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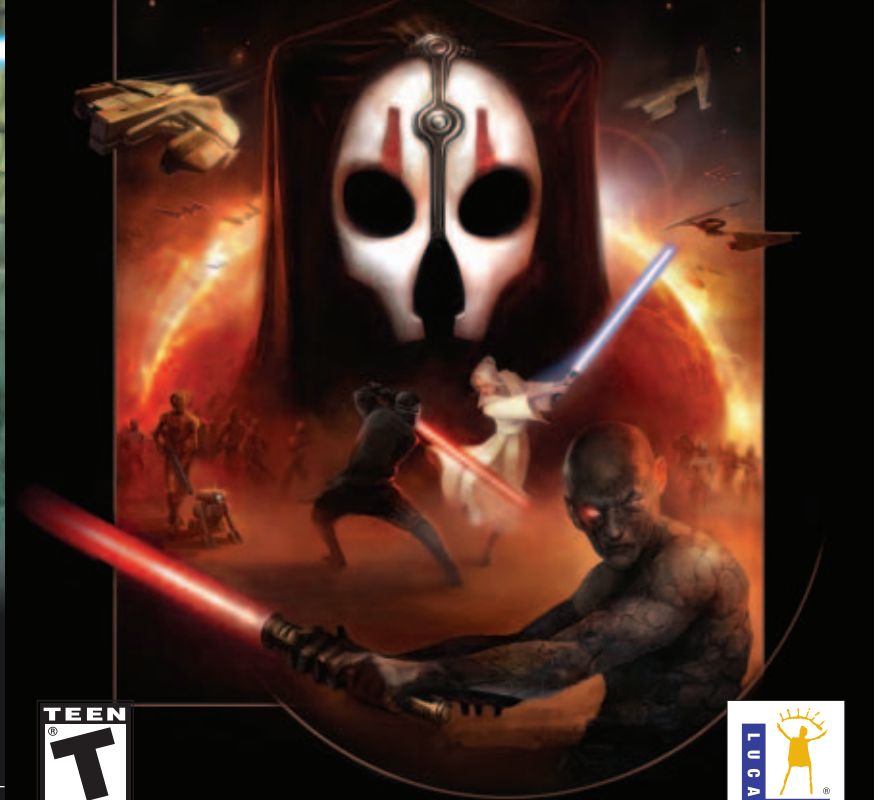
STAR WARS® KNIGHTS OF THE OLD REPUBLIC® II

THE SITH LORDS™



TEEN T CONTENT RATED BY ESRB

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SAFETY WARNING

PLEASE READ BEFORE INSTALLING OR USING SOFTWARE

PHOTOSENSITIVE SEIZURES

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms—children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

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INTRODUCTION

IT IS A PERILOUS TIME FOR THE GALAXY...

A brutal civil war has all but destroyed the Jedi Order, leaving the ailing Republic on the verge of collapse. Amid the turmoil, the evil Sith have spread across the galaxy, hunting down and destroying the remaining Jedi knights. Narrowly escaping a deadly Sith ambush, the last known Jedi clings to life aboard a battered freighter near the ravaged world of Peragus...

INSTALLATION

To install ***Star Wars*® Knights of the Old Republic® II: The Sith Lords™**, insert the Install Disc into your CD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD-ROM drive showing the **Star Wars Knights of the Old Republic II: The Sith Lords** icon. Doubleclick on the program icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click Help on the game's launcher screen, and then click View Troubleshooting Guide. NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

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DEFAULT CONTROLS

CHARACTER AND CAMERA MOVEMENT

Move Forward	W
Moved Backward	S
Move Left	Z
Move Right	C
Rotate Camera Left	A
Rotate Camera Right	D
Toggle Free Look	CAPS LOCK
Look About	Hold CTRL or MOUSE Button 2

INTERACTING WITH THE ENVIRONMENT

Pause	SPACEBAR or PAUSE/BREAK
Cycle Targets to the Left	Q
Cycle Targets to the Right	E
Select Object	MOUSE Button 1
Default Action on Target	R or MOUSE Button 1

TARGET ACTION MENU HOT KEYS

Leftmost Action	1
Center Action	2
Rightmost Action	3

ACTION MENU HOT KEYS

Use Current Friendly Force Power	4
Use Current Medical/Repair Item	5
Use Current Miscellaneous Item	6
Use Current Mine	7
Behavior Stance	8
Lightsaber Form	9

QUICK MENU SCREEN ACCESS

Messages and Feedback	J
Map and Party Management	M
Quests	L
Skills/Feats/Force Powers	K
Options	O
Player Record Sheet	P
Party Inventory	I
Equip Character	U

LEADER COMMANDS

Cancel Combat	F
Change Leader	TAB
Solo Mode	V
Stealth Mode	G
Flourish Weapon	X
Switch Weapon	H

GAMEPLAY

Show Tool Tips	T
Game Menu	ESC
Quick Save	F4
Quick Load	F5

MINI GAME COMMANDS

Steer Swoop/Aim Turret	MOUSE Movement
Move Up	W
Move Down	S
Move Left	A
Move Right	D
Shift Gears or Fire Turret	ENTER or MOUSE Button 1
Jump Swoop	SPACEBAR
Pause Mini Game	ESC or PAUSE/BREAK or P
Forfeit Race	F

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MAIN MENU

NEW GAME

Starts a new game of ***Star Wars*® Knights of the Old Republic® II: The Sith Lords™**.

LOAD GAME

Loads a previously saved game. Click on the appropriate file, then click Load to start from that saved game. If more than one character has been created, click on Switch Characters to access other characters' saves. If all saved files for a character have been deleted, that character will no longer be available.

MOVIES

Watch movies previously seen in the game.

MUSIC

Allows you to play music from the game.

OPTIONS

Adjust sound, controls, and other preferences. See Options on page 10.

