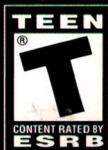


STAR WARS BATTLEFRONT™



Game Experience May
Change During Online Play



WARNING

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC

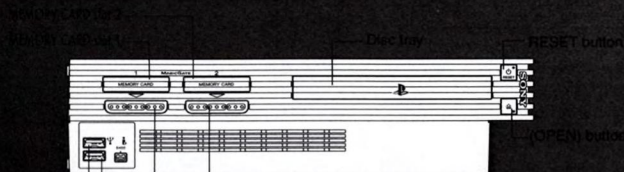
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
 - Do not bend it, crush it or submerge it in liquids.
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

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

TABLE OF CONTENTS

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

GETTING STARTED

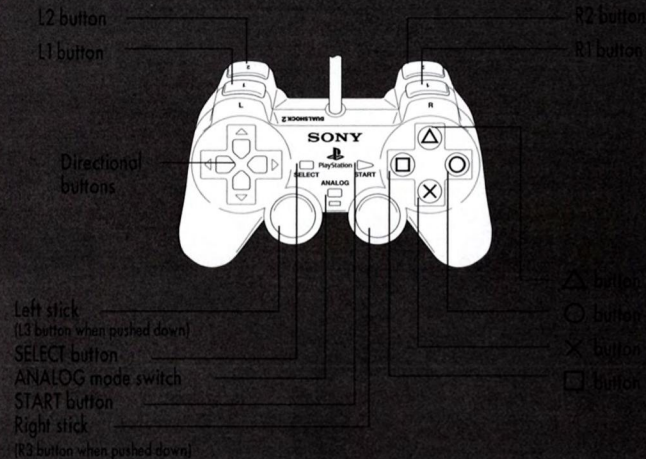


* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

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

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

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

 DEFAULT CONTROLS
 DUALSHOCK®2 ANALOG
 CONTROLLER CONFIGURATIONS


INFANTRY

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

INFANTRY (CONTINUED)

D-PAD: SQUAD COMMANDS

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

VEHICLE/TRANSPORT

LEFT ANALOG STICK THROTTLE
STRAFE LEFT/RIGHT

RIGHT ANALOG STICK PITCH/TURN
PRESS IN TO ZOOM (R2)

* BUTTON	TAKE OFF/LAND FOR GUNSHIP AND MAP
● BUTTON	NO FUNCTION
▲ BUTTON	EXIT VEHICLE
■ BUTTON	NO FUNCTION
L1 BUTTON	SECONDARY WEAPON
L2 BUTTON	NO FUNCTION
R1 BUTTON	PRIMARY WEAPON
R2 BUTTON	SWITCH POSITION (INSIDE VEHICLE)
SELECT BUTTON	TOGGLE MAP MODES
START BUTTON	PAUSE

D-PAD: SQUAD COMMANDS

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

STARFIGHTER

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

D-PAD: SQUAD COMMANDS

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



STAR WARS

BATTLEFRONT™



INTRODUCTION

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

MAIN MENU



OPTIONS

GAME OPTIONS

VIEWPOINT

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

VIBRATION

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

FRIENDLY FIRE

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

AUTO AIM

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

INSTANT ACTION HEROES

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

DIFFICULTY

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

TOOL TIPS

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

AUDIO OPTIONS

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

CONTROLS

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

schemes for Infantry, Vehicle, and Starfighter configurations.

SPECIAL FEATURES

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

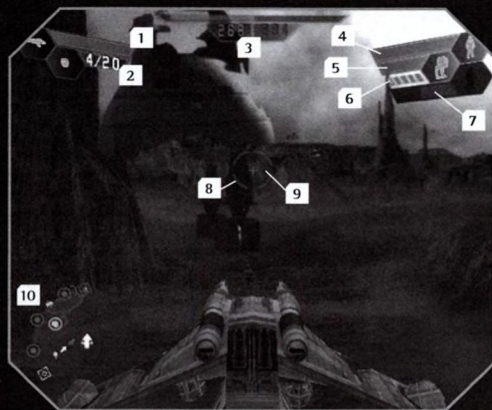
CREATING A PROFILE

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

FIGHTING ACROSS THE BATTLEFRONT

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

GAME SCREEN



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

PAUSE SCREEN

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

RESUME GAME

Select this to return to the action.

RESTART MISSION

Starts mission from the beginning.

OPTIONS

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

QUIT

Return to the current game mode's menu.

