

STAR WARS[®]

THE FORCE

UNLEASHED[™]



KROMC
STUDIOS



LUCASARTS[™]

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

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.

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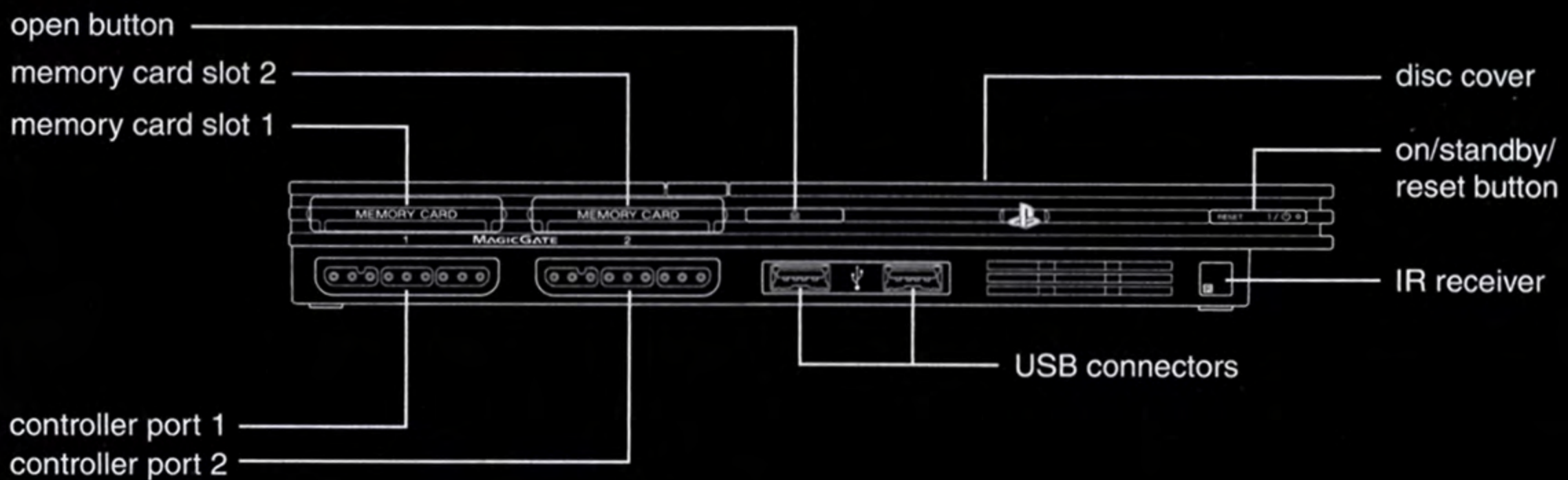
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Check that the system is turned on (the on/standby indicator is green). Insert the **Star Wars®: The Force Unleashed™** disc in the system with the label side facing up. 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 computer entertainment system. You can load saved game data from the same card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