NOTE: ***Star Wars*: Knights of the Old Republic** supports Creative's EAX ADVANCED HD Environmental Audio technology to accurately simulate sonic effects such as Multi-Environment™, Environmental Panning™, occlusion, obstruction, and advanced reverberation in real time.

QUIT

Quit to desktop.

GAME SCREEN

1. ACTION MENU

This is how you access your character's items and friendly Force powers. You can activate one of them by clicking on them, or by pressing one of the Action menu hot keys. You can also change the indicated icon by clicking the arrows above and below it.

2. TARGET ACTION MENU

When a door, mine, container, friendly character or enemy is selected in the world, a Target Action menu will appear above the object showing its name and vitality bar if applicable. A blue target box indicates friendly creatures, as well as objects or doors. A red target box indicates a hostile creature. There are two types of menus that can appear over a selected target:

A. TARGETED HOSTILE: This is how you access your character's feats, items, and Force powers that are directed against an enemy. You can activate one of them by clicking on them, or by pressing one of the Action menu hot keys. You can also change the indicated icon by clicking the arrows above and below it. Clicking on the enemy without using the menu options will do a default attack.

B. TARGETED OBJECT: Some objects in the world will have their own context sensitive menus such as mines, doors, containers and friendly characters. The choices on these types of objects are limited to Open, Security or Bash for doors; Disarm or Recover for mines and Start Conversation for friendly characters.

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IN-GAME MENUS

3. CHARACTER PORTRAITS

There is one portrait for each member of your current party. The large portrait is the party leader (the one you're currently controlling). To control a different party member, click their portrait. Click the party leader's portrait to go to the equip screen for that character. If your character is ready to level-up, a yellow "L" will flash over the portrait, and clicking on the portrait while they are the party leader will take you to the level-up screen.

4. MINI-MAP

A small map that shows your immediate surroundings and the camera's orientation.

5. MENU BUTTONS

You can use these menu buttons to go straight to particular menu screens.

6. COMBAT QUEUE

When you enter combat, this indicator will display the combat actions you've chosen for that character. Clicking the queue will remove actions from it.

7. MODE BUTTONS

These three buttons allow the player to make changes to specific states in the game world that can be toggled on and off.

PAUSE: This button will pause the game. The game will remain paused until the player presses this button again.

SOLO MODE: This button allows the currently controlled character to move about in the world without having the party NPCs following. Solo mode will remain active until the character clicks on this button again.

STEALTH MODE: Allows characters to enter Stealth mode if they have spent points to gain ranks in the skill. Note that activating Stealth mode automatically activates Solo mode as well. The character will remain in Stealth mode until they attack an enemy, turn off Solo mode or turn off Stealth mode.

SWITCH WEAPON: Switch to the weapon(s) equipped in the secondary slot.

Press the hot keys or the menu icons during your adventure to access the various in-game menus. Move the mouse over the icons at the bottom of the screen and left click to go directly to that menu.

EQUIP

1. DEFENSE: How well the character is protected. The higher a character's Defense, the less likely they are to be hit by enemies.
2. ATTACK BONUS/LEFT AND RIGHT (MAIN) HANDS: The attack bonus for each hand.
3. DAMAGE/LEFT AND RIGHT (MAIN) HANDS: The damage caused by the weapon equipped in each hand.
4. AVAILABLE EQUIPMENT: Equipment that can be equipped to the highlighted slot.
5. ARMOR AND WEAPONS SLOTS: Characters can equip various armor, weapons or items to each of these slots. Each slot displays the currently selected equipment.

Any equipment usable in a particular slot is displayed on the left-hand side of the screen. To equip an item, click on the slot location and then click on the item to read its description. Click on OK to equip the item.

NOTE: Equipment is restricted to a specific location on a character's body. Also, droids and humanoids have slightly different equipment slots.

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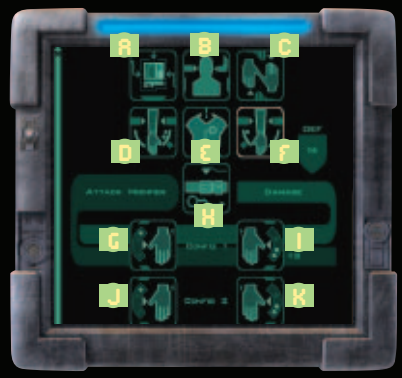


Here are the various slot locations on each character:

A. Utility/Implant
B. Sensor/Headgear
C. Utility/Gloves
D. Special Weapon/Shield
E. Plating/Armor
F. Special Weapon/Shield
G. Left Weapon
H. Shield/Belt
I. Right Weapon
J. Alternate Left Weapon
K. Alternate Right Weapon

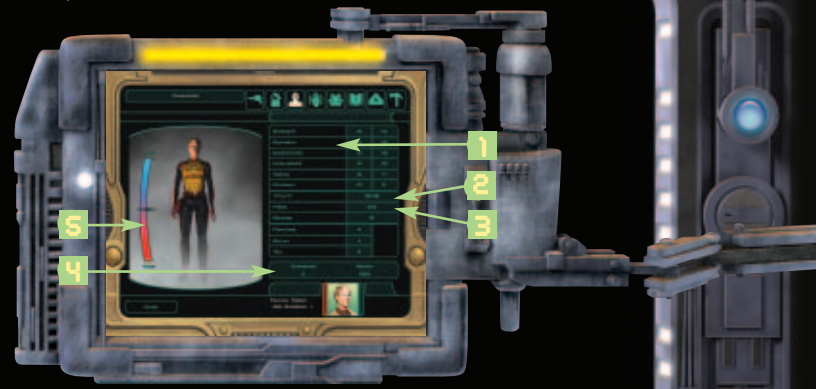
NOTE: There are two available configurations for Right and Left Weapons. Click on Switch Weapons to switch between configurations on this screen.

Party Inventory

The Party Inventory screen shows all items owned by the party.

Filtering Items: Click on the FILTER (1) button to select filters in the Inventory list and show only certain types of items.

