GAME BOY® ADVANCE

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

AGB-AS2E-USA

STAR WARS®

EPISODE II: ATTACK OF THE CLONES™

INSTRUCTION BOOKLET

THQ®

LUCAS Arts®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING—Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING—Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING—Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)

EVERYONE

E™

Violence

ESRB CONTENT RATING www.esrb.org

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A LONG TIME AGO

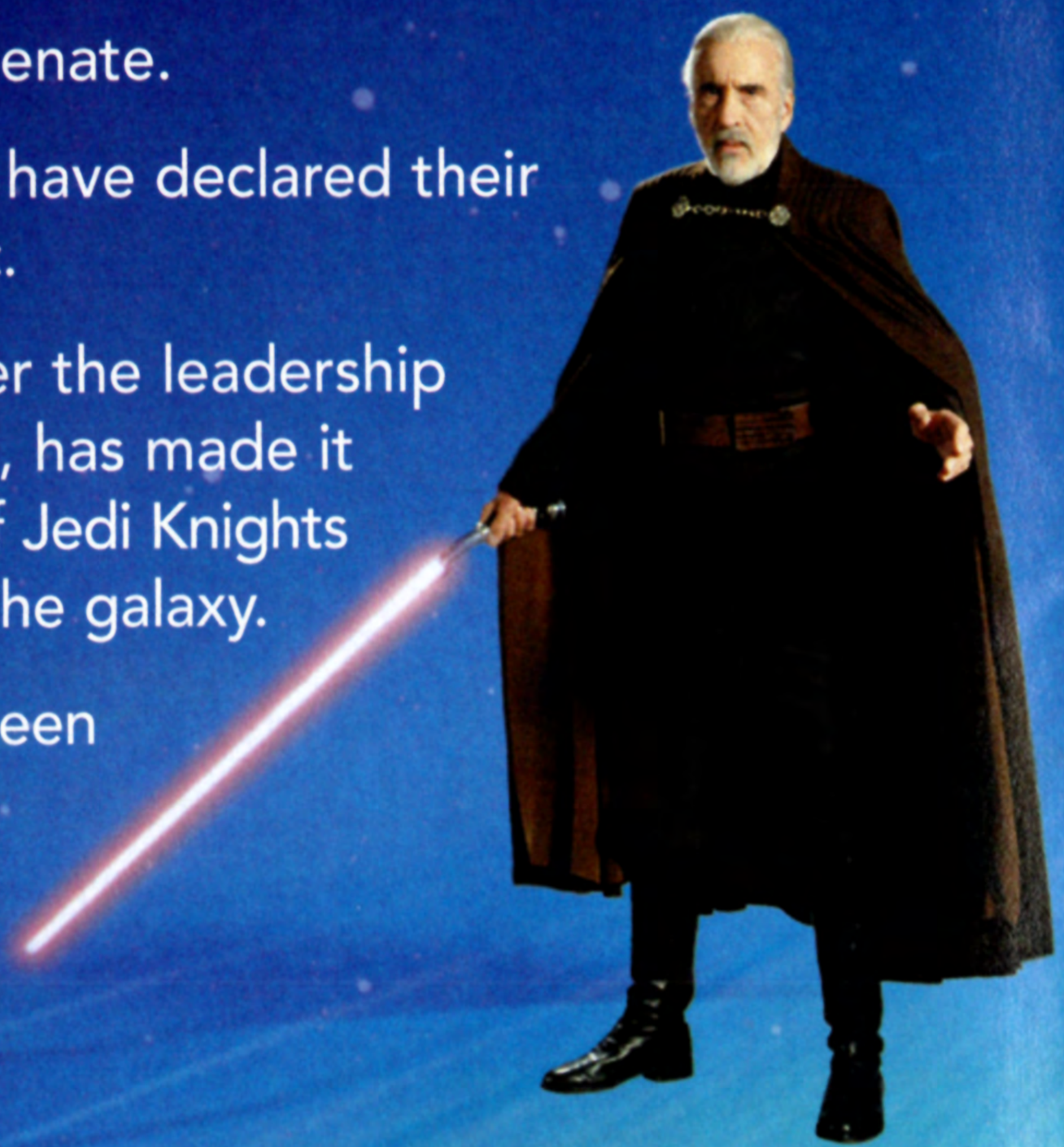
In a galaxy far, far away....

There is unrest in the Galactic Senate.

Several thousand solar systems have declared their intentions to leave the Republic.

This separatist movement, under the leadership of the mysterious Count Dooku, has made it difficult for the limited number of Jedi Knights to maintain peace and order in the galaxy.

