

STAR WARS BATTLEFRONT™

SEQUEL
TO THE
BEST-SELLING
STAR WARS®
GAME
OF ALL TIME!

TEEN
T
CONTENT RATED BY
ESRB

PAID
PANDEMIC

Game Experience May



LUCASARTS.

EmuMovies

Best-selling claim based on unit sales for all platforms in the first eight months after release as reported by NPD Group.

LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 29908, San Francisco, CA 94129

3283502

LUCASARTS

WARNING

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC

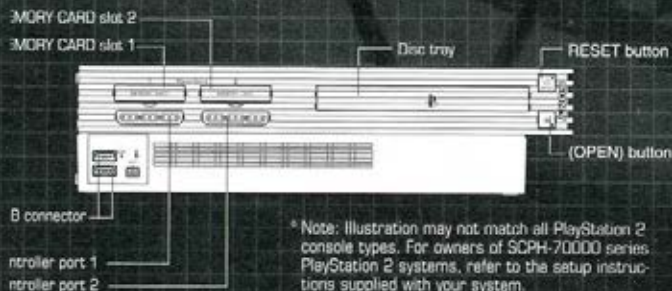
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.

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GETTING STARTED

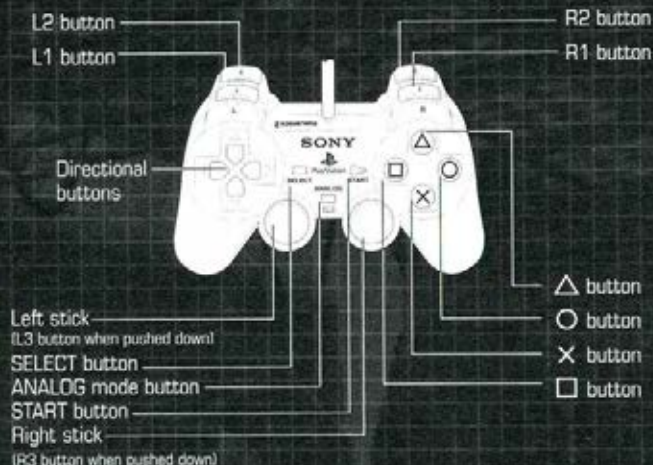


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Star Wars Battlefront™ II* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG
CONTROLLER CONFIGURATIONS

INFANTRY / JEDI

Left Analog Stick	Move/Strafe; press and hold analog stick to sprint
Right Analog Stick	Freelook; press in analog stick to zoom
* Button	Jump (press again in the air to activate jet pack or force jump)
● Button	Single tap to crouch. Tap while running to roll.
▲ Button	Action/Enter Vehicle
■ Button	Track Target
L1 Button	Secondary Attack
L2 Button	Secondary Next
R1 Button	Primary Attack
R2 Button	Primary Next/Saber Lock (Jedi)
Select Button	Toggle Map Modes
Start Button	Pause
Down Directional Pad	Reload (not applicable for Jedi)
Up Directional Pad	Squad Command (not applicable for Jedi)

TURRET

Left Analog Stick	Freelook/Aim (click to zoom)
Right Analog Stick	Zoom; Press in Analog Stick
▲ Button	Exit Turret
* Button	Track Targets
R1 Button	Primary Attack

VEHICLES

Left Analog Stick	Throttle/Strafe; press in Analog Stick to boost
Right Analog Stick	Pitch/Turn; press in to zoom
* Button	Jump
● Button	Not Used
▲ Button	Exit Vehicle
■ Button	Track Target
L1 Button	Secondary Attack
L2 Button	Not Used
R1 Button	Primary Attack
R2 Button	Switch Position
Select Button	Toggle Map Modes
Start Button	Pause
Up Directional Pad	Squad Command

STARFIGHTER

Left Analog Stick	Pitch/Turn; press in Analog Stick to zoom
Right Analog Stick	Throttle/Roll; press and hold Analog Stick to boost
* Button	Land/Take Off
● Button	Evasive Maneuver
▲ Button	Exit Vehicle
■ Button	Track Target
L1 Button	Secondary Attack
L2 Button	Target Track
R1 Button	Primary Attack
R2 Button	Switch Position
Select Button	Toggle Map Modes
Start Button	Pause
Up Directional Pad	Squad Command

INTRODUCTION

Get ready for the Rise of the Empire. Wage an epic conquest across the galaxy. Take control of powerful Jedi and legendary heroes while wading into the mayhem. Fight through the cold reaches of space amongst swarms of starfighters. March across war-scarred battlefields from *Star Wars® Episode III: Revenge of the Sith™*. More intense combat. Bigger battles. More unit classes and vehicles. New weaponry and abilities. Welcome to **Star Wars Battlefront II**.

