



**STAR WARS**  
JEDI KNIGHT II: JEDI OUTCAST



OFFICIAL STAR WARS WEB SITE  
[starwars.com](http://starwars.com)

LUCASARTS WEB SITE  
[jediknight2.lucasarts.com](http://jediknight2.lucasarts.com)

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Activision is a registered trademark of Activision, Inc.  
© 2002-2004 Lucasfilm Entertainment Company Ltd. & © or TM or as indicated. All rights reserved.

9541802R2

# STAR WARS®



JEDI KNIGHT® II: JEDI OUTCAST™



**ACTIVISION®**





JEDI KNIGHT® II: JEDI OUTCAST™

## TABLE OF CONTENTS

INTRODUCTION .....	3
GETTING STARTED .....	4
Installation .....	4
DEFAULT CONTROLS .....	5
PLAYING THE GAME .....	10
WALKTHROUGH OF FIRST PUZZLE .....	10
THE DATAPAD .....	12
STATUS DISPLAY .....	12
INTELLIGENT TARGETING RETICLE .....	13
USING THE LIGHTSABER .....	14
INTERACTING WITH THE ENVIRONMENT: THE USE KEY .....	15
WEAPONS .....	16
Basic Lightsaber Attacks .....	20
Lightsaber Combat Styles .....	21
Special Lightsaber Attacks .....	22
Lightsaber Locking .....	23
ITEMS .....	24
FORCE POWERS .....	26
Force Power Ranks .....	26
Using the Force .....	26
Force Power Descriptions .....	27
THE SETUP MENU .....	29
CHARACTERS .....	33
GAMEPLAY HINTS AND TIPS .....	36
MULTIPLAYER GAMES .....	38
Multiplayer-Only Force Powers .....	43
Multiplayer-Only Items .....	44
CREDITS .....	45
HOW TO REACH LUCASARTS .....	46
SOFTWARE LICENSE/LIMITED WARRANTY .....	47





## INTRODUCTION

Nine years after avenging his father's death, Kyle Katarn is a lone-wolf mercenary looking to redeem himself. Having just barely escaped the temptation of the dark side in *Star Wars® Jedi Knight®: Dark Forces® II*, Kyle realized he could no longer trust himself to wield the Force. Confused and disappointed, he relinquished his role as a Jedi Knight by turning in his lightsaber and vowing to never again use the Force.

Kyle now spends his time working on reconnaissance missions for the New Republic. His connection to the Force may have weakened, but his quick thinking and fast reflexes remain powerful assets to the New Republic.

Today, Kyle and his trusted partner Jan Ors have been sent on a routine mission to Kejim, a dark and desolate world that floats lifelessly around a fading sun. The New Republic has intercepted communiqués coming from what was thought to be an abandoned Imperial listening post on the planet. Curiously, the transmissions include cryptic references to the Valley of the Jedi. Mon Mothma asks Kyle to investigate this strange turn of events. While on this mission, Kyle again finds himself at the front lines against the Empire, which unlocks a secret that will force him to reconcile his troubled past.



## GETTING STARTED

## INSTALLATION

There are two ways to install **Star Wars® Jedi Knight® II: Jedi Outcast™** on your computer. First, insert the game CD into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer.

If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the **Jedi Outcast** icon. Double-click on the Setup Program icon to start installing the program.

Once the setup program has started, a series of on-screen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click the Help tab on the game's Launcher menu.

**NOTE:** We recommend turning off background applications and virus scanners during installation.

## STARTING THE GAME

**NOTE:** The game CD must be inserted in the CD-ROM drive to play.

Once installed, you can begin **Jedi Outcast** in one of two ways. If you installed a desktop icon for the game, find that icon and double-click it to launch the game. Alternatively, open the Start menu from your Windows desktop, select Programs, then LucasArts, then the **Star Wars JK II Jedi Outcast** folder. Click on the Play **Star Wars JK II Jedi Outcast** menu selection.

Once you load the game, the Launcher screen appears. From this menu you can start either the single-player or multiplayer game. The menu also allows you to read Help files and troubleshoot your system. If you are interested in reading the game's Readme file for last-minute information not covered in this manual, click Help on the Launcher screen menu and then click View Readme.

**NOTE:** The single- and multiplayer versions of **Jedi Outcast** are separate programs. Your configuration and game settings for one version of the game will not transfer over to the other.

## SINGLE-PLAYER MAIN MENU

After launching the single-player game, a number of options are available on the Main Menu.

**NOTE:** For information on the Multiplayer Main Menu, please see the Multiplayer Games section on page 39.

**NEW:** Begin a new game.

After picking this option, select one of the difficulty levels from Padawan (beginner) to Jedi Master (most difficult).

**LOAD:** To load a previously saved game from a menu of all saved games, highlight the appropriate saved game. Click Load to start your adventure where you left off.

**CONTROLS:** Click here to see the list of default controls and to customize them to your liking. Refer to page 6 for a complete list of default controls.

**SETUP:** Customize the game to your liking by selecting options for Controls, Video, Sound, and Game Options. See the Setup Menu description on page 29 for more information on specific options.

**EXIT:** Return to the desktop.



## DEFAULT CONTROLS

**Jedi Outcast's** default control scheme is set up for the player to use a mouse and keyboard. You can completely customize the game's control scheme through the Setup menu. (See page 29 for details on the Setup Menu Controls.) The next page shows the default control scheme.



## ATTACK/LOOK

Attack	Left Mouse Button (MOUSE 1)
Alternate Attack	Right Mouse Button (MOUSE 2)
Use/Interact with Environment	CTRL or E (for example, Open Door)
Look Up	PAGE UP (or move mouse forward if Mouse Look is enabled)
Look Down	PAGE DOWN (or move mouse backward if Mouse Look is enabled)
Mouse Look	/
	(Also can be toggled on/off as Free Look on Mouse/Joystick menu)
Center View	END
Zoom View	MOUSE 3 (with binoculars activated)
Toggle First- and Third-Person Views	P

## WEAPONS

See the Weapons section on page 16 for more information on the various weapons. Select weapons by pressing the appropriate keyboard key or scrolling through them with the mouse wheel or keyboard:

Stun Baton/Lightsaber	1
Bryar Blaster Pistol	2
E-11 Blaster Rifle	3
Tenloss Disruptor Rifle	4
Wookiee Bowcaster	5
Heavy Repeater	6
DEMP 2	7
Golan Arms Flechette	8
Merr-Sonn Portable Missile System	9
Cycle Throwable Weapons	0
	(thermal detonator, trip mine, detonation pack)
Previous Weapon	Q
	(or scroll up with your mouse wheel)
Next Weapon	R
	(or scroll down with your mouse wheel)
Lightsaber Combat Style	L
	(Switch between Lightsaber Combat Styles, when multiple styles are available.)

## MOVEMENT

Walk Forward	W or ↑
Backpedal	S or ↓
Turn Left	←
Turn Right	→
Run/Walk	SHIFT
Step/Strafe Left	, or A
Step/Strafe Right	. or D
Sidestep/Turn	V
Up/Jump	SPACEBAR
	(Also use to stop control of remote items such as droids or cameras)
Down/Crouch	C

## BASIC LIGHTSABER ATTACKS

Forward Top-Down Hack	W + MOUSE 1 OR S + MOUSE 1
	Forward + Primary Attack OR Backward + Primary Attack
Horizontal Swipe Attack	A + MOUSE 1 OR D + MOUSE 1
	Strafe Left + Primary Attack OR Strafe Right + Primary Attack
Diagonal Slash Down	W + A + MOUSE 1 OR W + D + MOUSE 1
	Forward + Strafe Left + Primary Attack OR Forward + Strafe Right + Primary Attack
Diagonal Slash Up	S + A + MOUSE 1 OR S + D + MOUSE 1
	Backward + Strafe Left + Primary Attack OR Backward + Strafe Right + Primary Attack

## SPECIAL LIGHTSABER ATTACKS

*NOTE: See Special Lightsaber Attacks on page 22 for more details on when and how to use these moves.*

Stab Backwards	S + MOUSE 1
	Backward + Attack
Forward Lunge	W + MOUSE 1
	Forward + Attack
Flip Forward and Attack Downward	W + MOUSE 1 + SPACEBAR
	Forward + Attack + Jump with enemy directly in front of you
Forward Jump, Downward Hack	W + MOUSE 1 + SPACEBAR
	Forward + Attack + Jump from standing position

## FORCE POWERS

While Force powers are not available to Kyle at the start of the game, here is how you will eventually select them. See the Force Powers section on page 26 for more information. Normally, using a Force power involves a two-step process. First you have to select the appropriate Force power. Once selected, you then summon that Force power with the Use Force Power key. However, you can also use the following hot keys to immediately summon a Force power, when available:

Force Push	<b>F1</b>	Force Absorb (Multiplayer)	<b>F10</b>
Force Pull	<b>F2</b>	Force Drain (Multiplayer)	<b>F11</b>
Force Speed	<b>F3</b>	Force Seeing (Multiplayer)	<b>F12</b>
Jedi Mind Trick	<b>F4</b>	Force Team Heal (Multiplayer)	<b>SCROLL LOCK</b>
Force Heal	<b>F5</b>	Force Team Energize (Multiplayer)	<b>\</b>
Force Grip	<b>F6</b>	Use Force Power	<b>F</b>
Force Lightning	<b>F7</b>	Next Force Power	<b>X</b>
Dark Rage (Multiplayer)	<b>F8</b>	Previous Force Power	<b>Z</b>
Force Protect (Multiplayer)	<b>F9</b>		

## INVENTORY ITEMS

Just like *Star Wars Dark Forces* and *Star Wars Jedi Knight: Dark Forces II*, *Jedi Outcast* includes a number of important inventory items. Here is how to select and use inventory items once they are obtained. See the Items section on page 24 for more information.

Electrobinoculars	<b>G</b> or <b>MOUSE 3</b>
Bacta Canister	<b>B</b>
Inquisitor	<b>PAGE DOWN</b> (Key Pad)
Light Amplification Goggles	<b>←</b> (Key Pad)

Assault Sentry	<b>5</b> (Key Pad)
Use Held Item	<b>ENTER</b>
Next Inventory Item	<b>[</b>
Previous Inventory Item	<b>]</b>
Energy Shield (Multiplayer)	<b>HOME</b> (Key Pad)
Seeker (Multiplayer)	<b>→</b> (Key Pad)

## QUICK KEYS

These keys help you quickly call up important features of the game, including your Datapad module and previously saved games.