Senator Amidala, the former Queen of Naboo, is returning to the Galactic Senate to vote on the critical issue of creating an ARMY OF THE REPUBLIC to assist the overwhelmed Jedi....



GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of ***Star Wars®*: Episode II *Attack of the Clones*™** into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to proceed to the Load Screen.

CONTROLS

BUTTON COMMAND	ACTION
Menu Navigation	
Control Pad	Highlight Menu Selections
A Button	Confirm Selection
B Button	Cancel/Return to Previous Menu
START	Skip Cut-scenes
Game Controls (Side-Scrolling Action)	
Control Pad LEFT/RIGHT	Walk/Change Direction
Control Pad UP	Enter Door
Control Pad DOWN (hold)	Crouch
B Button	Jump
R Button	Lightsaber Block
R Button (in air)	Spin/Dodge
START	Pause Game
Attacking	
A Button (while Crouching)	Saber Uppercut
A Button + Control Pad toward	Saber Side Swipe High
A Button + Control Pad away	Reverse Attack

BUTTON COMMAND	ACTION
Attacking (continued)	
A Button + Control Pad UP	Saber Over Head Swipe
A Button + Control Pad DOWN	Saber Side Swipe Low
A Button + Control Pad DOWN + toward	Sweep Kick
A Button + Control Pad + Control Pad	Special Combo Moves
Force Powers	
L Button + Control Pad toward	Force Push
L Button + Control Pad UP	Force Jump
L Button + Control Pad DOWN	Super Force Push
Game Controls (3-D Action)	
Control Pad UP	Steer Up
Control Pad DOWN	Steer Down
Control Pad LEFT/RIGHT	Steer Left or Right
A Button	Fire Blaster
B Button	Launch Missile
R Button	Use Smart Bomb
L Button	Force Power
START	Pause Game

L Button
R Button
Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE
B
A
START
SELECT
Control Pad
START
SELECT
A Button
B Button

MAIN MENU

Use the Control Pad to highlight a selection and press the A Button to confirm. Press the B Button to return to a previous menu.

- **Start**—Begin a new game of ***Star Wars:* Episode II *Attack of the Clones.***

- **Options**—Customize the game with the following options:
  Music—Turn the music ON or OFF.
  Sound—Toggle the sound effects ON or OFF.
  Skill—Select Padawan (easy), Knight (normal) or Master (difficult).

- **Password**—Enter a password to continue a previously played game. See SAVING AND LOADING on page 15 for more information.

