

STAR WARS
JEDI KNIGHT:
JEDI ACADEMY



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ACADEMY CURRICULUM

INSTALLING THE GAME	3
STARTING THE GAME.....	3
SINGLE-PLAYER MENU	4
SETUP	5
CONTROLS.....	8
CHARACTER CREATION	12
CREATING A LIGHTSABER	13
IN-GAME MENU	14
THE DATAPAD	14
ONSCREEN INTERFACE (HUD)	15
INTELLIGENT TARGETING RETICLE.....	16
WORLD AND CHARACTER INTERACTION	17
THE LIGHTSABER	17
LIGHTSABER TECHNIQUES	17
LIGHTSABER COMBAT MOVES	18
ACROBATIC MOVES	21
LIGHTSABER COMBAT STYLES	23
USING THE FORCE	25
FORCE POWERS	25
WEAPONS	30
MULTIPLAYER MENU	33
NEW MULTIPLAYER GAME TYPES.....	34
CLASSIC MULTIPLAYER GAME TYPES	36
GAMEPLAY TIPS	42
CREDITS	44
CUSTOMER SUPPORT.....	45
SOFTWARE LICENCE AGREEMENT	46

WELCOME TO THE JEDI ACADEMY

Welcome, apprentice. I am Luke Skywalker, and it is my pleasure to inform you that you have been chosen to undergo training in the ways of the Jedi at the academy on Yavin 4. You are about to embark on a long and sometimes perilous journey, one in which you will learn more about yourself than you can possibly imagine. Here, we will train you in the ways of the Force. You will learn to defend yourself with a lightsaber. You will also study diplomacy, history, and more.

Should you complete the training, you will represent the Jedi Order as a guardian of peace and justice throughout the galaxy. The path before you is arduous, and not all will be able to complete the trials that lie ahead. Know also that the path to the dark side is ever present, and the temptations are many. Be mindful of your task at hand, and let the light guide you in all your decisions. Those who are successful will enter a brand new world within themselves. May the Force be with you.



PAWAWAN ORIENTATION INSTALLING THE GAME

To install *Star Wars™ Jedi Knight™: Jedi Academy™*, 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 load 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 *Star Wars Jedi Knight: Jedi Academy* icon. Double-click on the **Jedi Academy Program** icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click **Help** on the game's Launcher screen, and then click **View Readme**. NOTE: We recommend turning off background applications and virus scanners before beginning installation.

STARTING THE GAME

Once the game is installed, you can begin playing *Star Wars Jedi Knight: Jedi Academy*. If you installed an icon onto your desktop, double-click the icon to access the game Launcher. From this menu you can start either the single-player or multiplayer game, or access Help files and troubleshoot your system. To view the Readme file, click **Help** on the Launcher screen, and then click **View Readme**.

NOTE: LucasArts' customer support is only offered in the U.S. and Canada.

If no icon is present, open the Start menu from your Windows desktop, select Programs, LucasArts, and then the *Star Wars Jedi Knight Jedi Academy* folder. Next, select one of the available options. NOTE: The single-player and multiplayer versions of *Star Wars Jedi Knight: Jedi Academy* are separate programs.

Your configuration and game settings for one version of the game will not transfer over to the other.

THE PATHS ARE MANY SINGLE-PLAYER MENU

Click **Single Player Game** to launch the game and access the following options:

NEW GAME

Click to start a new game, and then choose a difficulty level: Padawan (easy), Jedi (normal), Jedi Knight (hard), and Jedi Master (hardest).

LOAD GAME

Load a previously saved game from an available list. You can also delete saved-game files from this screen.

SETUP

Select to view and/or customise the default settings for Video, Sound and more. See Setup on the following page for more information.

CONTROLS

Select to view and/or customise the default control settings. See Controls, page 8, for more information.

EXIT

Quit *Star Wars Jedi Knight: Jedi Academy* and return to your desktop environment.

NOTE: For information on multiplayer, see Multiplayer Menu on page 33.



CHOOSE WISELY SETUP

The Setup screen allows you to view and/or adjust the following graphical and sound settings:



VIDEO

Select this tab to adjust the game's video settings for optimal performance on your machine. Users with high-end machines should be able to turn on most of these features. If you experience slow frame rates, you can come back and turn off options.

- » VIDEO QUALITY: Choose from Normal, Fast, Fastest, Custom or High Quality. Each choice alters the remaining video settings to pre-set levels to adjust your system's performance.
- » 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.
- » COLOUR DEPTH: Choose between Default, 16-Bit or 32-Bit colour. Default will set the game to the colour depth that your desktop is set to. Setting colour depth to 16-Bit may help increase performance.
- » FULL SCREEN: If this option is turned off, you can run the game in a desktop window, provided your video card supports this feature.
- » GEOMETRIC DETAIL: Select how much polygonal detail is represented in the game world. Selecting a lower setting will increase performance.
- » 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 available. NOTE: 32-Bit textures are the most system-intensive and are not supported on all video cards.
- » TEXTURE FILTER: Toggle between Bilinear and Trilinear graphics filtering. Trilinear filtering uses more system resources and is not supported on all video cards.
- » DETAILED SHADERS: Turn off shaders if you are experiencing in-game slowdown.
- » VIDEO SYNC: Synchronises the game's frame rate with the refresh rate of your monitor.



MORE VIDEO

- » **BRIGHTNESS:** Adjust the brightness of the game by moving this slider left or right. The number 6 should be barely visible, for optimum brightness.
- » **SHADOWS:** Adjust the quality of shadows in the game from None, Simple or Volumetric. Volumetric utilises more system resources.
- » **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.
- » **DYNAMIC GLOW:** Toggle to turn dynamic glow on or off for lightsabers and other glowing objects. This option drains system resources. Turn off to improve performance.
- » **LIGHT FLARES:** Toggle to show halos around light sources.
- » **WALL MARKS:** Toggle to see wall damage from weapon fire and lightsaber usage. Turning Wall Marks off will increase performance.
- » **ANISOTROPIC FILTER:** If on, elements of the scene will appear smoother when viewed at near-edge angles. Your video card must support this feature before it can be turned on.
- » **DRIVER INFO:** Click to view the driver information for the currently selected video card. This option helps you check if your video drivers are up-to-date.
NOTE: 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.

SOUND

- » **EFFECTS VOLUME:** Use this slider to adjust the volume of weapon explosions 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.
- » **EAX:** Turns environmental audio on/off. Not all sound cards support EAX. Consult your sound card manual or your sound card manufacturer's Web site to determine whether or not your sound card features EAX support.
NOTE: This game supports Creative's EAX 4.0 ADVANCED HD Environmental Audio technology to accurately simulate sonic effects such as Multi-Environment™ Environmental Panning™, occlusion, obstruction, and advanced reverberation in real time.

OPTIONS

- » **DRAW CROSSHAIR:** Turns the targeting crosshair on/off.
- » **IDENTIFY TARGET:** Turns crosshair target identification on/off.
- » **SLOW MOTION DEATH:** Determines the frequency of slow motion death animations in the game.
- » **1ST PERSON GUNS:** Toggles to first-person view when lightsaber is put away.

- » **FOOTSTEPS:** Set the assets used for footsteps.
- » **MODEL DISMEMBERMENT:** Toggles dismemberment from lightsaber attacks on/off.
- » **VIEW SWAYING:** Turns camera movement caused by player movement on/off.
- » **TEXT:** Select the language for all of the game's text.
- » **VOICE:** Choose the language for the characters' speech.
- » **SUBTITLES:** Choose from two settings: In Cinematic only shows subtitles during a cinematic cutscene. None will not display any subtitles.

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 it.

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, 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.

DEFAULTS

Restores all settings, including controls, back to their factory defaults.



