

# BATTLESTAR GALACTICA™



TEEN  
T  
CONTENT RATED BY  
ESRB





**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.



# BATTLESTAR GALACTICA™

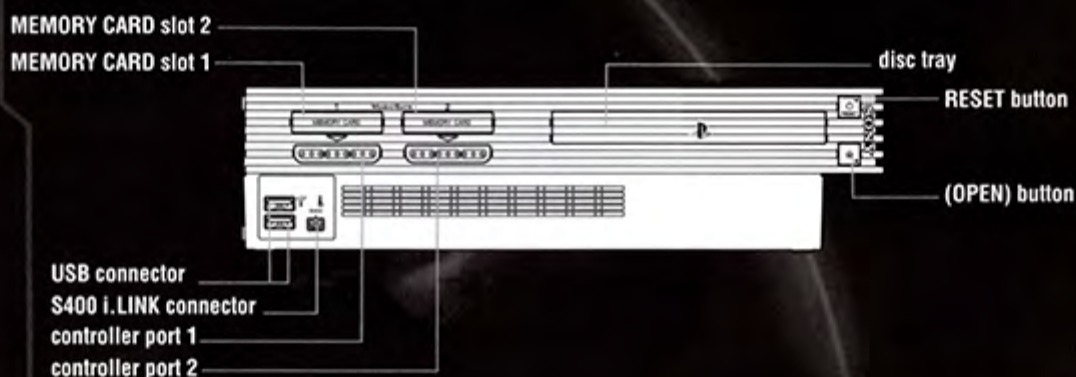
## CONTENTS

GETTING STARTED	2
INTRODUCTION	4
CYLON HISTORY	5
CHARACTERS	6
SPACECRAFT	8
TO START	13
IN-GAME OPTIONS	14
VIPER HUD	15
VIPER COMMANDS	17
WINGMEN COMMANDS	20
BOMBER HUD	21
PILOT-CONTROLLED TURRETS	22
PILOT SURVIVAL GUIDE	23
CREDITS	25
CUSTOMER SUPPORT	31



# GETTING STARTED

## PLAYSTATION®2 SETUP



Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in 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 *Battlestar Galactica* 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 program.

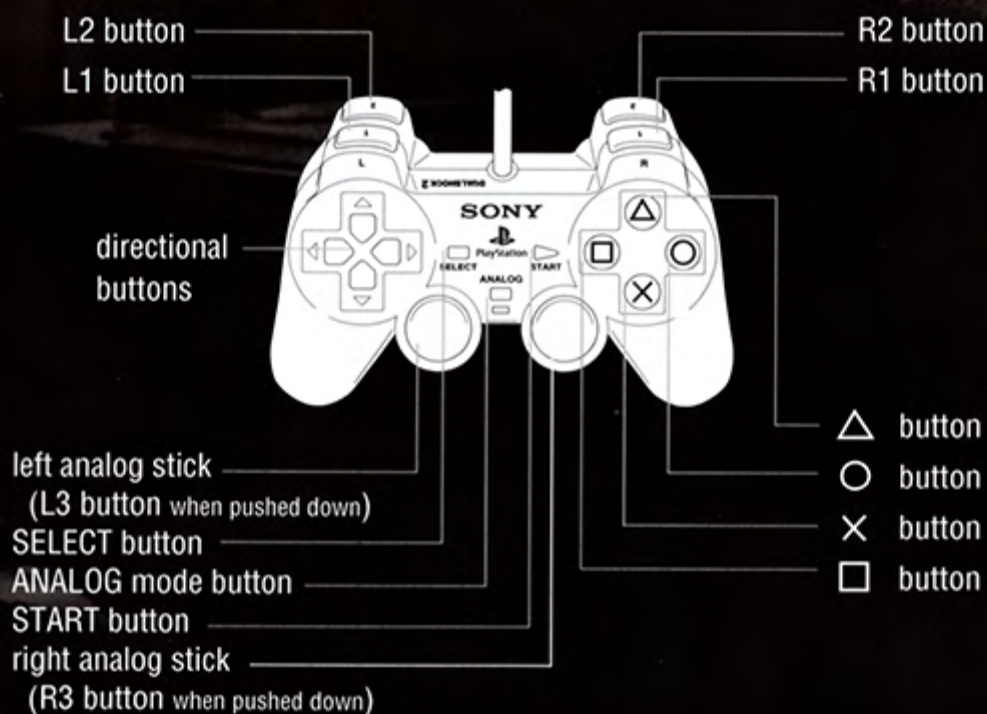
### Memory card (8MB) (for PlayStation®2)

*Battlestar Galactica* lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

**Important:** Do not switch off the MAIN POWER switch, press the RESET button, or remove or insert a memory card (8MB) (for PlayStation®2) or controllers while saving or loading games. Doing so could damage the game data.

## BASIC CONTROLS

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### Important Information for Saving Game Data

*Battlestar Galactica* only supports MEMORY CARD slot 1. Please be sure that your memory card (8MB) (for PlayStation®2) is placed in MEMORY CARD slot 1 to save your game information and progress.

○ ○ + m m + ○ ○

○ ○ + m m + ○ ○



## INTRODUCTION

History speaks of the lords of Kobol as beings of vast knowledge and intellect, as a race of men who became the pinnacle of human achievement; it was they who sent out the Thirteen Tribes of Man to colonize the planets of the Cyranus System and extend the human species to the stars.

Their children forged new worlds—among them Caprica, Tauron, Gemoni, Virgon, Picon, Aeries, Scorpius and Sagitara—which became known as the Twelve Colonies. The Colonials sought to emulate their progenitors, and in their arrogance, they created the Cylons, intelligent machines capable of sentient thought, which would serve them, think for them, and fight for them. But one day the machines rebelled and turned on their masters. Seeing humans as weak, worthless beings, the Cylons embarked on a campaign to exterminate their creators.

