

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS JEDI STARFIGHTER™



FORCE POWERED



INSTRUCTION BOOKLET



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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INTRODUCTION

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

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

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

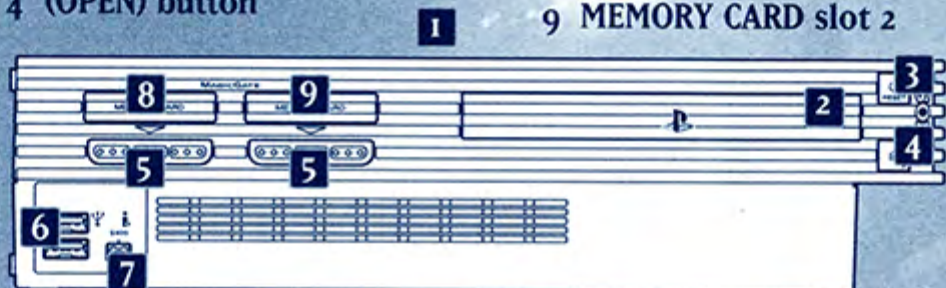
May the Force be with you... and this time it truly is.

GETTING STARTED

PLAYSTATION®2

COMPUTER ENTERTAINMENT SYSTEM

- | | |
|--|----------------------------|
| 1 MAIN POWER switch
(located on the back of unit) | 5 controller ports 1 and 2 |
| 2 disk tray | 6 USB connector |
| 3 RESET button | 7 S400 i.LINK connector |
| 4 (OPEN) button | 8 MEMORY CARD slot 1 |
| | 9 MEMORY CARD slot 2 |



StarWars® Jedi Starfighter™ supports the DUALSHOCK®2 analog controller and the Memory Card (8MB) (for PlayStation®2) if you wish to save your progress.

NOTE: In order to experience the two-player mode, you will need to have a second controller plugged into a controller port.

Set up the 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 standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Star Wars Jedi Starfighter* 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 onscreen instructions and refer to this manual for information on using the software.

DEFAULT CONTROLS

DUALSHOCK®2

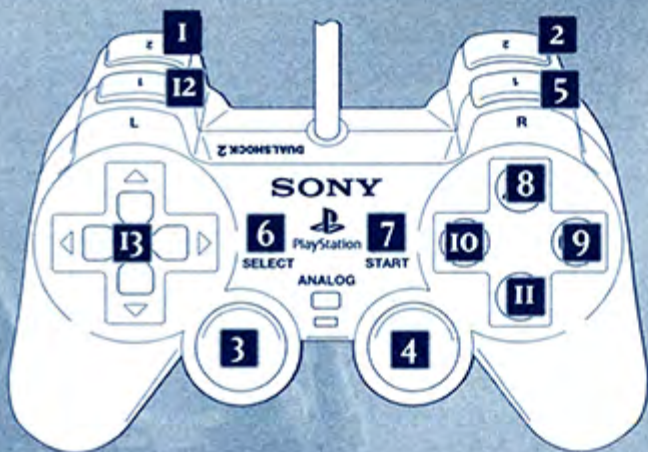
ANALOG CONTROLLER CONFIGURATIONS

- | | |
|---|---|
| 1 L2 button: Brake | 4 right analog stick: Push stick left or right to roll. R3 button: Press down on right analog stick to auto-level ship on terrain missions. |
| 2 R2 button: Boost | |
| 3 left analog stick: Control of ship's nose. Push forward to move nose down, pull back to move nose up. | 5 R1 button: Sniper View (Press and hold to zoom in.) |

- 6 SELECT button:** Toggle between In-Cockpit and Chase Camera View.
- 7 START button:** Pause Menu

WEAPONS AND TARGETING

- 8 Δ button:** Target nearest opponent or opponent who most recently shot you. (Press repeatedly to cycle through enemy targets.)
- 9 \circ button:** Fire secondary weapon (if applicable) or activate the Force (Jedi starfighter only). See Force Powers under the Jedi starfighter description on page 11 for important information on how to wield the Force.
HINT: Timing is everything.
- 10 \square button:** Target ship in sights. **NOTE:** Press and hold to activate Sensor Targeting System, which will highlight all targets in the area. While holding down the button, you can move your sight over any craft and it will automatically become the selected target. The transparency of the Sensor Tracker indicates the distance a craft is from your ship (ships further away are fainter than those closer to you).
- 11 \times button:** Fire primary weapon. Hold down for continuous fire.
- 12 L1 button:** Press and hold in order to use directional buttons to communicate with wingmates. (See Wingmate Commands on page 4 for more information.)



- 13 directional buttons:** Have two uses: Communicate with wingmates (press and hold the L1 button + a directional button) or select between secondary armaments/Jedi Force powers.