MENU CONTROLS

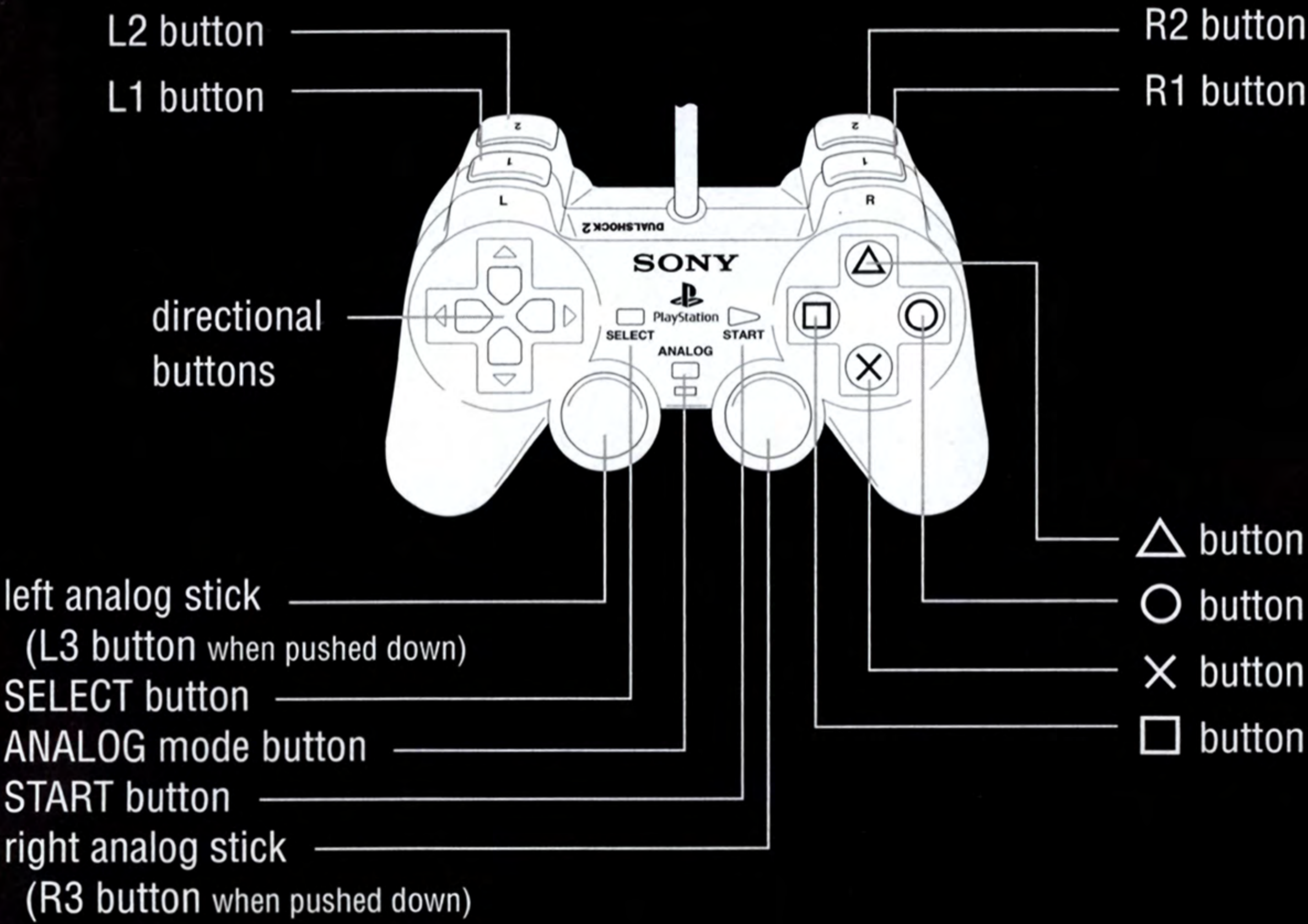
Access Main Menu	START
Select Menu Options	Directional Pad or Left Analog Stick
Confirm Selection	ⓧ Button
Return to Previous Screen	△ Button

GAME CONTROLS

Move Character	Left Analog Stick
First Person View	Ⓜ Button (hold) + Left Analog Stick
Rotate Camera Angle	Right Analog Stick
Block	□ Button or Ⓛ2 Button
Use Lock-on Camera	Ⓜ Button
Dash	Ⓜ Button while running / jumping
Jump	ⓧ Button
Double Jump	ⓧ Button, ⓧ Button
Use Lightsaber	□ Button
Use Force Powers	○ Button, △ Button
Pause game/Open Pause Menu	START
Skip Cinematic	○ Button