REPORT TO THE TRAINING ARENA AFTER ORIENTATION.
KYLE KATARN WILL FAMILIARISE YOU WITH THE GROUNDS
WHERE YOU WILL DO MOST OF YOUR HANDS-ON TRAINING.

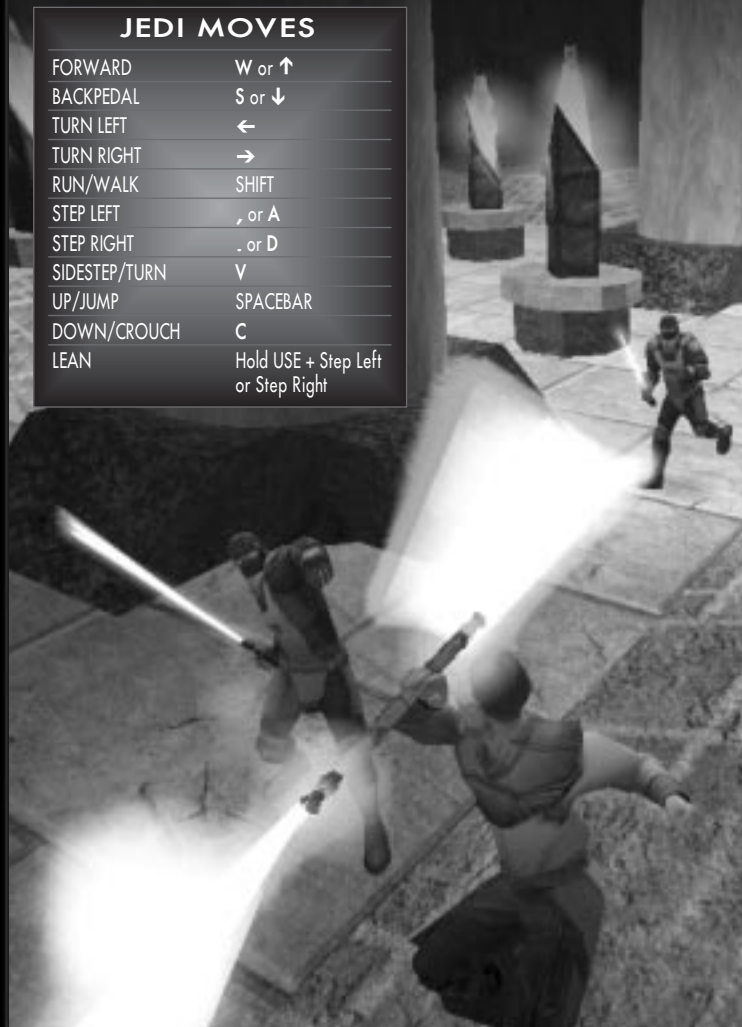
CONTROLS

The Controls screen allows you to view and/or adjust the following options.

NOTE: The control settings listed here and throughout the rest of the manual are the default settings.

JEDI MOVES

FORWARD	W or ↑
BACKPEDAL	S or ↓
TURN LEFT	←
TURN RIGHT	→
RUN/WALK	SHIFT
STEP LEFT	, or A
STEP RIGHT	. or D
SIDESTEP/TURN	V
UP/JUMP	SPACEBAR
DOWN/CROUCH	C
LEAN	Hold USE + Step Left or Step Right



JEDI INTERACTION

ATTACK	CTRL or Left Mouse Button [MOUSE 1]
ALTERNATE ATTACK	ALT or Right Mouse Button [MOUSE 2]
LIGHTSABER STYLE	L [select the key to use to switch between Lightsaber Combat Styles when multiple styles are available]
USE	ENTER or R
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]
CENTREVIEW	END

WEAPONS

Star Wars Jedi Knight: Jedi Academy includes an array of weapons players will acquire during gameplay. After leaving the academy for your first mission you are given two weapons, and you gain more weapons as you progress. 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. For more information, see **Weapons** starting on page 30.

MELEE/LIGHTSABER	1
BLASTER PISTOL	2
BLASTER RIFLE	3
DISRUPTOR RIFLE	4
BOWCASTER	5
HEAVY REPEATER	6
DEMP 2	7
FLECHETTE	8
CONCUSSION RIFLE	9
MERR-SONN	0
THROWABLE WEAPONS	
- (Thermal Detonators/Tripmines/Detpacks)	
NEXT WEAPON] (or scroll down using the mouse wheel)
PREVIOUS WEAPON	[(or scroll up using the mouse wheel)

YOUR EYES CAN DECEIVE YOU.
DON'T TRUST THEM.
STRETCH OUT WITH YOUR FEELINGS.
BUT BEWARE OF THE DARK SIDE.

FORCE POWERS

Only a limited number of Force powers are available at the beginning of the game. As you acquire them, you will be able to scroll through the available list by pressing the **E** and **Q** keys, and then pressing the **F** key to use the chosen power. You can also bind, or assign, Force powers to a **Function** key for immediate use.

JUMP	SPACEBAR [Hold Down]	PROTECT	Unbound
PUSH	F1	DRAIN	Unbound
PULL	F2	GRIP	Unbound
SPEED	F3	LIGHTNING	Unbound
SENSE	F4	DARK RAGE	Unbound
ABSORB	Unbound	USE FORCE POWER	F
HEAL	Unbound	FORCE NEXT	E
MIND TRICK	Unbound	FORCE PREVIOUS	Q

QUICK KEYS

These keys quickly help you call up important features of the game, including your Datapad and the options to access your save and load menus.

DATAPAD	TAB or M
SAVE MENU	F11
LOAD MENU	F10
QUICK SAVE	F12
QUICK LOAD	F9

NOTE: If you die during gameplay, you are given the following options: Load Checkpoint, Load Saved Game, Instant Load or select a New Mission.

MOUSE/JOYSTICK

Set up, adjust, enable and disable miscellaneous mouse and joystick options.

FREE LOOK (Multiplayer Only)	When toggled on, the mouse controls the view of the player.
INVERT MOUSE	Switch the Y-axis of the mouse.
SMOOTH MOUSE	Should usually be set to on, but if you experience difficulties with your mouse, try turning it off.
SENSITIVITY	Move this slider to adjust the mouse sensitivity. Lower settings result in slower mouse speeds.
ENABLE JOYSTICK	Turn joystick support on/off.
X-AXIS AS BUTTONS	Turns on/off X-axis movement on the mouse or joystick.
Y-AXIS AS BUTTONS	Turns on/off Y-axis movement on the mouse or joystick.
THRESHOLD	This slider changes the joystick sensitivity.
FORCE FEEDBACK	Turns force feedback on/off for supported input devices.

OTHER

ALWAYS RUN	Toggles player's movement speed between run and walk.
AUTO SWITCH	Choose whether to switch weapons when a new one is picked up. The three settings are as follows: » Higher Weapon When Safe: Only switch to newly acquired weapons. » Always Higher Weapon: Always switch to a better weapon. » Don't Switch: Prevents automatically switching weapons.
3RD PERSON	P (Switch between first- and third-person camera views while wielding in-view, non-lightsaber weapons.)

CHARACTER CREATION

Before training can begin, all students must first customise their appearance using the following options:

SPECIES/GENDER Choose between Human Male, Human Female, Twi'lek Female, Rodian Male, Zabrak Female or Kel Dor Male.



COLOUR Select an outfit or skin-tone colour from nine choices.

HEAD/TORSO/LEGS Select an appearance for each from a variety of styles, colours and choices.



After choosing an appearance, click Next to go to the lightsaber creation screen.