Mission Info/Datapad	<b>TAB</b> or <b>M</b>
Skip Cinematic	<b>E</b> or <b>CTRL</b>
Save Menu (Single-Player)	<b>F11</b>
Load Menu (Single-Player)	<b>F10</b>
Instant Save (Single-Player)	<b>F12</b>
Instant Load (Single-Player)	Unassigned

*NOTE: If Kyle dies, **Jedi Outcast** automatically loads the game from your last autosaved checkpoint.*

## MULTIPLAYER KEYS

Show Scores	<b>TAB</b>
Scroll Scores Up	<b>INSERT</b>
Scroll Scores Down	<b>DELETE</b>
Chat (All)	<b>Y</b>
Team Chat	<b>T</b>
Engage Lightsaber Duel	<b>K</b>



## PLAYING THE GAME

Once you have installed the game and have set up your configuration, it's time to begin the single-player game. The game opens with a series of cinematics. Once you land on Kejim, you are given control of Kyle and the gameplay begins. If you are ever unclear on the mission objectives, call up the Datapad (see page 12) to review your assigned tasks. Once completed, objectives will change color in the Datapad and have a checkmark next to them.

## WARNING!

FIRST PUZZLE SECRETS REVEALED HERE!  
SKIP TO PAGE 12 IF YOU WANT TO BE SURPRISED.

## WALKTHROUGH OF FIRST PUZZLE

"Shhh. I think I saw someone."

Jan's observation confirmed both our concerns: this recon mission is going to be more dangerous than originally anticipated. I can't say I'm too disappointed, though. After hearing parts of that barely decoded transmission, I'm itching to know what the Imperial Remnants meant when they talked about "Reborn" and The Valley of the Jedi.

And to scratch that itch, I need to get inside this Remnant base.

The stormtroopers Jan saw aren't a problem. Jan and I have been dealing with their kind for years. They're all the same, they never learn.

We move around the Imperial transport and meet up with more stormtroopers guarding the entrance to the "abandoned" outpost. After dispatching them, I realize the controls for the door have been destroyed. The door is locked.

Jan fires a few useless shots at the locked door. "Blasters aren't going to do much good against that."

"I'll see if I can find a way to get the door open," I tell her. "Stay here, Jan."



I don't have to look for long. More stormtroopers charge out of a side door. There's a mountable turbo laser over by some boxes. I try to use it (CTRL key) against the attacking stormtroopers, but the gun isn't powered on. I have to deal with the stormtroopers the old-fashioned way.

After entering through the side door (those last stormtroopers didn't think to lock the door behind them), I find an elevator that takes me up to the second level when I use the control panel on the wall. To my right, there's a red-lit observation room. A small platform by the wall raises up when I use the panel, bringing me up to the room's control deck. Across the small room, by the window, there's a panel that looks important.

There's no other option available. I look down at the control panel and use it.

"Perimeter defenses: Online," is the computer's emotionless reply.

"Did that do it?"

"No, but you managed to get their attention," Jan answers.

Alerted by the alarm, more stormtroopers file out of the base.

It doesn't take long. These stormtroopers must not have seen much action in a while. They're rusty.

By activating the perimeter defenses, I powered up the mountable turbo laser overlooking the canyon. If I use it and fire at the door, the blasters might pack enough power to punch a hole through the door.

"Well, that's one way to do it," Jan says sarcastically. She runs through the new opening.

The way I see it, Jan wasn't exactly volunteering any better ideas. I follow Jan through the door and we take the elevator down.





## THE DATAPAD

The Datapad interface is your personal digital assistant. It allows you to review mission objectives as well as review your current arsenal of Force powers, weapons and inventory items. You can call up the Datapad by pressing the **TAB** key (unless you have re-assigned the key through the Setup menu). Note that the game automatically pauses when you bring up the Datapad. When there is new information on your Datapad, you'll hear a beeping sound and a red light will illuminate on your right Status Display.



Once the Datapad is open, the mission objectives are displayed in the text window. If you wish to select a different Datapad option, click one of the tabs on the lower third of the screen with your left mouse button. The available tabs are:

**Weapons:** See a description of your currently available weapons.

**Inventory:** Your current inventory items are displayed here.

**Force:** Current Force powers are displayed here, including information on your rank with each Force power. See the Force Powers section on page 26 for more information.

**Mission:** If you have clicked on a different tab, click this tab to return to the mission objective information.

On the Weapons, Inventory and Force tabs you can click the **LEFT** or **RIGHT ARROWS** to move between specific items. Once you are finished using the Datapad, click the Resume button to return to the game.

## STATUS-DISPLAY

**Jedi Outcast** includes an on-screen interface that will be very familiar to players of *Star Wars Dark Forces* and *Star Wars Jedi Knight*. Two round Status Displays at the bottom of the screen show vital information that you need to monitor:



Left Status Display



Right Status Display



Lightsaber Combat Style Indicator

This display shows your shield and health status. The number appearing in red is your health. Full health equals 100 units. The number in green is your shield strength. Shields absorb all energy-based attack damage but do not function against damage caused by Kyle falling or being crushed.

This display shows your current weapon ammunition with the orange number and orange status bars. This display will be blank if you are using the lightsaber or another weapon that does not have ammunition. When the Datapad has been updated, a red light will blink.

Secondly, if Kyle has reconnected with the Force, the blue status bars on the bottom show your current Force power strength. These bars fade out as you use Force powers. Once depleted, you will not be able to use Force powers for a short period of time. The bars will slowly recharge and fade back in when you stop using Force powers. See the Force Powers section on page 26 for more information.

When you use the lightsaber, the Right Status Display will show which Lightsaber Combat Style you are using in place of the Ammo Indicator. Colors are yellow (medium), blue (fast) and red (strong).

## INTELLIGENT-TARGETING RETICLE

**Jedi Outcast** includes a targeting reticle that quickly indicates how you can interact with objects in the environment. The reticle changes color as you move it over each object. The color scheme is as follows:

- Red:** Indicates active enemy.
- Green:** Shows friendly entity.
- Blue:** Force powers can affect this object.



Targeting Reticle



## USING THE LIGHTSABER

After the battles of *Star Wars Jedi Knight* and *Star Wars Jedi Knight: Mysteries of the Sith*™, Kyle turned over his lightsaber and vowed to never use it again. However, the events of *Jedi Outcast* will require Kyle to eventually use a new lightsaber and reconnect with the Force.

Once acquired, selecting the lightsaber will automatically change the game to the third-person perspective. Lightsaber combat is easiest from this perspective. If you prefer, you can change the game's default options so lightsaber combat is done from the first-person perspective.

In the hands of a novice, the lightsaber is a clumsy tool, as much a danger to the user as to enemies. In the hands of a Jedi, the lightsaber is an artist's brush: elegant and powerful. To learn more about how to effectively wield the lightsaber, see the Lightsaber section starting on page 19.

Your lightsaber can also be used as a tool to help you progress through levels. If a door or area in the game appears to be sealed shut, consider how your lightsaber might be put to use.



## SINGLE-PLAYER IN-GAME MENU

During gameplay you can press **ESC** to bring up the Single-Player In-Game menu. Pressing **ESC** will pause the game and bring up the menu. From this menu you can save your game, load your game, and also adjust certain game options. If you wish to exit your game, select the Exit Game tab with your mouse. To return to the game, press the Resume Game tab. This menu functions the same way as the game's Main Menu.

Note that you can also use the Quick Save feature from within the game to quickly save your progress.

INTERACTING WITH THE ENVIRONMENT:  
THE USE KEY

During the game you will want to listen to non-player characters and interact with important objects in the environment. Approach an object and press the **Use** key (Default: **CTRL** or **E** keys) to initiate an interaction. You will be able to interact with objects such as doors, buttons, consoles, key pads and elevators. When in doubt, press the **Use** key while facing an object to see if you can interact with it. The **Use** key also skips cinematics.



## WEAPONS

**Jedi Outcast** includes an array of weapons the player will acquire during gameplay. You start the game with two weapons and gain more as you progress. Scroll through available weapons with the default **Q** and **R** keys. Weapons can be picked up off the ground by running or walking over them. If you can't get close enough to an object, press the **Use** key to grab it. Ammo packs for weapons are picked up in a similar fashion.

*NOTE: All weapons but the stun baton have different primary (default **MOUSE 1** button) and alternate attack (default **MOUSE 2** button) modes.*

**STUN BATON (Default: 1 Key)**

Used to subdue unruly prisoners, the stun baton is wielded in melee combat where permanently disabling your opponent is not the required outcome. Once Kyle acquires a lightsaber, it replaces the stun baton as the first weapon.

**BRYAR BLASTER PISTOL (Default: 2 Key)**

Kyle's weapon of choice. Slow to fire but incredibly accurate against foes.

**Primary Attack:** A slow single shot

**Alternate Attack:** Hold down the Alternate Attack button to charge the blaster. Release the button to unleash a more powerful shot. Note that this uses up more ammunition.

**Ammo Type:** Blaster Pack

**E-11 BLASTER RIFLE (Default: 3 Key)**

The primary weapon for Imperial forces, this is a sturdy rifle that packs a powerful punch, although it is not the most accurate of weapons.

**Primary Attack:** Slow, highly damaging shot

**Alternate Attack:** Rapid-fire burst shots

**Ammo Type:** Blaster Pack

**TENLOSS DISRUPTOR RIFLE (Default: 4 Key)**

Affecting matter at the molecular level, this rifle rips apart living material with ease and speed. It is outlawed across the galaxy and used only by some outlaws and gangsters.

**Primary Attack:** Single, fast-moving shot with a slow rate of fire

**Alternate Attack:** Press the Alternate Attack button to activate the scope. The longer you hold down the button, the further the scope zooms in. Hold down the Primary Attack button to prepare a shot. The Charge Indicator on the bottom of the scope lets you know when the weapon is powered to its disintegration level, which is usually lethal to a target. Release the Primary Attack button to unleash the shot. Press the Alternate Attack button again to turn off the scope.

**Ammo Type:** Power Cell

**WOOKIEE BOWCASTER (Default: 5 Key)**

It might look archaic, but this weapon fires powerful bolts of metal enveloped in energy pockets. A self-cocking attachment allows creatures weaker than Wookiees to fire them.

