

# WELCOME TO THE SITH





## TABLE OF CONTENTS

BACKSTORY.....	3	MULTIPLAYER CHARACTER	
INSTALLATION .....	4	CONFIGURATIONS.....	24
IF YOU HAVE TROUBLE INSTALLING.....	5	CREATING A MULTIPLAYER CHARACTER.....	24
RUNNING THE GAME .....	5	NEW CHARACTER.....	24
CREATING A NEW PLAYER OR SELECTING EXISTING		CHOOSE CHARACTER .....	25
PLAYERS .....	6	EDIT CHARACTER .....	26
SAVE AND LOAD GAMES.....	6	LOAD CHARACTER .....	26
ADJUSTING FOR 3D ACCELERATION.....	6	MULTIPLAYER PERSONALITIES.....	27
SETUP GAMEPLAY .....	7	MULTIPLAYER EPISODES.....	27
SETUP CONTROLS .....	7	KILL THE FOOL WITH THE YSALAMIRI.....	27
NEW GAME CONTROLS.....	8	SITH MULTIPLAYER DUEL .....	29
NEW WEAPONS KEYBOARD CONTROLS.....	8	SITH LIGHTSABER TRAINING.....	29
MYSTERIES OF THE SITH WEAPONS .....	10	HOST CONFIGURATION SCREEN.....	29
NEW OR ADJUSTED POWER-UP ITEMS .....	12	HOSTING A MULTIPLAYER GAME .....	30
CAMERA .....	13	JOINING A MULTIPLAYER GAME.....	31
FORCE POWERS .....	13	NETWORK PROVIDERS .....	31
GAINING FORCE POWERS .....	13	MULTIPLAYER TALLY.....	32
FORCE POWER ALLOCATION SCREEN.....	14	COMMUNICATION .....	33
FORCE ABILITIES .....	14	CONSOLE COMMANDS .....	33
PLAYING TIPS AND STRATEGIES.....	17	CREDITS .....	34
MYSTERIES OF THE SITH CHARACTERS.....	18	CUSTOMER SUPPORT .....	36
NEW VEHICLES .....	21	PRODUCT LICENSE AGREEMENT.....	36
MULTIPLAYER GAMES .....	24		
MULTIPLAYER LIMITATIONS.....	24		



# THE SECRET TEMPLE OF THE SITH



## ABOUT THIS MANUAL

**Mysteries of the Sith**, a companion to **Jedi Knight**, contains new levels, characters, weapons and features that do not appear in **Jedi Knight**. Some familiar **Jedi Knight** features have a new twist or work differently in **Mysteries of the Sith**. This manual covers only the new features or features that work differently from those in **Jedi Knight**. If a **Sith** game feature is not covered in this manual, it works like **Jedi Knight**, so consult your **Jedi Knight** manual for full details.

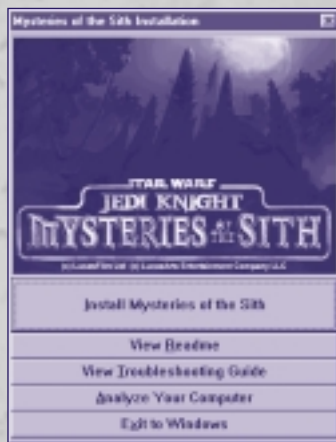
## ABOUT MYSTERIES OF THE SITH

Though they are related, consider **Jedi Knight** and **Mysteries of the Sith** as two separate games. Because of software changes and enhancements, your **Jedi Knight** settings, saved players or games do not carry over to **Mysteries of the Sith**. **Mysteries of the Sith** settings, saved players or games do not work in **Jedi Knight**.

## INSTALLATION

**NOTE:** You will need the **Jedi Knight** Disc 2 to play **Mysteries of the Sith** for the first time. **Jedi Knight** does not need to be installed on your system, however. If you are running short on hard drive space, you may wish to uninstall **Jedi Knight** to make room.

- 1 Close all open windows on your desktop and quit all other applications.
- 2 Put the **Sith** disc in your CD-ROM drive.
- 3 The **Mysteries of the Sith** Installation menu will appear. If Autoplay is disabled, and the game's Installer does not appear when



### Installer Screen

you place the CD-ROM in the drive, then you'll need to open the Installer manually. To do this: Double-click the **My Computer** icon, then double-click the **CD-ROM** icon in the window that opens. Double-click the **Sith.exe** file to open the Installer.

- 4 In the Installer, click the **Install Mysteries of the Sith** button. Follow the onscreen directions.

- 5 You will be asked to choose size of installation (Minimum, Standard and Complete). Minimum is not recommended for low-end machines, but select it if you are short on hard drive space. The load times will be very slow. Standard is recommended for most machines. The Complete install is recommended for low-end machines and will improve load times and overall performance.

- 6 Next, choose the destination for **Mysteries of the Sith** installation. The default **Mysteries of the Sith** directory is:

C:\Program Files\LucasArts\MotS. (The letter of your hard drive may be different.) If this is not what you want, specify a different drive and/or directory name. Click **Next**, then **Next** again to start copying files. **NOTE:** We recommend installing **Sith** to its own directory, not the **Jedi Knight** directory.

- 7 You'll be given the option to create a series of shortcuts. Creating a shortcut will make it easier for you to find the game and start it up. Click the tickboxes to deselect any shortcuts you don't want.

- 8 Setup will create a **Mysteries of the Sith** Program Folder for the program icons. Click **Next** to create a new folder or select an existing folder. You'll also have another opportunity to view the Readme.

- 9 If the game is successfully installed, you will see a Setup Complete screen.

- 10 If you do not have **DirectX** 5.0 installed on your machine, you will be prompted to do so. Insert **Jedi Knight** Disc 1, then click **Yes**. **DirectX** will install. You will be prompted to reinsert the **Sith** CD. Do so, then click **Yes**. See the **Jedi Knight** or **Sith** Troubleshooting Guides for more information on **DirectX**. **NOTE:** You may be prompted to insert your Windows 95 CD-ROM while installing **DirectX**. It's a good idea to analyse your system after installing **DirectX** to see if everything is in order.

- 11 Once **DirectX** is installed, insert the **Mysteries of the Sith** disc again, then you are ready to play.

### If You Have Trouble Installing

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips.

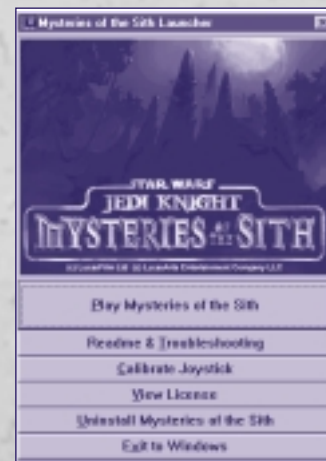
To access the Troubleshooting Guide:

- 1 Open the Launcher.
- 2 From the Launcher, click **View Troubleshooting Guide**.

## Running the Game

- 1 To run the game after installation, insert the **Mysteries of the Sith** disc into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active. This Launcher appears whenever you insert your **Mysteries of the Sith** disc, when you double-click the CD-ROM icon, or when you select the **Mysteries of the Sith** shortcut from your Start menu.