CREATING A LIGHTSABER

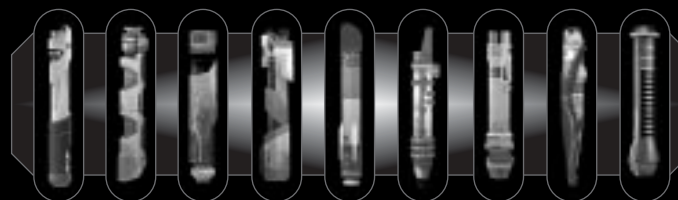
The lightsaber is the preferred weapon of the Jedi. Before entering the academy, all students are required to customise their lightsaber from the available list of options. For more information on specific types, see Lightsaber Techniques on page 17.

SABER TYPE Choose between Standard, Dual and Double-Bladed lightsabers.



NOTE: Only the Standard Saber is available when starting a new game.

SABER HILTS Nine lightsaber hilts are available at the start of the game. Students should choose whichever hilt fits their personality best.



BLADE COLOUR Choose from five lightsaber colours: blue, green, orange, purple or yellow.



COMBAT STYLE Choose from Fast, Medium or Strong style, when available.

NOTE: Only Medium Combat Style is available when starting a new game.

After deciding on an appearance and creating a lightsaber, it is time to enter the academy. Select Begin Game to start.

TURN YOUR LIGHTSABER OFF
WHEN NOT IN USE.

IN-GAME MENU

During training, press the **ESC** key to access the in-game menu. From here students can save their current game, load a previously saved game and adjust gameplay options. To quit playing, select Exit Game. To return to the game, select Resume Game. This menu functions the same way as the game's Main Menu.

NOTE: Students may also use the Quick Save feature from within the game to quickly save their progress.

THE DATAPAD

All students are given access to a Datapad (**TAB** key), which serves as a personal digital assistant, allowing them to review mission objectives as well as their current arsenal of Force powers, weapons and combat moves.

NOTE: Once completed, the circle next to the objective will be filled in.



Once the Datapad is open, the mission objectives are displayed in the text window. Students can also access the following options from the bottom of the Datapad screen by clicking on them:

MISSION	After clicking on another tab, click this tab to return to the mission objective information.
WEAPONS	See a description of all currently available weapons.
FORCE	Current Force powers are displayed here, including information on each power's rank. See Force Powers, page 25, for more information.
MOVES	How to execute acrobatic moves, flips, wall runs and other special maneuvers are described in detail here.

NOTE: Students can click **←** or **→** on the **Weapons** and **Force** tabs to move between specific items. Click the **Resume** button to return to the game.

ONSCREEN INTERFACE [HUD]

One of the most valuable tools a student has is the onscreen interface, or HUD. Some students may recognise this display from previous journeys. Those who aren't as familiar with the interface should take a moment to review this lesson.



LEFT STATUS DISPLAY	This display shows a student's shield and health status. The number and bar appearing in red represent health. Full health equals 100 units. The number and bar appearing in green represents the student's personal shield strength. Shields absorb all energy-based attack damage, but do not function against damage caused by falling or being crushed.
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RIGHT STATUS DISPLAY

This display shows the student's current weapon ammunition with the orange number and status bar. This display is blank if a student is using a lightsaber or other weapon that does not have ammunition. The blue status bar and number show the student's current Force power strength. These bars fade out as Force powers are used. Once depleted, students will not be able to use Force powers for a short period of time. The bars will slowly recharge when Force powers are not being used. See the Force Powers section on page 25 for more information.

LIGHTSABER COMBAT STYLE INDICATOR

When wielding the lightsaber, the Right Status Display shows the Lightsaber Combat Style being used in place of the Ammo Indicator. Colours are Yellow (Medium), Blue (Fast) and Red (Strong).

NOTE: When riding a vehicle or creature, a display will appear in the lower center of the screen displaying the vehicle or creature's health, shield level (if any), ammo level (if any) and turbo meter. The turbo meter is a small vertical bar on the left side of the HUD. When the turbo meter is green, press the Alternate Attack button (default: MOUSE 2 button) to activate the turbo. Once depleted, students must wait for the bar to refill before using turbo again.

INTELLIGENT TARGETING RETICLE

The targeting reticle quickly indicates how Jedi students can interact with their environment. The reticle changes colour as it is moved over objects; the colour scheme is as follows:

RED	Indicates an active enemy or destructible object.
GREEN	Shows friendly entity.
BLUE SWIRL	Indicates that Force powers can affect this object.



DO. OR DO NOT. THERE IS NO TRY.

WORLD AND CHARACTER INTERACTION

During a mission, students should listen to non-player characters (NPCs) and interact with important objects in the environment, like doors, consoles, keypads, elevators and buttons. To do so, approach an NPC or object and press the **Use** key (**ENTER** or **R**). NOTE: On some missions students will need to protect allies. For instance, when working with Chewbacca, his survival will be critical to completing the mission. Certain allies may lend their assistance for a short period while they are being protected. IMPORTANT: Some enemies, generally officers or other important characters, are carrying keys necessary to progress through a given mission. Pick up these keys by walking over the body of the fallen enemy.

THE LIGHTSABER

In the hands of a novice, the lightsaber is a clumsy tool, as much a danger to the user as to the enemy. In the hands of a Jedi Master, the lightsaber is an artist's brush, both elegant and powerful. To learn more about how to effectively wield the lightsaber, see the following lessons.

LIGHTSABER TECHNIQUES

New students at the academy are only given the choice to use a standard lightsaber when beginning their training. As students develop their skills, other alternatives become available. The following descriptions discuss lightsaber types.

STANDARD LIGHTSABER

The use of a single saber is the preferred fighting style for almost all Jedi.

DUAL LIGHTSABERS

Most Jedi have neither the skill nor the inclination to learn arcane fighting techniques, as a Jedi should not rely on combat to solve problems. Thus, even though many Jedi know of the dual-lightsaber style, few ever choose to practice it. If wielded correctly, a dual-lightsaber combatant is a very dangerous opponent, as the defender never knows which side of their body to protect.

DOUBLE-BLADED LIGHTSABER

Although the dual lightsaber technique is considered rare, rarer still is the double-bladed lightsaber technique. Besides the skill needed to successfully wield such a dangerous weapon, a lightsaber must first be created. Many have failed trying to build a double-bladed lightsaber worthy of using in combat.

LIGHTSABER COMBAT MOVES

The following moves are available to students. Some moves require the student to use a particular lightsaber technique.

BASIC ATTACKS

FORWARD TOP-DOWN HACK	W + Mouse 1 or S + Mouse 1 (Default) Forward + Primary Attack or Backpedal + Primary Attack
HORIZONTAL SWIPE ATTACK	A + Mouse 1 or D + Mouse 1 (Default) Step Left + Primary Attack or Step Right + Primary Attack
DIAGONAL SLASH DOWN	W + A + Mouse 1 or W + D + Mouse 1 (Default) Forward + Step Left + Primary Attack or Forward + Step Right + Primary Attack
DIAGONAL SLASH UP	S + A + Mouse 1 or S + D + Mouse 1 (Default) Backpedal + Step Left + Primary Attack or Backpedal + Step Right + Primary Attack

STANDARD, DUAL AND DOUBLE-BLADED LIGHTSABER TECHNIQUES

The following moves can be performed using all lightsaber techniques.

ATTACK KATA	Simultaneously Press Mouse 1 + Mouse 2 (Default) Simultaneously Press Primary Attack + Alternate Attack Prerequisite: None
ATTACK ENEMY ON GROUND	W + Mouse 1 (Default) Forward + Primary Attack Prerequisite: None
ROLLING STAB	After a Forward Roll, press Mouse 1 (Default) After a Forward Roll, press Primary Attack Prerequisite: None

STANDARD LIGHTSABER ATTACKS

The following attacks are performed using the standard lightsaber. The combat styles required are listed, as necessary.