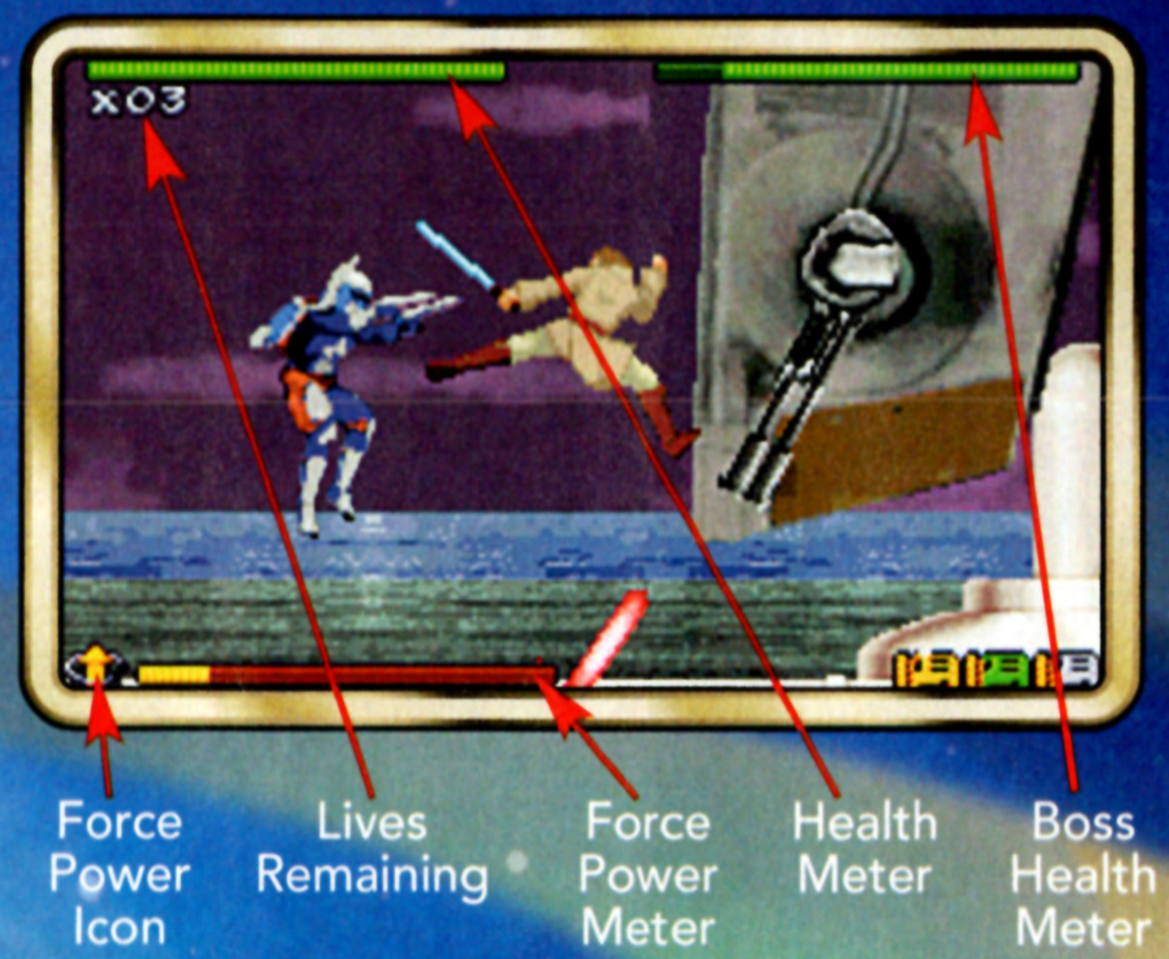
PLAYING A GAME

Select New Game from the Main Menu to start from the beginning, or enter a password to resume a previously played game.

THE GAME SCREEN