**Primary Attack:** One press fires a single accurate shot. Hold down to power up the weapon to unleash up to five bolts at once.

**Alternate Attack:** Unleash a reflective shot that bounces off surfaces.

**Ammo Type:** Power Cell

**IMPERIAL HEAVY REPEATER WITH CONCUSSION LAUNCHER (Default: 6 Key)**

A deadly and destructive projectile weapon that fires a rapid stream of metal bullets, this gun is capable of covering an entire area with deadly suppressive fire. It also features a unique Alternate Attack mode.

**Primary Attack:** Hold down trigger to fire a rapid succession of bolts.

**Alternate Attack:** This weapon launches an energy-based explosive from an under-mounted barrel.

**Ammo Type:** Metallic Bolts

**DESTRUCTIVE ELECTROMAGNETIC PULSE 2 (DEMP 2) GUN (Default: 7 Key)**

This gun fires high-powered ion bursts that wipe out electrical systems. It is very effective against droids and electrical devices, although the latest version can also cause damage to living tissue.

**Primary Attack:** A single shot that stuns humans and damages droids

**Alternate Attack:** This charged energy attack creates an expanding shell of electromagnetic energy on impact that damages humanoids, droids and turrets.

**Ammo Type:** Power Cell




**GOLAN ARMS FC-1 FLECHETTE WEAPON (Default: 8 Key)**

Firing shards of metal in a shotgunlike spread, this weapon is the favorite of the Corporate Sector Authority's police squads. It is capable of hitting multiple targets in close proximity. Make sure that the shards don't bounce off surfaces and hit you.

**Primary Attack:** Fire a spread of shots.

**Alternate Attack:** Launch mine that bounces off surfaces. It will explode after a certain duration of time.

**Ammo Type:** Metallic Bolts


**MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM (Default: 9 Key)**

A dangerous weapon, this missile launcher fires Arakyd 3T3 missiles. The player can take damage from this weapon.

**Primary Attack:** Fires single missiles that streak straight ahead and detonate.

**Alternate Attack:** Target-seeking missile. Press and hold down this button when an enemy is in your targeting reticle. After a short period, the missile system will lock onto the target, indicated by a full red circle. Release to fire the missile.

**Ammo Type:** Rockets

**THROWABLE WEAPONS (Default: 0 Key)**

Use the **0** key to cycle through the throwable weapons: thermal detonator, trip mine and detonation pack.


**THERMAL DETONATOR (Default: 0 Key)**

Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it. Hold down the Attack key in either mode to throw the detonator further.

**Primary Attack:** Throws the time-delayed grenade over a short distance. It bounces and then explodes after four seconds.

**Alternate Attack:** This throws the grenade, which explodes on impact.


**TRIP MINES (Default: 0 Key)**

Best placed on walls, these trip mines come in triangular-shaped explosive casings. A laser beam is emitted from the casing and extends to the nearest parallel surface. If the

beam is broken or the explosive casing fired upon, the mine detonates and damages anything in close proximity.

**Primary Attack:** Place the mine and activate the laser beam.

**Alternate Attack:** Fires a proximity device that auto-detonates when an enemy gets close to it.


**DETONATION PACKS (Default: 0 Key)**

A small explosive pack with a remote activator. You can place multiple det packs and then explode them from a distance. Typically used to ambush enemies or blow open doors that are otherwise sealed.

**Primary Attack:** Look at surface where you want to place the det pack. If it can't be attached there, the det pack drops to the ground.

**Alternate Attack:** Detonate all dropped packs with remote trigger.

**NON-PORTABLE WEAPONS (Default: E or CTRL Keys)**

During the game you may be able to use some weapons that are part of the game environment. In order to attempt to use these weapons, approach them and press the **Use** key (**E** or **CTRL**). You will want to make sure the weapons are powered on before using them. The Jump key (default: **SPACEBAR**) exits the weapon.


**LIGHTSABER (Default: 1 Key – Once Acquired, Replaces Stun Baton)**

Selecting the lightsaber switches to third-person perspective, unless you have changed the game's default options.

**Primary Attack:** Different slashing and swinging attacks depend on player movement. See page 20 for information on the basic attacks. The lightsaber attack is also influenced by your current Lightsaber Combat Style. See page 21 for more information.

**Alternate Attack:** If Force energy is available, the player can perform a lightsaber throw. The lightsaber will eventually return to the player's hand. Remember that this maneuver will drain Force power. See Lightsaber Throw under the Force Powers section on page 29 for more information.



## BASIC LIGHTSABER ATTACKS

The lightsaber has four basic primary attacks. Each attack can be performed in two ways, depending on how you press the movement keys while holding down the Primary Attack button.

### FORWARD TOP-DOWN HACK

**Commands:** Forward + Primary Attack

**OR** Backward + Primary Attack

A fast, deadly attack. If it hits, it can inflict a lot of damage. This attack is best for hitting targets above or below you.

### HORIZONTAL SWIPE ATTACK

**Commands:** Strafe Left + Primary Attack

**OR** Strafe Right + Primary Attack

A slower attack, this move gives you the best chance of hitting an upright enemy, even if the enemy is moving horizontally. In this move, you will swing from the right while sidestepping to the left or vice versa. This is useful for hitting an enemy in passing, but not for enemies that are jumping or ducking.

### DIAGONAL SLASH DOWN

**Commands:** Forward + Strafe Left + Primary Attack

**OR** Forward + Strafe Right + Primary Attack

This attack is best for enemies that are somewhat close to Kyle who are not moving. It does not have as much range as the horizontal swipes, but it is faster and has a good chance of hitting enemies in close quarters.

### DIAGONAL SLASH UP

**Commands:** Backward + Strafe Left + Primary Attack

**OR** Backward + Strafe Right + Primary Attack

This attack is excellent when surprising an enemy, especially one charging at you. Execute this while running backwards and being chased. It is also good against enemies who are crouching or jumping.

*NOTE: The strength, speed and range of these attacks vary depending on which Lightsaber Combat Style you are currently using. See the next page for details.*

## LIGHTSABER COMBAT STYLES

As you progress through the game, you will gain three Lightsaber Combat Styles. You begin with the medium style, and then learn the fast style and finally, the strong style. When multiple styles are available, cycle through them with the Lightsaber Combat Style key (default L). Your current style will be indicated by a blue (fast), yellow (medium) or red (strong) icon on your HUD.

### Medium Lightsaber Combat Style

This is the classic lightsaber combat style. The attacks are of a medium speed and range and do a decent amount of damage. Some of the moves incorporate spins. A Jedi can chain about three to five attacks in a row. This style is the best for fighting multiple enemies.

### Fast Lightsaber Combat Style

This style is very fast and efficient, though somewhat limited in range. The short, quick motions allow for many repeated attacks and quick follow-ups, but the damage inflicted is low due to the glancing nature of the strikes.





These attacks never incorporate fancy moves such as spins and can be chained indefinitely. This style is best used when fighting a lot of enemies who are not using lightsabers.

### Strong Lightsaber Combat Style

This style uses powerful swings to break through defenses. The attacks have great range and a large windup and follow-through (leaving you open to counter-attacks). If they hit, the enemy is rarely able to block the attack and may be knocked down. If an enemy has a lightsaber, it may be knocked aside. It is wise to use these attacks when fighting a lone lightsaber-wielding enemy.

### LIGHTSABER BLOCKS, DEFLECTIONS AND PARRIES

Lightsaber attacks may not always be successful. Depending on the strength of the attack and the skill of the defender, attacks may be blocked, deflected or even parried. You may only defend against an attack when your lightsaber is either in the ready pose or already in a defensive pose.

### SPECIAL LIGHTSABER ATTACKS

Under certain conditions the player can execute special lightsaber attacks. Many of these attacks only work with specific Lightsaber Combat Styles. (See the Lightsaber Combat Styles section on page 21 for more information.)

#### STAB BACKWARDS

**Command:** Backward + Attack

**Conditions:** Player standing or crouching, and enemy located right behind the player

**Lightsaber Combat Style:** All

When an enemy is directly behind you, you can execute this attack. It is a difficult move to time, but it is a fairly fast and devastating stab that can't be blocked. This attack can only be used when standing or crouching. With the fast lightsaber style, it's a quick back stab. In medium and strong saber styles, you spin 180 degrees and slash.

#### FORWARD LUNGE

**Command:** Forward + Attack from crouching

**Conditions:** Must be crouching and in ready position

**Lightsaber Combat Style:** Fast Only

If an enemy blocks or deflects your attack, you will be able to transition to another attack quickly. Beware that if your attack is weak and the enemy's defensive skill is high, a parry is possible. In this case, the defender can knock your lightsaber away. As a result, the attacker will have to recover for a few seconds before another offensive or defensive lightsaber move is possible.

### LIGHTSABER LOCKING

When two lightsabers lock, the combatants are stuck pushing against one another. You must push against the other combatant (repeatedly tap your Primary Attack button) in order to win the lock. The higher the combatant's offensive lightsaber skill, the harder he can push. If you lose the lightsaber lock and are knocked down, hold the Jump key to get up quickly.

*NOTE: If you have learned Level 3 of Force Push, you can attempt to break a lightsaber lock this way. However, there is no guarantee of success and you may leave yourself open for attack. See the Force Powers Descriptions section on page 27 for more information on Force Push.*

A relatively weak attack with little chance of hitting, this attack may, nonetheless, take your opponent by surprise. You will suddenly lunge forward with an upward, jabbing motion.

### FLIP FORWARD AND ATTACK DOWNWARD

**Command:** Forward + Attack + Jump

**Conditions:** Enemy must be directly in front of you

**Lightsaber Combat Style:** Medium Only

A good evasive maneuver combined with a devastating attack from above. Execute this move when your enemy is directly in front of you and you are using the medium Lightsaber Combat Style. You will flip up over your enemy's head and attack downward as you pass over him. It's a good move to use if you're surrounded by enemies and want to get out of the middle.

### FORWARD JUMP, DOWNWARD HACK

**Command:** Forward + Attack + Jump from standing position

**Conditions:** Must be standing and in ready position

**Lightsaber Combat Style:** Strong Only

A very strong, unblockable attack; almost always a finishing move. It is very slow. Press the Attack button before you jump forward. This move has only a small chance of hitting.