Selecting Secondary Armaments

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

Jedi Starfighter Force Powers

- \blacktriangleleft Force Shield
- \blacktriangleright Force Lightning
- \blacktriangleright Force Reflex
- \blacktriangleright Force Shock Wave

The Havoc

- \blacktriangleleft Energy Bombs
- \blacktriangleright Cruise Missiles
- \blacktriangleright Cluster Missiles
- \blacktriangleright Proximity Mines

The Zoomer





- \blacktriangleleft Heavy Cannon

The Freefall

- \blacktriangleleft Mechanized Drone Fighters

Wingmate Commands (All Ships)

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

- Hold **LI** +  "Attack My Target!"
- Hold **LI** +  "Protect My Target!"
- Hold **LI** +  "Report In!"
- Hold **LI** +  "Protect Me!"

PLAYING THE GAME

Upon starting *Star Wars Jedi Starfighter* you will be presented with the Memory Card screen. While a memory card is not required to play the game, it is strongly recommended. Press the **△** button if you do not want to save your game to a memory card. Otherwise press the **×** button to continue and create save game slots.

If you have a previously saved game, you will be able to load it by scrolling through the list of saved games and pressing the **×** button. You can also erase a saved game on this menu by pressing the **□** button. If this is your first time playing and no saved games exist, select a save slot and press the **○** button to create a saved game and continue to the Main Menu.

Once at the Main Menu, you can move between options by pressing the directional buttons **◀** or **▶**. The options, which can be selected by pressing the **×** button, are as follows: Story Missions, Bonus Features, and Options.

STORY MISSIONS




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

Mission Selection Screen

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

If you have completed more than the first mission, press **◀** or **▶** on the directional buttons to select the mission you want to play. Press **▲** or **▼** to choose between the different acts (if unlocked) and the Training Mission section. Press the **×** button to confirm. The

game will automatically save your mission progress if you have a memory card inserted and have set up a save slot.

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

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

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

TRAINING MISSIONS

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

COOPERATIVE PLAY

If you have a second controller inserted, you can choose to play any of the story missions in split-screen Cooperative mode. This mode is toggled by selecting the Cooperative option on the Mission Mode screen, which appears after you confirm your mission selection. (The difficulty for Cooperative missions is automatically set.)



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

BONUS FEATURES






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

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

OPTIONS






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

PLAYER 1 AND PLAYER 2 CONTROLLER SETUP

Press the  button to go to the Controller Setup screen for the appropriate controller. Press the  and  on the directional buttons to select between the following options and press the  and  directional buttons to adjust each option:






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

SOUND

Press the  button to go to the Audio Setup screen. Press the  and  directional buttons to select between the options and press the  and  directional buttons to adjust each option:

- ▶ **Music:** Adjust the volume level of music.
- ▶ **Sound Effects:** Adjust the volume of sound effects.
- ▶ **Voice:** Adjust the volume of in-game speech.
- ▶ **Stereo/Mono:** Select between stereo and mono sound output.
- ▶ **Restore Defaults:** Return volume levels to their normal states.







CODES

If you have a special code for the game, use this option to enter it. Press the  or  directional buttons to scroll through the letters on the code keypad and press the  button to lock in a letter. The  button allows you to erase letters. Press the  button when you are done entering a code.


SAVE GAME

Save your current progress and options settings. Note that the game automatically saves your progress after completing a mission, provided you have a memory card inserted.

LOAD GAME


If you have previously played the game, you can choose this option to load a saved game from a PlayStation®2 Memory Card. You can save up to eight unique games. As you progress through the game, the current level you are playing is automatically saved along with your options settings and bonuses, as long as you have a memory card inserted and elected to save your game when you first started *Star Wars Jedi Starfighter*. On the Load Game screen press the  and  directional buttons to move between the save game slots. Press the  button to rename a game, the  button to erase, the  button to load and the  button to move back to the Main Menu.

CREDITS

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

THE PAUSE MENU

Press the START button to bring up the Pause Menu and view all currently assigned mission goals. Also check your current mission time on this menu. Completed objectives have a green light, failed objectives have a red light. Be on the lookout for unique hidden objectives found in both Single-Player and Cooperative modes. Hidden objectives only appear on the Pause Menu once you have completed them.

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

COCKPITS

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

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

TARGETING SIGHT

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

CURRENT TARGET TRACKER

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



TARGET DISPLAY

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

PLAYER'S SHIP STATUS

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

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

FOR THE JEDI STARFIGHTER



FOR THE HAVOC



If you hold-down the **LI** button this display will change to the Wingmate Command Interface as follows:

FOR ALL SHIPS



JEDI MEDITATION TIMER

(Jedi starfighter only)

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

TARGET POINTER

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

OBJECTIVE TRACKER (NOT SHOWN)

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

PILOTS AND SHIPS

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

ADI GALLIA

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



ADI'S
JEDI STARFIGHTER

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




PRIMARY WEAPON: Quad-Pulse Lasers


SECONDARY ARMAMENTS: Force Powers (see below)

FORCE POWERS AND THE JEDI STARFIGHTER

Star Wars Jedi Starfighter introduces the ability for a player to use the Force from within the cockpit of the Jedi starfighter. These Force powers are extremely useful, but just like the Force, using them correctly often takes time and skill to perfect. You start the game with access to Force Shield, a power that is particularly important given the Jedi starfighter's light armor. As the game progresses you will gain access to additional Force powers, all of which can be selected by pressing the appropriate directional button (see each Force Power on page 3 for the appropriate directional button).