Reading Items: To read a description about a certain item, including its use and other statistics, move the cursor over the item to highlight it. Left click on the scroll bars to scroll the text description UP or DOWN.



Character Info

1. Attributes: The current scores for each of the six attributes.
2. Vitality Points (VP): The character's current and maximum vitality points. When VP reaches 0, the character is unconscious.
3. Force Points (FP): The character's current affinity for the Force. Whenever a Force Power is used, some FP are expended. Force points regenerate naturally. During combat, FP regeneration occurs at a greatly reduced rate.
4. Experience (XP): The character's current experience point total and the number of experience points needed to achieve the next level.
5. Alignment: The meter, along with background color, facial expression, and stance, show a character's alignment to the light or dark sides of the Force. Some actions taken throughout the

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game have a subtle effect on a character's alignment.

ABILITIES

Click on Skills, Powers, or Feats to switch between types of abilities. Click on an ability to see its description.
NOTE: The Force Powers menu is only available to Jedi classes.

PARTY

Click a

character portrait and click on ADD or REMOVE to switch the in or out of the party. Click OK to confirm the changes you have made to your party.
NOTE: Up to two companions may accompany you at one time. While in hostile regions, you will be unable to change

your party.

JOURNAL

Click on TIME, NAME, PRIORITY, or PLANET to sort quests according to these categories. Click on a quest and view the current information on it. Active Quests are those that you have not yet completed.

MESSAGES

Click on MESSAGES on the Journal screen to access messages; the screen keeps a log of the most recent critical information for the current area. Click on DIALOG, FEEDBACK, COMBAT and EFFECTS to view each type of message.

MAP

The Map screen shows your location on the current level. Important locations are marked with map notes. To select a different map note, click on it or click on one of the arrows to either side of the note's description. Exploring reveals more of the map.

Returning to the Ebon Hawk or Home Base:

To instantly return to the Ebon Hawk or a particular home base, click on TRANSIT.
NOTE: Returning to the Ebon Hawk can only be used when the party is in a safe situation. This option

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cannot be used during combat, and in some areas of the game this option is completely disabled.

OPTIONS

Load Game: To load a game, click on a saved game file, and then click on Load. To delete a game, click DELETE and click OK to confirm.

Save Game: Click an empty slot or previously saved game and click SAVE. To switch between different characters' save games click on SWITCH CHARACTERS. Only one Auto-save slot is available. Each character does not get an Auto-save slot.

Gameplay: Adjust various gameplay settings, including difficulty level.

Feedback: Toggle the various Feedback options.

Auto-Pause: Choose the conditions under which the game will automatically pause.

Graphics: Adjust various graphics settings.

Sound: Adjust various sound settings.

Quit: Ends current game and returns you to the main menu.

CHARACTER GENERATION

When starting a new game you must first create a character. You have the option of creating a quick character, which automatically assigns stats recommended for the class, or you can customize many details about the character.

CHARACTER CLASSES

There are three character classes to choose from at the start of the game, each with male and female versions. Click on a character to select your class and gender.

Jedi Class Basic Stats

JEDI CLASS	VITALITY POINTS/ LEVEL	FORCE POINTS/ LEVEL	SKILL PROGRESSION	FEAT PROGRESSION	FORCE POWER PROGRESSION
Jedi Guardian	10	4	Slow	Fast	Average
Jedi Consular	6	8	Slow	Slow	Fast
Jedi Sentinel	8	6	Average	Average	Average

CHARACTER PORTRAIT

Click on the arrows to cycle through different heads for the main character. To select a portrait, click on OK.

ATTRIBUTES

Attributes affect your character's ability to use Force Powers, fight in combat, and employ skills. For all attributes a value of 10 is considered average. You begin with 30 points to spend. Click on the + or – buttons to add or remove points or by pressing the right or left arrow keys. An attribute may not have a value less than 8, and the point cost increases as the value gets higher, up to a max of 18. Throughout the course of the game you will find items that will improve your attributes.

Strength (STR): A high Strength improves your abilities in melee combat by increasing both your chance to hit and the damage you inflict.

Dexterity (DEX): A high Dexterity improves your chance to hit with ranged weapons and also increases your Defense.

Constitution (CON): A high Constitution increases your character's vitality points. Constitution also determines what types of implants the character can equip.

Intelligence (INT): A high Intelligence increases the number of points a character has to spend on skills, and it can affect some conversation options.

Wisdom (WIS): A high Wisdom increases a Jedi's Force Points and Force Power saving throws. The Force Powers of a Jedi with high Wisdom are also

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harder to resist. Additional conversation options also become available with a high Wisdom.

Charisma (CHA): A high Charisma adds modifiers to Force-related feats and powers that are very important to all the Jedi classes. It is also central to any persuasive talker. It also reduces the penalty when using Force Powers of an opposing alignment (a light side character with a high Charisma can use dark side powers with less of a penalty), and a high Charisma also improves your companions' chance to hit.

SKILLS

Skills primarily relate to non-combat situations, and in some cases will allow the party to avoid combat altogether. Each skill relies on a particular attribute.

Computer Use: Related to Intelligence. Used with computer spikes to access computer terminals. Harder tasks require more spikes. This skill reduces the number of spikes needed by 1 for every 4 points total. Computer use also allows the creation of items that involve fine electrical work, such as some advanced weapons upgrades.

Demolitions: Related to Intelligence. Used to set or disable mines of low (DC15 to set), medium (DC20 to set), or high difficulty (DC25 to set). Disarming adds +5 to the DC. Recovery adds +10. Cannot be used untrained. Demolitions aids in the creation of items that are explosive in nature, such as mines and grenades.