## INVENTORY ITEMS

**Jedi Outcast** includes a number of items that can be picked up and used during the game. Scroll through inventory items using the [ and ] keys (unless they have been reassigned) or use the preassigned hot keys.



### NEURO-SAAV MODEL TD2.3 ELECTROBINOCULARS (Default: G or MOUSE 3 Button)

Electrobinoculars are always available to Kyle throughout the game. They can operate in low-light conditions and magnify distant objects. They are powered by normal battery cells and drain power at a minimal rate. Use the Fire and Alternate Attack keys to zoom in and out. Note that you cannot fire weapons as long as the binoculars are in use. The electrobinoculars power down once they run out of battery power.



### BIOTECH BACTA CANISTER (Default: B Key)

Portable and disposable packs of bacta ointments are designed for use in the field. When used, each bacta canister restores a portion of the Kyle's health lost due to wounds. Select this item in your inventory and then use it to instantly boost your health.



### ARAKYD MARK VII INQUISITOR (Default: Key Pad PAGE DOWN Key)

Similar to the training drones used by Jedi to practice lightsaber skills, this seeker hovers over Kyle until an enemy is within range, then it will move in close to the enemy. The seeker operates for a limited amount of time and then self-destructs.



### LIGHT AMPLIFICATION GOGGLES (Default: Key Pad LEFT ARROW Key)

Once acquired, these light goggles always stay in Kyle's inventory. When used, they enhance the overall brightness of the environment but cast everything in an orange hue. The goggles require batteries to function and will drain power at about the same rate as the electrobinoculars. The player can still fire weapons

when the goggles are activated. The goggles power down when the battery power is depleted.



### ASSAULT SENTRY (Default: Key Pad 5 Key)

Roughly the size of a large backpack, this weapon unfurls to become a sentry set to auto-target any enemy threat. Once deployed, the sentry cannot be restored to its original portable condition.

## OTHER ITEMS



### AMMO POWER CONVERTER

Located throughout levels, the ammo power converter feeds power directly into energy-based weapons. To use it, approach it and then press and hold the **Use** key. Power converters have a fixed amount of energy and can easily be depleted. When all the power has been converted, the station will burn out.



### SHIELD POWER CONVERTER

The shield power converter feeds power directly to Kyle's shield belt. To use the shield power converter, approach it and then press and hold the **Use** key. It has a fixed amount of energy and can easily be depleted. When all the power has been converted, the station will darken and is rendered useless.



### PERSONAL SHIELD GENERATORS

This belt-mounted device projects a protective field around the wearer. As the shield takes damage, its protective rating is reduced. Once depleted, it deactivates until it is recharged by a power converter or shield pickup (exists in large or small versions). This shield does not protect against falling or crushing damage.



### BATTERY PACK

Pick up battery packs throughout levels to power the electrobinoculars and light amplification goggles.



## FORCE POWERS

Although Kyle is unable to connect with the Force at the start of the game, necessity will dictate that he eventually reconnect himself with it. Once this happens, Kyle has access to some Force powers. As the game progresses, he gains additional Force powers and can strengthen his existing Force powers. Note that the use of Force powers will often be required to solve puzzles in the game.

## FORCE POWER RANKS

The Force powers in **Jedi Outcast** have three ranks. Force powers are first obtained at Level 1 and increase as the game progresses. Generally a higher rank of a Force power maintains the same ability as earlier levels, although the Force effect is usually more pronounced or requires less Force power to perform. You will be notified at the start of a new level if you have obtained new Force powers or if a Force power level has increased. You can also call up the Datapad to get more information on Force powers.

*NOTE: Beware that some enemies in the game also have their own Force powers. You may be able to obtain an unexpected boost in your Force Meter if you destroy these enemies.*

## USING THE FORCE

Each Force power has an assigned hot key (See the Default Controls section on page 8 for specific hot keys). You can use these hot keys to activate and use a Force power. You can also scroll through the available Force powers by using the **Z** and **X** keys. Once a Force power is selected, press the Force Use button (default **F** key) to activate the currently selected power. Each Force power depletes your Force Meter on the right-hand Status Display. The Force Meter recharges when the Force is not in use.

## FORCE POWER DESCRIPTIONS

*NOTE: See the Multiplayer-Only Force Powers section on page 43 for descriptions of Force powers available during multiplayer games.*

**FORCE JUMP (Hold Down Jump Button)**

Using this power allows you to make a tremendous vertical leap. Tap the Jump button to do a normal jump, but hold down the Jump button and you will use the Force to soar to new heights.

**Level 1:** you can jump twice as high as a regular jump.

**Level 2:** you can jump approximately four times as high as a regular jump.

**Level 3:** The highest possible vertical leap, eight times that of a regular jump.

**FORCE PUSH (Default: F1 Key)**

You can shove enemies and world objects away from yourself with this Force power. Press the **F1** key to instantaneously use this power. If enemies are pushed into solid surfaces or off ledges, they will take damage. Force Push can also be used to operate selected buttons, grates and sliders that may be out of your reach.

**Level 1:** Knocks down enemies.

**Level 2:** Pushes target back.

**Level 3:** Pushes multiple targets. You can also try to Force Push out of lightsaber locks at this level. (For information on saber locks, see Lightsaber Locking on page 23.)

**FORCE PULL (Default: F2 Key)**

This power lets you pull weapons and specific world objects toward you. Activate by pressing and holding the Force Pull hot key.

**Level 1:** Pull certain levers and objects in your targeting reticle.

Also, you can pull one enemy.

**Level 2:** In addition to Level 1 features, you can now pull the weapon out of the hands of an enemy, providing that he is facing you.

**Level 3:** The strongest pull, now you can pull multiple enemies (and their weapons).

**FORCE SPEED (Default: F3 Key)**

When activated, this Force power slows down the world around you, you to gain a speed advantage over enemies.

**Level 1:** World is slowed to 75 percent normal speed for five seconds.

**Level 2:** World is slowed to 50 percent normal speed for five seconds.

**Level 3:** World is slowed to 25 percent normal speed for five seconds.

*NOTE: In multiplayer games, the Force Speed effect only speeds up your actions. It does not slow down the other players in the game.*



**FORCE HEAL (Default: F5 Key)**

This power heals your health by converting the essence of the Force into a maximum of 25 health points.

**Level 1:** You must stop and meditate to heal. Healing stops when you move or fire.

**Level 2:** You can now move but not attack while healing. Healing stops if you are hit or launch an attack.

**Level 3:** You can move and attack while healing. The healing process is also quicker.

**FORCE GRIP (Default: F6 Key)**

When used, this Force power allows you to choke a living being.

**Level 1:** Use the targeting reticle to select an enemy, then use this Force power to choke the enemy for a few seconds. The enemy is immobilized but not hurt. You may walk away while the enemy chokes.

**Level 2:** Once an enemy is targeted, this level's power will choke the enemy and also raise him off the ground. Hold down the Force button to keep the enemy in the air and inflict damage. Looking away causes the enemy to drop to the ground.

**Level 3:** The strongest grip, you can move and look around while carrying an enemy—the perfect way to move him over a ledge and drop him to an untimely demise.

**JEDI MIND TRICK (Default: F4 Key)**

To use this Force power, target the character you wish to influence and press the Jedi Mind Trick hot key once. Once affected, the character in question will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. Note that the Jedi Mind Trick will not work on all enemies. A confirmation sound will be heard and a visual effect will appear around the enemy if he is successfully tricked.

**Level 1:** Only one targeted enemy will be tricked for five seconds.

**Level 2:** Ten seconds of confusion. You cause a distraction that affects all enemies in the area.

**Level 3:** Create a distraction OR target an enemy to become your ally. Direct your reticle to where you want the distraction to occur or to target an enemy.

**FORCE LIGHTNING (Default: F7 Key)**

This power hurls a devastating electrical attack against enemies. Once an enemy is targeted, press and hold the hot key to begin the Force Lightning attack.

**Level 1:** A quick burst of lighting that emanates from your hand and shoots straight forward.

**Level 2:** Hold down the Force Power key to shoot a continuous beam of lightning (until Force power is drained).

**Level 3:** Lightning shoots out in an arc, allowing it to hit multiple targets at once.

**LIGHTSABER THROW**

(Use Alternate Attack Key When Lightsaber Selected)

The secondary attack for the lightsaber, when activated this Force power lets you throw your lightsaber forward against enemies. It will eventually boomerang and return to you.

**Level 1:** Saber flies out straight over a short range.

**Level 2:** Saber flies out over a longer range and spins faster. Aim it by changing the direction you face.

**Level 3:** The saber spins faster than other levels and intelligently finds enemies to hit.

*NOTE: It is possible for your lightsaber to be knocked out of your control while it's in flight. In this case it may drop to the ground. If this happens, hit your Primary Attack button to bring it back. If you do not find your saber after an extended period of time, it will automatically return to you.*

**LIGHTSABER DEFENSE**

This power controls your speed and effectiveness when blocking incoming shots and lightsaber attacks.

**LIGHTSABER OFFENSE**

This power provides more Lightsaber Combat Styles choices and allows you to push harder in lightsaber locks.

## THE SETUP MENU

From this menu you can customize how the game plays on your system. There are four different groups of single-player options: Controls, Video, Sound, and Game Options. The multiplayer Setup Menu has similar options to single-player, though there is some variation in functions. Check within the multiplayer game Setup menu for tool tips and in the Readme for details.

## CONTROLS

Various subgroups of controls are listed along the left-hand side of the screen. To change a key command, first highlight the command you wish to modify. Press **ENTER** or click the left mouse button. Then, the next key or mouse button you press will be assigned to the command. A command may have up to two different keys and one



mouse button bound to it. The different subgroups of controls are:

**Weapons:** Change the controls for how you select each weapon.

**Force Powers:** Adjust how you select and use Force powers.

**Attack/Look:** Modify the basic combat and view commands.

**Movement:** Reassign keys for characters' movement in the environment.

**Inventory:** Select which keys to use for calling up and using inventory items.

**Quick Keys:** Assign the keys for specific in-game features such as Quick Save and the Datapad.

### Mouse/Joystick:

**FREE LOOK:** When toggled on, the mouse controls the view of the player.

*Default:* On.