CREATING A PROFILE

When first starting the game, you must create a profile. The profiles are used to save personalized option settings in all game modes. Use the Left Analog Stick or Directional Pad to select the default profile or CREATE to make a new one, and then press the X button to confirm your selection. Then select the difficulty level. You will then be taken to the Main Menu.

DIFFICULTY MODES

NORMAL: Auto Target, Aim Assist and Sticky Reticle default to ON.

ELITE: Auto Target, Aim Assist and Sticky Reticle to OFF.

The enemy is more aggressive and accurate.

WAGING WAR

Star Wars Battlefront II offers epic action on a galactic scale through multiple game types. There are many ways to conquer the opposition. Before stepping onto the battlefield, each player selects a class with unique abilities. Once on the planet surface, players work to advance and gain territory, taking out enemies and capturing their Command Posts. Missions also have key objectives that must be completed in order to achieve victory.



MAIN MENU



OPTIONS

GAME OPTIONS

Viewpoint

Allows you to choose between first or third person viewpoint when playing as infantry.

Vibration

Allows you to turn the DUALSHOCK®2 Analog Controller vibration ON or OFF.

Friendly Fire

Turn this ON or OFF to determine whether units on the same team can damage each other.

Auto Target

When this is set to ON, the player will track an enemy automatically whenever he hits him with a weapon.

Aim Assist

Switch this ON if you want the game to help you aim when attacking enemies.

Sticky Reticle

Turn this ON to slow your reticle movement when a target is highlighted.

Tool Tips

This option allows you to toggle the in game tips to AUTO (tool tips display only once), ON, or OFF.

Reset Tool Tips

Select this to make all tool tips display again.

Always Show Objective Details

This toggles the appearance of Mission Objective text: ON or OFF.

Movie Subtitles

Use this option to turn subtitles ON or OFF during movie sequences.

MAIN MENU

AUDIO OPTIONS

Here you can adjust the sound effects, music, and speech volumes in the game.

CONTROLS

Here you can completely customize the buttons of the DUALSHOCK™2 Analog Controller, invert the Y-axis for aiming, and adjust the sensitivity. You can create separate control schemes for Infantry, Vehicle, Starfighter, Jedi, and Turret configurations.

ONLINE OPTIONS

GameSpy ID Automatic Login

Determines whether or not you automatically log in to the GameSpy network.

Hosting Bandwidth

Allows you to select the appropriate bandwidth when hosting a game. If you are unsure of your bandwidth, contact your Internet Service Provider.

Display Network Performance Icon

Toggles the appearance of an icon on screen that shows the relative network performance.

Headset Record Volume

Sets the level at which your voice is recorded.

Headset Playback Volume

Sets the level at which sound comes through the headphones.

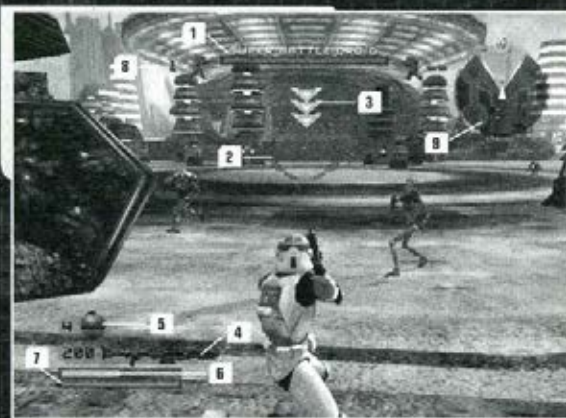
Enable voice

Turn voice communication through your USB headset ON or OFF

CREDITS

See the many people who worked hard to make this game.

GAME SCREEN



1 Target Information: The name of your currently highlighted target will appear along with a health bar. Friendly targets appear blue, enemies appear red, and mission objectives and native factions will appear yellow.

