

STAR WARS BATTLEFRONT™



Game Experience May
Change During Online Play



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

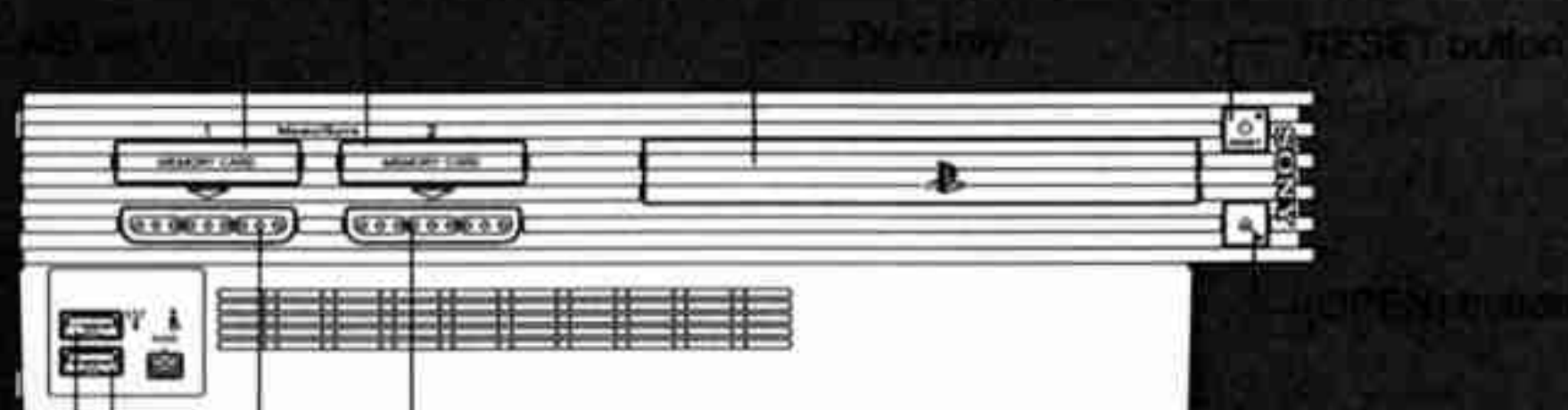
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
 - Do not bend it, crush it or submerge it in liquids.
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - 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.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS.

TABLE OF CONTENTS

GETTING STARTED	2
DEFAULT CONTROLS	3
INTRODUCTION	7
MAIN MENU	8
OPTIONS	8
CREATING A PROFILE	9
FIGHTING ACROSS THE BATTLEFRONT	9
GAME SCREEN	10
PAUSE SCREEN	11
MAP	11
COMMAND POST	12
REINFORCEMENTS	13
UNITS	14
VEHICLES	16
SINGLEPLAYER	17
HISTORICAL CAMPAIGN	17
GALACTIC CONQUEST	17
INSTANT ACTION	19
SPLITSCREEN	19
MULTIPLAYER	19
AWARDS	23
CREDITS	24
HOW TO CONTACT LUCASARTS	26
SOFTWARE LICENSE AND LIMITED WARRANTY	29