**SENSITIVITY:** Move this slider to adjust the mouse sensitivity. Lower settings result in slower mouse speeds.

**INVERT MOUSE:** Switch the Y-axis of the mouse. *Default:* No

**SMOOTH MOUSE:** Should usually be set to on, but if you experience difficulties with your mouse, try turning it off. *Default:* On

**ENABLE JOYSTICK:** Turn joystick support on or off. *Default:* Off

**JOYSTICK THRESHOLD:** This slider changes the joystick sensitivity.

**X-AXIS AND Y-AXIS AS BUTTONS:** Turning these options on changes the joystick from its default behavior (moving and turning the player) to allowing customization.

### OTHER OPTIONS:

- **ALWAYS RUN:** If toggled on, you will run at all times. When activated, pressing the Run key in the game will slow you to walking speed.

*Default:* On

- **AUTOSWITCH:** This option allows you to toggle through four weapon settings: Don't Switch (prevents automatically switching weapons); Higher Weapon If New (only switches to newly acquired weapons); Always Higher Weapon (always switches to a better weapon) and Higher If Safe (only switches to higher weapon if it's a safe weapon).

*Default:* Don't Switch

## VIDEO

Select this tab to adjust the game's video settings for optimal performance. The sub-menus are: Video, More Video, and Driver Info.

### Video

Users on high-end machines should be able to turn on most of these features. If you experience slow frame rates, you can always come back and turn off options.

**VIDEO QUALITY:** Click this option if you are interested in setting the game to one of its default video presets.

**VIDEO MODE:** Adjust the video resolution of the game. Higher resolutions mean crisper graphics, but the frame rate may drop. Experiment to determine the best resolution for your video card.

**COLOR DEPTH:** Choose between Default, 16-Bit or 32-Bit color.

**FULL SCREEN:** If this option is turned off, you can run the game in a desktop window, providing your card supports this feature.

**GEOMETRIC DETAIL:** Select how much polygonal detail is represented in the game world. Pick a lower setting if the game is slow on your machine.

**TEXTURE DETAIL:** Choose between Low, Medium, High or Very High. Higher detail requires more system resources.

**TEXTURE QUALITY:** Default, 16-Bit and 32-Bit textures are all options in the game. 32-Bit textures are the most system-intensive. Not all video cards support 32-Bit textures.

**TEXTURE FILTER:** Toggle between Bilinear and Trilinear graphics filtering. Trilinear takes more system resources and is not supported on all cards.

**DETAILED TEXTURES:** You can turn off textures if you are experiencing a slowdown in the game.

**COMPRESS TEXTURES:** If your video card supports compressed textures, turn this on to increase the game's loading speed.

### More Video

**BRIGHTNESS:** Adjust the brightness of the game by moving this slider left or right.

**LIGHT FLARES:** Adjust whether the game uses light flares. Turning them off will increase performance.

**VIDEO SYNC:** This option will even out the performance of certain video cards, but it may also slow down the game. Default is off.

**DYNAMIC LIGHTS:** Dynamic lighting is the use of flashing or changing lights in the game. This option drains system resources. Turn off to improve performance.

**WALL MARKS:** Wall damage from weapon fire and lightsaber usage is toggled here. Turning Wall Marks off will increase performance.

**ANISOTROPIC FILTERING:** If on, elements of the scene will appear smoother when viewed at near-edge angles. Your card must support this feature before it can be turned on.



### Driver Info

Click this tab if you want to view the driver information for the currently selected video card. This option helps you check if your video drivers are up-to-date. If you are experiencing problems with the game, consult this screen and your video card manufacturer to make sure you have the most up-to-date video drivers.

### Apply Changes

Once you make any changes to the video setting, a red Apply Changes option will show up on the menu. Click this option to lock in your changes. In many cases the game will need to reload for the new settings to take effect.

### SOUND

Audio options and sound volumes are customized on this menu:

**Effects Volume:** Use this slider to adjust the volume of weapon, explosion and other ambient in-game sound effects as well as movie volume.

**Music Volume:** Change the volume of the music that plays during the game.

**Voice Volume:** The volume of character voices can be modified with this slider.

**Sound Quality:** Choose between Low and High sound settings. If you are experiencing slowdown in the game, try Low sound quality.

### GAME OPTIONS

Additional game options are adjusted here:

**Text Language:** Select the language for all the game's text.

**Voice Language:** Choose a language for the characters' speech.

**Subtitles:** Turn subtitles in cinematics on/off.

**Cross Hair:** Allows you to select the cross hair used in-game.

**Identify Target:** Makes the cross hair glow red when an enemy is targeted.

**Slow Motion Death:** Adjusts how often time will slow down for cinematic effect. Can be turned off or turned up to occur at every cinematic moment.

**3rd Person Lightsaber:** Turn this on to move the camera to third-person view automatically when you switch to the lightsaber.

**1st Person Guns:** Turn this on to move the camera to first-person view automatically when you switch to a non-saber weapon.

**Dismemberment:** Turn this on to cut the hands off of foes with the lightsaber.

### DEFAULTS

Click this option if you are interested in restoring the game to its default settings. You are asked to confirm this decision.

## CHARACTERS

### PROTAGONISTS



#### KYLE KATARN

Kyle Katarn is a man who has seen all sides of the Force. He has served in the Special Operations division of the Imperial Army, as a Rebel Alliance agent, and also as a Jedi Knight. Born on Sulon, the moon of Sullust, Kyle came from farmer stock. But while training at the Imperial Academy, he was dealt a crushing blow: An Imperial notification led him to believe his father was killed in a Rebel Ambush.

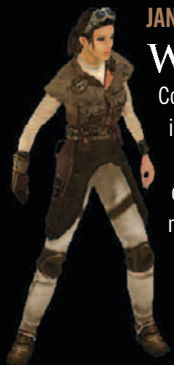
Vowing revenge against the Alliance, Katarn joined the Imperial Army. However, he soon learned the true face of the Empire and his hatred grew for its underhanded ways. Katarn ended his Imperial service when he elected to help Jan Ors escape from their clutches.

Freed from his Imperial post, Katarn turned into a mercenary-for-hire. Along with Jan Ors, he vowed to help the Alliance fight against the Empire. His cause took on a greater importance when he learned of the true fate of his father, who was killed by a Dark Jedi named Jerec. This revelation led Kyle on a journey to the hidden Valley of the Jedi, where he learned of his powerful Jedi destiny. Kyle grappled with the rigid duality of the Force and nearly fell to its dark side.

Suspicious of the Force's true power, Kyle decided to give up the Force in order to protect himself and others from its dark side. He turned over his lightsaber to Luke Skywalker and returned to his old post as a spy and saboteur for the New Republic. Now, Kyle's ability to use the Force has weakened to the point of non-existence. Along with Jan, Kyle now travels in the *Raven's Claw*, a powerful and fast light carrier that replaces his old ship, the *Moldy Crow*.



### JAN ORS



While working as a mole within the Imperial Intelligence Corps, the headstrong Jan Ors' cover was blown and she was imprisoned. The Alliance hired Kyle Katarn to save her.

He risked his life and helped her escape from the clutches of the Empire. Now they are inseparable allies; Ors recommended Katarn to Mon Mothma for the **Dark Forces** missions. Their bond is known throughout the galaxy. In fact, it is said that Jan is the only person that Kyle cares for more than himself.

### LUKE SKYWALKER

Raised on Tatooine by Owen and Beru Lars, Luke Skywalker is the son of Anakin Skywalker. A hero in his own right, Skywalker established the Jedi Academy on Yavin 4 after the fall of the Empire. He created the Academy to serve as a learning center to help future Jedi grapple with the power of the Force.



### LANDO CALRISSIAN



As shrewd businessman and gambler, Lando Calrissian is a legend in many different cultural circles. He was a general in the Rebellion and befriended Luke Skywalker. Since the fall of the Empire, Lando has taken great care to be taken seriously as a respectable businessman.

### ANTAGONISTS

#### ADMIRAL GALAK FYYAR

Once a trusted weapon scientist reporting directly to the Emperor, Chancellor Galek Fyyar was given his honorary title for his dedicated servitude to the Empire. Always mindful of not letting political turmoil interrupt his research, the collapse of the Empire did little to change his experiments. His first attempt at melding the Force and technology failed, but he is now hard at work on a new project to aid the Remnant's cause.



#### IMPERIAL OFFICERS

Clad in the formal uniform of the Empire they once proudly served, these dedicated and dangerous enemies still command legions of forces. They are usually armed with standard-issue blaster pistols and are known for their marksmanship.



#### STORMTROOPERS

These assault soldiers made up the bulk of the Emperor's armed forces. Armed with standard-issue blaster rifles, stormtroopers are fanatically loyal and fight in the face of overwhelming odds. Squad leaders, recognized by a colored shoulder patch, carry the Golan Arms FC-1 weapon.



#### SWAMP TROOPERS

These heavily armored troopers are a mottled gray color to blend into their swampy surroundings. Similar in construction to the scout trooper, these soldiers are armed with the Golan Arms FC-1 or repeater gun.





## GAMEPLAY HINTS AND TIPS

Kyle's adventures in **Jedi Outcast** put him in a number of precarious situations. Here are some hints and tips to help you get through the game:

### SHOOTING ALLIES AND OTHER "FRIENDLIES" IS A BAD IDEA.

Allies are critical to your mission. Check your fire!

### EXPERIMENT WITH THE ALTERNATE ATTACKS.

Every weapon has an alternate attack accessible via the right mouse button (default function key). Being familiar with all the functions of your weapons can mean the difference between survival and a date with an interrogator droid.

### REMEMBER: YOU WILL NEED TO USE FORCE POWERS TO PROGRESS THROUGH THE GAME.

Powers like Force Push can be used to manipulate sliders, buttons and objects in the environment. Use Jedi Mind Trick to influence enemies.

### IF IT SEEMS LIKE YOU ARE STUCK WITH NO WHERE TO GO,

try pressing the **Use** key on consoles, doors, and what may be buttons or levers. Also, look for air ducts or other passageways that might lead out of the area.

### PAY ATTENTION TO THE COLOR OF YOUR CROSS HAIR.

It will tip you off to how you can interact with the environment. (Allies turn the cross hairs green.) See the Intelligent Targeting Reticle section on page 13 for more information.

### TRY TO USE AND DESTROY CARGO BOXES AND CRATES—

there may be important items inside.

### ONCE YOU KILL AN ENEMY, HE OR SHE MAY DROP KEYS

needed to open doors or containers.