- 2 If Autoplay is disabled, find the **Mysteries of the Sith** directory on your hard drive and double-click **Sith.exe** or double-click the **CD-ROM** icon, then double-click the **Sith.exe** file, and select **Play Mysteries of the Sith** in the Launcher to play the game.



Launcher Screen

- 3 Click **Play Mysteries of the Sith** in the Launcher, which takes you to the opening cutscene and then to the New Player screen.
- 4 **NOTE:** If you are playing for the first time, you will be prompted to insert **Jedi Knight** Disc 2. Insert the **Jedi** disc, then press **ENTER**. You'll be prompted to insert the **Mysteries of the Sith** disc again. Do so, then click **OK**.

## Creating a New Player or Selecting Existing Players

Create and select players in **Mysteries of the Sith** as you would in **Jedi Knight**. See the **Jedi Knight** manual for details. **NOTE:** Players created in **Jedi Knight** cannot be used in **Mysteries of the Sith**, or vice versa.

## Save and Load Games

Save and load games in **Mysteries of the Sith** as you would in **Jedi Knight**. See the **Jedi Knight** manual for details. **NOTE:** Games created and saved in **Jedi Knight** cannot be played in **Mysteries of the Sith**, or vice versa.

## Adjusting for 3D Acceleration (For 3D Accelerator Card Owners)

**NOTE:** If you are using 3D acceleration, **Mysteries of the Sith** has new coloured lighting effect option in the Display screen that enhances lighting in the levels. Otherwise, adjust 3D acceleration as you would for **Jedi Knight**.

### TO TURN THE COLOURED LIGHTING EFFECT ON:

- 1 Select **Setup** from the Main Menu. (If you



Setup Display Screen

- are already in the game, press **ESC** to get to the Setup screen.)
- 2 From within Setup, click **Display**. Click the **Enable 3D Acceleration** tickbox, then click the **Enable Coloured Lighting** tickbox that appears. **NOTE:** Checking this box may adversely affect performance with certain video cards, and can reduce the frame rate. You may need to experiment by turning the effect on or off to see whether the option improves the look of the graphics without making the game run too slowly.
- 3 To experiment, enter the game to see its graphic quality and performance.
- 4 If the graphics look poor or the game runs too slowly, return to the Display screen (Press **ESC**, then **Setup**, then **Display**) and uncheck the **Enable Coloured Lighting** tickbox.

## Setup Gameplay Screen

A tickbox has changed. The **Jedi Knight Keep Lightsaber** tickbox on the Setup Gameplay screen is now called **Keep Preferred Weapon in Sith**. When this tickbox is checked, you will not automatically mount any weapon you pick up if you are carrying your preferred weapon. Preferred weapons are the lightsaber when you are playing a single player game or the Jedi personality, rail detonator for the Soldier personality, carbonite gun for Bounty Hunter personality, or stormtrooperrifle/electroscoper for the Scout personality in multiplayer games.

## Setup Controls Screen

**Mysteries of the Sith** has a new option, the **Disable Windows Key** tickbox on the Options screen reached via the Controls screen. Click this tickbox if your keyboard has a Windows key and you want to disable it during gameplay so the game is not affected if you hit the key accidentally.

## Setup Controls Keyboard Screen

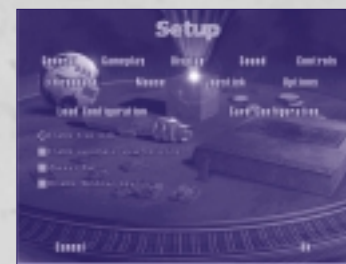
At this screen in **Sith**, several new options appear in the list, including all the new Force powers. This allows you to assign hot keys to all the Force powers so you can use them more quickly.

## Setup Controls Joystick Screen

In the Setup Controls Joystick screen, the **Map Directly to Axis Value** tickbox has been changed so you can adjust input device sensitivity more accurately than you could in **Jedi Knight**. In **Sith**, when you select the **Map Directly to Axis Value** tickbox, the sensitivity slider changes to a sensitivity text box with a decimal number. You can now type in values lower than one to make finer adjustments for devices like the Logitech WingMan Warrior. See the Troubleshooting Guide for additional joystick information.

## Setup Controls Options Load Configuration

**Mysteries of the Sith** has more controller configuration sets added to the list. Select your input device from the list.



Controls Options Screen



## NEW GAME CONTROLS

For the most part, **Mysteries of the Sith** has the same default keyboard, joystick and mouse controls as **Jedi Knight**. Controls that are new or have new uses are listed below.



**Jump or  
Swim Up**



**Crouch or  
Swim Down**

Use **X** and **C** keys to "swim" in areas where there is no gravity. Also use to zoom the electroscope in and out, scroll through video camera views, or move up and down when using Far Sight's "floating eye."



**Activate/Use**

Use to activate camera, and to turn off Far Sight Force power.



or



OR



or



OR



or



Use for aiming the repeating blaster cannon.

## NEW WEAPONS KEYBOARD CONTROLS



**Fists/Lightsaber Toggle**



**Bryar Pistol or BlasTech Pistol**



**Stormtrooper Rifle/Electroscope  
Toggle**



**Thermal Detonator/Flash Bomb  
Toggle**



**Bowcaster**



**Imperial Repeater**



**Rail Detonator/Seeking Rail  
Detonator Toggle**



**Auto/Manual  
Sequencer Charge Toggle**



**Concussion Rifle**



**Carbonite Gun**



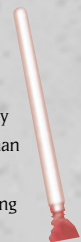
# WEAPONS, CHARACTERS AND VEHICLES

## MYSTERIES OF THE SITH WEAPONS

**Mysteries of the Sith** has seven new weapons and some differences from **Jedi Knight** in the weapon key commands. See below for the updated arsenal.

### Hand to Hand/Lightsaber (I key)

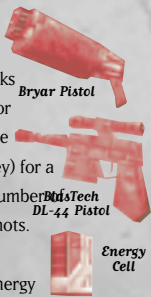
Note that the lightsaber has moved from the **O** key to the **I** key. Press the **I** key to use fists for hand-to-hand fighting, press **I** again to use the lightsaber. Fists in primary mode (**CTRL** key) produce a slow, damaging hook, while the secondary mode (**Z** key) is a fast punch. The lightsaber works the same as it does in **Jedi Knight**. Saber autoblocking is slightly more effective when standing still than when moving or running. Saber blocking also works well when moving backwards.



### Blaster (Bryar Pistol) or BlasTech DL-44 Pistol (2 key)

The Bryar pistol is Kyle's weapon, while Mara Jade uses the BlasTech DL-44 pistol. The Bryar pistol works as it did in **Jedi Knight**. For the BlasTech, hold down the secondary fire button (**Z** key) for a few seconds to release a number of shots at once, up to four shots.

**BRYAR PISTOL AND BLASTECH AMMO:** one energy unit per fire.



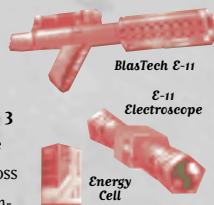
### Stormtrooper Rifle/ BlasTech E-11 Electroscope (3 key)

Press the **3** key to switch to the stormtrooper rifle, then press **3** again to add the electroscope cross hairs. The stormtrooper rifle works as it does in **Jedi Knight**. Enhance the stormtrooper rifle with the scope's telescopic view so you can pick enemies off from long range.