2 Target Reticle: When the reticle is over a friendly unit it will turn Blue; if it is pointed at an enemy it will turn Red. Tick marks around the interior of the reticle indicate the ammo remaining in your current clip. Some weapons generate heat, which will appear as a circular bar within the reticle. If a weapon overheats you must wait until it cools to fire again. Reload/Recharge time is indicated by five dots at the bottom, or around the edges of the reticle.

3 Objective Indicator: This indicates the next objective in order to complete the mission.

4 Primary Weapon / Ammo: The icon on the left shows the weapon equipped. Using the L2 and R2 buttons, you can cycle through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

5 Secondary Weapon / Ammo: The icon on the left shows the weapon equipped. Using the L2 and R2 buttons, you can cycle through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

6 Health: Represents how much damage you can take before you become another statistic in the Galactic Database.

7 Power Meter: This bar is depleted by sprinting, rolling, or jumping and recharges over time. Vehicles can use this power for speed boosts and evasive maneuvers. Jedi Force Powers also draw from this bar.

8 Reinforcement Meter: The numbers represent the reinforcements remaining for each faction. The player's faction appears Blue and the enemy is Red. For more information, see Reinforcements, page 13. During Capture the Flag games, this meter is replaced by a score keeper. After earning enough points on the battlefield, advanced reinforcements will become available to play.

9 Mini-Map: See page 11 for information.

Vehicle Position Indicator: In vehicles with multiple positions, your position will be indicated by a yellow triangle. Allies in the vehicle will appear as purple octagons.

PAUSE SCREEN

Press the START button to pause the game. Here you can access the following options:

RESUME GAME

Returns you to the battlefield

OPTIONS

Allows access to most of the options available from the Main Menu

RESPAWN

Choosing this option will kill your current character, costing your team one reinforcement. You will then be able to respawn at any friendly command post.

RESTART MISSION

Starts the mission from the beginning.

QUIT

Return to the Main Menu.



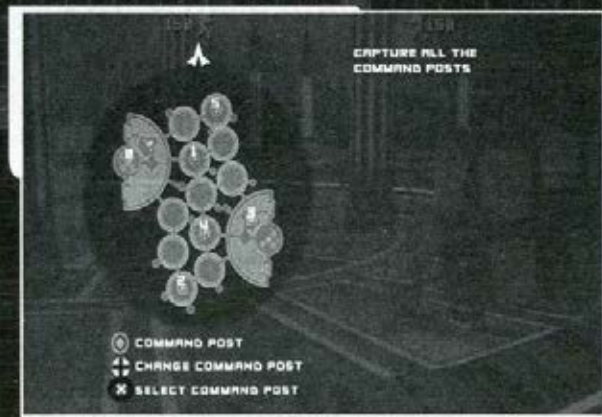
MAP

This displays your location relative to the environment. The white triangle designates your position and facing, while blue triangles indicate friendly units and red triangles indicate enemies. Yellow triangles represent native species, which may or may not be hostile depending on your faction. The triangles representing units will flash when they are firing their weapons. Command Posts appear as ringed dots, colored blue for friendly, red for enemy, and white for neutral. Objects that can be used as cover appear light grey. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes with the appropriate color.

The map spins to orient its position relative to the direction that the player is facing when in the default mode. There will always be a white triangle just beyond the edge of the map indicating north. When the map is enlarged (by pressing the SELECT button), it remains static regardless of the player's facing.

Command Posts and Objectives are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the SELECT button, the map will expand to full screen to show the entire battlefield and all Command Posts. This will also display your mission objectives. Pressing the SELECT button again will place the map back in its default position.



COMMAND POSTS

Each battlefield contains tactical positions in key locations across the map known as Command Posts, which are vital because:

- ◀ Reinforcements are deployed at them. Whenever a player dies, any friendly Command Post is available to deploy at. If a team has no command posts under its control, it cannot deploy reinforcements until a Command Post is recaptured.
- ◀ If a team controls the majority of the Command Posts on a map, the opposing team will begin losing reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.
- ◀ Units can change their class at any Command Post, allowing adaptability to battle conditions. Press the triangle button while facing a friendly Command Post to change classes. There is a small penalty for switching classes: your ammo will not be completely replenished.