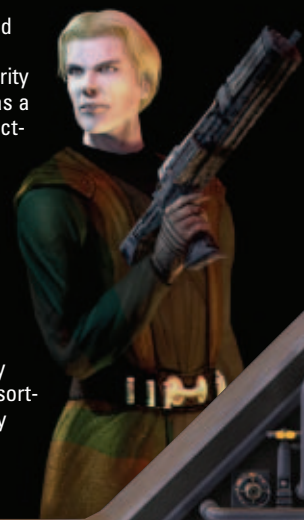
Stealth: Related to Dexterity. Enables the use of stealth field generators and Stealth mode (see page 18). Combat cancels Stealth mode. Cannot be used untrained. Stealth is used in the creation of items involving sound or camouflage.

Awareness: Related to Wisdom. Helps spot hidden objects or enemies and also allows you to sense the motives of others in conversation. This skill is checked against an enemy's Stealth skill or the DC of a mine. If successful, the enemy or object becomes visible. Awareness is always active, but running imparts a -5 penalty. Awareness also affects what types of scopes and lenses you can create.

Persuade: Related to Charisma. Persuade dialogue options use friendly coercion to press for sensitive information or avoid conflict. Higher skill allows for more extreme requests. Only available to the main player-created character.

Repair: Related to Intelligence. Used with disposable parts to fix disabled droids. More difficult repair jobs require more parts. This skill reduces the number of parts required by 1 for every 4 points total. Also modifies vitality points recovered when used by party member droids to repair combat damage. Repair also determines how many components are obtained when breaking down items at a workbench and is a key skill when creating many types of items.

Security: Related to Intelligence. Used to open electronic locks. Appears as an option on targeted locked objects. Security tunnelers in Inventory will also appear as a default option and add to the skill if selected. Cannot be used untrained. Security also aids in the creation of several types of items, including those involving ions.



Treat Injury: Related to Wisdom. This skill is added to the vitality points healed by medpacs. Higher quality packs apply multipliers to further increase the amount healed. Treat Injury also affects ones ability to create an assortment of items and determines how many chemicals are obtained when items are broken down at a lab station.

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FEATS

Feats are primarily combat-focused abilities that allow a character to use specific weapons, armor or items. They can also grant special attacks or give bonuses to skills and abilities. Characters are given certain feats during character creation, depending on class. As characters increase in level, they gain new feats. Each Character Class will gain certain feats automatically as they advance in levels. Click on a feat to see its description. Click on ADD FEAT to learn it.

NOTE: You must acquire lower-level feats before you can progress to higher-level feats.

CHARACTER NAME

Create your own name, or use one of the random default names (click on RANDOM NAME repeatedly to generate names). In many areas of the game, only the first name will be used, so keep this in mind when using spaces. The first name is considered any characters before the first space.

CORE MECHANIC

When you attack an enemy, use a skill, or make a saving throw, a random number between 1 and 20 is generated (1d20). Your character's attack bonus, skill, rank, or attribute modifier is added to this random number to determine success.

COMBAT AND DEFENSE

Defense is a measure of how difficult a character is to hit in combat. Defense is base 10 plus the modifiers for armor and Dexterity. Whenever you attack an opponent, the Core Mechanic is applied like this: [1d20 + attack bonus] versus Defense of the target.

Example: You have a total attack bonus of +4. You target an enemy with a Defense of 16. You would hit on a 12 or higher [12 + 4 (attack bonus) =16].

DIFFICULTY CLASS

The Difficulty Class (DC) represents the relative difficulty of a task. DC applies to skill use and saving throw attempts.

SKILLS AND DC

If you have a skill that is usable on a target, it will be selectable in the Default Action list. The Core Mechanic is applied like this: [1d20 + skill rank + attribute modifiers] versus the DC of the task.

Example: You have 3 skill ranks in Demolitions and an Intelligence modifier of +2. You attempt to disarm a simple mine (DC15). If the skill check is 10 or higher [10 + 3 (skill rank) +2 (Int modifier) = 15] you disarm the mine.

SAVING THROWS AND DC

Saving throws represent resistance to certain attacks, effects or powers. The Core Mechanic is applied like this: [1d20 + base save by level + attribute modifier] versus the DC of the saving throw. The three types of saving throws and their linked attributes are Reflex (Dex), Fortitude (Con) and Will (Wis).

Example: You have a base Reflex save of 7 and a Dex modifier of +4. You are hit with an adhesive grenade (DC25). If your saving throw is 14 or higher [14 + 7 (Reflex save) + 4 (Dex modifier) = 25] you would avoid getting stuck.

Critical Hits: When a character attacks, and the randomly generated number is a 20 (out of the possible range of 1-20), there is a chance that they have scored a critical hit. This is called scoring a "threat." Another number is generated, and if that number equals a hit, then a "critical hit" is scored and double damage is inflicted upon the target. Some weapons or feats increase the "threat range," meaning you can score a threat on a lower number.

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COMBAT DISPLAY

The Combat Display contains important information about each character, including character portraits of party members, remaining Vitality and Force Points, and the Action icon.

NOTE: The Combat Display is visible only during combat.

1. Character Portrait
2. Character Health (Vitality Points)
3. Force Power (if applicable)
4. Enemy
5. Targeted Enemy
6. Target Action Menu
7. Action Menu
8. Targeted Enemy Info
9. Current Action Box
10. Current Action

Character Portrait: The bottom portrait is the currently selected character. If there are multiple party members, the other portraits can be seen to the right of the selected character's portrait. To select a different character, click on a portrait.

Vitality Points (VP): The red bar represents a character's Vitality Points. Vitality Points decrease when a character takes damage from an attack or other effect. If the total reaches zero, the character falls unconscious and cannot move or fight until healed. As long as one character in the party remains conscious to guard the others, the game will continue. Vitality Points regenerate slowly over time. Medpacs will boost Vitality Points quickly, as will the Force Heal series of Force Powers. Repair Kits will restore Vitality Points of Droid characters.

Force Points: The blue bar represents a character's Force Points. Each Force Power uses Force Points when activated. A power can't be used if not enough points remain. Force Points regenerate faster out of combat, although it depends on the area and your Force Focus feats.