The electroscope's shots do three times more damage than the stormtrooper rifle and shots travel more quickly and accurately. The primary fire (**CTRL** key) fires a fast, heavy shot. The secondary fire (**Z** key) is a toggle between the two modes of operation (automatic and manual zoom). To zoom in/out manually, press secondary fire, then use the Jump (**X** key) and Crouch (**C** key) keys to zoom. Hit the primary fire key to shoot.

**STORMTROOPER RIFLE AMMO:** two energy cells per fire.

**ELECTROSCOPE AMMO:** four energy cells per fire.



### Thermal Detonator/Flash Bomb (4 key)

Hit the **4** key once to use a thermal detonator, press **4** twice to use the flash bomb.



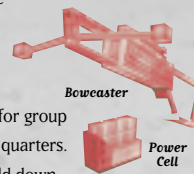
Thermal detonators work as they do in **Jedi Knight**. Flash bombs blind enemies temporarily with a white flash of light. The severity of the blindness depends on how close the enemy is when the flash bomb explodes. Blindness clears up over time. The flash bomb's primary and secondary fires produce timed explosions.



### Bowcaster (5 key)

This crossbow-type weapon from **Jedi Knight** fires bolts in a lethal spray and is good for group situations in close quarters. In primary fire, hold down the fire button to charge the bowcaster to fire up to five bolts. Secondary fire shoots a magnetically-sealed bolt that bounces off walls and goes around corners.

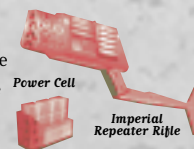
**AMMO:** power cells.



### Imperial Repeater Rifle (6 key)

As in **Jedi Knight**, this rapid-fire rifle lets you fire all three barrels at once. The primary mode (**CTRL** key) delivers a rapid single burst, while the secondary mode (**Z** key) delivers a triple burst spread.

**AMMO:** power cells.



### Rail Detonator/Seeker Rail Detonator (7 key)

Hit the **7** key once to use the regular rail detonator.

Press **7** again to use the seeker rail detonator.

The rail detonator works as it does in **Jedi Knight**. The new seeker rail detonator acts as a homing missile. Press primary or secondary fire keys to make the seeker home in and explode on a target. If there is no target, seekers act like regular rail detonators. **SEEKER AMMO:** seeking rail charges. **RAIL DETONATOR AMMO:** rail charges.



### Auto Sequencer/Manual Sequencer (8 key)

Press **8** to use the automatic sequencer and press **8** again to use the manual sequencer. The automatic sequencer works as the sequencer charge does in **Jedi Knight**. New manual sequencers are bombs you can detonate at the press of a button. Charges look the same for both the automatic and manual sequencer, the difference is that the detonator button will appear in your player's hand for manual mode. Use primary fire (**CTRL** key) to place manual sequencer charges (up to ten of them), then press secondary fire (**Z** key) to explode them.





## Concussion Rifle (9 key)

As in **Jedi Knight**, this weapon of the Trandoshan race fires compressed bullets of ionised air that explode in shock waves.



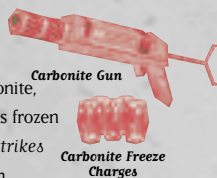
Primary fires an explosive projectile (eight cells per fire) which is dangerous in close quarters. Secondary fires a shotgun-like projectile (four cells per fire) for safe use at close range.

**AMMO:** power cells.

## Carbonite Gun (0 key)

Use the carbonite gun to encase your enemies in carbonite, like Han Solo was frozen in *The Empire Strikes Back*. Hold down primary fire (**CTRL** key) to blanket your enemy with carbonite for a few seconds to freeze him. Then rush forward and whack him with the butt of your gun (**Z** key) to shatter him before he unfreezes. Or shatter the enemy with fists or the saber.

**AMMO:** carbonite freeze charges.

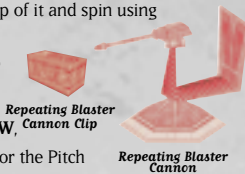


## RMF-31 Repeating Blaster Cannon (activate with SPACEBAR)

The RMF-31 repeating blaster cannon is a stationary heavy firepower weapon found in certain levels. Press **SPACEBAR** to use it. (**TIP:** Look at base of gun, then activate.) You

can sit on top of it and spin using the turning keys (**RIGHT**

**ARROW** or **LEFT ARROW**, **4** or **6** keys) or the Pitch keys (**PAGE DOWN**, **PAGE UP** keys). Primary fire shoots slower four-shot clusters. Secondary fire produces rapid single shots. **AMMO:** repeating blaster cannon clips.



## New or Adjusted Power-Up Items

### PRY BAR

Use this to pry open certain doors.



### DROID ARM

Finding and using this helps complete a mission.



### HOLOCRON

This holographic projection contains an important holographic library which must not fall into the wrong hands.



### TUSKEN CLOTHES

You'll need this disguise at some point in the game.



### GCT DEVICE

Once you grab the Global Communications Transponder (GCT) in a certain level, you have to make a quick escape.



### MANA BOOST

These increase your Force energy by 50 points.



## FORCE SURGE

Unlike **Jedi Knight**, **Mysteries of the Sith** has only one kind of Force Surge. It gives you unlimited Force energy for 20 seconds.



## HEAVY EXPLOSIVE

Be careful where you place it!



## SHIELD SUPERCHARGE

This glowing orange vest makes you invulnerable for 20 seconds rather than 30 seconds as it did in **Jedi Knight**.



## JAIL KEY

This common key opens jail cells throughout the galaxy.



## Camera

Available in some single player and some multiplayer levels, the new camera feature allows you to view other areas via video monitors. Be careful, video cameras can be used by the enemy to spot your location. Your presence may trigger alarms if you are spotted. To use the cameras to spy on other rooms yourself, find a camera console located on the walls within various levels and press **SPACEBAR** to activate the camera. Your screen will turn into a full video monitor. You can cycle through the different camera views with the Left and Right Strafe keys (**A** and **D**), or Jump and Crouch (**X** and **C** keys) or with the mouse or joystick x-axis (turn left/right). To exit camera mode, press **SPACEBAR** again.



Camera Console

The video cameras themselves are located high on the walls in various levels. In single player games, you can shoot the video cameras to destroy them, but then you will not be able to monitor a room if you've blown out the camera there. In multiplayer games you cannot damage video cameras.

## FORCE POWERS

Unlike **Jedi Knight**, Force powers are very important to the completion of many of the puzzles in **Sith**. You may need to use Force Pull to manipulate items. You may find yourself at the bottom of a valley with no apparent means of escape. Use Force Jump to find higher ground. If you are trapped, try Force Seeing. It may reveal a vanishing wall—and your way out. **Use the Force!**

The moral choice associated with **Jedi Knight** Force powers has changed as well. Unlike **Jedi Knight**, **Sith** Force powers aren't divided into light side and dark side categories. Your actions determine your morality, not the powers you choose. As both Kyle and Mara, you play characters already established on the light path; you will not be able to change your course within **Mysteries of the Sith**. Be aware that you must remain true to the light side, however. Killing innocents will sap your Force energy.