### THIRD-PERSON VIEW ALLOWS EVASIVE AND ACROBATIC MOVES

that you cannot do in first-person view, though it is slightly harder to aim in third person. Use the mode that best suits your style of play—third person for maneuverability, first person for better precision.

### JUMPING CAN BE HAZARDOUS.

To "stick" a landing, hold the **Use** key as you land.

### WHEN FIGHTING A SQUAD OF IMPERIALS, TRY TO TAKE OUT THE OFFICERS

and high-ranking stormtroopers first. This may cause remaining troops to panic or retreat.

### USE THE JEDI MIND TRICK OFTEN TO SNEAK THROUGH AN AREA.

This allows you to momentarily avoid enemy detection while you run past, destroy something or take out a squad mate, actions that may have otherwise alerted enemies.

### BE SURE TO LOOK UP AND DOWN.

Kyle does not live in a two-dimensional world, and neither do his enemies. If there is no apparent exit from your current location, be sure to explore above and below you.

### TOGGLE THE LIGHTSABER OFF (DEFAULT 1 KEY)

to silence it while sneaking around.

### ON SOME MISSIONS YOU WILL NEED TO PROTECT YOUR ALLIES.

For instance, when you are working with Jan, her survival will be critical to completing most missions. If you protect certain allies in the game, they may be able to help you.

## MULTIPLAYER TIPS

### KEEP MOVING.

Staying put invites death. Besides, no one likes a "camper."

### KNOW THE MAPS.

The player with a deep understanding of the multiplayer maps will dominate the other players.

### BOTS ARE GOOD, HUMANS ARE BETTER.

Playing a multiplayer game with Bots can be fun, but even the best Bot AI can't compare to the unpredictable and infinitely adaptable nature of real people. The most fun in the multiplayer game comes out of playing with other people.

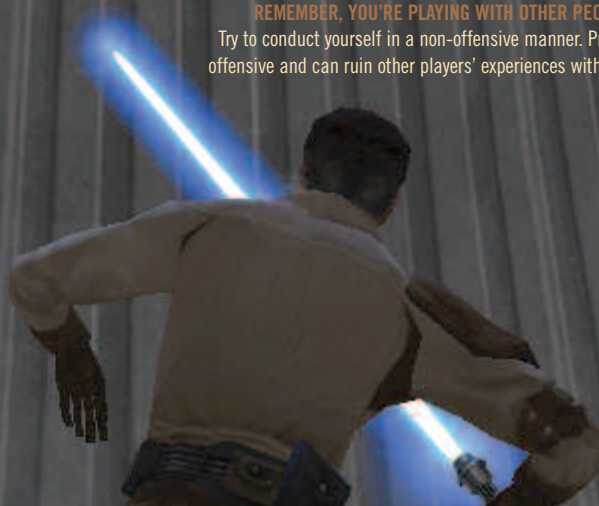
See the Readme for additional Bot information.

### ADJUST YOUR PLAYING STYLE AND FORCE POWERS TO THE GAME

type and maps you're playing. The way you play Free-for-All should differ slightly from how you play the team-based Capture the Ysalamiri.

### REMEMBER, YOU'RE PLAYING WITH OTHER PEOPLE.

Try to conduct yourself in a non-offensive manner. Profanity is offensive and can ruin other players' experiences with the game.





## MULTIPLAYER GAMES

Click on the Multiplayer icon in the Launcher menu to take you to the Multiplayer menu. From customizing your multiplayer options to setting up and/or joining servers, this screen consists of everything you will need to enjoy multiplayer gameplay. *NOTE: View the Readme on the game CD for last-minute manual updates and additional game information.*



Multiplayer Main Menu

## PLAY

Click on this option when you're ready to begin a multiplayer game. You'll be given three options: Join Server, Create Server and Play Demo.

For a list of currently running **Jedi Outcast** servers, click the Join Server button. This will bring you to a screen which lists all the **Jedi Outcast** servers on the Internet or LAN, the PING (speed of connection) for those servers, the map they're running, how many players are connected to the servers, and which game type is being played. When you've found a server you'd like to join, highlight it and click Join. Clicking on the Refresh List button will refresh the list, removing canceled servers and updating your list with new servers.

If you'd like to start your own server, click the Create Server icon. From here, you'll be brought into a Setup screen where you can customize the game you're about to run. You can set the game type, maximum number of players, map, password, time limit, AI Bots, and more. In the Server Setup menu, you can open slots for Bots and set their overall difficulty level before starting the game. Just like having a lot of human



Server Setup Screen

players on your server, too many Bots will slow down the gameplay. When you've set the server with the options you prefer, click Begin.

*NOTE: If you choose Yes under the Dedicated Server option, the game runs faster for anyone connected to your machine, but you won't be able to play from that machine. If you wish to run a server and play the game on the same machine, you should make sure the Dedicated Server option is set to No. Also, it is recommended that host servers use a broadband connection for best performance.*

The Play Demo selection lets you access player-created movies, if they are available. Users can make movies for sharing great moments of gameplay.

## RULES

Even if you're familiar with the standard multiplayer first-person shooter (FPS) game types, it's a good idea to familiarize yourself with the different game types specific to **Jedi Outcast**. This sub-menu details every game type including (but not limited to) Free-for-All, Duel, Capture the Ysalamiri, and Jedi Master.

This sub-menu also details the different weapons, items and Force powers. It describes which effect Force powers have, their duration, the different effects you'll get depending on your rank when you use the power, and any other Force information specific to multiplayer games.



Rules Screen

## CONTROLS

This screen let you customize or get information about available multiplayer controls including weapons, Force powers and other game functions. While the default keys should work for most people, you should take a moment to familiarize yourself with the new keys and reassign them as necessary to suit your taste.

*NOTE: The control configurations in multiplayer are kept separately from those you set up in the single-player game. Changes made in one won't be carried over to the other.*

Some options in the Controls menu are unique to multiplayer. Under Other, you'll find Show Scores (pulls up an in-game screen to see how many kills you have), Chat and Lightsaber Duel, described below.



## Chat

Clicking on this option will allow you to customize the in-game Chat commands. Generally, in a fast-paced multiplayer game, you won't have a lot of time to sit back and type out conversations to other players on the server. However, for various reasons, you'll have the occasional need to talk to all or some of the players on the server. The default keys are explained below.

**Chat (Default: Y Key)** Pressing this button activates the Standard Chat mode. All players will read what you type.

**Team Chat (Default: T Key)** Pressing this button activates the Team Chat mode. If you're playing a team-based game type (such as Capture the Ysalamiri), you might not want everything you say to be seen by everyone on the server. Press this button and your team will only see what you type.

When you want to send a message, simply press the appropriate key, then type out the text. Keep in mind that you lose most game control functions when you're in Chat mode. When you're finished typing your message, press the **ENTER** key to send it and you'll return to normal gameplay. Text messages appear in the upper-left corner of the screen.

## Lightsaber Duel Challenge

Available in Free-for-All and Holocon only, the Lightsaber Duel Challenge allows you to take on another player in one-on-one, lightsabers-only dueling without fear of interference from other players on the server. To challenge another player have your lightsaber drawn, get close to your opponent, target him/her and press the Engage Duel key (default **K** key). This sends a challenge message to the other player who then can accept by pressing the Engage Duel key. If the challenged player accepts, both players will engage in a duel.

At this point, a glow surrounds each player, and they'll both be restricted to lightsaber use (they won't be able to switch to other weapons), and their Force Powers will be limited. No other player on the server will be able to affect the duelists with weapons or Force powers for the duration of the duel. Similarly, the duelists won't be able to affect any player not associated with their battle. The duel can be broken in one of two ways: If the combatants get out of reasonable attack range, or when one of the duelists overcomes the other.

When a duel is won, the winner gets one kill, full health and the satisfaction of knowing that he/she went toe-to-toe with another player and emerged victorious. The players are returned to normal play and continue as standard players until they engage in another duel. Only one duel can occur on a server at any time.

## SETUP

This set of options lets you adjust video, sound and multiplayer game options as well as adjust your player options. Here, choose your multiplayer model/skin, set your character's name and pick your character's lightsaber color. You can also access MODs, described below.

## MODs

If you have created or downloaded from the Internet a user-created modification or new level (collectively referred to herein as "MOD") use this option to load them.

*IMPORTANT NOTICE: Your creation and/or distribution of any MOD is subject to the software license to which you agree by using the software, including, without limitation, all terms and conditions pertaining to the creation and distribution of MODs as stated in the software license. You are allowed to create MODs, subject to the restrictions in the software license, for personal recreational use, or for free distribution only. You are not permitted to sell or commercially distribute any MOD. USER-CREATED MODS ARE NOT SUPPORTED BY ANY ENTITY WHATSOEVER (INCLUDING LUCASARTS ENTERTAINMENT COMPANY LLC, RAVEN SOFTWARE, INC. AND/OR ACTIVISION PUBLISHING, INC.). A copy of the software license can be found at the end of this manual or by clicking the Options button on the Launcher menu.*

## IN-GAME MENU

Press the **ESC** key at any time during a multiplayer game and it will bring up the In-Game menu at the top of the screen. You can review information about the server, join a game (see below); add a BOT (see below); adjust player options and assign Force powers (described under Player on page 42); adjust setup and control options and vote or call a vote (see page 42).

*NOTE: Unlike in Jedi Outcast's single-player mode, bringing up the In-Game menu in multiplayer won't pause the game. Other players connected to the server will continue to play, leaving you vulnerable to attack.*

## Join

If you're playing a team-based game, you'll want to press **ESC** and click on Join. You'll be given the option of which team you'd like to join or if you'd like to continue spectating.

## Add Bots

**Jedi Outcast's** Bots are computer-controlled characters meant to simulate



human opponents in the multiplayer game. You can choose from a number of personalities. Some Bots prefer to use their lightsaber and attack-head on, others tend to run around and gather every weapon possible before launching an offensive. Experiment with different Bot characters to experience their range.

The In-Game menu (default **ESC** key) allows you to add Bots to the game. Click the Add Bot option to add Bots one by one and set their individual difficulty level. If you're running the server, you can add a Bot to the game at any time, although it's best if you know which Bots you want before you start the server. *NOTE: See the Readme for additional Bot personality information.*

## Player

Clicking on Player in the In-Game menu allows you to set a number of options for your character. You can name your character, select a lightsaber color, choose a model "skin," and set your Force powers.