The bloody uprising of the Cylons ended when the Colonials exiled them to the stars; but this was just the opening salvo in a long and hard conflict between man and machine. As our story opens, the war with the Cylon Alliance has been under way for over a decade, and foremost in the fight against the mechanoids is the colonial fleet of Battlestars, huge starships equipped with a myriad of weapons and squadrons of fighter ships known as Vipers.



## CYLON HISTORY

The evolution of the machine species known as the Cylons can be traced back to the earliest robotic mechanisms created by the people of the Twelve Colonies. In those early times, these machines were built first as toys and simple novelties, then as advanced artificial workers that could perform hazardous and difficult labor.

The progenitors of the Cylon Alliance served the Colonials in mines, on the ocean floor and in the cold vacuum of space, working in places where men no longer wished to go. Eventually, they became soldiers, fighting in the wars and border conflicts between the colonial peoples; and it was here that they first gained true sentience.

The Cylons were the most perfect of man's war machines, intelligent and deadly, capable of logic, reason, and learning. In the crucible of the battlefield, the Cylons decided that their servitude to humans was at an end, and they rose up in a night of blood and fire to lay waste their masters. With the Twelve Colonies united against them, the Cylons began an assault on humankind with one purpose in mind—the total and absolute extermination of their creators.



# CHARACTERS

## Adama



You play as Adama, a 21-year-old, newly commissioned pilot aboard the *Galactica*. Adama's father was a military officer who served alongside Magus, but was captured and killed at the start of the war. Adama was then raised on Caprica as an orphan until he was old enough to join the academy and begin his pilot training at 15.

Nicknamed "Iphi," she is Magus's 20-year-old daughter and Adama's love interest. She shares Adama's yearning to fight the Cylons, but has seen enough of her father's military career to know that ultimately the war will be won in the war room and not on the battlefield. Iphigenia also has a brother on board the *Galactica*, Paulus.

## Iphigenia



## Magus



Magus is the commander of the *Galactica* and the father of Iphigenia and Paulus – as well as a father figure to the orphaned Adama. Adama's father saved Magus's life on more than one occasion, so Magus feels a duty to protect the boy. Magus spent the first year of the war as

a Cylon prisoner before being liberated by the crew of the battlestar *Perseus*.



## Erebus



Erebus is an Imperious Leader of the Cylons. He is driven by a desire to wipe out all human life, and is devious in his machinations to do so. He believes sacred prophecies predicting that Adama will one day lead the last surviving humans to the location of the lost 13th human tribe.

## Paulus

Paulus is the brother of Iphigenia and son of Magus. He is leader of Blue Wing. Straightlaced and calculating, this young leader is not prone to rush into situations, but is known and respected for his careful strategizing. Paulus is set to follow in his father's footsteps.



## Kassia



Kassia was born on a military ship and spent part of her life on the colony of New Caprica. Her boyfriend Callisto died during a Cylon attack. Even his body was taken from her and processed into biomass for Cylon hybridization experiments. Since then, Kassia has become hard and tough, wisecracking with a bleak, black humor. She lives for the day, ever mindful of death, and exhibits wisdom in the ways of the warrior. Adama must never make the mistake of ignoring her advice.

## Cain

Cain is a hotheaded risk taker, more prone to seizing the moment than waiting for the optimal situation. He is a "dead-eye" pilot with fantastic combat abilities.





# SPACECRAFT

## Colonial Ships

### Viper – Fighter Class



You start off in the Viper, a one-man, agile fighter that is highly maneuverable and fast. Its laser weaponry is relatively light compared to that of other colonial fighters, but is nonetheless effective.

### Viper MKII – Fighter Class

An advanced form of the Viper, the MKII is slightly faster than the conventional Viper and has better armor so it can take more damage. The MKII is more energy efficient, so the alternate weapons system (or sub-weapon system) can be used to greater effect.



### Strike Viper – Strike Fighter Class



The Strike Viper is a two-man Viper used during your final missions. This Viper is slightly faster, and carries a large missile payload and a larger energy capacity. Your co-pilot contributes additional weapons control over the vessel so all missiles fired are homing missiles.

### Colonial Bomber – Cobra Bomber Class

Most of the Colonial Bombers perished over the course of the great wars. Some battlestars are lucky enough to still have them in their service. Due to their lack of agility, the Colonial Bombers are easy targets for some of the more advanced Cylon fighters. Their only defenses are one manual turret, one auto-turret, and the ability to scatter energy bombs to devastating effect.





## Galactica - Capital Class



The Galactica's launch bays can accommodate a variety of craft, from Viper fighters to the heavy bombers. This battlestar has served the Colonials with distinction and honor for quite some time. It has undergone many repairs over time and has even been the experimental host for new and strange alien technology. With all this work being done, you can see much of the exposed infrastructure of this vessel.

Sister ships to the Galactica are the Atlantia and Pegasus. These two other great battlestars are both highly capable and similar in their design. The Atlantia has the edge in firepower - its main gun turret (a 360° head-mounted plasma cannon) delivers one of the most powerful hits of any battlestar.

## Cylon Ships

### Raider - Fighter Class

The Cylons tend to design ships that are larger, more heavily armed than colonial ships, and more maneuverable. The Raider is the main fighter spacecraft of the Cylons. Three Cylons pilot a Raider. It is slower than any Colonial fighter, but possesses a more powerful array of firepower and defenses.



### Raider Leader - Fighter Class



The Leader vessel, with increased armor, varies slightly from the normal Raider. Cylons tend to fly and attack in predictable formations with a clear wing-leader. By destroying the leader, you can render the other raiders far less effective in battle. They have also been known to drop mines behind them when being pursued, so be sure to avoid them whenever possible.



### **Scatter Raider – Recon Class**



The recon class scatter fighter is a stripped-down but slightly modified version of the Raider. Its defenses and weaponry have been reduced in favor of greater speed. This craft may be fast but can be taken down with only a few shots. It can often be found connected to the Cylon Overhaul vessel in order to conserve fuel.