LUNGE ATTACK (Fast)	C + W + Mouse 1 (Default) Crouch + Forward + Primary Attack Prerequisite: None
FORCE PULL SLASH (Medium, Strong)	Force Pull + Mouse 1 (Default) Force Pull + Primary Attack when enemy is relatively far away Prerequisite: Force Pull 3
Force Pull Impale (Fast)	Force Pull + Mouse 1 (Default) Force Pull + Primary Attack when enemy is close Prerequisite: Force Pull 3
Cartwheel	SPACEBAR + simultaneously press Mouse 1 + A or D (Default) Jump + simultaneously press Primary Attack + Step Left or Step Right Prerequisite: Force Jump 1

DUAL LIGHTSABER ATTACKS

The following attacks are performed using dual lightsabers.

DUAL SABERS TWIRL	C + W + Mouse 1 (Default) Crouch + Forward + Primary Attack Prerequisite: None
DUAL SABER BARRIER	Mouse 1 + Mouse 2 (Default) Simultaneously press Primary Attack + Alternate Attack Prerequisite: None
DUAL STAB FRONT AND BACK	Mouse 1 + W or S (Default) Primary Attack + Forward or Backpedal Prerequisite: None
DUAL STAB LEFT AND RIGHT	Mouse 1 + A or D (Default) Primary Attack + Step Left or Step Right Prerequisite: None

THE FORCE WILL BE WITH YOU... ALWAYS.
DON'T UNDERESTIMATE
THE POWER OF THE FORCE!

DOUBLE-BLADED LIGHTSABER ATTACKS

The following attacks are performed using a double-bladed lightsaber.

BACK FLIP ATTACK	Mouse 1 + SPACEBAR + S (Default) Primary Attack + Jump + Backpedal Prerequisite: None
SABER STAFF TWIRL	C + W + Mouse 1 button (Default) Crouch + Forward + Attack Prerequisite: None
KICK	Mouse 2 button + W or S key or A or D (Default) Alternate Attack + any direction Prerequisite: None
SABER HILT BASH	Mouse 2 + W (Default) Alternate Attack + Forward, when facing an enemy Prerequisite: None
SPLIT KICK	Mouse 2 (Default) Alternate Attack, when enemies are on a student's left and right sides Prerequisite: None
SPIN KICK	Mouse 2 (Default) Alternate Attack, when surrounded by enemies Prerequisite: None
FLIP KICK	Mouse 2 (Default) Alternate Attack, when enemies are in front of and behind a student Prerequisite: None
BUTTERFLY ATTACK	W or A or D + Mouse 1 (Default) Forward or Step Left or Step Right + Primary Attack Prerequisite: Force Jump 1



ACROBATIC MOVES

In addition to specific lightsaber combat techniques, students can also practice these acrobatic combat moves. NOTE: Some moves specify prerequisites that must be met before they can be performed.

JUMP UP FROM KNOCKDOWN	Hold SPACEBAR (Default) When knocked down, hold Jump. Prerequisite: Force Jump 1
JUMP KICK FROM KNOCKDOWN	Hold SPACEBAR + W key or S key (Default) When knocked down, hold Jump + Forward or Backpedal. Prerequisite: Force Jump 1
ROLL	C + W or S or A or D (Default) While moving, press Crouch + Forward or Backpedal or Step Left or Step Right. Prerequisite: None
ROLL FROM KNOCKDOWN	Hold A or S (Default) When knocked down, hold Left or Right. Prerequisite: None
FORCE JUMP	Hold SPACEBAR + W or S or A or D (Default) Hold Jump + Forward or Backpedal or Step Left or Step Right. Prerequisite: Force Jump 1



FORCE FLIP	Hold SPACEBAR + Tap W or S or A or D (Default) Hold Jump + Tap Forward or Backpedal or Step Left or Step Right. Prerequisite: Force Jump 1
BACKFLIP OFF WALL	Run toward a wall and press SPACEBAR (Default) Run toward a wall and press Jump when near the wall. Prerequisite: Force Jump 1
SIDE-FLIP OFF WALL	Standing next to a wall, press SPACEBAR + A or S (Default) Standing next to a wall, press Jump + Step Left or Step Right, depending on the direction the student is facing. Prerequisite: Force Jump 1
WALL-RUN	Step alongside a wall and press SPACEBAR ; press SPACEBAR during run to flip off wall (Default) Step alongside a wall and press Jump; press Jump again during run to flip off wall. Press Forward or Backpedal during run to control the speed of the run. Prerequisite: Force Jump 2
WALL-GRAB JUMP	SPACEBAR , and then SPACEBAR + W or S or A or D (Default) Press Jump, and then press Jump again + the direction the wall is in. Prerequisite: Force Jump 3
RUN UP WALL BACKFLIP	Tap SPACEBAR + hold W , release W or press SPACEBAR (Default) Run at a wall, tap Jump and hold Forward. Release Forward or press Jump at any time to push off wall. Prerequisite: Force Jump 3
LONG JUMP	Force Speed + SPACEBAR (Default) Use Force Speed, and then press Jump immediately. Prerequisite: Force Jump 3, Force Speed 1

LIGHTSABER COMBAT STYLES

All students begin with a standard lightsaber and fight using the medium style. Over time, students can choose to learn one additional combat style, either Fast or Strong. Once the new style is acquired, press the L key to cycle between the two.

NOTE: The following combat styles only apply when using the standard lightsaber.

MEDIUM LIGHTSABER COMBAT STYLE

This is the classic lightsaber combat style. The attacks are medium speed and range, inflicting a fair amount of damage. Some moves even incorporate spins, enabling the user to chain together up to five attacks. 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. This style is best suited for dispatching enemies while constantly moving.

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 counterattacks). 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. Students may only defend against an attack when their lightsaber is either in the ready pose or already in a defensive pose. If an enemy blocks or deflects an attack, the student will be able to transition to another attack quickly. If the ensuing attack is weak and the enemy's defensive skill is high, a parry is possible. In this case, the defender can knock a student's 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. Students must push against the other combatant by repeatedly tapping Primary Attack (MOUSE 1 button) to win the lock. The higher the combatant's offensive lightsaber skill, the harder they can push. If a student loses the lightsaber lock and is knocked down, press and hold Jump (SPACEBAR) to quickly get up.



NOTE: If a student has learned Level 3 Force Push, they can attempt to break a lightsaber lock this way. However, there is no guarantee of success, and the student may suffer an attack against them. See Force Push, page 26, for more information regarding this power.

USING THE FORCE

Most Force powers are not available when training begins. As students become more attuned to the Force, new powers will be granted, and existing powers can be strengthened.

Once acquired, students can scroll through an available list by pressing the **E** and **Q** keys, and then pressing the **F** key to use the chosen power. Each Force power depletes energy from a student's Force Meter, which can be seen on the right-hand Status Display. When no Force powers are being used, the Force Meter recharges. Students, as well as Jedi, may also bind, or assign, Force powers to a Function key (or hot key) for immediate use.

NOTE: The use of Force powers may be required to solve puzzles.

FORCE POWER RANKS

Each Force power has three ranks, beginning at one, and can then be strengthened by the student as the game progresses. Generally, the higher-ranking Force powers function the same as the lower-level powers, but the effect is usually more pronounced or depletes less energy from a pupil's Force Meter. Students can access their Datapad (**TAB** or **M** keys) in-game to receive information on available Force powers, as well as to view each power's current rank.

SIZE MATTERS NOT. USE THE FORCE.

FORCE POWERS



FORCE JUMP (Hold Down the SPACEBAR)

This power enables the Jedi to make a tremendous vertical leap. Tap Jump (SPACEBAR) to do a normal jump, or hold down Jump to leap higher.

Level 1: Students can jump twice as high as a regular jump.

