley  
Howard Meehan  
Marilyn Moeten

Ron Roggé  
Greg Scott  
Carolyn Taylor  
Matthew Troncone  
Blake Tucker

### Voice Overs

Denny Delk as Intercom and Red  
Shirt One  
Nick Jameson as Emperor  
Nick Jameson & Colin Michael  
Kitchens as the Stormtroopers  
Scott Lawrence as Darth Vader

### Art and Animation

Ron K. Lussier  
Daniel Colon Jr.  
Garry M. Gaber  
Eric Ingerson  
Craig Rundels  
Clint Young  
Seth Piezas  
Jon Knoles  
Bill Stoneham  
Alan Iglesias

### Additional 3D Art provided by Mechadeus

Noah Kennedy  
Goose  
Thom Bishop  
Marco Bertoldo  
Bill Neimeyer  
Cody Chancellor  
Eric Chadwick

### Lead Video Effects Composer

Mark Christiansen

### Lead Art Technician

Aaron Muszalski

### Video Effects Composer

Chris Weakley

### Art Technician

Doug Shannon

### Storyboard Artist

Paul Topolos

### Director of Live Video

Hal Barwood

### Additional Video Production

#### Support

Laurie Blavin  
George Young  
Joyce Quan  
Rick Wise  
Jim Rolin  
Patrick Sirk  
Mike Dondero  
Lisa Ginsburg  
Blake Tucker  
Nelson Hall

### Sound Designer

Larry The O

### Sound Quality Control

Peter McConnell

### Composer and Conductor of Music

John Williams  
Performed by the London Symphony  
Orchestra  
Star Wars Trilogy: The Original  
Soundtrack Anthology  
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Authorization. All Rights Reserved.

### Voice Producer/Director/Casting

Tamlynn Barra

### Voice Editor

Khri Brown

### Assistant Voice Editors

Coya Elliott  
Julian Kwasneski

### Voice Production Assistance

Peggy Bartlett

### Production Coordinator

Peggy Stok

### Quality Assurance Manager

Mark Cartwright

### Quality Assurance Supervisor

Dan Connors

### Quality Assurance Archivist

Wendy Kaplan

**Sony PlayStation Lead Tester**

Matthew Azeveda

**Quality Assurance**

Josef Richardson

Scott Douglas

Adam Pasztory

Ryan Kaufman

John Drake

Lynn Selk

Randy Tudor

**Key Accounts Manager**

Meredith Cahill

**Manufacturing Manager**

Jason Horstman

**Product Support Manager**

Dan Gossett

**Product Marketing Manager**

Barbara Gleason

**Public Relations Manager**

Tom Sarris

**Public Relations Specialist**

Heather Twist

**Internet Marketing Specialist**

Jason Deadrich

**Cover Art**

Richard Green

**Package Design**

Soo Hoo Design

Richard Green

**Manual Design**

Soo Hoo Design

**Documentation**

Barbara Gleason

**Thanks to**

Brett Tosti

Dave Harris

Julia Russo

Stacy Mollema

Howard Roffman

John Miller

Jill Uebel

**Special Thanks to George Lucas****PlayStation version developed  
by Factor 5:****Main Programmer**

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**Additional Programming**

Holger Schmidt

Thomas Engel

**Graphics**

Mario Wagner

Andreas Escher

**Real-time 3D-models**

Tobias Richter

**Sound Design**

Rudolf Stember

**Produced by**

Julian Eggebrecht

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