GETTING STARTED



* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

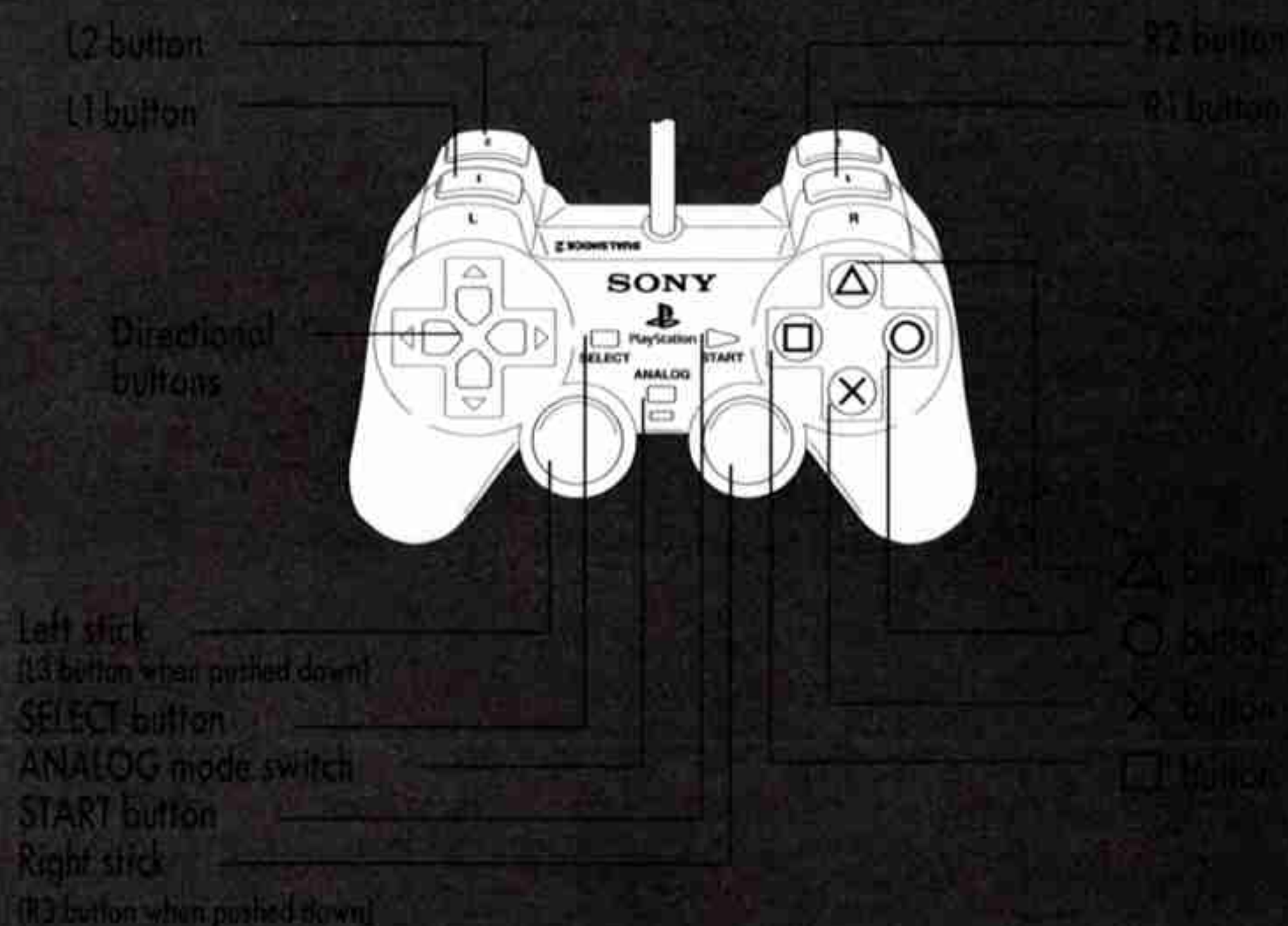
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open.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

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

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

DEFAULT CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INFANTRY

LEFT ANALOG STICK	RUN FORWARD/BACKWARD STRAFE LEFT/RIGHT
RIGHT ANALOG STICK	FREELook/AIM PRESS IN TO ZOOM (R3)
× BUTTON	JUMP (PRESS AGAIN IN THE AIR TO ACTIVATE JUMP PACK)
○ BUTTON	SINGLE TAP TO CROUCH QUICK DOUBLE-TAP TO GO PRONE
△ BUTTON	ACTION/ENTER VEHICLE
□ BUTTON	RELOAD
L1 BUTTON	FIRE SECONDARY WEAPON
L2 BUTTON	SWITCH SECONDARY WEAPON
R1 BUTTON	FIRE PRIMARY WEAPON
R2 BUTTON	SWITCH PRIMARY WEAPON
SELECT BUTTON	TOGGLE MAP MODES
START BUTTON	PAUSE

INFANTRY (CONTINUED)

D-PAD: SQUAD COMMANDS

UP	MOVE OUT (CANCELS HOLD POSITION)
LEFT	AT EASE (DISREGARD PREVIOUS ORDER)
RIGHT	FOLLOW ME (UNITS WILL FOLLOW YOU)
DOWN	HOLD POSITION (UNITS WILL STAY IN THE AREA)

VEHICLE/TRANSPORT

LEFT ANALOG STICK	THROTTLE STRAFE LEFT/RIGHT
RIGHT ANALOG STICK	PITCH/TURN PRESS IN TO ZOOM (R2)
X BUTTON	TAKE OFF/LAND FOR GUNSHIP AND MAP
○ BUTTON	NO FUNCTION
▲ BUTTON	EXIT VEHICLE
■ BUTTON	NO FUNCTION
L1 BUTTON	SECONDARY WEAPON
L2 BUTTON	NO FUNCTION
R1 BUTTON	PRIMARY WEAPON
R2 BUTTON	SWITCH POSITION (INSIDE VEHICLE)
SELECT BUTTON	TOGGLE MAP MODES
START BUTTON	PAUSE

D-PAD: SQUAD COMMANDS

UP	LET'S GO (CANCELS HOLD POSITION)
LEFT	EVERYONE OUT (TROOPS DISEMBARK FROM VEHICLE)
RIGHT	PILE IN (HEAVY TROOPS GET INTO OPEN POSITIONS IN VEHICLE)
DOWN	HOLD POSITION (UNITS WILL STAY IN THE AREA)