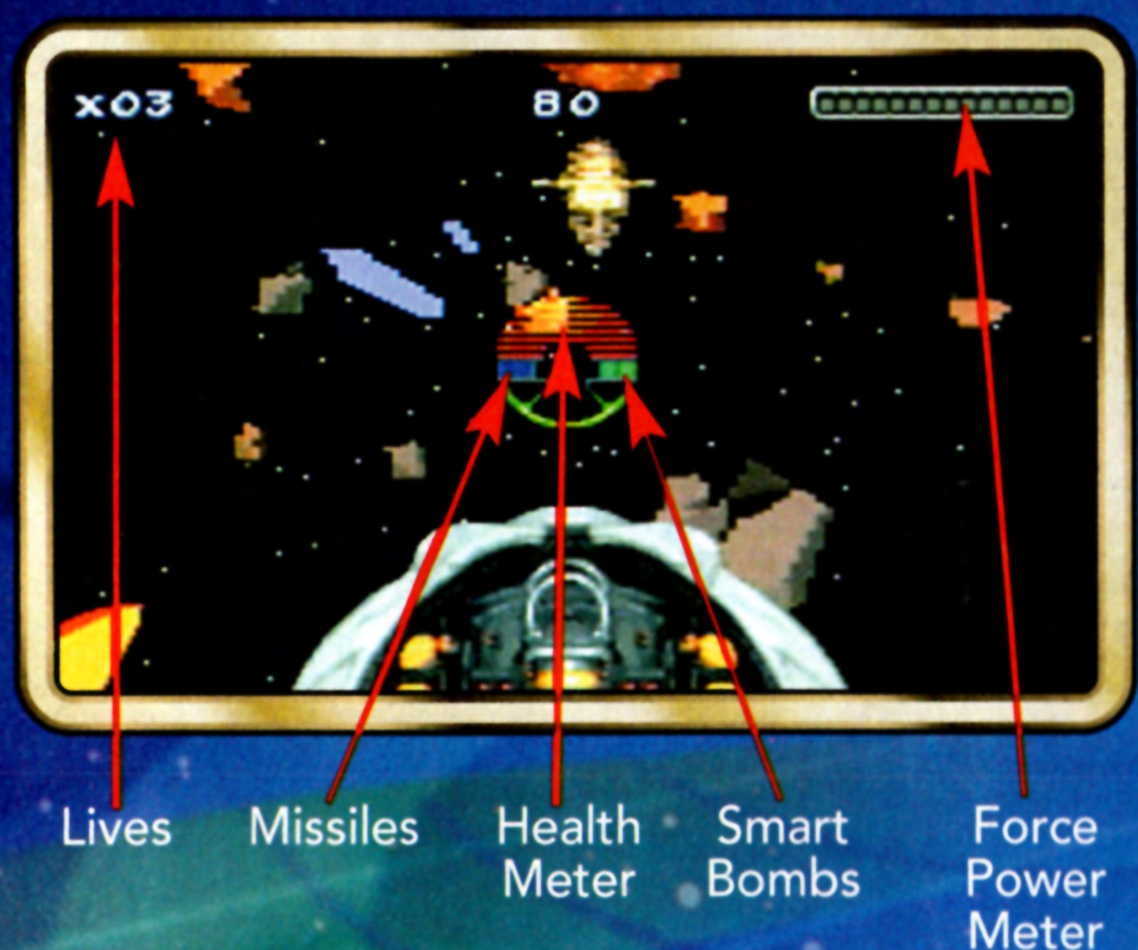
- **Health Meter**—The life force of your Jedi is shown here.
- **Boss Health Meter**—The health of each boss is displayed during an end-of-level battle.