STARTING UP

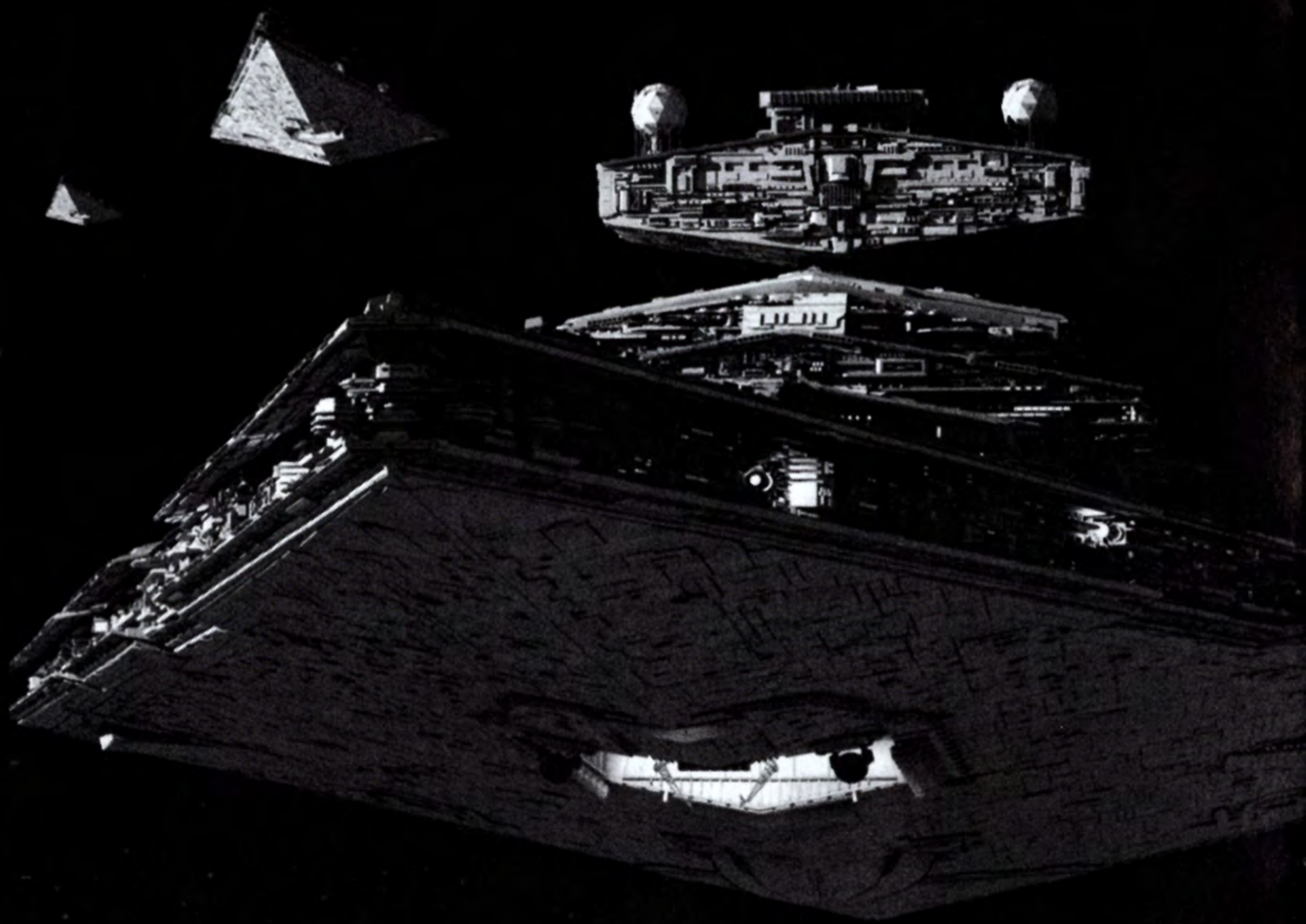
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



A long time ago in a galaxy far far, away...

The galaxy is on the brink of total darkness. The evil GALACTIC EMPIRE has overthrown the Old Republic and now holds countless worlds in the grip of fear. The Jedi Knights have been all but destroyed. Only a handful of Jedi have escaped Imperial forces, disappearing into hiding across the galaxy.