## Gaining Force Powers

At the beginning of single player games, you will have unassigned stars that you can assign when you finish the level. On some levels, a star you earn may be automatically assigned to a power you will need at some point in the game. You will not be able to reassign these stars.



In single player mode, you gain more Force powers by earning more stars as you advance through the game levels and find secret areas. When you earn more stars, assign them to specific Force powers at the Force Power Allocation screen.

In multiplayer games non-Jedi personalities have pre-assigned Force powers that cannot be changed. Jedi personalities work like **Jedi Knight** multiplayer characters. See the Creating A Multiplayer Character section on page 24 for details.

## Force Power Allocation Screen

The **Mysteries of the Sith** Force Power Allocation screen works somewhat differently than the Force Power Allocation screen in **Jedi Knight**. There is no morality scale or difference between dark and light powers as there are in **Jedi Knight**; all Force powers are considered neutral.

The Force powers are arranged differently than they were in **Jedi Knight**. Powers become available in a different order and there are additional powers to choose from. The powers on the left are considered the more basic utilitarian abilities, while the ones on the right are the most powerful destructive and protecting abilities.

At the Force Power Allocation screen, you are allowed to choose a certain number of Force abilities from each column. The limit is listed at the top of each column.



Force Power Allocation Screen

Choosing some abilities will block your access to some other abilities. As you advance in rank, the more powerful abilities on the right of the screen will highlight and become available to you.

## Force Abilities

All the **Jedi Knight** Force powers except Force Throw and Lightning appear in **Mysteries of the Sith**, plus there are five new abilities including: Chain Lightning, Force Push, Force Projection, Far Sight, and Saber Throw.

Some Force powers can be used together, or you can use one Force power to negate a power an enemy uses against you. Experiment to see the range of Force abilities.



**FORCE JUMP** Many areas in the game would be inaccessible without this power.

This power lets you leap unnaturally high. A quick tap of the **F** key produces the highest jump. Hold down the **F** key down to vary the height of the jump. In multiplayer games, try using Force Jump to escape from an enemy's Force Grip.



## FORCE PROJECTION

This power creates a false image of your player that can be used as a decoy to distract enemies. If you are lucky, the enemy will attack the decoy, not you. The player "double" remains stationary as you move your player and works best when placed on solid ground. If you use Projection on a life tube, for example, and the lift tube moves, the hologram doesn't move with it. More stars assigned to Force Projection increase the duration of the decoy.



## FORCE SEEING

When using either the overlay or 3D map, this power makes walls invisible so you can see the location of enemies and items. Your strength in the Force determines what you can see (weapons, items or other players in multiplayer games). Force Seeing allows you to see enemies made invisible by Persuasion, and protects you from Force Blinding.

Try using this power with the electroscope to sharpen your view through the cross hairs.



## FORCE SPEED

This power makes you run like the wind. It also makes you harder to hit, especially in multiplayer games.



**FORCE PUSH** Use this Force power to push enemies into dangerous situations. Target

an enemy with the reticle by holding down the Force power (**F**) key, then release to push him away. Position yourself carefully to push enemies over cliffs. The more stars assigned to this power, the stronger the push.



## FORCE PULL

This long-armed Force power grabs and brings items to you. Aim your reticle to disarm enemies and reach items in out-of-the-way places. Use it to activate switches beyond your grasp.



## LIGHTSABER THROW

This power gives you the ability to throw your lightsaber like a boomerang. The saber will fly from your hands, smite enemies, then return to your grasp. While holding your lightsaber, press the **F** key to hurl the weapon. The Force draws the saber back safely into your hands if you stand ready to catch it. You will always pull the saber back into your inventory, even if you move away from the saber and fail to catch it. If you position yourself to catch the saber as it flies back, it will relight itself. Extra stars allotted to this power reduce how much Force energy is used.



## FORCE GRIP

This grasping power lets you choke enemies from afar. Focus your reticle to grip enemies. Your enemies cannot move while being choked, but they can rotate direction and swing their sabers or shoot. If an enemy damages your health, leaves your line of sight or blinds you, he will be released from your grip.



**FAR SIGHT** Far Sight allows you to travel outside your character's body to safely explore

around unknown corners or dangerous drop-offs. Press the Force power key (F key) to activate Far Sight, then manoeuvre using the movement keys. Use X and C keys to navigate up and down. Be careful, because your character will remain stationary and undefended while this power is active. Press **SPACEBAR** to snap back into your character, or wait for the power to wear off. Stars allotted to Far Sight increase its duration.



**PERSUASION** This old Jedi mind trick "persuades" your enemy that you are not there. You lose your invisibility as your Force energy drains.



**HEALTH** This power restores your health. Your number of assigned stars

increases the amount of health you recover.



**BLINDING** This power blinds your enemy for a number of seconds. Use your reticle to aim it. Be careful, blinded enemies can remember your location or even hear your movements.



**CHAIN LIGHTNING** An advanced version of the **Jedi Knight** Lightning Bolts. Target an

enemy with the reticle by holding down the Force power key (F key), then release to fire Chain Lightning. Depending upon how many stars assigned to this power, the lightning will arc forward from your target to other nearby enemies (up to four). Target the enemy farthest from you for best results.



**ABSORB** Absorb converts Force damage (Destruction, Grip, etc.) into additional Force

energy. The Jedi can take the strength from attackers and use it to his own advantage.



**DESTRUCTION**

Destruction fires a powerful blast of Force energy that causes

Force damage. Blasts can be used to push enemies over cliffs or into walls. Pressing the Force Power key (F) fires one Destruction blast straight ahead and will affect multiple enemies if they are close together.



**FORCE PROTECTION**

Turn it on and you will have a temporary Protection sphere

rotating around you that will protect you from most weapons and Force attacks. Stars increase the duration.



**DEADLY SIGHT** Turn it

on and anyone in your field of view will take continuous

damage. Stars increase the power's duration.



**FORCE DEFENCE** A

special immunity to Force attacks available only in

multiplayer games. This ability is ideal if you are not yet familiar with the Force powers, allowing you to jump into games against more experienced players. Force Defence reduces the damage of Force attacks, depending upon how many stars you have assigned to it. Using Defence involves a tradeoff: it limits the numbers of active Force Powers you may choose, and requires two stars per level. You do not ever activate Force Defence; it is always on.