Side-Scrolling Action



- **Force Power Meter**—The level of your Jedi's Force Power is shown here. The icon that appears to the direct left of the Force Power Meter displays the highest Force Power available. See THE FORCE on page 11 for more information.

3-D Action



- **Lives Remaining**—The number of lives remaining is shown next to the Health Meter on Side-Scrolling levels and is shown on the bottom of the screen in 3-D Action levels.
- **Missiles (3-D Action)**—Fire missiles from your vehicle to destroy the enemy.
- **Smart Bombs (3-D Action)**—Blast all enemies on-screen when firing a smart bomb from your vehicle.

ATTACKING AND BLOCKING

While moving through each level, you must learn when to attack the enemy and when to block their attacks. Use the Force only when necessary.

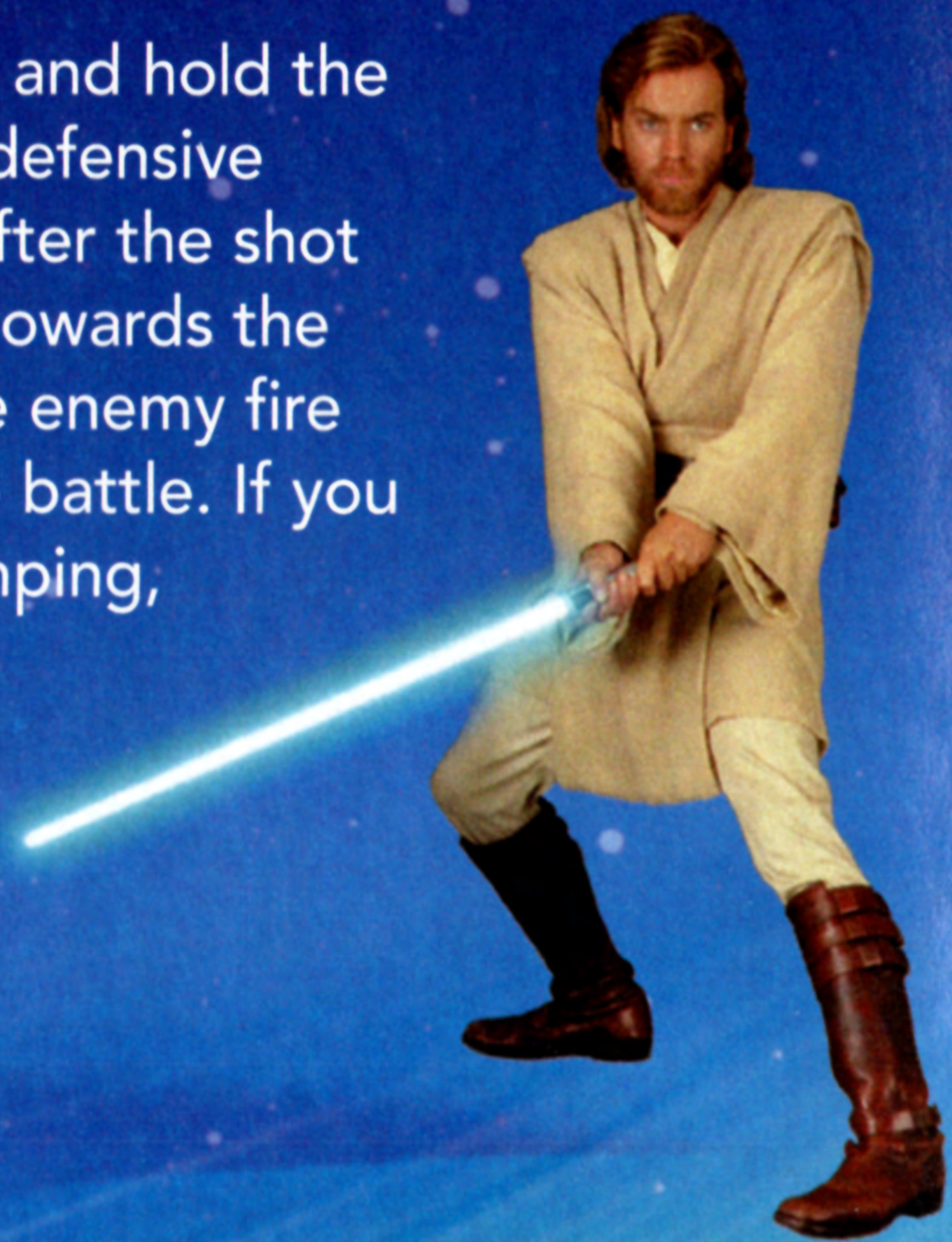
To Attack

When an enemy is within striking distance, hold the A Button, then press the Control Pad towards the enemy to attack. For a different attack, try pressing UP or DOWN on the Control Pad while holding the A Button. If an enemy approaches you from behind, quickly hold the A Button, then the Control Pad away from the direction you are facing.

Note: For Special Combo Attacks, try pressing the Control Pad quickly in two different directions after pressing the A Button. For example, A Button + Control Pad UP + Control Pad LEFT.

To Block

When an enemy is firing at you, press and hold the R Button to hold your lightsaber in a defensive stance. Press and hold the R Button after the shot is in the air to redirect the shot back towards the enemy. Your lightsaber will deflect the enemy fire away from you so you can resume the battle. If you press the R Button in mid-air after jumping, the Jedi will spin to avoid an oncoming attack.



Note: Although your Jedi skills are great, you won't be able to block all shots directed towards you. You should close in and eliminate your opponents as quickly as possible.

THE FORCE

As a Jedi Knight using the Force, you have more weapons available to you than merely a lightsaber. In ***Star Wars: Episode II Attack of the Clones*** you can utilize different Force abilities to aid in vanquishing your enemies. These abilities drain from the available Force Meter in varying amounts.

Note: You will slowly regenerate enough Force Power to perform a Force Jump.

The Force Meter increases as you collect Force power-ups. When you attain enough Force to perform the next ability, the icon to the left of the Force Meter will change. The Force Meter depletes as you use each Force Power.

Note: If the Force Meter is full, the enemies will drop health icons.

The available Force Powers are different when playing through either an action based Side-Scrolling level or a 3-D based level.

Side-Scrolling Action

Force Jump—Reach platforms not accessible by the normal jump.

Force Push—Push opponents and obstacles out of the way.

Super Force Push—Send forth a wave of pure Force energy, affecting everything on-screen.

3-D Action

Force Slow-Down—Slow the world down to quickly escape tricky situations.

Force Auto-Lock—If the Force Meter is above 75% you can activate the Auto Target feature of the Jedi Starfighter. Once enabled, the Force Meter will slowly drain.

Invulnerability—Not available in the Jedi Starfighter, this allows you to become invulnerable to damage. This is much less effective in a borrowed speeder. The invulnerability icon will be red when chasing Zam through Coruscant. It will be green when chasing Count Dooku to the hangar.

POWER-UPS

Health—Increase your health by finding this power-up. When the health meter is depleted, you will lose a life.

Extra Life—Gain an extra life to your total amount of lives remaining with this power-up. When you lose all of your lives, the game is over.

The Force—Find the Force power-up to increase your available Force, as shown on the Force Meter. See THE FORCE on page 11 for more information.

PAUSING THE GAME

Press START at any time to pause the game and access the following options.