NOTE: Force Powers are only available to the Jedi classes.

Real-Time Turn-Based Combat: When a hostile creature is targeted, the game will pause (this feature can be adjusted in Options). The player can left click to engage the enemy and bring up the Target Action menu. The Target Action menu will show what Force powers, feats or items can be used against that creature. Left-clicking on the creature after it has been engaged will result in a default attack being done. Once the player has engaged the enemy the game will go into Combat mode. Left clicking on one of the buttons in the Action menu will place that action (represented as an icon) in the action box. When the current action finishes, the icon in the Action Queue moves to the action box. The character will now perform this action. To disengage from combat, press the F key.

Queuing Actions: If a player enters more than one command for a particular character the subsequent actions will be stored in the action queue for later use. Once the commands are entered, the character will attempt to follow each command in the list in the order they were selected. For example, a character could be directed to use a medpac, use a Force power to heal the group, and then resume attacking an enemy.

Fighting Using a Party: By default, party members will automatically enter combat in response to the player engaging hostile creatures. You can change what Behavior they use (see Behaviors, page 18, for more information), or give commands by controlling them directly. Left click on the different character portraits or press the **TAB** key to switch between the different active party characters.

Combat Pause: Press the pause button or hit the **SPACEBAR** to pause or un-pause the game. You can give characters commands while combat is paused. While combat is paused, two different types of commands can be given to characters. Commands selected from the

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Action menu are resolved as soon as the game becomes un-paused. If more than one command is selected before the game is un-paused, they will be added to the action queue.

Stealth Mode: Stealth mode covers the character in a camouflage field. Enemies must make an Awareness check versus the character's Stealth skill to see them. This ability is only useable by characters that have spent points in the Stealth skill and are equipped with stealth field generators (Exception: Force Camouflage allows a character to use Stealth even without a stealth field generator equipped). Combat cancels Stealth mode, but mundane tasks do not.

Using a Computer or Droid: To use a computer or a disabled droid, press the **R** Key or left click while targeting it. The Terminal Interface screen comes up. Sometimes you will have the option to use computer spikes or parts to manipulate the computer or the droid. The number of spikes or parts needed is determined by skill in computer use or repair.

Experience Points and Gaining Levels: Victory in combat and completing quests garner Experience points (XP). Many encounters reward the use of the Persuade skill to avoid conflict. Generally, the harder the task, the more XP earned. Periodically a character will earn enough XP increase in level, improving their Vitality Points, skills, and Force Points and Powers (if a Jedi) At some levels, basic attributes will improve and new feats can be selected. An "L" will appear on the character portrait to indicate that enough XP have been earned. On the Character in-game menu select the Level Up option to customize these improvements. To skip this process, select
Auto Level Up. This option automatically applies any changes to the most common abilities associated with the character's class.

BEHAVIORS

Set up simple commands for party members when they're not under direct control. The far left icon in the Action Menu shows which Behavior is currently being employed. To change the selected character's Behavior, scroll up or down with the mouse wheel while hovering over the Behavior icon, or click on the arrows above and below the icon, until the desired Behavior is shown and then click the icon. The character's Behavior is not changed until the icon is clicked.

Aggressive: The character will attack any enemy within range using their currently equipped weapon.

Defensive: This Behavior is similar to Aggressive, except the character will move back to the controlled character if they have moved more than 5m away. Use this Behavior when you want to prevent characters from chasing down distant enemies. This behavior is the default.

Stationary: The character will attack any enemy within range, but will not move from their current position. This Behavior can be useful if there are many mines nearby.

Ranged: The character will provide ranged support. They will switch to a melee weapon (if available in their secondary Weapon Configuration*) to defend themselves from any melee attacker, but will resume ranged support after any nearby threats have been eliminated. Characters using this Behavior will attempt to stay within 10m of the selected character.
**Characters will fight unarmed if no melee weapon has been equipped to the alternate slot.*

Jedi Support: Like Ranged, but will also use Jedi Powers. (Jedi Only)

Grenadier: Like Ranged, but will also throw grenades unless a party member might be hit by the blast (non-Jedi Only).

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DIALOG

1. Character in the Conversation
2. The Last Line of the Conversation
3. Available Responses
4. Arrow Indicating Additional Response Available

Many non-player characters (NPCs) can be dealt with through conversation instead of combat. To begin a conversation, target an NPC and press left click. The main character created by the player initiates and begins speaking regardless of which party member is controlled. In conversation, left click on the UP or DOWN arrows to scroll through the available responses. Highlight the text and left click to select a response. Left clicking will skip through dialog quickly. The option to use the Persuade skill may appear, and careful dialogue can sometimes circumvent dangerous situations. Force Persuade options also appear for Jedi characters with the Affect Mind or Dominate Mind powers. Sometimes other options may become available depending upon your skills and attributes. For example, if you have a high Repair skill, you may realize that a merchant is lying to you about the value of a droid he is selling. Also, your companions might provide advice or comments during conversation, depending upon their particular areas of expertise.

PRESTIGE CLASSES

At a pivotal moment in the game, the main character will be able to gain a new rank in his or her respective Jedi class. The new Prestige Class is based upon the character's alignment. In addition to increased stats, each Prestige Class also gains a unique Force Power.

PRESTIGE CLASS BASIC STATS

JEDI CLASS	VITALITY POINTS/ LEVEL	FORCE POINTS/ LEVEL	SKILL PROGRESSION	FEAT PROGRESSION	FORCE POWER PROGRESSION
Jedi Weapon Master	10	6	Slow	Fast	Average
Jedi Master	6	10	Slow	Slow	Fast
Jedi Watchman	8	8	Average	Average	Fast
Sith Marauder	10	6	Slow	Fast	Average
Sith Lord	6	10	Slow	Slow	Fast
Sith Assassin	8	8	Average	Average	Fast

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FORMS

As a Jedi becomes more powerful, different styles, or Forms, are developed. After a certain amount of experience is gained, a Jedi acquires an initial Form, which must be used until further Forms are learned. Forms may be switched at any time through the action menu. To change the selected character's Form, scroll up or down with the mouse with the mouse wheel while hovering over the Form icon, or click on the arrows above and below the icon until the desired Form is shown and then left click the icon. Each Form provides both bonuses and penalties to certain stats, so the key to using them effectively is choose the Form most appropriate for the situation.