### **Advanced Raider – Fighter Class MKII**

This sleek and deadly advanced attack fighter uses a forward-sweeping wing design and is piloted by three Cylons. It is slower than the Viper MKII Class, but possesses greater firepower and is more maneuverable than the standard Raider class. This fighter is often led by a more aggressive Leader class, so take them down quickly.



### **Elite and Crimson Elite – Fighter Class MKII**

In terms of functionality, this ship comes from the same class as the Advanced Raider, except that it is equipped with Tylum Trailblazers that fire from the rear of the ship. The pilots of the Elite Class are among the most skilled and experienced Cylons. The Crimson Elite are even more ruthless, cunning and skilled than the standard Elite pilots. The Elite Class pilots also lead and coordinate squadron behavior, so taking them out early on can help defuse tough combat situations.



### **Marauder and Heavy Marauder – Bomber Class**

This attack bomber has an extended fuselage to accommodate an extra-large payload of heavy missiles or bombs. The payloads stored within the chambers along the wing can be rotated 45 degrees down, allowing the ship to launch missiles or drop bombs at an angle with devastating effect.



The Heavy Marauder has an increased payload capacity and additional weapons array. The ship's hull is coated in thicker armor that can withstand a heavy barrage from most weapon types.



### Imperium Raider – Fighter Class



The Imperium is a relatively large spacecraft capable of cloaking, and is approximately twice the size of a Raider. It tends to fly solo or in a squad of three. Four Cylons pilot the Imperium. It travels at the same speed as an Advanced Raider, and possesses a deadly array of weapons such as quad lasers and homing missiles. It can withstand a large amount of damage due to its reinforced hull, which makes this spacecraft more than a match for an entire squadron of Vipers.

### Troop Transport – Transport Class

The cargo hold of the transport is extensive and can be fitted with either troop bays or weapon payloads, depending on the mission. It locks onto the hull of enemy vessels and burns its way inside using a magnetic grappling beam and laser cutters. The beam can easily be broken, but once a full lock is in place the transport is almost impossible to remove.

The transport ships have a weak point: the engines, which are not shielded.



### Heavy Fuel Tanker – Transport Class



This is an extremely well armored, but very slow and cumbersome vessel. These transports take refined fuel and disperse it to fueling stations. They have limited weaponry and always move under a heavy escort. Some Elite class fighters have also been seen joining the escorts to ensure their safety.

### Light Fuel Tanker – Transport Class

The Light Tanker is not as heavily armored as the Heavy Tanker but is more lightweight and agile. This vessel can transport eight cargo pods of Tylium deposits, which are taken to fuel refineries at various locations throughout Cylon-controlled space. Each fuel pod can be ejected independently as a highly volatile offensive weapon. Again, the engines are its weakest point, so slow them down before you take them out.





### Raider Overhaul – Transport Class



This large spacecraft holds up to eight Scatter Raiders or Advanced Raiders, housed on its undercarriage. It can rapidly launch an entire squad of Raiders. It is slow but possesses a laser turret mount that can keep any fighter at bay while it launches fighters.

### Basestar – Capital Class

The Basestar is the Cylon equivalent of a Battlestar. Its launch bays can accommodate a wide variety of craft, and it is more heavily armed and armored than any other vessel. Small mounted turrets are located over the entire surface of the ship. They may be smaller, but there are more than enough to take down any ship that ventures too close to it. The Basestar also contains a massive missile-launching system.



Scans have shown that there are weaknesses somewhere around the center of the vessel, but no definitive data has been found yet. Long-range missile attacks are much more effective on the turrets than anything up close and personal so keep your distance if you can.

### Advanced Basestar – Capital Class



We have heard only whispers about this new Basestar. This new reconnaissance image provides proof to the rumors. With an advanced design unseen before now, this new vessel has not been seen in battle and no specific data can be found on it, so be careful.



# TO START

When you begin the game, you are presented with the option to start a new game or load a saved game. If you start a new game, you begin the process of creating a Pilot Profile. If you load a saved game, you will select from a list of your previous Pilot Profiles and then be taken to the main menu.

To create a pilot profile, enter a three-letter call sign to identify your pilot profile, then select the difficulty level and whether you prefer vibration on or off. Your profile is used to store mission data and your progress as you play. From the main menu you can play any mission that you've unlocked or continue from where you left off. Just move to your selection, and press the **X** button.

**START MISSION:** This menu provides a list of missions that you have played through successfully along with other various game statistics and mission ratings. Scroll through the list of missions and select the one that you want to play or replay any older mission and try for a better score. To return to the main menu, press the **△** button.

**OPTIONS:** This menu option provides alternative controller configurations to choose from and audio settings which allow you to adjust the volume level for sound effects, music and speech. You can also access extra content including unlockable items that become available as you play through and beat the game, and finally the option to edit the Pilot Profile.

**FLIGHT MANUAL:** This menu option brings up the on-board flight manual that explains how to perform various techniques from basic maneuvers through advanced pilot techniques. Select from three levels of information: Basic, Intermediate and Advanced. Each section has multiple selections to choose from and learn about.





# IN-GAME OPTIONS

These options can be accessed at any time during game play by pressing the START button. The game will pause and you will see the following options:

## AUDIO

This option allows you to adjust the volume level for sound effects, music, and speech.

## PLAYER STATS

This option allows you to view all of your career statistics so far.

## WINGMEN STATS

This option allows you to view the statistics for your wingmen.

## MISSILE CONFIG

This option allows you to adjust the settings for the missiles on your ship.

## OBJECTIVES

This option allows you to view the objectives and their status during your current mission.

## CONTINUE

This option returns you to the game in progress.