Setting your Force powers is dependent on the server settings. First, choose your Force Affiliation; light side or dark side, then click the Configure Force Powers button to customize your powers. In the top-right corner, you'll see the number of Force Points that can be distributed among your Force powers. The points available can differ, depending on individual server settings.

Use points to set your character's Force powers to the ranks you desire. The numbers inside the circles indicate how many Force Power Points will be required to activate that rank. (The more circles you activate for any given power, the more effective that Force power will be.) When you're finished setting your powers, you can choose to save your Force power configuration by naming it and clicking the Save File button on the left side of the menu window. Or, you can choose from some of the predetermined settings listed on the right side of the box and get right into the game.

When you've finished customizing your character, click the Apply button at the bottom of the box to return the game.

*NOTE: You won't be able to activate every Force power to its fullest potential. So, choose wisely as you're assigning your powers and try to customize your Force abilities to counter the other players'.*

## Call Vote

At any time during a multiplayer match, any player has the option to call for a vote. By bringing up the In-Game menu and clicking on Call Vote, a player can start a vote to kick out an idle player from the server, change the map, restart the map, change the game type, and more. Choosing one of these options and clicking OK will send the vote out to the other players on the server. They can

either vote yes or no by entering the Vote Menu (press **ESC**) and the server will act according to the vote results.

## MULTIPLAYER-ONLY FORCE POWERS

There are a few Force powers available to you in *Jedi Outcast's* multiplayer game that aren't available to Kyle Katarn in the single-player game. They are shown below.

*NOTE: For a more detailed description of any of the multiplayer Force powers and a comprehensive breakdown of each Force Rank, refer to the Rules section of the Multiplayer interface and click on Force Powers.*



### DARK RAGE (Default: F8 Key)

This dark side power sends your character into a timed frenzy of speed, but the character must recover after the Rage wears off. When Dark Rage is active, you fire and move faster, and take minimal damage.

However, your health will steadily diminish and you cannot pick up any more. When you health reaches 1 or it wears off, you enter into a recovery state where you fire and move slower for a short time.



### FORCE SEEING (Default: F12 Key)

This neutral Force power allows the Jedi to see all enemies clearly. By surrounding other players with an easy-to-see glowing aura, a character using Force Seeing can see other players through walls, counteract the Jedi Mind Trick, and even dodge sniper shots.



### FORCE DRAIN (Default: F11 Key)

This dark side Force power allows the Jedi to drain Force power from targeted enemies and use it to replenish health. Depending on the Force Rank you have assigned to it, Force Drain will launch a single energy bolt that fires forward; an unaimed, continuous attack; or a sustained fan attack that can drain from multiple targets.



### FORCE PROTECT (Default: F9 Key)

When activated, this light side Force power transforms physical damage into Force damage. Any physical attack dealt to your character is deducted from the Force Meter rather than from the Health Meter. The amount of physical damage translated into Force damage will depend on the Force Rank that you set for this power.



**FORCE ABSORB (Default: F10 Key)**

When activated, this light side Force power will take damage from any enemy Force ability and turn that energy into Force power for you. This power does not translate physical attacks into Force power, but it will absorb attacks originating from an offensive Force power and replenish your Force Meter.

**FORCE TEAM HEAL (Default: SCROLL LOCK Key)**

This team-play Force power is essentially the same as the standard Force Heal, but you can restore a certain amount of health to allies within a certain radius (dependent on this power's Force rank).

**FORCE TEAM ENERGIZE (Default: \ Key)**

The other team-play Force power, this power allows the Jedi to restore a certain amount of Force energy to his/her allies within a certain radius (dependent on this power's Force rank).

**MULTIPLAYER-ONLY ITEMS**

Like some of the Force powers, there are some items available in *Jedi Outcast's* multiplayer game not available in the single-player mode. They are as follows:

**STATIONARY SHIELD**

This stationary energy field can be dropped at any location, at which time it deploys a large flat shield that can block enemy fire and movement. The deflector shield will disappear after expending its power supply or after enduring a certain amount of damage.

**YSALAMIRI**

This small salamanderlike creature has the unique ability to push back the Force. When carried by the player during Capture the Ysalamiri, the ysalamiri makes the possessor immune to the affects of Force powers used against him/her. The ysalamiri also prevents the possessor from using Force powers.

**FORCE BOON**

Use Force powers at will without draining any Force energy. The Force Boon item gives the player an unlimited Force pool for a short time.

**FORCE ENLIGHTENMENT**

This item comes in a light side and dark side variety, and each can only be picked up by the appropriate light or dark side player. It temporarily grants full ranks in either all light or all dark side Force powers, as well as all neutral powers and lightsaber abilities.

**NOTE:** For more detailed descriptions of multiplayer items, refer to the Rules section of the Multiplayer interface and click on Items.

RAVEN SOFTWARE

**CREDITS**

**Project Leads**  
Steve Raffel  
Kevin Schlider

**Raven Studio Head**  
Brian Raffel

**Director of Product Development**  
Michael Crowns

**Lead Programmer**  
James Monroe

**Programmers**  
Bob Love  
Michael Chang Gummelt

**Producers**  
Jeff Dischler  
Dan Vondrak

**Multiplayer Lead**  
Pat Lipo

**Multiplayer Programmer**  
Rich Whitehouse

**Lead Designer**  
Chris Foster

**Game Concepts**  
Eric Biessman

**Level Designers**  
Michael Raymond-Judy  
Tom Odell

**Artists**  
Mike Schulenberg  
Stuart Wiegert

**Lead Artist**  
Kevin Pochron (Multiplayer)

**Artists**  
Les Dorscheid  
Mark Nelson

**Animators**  
Jeff Moy  
Andrew Trabbold

**Animators**  
Kim Lathrop  
Cory Carani

**Animators**  
Fred Hooper  
Bobby Duneanson

**Lead Animator**  
Brian Shubat

**Animators**  
Eric Turman  
Culligan Roberts

**Additional Animation**  
Robert Gee

**Animators**  
Jarrod Showers  
Michael Egniew

**Animators**  
Mike Werckle  
Animation Special

**Thanks**  
Nathan Theis

**Additional Art**  
Jeff Butler

**Animators**  
Todd Rueping

**Additional Level Design**  
Jim Hughes

**Animators**  
Chad Bordwell  
Mike Renner

**Additional Programming**  
Gil Gribb

**Animators**  
Rick Johnson  
Marcus Whitlock

**Programming Special Thanks**  
Jake Simpson

**Project Administrator**  
Dave Blumenthal

**Administrative Assistant**  
Kenn Hoekstra

**Plot and Story**  
Annette Vee Bushaw

**Producers**  
Raven Software and LucasArts

**Producers**  
Brett Tosti

**Associate Producer**  
Dan Pettit

**Sound Design**  
Julian Kwasneski

**Music Editing**  
Clint Bajakian

**Manual Editor**  
Chris Foster

**Director/Producer**  
Darragh O'Farrell

**Original Star Wars Sound Effects**  
Ben Burtt

**Original Star Wars Music composed by**  
John Williams. © and

© Lucasfilm Ltd. & TM. All rights reserved.

Used under authorization. Published by

Bantha Music (BMI). Administered by and/or

copublished with Warner-Tamerlane

Music Publishing Corp.