MAP

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



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

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

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

COMMAND POSTS

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

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

COMMAND POST OWNERSHIP

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

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

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

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

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

REINFORCEMENTS

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

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

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

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

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

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

UNITS



REBEL ALLIANCE



REBEL SOLDIER

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

REBEL VANGUARD

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

REBEL PILOT

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

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

WOOKIEE SMUGGLER

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

REBEL MARKSMAN

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



GALACTIC EMPIRE



STORMTROOPER

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

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

SHOCK TROOPER

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

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

IMPERIAL PILOT

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



REPUBLIC



CLONE TROOPER

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

ARC TROOPER

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

SCOUT TROOPER

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

DARK TROOPER

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

CLONE PILOT

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

CLONE SHARPSHOOTER

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

JET TROOPER

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

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

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



CIS



SUPER BATTLE DROID

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

ASSAULT DROID

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

PILOT DROID

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

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

DROID SNIPER

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

DROIDEKA (DESTROYER DROID)

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

VEHICLES

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

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

TYPES OF VEHICLES

SCOUT VEHICLES

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

MEDIUM ASSAULT VEHICLES

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

HEAVY ASSAULT VEHICLES

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

HEAVY ASSAULT TRANSPORT

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

STARFIGHTERS

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

ATTACK TRANSPORT FLYERS

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

SINGLEPLAYER

HISTORICAL CAMPAIGN

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

GALACTIC CONQUEST

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

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

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

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

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



INSTANT ACTION

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

SPLITSCREEN

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

MULTIPLAYER

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

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

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

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

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

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

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

LAN

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

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

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

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

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

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

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

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

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

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

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

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

Aim Assist: Toggles assisted aiming for all players.

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

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

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

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

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

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

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

GAMESPY

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

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

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

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

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

FIREWALLS

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

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

SAVING THE GAME

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

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

AWARDS

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

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

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

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

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

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

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

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

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

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

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

CREDITS

Developed by
Pandemic Studios
in association with
LucasArts

PANDEMIC
STUDIOS, L.L.C.

DIRECTOR
Eric 'Giz' Gewirtz
PRODUCER
Chris Williams
LEAD DESIGNER
Jens Andersen

LEAD ARTISTS
Dean Betton
Matthew Palmer
Juan Sanchez

Programmers
Chris Baker
Adam Batters
Steven Duan
Chris Fandrich
David Givone
Nathan Mates
Stewart Miles
Ken Miller
Salah Nouri
Brad Pickering
Jason Scanlin
Josh Verrall
Greg Walker

PRODUCTION
COORDINATOR
David Baker

ASSOCIATE
PRODUCER
Phil Hong

DESIGNERS
Paul Baker
Chris Fusco
Joe Shackelford
Dellekamp Siefert

ARTISTS
Chris 'Miggles' Arden
Moon Bat
Walter Cosico
Sungpil 'Allen' Im
Robert Keenan
Chris McGee
Tom Myslewicz

Bryan Norton
Graham Traynor
Scott White

EXECUTIVE
PRODUCER
Greg Borrud
PRODUCTION
COORDINATOR
David Baker
ASSOCIATE
PRODUCER
Phil Hong

DESIGN CONSULTANT
Trey Watkins
PRODUCTION
SUPPORT
Marc Turndorf

ADDITIONAL
PROGRAMMING
Jeromy Walsh
Adam Pino

ADDITIONAL ART
Christopher Hunt
RC Montesquieu
Caragh O'Connor
Huan Phan
Timo Pihlajamaki
C.J. Sarachene
Sean Sullivan

CEO
Andrew Goldman
PRESIDENT
Josh Resnick

EXECUTIVE ART
DIRECTOR
Carey Chico

DIRECTOR OF
HUMAN RESOURCES
Tina Cruz
SUPPORT STAFF
Mario Cabrera
Joseph Donaldson
Sean Hendon
Tim McMahon
Michael Smith

LEAD TESTER
Ethan Levy

PRODUCTION
TESTERS AND
INTERNS
Fred Badlissi
Todd Bergman
Laura Cabrera
Josh Cole
Robert Cordova
Adam Davis
Manuel Diaz
Rob Finney
Nick Fofi
Greg Foster
Jason Hammer
Christopher Hong
Ryan James
John St. John
Greg Johnson
Dylan Lu
Marshall Miller
Kevin Minne
Ricky Monge
Mike Robinson
Eddie Rojas
Ryan Rubianes
Eric Trenchard-Smith
Dean Tsai
Ian Vasquez
Ivan Vasquez
Brian Warrinton
Mike Zaimont