Level 2: Students 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.

NOTE: Hold down a direction key (**A**, **D**, **W** or **S**) during the Force Jump to do a Force Flip.



FORCE PUSH (DEFAULT: F1 KEY)

Enables a Jedi to shove away non-player characters (NPCs) and world objects. If NPCs are pushed into solid surfaces or off ledges, they'll take damage.

Can also be used to move certain objects.

Level 1: Knocks down targets.

Level 2: Pushes back target.

Level 3: Pushes back multiple targets. Jedi can also try to Force Push out of lightsaber locks at this level. (For information, see Lightsaber Locking on page 24.)



FORCE PULL (DEFAULT: F2 KEY)

Lets Jedi pull weapons and specific world objects toward himself or herself.

Level 1: Pull certain levers and objects in your targeting reticle. You can also pull one enemy toward you.

Level 2: In addition to Level 1 features, Jedi can now pull the weapon out of the hands of an enemy, provided the enemy is facing the Jedi.

Level 3: The strongest pull, Jedi can now pull multiple enemies (and their weapons) toward them.



FORCE SPEED (DEFAULT: F3 KEY)

When activated, this Force power slows down the world around the Jedi, allowing him or her to gain a speed advantage over enemies.

Level 1: World is slowed to 75 percent normal speed for 10 seconds.

Level 2: World is slowed to 50 percent normal speed for 10 seconds.

Level 3: World is slowed to 25 percent normal speed for 10 seconds.

NOTE: In multiplayer games, the Force Speed effect only speeds up the Jedi's actions. It does not slow down the other players.



FORCE SENSE (DEFAULT: F4 KEY)

Allows Jedi to see enemies (including cloaked enemies), friendly characters, pickups and some world objects more clearly, even through walls, in the following spectra:

Enemies: Appear in red.

Friendly Characters: Appear in green.

Items and Weapon Pick-ups: Appear in yellow

Mission Objectives and Enemies Carrying Keys: Appear in blue

Force Sense can also be used to see hidden markings and secrets needed to solve puzzles.

Level 1: Enables Jedi to see enemies. Each use is active for ten seconds, covering a small arc in a short range.

Level 2: Enables Jedi to see enemies and items. Each use is active for thirty seconds, covering a medium arc in a moderate range.

Level 3: Enables Jedi to see enemies, items, and the health of nearby enemies.

Each use is active for sixty seconds, covering a large arc over long range.

NOTE: Force energy does not regenerate while this power is active.



FORCE ABSORB (DEFAULT: UNBOUND)

When activated, this light side Force power will take damage from Force Push, Pull, Grip, Drain and Lightning attacks and turns that energy into Force power for the Jedi to use.

Level 1: Absorbs one-third of the Force power used by the attacker.

Level 2: Absorbs two-thirds of the Force power used by the attacker.

Level 3: Absorbs all of the Force power used by the attacker.

NOTE: Physical attacks and blast damage are not converted into Force energy.



FORCE HEAL (DEFAULT: UNBOUND)

This power increases the student's health by converting the essence of the Force into a maximum of 25 health points.

Level 1: Jedi must stop and meditate to heal. Healing stops when a Jedi moves or fires a weapon.

Level 2: Jedi can move while healing, but not attack. Healing stops if the Jedi is hit or fires a weapon.

Level 3: Jedi can move and attack while healing, and the healing process is sped up.



JEDI MIND TRICK (DEFAULT: UNBOUND)

To use this Force power the Jedi needs to target the intended character they wish to influence, and then press the appropriate key. A confirmation sound will be heard and a visual effect will appear around the enemy if they have been successfully tricked. Once affected, the character in question will be confused and ignore the Jedi, if they walk 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.

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

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

Level 3: Create a distraction OR target an enemy to become the Jedi's ally. Direct the reticle to the spot where the distraction is to occur or target an enemy.



FORCE PROTECTION (DEFAULT: UNBOUND)

Allows Jedi to decrease incoming damage from energy, physical, projectile, and explosive sources.

Level 1: Jedi are protected against 25 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.

Level 2: Jedi are protected against 50 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.

Level 3: Jedi are protected against 90 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.



FORCE DRAIN (DEFAULT: UNBOUND)

Allows Jedi to transfer a person's life essence to him or herself. Jedi must hold down the Force Drain to continue to take energy from their target.

Level 1: Jedi can drain life essence from another person and transfer it to him or herself by making direct physical contact with that person.

Level 2: Jedi can drain life essence from another person and transfer it to him or herself by making direct physical contact with the targeted character, or from a short distance away.

Level 3: Jedi can drain life essence from another person a short distance away and transfer it to him or herself by making direct physical contact with the targeted character. From a distance, multiple people can be drained at once.



FORCE LIGHTNING (DEFAULT: UNBOUND)

This dark side power hurls a devastating electrical attack against enemies. Once an enemy is targeted, press and hold Use Force Power (default: F key) to begin the Force Lightning attack.

Level 1: A quick burst of lighting emanates from the Jedi's hand, shooting 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.

NOTE: Using this Force power after retracting a lightsaber will allow the Jedi to shoot two continuous beams of lightning from both hands, and will increase the damage per second.



FORCE GRIP (DEFAULT: UNBOUND)

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

Level 1: Select an enemy using the targeting reticle, and then choke the enemy until out of Force power or by releasing the specified key. The enemy is immobilised but not hurt. Jedi 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, Jedi can move and look around while carrying an enemy.



FORCE RAGE (DEFAULT: UNBOUND)

Affords Jedi protection against damage, an increase in speed, and an increase in damage potential, all at the expense of the Jedi's health. Jedi need some recovery time after Force Rage ends.

Level 1: The Jedi is protected against 50 percent of all damage, has stronger attacks, and cannot die. The Jedi loses a small amount of health, and must wait 10 seconds after the rage before it can be used again. Jedi must have 25 health to use this power.

Level 2: The Jedi is protected against 75 percent of all damage, attacks 25 percent faster, has stronger attacks, and cannot die. The Jedi loses health rapidly and must wait 10 seconds after the rage before it can be used again. The Jedi must have 25 health to use this power.

Level 3: The Jedi is protected against 90 percent of all damage, attacks 50 percent faster, has stronger attacks, and cannot die. The Jedi loses a small amount of health, and must wait 10 seconds after the rage before it can be used again. The Jedi must have 25 health to use this power.



LIGHTSABER THROW

(Press the MOUSE 2 button When Using the Lightsaber)

The secondary attack for the lightsaber, this Force power enables the Jedi to throw their lightsaber at enemies. It will eventually boomerang and return to the rightful owner.

Level 1: lightsaber flies forward, covering a short range.

Level 2: lightsaber flies out over a longer range and spins faster. Jedi can aim their throw by changing their forward direction.

Level 3: The lightsaber spins even faster and the Jedi is able to easily seek out enemies to hit by sensing them through the Force.

NOTE: It is possible for the lightsaber to be knocked out of a Jedi's control while in flight, causing the lightsaber to drop to the ground. To retrieve the lightsaber, press Primary Attack (MOUSE 1 button). If the lightsaber is not located after an extended period of time, it will automatically return to the Jedi.

A JEDI USES THE FORCE FOR KNOWLEDGE
AND DEFENCE—NEVER FOR ATTACK.

WEAPONS

Jedi seek to resolve encounters without conflict, and prefer using a lightsaber rather than a blaster. However, there are times when alternative modes of force are necessary. Students can select weapons they've acquired by pressing the appropriate keyboard key, or scrolling through them using the mouse wheel or keyboard.



DL-44 HEAVY BLASTER PISTOL [DEFAULT: 2 KEY]

Slow to fire but incredibly accurate against foes.