The Emperor's spies have located a Jedi Knight on the Wookiee homeworld of Kashyyyk. The Sith Lord DARTH VADER has been dispatched to destroy him....



MAIN MENU



The Main Menu will appear when you first load the game. You have the option of starting a new game, continuing a previous game, or viewing game options.

CONTINUE GAME

Selecting this allows you to continue a previously saved campaign.

START GAME

This icon will direct you to the Single Player Menu. From here you can start a new game. You will be prompted to save into a new file or overwrite another. You can also play the game without creating a saved file.

OPTIONS

This icon will lead you into the Options screen, where you can change the settings for Sound, Screen, Controls, and Camera as well as view Credits.

SOUND: Adjust the volume of the game's Music, Sound Effects, and Dialogue.

SCREEN: Activate widescreen ON/OFF, Progressive Scan ON/OFF, the levels of Brightness and the levels of Contrast.

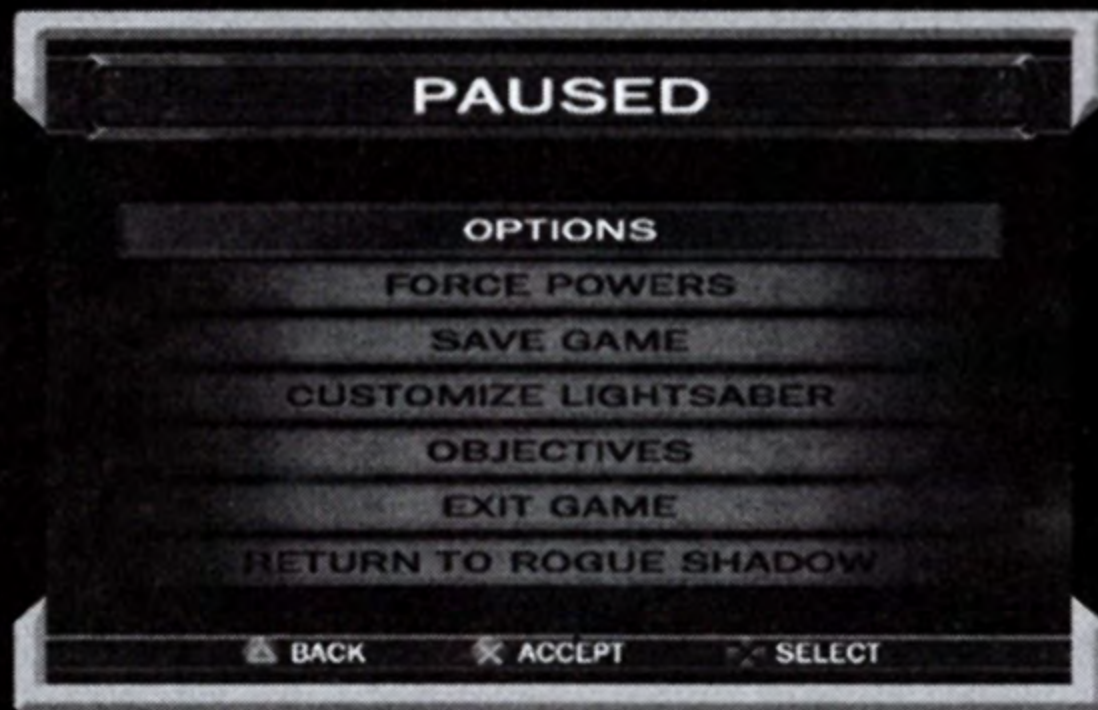
GAME: Adjust Controller Vibration ON/OFF. Subtitles ON/OFF, Tutorial Tips ON/OFF.

CAMERA: Activate Rotational Direction NORMAL/INVERT, Camera Move Speed SLOW/MEDIUM/FAST.

CREDITS: Displays the Credits for the game.