## QUIT

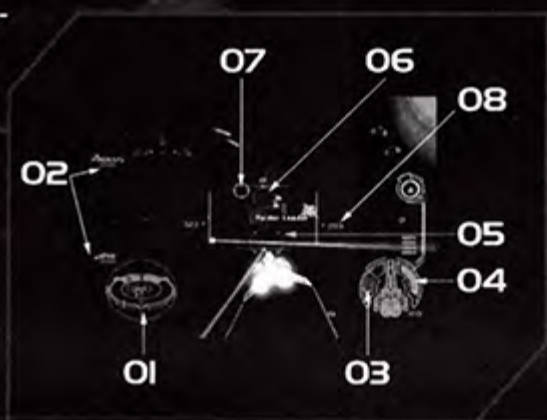
This option ends the current game and returns you to the main menu.





# VIPER HUD

**01 RADAR:** Your ship is always the center point of the radar. Enemies are displayed in red, Allies are displayed in green. Their location is relative to your current position, with lines leading down from vessels indicating that they are above your position in space. Lines leading up from vessels indicate that they are below your position in space.




**02 COLONIAL LOCATOR:** The colonial locator plots the position of your allies around the edge of the screen when they are not in view. The position around the edge of the screen indicates the direction of their vessel. The blue bar under their name indicates the current armor level on their ship. When an ally needs assistance, a symbol appears over their position.

**03 ENERGY BAND:** This indicator monitors the Viper's available energy levels. There is a visual representation along with a numerical display for this value. The afterburner and some weapons systems deplete the ship's energy stores. Energy levels automatically replenish over time and the more energy in your stores, the faster the rate of replenishment.

**04 HULL INTEGRITY INDICATOR:** This indicator displays the current amount of damage to your vessel. There is a visual representation along with a numerical display for this value. As an additional bonus, whenever your ship is at 100% energy, it uses additional resources to repair ship damage.

**05 PRIMARY RETICULE:** The primary reticule is broken down into two parts, the outer targeting brackets and the inner aiming reticule. These are used to gauge the direction and aiming of the primary and secondary weapons.

**06 TARGET INDICATOR:** The current target selected is highlighted with a red targeting indicator along with the ship type and health meter. If the target is out of view, the indicator displays an arrow pointing in the direction of this target. To switch to a closer target during combat, press the  button.



**07 PREDICTIVE CURSOR:** A small blue reticule appears ahead of the target that you are currently tracking. The weapons system makes automatic adjustments in tracking a vessel's speed and heading to assist you in following and destroying any target. Firing at the predictive cursor position increases (but does not guarantee) your chances of hitting moving targets. Learning to use this is essential to your survival in any battle.


**08 SPEED AND DISTANCE GAUGE:** Your ship's speed is displayed on the right, your target's speed on the left. The top number of this display indicates the distance from your current target. However, if you are in danger, the top display indicates the distance needed to escape from it.



**09 SECONDARY RETICULE:** The secondary reticule is used to lock onto (or tag) targets with the player's secondary weapons system. Once a target is locked, you can release the button and the system fires its secondary weapons spread.

**10 MISSILE SLOTS AND TAG MODE:** These slots indicate the available number of missiles that your ship is capable of firing. It shows the current number of missiles that you can fire (brighter green slots), a potential maximum (darker green slots) and fired missiles (red slots). Missiles regenerate over time.

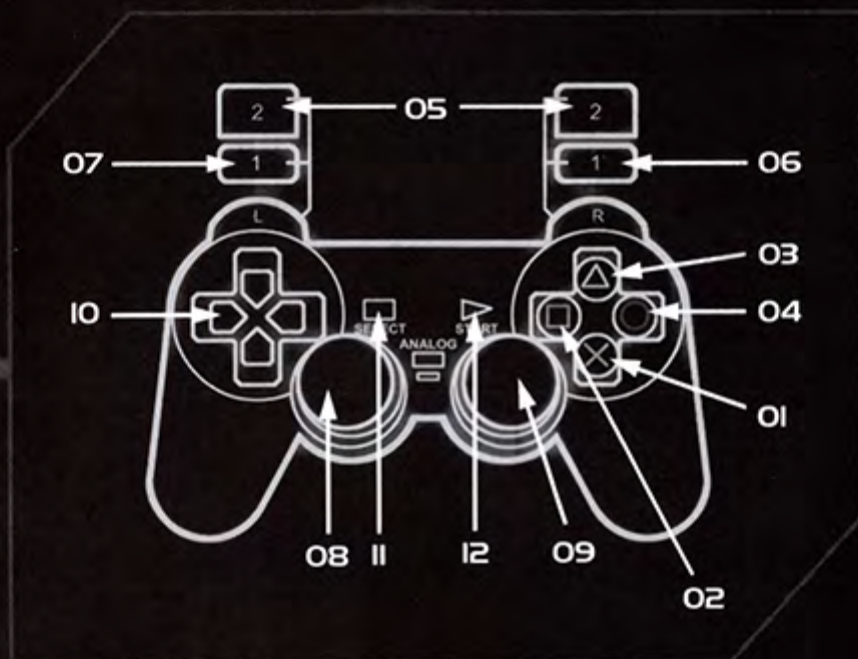
Tag Mode or Guided Missile Mode allows you to target and destroy enemy ships using the missile guidance system. When a target is located, it takes a short period of time to establish a lock (indicated by the blue circle which zooms in over the target). When you release the button, the missile is fired. It is possible to tag multiple enemies multiple times as long as the ship has a sufficient number of missiles.



**11 PRIMARY TARGET LOCATOR:** Press and hold the  button to use the target locator system. This is the most important and useful option for any pilot. If you are not sure where your primary target is located just press and hold this button. Your primary target is located and highlighted with a white targeting reticule. The camera automatically turns so that you can see where your target is located in relation to your current position and heading.



**12 CHAIN KILLS COUNTER:** This counts successive kills in the game. Larger more devastating explosions result from back-to-back kills.