Primary Attack: A slow single shot

Alternate Attack: Single-player mode, none. Multiplayer mode, hold down Alternate Attack (Mouse 2 button) to charge the blaster. Release the button to unleash a more powerful shot, although it is less accurate.

Ammo Type: None



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. It is outlawed across the galaxy.

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

Alternate Attack: Press to activate the weapon's scope. The longer the Alternate Attack key/button is held, the further the scope zooms in. Press and hold the Primary Attack key/button to prepare a shot. The charge indicator on the bottom of the scope lets the student know when the weapon is powered to its disintegration level, which is usually lethal to the target. Release the Primary Attack key/button to fire the shot. Press the Alternate Attack key 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: 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: Offers three charge levels, each level creates a larger expanding shell of electromagnetic energy that damages humanoids, droids and turrets.

Ammo Type: Power Cell



GOLAN ARMS FC-1 FLECHETTE WEAPON (DEFAULT: 8 KEY)

Firing a blast of metal shards in a wide spread capable of hitting multiple targets, this weapon is the favorite of the Corporate Sector Authority's police squads. Be wary of stray shards ricocheting off surfaces, as they may prove harmful.

Primary Attack: Fire a spread of shots.

Alternate Attack: Launch two mines that bounce off surfaces. Mines will explode after a 1.5 second duration, or on contact with an enemy.

Ammo Type: Metallic Bolts



STOUKER CONCUSSION RIFLE (DEFAULT: 9 KEY)

Fires a concussive blast with a maximum range of 30 meters, creating an explosion that spreads about 4 meters in diameter.

Primary Attack: Single shot, large explosive effect. Damages everything, including the user. Slow firing rate.

Secondary Attack: Fires an even slower beam designed to throw most targets into the air or hurl them into other enemies.

Ammo Type: Power cell



MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM

(DEFAULT: 0 KEY)

A dangerous weapon that fires Arakyd 3T3 missiles.

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

Alternate Attack: Target-seeking missile. Press and hold Alternate Attack when an enemy appears in the targeting reticle. After a short time, missile system will lock onto intended target, indicated by a full red circle. Release key to fire missile.

Ammo Type: Rockets



THERMAL DETONATOR (DEFAULT: UNBOUND)

Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it.

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

Alternate Attack: Throws the grenade, which explodes on impact. Hold down the key/button to throw the detonator further.



TRIP MINE (DEFAULT: UNBOUND)

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 after about four seconds.



DETONATION PACK (DEFAULT: UNBOUND)

This is a small explosive pack with a remote activator. Students can place multiple detonation packs, and then explode them from a distance. Typically used to ambush enemies or blow open sealed doors.

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

Alternate Attack: Detonate all dropped packs with remote trigger.



LIGHTSABER (DEFAULT: 1 KEY)

Selecting the lightsaber switches the game to third-person perspective.

Primary Attack: Different slashing/swinging attacks depending on player movement. See page 18 for information on basic attacks. Note: A student's lightsaber attack is also influenced by their Lightsaber Combat Style.

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.

MULTIPLAYER MENU

Click **Multiplayer Game** to launch a multiplayer contest and access the following options:

PLAY

Click to start a new match.

PROFILE

Click to create and access a series of options to customise a multiplayer character. The following options are selectable: character model, lightsaber hilt, blade colour and fighting style. It's also possible to enter an online name and to choose team colours for team games. NOTE: Character preferences should be set and applied before joining an online game.

SETUP

Customise select options for Video, Sound, and more. See page 5 for more information.

NOTE: While the Setup options are similar for the single-player and multiplayer versions of *Star Wars Jedi Knight: Jedi Academy*, the programs are separate. Your game settings and control configuration for the single-player version will not transfer over to the multiplayer version, and vice-versa.

CONTROLS

In addition to the standard controls (see Controls, page 8), the multiplayer game also includes the following exclusive commands:

Show Scores	TAB key	Previous Inventory	Unbound
Scroll Scores Up	INSERT key	Team Energise	Unbound
Scroll Scores Down	DELETE key	Heal Other	Unbound
Chat (All)	Y key	Taunt	Unbound
Team Chat	T key	Bow	Unbound
Voice Chat	V key	Meditate	Unbound
Saber Challenge	K key	Flourish	Unbound
Use Held Item	Unbound	Gloat	Unbound
Next Inventory	Unbound	Radar	M key

PLAY

After customising player controls, choosing the preferred video and sound options, and creating a player-character, select **Play** to start a multiplayer contest. See the following page for a list of available options when starting a new game.

SOLO GAME	Practice against Bot opponents to prepare for online confrontations by choosing a game type, map and selecting a few simple rules.
JOIN A GAME	Search for and join multiplayer servers on a LAN or on the Internet.
CREATE A GAME	Create and host a multiplayer game either locally, on a LAN or over the Internet.
PLAY DEMO	Select to access any player-created movies. Users can make movies to share great moments of gameplay.
RULES	Select to view descriptions of the multiplayer weapons, Force Powers and items, as well as rules for all multiplayer game types.

NEW MULTIPLAYER GAME TYPES

SIEGE

The objective of Siege is for an attacking team to complete multiple objectives in a designated time limit while a defending team prevents them from doing so. After one match is finished, the teams switch with the new attacking team trying to complete the objectives in less time than the first team did. Two matches make up one game of Siege.

Siege maps are set up so that the defending team has a stronghold or location to defend against an attacking team. There are multiple objectives on each map, with each objective getting successively more difficult to capture.

Siege incorporates specific teams and a player-class system. Default teams are set on a per map basis. Thus, if the map is Hoth, the teams will be Rebels and Imperials (as opposed to Mercenaries and Jedi).

RULES

Upon entering a Siege game, players are required to pick a class; classes that are available depend on which team the player joins. All teams have the following class categories:

- » **ASSAULT:** An all-around offensive/defensive class. Classes that fall into this category are well armed with either weapons or Force powers, making them formidable opponents in combat.
- » **HEAVY WEAPONS:** This class specialises in extremely high and concentrated damage output. Heavy weapons classes are armed with the most destructive weapons and Force powers, including the Merr Sonn missile launcher and the Stouker concussion rifle.
- » **DEMOLITIONS:** This class specialises in wrecking havoc on destructible objectives while utilising grenade-type weapons, including trip mines, thermal detonators and det packs.

- » **SCOUT:** The scout class specialises in sniping and espionage. The Jedi version of a scout uses Mind Trick and Force Speed to confuse enemies and achieve objectives.
- » **TECH:** Tech classes have many different abilities. Most can give ammo, some can heal other players, while some versions of the class can even bypass locks allowing for easy entry into a side-door on a map.
- » **JEDI:** The Jedi classes are warriors who do not utilise conventional weapons in battle, but instead choose to use Force powers and a lightsaber to engage opponents.

NOTE: To use available items with a class that does not have any Force powers, press the Force Next, Force Previous, and Use Force keys.

SCORING

Killing a member of the enemy team	+1 point
Killing yourself or a team member	-1 point
Completing an objective	+20 points
When the round is won, everyone on the winning team receives	+10 points

GAME END

Via capturing all objectives within set time limit (Attacking Team)
Via holding at least one objective within set time limit (Defending Team)

POWER DUEL

Power Duel re-creates epic lightsaber battles by pitting two opponents against a stronger opponent in a two-on-one death match. All competitors start a round with full health, their lightsabers, and a blaster pistol (server option), but the lone opponent has an edge in health and Force ability. Therefore, the teamed opponents must work together to defeat their stronger foe.

Any number of players can participate in Power Duel, but only three are in the arena at any given time. Remaining players observe until a match is complete. A match is completed when either side is eliminated. The loser is put at the end of the observer queue, and the next person or persons in line are brought in to fight the winner. If a member of the paired team is killed but the dual team wins, that player is still sent to the bottom of the list. The surviving player or players are the only ones who stay in the game.