STARFIGHTER

LEFT ANALOG STICK	PITCH/TURN
RIGHT ANALOG STICK	THROTTLE
* BUTTON	LAND/TAKE OFF
● BUTTON	NO FUNCTION
▲ BUTTON	EXIT VEHICLE
■ BUTTON	NO FUNCTION
L1 BUTTON	SECONDARY WEAPON
L2 BUTTON	NO FUNCTION
R1 BUTTON	PRIMARY WEAPON
R2 BUTTON	SWITCH POSITION (INSIDE VEHICLE)
SELECT BUTTON	TOGGLE MAP MODES
START BUTTON	PAUSE

D-PAD: SQUAD COMMANDS

UP	LET'S GO (CANCELS HOLD POSITION)
LEFT	EVERYONE OUT (TROOPS DISEMBARK FROM VEHICLE)
RIGHT	PILE IN (NEARBY TROOPS GET INTO OPEN POSITIONS IN VEHICLE)
DOWN	HOLD POSITION (TROOPS WILL STAY IN THE AREA)

STAR WARS

BATTLEFRONT™

INTRODUCTION

ARE YOU READY TO STEP ONTO THE BATTLEFRONT? *STAR WARS* BATTLEFRONT™ PUTS YOU IN THE ROLE OF A SOLDIER IN SOME OF THE GREATEST BATTLES IN THE HISTORY OF THE GALAXY. MAKE TACTICAL DECISIONS AND LEAD TROOPS WHILE FIGHTING ON THE VERY FRONTLINE OF BOTH THE CLONE WARS AND THE GALACTIC CIVIL WAR. CAPTURE KEY POSITIONS TO EXPAND YOUR CONTROL OF TERRITORY AND UTILIZE UNIQUE ADVANTAGES FROM EACH PLANET TO GIVE YOUR FORCES THE EDGE IN BATTLE. SPECIALIZE YOUR ROLE, BE IT SNIPING, PILOTING VEHICLES, OR SCOUTING. FINAL VICTORY WILL BE DECIDED NOT ONLY BY COURAGE AND SKILL, BUT ALSO BY TACTICS AND TEAMWORK. EMPLOY EVERY WEAPON YOU HAVE OR BECOME A STATISTIC IN THE GALACTIC DATABASE.

MAIN MENU



OPTIONS

GAME OPTIONS

VIEWPOINT

Allows you to choose between 1st or 3rd person viewpoint when playing as infantry.

VIBRATION

Allows you to turn the DUALSHOCK®2 analog controller vibration ON or OFF.

FRIENDLY FIRE

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

AUTO AIM

When this is set to ON, the game helps you aim when attacking enemies.

INSTANT ACTION HEROES

Turning this option ON or OFF determines if computer-controlled Heroes will be in Instant Action battles.

DIFFICULTY

Choose between Easy, Medium, and Hard. This affects all game types. In Online Multiplayer, the difficulty setting is determined by the Session Host, and will override your setting. In Splitscreen, Player 1 determines the difficulty setting.

TOOL TIPS

This option allows you to toggle the in game tips to Auto, On, or Off.

AUDIO OPTIONS

Here you can adjust the sound, music, and speech volumes in the game. You can also choose between various speaker settings.

CONTROLS

Here you can completely customize the buttons of the DUALSHOCK®2 analog controller, invert the Y-axis for aiming, and adjust the aiming sensitivity. You can create separate control

schemes for Infantry, Vehicle, and Starfighter configurations.

SPECIAL FEATURES

Here you can see what bonus items you have unlocked through successful combat.