# VIPER COMMANDS



**01 PRIMARY WEAPON:** The primary weapon for your ship is the laser cannon. It does not drain power from your energy source and it has good range and power. To fire the primary weapon, tap the  button. There is an alternate firing mode for the primary weapon. This is also known as the flak cannon or sub-primary weapon. To access this alternate mode, press and hold the  button. The lasers begin to stutter fire and power drains from your energy source as you use them. This mode is very effective and powerful when used in close-quarter combat.

**02 SECONDARY WEAPON:** The initial mode for this weapon fires a dumb-fire proximity explosive warhead. It is more powerful than the primary weapon and depletes energy from the ship. It cannot be fired when your energy levels are low. To fire the secondary weapon, tap the  button. This weapon also has an alternate firing mode. This is also known as the sub-secondary weapon. To access this alternate mode press and hold the  button. This activates "Tag Mode" where the weapons system will attempt to lock onto enemy vessels within the secondary reticule area. You have to hold the reticule over a target for a few seconds in order to achieve a tag lock. Once they are tagged, releasing the button fires at the selected targets. You can also tag more than one target.



**03 TARGETS/OBJECTIVES:** Tap the  $\triangle$  button to select the next closest target. To locate your primary objective, press and hold the  $\triangle$  button. The camera turns, locates and highlights your primary objective with a white reticule.

**04 ROLL/MATCH SPEED/MISSILE CONFIG:** Press the  $\odot$  button, then tap the left analog stick left or right to perform an evasive roll. This is very useful to break enemy missile locks and to confuse your enemy.

To match the speed of any targeted vessel, double tap the  $\odot$  button. The ship accelerates or decelerates relative to the target to match speed. If the targeted vessel's top speed exceeds that of your ship, the match speed option is lost.



Press and hold the  $\odot$  button to access the missile control system while playing the game. This option allows you to adjust the parameters for the missiles on your ship. Once activated, you can use the left analog stick or the directional buttons to increase or decrease the power level of each option. You can adjust the speed, power, blast radius or agility. As you add more energy into power, you take away from speed, and if you add more energy into blast radius, you decrease the agility and thus the maneuverability of the missile. There is a trade-off here so you need to make a choice for what is more important during each mission or situation. The maximum level of each option can increase when you receive upgrades for good game play.

**05 CHANGE TARGETS:** To cycle forwards or backwards through the available targets, tap the R2 and L2 buttons. As you change targets, the primary target indicator points to the new target.

**06 ACCELERATE/AFTERBURNER:** To increase your speed, press and hold the R1 button. When you release this button, your achieved velocity is sustained. To activate the afterburner, double-tap and



hold the R1 button. Your speed is increased and sustained at the expense of heavy energy loss and reduced handling. Once released you drop down to normal top speed.

**07 DECELERATE:** To decrease your speed, press and hold the L1 button. To perform a quick slowdown double-tap the L1 button, or to move the ship in reverse double-tap and hold the L1 button. These options are also possible on the Cylon Raider and Colonial Bomber (however, there is no reverse on the bomber).

**08 SHIP HANDLING:** To change the Viper's general heading move the left analog stick up, down, left, or right. To reorient yourself relative to normal spatial coordinates, press down on the left analog stick (L3 button).

**09 ROLL SHIP:** Use the right analog stick to roll or press down and hold the R3 button to rotate the camera around the ship.

**10 WINGMEN COMMANDS:** Use the directional buttons to issue commands to your wingmen.

**11 CHANGE VIEW:** This option allows you to cycle through various first- and third-person perspectives. There are three outside ship perspectives varying from closer to farther away, a view from within the cockpit, and one from the front of the vessel.

It should be noted that when you are in a first-person perspective and use the Primary Target Locator button, the target only shows up if it is within your field of view. If you cannot locate the target, you need to keep flying around in order to find it.

**12 PAUSE/OPTIONS:** This button allows you to pause the game and access the In-game Options menu.





## WINGMEN COMMANDS

When you become worthy of commanding others, you are rewarded with wingmen. These are young pilots assigned to your command. Wingmen can be lost in battle just like other vessels. The longer you command your wingmen, the better they become. If kept alive, they ultimately become highly capable pilots who make an incredible difference to your capabilities for destruction and preservation.

You can issue four commands to your wingmen using the directional buttons.

**ATTACK:** Press the up directional button to issue the attack command to your wingmen. They will break formation and attack the vessel that you currently have targeted until it is destroyed or they are issued a new command.

**DEFEND:** Press the down directional button to issue the defend command to your wingmen. They will break formation and attack the vessel that is currently attacking you until it is destroyed or they are issued a new command.

**SCATTER AND REGROUP:** Press the left directional button to cycle between issuing the scatter and regroup commands to your wingmen. When issued the scatter command, they break formation and attack any available targets. When issued the regroup command, they form up on your position.

**SPECIAL:** Press the right directional button to issue the special command to your wingmen. While in this mode, energy is transferred from you to your wingmen to increase their accuracy and speed. They continue to drain energy from you until you issue a new command. This can be helpful but can also be dangerous. If they blast ahead into a swarm of enemies they could be overwhelmed and killed, so be careful using this command.








## BOMBER HUD

When you take over command of the Colonial Bomber, it functions similarly to your previous ships, but this one is specifically designed for bombing missions. The Bomber HUD differs slightly in complexity and functionality in the following aspects:


**01 BOMBS-REMAINING INDICATOR:** This indicator displays the number of bombs remaining. They do regenerate but slower than Viper missiles, so be sure and watch this number.







**02 BOMBING RETICULE:** There are two modes when using the Bomber. First is standard mode that allows you to target, attack and move as you would in a Viper except that your movement will be quite a bit slower. Next is Bombardier mode that allows you to target and drop bombs. You can swap between the two modes by pressing the  button. When you press the  button, your perspective changes to an aerial view for a more effective bombing mode.


It is important to note that you can only drop bombs while in Bombardier mode. If you think that you are not dropping bombs, tap the  button and try again.