## PLAYING TIPS AND STRATEGIES

◆ **Begin practicing with your Force powers early. You will have to rely on them later in the game.**

◆ **Use the lightsaber. It's very powerful and can often get you into areas that other weapons can't.**

◆ **Don't forget that stealth and staying hidden may be preferable to a confrontation. Not all creatures are enemies; investigate before you shoot.**

◆ **Scout out unknown territory using Force Seeing or Far Sight and the electroscope.**

◆ **Know the map. Use Force Seeing with the map overlay to see enemies' locations.**

◆ **Assign hot keys to the Force powers you use to access them quickly. (Refer to the Jedi Knight manual's Customise Keyboard Default Settings section on page 14 to learn how to assign hot keys.)**

◆ **If you are inexperienced using Force powers in multiplayer gaming or new to multiplayer games in general, try playing lower ranked games or play personalities other than Jedi.**

◆ **Learn to use the secondary fire on the weapons that have it, especially the lightsaber. Consider remapping secondary fire to your second mouse button.**

◆ **Create a variety of multiplayer characters, so you have characters with the appropriate skills for every game situation.**

◆ **Figure out which Force powers multiplayer opponents have and develop a strategy to counter them.**

◆ **Try Force Pushing enemies into the carbon-freezing chamber multiplayer level, then use Force Pull to throw the switch and activate it.**

◆ **In most situations, it's a good idea not to shoot the cameras. If you break them, you can't use them later.**

◆ **Don't underestimate the trusty Bryar pistol or BlasTech. Their shots are very accurate and use less ammo than other weapons.**





## MYSTERIES OF THE SITH CHARACTERS

You'll encounter these characters and a few surprises along the way. Many characters from **Jedi Knight** also appear.



**Kyle Katarn** Hero Kyle Katarn has joined the fragile New Republic in the struggle against the remnants of the Empire. To aid in the cause, Kyle has travelled to a remote base in the Altyr system, accompanied by Mara Jade.



**Mara Jade** Little is known about Mara Jade's early life, only that Emperor Palpatine took in Mara as a young girl and trained her as his Force-sensitive assassin. After the Emperor's death, Mara was left without a protector and her Force skills languished. With time, Mara left the dark side and sought out Kyle Katarn in the hope that he might renew her Jedi training. If Mara ever completes the training, she could become one of the most formidable Jedi in history.

**Rancor** Takara the crime boss keeps this fearsome carnivorous beast as a pet. Victims unfortunate enough to find themselves in the rancor's dungeon lair usually meet an untimely demise.



**Vornskr** These nocturnal wolf creatures indigenous to Myrkr become active and vicious at night.



With an unnatural hatred of Jedi, they have the special ability to seek out users of the Force. The vornskr's aptitude for guard duty has spread its species to numerous other planets.



**Noghri** Because of their reputation as expert killers, these ape-like warriors are often hired as bodyguards and assassins. Darth Vader once trained these creatures to act as his personal Death Commandos.

**R5 Unit** These astromech droids are similar to the R2 series of droids and specialise in starship maintenance and repair.



**Rebel Soldier** From the moisture farms of Tatooine to the marbled halls of Coruscant, Rebel soldiers hail from all walks of life, hoping to shore up the struggling New Republic in any way they can. Rebel soldiers

will help you in battle.

**Rebel Officer** The experienced members of the fledgling New Republic's officer corps are highly dedicated to the struggle for freedom and will also help you in battle.



**Rebel Commander** This is the Rebel officer's commander.



**Dianoga** The dianoga is a water-dwelling scavenger with long tentacle arms for stinging and

capturing prey.

**Torture Droid** The proper name is Imperial interrogator droid (ITO). An interrogator droid is a robot designed by the Imperial Security Bureau for use in questioning prisoners.



**Assassin Droid** These automated killing machines are programmed to hunt down and destroy specific targets. Some have broken their own programming or exist as deadly remnants of the past, following outdated orders issued long ago.

**TIE Fighter Pilot** TIE fighter pilots are among the Empire's most skilled combat pilots. Respected by Rebels and Imperials alike, TIE pilots are considered somewhat suicidal, since few emerge from combat alive.



**Scout Trooper** These lightly armoured stormtroopers are usually assigned to Imperial garrisons. They wield light blasters and their duty is to scout and create maps of new terrain.



**Swamp Wampa** As New Republic territory expands, it becomes increasingly apparent that the creature known as the wampa populates several diverse worlds and climates.



**Sith Jedi Statue** Eternal guardians of the Sith temples, the statues are animated by trespassing beings, whose Force energy powers their stone bodies.



**Dart Flower** These semi-intelligent plants fire deadly darts to kill prey.



**Abron Mar** Takara's top lieutenant, this gangster enjoys quenching his thirst in the numerous local cantinas.



**Ka' Pa the Hutt** Unlike many in his family, Ka' Pa deals with the New Republic, but his criminal ties make him an untrustworthy ally.



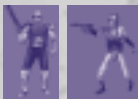




**Kaerobani** The leader of the Lumini Pirates, Kaerobani fancies himself a dashing pirate king. He is a collector of rare and unique items, thinking that his extensive art collection distances him from the cutthroats he employs. (Available in multiplayer only.)

### Pirate Raiders

Kaerobani's pirate raiders are for-hire brigands, mainly castoffs from other smuggling operations.



**Weequay** Once Jabba the Hutt's enforcers, the Weequay are armed only with blasters and a brutish sense of duty to their current employers. Little is

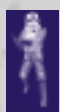
known about these silent, savage warriors. These sombre sentries make even the strongest warrior think twice.

### Ysalamiri

The ysalamiri is a Force-negating arboreal creature that has the unique ability to push back the Force. It creates a 10-meter wide bubble where the Force does not exist. Listen for the ysalamiri's chirping sound in a level; his presence keeps you from using Force powers. Find the ysalamiri and chase him away to regain use of the Force.



**Ithorian Renegade (Hammer Head)** While most Ithorians are peace-loving, some have turned to bounty hunting as an alternate source of income.



**AT-AT Pilot** The All Terrain Armoured Transport or "walker" both carries Imperial troops and serves as an assault craft. The pilot is at a distinct disadvantage without his machine.

**Civilians** These unarmed civilians can get in your way in a fight. Harming them will drain your Force energy as a consequence of straying from the light side.



**Construction Droid** Primarily used for construction, these droids can become hostile if provoked.



**Loading Droid** Primarily used for loading cargo, loading droids' telescoping arms are dangerous offensive weapons.

**Protocol Droid** This protocol droid specialises in translating and interpreting languages.



## NEW VEHICLES



**The Shrike** Mara Jade's ship is on permanent loan from her old friend, Talon Karrde. The ship itself is a modified Incom Alpha-52 prototype, never developed for the open market.



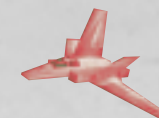
**Heavy Lifter Shuttle**

## R-41 Starchaser

Widely used by pirates, the R-41 is Abron Mar's ship of choice.