ASSISTANT
PRODUCER
David 'Rogue'
Silverstein
SUPERVISING
PRODUCER
Peter Hirschmann
LEAD TESTERS
K.C. Coleman
Chane Doc Hollander
John St. John
Greg Johnson
Dylan Lu
Marshall Miller
Kevin Minne
Ricky Monge
Mike Robinson
Eddie Rojas
Ryan Rubianes
Eric Trenchard-Smith
Dean Tsai
Ian Vasquez
Ivan Vasquez
Brian Warrinton
Mike Zaimont

ASSISTANT
LEAD TESTERS
Patrick Bratton
Jeffrey Earl Gullett
Matt Rubenstein

QA TESTERS
Ahmad Abbott
Ryan Adza
Seth Benton
Gabriel Bootz
Diarmuid C. Bosse
Laura Cabrera
Josh Cole
J.D. Diaz
Jeff Sanders
Manuel Diaz
Adam Goodwin
Henry Hall
Erik Heitmeyer
Zak Huntwork
Greg Johnson
James Morris
Chris Navarro
Ian Parham
Gregory 'GQ'
Quinones
Xavier 'Bad Luck'
Rodriguez
Eddie Rojas
Michael Roland
Troy Sims
Eric Trenchard-Smith
John St. John
Chris 'Mantroid'
Ward

ADDITIONAL ONLINE
CODE SUPPLIED BY
QUARIUM, INC.
Bart Besseling
Rod Ang
INTERFACE DESIGN
AND ANIMATION
SUPPLIED BY
1K STUDIOS
Marco Bacich
Nicholas Howard
Nick Di Napoli
SPECIAL THANKS
Art Santos
Matt Kennedy
David Rovin

LUCASARTS
PRODUCERS
Jim Tso
Dan Pettit
Rachel Bryant

ASSISTANT
PRODUCER
David 'Rogue'
Silverstein
SUPERVISING
PRODUCER
Peter Hirschmann
LEAD TESTERS
K.C. Coleman
Chane Doc Hollander
John St. John
Greg Johnson
Dylan Lu
Marshall Miller
Kevin Minne
Ricky Monge
Mike Robinson
Eddie Rojas
Ryan Rubianes
Eric Trenchard-Smith
Dean Tsai
Ian Vasquez
Ivan Vasquez
Brian Warrinton
Mike Zaimont

ASSISTANT
LEAD TESTERS
Patrick Bratton
Jeffrey Earl Gullett
Matt Rubenstein

QA TESTERS
Ahmad Abbott
Ryan Adza
Seth Benton
Gabriel Bootz
Diarmuid C. Bosse
Laura Cabrera
Josh Cole
J.D. Diaz
Jeff Sanders
Manuel Diaz
Adam Goodwin
Henry Hall
Erik Heitmeyer
Zak Huntwork
Greg Johnson
James Morris
Chris Navarro
Ian Parham
Gregory 'GQ'
Quinones
Xavier 'Bad Luck'
Rodriguez
Eddie Rojas
Michael Roland
Troy Sims
Eric Trenchard-Smith
John St. John
Chris 'Mantroid'
Ward

ADDITIONAL ONLINE
CODE SUPPLIED BY
QUARIUM, INC.
Bart Besseling
Rod Ang
INTERFACE DESIGN
AND ANIMATION
SUPPLIED BY
1K STUDIOS
Marco Bacich
Nicholas Howard
Nick Di Napoli
SPECIAL THANKS
Art Santos
Matt Kennedy
David Rovin

Brian Warrinton
Brianna 'Bree'
Woodward

QA COMPLIANCE
LEAD
David Chapman
QA COMPLIANCE
TESTERS
Matt Chang
John Lowenthal
Justin Van Alostyne
Ian Wolfard

INTERNATIONAL
PRODUCERS
Hiromi Okamoto
Huan-Hua Chye

QA INTERNATIONAL
LEAD
Phillip Berry

QA INTERNATIONAL
TESTERS
Ken Balough
Gary Chew
Gregory Frank
Jason Pimentel
Orion Tiller

QA COMPATIBILITY
SUPERVISOR
Lynn Taylor

QA NETWORK
COMPATIBILITY LEAD
Darryl Cobb

QA COMPATIBILITY
TECHNICIANS
Brian G. Deksnys
Ben Estabrook
Kim Jardin
Kristie Lauborough
Dan Martinez
John T. Shields
Isaiah Webb
Jason Lee
Scott Taylor