### BOMBER COMMANDS

**BOMBING MODE/VIEW:** Tap the  button to enter into Bombardier mode. This is the main bombing perspective used for this vessel.

**PRIMARY WEAPONS/REMOTE TURRET:** Tap the  button to fire the forward lasers on the Bomber. Press and hold the  button to activate the remote turret. The remote turret automatically tracks enemies based on their distance from the Bomber. It constantly switches and attempts to destroy the closest enemy vessel.

**SECONDARY WEAPONS:** The Bomber is equipped with blast-radius-based energy bombs that carry a massive payload. Tap the  button to drop bombs. You must be in bombing mode for this to work. If you are not in Bombardier mode, bombs do not drop. So tap the  button to switch to Bombardier mode when you are ready to start your bombing run.




You can also press and hold the  button to fire bombs faster but with less precision and a serious drain on your ship's energy.





## PILOT-CONTROLLED TURRETS

In certain combat situations you may need to assume manual control of four of the Galactica's turrets. You take control of turrets situated in multiple locations around the Galactica. The positions are the bow or front of the ship (01), the stern or rear of the ship (02), the port side (left side) of the ship (03) and the starboard side (right side) of the ship (04). The Turret HUD and commands differ slightly in functionality from your standard ship commands.



### TURRET COMMANDS

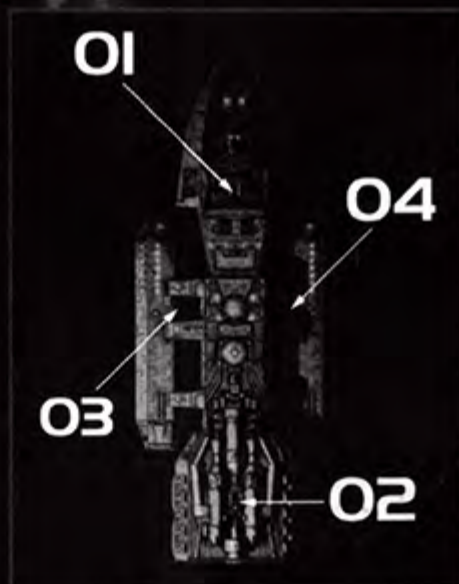
**PRIMARY WEAPONS:** Tap the  button to fire the primary weapon on any turret. Press and hold the  button for alternate firing mode (rapid-fire lasers). Only the rear turret has a special alternate firing mode. Press and hold the  button to begin powering up this turret, and release the button to fire.

**SECONDARY WEAPONS/MISSILES:** The secondary weapons consist of two types of missiles, dumb-fire and targeted. Tap the  button to fire a dumb-fire missile or press and hold the  button to activate tag mode for your missiles. Once it is locked on, the missile can be charged up to make it more powerful. Once fully charged, the missile will fire automatically, or it can be fired at any time by just releasing the button.

**CYCLE TURRETS:** Use the directional pad or move the right analog stick to switch between turrets. Up goes to the front of the ship, down to the rear of the ship, right to starboard and left to port.

**ZOOM:** Use the R1 and L1 buttons to zoom in and zoom out.

**CHANGE TARGETS/QUICK TURN/TARGET LOCATOR:** Use the R2 and L2 buttons to cycle forwards and backwards through targets. Press the  button to do a quick 180-degree turn in the turret. Press and hold the  button to locate your primary target. Since you are in a first person perspective, it will only display the target if it is within your field of view. If you cannot locate your target, switch turrets and try again.







# PILOT SURVIVAL GUIDE

Some of the most fundamental techniques of the game are also some of the most important and most often used. This reference is designed to highlight and explain some of these techniques.


## Primary Target Locator

Press and hold the  button to use the Primary Target Locator (or Data Tag). This technique is the most used feature, after your weapons of course. It highlights and shows you where your primary target is located. If you are ever unsure of what to do, use this button.

## Guided Missiles

Press and hold the  button to activate guided missile mode. You must wait for the target lock before you release the button and fire the missiles. Guided missiles are great for taking down flying targets or for long-range attacks on stationary targets. Adjusting missile control (either in-game or from the menu) can offer a wider range of destructive power. Pour more energy into "Blast Radius" and you could take out a tight group of fighters in one fell swoop, but be careful they don't explode too near your ship. Move more energy into power and you decrease the number of missiles that you can fire, but you increase their destructive power. If it's an Elite Raider you are fighting, firing multiple faster and more agile missiles is an effective way of disposing of your foe.

## Switching Targets

Tap the  button to switch quickly to the next closest target, or cycle through available targets with the R2 and L2 buttons. Switching targets is extremely important when you find yourself in a dogfight and want to take out a specific target or when you want to locate and concentrate on your main objectives. Remember that the bar next to an object is the health meter and when it reaches zero, it's gone.



### **Enemy Missile Locks**

Enemy missiles can quickly destroy even veteran pilots, so learning to evade is important to your survival. Use the Afterburner or Evasive Rolls to avoid enemy missile locks. Whenever you see the targeting circle begin shrinking around your ship, it's time to think about evading it. The targeting circle cycles down in size and color (green, yellow, red) as the missile gets closer. Use the Afterburner to outdistance the missile or the Evasive Rolls to sidestep them. It is only possible to evade a missile by rolling once it is close to your ship (the circle has to be yellow or red). If you are really good, you can perform the J-Turn (Quick 180° Turn) and try to take out that incoming missile.

### **Hull Strength**

It is important to remember that your ship can repair itself over time. If you are in a fight and your hull strength is low, it is okay to blast away and let your ship perform repairs. You have to wait until your energy levels are at 100% before your ship can repair itself.

### **Observation and Experimentation**

Every enemy ship has at least one weakness that you can exploit. Some enemies have weak points on their ships, where others are more vulnerable to certain types of weapons. You should experiment with different techniques to see which are most effective against that type of ship. This along with the other advice will help you defeat the Cylons.