Table 1: Lightsaber Forms vs. Various Combat Situations

COMBAT SITUATION	LIGHTSABER FORM						
	SHII-CHO	MAKASHI	SORESU	ATARU	SHIEN	NIMAN	JUYO
Single Enemy	Fair	Fair	Good	Excellent	Poor	Good	Very Good
Many Enemies	Very Good	Fair	Poor	Poor	Good	Good	Good
Opponent-Lightsaber	Fair	Very Good	Poor	Fair	Good	Good	Very Good
Opponent-Blaster	Good	Poor	Excellent	Poor	Excellent	Good	Fair
Force	Fair	Good	Fair	Fair	Fair	Good	Poor

FORCE POWERS

Only a Jedi may use Force Powers. These abilities are attained through level advancement. There are three types of powers: Universal, Light, and Dark. Light and Dark Side powers receive bonuses and penalties in relation to alignment. If a character leans toward one side, powers aligned with that side require fewer Force Points to use, while opposing Force Powers become more costly. Universal powers are unaffected by alignment. To view the powers and their descriptions, access the Force Powers menu through the Abilities menu. Secret powers can be acquired through special events in the game.

WEAPONS

Most weapons fall into five basic types, though more exotic weapons have been rumored to exist.

MELEE WEAPONS: This category includes all non-ranged weapons other than lightsabers.

BLASTER PISTOLS: This category includes all small side arms.

BLASTER RIFLES: This category includes two-handed blaster weapons, delivering more power than pistols.

LIGHTSABERS: Only Jedi have the skill to use these weapons. Any other users would be more likely to injure themselves than their opponents.

GRENADES: Characters do not require a weapon proficiency to use grenades. These hand-launched explosives affect anyone (friend or foe) caught in the blast radius around a central target.

ARMOR

Heavier armor encumbers by restricting dexterity modifiers. For example, a character with Dex 18 normally receives a +4 Defense bonus. A heavy battle suit might provide a Defense of 9, but restricts the maximum allowed DEX bonus to +1, for a total Defense increase of 10. Characters with exceptionally high DEX may be better off relying on a combination of their unrestricted modifier and lighter armor, or even no armor at all. Note that many Force Powers cannot be used by Jedi wearing armor. Robes and some special types of armor do not have this restriction.

ROBES: Jedi and other Force sensitive cultures often wear robes. They do not restrict the use of Force Powers, though the protection they provide tends to be limited. Many robes can provide Jedi with other benefits, however.

LIGHT ARMOR: Armor of this type offers good protection without hampering movement. Best suited for characters with a high DEX bonus.

MEDIUM ARMOR: This type of armor gives solid protection with moderate encumbrance. It is good for characters that see frequent combat. Light Armor is prerequisite.

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HEAVY ARMOR: Heavy and complicated, this armor type appeals to characters willing to trade mobility for the best protection possible. Medium Armor is prerequisite.

IMPLANTS

IMPLANTS: Implants are items which when equipped, can affect various stats like Attributes and Skills. Hardier characters, with a higher Constitution, are able to withstand the stress of equipping more powerful implants. Once equipped in the Equip screen, they take effect.

SHIELDS

SHIELDS: Shields increase resistance to certain types of damage. A shield's power lasts for a brief amount of time, or until enough damage is absorbed to deactivate it. Shields must first be equipped in the Equip screen, and then activated in-game via the items column in the Action Menu (the fifth column from the left).

UPGRADING WEAPONS/ARMOR

Upgrading weapons and armor can be done at any Workbench in the game. Only certain types of weapons and armor can be upgraded. The Inventory screen shows whether a given weapon or armor can be upgraded in the item description. Using a workbench, choose what class of item to upgrade (melee weapon, armor, lightsaber, or blaster), by clicking on the category at the top of the menu. Click on an item in the list to the left to select a specific weapon or armor within the class.

Armor has two slots available for upgrading: the underlay and overlay. Melee weapons have 3 slots available for upgrading: the grip, the energy cell, and the edge. Ranged weapons have 3 slots available for upgrading: scope, firing chamber, and power pack. Light sabers have 6 slots available for upgrading: 2 power crystals, the color, the lens, the emitter, and the energy cell.

Click UPGRADE ITEM to begin upgrading. Click on a slot to select it, and then a list of available upgrades for the slot appears. Click on an upgrade and then click on ASSEMBLE to put it in the slot. The process can be repeated for different slots if desired. When finished upgrading specific slots, click OK to finish upgrading the particular weapon or armor.

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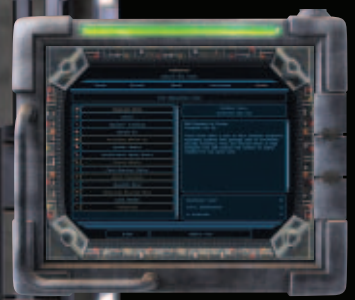
CREATING/BREAKING DOWN ITEMS

Creating and breaking down items can be done from Lab stations (for medical items and grenades) and Workbenches (for upgrades) throughout the game. In the lab station/workbench menu, switch between breaking down items and creating items by clicking VIEW CREATABLE ITEMS or VIEW BREAKDOWN ITEMS at the top of the page.

In a lab station you break down medical items into chemicals, which can be made into new medical items. In a workbench you break down all other items into components, which can be made into new upgrades.

When breaking down items, the list (lab station) or lists (workbench), shows all the items in your inventory that can be broken down into chemicals (lab station) or components (workbench). In a workbench, click on the different categories at the top of the menu to switch between types of items that can be broken down. Click on BREAKDOWN ITEM to confirm that you want to break down the item.