COMMAND POST OWNERSHIP

To capture an enemy or neutral Command Post, you must stand within its capture radius. An icon will appear on screen if you are close enough. If there are no enemy units nearby, the capture icon will slowly change color from red to white to blue. When the capture icon is completely blue, the Command Post will now belong to your team.

The rate of capture increases if additional friendly units are nearby. If enemy units approach, the capture icon will alternate between blue and red until one side is driven off. You cannot capture a Command Post while in a vehicle.

Some Command Posts are permanently owned and cannot be captured by the opposing team. Some of these can be destroyed. Only human players can repair these destructible Command Posts. Destructible Command Posts appear on the map as diamonds instead of dots.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts cannot be captured, but can be destroyed, in which case they will reappear after a set amount of time.

In other game modes like CTF, and Assault, there are Command Posts that allow switching out of character classes but are not capturable. These are indicated by two arrows circling themselves. They will still be colored appropriately so only friendly team members can switch out classes.

REINFORCEMENTS

Reinforcement Points represent the number of reinforcements that each team can field. They are displayed in the reinforcement meter near the mini-map. The blue and red numbers represent friendly and enemy reinforcements respectively.

Units can continue to join the game as long as two conditions are met: there are Reinforcement Points remaining, and that at least one Command Post is owned.

When a unit dies, it takes one point off its team's reinforcement total. Any number of units can still deploy as long as one reinforcement point remains. However, if the Reinforcement Points reach zero, the team loses. During some campaign missions, one or both teams will have infinite reinforcements.

For Single Player games, you can deploy immediately after dying. In multiplayer games, a reinforcement timer is set for the map. Each time the timer counts down, reinforcements are deployed for both sides.

When a team's number of reinforcements equals the number of units on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or fewer Command Posts controlled. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

ITEMS ON THE BATTLEFIELD

Defeated enemies occasionally drop items that you can collect to replenish or enhance your character:

White Container:	Extra Ammunition
Blue Tank:	Restores Health
Yellow Tank:	Restores Stamina
Green Tank:	Restores Defense
Red Tank:	Enhances Attack

UNITS

Each faction has two specialized unit classes with unique abilities available to it. You must score a certain number of points in a match before you can play as one of these units. There is also a limit of how many of each of these units can be on the battlefield at one time. You can see this information on the Unit Selection screen.

REBEL ALLIANCE

REBEL SOLDIER

The Rebel soldier is effective against infantry, especially when they employ squad-based tactics.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

REBEL VANGUARD

Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

REBEL MARKSMAN

Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their recon droids are capable of deadly self-destruction near enemy positions.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

REBEL SMUGGLER

Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. The smuggler can also repair items as well as slice enemies out of vehicles using his fusion cutter. In addition to this, he can also destroy enemy mines quickly and is invisible to enemy mines.

Equipment: shotgun, fusion cutter, det-pack, and health/ammo dispenser.

BOTHAN SPY

The cunning Bothans are known throughout the galaxy for their spying capabilities. On the battlefield they sneak behind enemy lines, causing chaos and wreaking havoc, and then fade into the environment. The Bothan Spy also has the unique ability to regenerate health.

Equipment: incinerator, stealth, regeneration, and timebomb.

WOOKIEE WARRIOR

The Wookiees joined the Rebel Alliance after the Empire invaded their home planet, Kashyyyk, and enslaved their people. Wookiees fight with unmatched ferocity and loyally support troops with health and ammo.

Equipment: bowcaster, grenade launcher, thermal detonators, and remote droid.

REBEL PILOT (SPACE ONLY)

Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry a powerful timebomb.

Equipment: commando pistol, fusion cutter, and timebomb.

REBEL MARINE (SPACE ONLY)

Rebel Marines provide the last line of defense on capital ships, repelling enemy attacks with heavy ordnance.

Equipment: blaster rifle, rocket launcher, thermal detonator.

GALACTIC EMPIRE

STORMTROOPER

The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force.

Equipment: blaster rifle, blaster pistol, thermal detonators.

SHOCK TROOPER

The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

SCOUT TROOPER

Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their recon droids can self-destruct in a mighty blast, decimating enemy forces.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

IMPERIAL ENGINEER

The Empire's engineers focus on repairing friendly equipment and establishing defenses, while working to demolish the emplacements of the Rebellion.