QUALITY SERVICES
COMPUTER
TECHNICIAN
John Carsey

ADDITIONAL
TESTING-BETA
BREAKERS
Jeff Cusis
Ben McElroy
Christopher
McMahon
Robin Villegas
Alex Marcelo
Keith Metcalfe

BUILD ENGINEER
Colin Carley
LAUNCHER AND
INSTALLER
PROGRAMMING
Charlie Smith
Dennis Crowley

SOUND DESIGN
Nick Peck

ADDITIONAL SOUND
DESIGN
Andrew Cheney
Jim Diaz

MUSIC EDITING
Peter McConnell
ORIGINAL STAR
WARS SOUND
EFFECTS
Ben Burtt

ORIGINAL STAR
WARS MUSIC
composed by John
Williams. ® & ©
Lucasfilm Ltd. & TM.
All rights reserved.
Used under authori-
zation. Published by
Bantha Music (BMI).
Administered and/or
co-published with
Warner-Tamerlane
Music Publishing
Corp.

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke



POWERED BY
gamespy

THIS PRODUCT CONTAINS SOFTWARE TECHNOLOGY LICENSED FROM GAMESPY INDUSTRIES, INC.
© 1999-2004 GAMESPY INDUSTRIES, INC. ALL RIGHTS RESERVED.

VOICE AND
INTERNATIONAL
DEPARTMENT
MANAGER
Darragh O'Farrell

VO DIRECTOR
Will Beckman
LEAD VOICE EDITOR
Harrison Deutsch
ASSISTANT VOICE
EDITOR
G.W. Childs

VOICE AND
INTERNATIONAL
COORDINATOR
Jennifer Sloan

CAST
G.W. Childs
Imperial Infantry
Chris Cox
Alliance Infantry, CIS
Infantry, CIS Officer,
Gungan Infantry

Nick Jamison
Alliance Officer,
Darth Sidious,
Emperor Palpatine
Tom Kane
Admiral Ackbar, Yoda
Temura Morrison
Republic Infantry,
Republic Officer
David Robb
Imperial Officer

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

SENIOR MARKETING
COORDINATOR
Chris Susen
SALES AND CHANNEL
MARKETING
Meredith Cahill
PUBLIC RELATIONS
Jason Andersen
Hadley Fitzgerald

SALES AND CHANNEL
MARKETING
Meredith Cahill
Terri Dome
Alyxandra Huynh
Greg Robles
Gemma Baiocchi
Mike Maguire
Tim Moore
Katy Walden

INTERNET
MARKETING
Jim Passalacqua
Chris Adams
Paul Warner
Michelle Martinez

EXTERNAL ART
DIRECTOR
Matt Omernick

ADDITIONAL ART
Ashot Melkumov
Michael Cottam
CONTENT
COORDINATOR
Ryan Kaufman

LUCAS LICENSING
Howard Goffman
Chris Gollaher
Kristi Kaufman
Stacy Cheregotis
Stacy Arnold

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

MANUAL WRITING
Matthew Keast
MANUAL DESIGN
Patty Hill
PRODUCT SUPPORT
SUPERVISOR
Jay Geraci

BURNING
GODDESSES
Kellie Walker
Wendy Kaplan
SPECIAL THANKS
Andy Alamano
Anne Marie Hawkins
Ashot Melkumov
Atsuko Matsumoto
Brent Oster
Brett Rector
Brett Tosti
Camela McLanahan
Catherine Durand
Chad Williams
Chris McAllister
Chuck McFadden
Darryl Jacobson
Denise Gollaher
Donna Czerwinski
Eric Johnston
Emily Duval
Evelyn Bolling
Gabriel McDonald
Haden Blackman
Jannett Shirley-Paul
Jason Horstman
Jeff Klimet
Jim Ward
John Knowles
Jon Manahan
Jon Rodgers
Keely Brenner
Kevin Kurtz
Kyle Ruddick

INTERNET
MARKETING
Jim Passalacqua
Chris Adams
Paul Warner
Michelle Martinez

EXTERNAL ART
DIRECTOR
Matt Omernick

ADDITIONAL ART
Ashot Melkumov
Michael Cottam
CONTENT
COORDINATOR
Ryan Kaufman

LUCAS LICENSING
Howard Goffman
Chris Gollaher
Kristi Kaufman
Stacy Cheregotis
Stacy Arnold