## Interdictor Cruiser



## Assault Gunboat



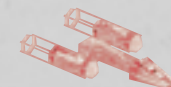
## T-16 Skyhopper



## X-wing



## A-wing



## Y-wing



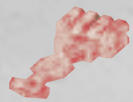
## Nebulon-B Frigate



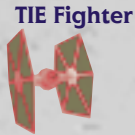
## T-wing



## Z-95 Headhunter



*Gamma-class*  
**ATR-6 Assault  
Transport**



**TIE Fighter**



**Utility Tug**

**Heavy  
Corellian  
Corvette**



**TIE  
Interceptor**



*Vindicator*  
**Star  
Destroyer**



**Corellian  
Transport**



*Lambda-class*  
**Imperial  
Shuttle**



**Troop  
Transport**



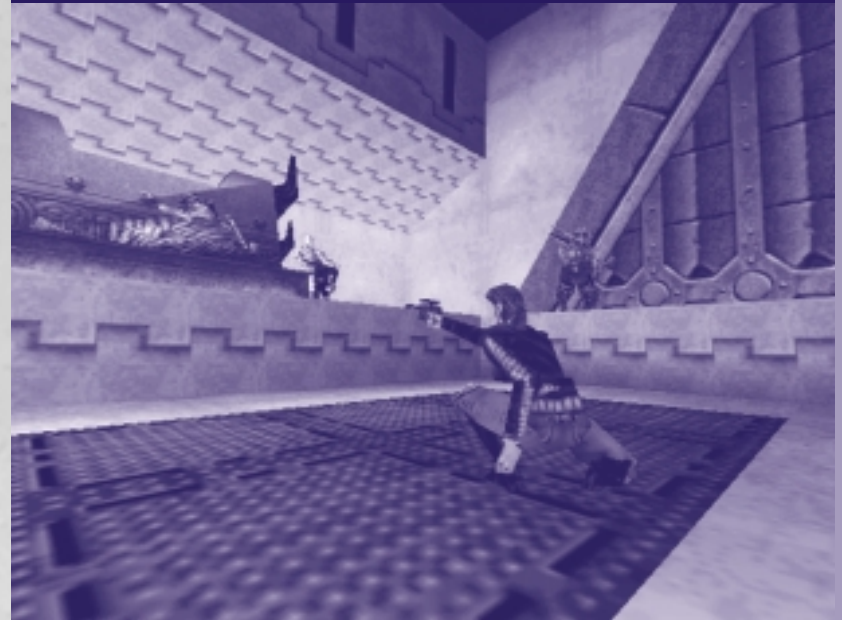
**Dreadnaught**



*Delta-class DX-9*  
**Stormtrooper  
Transport**



**TIE Bomber**



## MULTIPLAYER GAMEPLAY

## MULTIPLAYER GAMES

**Mysteries of the Sith** allows up to eight players to battle each other over Local Area Networks (LANs), or four players can play over the Internet. Games can be configured using LANs, the Internet, over modem connections, or using a serial port connection with a Null Modem cable. For multiplayer games, each player requires a **Mysteries of the Sith** CD.



Multiplayer Screen

## Multiplayer Limitations

**Mysteries of the Sith's** multiplayer capability has been tested to be stable at the supported levels shown below, but the game can possibly accommodate more players. We recommend that you play at the following supported levels.

## NUMBER OF PLAYERS SUPPORTED IN MULTIPLAYER GAMES

### Service Provider/ Type of Game Supported

LAN/Sith Multiplayer Duel/KFY	8
Internet/Sith Multiplayer Duel/KFY	4

## Multiplayer Character Configurations

When you first start **Mysteries of the Sith**, the game prompts you to create a player and to choose a difficulty. The name you enter at the New Character screen will be the name that is used to identify you in multiplayer games. To create a new player or remove an existing player, click **Players** on the Main Menu.

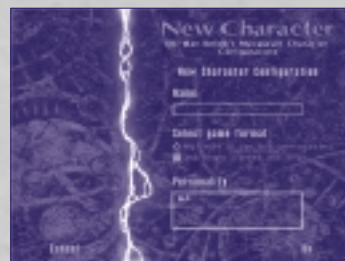
## Creating A Multiplayer Character

From the Main Menu, click **Multiplayer** then click **Multiplayer Characters** at the following screen. If you have not previously created a multiplayer character, the New Character screen will open. If you have already created multiplayer characters, the Choose Character screen will appear.

## NEW CHARACTER

The New Character screen is where you create multiplayer configurations for the player you selected/created when you launched **Mysteries of the Sith**. You can create many different configurations with different player models, Force powers, and lightsaber colours. The following options are available:

**Name:** Enter a name for your multiplayer character configuration. Note that this is not the name that will appear to you and others



New Character Screen

in multiplayer games, it is simply the name of the current configuration.

**Game Format:** Select either **Mysteries of the Sith (Personalities)** if you wish to play using multiplayer personalities or **Jedi Knight (Ranked Jedi Only)** if you want to play using the Jedi rank system with all players using the Jedi personality.

**Personality:** If you select **Mysteries of the Sith (Personalities)**, the Personality Selection list appears. This feature lets you create players that have distinct characteristics and Force powers. Choose the multiplayer personality you wish to play from the list. (See the Multiplayer Personalities section on page 27 for descriptions of each personality.)

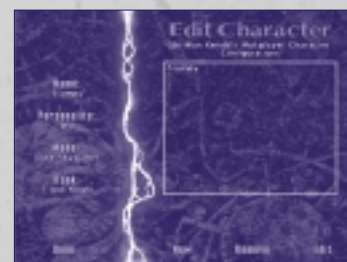
**Rank:** If you choose **Jedi Knight (Ranked Jedi Only)**, the rank selection will be displayed. Choose a rank from 0 (Uninitiated) to 8 (Jedi Master). A character's rank determines the range and strength of Force powers you will be able to choose from. You are allocated three Force stars for each rank for a possible total of 24 stars at Rank 8. Distribute your stars to Force powers on the Force Power Allocation screen. When hosting multiplayer games, you can limit games by rank to control Force power use.

Click **OK** to go to the Edit Character Screen or **Cancel** to return to the Multiplayer screen.

## CHOOSE CHARACTER

Select a character to edit at this screen.

**New:** Click **New** to create a new character.



Choose Character Screen

**NOTE:** If you attempt to join a game with a character that does not meet the rank limit set by the game's host, you will be returned to the New Character screen where you can create one that does.

**Remove:** Highlight a character's name and click **Remove** to delete it from the list.

**Edit:** Highlight the character you wish to edit and click **OK**.

**Done:** Click **Done** when finished.



## EDIT CHARACTER

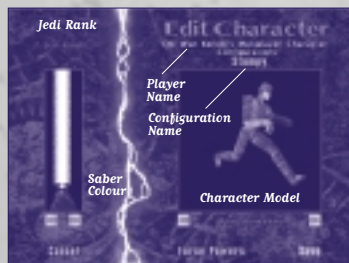
**Edit Saber Colour:** Click on the arrow buttons to change the saber's colour.

**Force Powers:** Click here to go to the Force Power Allocation screen. (For more information, see the Force Power Allocation Screen section on page 14.)

**Model Selection:** Use the arrow buttons to select a character model ("skin"). Different personalities have different sets of character models to choose from.

**Save:** Return to the previous Choose Character screen and save your changes.

**Cancel:** Click **Cancel** to return to the Choose Character screen without saving your changes.



Edit Character Screen

## LOAD CHARACTER

The Load Character screen displays a list of available characters, information about the game you are joining or hosting, and information about your currently selected character. Click **New** to create a new character, **Edit** to modify an existing character, **Remove** to delete a character, **Cancel** to return to the Main Menu, or **OK** to join the game.



Load Character Screen

## Multiplayer Personalities

This new **Mysteries of the Sith** feature allows you to pick a personality for your character. Each personality has certain health and movement characteristics, starts with certain weapons and inventory, and is better suited for different fighting styles. Each personality has specific models you can select. For example: If you choose the Jedi personality, you can pick models like Kyle, Jerec, Darth Vader, or Luke Skywalker. If you pick the Soldier personality, you can choose to be a Stormtrooper, Rebel officer, or Rebel commando.