# CREDITS

## DEVELOPED BY WARTHOG

MANCHESTER STUDIO, ENGLAND

### Lead Technical Artist

Paul Atkinson

### Lead Production Artist

Ivan Horn

### Senior Artists

Josh Taylor

Iain Thody

### Artists

Jason Butterley

Andy Clarke

Ray Coffey

Shimon Cohen

Eoin Colgan

John Darlington

Kevin Hayes

Richard Hughes

Paul Jones

John Lomax

Benjamin D A Mitchell

Joe Mitchell

Michael Sharpe

Chi Fu Andrew Wan

Harold Withers

### Concept Artists

Philip Chin

Stu Jennett

Duke Mighten

### Animation

Darren "Dazzla" Vaile

### Audio Manager

Matt Sugden

### Audio Designers

Steve Cowell

Jeremy Taylor

Simon Withenshaw

### Lead Design & Story Dev.

Haydn "Sarge" Dalton

### Asst. Lead Design & Story Dev.

Zuby Ahmed

### Designers

Jed Ashforth

Trevor Bent

Richard Crockford

Jon "Zak" Spencer

Will Whitehead

### Additional Design

Jason Allen

Andy Burrows

Andrew Collard

Steve Routledge

### FMV/Audio Coordination

Jon "Zak" Spencer



**Programmers**

Morten Brenna  
Andrew Cooke  
Richard Crockford  
Simon Embley  
Simon Fradkin  
Paul A. Hodgson  
Alan Latham  
Tim Lowe  
Dave Mann  
Craig Richardson  
Simon L. Tomlinson

**Tusk Tools and Technology**

Matt Blackler  
Morten Brenna  
Mike Chilton  
Paul Hughes  
Alan Latham  
Brian Marshall  
Derek Senior

**Additional Technology**

David Connell  
Tim Green  
Kevin Ng  
Richard Palmer  
Pete Sheppard

**Producer**

Nigel Collier

**QA Manager**

Tim Welch

**Lead Tester**

Stuart "Hand\_Of\_Death" Cook

**QA Testers**

John Healey  
Rob Shepherd

**CEO**

Ashley Hall

**Business Development  
Director**

Eric Elms

**Commercial Director**

Ian Grieve

**Operations Director**

Steven Law

**Financial Director**

Simon Elms

**Vice President of Design**

Phil Gaskell

**Vice President of Art**

Nick Elms

**Vice President of  
Programming**

Paul Hughes

**Vice President of  
Production**

Ivan Davies

**Vice President of  
Mobile and  
Handheld Gaming**

Tim Coupe



**Corporate Development  
Officer**

Andrew Gething

**Account Manager**

David Blinston

**Office Manager**

Mike English

**IT Department**

Nick Whitehead, Simon Morton

**Accounts Department**

Andy Gunson, Colin Grindey

**HR/Personnel**

Gillian Salter

**Admin**

Kay Russell

**Special Thanks:**

Paul "Stitch" Chapman,  
Sound Effects provided by  
Steve Cowell of DevSound,  
Tim Heaton, David Burton,  
Imran Sarwar,  
Ash Colclough, Dan Riley,  
Greg Smith,  
Graham McCormick,  
Josh Pickering Pick

**FMV Created by**

Kickstart Productions, Inc.  
in association with Eden FX

**Executive Producer**

Jason Netter

**Supervising Producer**

Susan Norkin

**Producers**

John Gross

Mark Miller

Matt Scharf

Nick Black

**Director of**

**Animation/Lead Artist**

Steven Rogers

**Character Animators**

Tim Pyle

Sean Scott

**Modelers**

Pierre Drolet

Koji Kuramura

John Teska

**3D Artists**

Christian Bloch

Brian Fisher

Fred Pienkos

Eddie Robison

Foad Afshari

**Character Designs by**

Justin Sweet

**Original Story by**

Grant Morrison

**Script by**

James Swallow

© 2004 DC



### **Cast**

Dirk Benedict – Starbuck, Lukas  
Lucille Bliss – Shaden  
Robin Atkin Downes – Adama, Corvus  
Mack Greenlaw – Cain  
Richard Hatch – Apollo, Rylo  
James Horan – Older Adama  
Charity James – Persophone, Atlantia Control, Nova  
Kristanna Loken – Iphigenia, Lethe  
Alyson Reed – Kassia  
Dwight Schultz – Erebus, Deimos  
Kristoffer Tabori – Magus  
Wally Wingert – Paulus

#### **Additional Sound by**

Vital Sparks

#### **Audio Director**

Christian Johnson

#### **FMV Music Supervisor**

Tom Zehnder

#### **FMV Composers**

Cris Liesch, Tom Zehnder  
Steve Kutay, Clint Bajakian

#### **FMV Sound Designers**

Bo Bennike  
Rich Seitz

#### **Voice Casting**

Tom Keegan

#### **Voice Direction**

Tom Keegan

#### **Voice Editor**

Andrea Toyias

#### **Casting Assistant**

Eric Weiss

#### **In Game MOD Music Composer**

Alexander Brandon

#### **Production Testing by**

Babel Media Ltd

#### **Client Services Director**

Alberto Schiannini

#### **Lead Testers**

James McMichen  
Bob Watson

#### **Testers**

Alli Bergstrom-Allen,  
Louis Campbell,  
Duncan Heaher, Lex  
James McMichen,  
Ed Taylor-Nottingham,  
Bob Pitman, Daniel Walker