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

Lynn Gura
Mark Barbolak
Mary Beth Ratto
Mary Bihl
Mary Carter
Matt Urban
Matt White
Michael Cottam
Michael Kiima
Mike Gallo
Mike Nelson
Paul Purdy
Peggy Ary
Peter Whiteside
Randy Breen
Rick Dean
RJ Berg
Ron O'Hara
Sandi Manesis
Sarah Ewing
Scott Call
Sean O'Connor
Seth Steinberg
Steve Sansweet
Tim Ponting
Tippy Bushkin
Tom Warner
Van Ling
Victor Fajardo
Victor Tancredi
VERY SPECIAL
THANKS
George Lucas

BURNING
GODDESSES
Kellie Walker
Wendy Kaplan
SPECIAL THANKS
Andy Alamano
Anne Marie Hawkins
Ashot Melkumov
Atsuko Matsumoto
Brent Oster
Brett Rector
Brett Tosti
Camela McLanahan
Catherine Durand
Chad Williams
Chris McAllister
Chuck McFadden
Darryl Jacobson
Denise Gollaher
Donna Czerwinski
Eric Johnston
Emily Duval
Evelyn Bolling
Gabriel McDonald
Haden Blackman
Jannett Shirley-Paul
Jason Horstman
Jeff Klimet
Jim Ward
John Knowles
Jon Manahan
Jon Rodgers
Keely Brenner
Kevin Kurtz
Kyle Ruddick

INTERNET
MARKETING
Jim Passalacqua
Chris Adams
Paul Warner
Michelle Martinez

EXTERNAL ART
DIRECTOR
Matt Omernick

ADDITIONAL ART
Ashot Melkumov
Michael Cottam
CONTENT
COORDINATOR
Ryan Kaufman

LUCAS LICENSING
Howard Goffman
Chris Gollaher
Kristi Kaufman
Stacy Cheregotis
Stacy Arnold

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

PRODUCED BY
MANAGER
David Zemke

HOW TO CONTACT LUCASARTS

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

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs \$1.99 per minute, requires a touch-tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-329-JEDI (1-900-329-5334). The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, Monday- Friday 9:00 a.m. to 6:00 p.m. (Pacific Standard Time). (Average call length is three minutes.)

CANADA

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

LUCASARTS RESERVES THE RIGHT TO DISCONTINUE THE HINT LINE AT ANY TIME AND WITHOUT NOTICE.

WHERE TO FIND US ONLINE

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

YODA'S HELP DESK

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

TECHNICAL SUPPORT PHONE NUMBER

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

You can reach our Technical Support department by calling 1-415-507-4545. We are available to help you Monday-Friday, 9:00 a.m.-6:00 p.m. (Pacific Standard Time).

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your technical questions at: 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts, a division of Lucasfilm Entertainment Company Ltd.
P.O. Box 10307
San Rafael, CA 94912
Attn.: Product Support

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at store.lucasarts.com for great deals on games and unique items you won't find anywhere else—hats, T-shirts and so much more.

Place your order online or call us toll-free at 1-888-LEC-GAMES. (Technical support is not available on this line.)

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

- > dell^(tm) powered game servers
- > 10-tier 1 bandwidth carriers
- > best ping times - lowest latency

www.servermatrix.com

KILLER GAME SERVERS



SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts" or "Publisher"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you, which may be automatically downloaded into the memory card(s) used in connection with the Software. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a Sony PlayStation2 computer entertainment system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Digital Versatile Disc ("DVD"); (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, disable, or circumvent any proprietary notices or labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site

without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of \$15.00 (all references herein are to United States dollars) per DVD, if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the DVD commercially. To obtain a replacement DVD, please return the defective DVD only, postage prepaid, to LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for \$15.00 made payable to LucasArts per DVD if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

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

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, BE LIABLE TO YOU

FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

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

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would

STAR WARS BATTLEFRONT™

be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, it is acquired as "commercial computer software" subject to the

provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. Star Wars Battlefront is a trademark of Lucasfilm Entertainment Company Ltd. © 2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. ® or TM as indicated. All rights reserved.

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

STATEMENT BY SONY COMPUTER ENTERTAINMENT (NORTH AMERICA)

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS," visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentications failures or system outages, which may, from time to time, affect online game play or access thereto.

Online play subject to online terms of use and privacy policy as may be available online at www.starwarsbattlefront.com.

LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 10307
San Rafael, CA 94912



MERCENARIES™

PLAYGROUND OF DESTRUCTION™

COMING JANUARY 2005



PlayStation 2



LucasArts, a division of Lucasfilm Entertainment Company Ltd.
P.O. Box 10307, San Rafael, CA 94912

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. *Star Wars Battlefront* is a trademark of Lucasfilm Entertainment Company Ltd. © 2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & © or TM as indicated. All rights reserved.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

3243502