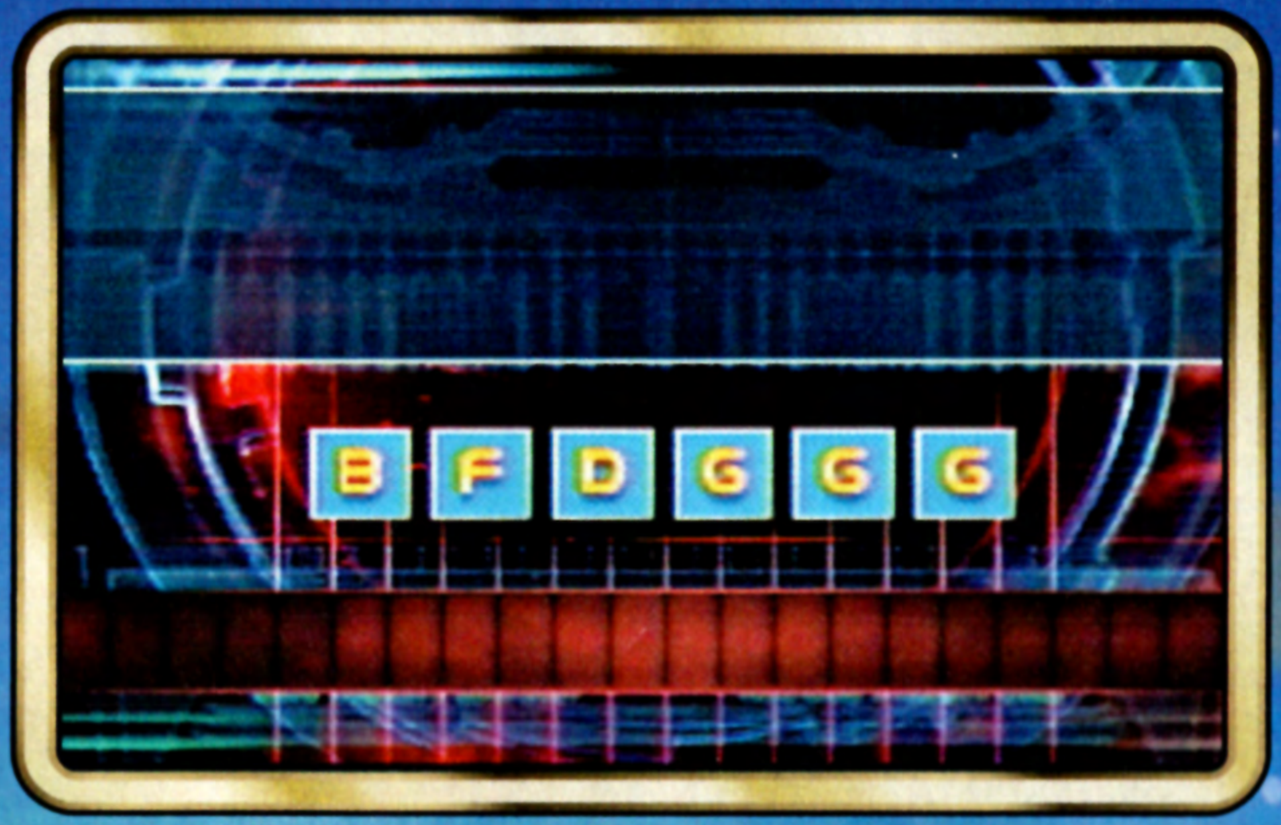
- **Continue**—Return to battle!
- **End Game**—Exit game and return to the Main Menu.

SAVING AND LOADING

Star Wars:* Episode II *Attack of the Clones uses a password system to save and load the game data.

SAVING A GAME

After completing each level, a password screen will appear. Be sure to write the password down exactly as it is shown for future reference! You will not be able to return to the saved point of the game if the password is incorrect.



LOADING A GAME

To load a previously saved game, select PASSWORD from the Load Screen. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. Press START to enter the password and continue your game.

If correct, you will return to the beginning of the next level, at the point where the game was saved. If incorrect, you will have to enter the password correctly.

THE LEVELS

Each level in ***Star Wars:* Episode II *Attack of the Clones*** presents a unique challenge, but most levels share a common trait: a powerful enemy or difficult task awaits you at the end.