Equipment: blast cannon, fusion cutter, det-pack, and health/ammo dispenser.

IMPERIAL OFFICER

These Imperial tacticians support the troops in the field with a mortar launcher capable of leveling rebel resistance. The officer's unique training allows for increased weapon damage. Officers also carry extra health and ammo supplies into battle.

Equipment: mortar launcher, rage, Geonosian sonic gun, and remote droid.

DARK TROOPER

Dark troopers use their jetpacks to "jump" to their targets (tap the X button to jump, then tap again to engage the jump pack). Once in position, their charged arc caster can scorch groups of enemies.

Equipment: arc caster, commando pistol, and thermal detonators.

IMPERIAL PILOT (Space Only)

Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as capital ship saboteurs.

Equipment: commando pistol, fusion cutter, and timebomb.

IMPERIAL MARINE (Space Only)

The Empire's Star Destroyers are fortified with these fearless troopers who repel any invading forces.

Equipment: blaster rifle, rocket launcher, thermal detonator.

UNITS

REPUBLIC

CLONE TROOPER

Genetically designed for superior fighting capability, clone troopers are best at fighting other infantry units toe-to-toe.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

HEAVY TROOPER

The Advanced Recon Commando specializes in anti-vehicular combat. These units carry a powerful rocket launcher, but its effectiveness against infantry is limited.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

CLONE SHARPSHOOTER

The sharpshooter is a long-range threat to infantry with the sniper rifle, and uses the recon droid to engage a destructive self-detonation.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

CLONE ENGINEER

The Republic's engineers support the army by repairing friendly equipment and establishing defenses, and when the need arises, they demolish CIS emplacements with their detpacks.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

CLONE COMMANDER

The commanders are specially designed to lead the clone troops into battle. They can temporarily empower nearby ranks with confidence.

Equipment: chaingun, blaster pistol, rally, and remote droid.

JET TROOPER

This highly mobile trooper has a jet pack that allows brief but rapid bursts of flight (tap the X button to jump, then tap again a short flight). He is a master at ambushes and disruption with his EMP launcher.

Equipment: EMP launcher, commando pistol, and thermal detonators.

CLONE PILOT (Space Only)

These troops have the unique ability to automatically repair any vehicle they occupy. They can also repair vehicles, droids, and turrets on the field with their fusion cutters, as well as set up powerful timed explosives.

Equipment: commando pistol, fusion cutter, and timebomb.

CLONE MARINE (Space Only)

The clone marines are similar to standard clone troopers, but carry a rocket launcher for versatility against different targets.

Equipment: blaster rifle, rocket launcher, and thermal detonators.

CIS

SUPER BATTLE DROID

After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulking, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts.

Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID

Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

ASSASSIN DROID

Assassin droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their recon droids feature powerful self-detonators that can be used against Republic forces.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

ENGINEER DROID

These droids support the army by repairing CIS equipment, as well as performing demolitions on Republic emplacements with their detpacks.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

MAGNAGUARD

These enhanced droids serve to protect important figures in the CIS army, such as General Grievous. Their deadly neuro poison can cripple any enemies in a radius around them.

Equipment: bulldog ALR, radiation launcher, neuro poison, and remote droid.

DROIDEKA (DESTROYER DROID)

Even feared by Jedi Knights, the crab-like droideka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droideka transforms into a wheel in order to cruise rapidly around the battlefield.

Equipment: repeating blasters and shield emitter.

PILOT DROID (Space Only)

Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry deadly explosives for disabling enemy ships.

Equipment: commando pistol, fusion cutter, and timebomb.

DROID MARINE (Space Only)

The droid marine is an all-purpose fighting machine designed to drive back enemy boarding parties.

Equipment: blaster rifle, rocket launcher, and thermal detonator.

HEROES

Throughout the game, players will have the opportunity to play as the incredibly powerful hero characters. When certain conditions have been met, a prompt will appear on-screen indicating to the player that a hero is now available. The player will have a limited amount of time to take advantage of the hero, as indicated by the glowing Hero Bar. Taking damage will reduce the time remaining on the hero bar, but defeating enemies will increase it. A skillful player will be able to prolong their time with these unique classes. Each hero has an array of unique powers and abilities that can be used to dominate the battlefield. When a hero is defeated, it will leave the battlefield, and may respawn later in the match.



VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers. Because there are no vehicle repair droids on the map, your engineers become a vital part of the battle.

SCOUT VEHICLES

This type of ground vehicle is fast and light. They can zip across the battlefield at great speed and are not meant for heavy combat. They are armed and armored, but only lightly to give some minimal protection. This type includes the 74-Z speeder bike, Tauntaun, and the STAP.

MEDIUM ASSAULT VEHICLES

These vehicles have heavier weapons and armor, and are slower than the Scout craft, but they pack more power and durability. This type includes the Rebel combat landspeeder, TX-130S fighter tank, AAT, and the Armored Tank Droid.

HEAVY ASSAULT VEHICLES

These vehicles are even more heavily armed and armored, and are used at the front of most assaults. This type includes the Spider Droid and AT-ST.

HEAVY ASSAULT TRANSPORT

These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serving as mobile Command Posts. This type includes the AT-TE, and the AT-AT.

MULTI-PURPOSE STARFIGHTERS

These craft are well-rounded and versatile, making them handy in a dogfight or a strafing run. They have forward firing blasters and a complement of missiles. All starfighters can use a limited boost to increase their speed (click the Right Analog Stick). Also, they can perform evasive maneuvers. To perform a barrel

roll, press the Circle button, then move the Left Analog Stick in the direction you want to roll. To perform a loop, double-tap the Circle button before choosing a direction to move. This type includes the ARC-170, droid starfighter, X-wing, and TIE fighter.

SCOUT FIGHTERS

Nimble and lightning fast. They are devastating in dogfights, and have the capabilities to boost and perform stunts but don't carry the heavy ordnance or armor to survive attacking a Capital Ship. These ships include the Republic Starfighter, Droid Tri-Fighter, A-wing, and TIE interceptor.

BOMBERS

These ships are not as fast as the starfighter class, but they can carry powerful ordnance and armor for assaulting capital ship emplacements. They can also perform boost and stunt moves. Many of these vehicles feature more than one position, allowing multiple units to team up and take full advantage of their firepower. This type includes the V-wing, CIS Strike Bomber, Y-wing, and TIE bomber.

ATTACK TRANSPORT FLYERS

This type acts as attack craft and troop transports in battle. Like the Heavy Assault Transports, these ships will act as spawn points for your team when they are on the ground. This type includes the Republic Gunship, CIS gunship, and Imperial Lander.

SINGLE PLAYER

TRAINING

There are two missions that teach you the general mechanics of gameplay. They include all the types of objectives that you will encounter in the campaign, both on the ground and in space.

RISE OF THE EMPIRE

This mode follows the storyline of the Empire's rise to power.

GALACTIC CONQUEST

In this mode the player uses strategy to take control of planets and dominate the Galaxy. First you choose a map configuration based on the conflicts from both eras of *Star Wars* history. There are four galactic configurations, one for each of the four factions. You will begin each campaign with two base planets and one fleet. To win, you must conquer each of the enemy's bases and defeat their fleets. The game ends if all your bases and fleets are lost.

The game is played in turns, with the player starting first. Each turn is divided into three phases:

ACQUISITION

During the first phase you can spend the credits that you have earned through victory in battle to construct new fleets, recruit new unit classes, or purchase bonuses. Additional fleets can be constructed at an open friendly base planet. When you begin the campaign, only the basic soldier class will be available to your team. New units can be recruited during any turn and will permanently join your forces. You can also purchase up to three bonuses at any time. A Bonus can be used before a battle to enhance your forces, or cripple the enemy's.

MOVEMENT/COMBAT

After making purchases you will select a fleet and move it, or choose to end your turn. If you move your fleet into empty space, or onto a friendly base, your turn will end. If you move your fleet into a space occupied by an enemy fleet, or an enemy base, you will engage the enemy in combat. Fleet to fleet combat will occur in space, assaults on an enemy base will occur on the planetary map. Before attacking the enemy, you will have the option to select a battle mode, and then use a Bonus (if any are available). Battle ends when either fleet is destroyed, or the planet is captured.

