PlayStation®

NTSC U/C

PlayStation®

LucasArts Entertainment Company Presents

STAR WARS® DEMOLITION™

From the creators of Vigilante 8™ and Vigilante 8: 2nd Offense™

TOTAL VEHICULAR CARNAGE IN A GALAXY FAR, FAR AWAY

LUCAS Arts®

TEEN T®

CONTENT RATED BY ESRB

SLUS-01183
3173505

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 the center to outer edge. Never use solvents or abrasive cleaners.

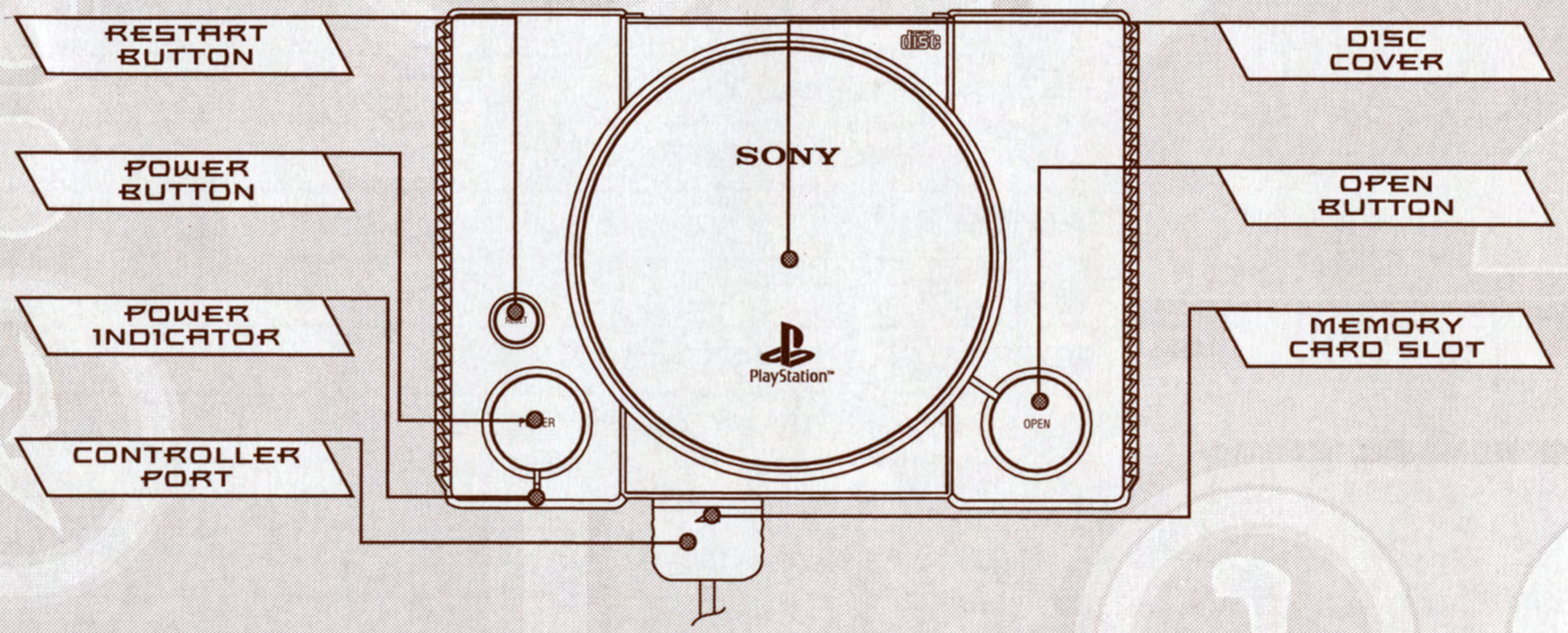
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Getting Started

Set up the PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a game disc. Insert the ***Star Wars* Demolition™** CD and close the disc cover. Insert game controllers and turn ON the PlayStation game console. Follow the on-screen instructions to play.