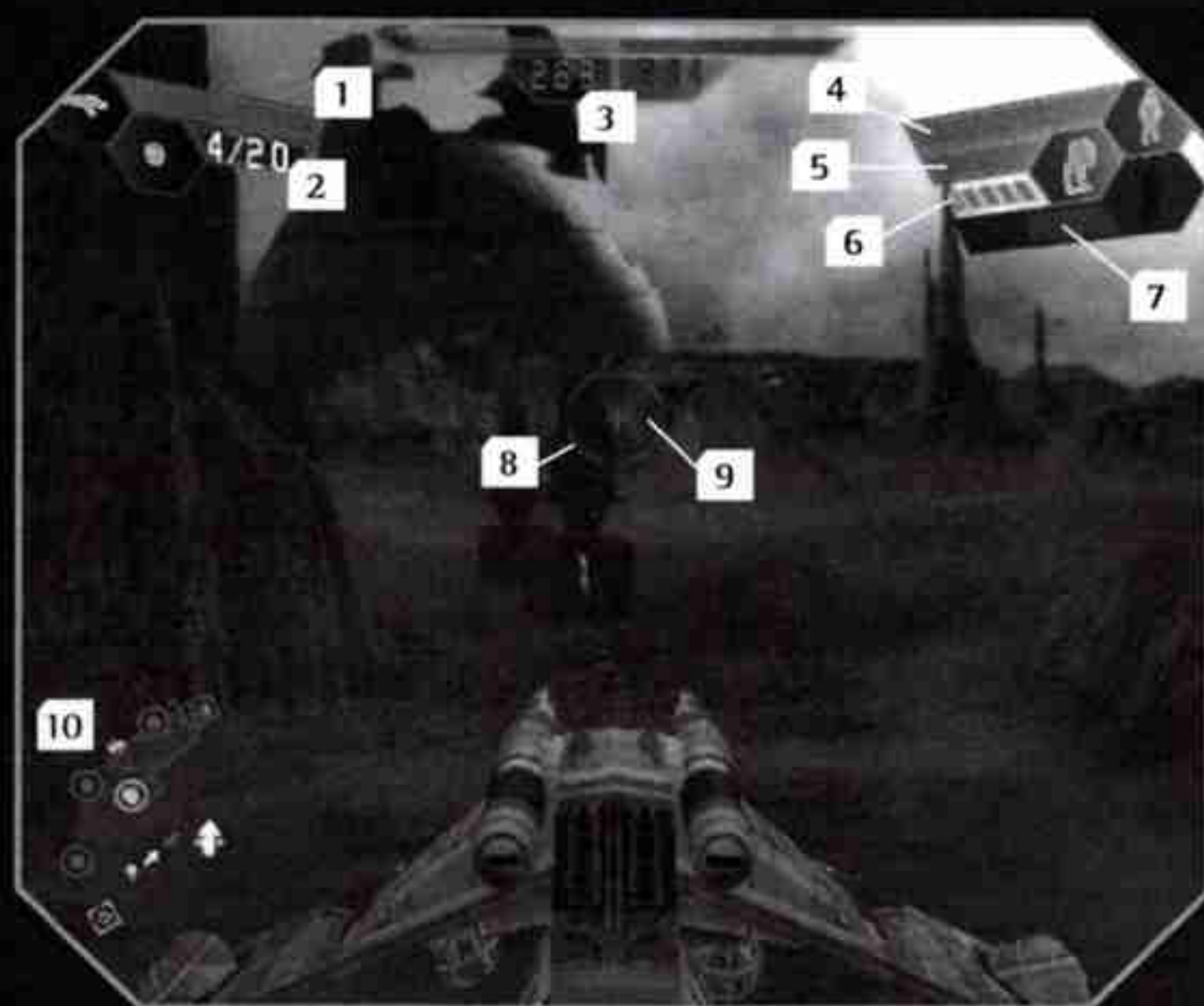
CREATING A PROFILE

When you first attempt to play a game, you will be prompted to create a profile. This profile will be used to save single player games and to save your option settings. Before creating the profile make sure a memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1. Note: in order to be able to save all data you will need at least 118 KB of free space. Once in the profile creation screen, use the Left Analog stick or D-pad to navigate the available characters, and press the **X** button to enter a character. Once you have chosen a name for the profile, you will then be able to choose a difficulty level of easy, medium, or hard. This difficulty setting will apply to all game modes when using this profile. Once you have created a profile you can then add more profiles, and delete or edit existing ones.

FIGHTING ACROSS THE BATTLEFRONT

Star Wars Battlefront offers multiple gameplay modes, each one centered around raging battles throughout the galaxy. On each planet the objective is to gain control of key areas called Command Posts (for more information on Command Posts, see page 12). Before entering the battle as a frontline troop or reinforcement, the player selects a character from several available classes, each with their own specialties. Once on the battlefield, you must help advance your army by defeating enemy units and taking their Command Posts, which in turn reduces their ability to field reinforcements. Each mission will have its own requirements for victory, but the key to gaining the advantage is tactical control of the map's Command Posts.

GAME SCREEN



- 1 Primary Weapon/Ammo** The light blue silhouette indicates what weapon you have equipped along with the shots left in your clip plus total shots remaining. If the weapon has recharging capabilities the ammo is represented by a bar that refills automatically. Using some weapons or abilities causes them to overheat. Each weapon's energy bar recharges over time. If it turns red you will be unable to use that ability until it turns blue.
- 2 Secondary Weapon/Ammo** The light blue silhouette indicates what weapon you have equipped along with the shots left in your clip plus total shots remaining.
- 3 Reinforcement Meter** The numbers and bars represent the strength of reinforcements for each faction. The player's faction is Green, the enemy is Red. For more information, see Reinforcements, page 13.
- 4 Health** Represents how much damage you can take before you become just another casualty on the battlefield.
- 5 Vehicle Armor/Unit Shields** A bar will appear here representing the remaining armor of the vehicle if you occupy one, or remaining shields if your unit has a shield active.
- 6 Vehicle Position Indicator** These pips represent available positions within a vehicle. The first pip is always the pilot/driver position. Other pips are gunner positions. Unoccupied positions are clear. A White Pip represents the player, Green pips represent other human players, and Yellow pips represent AI players.
- 7 Enemy Health** This appears when you have an enemy targeted.
- 8 Targeting Reticle** When the reticle is pointed at a friendly character, it will turn Green; if pointed at an enemy it will turn Red.
- 9 Successful Hit Indicator** When you score a hit on a target, this ring will appear for a moment. Pay attention to this, as it will help you gauge your accuracy. A Green hit indicator means you hit a friendly, Red means an enemy hit, and Blue means a hit to an unoccupied vehicle or destructible object.
- 10 Map** See page 11 for information.