When creating items, click on the type of item you would like to create. Click on CREATE ITEM to confirm that you want to create the item.

Items which you have the skill required to create show up blue. Items which you cannot create because you lack the skill show up gray.

MINI GAMES

PAZAAK

When challenging another player to a game of pazaak, the first order of business is to make a wager on the match. Use the mouse and keyboard to change the amount wagered, and then left click on the **ACCEPT** button to begin the match. A match consists of multiple sets. The first player to win 3 sets will win the match and the wager.

Next select the side deck from the currently available cards. The side deck must consist of 10 cards. Use the mouse to highlight a card and left click to add it to the side deck. Cards can be removed from the side deck by highlighting the card to be removed and left clicking. Click **ACCEPT** to start the game once 10 cards are in the side deck.

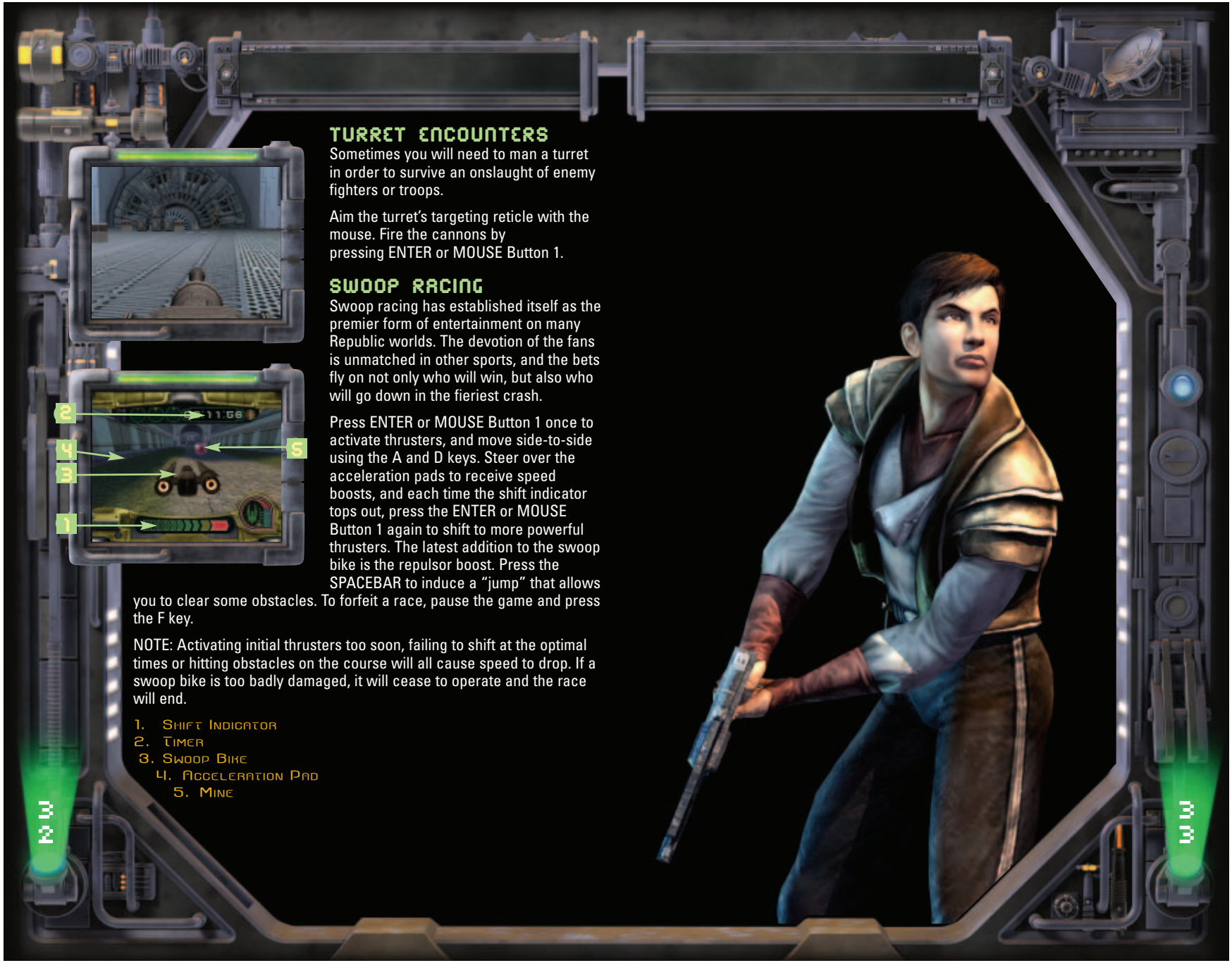
The object of the game is to have the face up cards total higher than the opponent's hand without exceeding a total of 20. If a player's total is greater than 20 at the end of a turn (a 'BUST'), the opponent wins the set. A player must win three sets to win the match. When the match begins, four of the cards from the side deck will be randomly drawn to form the player's HAND during the match.

The first card is automatically drawn from the main deck and placed face up. After each card is played, an additional card can be played from the HAND by dragging the card up into the area where the currently played cards are displayed. Playing a HAND card is optional. Also, you can only play one HAND card per turn. The player can also click END TURN to end the turn, OR click STAND to stay with the current total. This continues until one player wins the set. Ties do not count.

Cards from the player's hand can only be used once, so the four cards must last the entire match.

Special gold cards can be found throughout the game that increase your odds of winning dramatically.

Tip: If the total is over 20 after the draw and there is a negative card in the side deck, you can play it to bring your total back under 20.



TURRET ENCOUNTERS

Sometimes you will need to man a turret in order to survive an onslaught of enemy fighters or troops.

Aim the turret's targeting reticle with the mouse. Fire the cannons by pressing ENTER or MOUSE Button 1.