All competitors are fully replenished with health and equipment. The winner or winners continue to compete against new opponents, scoring points until he or she is eliminated or the match time limit is reached.

CLASSIC MULTIPLAYER GAME TYPES

FREE FOR ALL

Best summed up as every person for him or herself, players score points by eliminating other players, and no one can be considered an ally. Weapons and equipment are acquired in the field, unless otherwise specified on the server. Some options include whether to allow Force powers or not and the maximum Force level available.

DUEL

Duel pits two combatants in a small, enclosed arena to battle with lightsabers. Both competitors start a round with full health, their lightsabers, and a blaster pistol (server option), and must face off against one another. Any number of players can participate in Duel, but only two are in the arena at once. Remaining players observe until a match is complete; the loser is put at the end of the observer queue, and the next person in line is brought in to fight the winner. Once again, both competitors are fully replenished with health. The winner continues to compete against new opponents, scoring points until he or she is eliminated or the match limit is reached.

TEAM FREE FOR ALL

Team Free For All pits two Jedi teams against each other in a battle of supremacy. Each player scores points for eliminating opponents, but players on the same team can work together to eliminate tougher foes. All players on a team combine their scores for a single team score. Weapons and equipment are acquired in the field, unless otherwise specified on the server. Some options include whether to allow Force powers or not and the maximum Force Level available.

CAPTURE THE FLAG

In Capture The Flag, two teams compete to capture the flag of the opposing team and return it to their home base. Any member of a team can pick up the opposing team's flag. When the flag is taken, all players on the map are alerted to the event. The flag carrier must then escape from the enemy's territory and return the flag to their own base to score.

If the flag carrier is eliminated, the flag is dropped at the point of elimination. If a member of the flag owner's team touches the flag, it is automatically returned to their base. If a member of the eliminated player's team picks it up, they can continue to try to return it to their home base. The flag carrier's own flag must be "home" at its base position for the carrier to score with the opposing team's flag.

AI BOTS

Star Wars Jedi Knight: Jedi Academy's Bots are computer-controlled characters meant to simulate human opponents in the multiplayer game. Players can choose from a number of characters, all of which have different personalities. Some Bots use their lightsaber and attack head-on, while others tend to run around and gather every weapon before launching an offensive. The server administrator can add Bots to the game at any time, but it's better if all Bots are added before play begins. In the Server Setup menu, the server host can open up slots for Bots and set their overall difficulty level before starting the game. Just like having a lot of human players on a server, too many Bots will slow down the gameplay—don't overload the server.

To add Bots during a game, press the ESC key to access the in-game menu, and then click Add Bot to add Bots one by one and set their difficulty level.

NOTE: Bots cannot be added to Siege games.

MULTIPLAYER-ONLY FORCE POWERS

The multiplayer game contains the following Force powers that aren't available in the single-player game.

TEAM HEAL (DEFAULT: UNBOUND)

Team Heal allows the Jedi to restore a certain amount of health to allies within a certain radius of his/her body. The Jedi can restore 50 points of health to one ally, 33 points each to two allies and 25 points each to three or more allies.

Rank 1: Normal range

Rank 2: One and a half times normal range

Rank 3: Two times normal range

TEAM ENERGISE (DEFAULT: UNBOUND)

Team Energise allows the Jedi to restore a certain amount of Force Power to allies within a certain radius of his or her body. The Jedi can restore 50 points of Force Power to one ally, 33 points each to two allies and 25 points each to three or more allies.

Rank 1: Normal range

Rank 2: One and a half times normal range

Rank 3: Two times normal range

NOTE: Some multiplayer Force powers will work slightly different from their single-player counterparts. Read the rules section in-game to find out the specifics of how a multiplayer Force power is supposed to work.

CHAT

Clicking Chat will allow contestants to customise the in-game chat commands. Generally, players won't have time to sit back and type out conversations to each other in a fast-paced multiplayer game. However, there are times when it's necessary to talk to some or all of the players on the server. The default keys are as follows:

- » **CHAT** (Default: Y Key): Press to activate the standard chat mode. All players can read what you type.
- » **TEAM CHAT** (Default: T Key): Press to activate the team chat mode. In a team-based game (such as Capture the Flag), there are times when private team conversations are warranted.
- » **VOICE CHAT** (Default: V Key) Press to activate the Voice Chat menu in Siege. This menu allows Jedi to select a pre-recorded expression allowing them to instruct teammates where they should focus their defence or attacks, request ammunition, or request backup.

TAUNTS

- » **TAUNT** (Default: Unbound) When assigned, pressing this button sends out a voice taunt and plays a taunting animation to other players. The taunt sent depends on the chosen character model; try playing the game with a variety of characters to find the most suitable taunts. In the Duel game type, four more taunts are available: Bow, Meditate, Flourish, and Gloat.

SERVER SETUP OPTIONS

To access server options for a multiplayer game, click Create A Game from the multiplayer Play menu.

BASIC SETUP

- » **SERVER NAME**: Name the server. By default, the name is Jedi. Click on the text to change the name.
- » **MAXIMUM PLAYERS**: Select this option to set the server's maximum number of players in-game at one time. The lower the number, the better the overall performance. NOTE: It is recommended that you not exceed 16 players at once.
- » **MINIMUM PLAYERS**: If the server has less active human players than the number inputted here, the server will add Bots to meet the minimum player requirement.
- » **GAME TYPES**: All.
- » **TYPE**: Select the desired multiplayer match, including death match, Capture the Flag, Duel, Power Duel and Siege.
- » **PLAYER SLOTS**: Up to 16 human players and/or AI controlled Bots can be added to a game.

- » **SKILL**: Choose the skill level for all Bots added to the game: Padawan (easy), Jedi (normal), Jedi Knight (hard), and Jedi Master (hardest). Game types: All but Siege.
- » **MAP SCROLLBAR**: Scroll through the available maps for the selected game type. A preview image of the map appears in the window on the lower right.
- » **TIME LIMIT**: This is the number of minutes the match will last. Once the limit is reached the match will end, and whoever has the highest score (or the team with the most points) will be the winner. NOTE: Siege has a default time limit that cannot be changed.
- » **KILL LIMIT**: Set the number of kills required to win the match. The player that reaches that number first is the winner of that match. Game Types: FFA and Team FFA.
- » **DUEL LIMIT**: This is the number of successful rounds (duels) required for a player to win the match. Game types: Duel, Power Duel.
- » **CAPTURE LIMIT**: This is the number of times a flag must be captured for a team to win the match. Game types: Capture the Flag.
- » **ALLOW TEAM SWITCHING**: Can be set to yes or no. Determines whether or not players can switch teams in the middle of a Siege game. Game types: Siege.
- » **EVEN TEAMS**: If teams become unbalanced, this option prevents new/connecting players from joining the team with more players. If this option is set to Yes, the new players can only join the smaller team (until teams are even again). Game Types: Team FFA, Capture the Flag, Siege.

ADVANCED SERVER SETUP OPTIONS

Clicking Advanced at the bottom of the server setup screen opens a window allowing players to update the advanced server settings.

COMBAT RULES

- » **FRIENDLY FIRE**: When set to No, teammates won't be able to hurt each other; their weapons fire, Force powers and lightsaber will only affect members of the other team. When set to Yes, team members will be vulnerable to their teammate's attacks. Game Types: Team FFA, Capture the Flag.
- » **LIGHTSABER ONLY**: Allows the server administrator to limit the game's weapon types to the lightsaber. When this option is set to Yes, all other weapons (guns, explosives, et al) are removed from the map. Game Types: All.
- » **FORCE MASTERY**: Choose the level of Force power you want players to have on your server from Initiate (lowest level) to Jedi Master (highest level).
- » **DISABLE FORCE**: Setting this option to Yes prevents all players from using any Force powers during gameplay. Game Types: All.
- » **FRIENDLY SABER**: Determines whether idle lightsaber contact can damage allies.