PAUSE MENU



Press START while playing *Star Wars®: The Force Unleashed* to pause the game and open the Pause Menu. Use the Directional Pad or the Left Analog Stick to select an option and confirm your choices.

OPTIONS

Adjust Sound, Screen, Game, and Camera options.

FORCE POWERS

Spend acquired Force Points to level up Force Powers. You can choose to upgrade your current Force Powers or purchase some that you have yet to learn. As you progress through the game, more powers will be revealed in this menu.

SAVE GAME

Saves your game to the PlayStation®2 Memory Card.

CUSTOMIZE SABER

Use crystals to customize the setup of your lightsaber, from changing colors to enhancing different combat powers.

OBJECTIVES

Lists your goal(s) for the current stage.

EXIT GAME

Quit your game and return to the Main Menu.

RETURN TO ROGUE SHADOW

Return to the bridge of the Rogue Shadow. Any unsaved progress in the level will be lost upon return.

THE FORCE UNLEASHED



STARTING A NEW GAME

Press START GAME from the Main Menu to begin your journey into the Dark Side of the Force. Select any of the three available slots marked EMPTY with your Left Analog Stick or Directional Pad and press the ⊗ Button to confirm your choice. The player can choose to save a new game to one of these empty spots, overwrite the previously saved game or continue without saving.

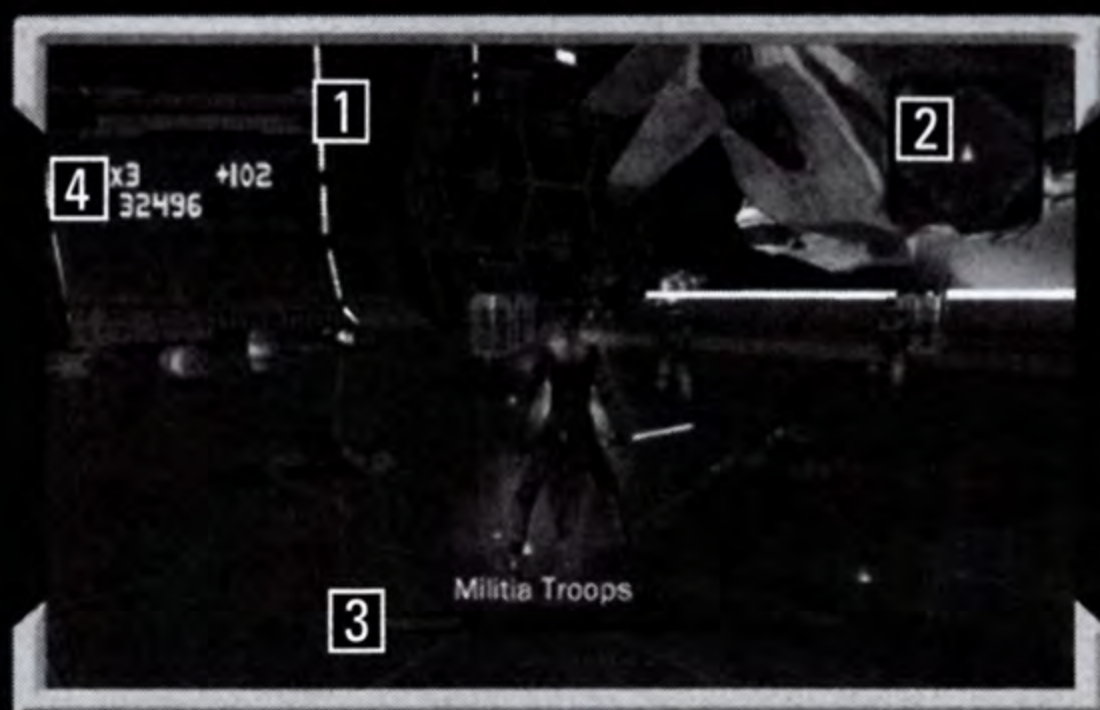
LOADING A SAVED GAME

As you progress through *Star Wars®: The Force Unleashed* your game will periodically save at Checkpoints placed throughout your journey. To load a saved game, enter the Title Menu, select CONTINUE GAME, and then choose your saved data. You will start in the Rogue Shadow even if you last saved within a level but all Holocrons, saber crystals, and Force Points you acquired within the level will be retained.