SWOOP RACING

Swoop racing has established itself as the premier form of entertainment on many Republic worlds. The devotion of the fans is unmatched in other sports, and the bets fly on not only who will win, but also who will go down in the fieriest crash.

Press ENTER or MOUSE Button 1 once to activate thrusters, and move side-to-side using the A and D keys. Steer over the acceleration pads to receive speed boosts, and each time the shift indicator tops out, press the ENTER or MOUSE Button 1 again to shift to more powerful thrusters. The latest addition to the swoop bike is the repulsor boost. Press the SPACEBAR to induce a "jump" that allows you to clear some obstacles. To forfeit a race, pause the game and press the F key.

NOTE: Activating initial thrusters too soon, failing to shift at the optimal times or hitting obstacles on the course will all cause speed to drop. If a swoop bike is too badly damaged, it will cease to operate and the race will end.

1. Shift Indicator
2. Timer
3. Swoop Bike
4. Acceleration Pad
5. Mine

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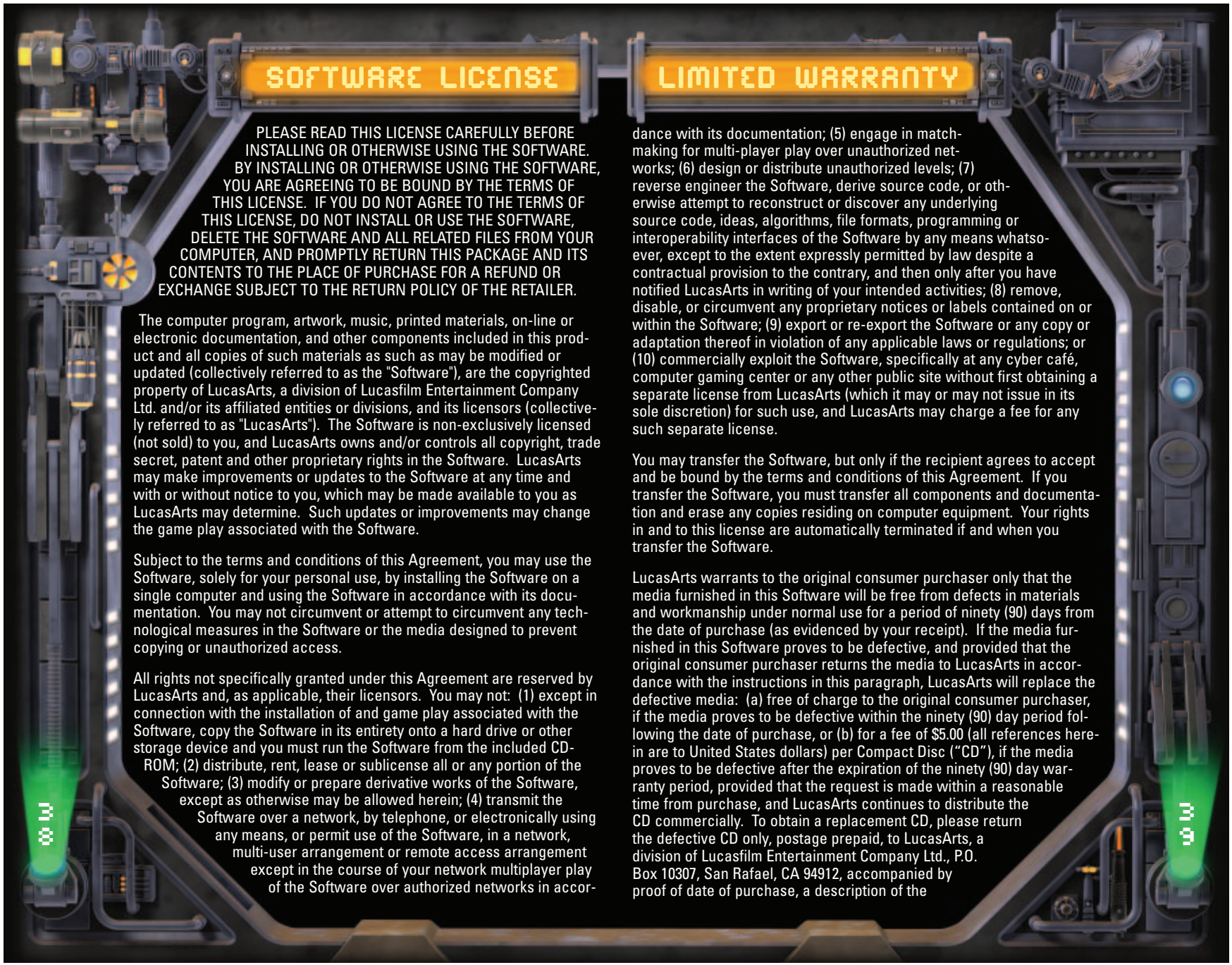

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HOW TO CONTACT US

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U. S.

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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 1-900-451-JEDI (900-451-5334). 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.)

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

YODA'S HELP DESK

Yoda's Help Desk, an interactive knowledge base, 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. You can receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide 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

We also offer the option of faxing us with your questions at: 1-415-507-0300. When sending a fax, include your name, fax number with area code, and a voice phone number to contact you in case we experience problems faxing you back.

TECHNICAL SUPPORT MAILING ADDRESS

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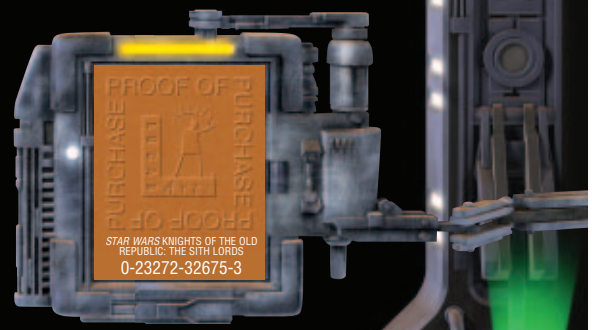
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