- » ALLOW SABER LOCK: Turn locking between lightsaber combatants on/off.
- » ALLOW SABER CHALLENGE: Determines whether a player will be allowed to challenge another to a private lightsaber duel. Game Types: FFA.

CONNECTION RULES

- » PURE SERVER: The client (a player attempting to connect to your server) must have the exact same game code and data. If there is a discrepancy, the client will not be allowed to join if the option is set to Yes. NOTE: This option helps protect the server against cheat mods.
- » AUTO DOWNLOAD: Setting this option to Yes allows connecting clients/players to download new data and code from your server. This is mostly used if you're running a mod (map, skin and so on).
- » MINIMUM PING: Set a number to restrict any player with a ping (connection speed) lower than this setting from connecting. Player's ping must be this number or higher to play on your server.
- » MAXIMUM PING: Set a number to restrict any player with a ping (connection speed) higher than this setting from connecting. Player's ping must be this number or higher to play on your server.
- » MAX RATE: This sets the maximum data transfer rate to clients.
- » RECONNECT LIMIT: This sets the minimum time allowed between player/client connection attempts. The higher the number, the longer a player will have to wait before he/she will be allowed to reconnect to the server.

MULTIPLAYER CAUTION: SERVER DISCONNECT MESSAGE

If a Server Disconnected error message appears at the Main Menu, it may be because of the following reasons:

- » You may have changed settings in the Video Setup screen between matches after readying yourself for the map change. If this occurs, you should be able to re-join the game through the Join Server screen.
- » You may have been voted out of the game.
- » You may have been disconnected from your ISP. If this occurs, you will need to exit the game to check that your Internet connection is still valid.
- » The server may have been taken down or disconnected at the source.

ADVANCED GAME RULES

- » AUTO JOIN: Forces players to join the game rather than stay in spectator mode.
- » LIGHT/DARK TEAMS: Setting this option to Yes forces the Red Team to only use the dark side of the Force, and the Blue Team to use the light side (the Disable Force option must be set to No). Game Types: Team FFA, Capture the Flag.

SERVER RULES

- » AUTO MAP CYCLE: When set to Yes, the server will go to the next map each time a match is completed. If set to No, the server will reset the scores, spawn players in the same map and start the match over. To change a map in this case, a vote must be called. Game Types: All.
- » ENABLE VOTING: Setting this option to Yes allows players to call for a vote to kick players off the server, change maps, game types and more. Setting this option to No restricts all voting. Game Types: All.
- » DEDICATED SERVER: A dedicated server is a computer that only runs a game for others. If the option is set to LAN or Internet (depending on the type of game being set up), the server administrator won't be able to play the game from that computer, but the server will run better for the other players than it would if the administrator were playing along with them. Set to No, the server will allow everyone to play at the same time. Game Types: All.
- » PASSWORD: Allows server administrators to protect their server with a password. Only players who input the password when they try to join will be allowed to play. Other players will be blocked from the server. Game Types: All. NOTE: Passwords are case sensitive.

CALL VOTE: NEXT MAP FUNCTIONALITY

The Next Map vote is a function where players vote for what the next map will be, not for the server to immediately change the map. To change maps immediately, choose the Call Vote option and vote on the specific map to go to. If the vote passes, the server will immediately respond.

GAMEPLAY TIPS

WISDOM FOR THE SINGLE PLAYER

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 2 button (default). Being familiar with all the functions of your weapons can mean the difference between survival and a date with an interrogator droid.

ONCE YOU MASTER THE FORCE, USE IT TO YOUR ADVANTAGE.
Sometimes it's the only edge you have to conquer the overwhelming enemy forces.

REMEMBER: YOU WILL NEED TO USE FORCE POWERS TO PROGRESS THROUGH THE GAME.
Some powers can be used to manipulate sliders, buttons and objects in the environment.

IF IT SEEMS LIKE YOU ARE STUCK WITH NOWHERE 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 COLOUR OF YOUR CROSS HAIR.
It will tip you off to how you can interact with the environment.
(Allies turn the cross hairs green.)

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.

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.
It allows you to momentarily avoid enemy detection.

BE SURE TO LOOK UP AND DOWN.
Students do not live in a two-dimensional world, and neither do their enemies.

TOGGLE THE LIGHTSABER OFF (DEFAULT: 1 key)
to silence it while sneaking around.

YOU CAN USE FORCE SENSE
to find hidden passages and puzzle items.

DON'T FORGET TO SEARCH
officers and other fallen enemies for keys. Search them by walking over their fallen bodies.

IF YOU ARE HAVING A LOT OF TROUBLE ON A TIER MISSION,
on the Mission Fail screen you can select a new mission to play.
You can always return to that mission later when you have learned new Force powers.

WISDOM FOR THE MULTIPLAYER

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

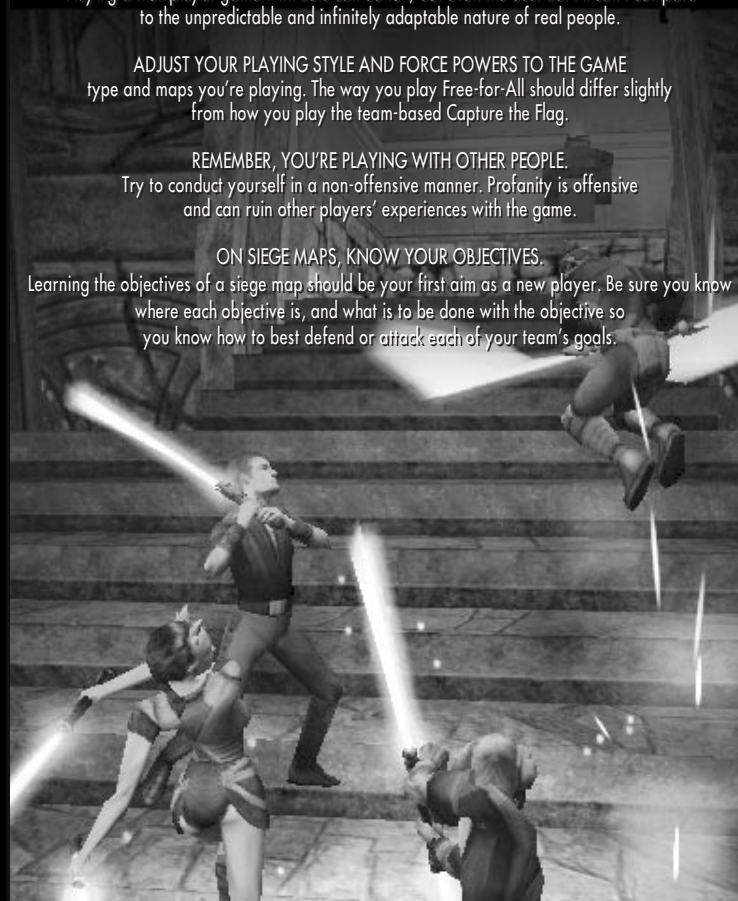
KNOW THE MAPS.
The player with a deep understanding of the multiplayer maps will dominate the other players.

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.

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 Flag.

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.

ON SIEGE MAPS, KNOW YOUR OBJECTIVES.
Learning the objectives of a siege map should be your first aim as a new player. Be sure you know where each objective is, and what is to be done with the objective so you know how to best defend or attack each of your team's goals.



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1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start -> Run and type `dxdiag c:\dxdiag.txt` and press ENTER. The report will be found in your My Computer C: drive.

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4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

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