PAUSE SCREEN

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

RESUME GAME

Select this to return to the action.

RESTART MISSION

Starts mission from the beginning.

OPTIONS

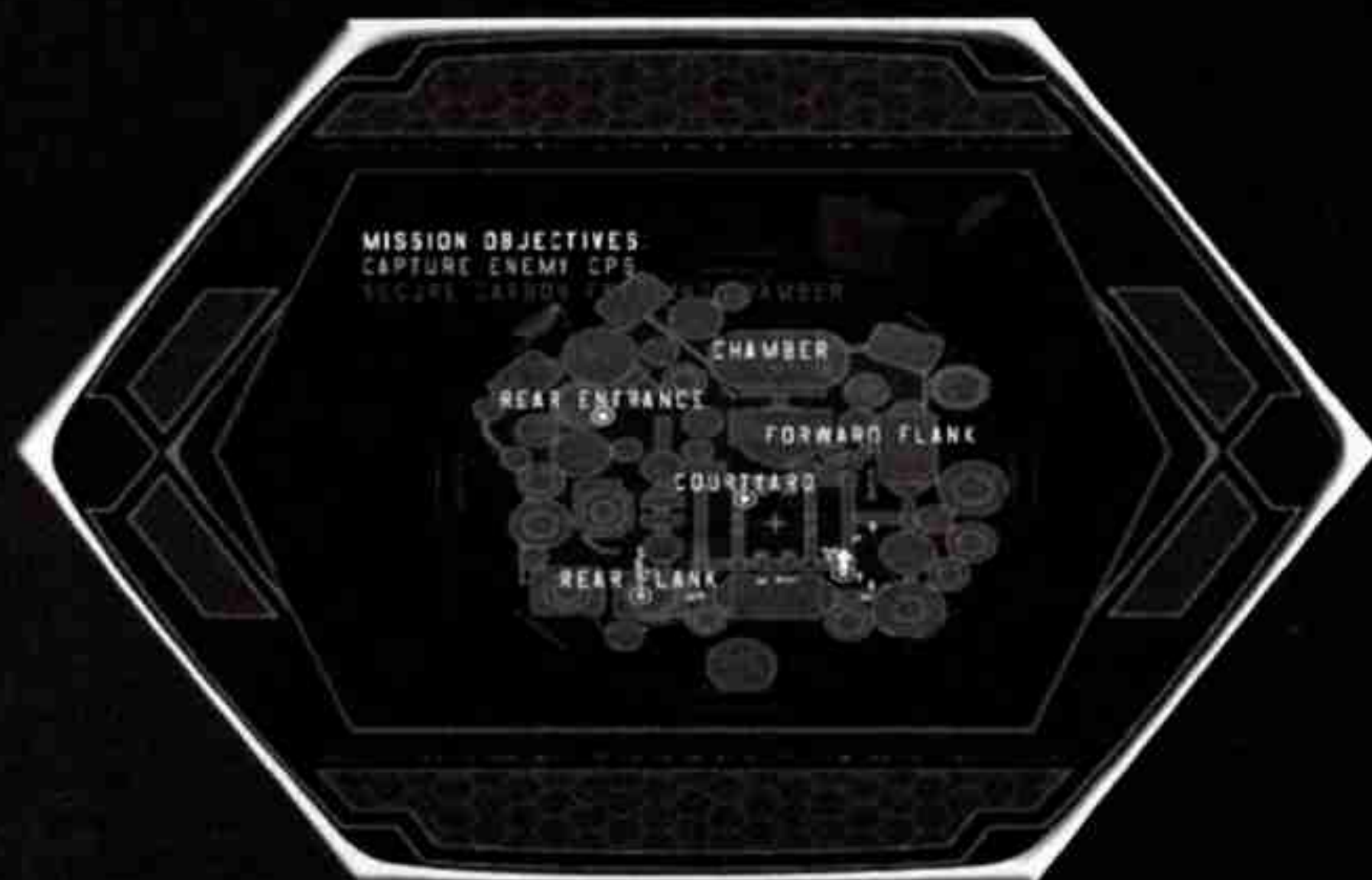
Allows access to the same options available from the Main Menu.

