

# STAR WARS THE CLONE WARS REPUBLIC HEROES™



LUCASARTS™

## **⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES**

### **READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system 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.

### **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.



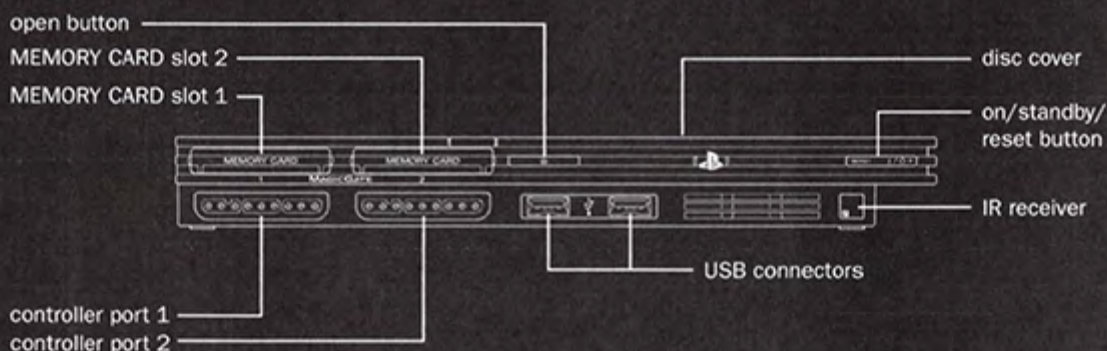
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# GETTING STARTED



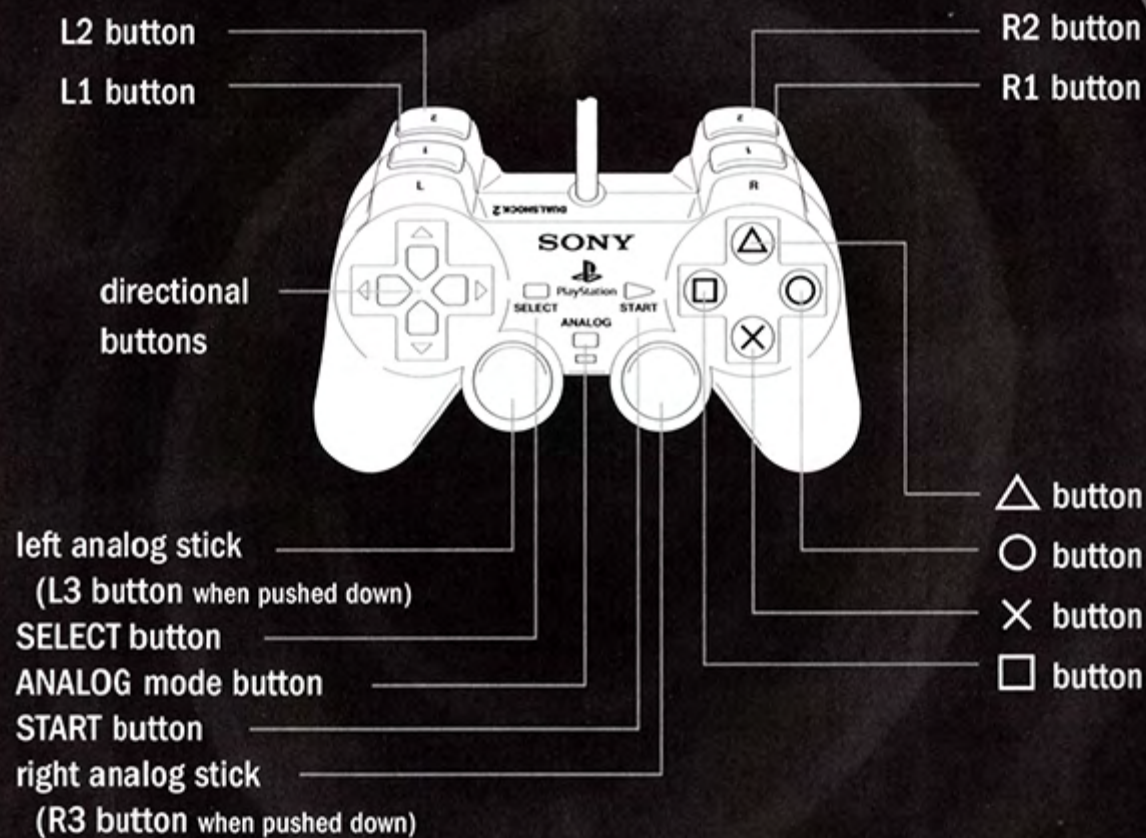
**Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Star Wars® The Clone Wars: Republic Heroes™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the 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.**



## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





## LIBERATION ON RYLOTH

### The Clone Wars rage on!

As a sign of good faith toward the Republic, crime lord Jabba the Hutt agrees to share information about Separatist smuggling activity in his territory with the Jedi. Rumors of war spread everywhere, and Obi-Wan Kenobi sets out for Naboo to discuss reports of enemy activity in the system with Senator Padmé Amidala.

Meanwhile, Anakin Skywalker and his Padawan, Ahsoka Tano, take charge of the operation to rid the recently liberated planet Ryloth of the remaining Droid Army presence....







Press the START button at the Title Screen to access the Main Menu. Inside, there are four selectable options: New Game, Load, Databank, and Options. Continue and Replay will be added to the Main Menu once you start your game or load a pre-existing game.

### **New Game**

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Start a new game.

### **Load**

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Load a previously saved game.

### **Databank**

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Visit the databank to learn more about all your favorite characters, vehicles, and items found in the Clone Wars.

### **Options**

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Adjust Game Options, including Display, Sound and Controls Options.

### **Continue**

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Continue your saved progress through the game in either single player mode or two player co-op.

### **Replay**

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Choose any unlocked Jedi or Clone Character and revisit any mission you've played, where you can continue to collect remaining artifacts and Gold Droids. In addition, you can play with any upgrades or gear you've purchased from the Shop (located in the Pause menu).