### PERSONALITIES

Each personality is described below:

**Jedi:** The Jedi is the basic multiplayer personality and carries the lightsaber and Bryar pistol. He runs slightly slower than the Scout, but faster than the Bounty Hunter or Soldier. The Jedi personality can choose from all Force powers.

**Bounty Hunter:** The Bounty Hunter carries the carbonite gun, stormtrooper rifle and flash bombs and he's specially trained in Force Defence and Force Push. The shields for the Bounty Hunter begin at 125 units, but he can carry up to 225. He is slower than the Jedi and Scout but faster than the Soldier.

**Scout:** The Scout carries the Stormtrooper rifle with electroscope and sequencer charges. The Scout is also trained in the powers of Force Jump, Force Seeing, Force Persuasion, and Force Defence. The shields for the Scout begin at 75 units and have a maximum capacity of 150. Quick and stealthy, the Scout runs fast and hides from opponents while sniping from

distant perches. When the Scout uses the electroscope, shots fire silently. The Scout is the fastest runner of all the personalities.

**Soldier:** The Soldier comes equipped with the rail detonator, Stormtrooper rifle, repeater, thermal detonators, and is trained to use Force Defence. While the Soldier is the slowest moving character of all the personalities, he is specifically suited for heavy weapons duty with an increased shield capacity of up to 250 units.

## Multiplayer Episodes

There are three different game types called "episodes" that you can play: Kill the Fool with the Ysalamiri, Sith Multiplayer Duel and Sith Lightsaber Training. Each episode has several game levels. Select a multiplayer episode on the Host Configuration screen. See below for descriptions on each.

### KILL THE FOOL WITH THE YSALAMIRI

The Kill the Fool with the Ysalamiri episode is a collection of levels specifically designed for playing Kill the Fool with the Ysalamiri (**KFY**). The object of Kill the Fool with the Ysalamiri is to hold on to the ysalamiri for as long as possible. Whoever keeps the ysalamiri the longest wins.

Whoever holds the ysalamiri is protected from Force attacks, but he cannot use his Force abilities either. No Force powers will work if you are within the ysalamiri's 10-meter sphere.





*Kill the Fool With the Ysalamiri*

When you pick up the ysalamiri, a glowing red bubble will surround you to indicate to other players that you have the creature. (The 10-meter Force-negating range reaches beyond the red bubble, however.) A small icon will also appear in the upper right corner of your screen.

At the beginning of the game, the host cannot pick up the ysalamiri for 30 seconds, nor can clients. This is done to help reduce the host's advantage as the first player in the game so he can't pick up the ysalamiri before other players have a chance.

If you die while carrying the ysalamiri, it is up for grabs. If no one picks up the ysalamiri within 30 seconds, it will return to the starting point.

#### KFY Modes

There are two KFY modes to suit your mood, friendly and unfriendly.

**Unfriendly Mode:** In Unfriendly Mode you can kill any player at any time whether or not you have the ysalamiri. Leave the **Team Play/Friendly Mode** tickbox on the Host Configuration screen unchecked to enable Unfriendly Mode.

**Friendly Mode:** In Friendly Mode you can only hurt/kill the person with the ysalamiri or you can harm all other players if you carry the ysalamiri yourself. Check the **Team Play/Friendly Mode** tickbox on the Host Configuration screen to enable Friendly Mode.

#### KFY SCORING

##### (Unfriendly Mode)

- ◆ Player gets 7 points for picking up the ysalamiri.
- ◆ Player gets 1 point every 3 seconds that he/she holds the ysalamiri.
- ◆ Player holding ysalamiri gets 1 point for killing another player.
- ◆ Player receives 3 points for killing the ysalamiri's carrier.
- ◆ Players lose 2 points for self kills.
- ◆ Player receives 1 point for killing players not carrying the ysalamiri.

##### (Friendly Mode)

- ◆ Player gets 7 points for picking up the ysalamiri.
- ◆ Player gets 1 point every 3 seconds that he/she holds the ysalamiri.
- ◆ Player holding ysalamiri gets 1 point for killing another player.
- ◆ Player receives 3 points for killing the ysalamiri's carrier.
- ◆ Players lose 2 points for self kills.

#### SITH MULTIPLAYER DUEL

The Sith Multiplayer Duel episode is a collection of levels designed as the ultimate battlegrounds to test your weaponry skills with friends and other players around the world. All levels have been liberally placed with weapons to enhance your game.

#### SITH LIGHTSABER TRAINING

The Sith Lightsaber Training levels have been provided for those of you who want to play solely with the Jedi's primary weapon—the lightsaber. The levels can be played only with ranked Jedi, not personalities. Some of the Sith Multiplayer Duel levels have also been included in the Sith Lightsaber Training episode but have been tuned to maximize lightsaber-only action.

#### Host Configuration Screen

The Host Configuration screen is the place where the host decides the limitations and features of a game.

The following options are available:

**Name of the Game:** The name can be a word or a combination of words, numbers and spaces.

##### Mysteries of the Sith (Personalities):

Checking the tickbox will set the game to use

**Mysteries of the Sith** multiplayer personalities.



*Host Configuration Screen*

**Jedi Knight (Ranked Jedi Only):** Checking the tickbox will set the game to use only the Jedi Knight personality and will also display the rank selector.

**Rank:** If you choose Jedi Knight (Ranked Jedi Only), the rank selection will be displayed. Choose a rank from 0 (Uninitiated) to 8 (Jedi Master). A character's rank determines the Force powers he will be able to choose from and the number of Force stars available to allocate to those powers. You are given three Force stars for each rank for a possible total of 24 stars at Rank 8. Distribute the stars on the Force Power Allocation screen.

**Maximum Players:** Up to eight players are supported on a LAN, four are supported over the Internet.



**Score Limit:** Up to 999 points. Game will end when score limit is reached.

**Time Limit:** Up to 999 minutes. Game will end when time limit is reached.

**Team Play/Friendly Mode:** When playing either the Sith Multiplayer Duel Episode or Sith Lightsaber Training Episode, check this tickbox to enable team play. The host computer automatically assigns players to two sides, red or gold. (For directions on joining the green or blue team, see the Console Commands section on page 33.) The first team to score the limit is the winner. When playing *Mysteries of the Sith* (Personalities), you will be assigned costumes (or models) that are specific to the personality you chose. For example, if you are playing as a Soldier and you are on the red team, you will wear a stormtrooper costume with a red shoulder pad. If you are playing as a Jedi on the gold team, you will wear the Kyle team skin with a gold stripe. When playing the KFY episode, checking this tickbox enables Friendly Mode. (See the KFY Modes section on page 28 for details.)

**Single Level Only:** Will limit play to one level when checked. If left unchecked, players move to the next level upon completion of the current level.

**Password:** Can be any word or combination of letters, numbers or spaces to allow hosts to limit players with a password.

**Advanced Options:** For advanced users setting up Internet games. Gives you the ability to change network Tick Rate. For more detailed information, see *Playing Jedi Knight on the Internet* on page 49 of the *Jedi Knight* manual.

**Episode:** Choose from Sith Multiplayer Duel, Kill the Fool with the Ysalamiri, or Sith Lightsaber Training episodes, the collections of related levels.