SUMMARY

At the end of a turn there is a summary screen displaying the status of the entire galaxy, including how many planets you control and how many fleets you've deployed. This is useful for planning your next turn. Once your turn is complete, the enemy will proceed through the same three phases, completing the round.

INSTANT ACTION

This mode allows you to jump right into a battle of your choice. There are multiple instant action game types available in *Star Wars Battlefront II*, and each can be customized in the game options before launching.

CONQUEST

In conquest mode, victory is achieved by capturing all Command Posts on the battlefield, or by defeating all opposing reinforcements. This is the classic *Star Wars Battlefront* mode.

1-FLAG CTF

Players score points by taking their flag to the enemy base. Victory is achieved when a predetermined score is met.

2-FLAG CTF

This is different than 1-Flag mode. You capture the enemy flag and return it to the friendly base to score.

HUNT

In this mode, the hunting team attempts to eliminate the entire hunted team within the time limit. If the hunted team survives until the end of the match, they will be victorious.

ASSAULT

Victory is secured by scoring points; points are scored by destroying enemy units and objects.

SAVING AND LOADING

The game will automatically give you the option to save your game when completing a mission in the Rise of the Empire or upon completing a turn in Campaign mode. In campaign mode you will also have the option to Save and Load from the pause menu during your turn. You will also be prompted to save your game whenever you alter any options, in which case the data will be saved to your profile.

SPLITSCREEN

This mode allows two players to play head-to-head or cooperatively on the same PlayStation² computer entertainment system. Both players need to have their own player profiles before a splitscreen game can begin. You can play in either campaign mode or Instant Action.

In splitscreen Galactic Conquest mode, players can compete for control of the galaxy by creating a Custom Campaign. When establishing the game the players will be able to choose the Era, Layout, and Victory Conditions for their campaign. This mode can also be played co-operatively.

MULTIPLAYER

Note: Dial-up modem network configurations are not displayed on the Select Network Connection screen since Multiplayer mode requires a broadband Internet connection.

This mode allows you to compete against other players on a LAN (Local Area Network) or over the Internet. A Network Adaptor (Ethernet/modem) (for PlayStation²) is necessary for this mode of play. Please refer to the documentation included with the network adaptor (for PlayStation²) for instructions on how to set up your PlayStation² computer entertainment system for Internet play. You must use a controller connected to controller port 1 to create a new network configuration. Network configurations can be created using the Network Adaptor Start-Up Disc included with the network adaptor (for PlayStation²).

When selecting the multiplayer option, you will first need to select a network connection. Once you choose your connection, you can then choose from two different ways to connect to a multiplayer game. If you have a firewall active and are having difficulty connecting, please visit www.gamespy.com for information.

PLAY MODES

During online gameplay, you can talk to you teammate(s) anytime using a USB Headset (for PlayStation[®]2). If your USB headset is plugged into your PlayStation[®]2 console, and you are not able to chat with your teammate(s):

Your teammate(s) may not have a USB headset connected to their PlayStation[®]2.

You or your teammate(s) may have a low quality connection to the host. NOTE: Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth. For information on running a PC as a dedicated server, please visit www.swbattleground2.com.

Players are responsible for all applicable Internet fees. Online play subject to online terms of use as may be available online at www.swbattleground2.com. LucasArts reserves the right to terminate any online support of this product at any time.

INTERNET

Select this option if you wish to connect with other players across the Internet. You will have the option to login to the GameSpy matchmaking service where your statistics will be tracked and posted to a leaderboard. You will be able to narrow your game search based on Max. Players, Max. Ping, Map, Era, Server Type, and Game Name.

LAN

Select this option if you want to connect to a game on your Local Area Network. The game will take a few moments to bring up the list of available multiplayer games. This should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

SERVER LIST:

In the game list there are several categories to describe each game:

FAV: Indicates favorite servers in the Internet lobby.

GAME NAME: Shows the name of the game, as set by the host.

IN/MAX: Shows the number of players currently in the game, and the total possible players.

MAP: Indicates the map currently being played on the server.

PING: Displays the quality of your connection to the server.

When highlighting a particular game, the game options set by the host will be displayed in the Game Info window below the game list.

CREATE

This option allows you to host a game yourself. First enter any name for the game (the default is your profile name), then choose the map(s), and finally set the Session options.