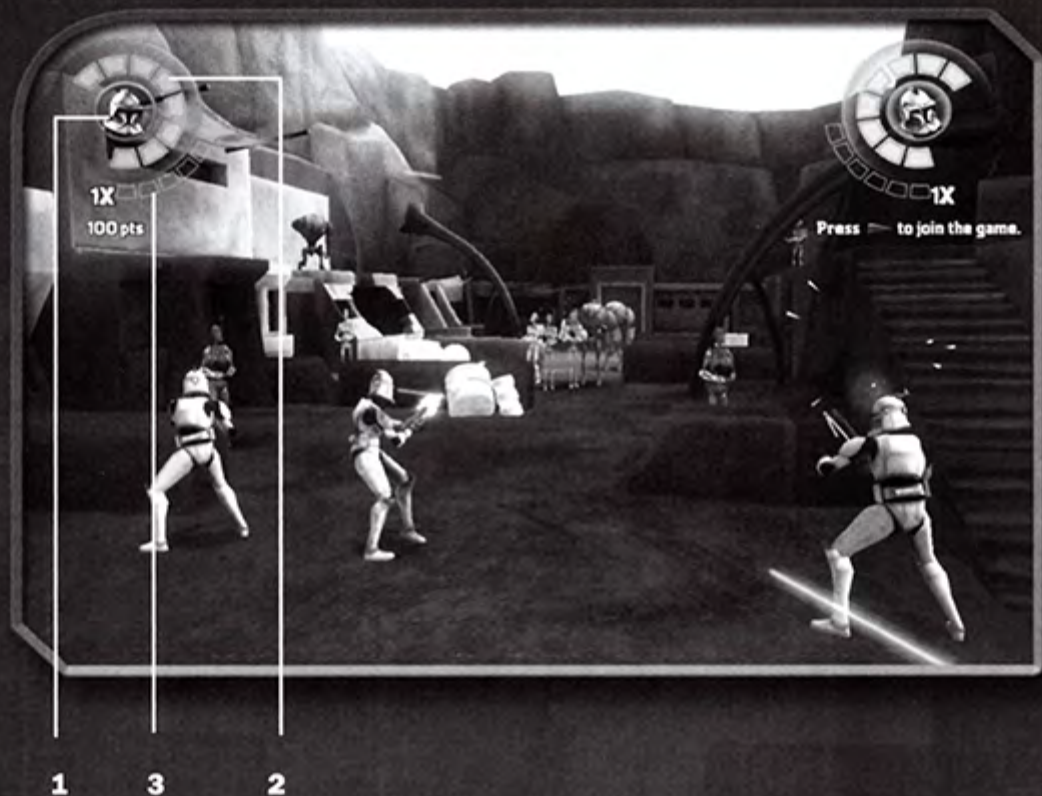




# ON-SCREEN INFORMATION

## MULTIPLAYER

To have a second player join in the action, press the START button on the second controller.



- 1. Character Icon:** Your character's face appears at the top of the screen. Player 1 appears in the upper left, Player 2 (or your AI companion) appears in the upper right.
- 2. Shield:** Displayed as eight blue circular wedges surrounding the character icon. The Shield is depleted when your character takes damage, and refills if you haven't been hit for a short time. If you run out of shield, your character icon will flash red, and you can only take a few more hits before you collapse.
- 3. Combo Counter (as Jedi Only):** The yellow meter located immediately beneath the Character Icon. When your character deals damage, the combo meter will gradually fill up. When it fills, it increases your point multiplier for each droid you defeat. A full combo counter also allows you to perform some special moves.





**Jedi**

Move Jedi	Left stick
Lightsaber / Interact	□ button
Jump	× button
Double Jump	× button, then × button while in the air
Force Use / Force Interact	△ button
Block	L2 button
Lightsaber Throw	Hold L2 button, then □ button
Slide	○ button
Slash Attack	Left stick to run, then × button + □ button

**Clones**

Move Clone	Left stick
Target / Fire Weapon	Right stick or R2 button
Melee	□ button
Vault / Dive Roll	× button
Fire Grenade	△ button, aim, then release
Fire Rockets	△ button, then R2 button
Fire Mini-guns	△ button, then R2 button
Jetpack / Hover	L1 button
Crouch	L2 button
Use Computer Panels	□ button

**Universal Controls**

Pause / In-game options	START button
Highlight menu options	Left stick or directional buttons
Accept	× button (in Menu Screen)
Go Back / Cancel	△ button (in Menu Screen)







# JEDI

## JEDI



### Walking and Running

Use the left stick to move your Jedi through the environment. Press the stick lightly to walk in a desired direction. Push the stick all the way to run.


### Jumping and Double-Jumping

Press the  button to make your Jedi jump. You can direct your jumps with the left stick. Press the  button a second time when jumping to perform a double jump. Double jumping makes it easier to cross wide gaps or land precisely on narrow platforms or beams.



### Lightsaber Attacks

Press the  button for a quick attack. Press the  button several times to string together multiple attacks. Some attacks are automatically upgraded when your combo bar is full.


### Ledge Grab and Shimmy

Run off edges to automatically flip around and grab the edge. You can shimmy along some edges by pressing left or right on the left stick. Press the left stick forward or press the jump button to jump back up. Pull back on the left stick when you press jump to jump back off the ledge. When hanging from a ledge, you can start sliding down the wall by pressing  button.

### Wall Jump, Wall Stab, and Super Jump

Jedi can use their acrobatic skills to jump off walls. If they are between two walls, they can repeatedly jump back and forth between two walls to gain extra height. If a Jedi jumps towards a wall and doesn't jump, they will stab the wall with the lightsaber to slowly slide down the wall. Press the  button after jumping off a wall to perform a Super Jump, and press  button to make the Jedi slam into the ground and deal damage to all enemies nearby.