**Level:** Choose the level you would like to play based on the currently selected episode.

## HOSTING A MULTIPLAYER GAME

**NOTE:** For more detailed instructions and tips on hosting and joining Internet games, please refer to the *Playing Jedi Knight on the Internet* section on page 49 of the *Jedi Knight* manual. To host a game:

- 1 Click **Multiplayer** from the Main Menu.
- 2 Click on **Multiplayer Characters**.
- 3 Create a character for the type of game you want to play.
- 4 Click **Done** at the Choose Character screen and you'll be returned to the Multiplayer screen.
- 5 Click **Host Game**.
- 6 Choose a protocol and click **OK** to go to the Host Configuration Screen.

## At The Host Configuration Screen

- 1 Type a name for the game.
- 2 Set the maximum number of players (the default is 4).
- 3 Set a time limit and score limit if you would like.
- 4 Select **Mysteries of the Sith (Personalities)** or **Jedi Knight (Ranked Jedi Only)**, depending on which mode you want to play.
- 5 If you chose **Jedi Knight (Ranked Jedi Only)** in step 4, then choose a rank for the game.

- 6 Select an episode.
- 7 Select a level.
- 8 Confirm that all settings are correct and click **OK**.
- 9 Choose the character configuration you created earlier at the Load Character screen and click **OK** to load the level.

## Joining A Multiplayer Game

- 1 Click **Multiplayer** from the Main Menu.
- 2 Click **Join Game**.
- 3 Select a protocol and click **OK**.



Multiplayer Join Game Screen

- 4 At the Locate Session dialog box click **OK** to search for games if playing TCP/IP. If playing IPX, Locate Sessions will show a list of games automatically.
- 5 Select the game you wish to join and click **OK**.
- 6 If you don't have any multiplayer character configurations that fit the game requirements, you will be taken to the New Character screen. If you have characters already created that meet the game requirements, you will be taken to the Load Character screen where you can either choose an existing character configuration or create a new one. Select the character configuration you want to use at

the Load Character screen and click **OK** to join the game.

## Network Providers

See below for explanations of the different network providers.

◆ **IPX:** No extra configuration is necessary for IPX play over a Local Area Network. Click **IPX Connection for DirectPlay** and click **OK**. Configure the game as instructed above in the Game Configuration section and click **OK** to host the game.

◆ **TCP/IP:** No extra configuration is necessary for TCP/IP games hosted over a LAN. Click **Internet TCP/IP Connection for DirectPlay** and click **OK**. Configure the game as below and click **OK** to host the game. Instruct joining players to leave the IP address blank and click **OK** to search for your game. For Internet play, joining players must enter the IP Address of the host computer. (See the *Jedi Knight* manual section *Playing Jedi Knight over the Internet* on page 49. This provides you with detailed information and instructions for playing on Microsoft's Internet Gaming Zone or setting up your own Internet game.)



Multiplayer Provider Screen



◆ **Modem:** To host a game over a modem connection, first make sure your modem is connected correctly and turned on, then click **Modem Connection for DirectPlay**.

Configure the game as described below and click **OK**. Choose your multiplayer character as instructed above and click **OK**. Then select the connected modem in the Windows modem box and click **Answer**. An answer box will open, indicating that the computer is waiting for another modem to connect.

◆ **Direct Serial:** To play a head-to-head game between two computers over a Direct Serial connection, you need a NULL Modem cable (or serial cable with a NULL Modem adapter) connected to a free serial port on the back of both computers. Be sure to confirm the COM Port before starting the game. See the **Jedi Knight** Readme, Troubleshooting Guide and the Technical Support section of the LucasArts Web site ([www.lucasarts.com/support](http://www.lucasarts.com/support)) for more detailed technical information. Once the connection is set up, click **Direct Serial Connection for DirectPlay** then click **OK**. We recommend that you use the default configuration for Baud Rate, Stop Bits, Parity, and Flow. Click **OK** to start the game. **NOTE:** A connection between two computers using a parallel or standard serial cable (without a NULL Modem adapter) will NOT work.

## Multiplayer Tally

The tilde, or - key brings up a Multiplayer Tally which can cycle through displays of team scores and multiplayer scores. In Team games, team colours will display in an icon next to each player's name. In Kill the Fool with the Ysalamiri games, a red icon will appear next to the players name that currently holds the ysalamiri.

When the game ends by score or time limit, or if you leave a game, the End Game Tally screen will appear which lists information about the game including score, deaths, and self kills.

## COMMUNICATION

**Mysteries of the Sith** has more features for communicating with other players in multiplayer games. You can send typed messages to everyone in the game, to a specific team or to a specific player. You can also send pre-recorded .WAV files to taunt your enemies. See the Readme for details on the .WAV feature.

## Communicating with All Players

The **T** key brings up Talk mode while in the game. Type a message to send to all players and press **ENTER**. The message displays at the top of everyone's screen.

## Communicating with Teammates

To send a message to everyone on a specific team, press **T**, then precede the message with one of the following letters followed by a colon:

**R** = Red team    **G** = Gold team

**B** = Blue team    **N** = Green team

*Example:* "R:Run for cover!" sends the message "Run for cover!" to everyone on the red team.

## Communicating with Individual Players

To send a message to a particular player, press **T**, then precede the message with that player's onscreen name (or at least enough letters to uniquely identify the player using at least two or more characters), followed by a colon.

*Example:* "Stu:Meet me in the reactor!" sends the message "Meet me in the reactor!" to every player whose name contains "stu." This would include players named "Stumpy," "Stu," or "Beefstu."

## Message Shortcuts

Up to 10 shortcuts can be defined to send commonly used messages. To define a shortcut, type the shortcut number (from 0 to 9), followed by an equal sign, followed by the message you wish to assign to the shortcut.

*Example:* "4:Ha, ha, I killed you!" assigns the message "Ha, ha, I killed you!" to shortcut 4. To send a shortcut message, press **T**, then enter the shortcut number by itself as a message.

*Example:* "4" sends the message assigned to shortcut 4.

## COMBINING SHORTCUTS

You can also combine shortcuts with team/individual message strings.

*Example:* "R:o" sends the message assigned to shortcut 0 to everyone on the red team.

*Example:* "Sithy:g" sends the message assigned to shortcut g to everyone whose name contains "Sithy."

## Console Commands

Console commands are advanced options that provide hosts and players with control over network and gameplay options from within the game. To access the console, press the **T** key then **TAB**. At the console prompt, type one of the following commands to perform that action:

**Team x:** To switch to a different team while in a multiplayer team game, type **Team x** at the Console where **x** is the number of the team you want to join. Team 1 is Red, Team 2 is Gold, Team 3 is Blue, and Team 4 is Green. Only Team 1 and 2 are automatically assigned when entering a team game.

**Endlevel:** The endlevel command enables the game server to move on to the next level if the Single Level Only option on the Host Configuration screen is unchecked.

If the Single Level Only option is checked, entering **endlevel** at the console will simply end the game.

**Kick or Boot:** Using the "kick" or "boot" command allows the host to kick a player out of the game.

*Example:* Typing either **kick Sithy** or **boot Sithy** will remove player named "Sithy" from the game.

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