GAME OPTIONS

AI UNITS PER TEAM: Allows you to set the number of AI-controlled units fighting for each team.

AI DIFFICULTY LEVEL: Select between normal and elite to change the effectiveness of AI units.

CON REINFORCEMENTS: Set the percentage of Conquest Reinforcements available.

CTF SCORE: Set the score target for Capture the Flag games.

HEROES: Toggles the inclusion of heroes for each team. You can choose what conditions will make the hero available, and how often it will respawn.

HOST OPTIONS

MAX PLAYERS: Allows you to set the maximum number of players allowed in the game.

WARM-UP: Select the duration of the warm-up mode before each battle.

VOTING THRESHOLD: This option allows the host to determine the number of votes necessary to boot a player from the game.

TEAM DAMAGE: Toggle the ability for players to cause damage to teammates.

AIM ASSIST: Toggles assisted aiming for all players.

SHOW PLAYER NAMES: Toggles the display of player names over their characters in game.

TEAMS: This can be toggled between Auto Assign, which automatically evenly distributes players between the two teams as they join the game, or Player Select, which allows players to choose their team when they join.

MIN PLAYERS TO START: Sets the minimum number of players that need to join before the game begins. The AI units will not begin fighting until this number has been reached.

GAMESPY

GameSpy offers an Internet matchmaking system which allows you to find games on the Internet. When selecting this option you will be asked to login to GameSpy or create a new GameSpy ID profile. It is not necessary to use a profile but doing so allows score tracking. To create a profile you must create a GameSpy nickname (the default is your *Star Wars Battlefront II* profile name), designate a valid e-mail address (which will be used to send you your password if you forget it), and choose a password. You can also set this screen to remember some or all of this information for logging in quickly. Once you log in you will be presented with the same options as in LAN mode.

FIREWALLS

In order to join or host a game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port(s) 27900, 28900 (UDP, TCP) to the IP address assigned to your PlayStation®2 console. Note: users using DHCP must ensure that their PlayStation®2 console is always assigned to the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.

If you are still having trouble connecting to the other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.



MEDALS AND AWARDS

Certain accomplishments are tracked in the game. If a player accomplishes certain goals within the course of one life (such as 6 headshots with a sniper rifle), he will earn a medal.

By accumulating Medals players begin to unlock the different levels of an award. Everyone starts out as Green (level 0). After gaining a Medal 4 times in one category the player will advance to Veteran (Level 1) Status. Once the player has attained a Veteran status in any one of the Medal categories then the Award becomes available. If the Award is gained, the Award will stay with that player for one life. In addition, while the Bonus is active the award cannot be accrued again. Heroes will not be eligible for these Bonuses as the Hero himself is enough of an award. The Private, Sergeant, Captain and General rankings reflect the general total of Medals the player has accumulated in his lifetime.

In Single Player games, these Awards will be tracked over the career and anything unlocked will be available in all modes.

In Multiplayer games, the Server Host will have the choice of activating or deactivating Awards in their game session. However, at that point they will be equally available to all players.

AWARDS

Gunslinger	Precision Pistol	6 Kills with Pistol
Frenzy	Elite Assault Rifle	12 Kills with Blaster Rifle
Demolition	Guidable Rockets	4 Critical Hits vs. Vehicles
Technician	Vehicle Regen	Slice into a Vehicle
Marksman	Particle Beam Rifle	6 Headshots with Sniper Rifle
Regulator	Flechette Shotgun	8 Kills with Shotgun

Endurance	Energy Recuperation	8 Points
Guardian	Shielding	16 Points
War Hero	Damage Increase	24 Points

Private	Lead 1 Man	0 Medals Total
Sergeant	Lead 2 Men	20 Medals Total
Captain	Lead 3 Men	100 Medals Total
General	Lead 4 Men	300 Medals Total

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TECHNICAL SUPPORT

If you require technical assistance, please read through the troubleshooting guide. The troubleshooting guide has solutions to many common problems you may experience with the game.

When contacting Technical Support, make sure to include the title and version of the game, and a detailed description of the problem.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts, a division of Lucasfilm Ltd.
P.O. Box 29908
San Francisco, CA 94129
Attn.: Product Support

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