Level 1: Coruscant Rooftop

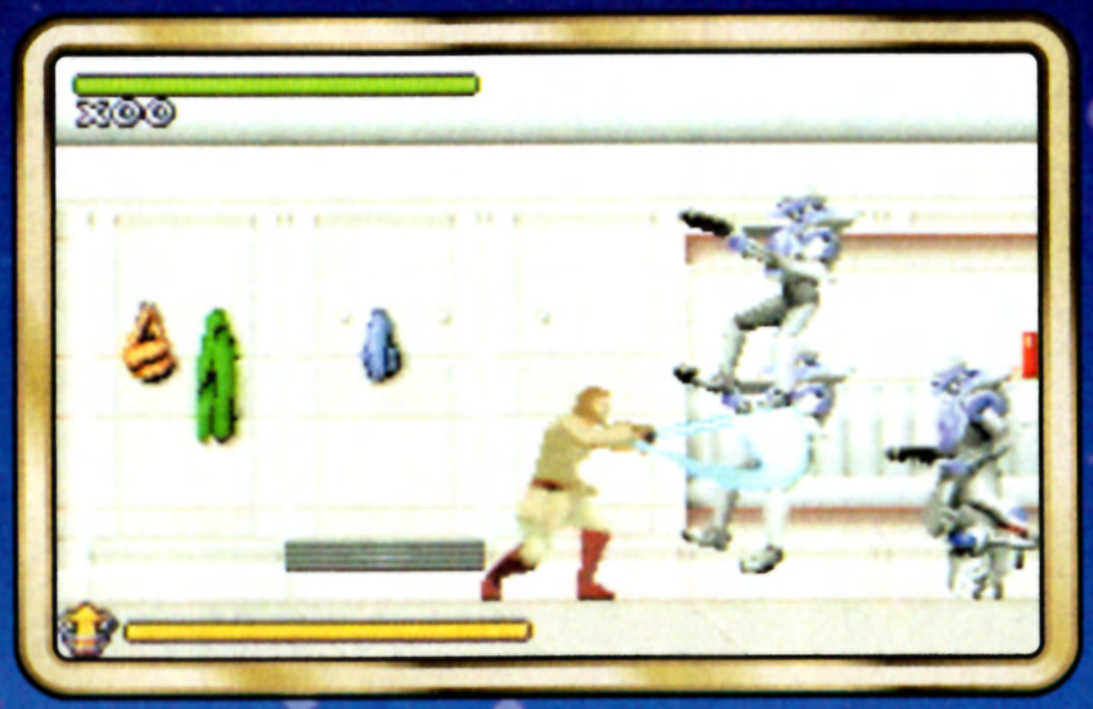
Control Anakin as he races across the top of Senator Padmé Amidala's apartment building and into the hangar where an available speeder awaits.

Level 2: The Chase

After a failed assassination attempt on Senator Padmé Amidala, Zam Wesell attempts to escape in her speeder. In this 3-D level, you control Obi-Wan Kenobi as he pilots a borrowed speeder to chase Zam through Coruscant.

Level 3: Downtown Coruscant

Control Anakin as he chases Zam on foot through the crowded streets of Coruscant. Use your lightsaber to destroy enemies and to block Zam's laser blasts and mines. Also, avoid Zam's droids and thugs who will attempt to hinder your progress en-route to the nightclub.



Level 4: Kamino
As Obi-Wan Kenobi, make your way from Jango Fett's apartment down to the exterior landing platform. Fight against droids left behind by Jango, and navigate other hazards. Collect three color-coded keys to unlock the landing platform. Watch out for *Slave I*. Defeat Jango Fett to finish the level.

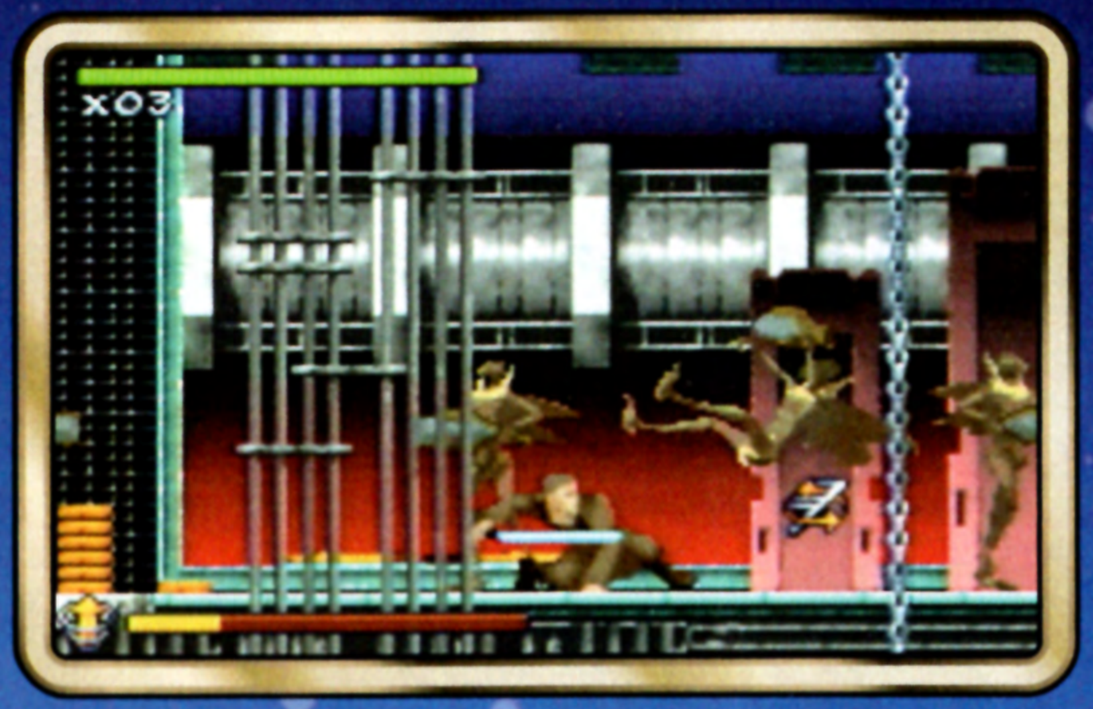
Level 5: Geonosis Asteroid Belt
Control Obi-Wan Kenobi's Jedi starfighter as he chases *Slave I* through space, on his way to Geonosis. Watch out for asteroids and laser fire from *Slave I*!