Using the Force: Timing Is Everything



The Force will begin to coalesce once you summon it using the  button. The particle field on screen indicates how the Force is coalescing—it changes color over time. Given the power of the Force, it takes time to understand just when to stop coalescing and release it to achieve maximum effect. Simply tapping the  button will connect you to the Force (deep purple particles), but in order to witness the Force's ultimate power, you will need to perfect your timing and learn how long to hold down the  button to reach a state of clarity with the Force (indicated by bright white particles).

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

states. It will take practice to learn when you are near a clarity state with the Force.



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

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

 **FORCE SHIELD**  (Default)



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

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

 **FORCE LIGHTNING** 



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

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

 **FORCE REFLEX** 

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

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

 **FORCE SHOCK WAVE** 

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

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

NYM

An imposing Feeorin alien with a long criminal history and brilliant tactical skills, Nym's underhanded actions have made him a prime enemy of the Trade Federation. Ten years ago, the Trade Federation seized control of his base on Lok. In the years since, Nym has been assembling a small pirate resistance movement in the hopes of eventually reclaiming his base and driving the Trade Federation from the Karthakk system.



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

PRIMARY WEAPON: Dual Triple-Laser Cannons

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

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

COOPERATIVE PLAY CHARACTERS

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

RETI

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



RETI'S
ZOOMER

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

PRIMARY WEAPON: Four Front-Mounted Laser Cannons

SECONDARY WEAPON: [▲] Heavy Cannon

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

JINKINS

The original designer of the *Havoc*, Jinkins now has his own ship: the *Freefall* bomber. Born on Clak'dor VII, Jinkins has a natural love of science and all things technical. His curiosity can sometimes get him in trouble, but it also makes him a valuable fount of



JINKINS'
FREEFALL

knowledge. Jinkins is known for being able to remain calm and collected even in the face of great danger.

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

PRIMARY WEAPON: Long-Range Laser Cannons

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

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

SIRI TACHI

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



SIRI'S
JEDI STARFIGHTER

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

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

THE HAVOC'S TURRET LASER GUN

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

HINTS AND TIPS

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



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



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



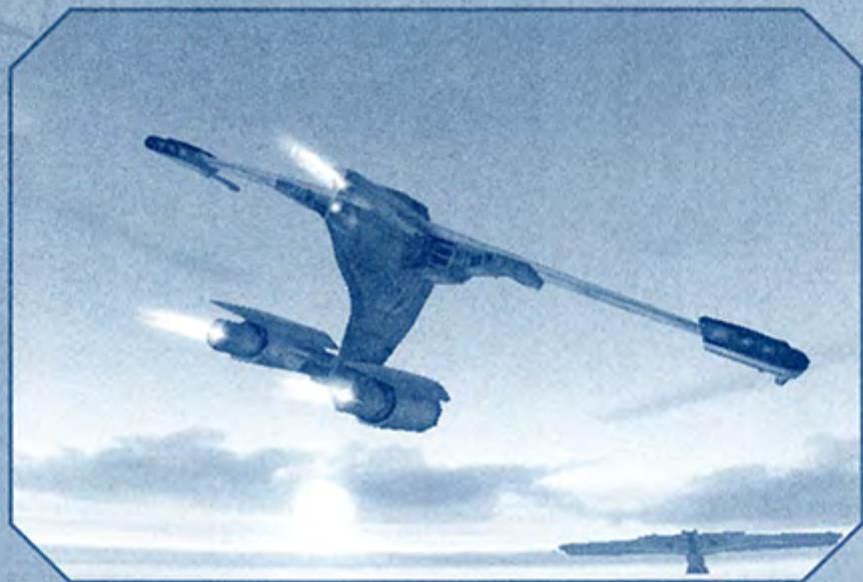
FORCE SHIELD IS ESPECIALLY EFFECTIVE TO USE
WHEN CLOSING IN ON CAPITAL SHIPS.



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



USE YOUR WINGMATES TO
HELP WITH DIFFICULT TARGETS.



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



PROXIMITY MINES ARE GOOD FOR
SWARMS AND CLUSTERS OF FIGHTERS.



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

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



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



THE LUCASARTS COMPANY STORE

NEVER UNDERESTIMATE THE POWER OF THE FORCE.

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