SAVING THE GAME

Star Wars®: The Force Unleashed autosaves at Checkpoints, both at the beginning of missions and periodically throughout the levels. If you are defeated, you will return to the most recent Checkpoint. If you choose to end your playing session, enter the Pause Menu by pressing START and select SAVE GAME, then choose which game slot to save the game data on.

PREPARING FOR BATTLE



GAME SCREEN

1. HEALTH AND FORCE ENERGY BAR:

These bars display your Health and Force status. The red bar on the bottom is your Health. Once the bar runs out, you are defeated. The blue bar above is your Force Energy. This bar depletes as you use your Force Powers and Advance Force Powers. The Force Energy bar will replenish over time, but the Health bar can only be replenished by collecting

Health Canisters spread throughout the level.

2. MAP: The map shows your position in the level, as well as guides you to the final destination of the stage or the locations of the mission objectives.

3. ENEMY HEALTH BAR: If you are confronting a Force-wielding opponent or a large group of enemies, their Health is displayed at the bottom of the screen. Their Health will deplete as he or she is successfully attacked.

4. STATUS BOX: This box keeps track of a few different statistics during the game. The number on the upper left portion displays your Force Point multiplier. The number underneath it displays your current Force Point total. Points are earned for any number of things, such as enemies killed or successful use of a new Force Power. Points are deducted when you die and you must replay that area.



Force Powers

Force Powers allow you to attack from afar, leap unimaginable distances, and manipulate the Force to damage your opponents. As you defeat enemies and progress through the game you earn Force Points, which you can use to upgrade your Force Powers. There are multiple levels of Force

Power upgrades, and each has a different price in Force Points. Upgrading your Force Powers results in more efficient or stronger attacks, and you may also use Force Points to purchase Advanced Force Powers. Upgrading can give you the ability to Force Push enemies farther, improve the power and range of your Repulse attack, or damage more enemies at the same time with Force Lightning.

Note: You also encounter lightsaber crystals in the world that can be equipped to improve your powers. Note that not every Force Power is upgradeable, such as Jump for example.

PREPARING FOR BATTLE (continued)

CORE POWERS

LIGHTSABER: As a Sith you are trained in the art of lightsaber combat and can strike with multi-hit combo chains. (Tap the  Button)

GRIP AND THROW: Lifts an enemy or object into the air, allowing you to move it around using the left analog stick. You will lift the object/enemy targeted in blue highlight. (Press and hold the  Button to Grip, use the left analog stick to move the object/enemy, and release the  Button to throw in the direction you are pressing the left analog stick)

LIGHTNING: This vicious power sends a blast of Force lightning at an enemy, dealing damage and stunning them briefly. (Press and hold the  Button to fire lightning)

FORCE PUSH: A wave of Force energy sends the enemies you are facing flying through the air, smashing into objects and taking moderate damage. Enemies hit by this blast are also stunned for a short period of time. You will also encounter doors and obstacles that can be destroyed by holding down the  Button to charge up your attack.

DASH AND EVADE: This Force Power allows you to quickly get out of harm's way by rapidly dashing forward. You may also dash while in midair, and take evasive action by dashing to the sides or backwards. (Tap the  Button while moving with the left analog stick in each direction)

SABER DEFLECT: You are able to defend yourself with a lightsaber and can even deflect blaster bolts, sending the bolt back at its shooter. (Hold the  Button)

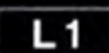
SABER THROW: Throws your saber at a target with unerring accuracy, causing damage to any object or enemy with which it connects. Once it hits, the lightsaber will return to your hand. (Hold the  Button then press the  Button)

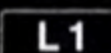
Advanced Force Powers

Force Powers can be combined to create Advanced Force Powers. These attacks can be multi-staged, extra-powerful, or special in other ways. These are just four of the Advance Force Powers that are available in the game. As you progress through the story and gain new abilities, new Advance Force Powers will be unlocked.