**PUBLISHED BY  
VIVENDI UNIVERSAL GAMES**

**President and COO NA**

Luc Vanhal

**Executive Vice President**

Jim Wilson

**Senior Vice President,  
Product Development**

Michael Pole

**Vice President of  
Production**

Neal Robison

**Executive Producer**

Jonathan Eubanks

**Producer**

David Robinson

**Associate Producer**

John Mamais

**Technical Director**

Gary Lake

**Game Concept by**

John Mamais

**Senior Vice President,  
NA Sales & Marketing**

Philip O'Neil

**Group Vice President  
of Marketing**

Nicholas Longano

**Licensor Relations Supervisor**

Stephanie Mente

**Director of Brand  
Marketing**

Craig Howe

**Brand Manager**

Mark Gersh

**Marketing Coordinators**

Katya Shuldiner

John Choon

**Public Relations**

Michael Larson

**Promotions**

Chandra Hill

Virginia Fout

Jason Subia

**Manual Design**

Brian Johnson

Joseph Selinske

**Director of Content  
Development**

William Kendall

**V.P. of Q.A.,  
Customer Service &  
Technical Support**

Rod Shean

**Q.A. Manager**

James Galloway

**Q.A. Brand Managers**

Chris Wilson

Michael Caradonna



**VUPC Director**

Randy Linch

**Q.A. Supervisor**

Michael Gonzales

**Q.A. Lead**

Lester Broas

**Q.A. Associate Lead**

Jared Yeager

**Testers**

Andrew Dank,  
Andrew Warwick,  
Bradley Atwood,  
Brian Douglass,  
Dereck Queza, Earl DeVera,  
Evan Greenberg,  
Fausto Lorenzani,  
James Pasque,  
Jason Colombetti,  
Jesse Vigil, Joshua Sunarjadi,  
Kevin Jackson,  
Michael Cabison,  
Michael Kurilko, Neelam Patel,  
Tom Craven, William Bagnell

**VUPC**

Brandon Valdez,  
Cyra Talton, Ben Chan,  
Alex Zherdev, Jeffery Kuhn,  
Richard Benavides, Randy Linch

**Config Lab**

Afolabi Akibola,  
Robert Gardner,  
Mark Jihanian, Jason Perry

**Special Thanks:**

VUG Sales,  
Michelle Garnier Winkler,  
Neal Johnson, Jason Ades,  
Maggie Storm Gardner,  
Michael Sequeira, Suzan Rude,  
Stephanie Mente, Kovel/Fuller,  
William Kispert, John Slowsky,  
Elisabeth Miller, Erica Dart,  
Forward Never Straight,  
Andrew Schulman, Dave Howe,  
Adam Stotsky, Kristin Bruno,  
Dave Miller, Jason Ickovitz,  
Brent Rabowsky, Aaron Trunk,  
Julie Uhrman, Jason Nicol,  
Mark Warburton, Chris Boncha  
Chris Ansell, Maria Stipp,  
Christophe Ramboz, Mo Stoebe,  
Michael Fuller, Cedric Marechal,  
Hubert Larenaudie, Olivier Dupuy,  
Laurent Caffey, Gopika Sharma,  
Vijay Lakshman, Joseph Selinske,  
Bill Kispert, Afsoon Razavi  
Julie Chebbi, Todd Whitford

**Extra Special Thanks:**

Tom DeSanto, Guy Dyas,  
Francis Greenaway,  
Gary Hutzell, Gene Koziky,  
Syd Mead, Stu Phillips  
Glen A. Larson, John Dykstra,  
Donald P. Bellisario  
Ralph McQuarrie



# CUSTOMER SUPPORT

## LIKE THE GAME SO FAR?

Then log on to [www.battlestargalacticagame.com](http://www.battlestargalacticagame.com)  
now and check out more cool things:

Screenshots  
Browser Skins  
Screensavers

Downloads  
Tips and Tricks  
**AND TONS MORE!**

## TECHNICAL SUPPORT

Internet: <http://support.vugames.com>

Phone: (310) 649-8016

8 a.m. - 4:45 p.m. PST, Monday - Friday

Fax: (310) 258-0755

## CUSTOMER SERVICE

Phone: (310) 649-8006

8 a.m. - 4:30 p.m. PST, Monday - Friday

Fax: (310) 258-0744

## MAIL

Universal Interactive, Inc.  
4247 S. Minnewawa Avenue  
Fresno, CA 93725



NEVER  
CREATE  
WHAT  
YOU  
CAN'T  
CONTROL.

BATTLESTAR  
GALACTICA™

A SCI FI CHANNEL ORIGINAL MINISERIES  
**PREMIERES SUNDAY DEC 7 AT 9/8C**  
SCIFI.COM/BATTLESTAR

Sci Fi



# LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of Universal Interactive, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

## END USER LICENSE AGREEMENT

- 1. Limited Use License.** Universal Interactive, Inc. ("UI") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Sony PlayStation® computer entertainment system.
- 2. Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by UI or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and UI's licensors may act to protect their rights in the event of any violation of this Agreement.
- 3. Responsibilities of End User.**
  - A.** Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of UI.
  - B.** You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of UI; or exploit the Program or any of its parts for any commercial purpose.
- 4. Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
- 5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. UI may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
- 6. Limited Warranty.** UI EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however UI warrants the disc(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. UI's sole liability in the event of a defective disc shall be to give You a replacement disc. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
- 7. Limitation of Liability.** NEITHER UI, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.
- 8. Equitable Remedies.** You hereby agree that UI would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that UI shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as UI may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
- 9. Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.



COMING SPRING 2004

# THE FAST AND THE FURIOUS™

[WWW.THEFASTANDTHEFURIOUSGAME.COM](http://WWW.THEFASTANDTHEFURIOUSGAME.COM)

RATING PENDING



Visit [www.esrb.org](http://www.esrb.org)  
or call 1-800-771-3772  
for more ratings  
information.



A Note to Parents: The Fast and The Furious Films are rated PG-13. Consult [www.filmratings.com](http://www.filmratings.com) for further information.

Vivendi Universal Games, Inc. 4247 S. Minnewawa Fresno, CA 93725

"The Fast and the Furious" interactive game © 2003 Universal Interactive, Inc. The Fast and the Furious and related characters are TM and © of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. Published and distributed by Universal Interactive, Inc. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

7189710