QUIT

Return to the current game mode's menu.

MAP

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



The map spins to orient its position relative to the player's facing when in the default mode. When the map is enlarged (by pressing the SELECT button), it remains static regardless of the player's facing.

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

By pressing the SELECT button the map will expand to full screen and show the entire battlefield and all Command Posts. Pressing the SELECT button again will place the map back to its original default position.

COMMAND POSTS

Each battlefield contains tactical positions in key locations on the map. These areas of control are called Command Posts and they are vital because:

- Reinforcements are deployed at Command Posts. Whenever a player dies, he rejoins the battle by choosing a friendly Command Post to deploy. Therefore, if a team has no Command Posts under its control, it cannot deploy any reinforcements until it recaptures a Command Post.
- If a team controls the majority of Command Posts on a map, the opposing team will start to lose reinforcements automatically. If a team controls all the Command Posts, a victory timer will start counting down.

COMMAND POST OWNERSHIP

Command Posts with a green symbol always belong to your team; Command Posts with red symbols belong to the enemy and Command Posts with yellow symbols belong to native units. Command Posts with a white column are neutral and belong to no one.

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

The rate of capture will increase if you have additional friendly units nearby. If there are enemy units nearby, the capture icon will alternate between green and red until one side is driven off. You cannot capture a Command Post if you're in a vehicle.

Some Command Posts belong to one team only and cannot be captured by the opposing team. However, they can be destroyed by weapons fire; these destructible Command Posts can only be repaired by human players. Destructible Command Posts appear on the map as diamonds instead of circles.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts deploy reinforcements just like stationary Command Posts; the only difference is that they can bring troops to any point on the battlefield. Mobile Command Posts cannot be captured by the enemy team but they can be destroyed. If destroyed, they will reappear after a set amount of time.

REINFORCEMENTS

Reinforcement Points represent the number of the reinforcements that each team has for an individual battle. The number of reinforcements for both teams is displayed in the reinforcement meter at the top of the screen. The green bar represents your team's reinforcements while the red bar displays the amount of enemy reinforcements.

Units can continue to join the game as long as two conditions are met: there are reinforcements left for that team; and that team controls at least one Command Post.

When a unit dies, it takes one point off its team's reinforcement total. Even if there is only one reinforcement point left, any number of units can still deploy to valid Command Posts. However, if one faction's Reinforcement Points reaches zero, then they lose the battle.

Reinforcements are deployed according to a reinforcement timer. For single player games, there is no timer and you can deploy immediately after dying. For multiplayer games, the reinforcement timer varies with the map. The reinforcement timer counts down from ten to fifteen seconds; when it reaches zero, reinforcements are deployed for both teams. In other words, if you die in a multiplayer game, you will have to wait between one to fifteen seconds before you redeploy at a friendly Command Post.

When the number of reinforcements for a team matches the number of units it has on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or less Command Posts in its possession. This is done to make sure that victory is earned

by defeating all enemy units in combat or by capturing and holding all the Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

UNITS



REBEL ALLIANCE



REBEL SOLDIER

The Rebel soldier is effective against infantry, especially when they employ squad-based tactics. Equipment: blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

REBEL VANGUARD

Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

REBEL PILOT

Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics

and ammo suppliers. Equipment: blaster cannon, blaster pistol, fusion cutter, and health\ammo dispenser.

WOOKIEE SMUGGLER

Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. Equipment: bowcaster, grenade launcher, and time bombs.

REBEL MARKSMAN

Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their recon droids are capable of ordering deadly orbital strikes on enemy positions. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.



GALACTIC EMPIRE



STORMTROOPER

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

blaster rifle, blaster pistol, thermal detonators, and concussion grenades.

SHOCK TROOPER

The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile

launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

IMPERIAL PILOT

Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: mortar launcher, blaster pistol, fusion cutter, and health\ ammo dispenser.

SCOUT TROOPER

Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their recon droids can call down orbital strikes from the mighty Imperial fleet. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

DARK TROOPER

Dark troopers use their jetpacks to "jump" to their targets. Once in position, they will attempt to do as much damage as possible. Equipment: blast cannon, blaster pistol, and thermal detonator.



REPUBLIC



CLONE TROOPER

Perfect genetic creations, the clone troopers are the backbone of the Republic Army. They are most effective against infantry units when they can attack in large, coordinated numbers. Equipment: blaster rifle, blaster pistol, EMP grenades, and concussion grenades.

ARC TROOPER

The Advanced Recon Commando, or ARC trooper, handles the anti-vehicle battlefield duties of the Republic Army. To this end, the ARC trooper carries a powerful missile launcher. This specialization leaves the trooper with fewer options in close combat, so he relies on his brethren to protect him. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

CLONE PILOT

Clone pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: DN bolt caster, blaster pistol, fusion cutter, and health\ammo dispenser.