AERIAL SHOCK: Jump and send out a two-pronged lightning blast to deliver a strong attack on your enemies. (Press the  Button then the  Button)

AERIAL ASSAULT: Jump and blast an extra powerful Push attack – sending enemies flying back in a strong burst of energy. (Press the  Button then the  Button)

REPULSE: Releases a shockwave of Force Energy in a circle around you, pushing back any enemies in its path and causing minor damage. (Hold the  Button then press the  Button)

SABER IMPALE: Throw your lightsaber and impale an enemy with the power of the Force. (Hold the  Button to activate Grab and Lift, then release the  Button and press the  Button + the  Button at the same time)

Combat Actions



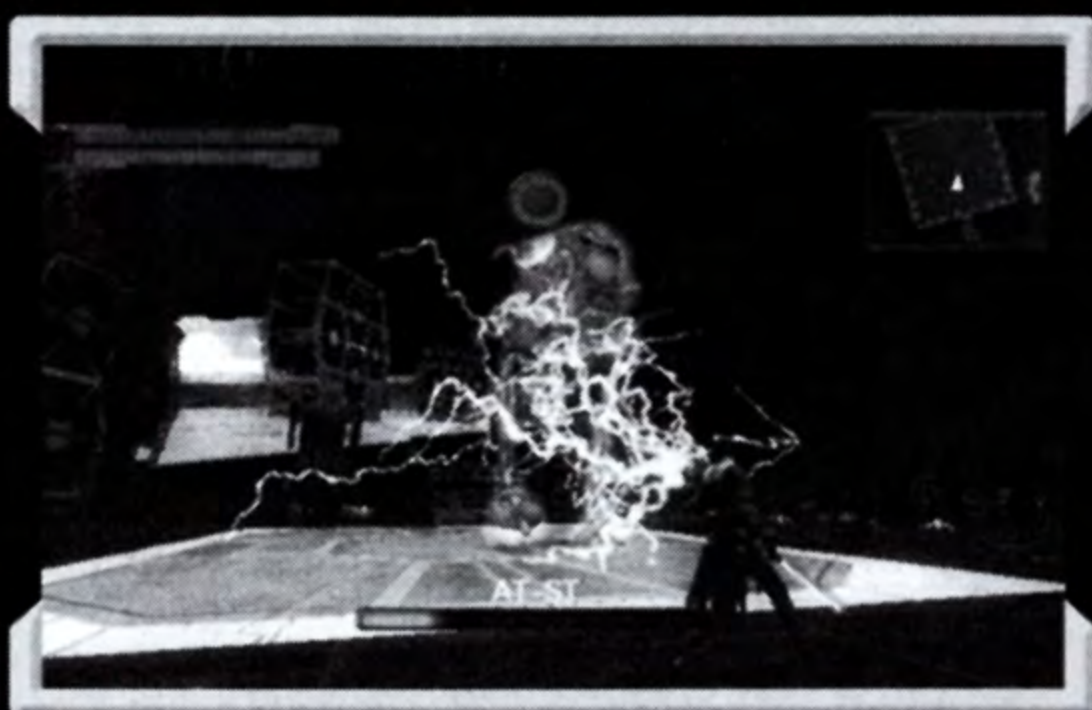
SABER LOCK

Saber Locks occur when your lightsaber collides with your opponent's lightsaber. The goal of a Saber Lock is to overpower your enemy before they overpower you. Repeatedly tap the Button that appears on screen as quickly as possible to gain the advantage in this deadly lightsaber battle. Pay attention because some locks will switch buttons in the middle of the lock. Once the Saber Lock ends, the loser will temporarily be stunned, take damage, and be vulnerable to enemy attacks.