**Senior Lead Tester**  
Chuck McFadden

**Assistant Lead Tester**  
Chane Hollander

**Tester**  
Andy Alamano

**Scriptwriter**  
Michael Stemmler

**Lead Voice Editor**  
Will Beckman

**Compatibility Supervisor**  
Lynn Taylor

**Compatibility Technician**  
Dan Martinez

**Animators**  
G. W. Childs  
Jim Davison

**Animators**  
John von Eichhorn  
John Carsey

**Lead Network Compatibility Technician**  
Darryl Cobb

**Quality Services Manager**  
Paul Purdy

**Quality Assurance Supervisor**  
Chip Himenberg

**Product Support Supervisor**  
Jay Garaci

**Director of Product Marketing**  
Tom Byron

**Marketing Coordinator**  
Karina Hallum

**Public Relations**  
Tom Sarris

**Junior Content Supervisor**  
Heather Twist Phillips

**Manual Writers**  
Alexis Mervin

**Manual Writers**  
Justin Lambros

**Manual Writers**  
Geoff Keighley

**Manual Writers**  
Chuck McFadden

**Manual Design**  
Mollie Boero

**Manual Design**  
Patty Hill

**Package Design**  
Pyro Brand Development

**Internet Marketing**  
Jim Passalacqua

**QA Special Thanks**  
Tony Dewese

**QA Special Thanks**  
Cassia Dominguez

**ACTIVISION**

**PRODUCTION**

**Producer**  
Graham Fuchs

**Executive Producer**  
Laird M. Malamed

**Production Testers**  
Brelan Duff

**Production Testers**  
Tim Ogle

**QA Project Lead**  
Sean Valdes

**Manager, PC Testing**  
Sam Nouriani

**Testers**  
Thom Denick

**Testers**  
Glenn Gregory

**Testers**  
Matt McClure

**Testers**  
Andy Lamp

**Testers**  
Adam Turkow

**Testers**  
Brian Spayth

**Testers**  
Eddie Flores

**Testers**  
Jairo Silva

**Testers**  
Jane-Cee

**Testers**  
Robert Ladd

**Testers**  
Walter Williams

**Testers**  
Kekoa Lee-Creel

**Testers**  
Nathaniel McClure

**Testers**  
Jeff McArthur

**Testers**  
Drew Koupal

**Quality Assurance Supervisor**  
Jay Sosnicki

**Quality Assurance Supervisor**  
Raymond Plessner

**Quality Assurance Supervisor**  
Jonas Anderson

**Quality Assurance Supervisor**  
Claude Conkrite

**Quality Assurance Supervisor**  
Neil Banzo

**Localization Project Lead**  
Eric Zimmerman

**Localization Project Lead**  
Tom Byron

**Localization Project Lead**  
Mike Wesby

**Localization Project Lead**  
Manager, Night Shift

**Localization Project Lead**  
Jeremy Gage

**Localization Project Lead**  
Testers

**Localization Project Lead**  
Jodd Amann

**Localization Project Lead**  
Ramir Burpee

**Localization Project Lead**  
Darnell, Mariano

**Localization Project Lead**  
Kerry Marshall

**Localization Project Lead**  
Mihai Pohontu

**Localization Project Lead**  
Kop Tavoramas

**Localization Project Lead**  
Mike Wale

**Localization Project Lead**  
Code Release

**Localization Project Lead**  
Group Lead

**Localization Project Lead**  
Jeff Levine

**Localization Project Lead**  
Manager, Code

**Localization Project Lead**  
Release Group

**Localization Project Lead**  
Tim Vanlaw

**Localization Project Lead**  
Network Lab Lead, QA

**Localization Project Lead**  
Network Testing

**Localization Project Lead**  
Chris Keim

**Localization Project Lead**  
QA Special Thanks

**Localization Project Lead**  
Jim Summers, Jason

**Localization Project Lead**  
Wong, Nadine Theuzillot

**Localization Project Lead**  
Joe Favazza, Bob

**Localization Project Lead**  
McPherson, Ed Clune

**Localization Project Lead**  
Mailena Rixford, Indra

**Localization Project Lead**  
Gunawan, Marco

**Localization Project Lead**  
Scataglini, Jason Kim

**Localization Project Lead**  
Chad Siedhoff, Gary

**Localization Project Lead**  
Boulduc, Michael Hill

**Localization Project Lead**  
Rob Lim, Willie Bolton

**Localization Project Lead**  
Jennifer Vitello, Jeni

**Localization Project Lead**  
Chang

**Localization Project Lead**  
Computer-Rendered

**Localization Project Lead**  
Animation

**Localization Project Lead**  
Great Studios

**Localization Project Lead**  
Uses Miles Sound

**Localization Project Lead**  
System, Copyright ©

**Localization Project Lead**  
1991-2001 by RAD

**Localization Project Lead**  
Game Tools, Inc.

**Localization Project Lead**  
This product contains

**Localization Project Lead**  
software technology

**Localization Project Lead**  
licensed from Id

**Localization Project Lead**  
Software, Inc. Id

**Localization Project Lead**  
Technology © 1999-

**Localization Project Lead**  
2002 Id Software, Inc.

**Localization Project Lead**  
All Rights Reserved.

**Localization Project Lead**  
VOICE CAST

**Localization Project Lead**  
Kyle Stormtrooper Officer 1

**Localization Project Lead**  
Jeff Bennett

**Localization Project Lead**  
Lando

**Localization Project Lead**  
Billy Dee Williams

**Localization Project Lead**  
Desann

**Localization Project Lead**  
Mark Klastorin

**Localization Project Lead**  
Jan

**Localization Project Lead**  
Vanessa Marshall

**Localization Project Lead**  
Javion

**Localization Project Lead**  
Kath Soucie

**Bartender, Imperial Worker 3**  
Nick Jamison

**Bartender, Imperial Worker 3**  
Bespin Cop 1, Shadow

**Bartender, Imperial Worker 3**  
Trooper 1, Stormtrooper 2

**Bartender, Imperial Worker 3**  
Greg Berger

**Bartender, Imperial Worker 3**  
Bespin Cop 2, Civilian

**Bartender, Imperial Worker 3**  
Male, Imperial Officer 2,

**Bartender, Imperial Worker 3**  
Rebel Shock Troop 3

**Bartender, Imperial Worker 3**  
Charles Martinet

**Bartender, Imperial Worker 3**  
Galak, Reborn 1

**Bartender, Imperial Worker 3**  
Steve Blume

**Bartender, Imperial Worker 3**  
Gran 1, Rogue Leader

**Bartender, Imperial Worker 3**  
Jess Harnell

**Bartender, Imperial Worker 3**  
Gran 2, Reelo

**Bartender, Imperial Worker 3**  
Kevin Michael

**Bartender, Imperial Worker 3**  
Richardson

**Bartender, Imperial Worker 3**  
Imperial Officer 1,

**Bartender, Imperial Worker 3**  
Imperial Worker 2

**Bartender, Imperial Worker 3**  
Guy Siner

**Bartender, Imperial Worker 3**  
Imperial Worker 1, Rebel

**Bartender, Imperial Worker 3**  
Shock Troop 1

**Bartender, Imperial Worker 3**  
Roger L. Jackson

**Bartender, Imperial Worker 3**  
Jedi 1, Prisoner 1,

**Bartender, Imperial Worker 3**  
Protocol Droid

**Bartender, Imperial Worker 3**  
Dominic Armato

**Bartender, Imperial Worker 3**  
Jedi 2

**Bartender, Imperial Worker 3**  
Milton James

**Bartender, Imperial Worker 3**  
Luke

**Bartender, Imperial Worker 3**  
Bob Bergen

**Bartender, Imperial Worker 3**  
Mon Mothma

**Bartender, Imperial Worker 3**  
Carolyn Seymour

**Bartender, Imperial Worker 3**  
Morgan

**Bartender, Imperial Worker 3**  
Jacob Witkin

**Bartender, Imperial Worker 3**  
Prisoner 2

**Bartender, Imperial Worker 3**  
David Beron

**Bartender, Imperial Worker 3**  
Prisoner 3, Rebel Shock

**Bartender, Imperial Worker 3**  
Troop 2

**Bartender, Imperial Worker 3**  
Michael Sorich

**Bartender, Imperial Worker 3**  
Reborn 2, Rodian 1,

**Bartender, Imperial Worker 3**  
Shadow Trooper 2,

**Bartender, Imperial Worker 3**  
Stormtrooper 3

**Bartender, Imperial Worker 3**  
Tom Kane

**Bartender, Imperial Worker 3**  
Reborn 3

**Bartender, Imperial Worker 3**  
Aron Kincaid

**Bartender, Imperial Worker 3**  
Rodian 2, Stormtrooper

**Bartender, Imperial Worker 3**  
Officer 2



## HOW TO REACH LUCASARTS

LucasArts has a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

**HINT LINE****U. S.**

If you need a hint, you may call our automated Hint Line. This service costs Associate \$1.99 per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call.

The number is **1-900-329-JEDI (1-900-329-5334)**. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 9:00 a.m. to 6:00 p.m. (Pacific Standard Time). Monday-Friday. (Average call length is three minutes.)

**Canada**

Our Hint Line is also available to our Canadian customers. This service costs \$1.99 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint line operators are available during regular business hours, 9:00 a.m. to 6:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

**Where To Find Us Online**

Visit the LucasArts Technical Support Web site at **support.lucasarts.com** where you can get online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

**Yoda's Help Desk**

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **support.lucasarts.com**. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

**TECHNICAL SUPPORT  
PHONE NUMBER**

*This number is for technical assistance only. Hints will not be given out over the Technical Support line.*

If you require technical assistance, please read through the Troubleshooting Guide and Readme files provided on the game CD. The Troubleshooting Guide has solutions to many common problems you may experi-

ence with the game.

When contacting Technical Support, please have the following information available: computer brand and model, processor type and speed, video card, sound card, CD-ROM drive brand and model, RAM.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

**TECHNICAL SUPPORT FAX**

For your convenience, we also offer the option of faxing us with technical questions at: **1-415-507-0300**. When sending a fax, please include your name, return fax number with the area code,

and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

**TECHNICAL SUPPORT  
MAILING ADDRESS**

LucasArts Entertainment Company LLC  
P.O. Box 10307  
San Rafael, CA 94912  
Attn.: Product Support

**LUCASARTS COMPANY  
STORE**

Safe, quick, convenient shopping is just a click away. Visit our secure online store at **companystore.lucasarts.com** for great deals on games and unique items you won't find anywhere else. Place your order online or call us toll-free at **1-888-LEC-GAMES**. (*Technical support is not available on this line.*)

**SOFTWARE LICENSE/LIMITED WARRANTY**

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES FROM YOUR COMPUTER, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software on a single computer. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software over authorized networks; (4) engage in matchmaking for multiplayer play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on computer



LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of \$5.00 per Compact Disc ("CD"), if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement CD, please return the CD only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$5.00 per CD made payable to LucasArts Entertainment Company LLC if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

Rules Governing MODs and/or New Levels: MODs and/or new levels are data that modify, add to, or substitute for data in the Software, thus modifying, adding to, or replacing data provided by LEC in the Software, and may also include saved games (collectively, MODs and new levels are referred to herein as "MODs"). MODs may, or may not, be permitted by LEC, in its sole discretion, provided that you agree that the following conditions apply to your creation of any MODs:

1. MODs must work only with the retail version of the Software, and may not work with any demo or OEM versions of the Software. MODs may not be designed to be used as a stand-alone product.
2. MODs may not modify any .COM, .EXE, .DLL or other executable files in the Software.
3. MODs may not modify any .PK3 or other resource files in the Software.
4. MODs must not contain any illegal, scandalous, illicit, defamatory, libelous, or objectionable material (as may be determined by LEC in its sole discretion), or any material that infringes any trademarks, copyrights, protected works, publicity, proprietary, or other rights of any third party, or of LEC.
5. MODs must identify in every description file, online description, Readme, and in comments in the MOD code (if new code is added): (a) the name, address, and e-mail address of the level's creators, and (b) the following disclaimer: "THIS LEVEL IS NOT MADE, DISTRIBUTED, OR SUPPORTED BY LUCASARTS ENTERTAINMENT COMPANY LLC, ELEMENTS TM & © LUCASARTS ENTERTAINMENT COMPANY LLC AND/OR ITS LICENSORS."
6. MODs may not be sold, bartered, or distributed on a stand-alone basis or with any other product for which any charge is made, including, without limitation, renting, leasing, retail sales and/or online electronic distribution (other than incidental charges for time spent online), but rather must be distributed free of charge. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any MODs for commercial distribution. You agree to promptly inform LEC in writing in the event you receive any such proposal or offer.
7. By distributing or permitting the distribution of any MODs, all creators or owners of any trademark, copyright, or other right, title or interest therein grant to LEC an irrevocable, perpetual, royalty-free, sublicensable right to distribute the MOD by any means (whether now known or hereafter invented), and to create and distribute by any means (whether now known or hereafter invented) derivative works thereof, and to charge for the distribution of such MOD or such derivative work, with no obligation to account to any creators or owners of the MOD in any manner.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Activision is a registered trademark of Activision, Inc. © 2002-2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & © or TM or as indicated. All rights reserved.



LUCASARTS, A DIVISION OF LUCASFILM  
ENTERTAINMENT COMPANY LTD.  
P.O. Box 10307, San Rafael, CA 94912