CLONE SHARPSHOOTER

On the battlefield, the clone sharpshooter is responsible for one task: disrupting enemy infantry. His recon droid can also call down devastating orbital strikes on the enemy. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

JET TROOPER

Capitalizing on the "genetic memory" of Jango Fett, the jet trooper utilizes

a limited-flight jetpack to cover great distances very quickly. The agility of the flying jet trooper makes him very hard to hit, and his EMP

launcher is a deadly weapon against the droid armies. Equipment: EMP launcher, commando pistol, and thermal detonators.



CIS



SUPER BATTLE DROID

After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulked, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts. Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID

Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations. Equipment: missile launcher, blaster pistol, thermal detonators, and mine dispenser.

PILOT DROID

Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing

damaged vehicles, droids and turrets. They also serve as battlefield medics and ammo suppliers. Equipment: radiation launcher, blaster pistol, fusion cutter, and health\ammo dispenser.

DROID SNIPER

Recon droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their recon droids are also capable of bringing down orbital strikes on Republic troops. Equipment: sniper rifle, blaster pistol, thermal detonators, and recon droid.

DROIDEKA (DESTROYER DROID)

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

VEHICLES

There are several distinct classes of vehicles that can be piloted, ranging from fast speeder bikes to fearsome AT-AT walkers.

Scattered throughout the map are Vehicle Repair Droids. Just approach one of these to have your armor repaired and ammo refilled automatically.

TYPES OF VEHICLES

SCOUT VEHICLES

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

MEDIUM ASSAULT VEHICLES

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

HEAVY ASSAULT VEHICLES

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

HEAVY ASSAULT TRANSPORT

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

STARFIGHTERS

These craft are fast, maneuverable starfighters. They have forward firing blasters and a small complement of missiles. Their primary purpose is to provide cover for enemy troops on the field below and keep the skies clear of enemy craft. This type includes the Jedi starfighter, droid starfighter, X-wing, TIE fighter, Y-wing, TIE bomber, and Geonosian starfighter.

ATTACK TRANSPORT FLYERS

This type acts as attack craft and troop transports in battle. They also provide some limited anti-air support, but are outmaneuvered by the smaller starfighters. This type includes the Republic Gunship and MAF.

SINGLEPLAYER

HISTORICAL CAMPAIGN

The Historical Campaign allows you to experience battles from either the Clone Wars or the Galactic Civil War. You begin by choosing which era, and then work your way through missions in chronological order. This mode also unlocks bonus items as you progress through it.

GALACTIC CONQUEST

In this mode the player uses strategy to take control of planets and dominate an area of the galaxy. First you choose a map configuration based on conflicts from both eras of *Star Wars* history. Some

maps start both sides evenly and some favor one faction. Then you choose which faction you would like to play.

The game is played in turns, with the player starting with initiative. When you have initiative you are able to choose which planet to attack. The battle then takes place in the same manner as the other game modes. If you are victorious, you maintain initiative and may select another planet to attack. If your enemy wins a battle, it will then be able to choose where to attack until you again win a battle.

Once you have gained complete control of a planet by winning a battle there, you then gain the ability to use the planet's bonus. Each planet provides its own unique bonus, so choose your attacks wisely. After attaining access to one or more of these bonuses, you may select one bonus from the planets you control, which will then apply during the current battle.

If one side manages to win four battles (not necessarily in a row), they gain access to their faction's Secret Base bonus. The Secret Base bonuses are very powerful and change the course of a game. They can be used on any enemy planet, except for the enemy's Secret Base. The game is completed when one faction controls all of the planets on the map.



INSTANT ACTION

This mode allows you to jump right into a battle of your choice. You can also customize a list of battles that will then be played through in the order you designate.

SPLITSCREEN

This mode allows two players to play head-to-head or cooperatively on the same PlayStation®2 computer entertainment system. Both players need to have their own player profiles before a splitscreen game can begin.

MULTIPLAYER

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

This mode allows you to compete against other players on a LAN (Local Area Network) or over the Internet. A Network Adaptor (Ethernet/modem) (for PlayStation®2) is necessary for this mode of play. Please refer to the documentation included with the network adaptor (for PlayStation®2) for instructions on how to set up your PlayStation®2 computer entertainment system for Internet play. Network configurations can be created using the Network Adaptor Start-Up Disc included with the network adaptor (for PlayStation®2).

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

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

- Your teammate(s) may not have a USB headset connected to their PlayStation®2.
- You or your teammate(s) may have a low quality connection to the host.