FORCE LOCK

Force Locks occur when your Force Powers connect with the opposing Force Powers of your foe, forcing each Jedi or Sith into a battle of the mind. The goal is to overpower your enemy before they overpower you. Repeatedly tap the  Button or the  Button (depending on which Force Power was being used) as quickly as possible to gain the advantage in the Force Battle. Once the Force Lock ends, the loser will be stunned, take damage, and be vulnerable for several seconds.



FINISHING MOVES

Some enemies are stronger than others. Once you have depleted their health to a certain level, you will be prompted to begin a Finishing Move. In order to complete it, you must press specific buttons on your controller as they flash on-screen. Failing to press the buttons in time or pressing the wrong button will result in the enemy regaining health. Successfully completing the Force Finisher will defeat the enemy.

ON A MISSION

COMBAT

Combat is an integral part of your quest through the galaxy. Defeating the enemies who would dare to stand against you is one of the duties of a Sith, not to mention a loyal servant of Lord Vader. Using your Force Powers and lightsaber skills in concert is the only way to make it through your mission alive.



TARGETING AURAS

In certain cases, objects / enemies will glow blue or red. When standing near these objects, you can use Force Grip to pick up and move, throw or slam them into the ground. Occasionally, large barriers that obstruct your path will initiate an on-screen prompt to destroy them. Press the  Button (hold) until the prompt begins flashing, then release the  Button. You can break open bulk-head doors and perform a number of other actions.



FORCE POINTS

Enemies will release blue orbs when they are defeated. These orbs will automatically float toward you, at which point they are absorbed and added into your pool of Force Points.

COMBAT (CONTINUED)



JEDI HOLOCRON

Hidden throughout the various missions are items called Jedi Holocrons. Collecting holocrons unlocks new concept art which can be viewed in the Rogue Shadow.



FORCE HOLOCRON

Hidden throughout the various missions are items called Force Holocrons. Each time you find a Force Holocron, your total amount of Force power will be increased.



HEALTH HOLOCRON

Hidden throughout the various missions are items called Health Holocrons. Each time you find a Health Holocron, your total amount of health will be increased.



ROGUE SHADOW

The Rogue Shadow is your base of operations in-between missions. You can converse with crewmembers, get information on missions, customize your costume and lightsaber, and launch your next mission from the bridge of the Rogue Shadow.

NAVIGATION COMPUTER

The Navigation Computer allows you to choose the destination for your next mission. When you have finished customizing and adjusting, select the Navi Computer and press the  Button to select your destination or  Button to check your objectives.

CUSTOMIZE COSTUMES

PROXY can assist you in altering your gear. You will unlock various costumes during the course of the game by successfully completing missions, and can alter your appearance in this menu by pressing [left] or [right] on the Left Analog Stick or Directional Pad.

CUSTOMIZE LIGHTSABER

In addition to altering your appearance, you can adjust your lightsaber color and powers here. As you progress through the campaign, you will discover lightsaber crystals that can be used to alter the color of your lightsaber, as well as enhancing different combat powers. You will also acquire various lightsaber hilts throughout the game, allowing you to create a truly unique weapon.

FORCE POWERS

In addition to the Pause Menu, the Rogue Shadow allows you to upgrade your Force Powers. Spend points here to upgrade Force Powers.

EXTRAS

The Extras option found on the right side of the control panel allows you to view the Data-bank containing a wealth of information about everything and everybody you come across in your adventure. You can review concept art that has been unlocked by discovering Jedi Holocrons, and even enter Cheat Codes that drastically alter gameplay. Now just what might these codes be?



HOW TO CONTACT LUCASARTS

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to 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 Support section of the LucasArts Web site at <http://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 will be given the option to submit an e-mail message to an online representative.

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All our Partners

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Jasmine Darling
Jasmine Todd
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Original *Star Wars*® music**composed by**

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