Level 6: Tusken Village

Control Anakin as he tries to find his mother, Shmi, in the Tusken Village. Watch for the Tusken Raiders and their pet massiffs. Use the Force and rock formations to get in the air.

Level 7: Paths of Geonosis

Obi-Wan Kenobi ascends the paths of Geonosis. Jump and fight your way through the Geonosian warriors guarding the entrance to the Geonosian droid factory.



Level 8: Geonosis Droid Factory
As Anakin, battle the Geonosian warriors and their battle droids as you make your way through the maze of fast-moving machinery on the conveyor belts of the droid factory.

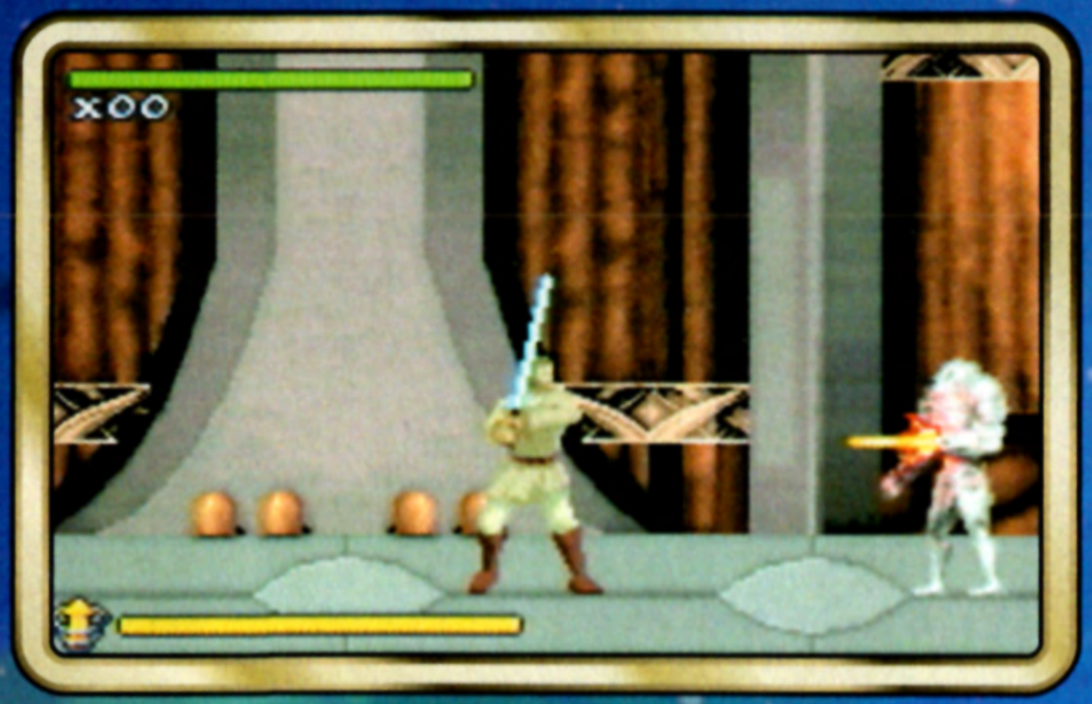
Level 9: Arena Battle
Control Mace Windu to fend off battle droids, super battle droids, and destroyer droids in the Geonosian Execution Arena. Jango Fett also makes a final appearance.

Level 10: Dooku Takes Flight

Controlling a Republic gunship, blast Trade Federation droids and warships, and chase Count Dooku to the hangar.

Level 11: Final Battle

As Obi-Wan Kenobi, progress through the corridors leading to Dooku's hangar and ultimately, the final battle. Fight super battle droids and destroyer droids along the way. Once you reach the hangar, Obi-Wan Kenobi and Anakin team up to fight Dooku. Use all your Jedi skill and mastery of the Force to defeat the evil Count Dooku!



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LucasArts Entertainment Company Presents

STAR WARS® JEDI POWER BATTLES™

TEEN T Mild Violence
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