NOTE: If you choose to host a multiplayer game yourself, you will have

a choice of dedicated or non-dedicated mode. Hosting in dedicated mode means that your PlayStation®2 computer entertainment system will be able to provide a more stable multiplayer environment; however you cannot use it to play in the game it is hosting. Hosting in non-dedicated mode allows you to play while hosting, but the game may not perform as well. Performance and stability are also affected by bandwidth and the number of AI characters in a game. It is recommended that you reduce the number of players and AI characters if you are not running in dedicated mode and/or do not have high bandwidth. For information on running a PC as a dedicated server, please visit www.starwarsbattlefront.com.

LAN

Select this option if you want to connect to a game on your Local Area Network. From here you will be presented with several different choices:

When you select this option, the game will take a few moments to bring up the list of available multiplayer games. This generally should take no longer than 30 seconds. Check to make sure there are no connection problems if it takes longer.

In the game list there are several categories to describe each game:
IN/MAX: Shows the number of players currently in the game, and the total possible players

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

SERVER: Shows the server type (dedicated, PC dedicated, or non dedicated). Dedicated servers will generally run better than non dedicated. Next to the server type are colored bars indicating the server's ping. Faster ping results in faster response times between the player's actions and when they occur in game. A server with fast ping will show green bars, while slower ping will indicate yellow or red bars. If a server is password locked, a padlock icon will appear next to the ping indicator.

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

OPTIONS: Here you can adjust the volume of other players' voices coming from the USB Headset (for PlayStation®2).

Hosting Bandwidth: When hosting a game, if you have high bandwidth, you can increase this setting to allow for more players or bots in your game.

Display Network Performance Icon: Toggle this option ON to display an icon onscreen when latency is occurring.

HOST: When choosing to host a game, you first must enter a name for it. The default name is based upon your profile name. You will then be prompted to select a map or series of maps. Finally, you may set the game options:

Max Players: Allows you to set the maximum number of players allowed in the game.

AI Units Per Team: Allows you to set the number of AI-controlled units fighting for each team.

Team Damage: Toggles players' ability to cause damage to teammates.

Aim Assist: Toggles assisted aiming for all players.

Show Player Names: Toggles the display of player names over their characters in the game.

Heroes: Toggles the inclusion of an AI-controlled hero for each team. The hero is invincible and can pose a significant threat on the battlefield.

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

AI Difficulty Level: Select between Easy, Medium, and Hard to change the effectiveness of AI units.

Dedicated Server: Toggles running dedicated/non-dedicated mode.

Min Players to Start: Sets the minimum number of players that need to join before the game begins. The AI units will not begin fighting until the minimum number of players has joined.

Password: Select this option if you want to require a password to join your game. Press the **X** button to set or change the password.

GAMESPY

GameSpy, an Internet matchmaking system, allows you to find games on the Internet. After connecting to the Internet, you will be asked to login to GameSpy or create a new GameSpy ID profile. It is not necessary to use a profile but doing so allows score tracking. To create a profile you must create a GameSpy nickname (the default is your *Star*

Wars Battlefront profile name), designate a valid email address (which will be used to send you your password if you forget it), and choose a password. You can also set this screen to remember some or all of this information for logging in quickly. Once you log in you will be presented with the following options:

JOIN: Brings up a list of open games you can join.

CREATE: Allows you to host a game yourself. Keep in mind that non-dedicated hosts will not be able to support as many players and AI units as a dedicated host. First, enter any name for the game (the default is your profile name), then choose the map(s) and launch the game. Note that if you set the number of players and AI units too high, your broadband Internet connection may not be able to support the game properly. When that happens, most players will experience problems in the game you have hosted and usually will search for a different game to join.

OPTIONS: You will be presented with the same options as in LAN mode.

FIREWALLS

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

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

SAVING THE GAME

The game will automatically give you the option to save your game when completing a mission in the Historical Campaign or Galactic Conquest modes. Upon returning to a Historical Campaign game, there is no need to load the save; instead all unlocked battles will be available automatically when choosing your era. In Galactic Conquest, you are able to select a new game or load a save from a previous map.

You will also be prompted to save your game whenever you alter any options, in which case the data will be saved to your profile.

AWARDS

Along with being able to review the number of kills, deaths, and Command Posts captured for each player after a battle, awards are also given to players who make certain achievements. They include the following:

TANK BUSTER: Honor bestowed on the player with the most vehicle kills.

DEAD EYE: This award is given for the most accurate player.

CAMPER: The player that staked out a location the most during a game.

BANTHA FODDER: The title of the player killed the most in the session.

PUBLIC ENEMY: Awards the most kills by a player in one lifetime.

KILLING SPREE: Won by the person who had the most kills within a five second window.

SURVIVALIST: The player who got down to less than 10% health and was healed back to full.

TRAITOR: Declares the infamous person who killed the most teammates during a game.

BAIT: Denotes the player that you personally killed the most during play

NEMESIS: This stat declares the opponent that killed you the most during a game.

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