### Droid-Jak

Jedi can control droids for a short time by double-jumping on top of them. Once on top of the droid, you can press  button to take over the droid. You can upgrade your Droid-Jak moves from the Shop in the Pause Menu.





### Force Moves

Press the **△** button for a quick push that stuns droids. Hold down **△** button to build up the Force and release to blast back waves of droids. You can also use the Force to open doors, charge up generators, and solve other puzzles.

### Power Ups

Power ups are scattered about your environment - Discover them all for extra abilities, though they'll only last a short time

**Invincibility (White)** – Prevents you from taking any damage. Clones can use this too.

**Double Damage (Red)** – Deal twice as much damage as normal with your attacks. Clones can use this too.

**Combo (Yellow)** – Keeps your combo bar full, unlocking more powerful attacks.

**Force Blast (Dark Blue)** – Increases the power and radius of your Force Push.

**Points Multiplier (Light Blue)** – Increases the number of points you acquire.

## CLONES

### Walking and Running

Use the left stick to move your Clone through the environment. Press the left stick lightly to walk in a desired direction. Push the stick all the way to run.

### Combat

Aim with the right stick and press **R2** button to fire your clone's primary rifle or pistols. To use an alternate weapon like the EMP grenade, hold the **△** button, use the right stick to aim the reticule, then release the button to fire or press the **R2** button to fire a Rocket or Blaster Cannon. To attack droids when up close, press the **□** button.

### Vaulting, Crouching and rolling

To vault over a low wall or on to a box, move against it and press the **×** button. To crouch behind a wall, stand next to it and press **L2** button. If you are running when you press **×** button your Clone will dive and roll.

### Jetpacks

Clones use jetpacks to fly across large gaps or get to high areas. If your Clone has a jetpack, press and hold **L1** button to hover for a short time.








## REWARDS

### CLONES (CONTINUED)

#### Hacking Computer Consoles

Clones can hack into computer consoles. Stand next to them and press the  button. The console interface will appear. Use the left stick to rotate the selected ring and change your selection with  or  buttons. Continue to line up the green sections to transfer power to the locking mechanism.

#### Alternate Weapons

Clones start with standard issue EMP grenades to stun droids, but other weapons are available to the prepared trooper.

**Thermal Detonator** – This compact and powerful grenade can deal lethal damage to a group of droids, or be used to bypass blocked pathways.

**Merr-Sonn RPS-6 Rocket Launcher** – This shoulder weapon fires a powerful rocket that can take out droids, vehicles, and buildings.

**Z-6 Rotary Blaster Cannon** – This heavy infantry weapon can lay down a blistering amount of fire, but takes a while to start up.

## REWARDS

### Artifacts

Artifacts can be found throughout the galaxy. Collect them to unlock Extras.

#### Force Crystals

Destroy these Force Crystals to receive a large point award. Points can be used to unlock upgrades in the Shop.

#### Gold Droids

The Separatists have seeded their troops with prototype Gold Droids. Find and destroy them for a large point bonus.

### SHOP

Access the Shop from the Pause Menu to purchase a variety of combat upgrades and cheats. Some items have to be selected again after purchase, to actually equip them.

### SAVING YOUR GAME

*Star Wars® The Clone Wars™: Republic Heroes™* has an auto-save feature that will automatically save your game at the end of each mission.





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Sept 09



# STAR THE CLONE WARS WARS

## THE COMPLETE FIRST SEASON

### SPECIAL FEATURES

- 22 episodes including 7 director's cut episodes
- 22 behind-the-scenes featurettes
- Sneak peek of Season 2
- Exclusive production journal with original artwork and artist notes

### EXCLUSIVE TO BLU-RAY

- *Jedi Temple Archives* with exclusive artwork and early animation

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