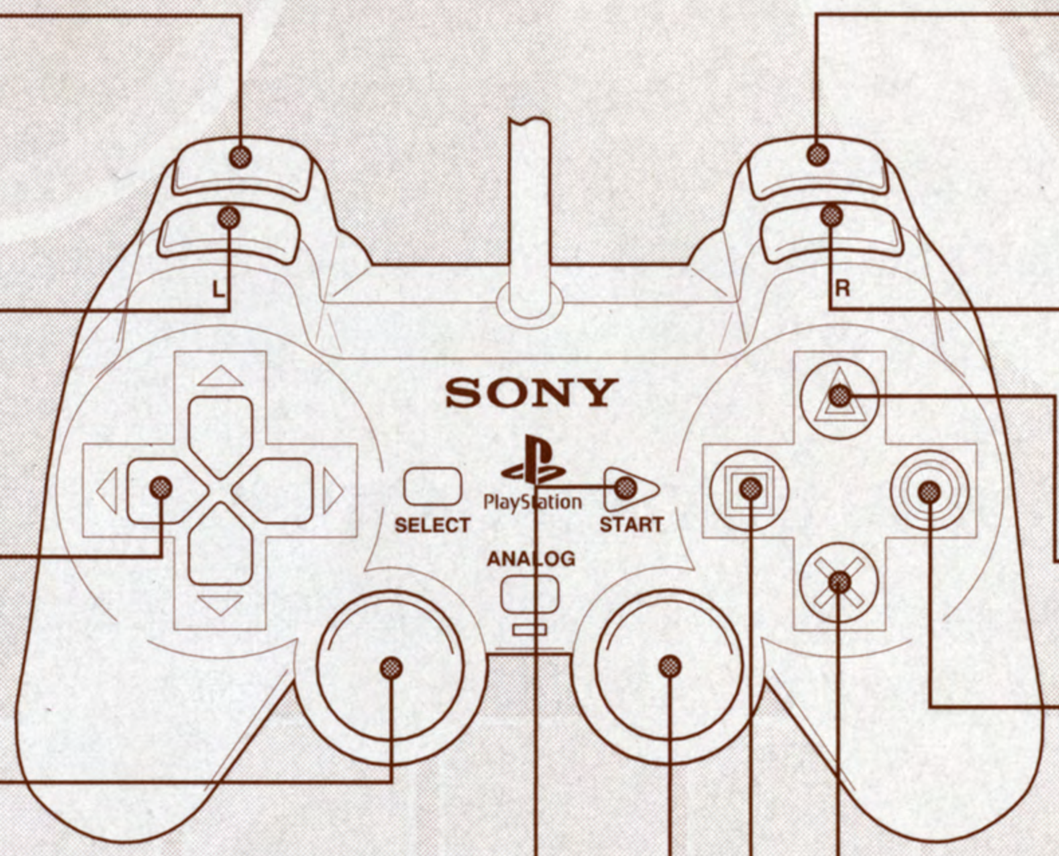
PlayStation® Game Console Top View



Demolition supports the PlayStation DUALSHOCK™ analog controller and the PlayStation Memory Card. To save your progress, you will need a Memory Card in slot 1.

DEFAULT CONTROLS

DUALSHOCK™ ANALOG CONTROLLER TOP VIEW



L2
Fire/charge current mounted weapon (Hold to charge, release to fire.)

L1
Charge current weapon (Hold to charge. Press the Fire Button to fire weapon.)

DIRECTIONAL BUTTONS
Turn left and right

LEFT ANALOG STICK
Turn left and right

START
Pause

RIGHT ANALOG STICK
Not used

R2
Fire/change default weapon (Hold to charge, release to fire – maximum charge fires special weapon.)

R1
Charge default weapon (Hold to charge. Press the Fire Button to fire weapon.)

▲
Reverse view

●
Default: Not used. With Auto-Target OFF, press to target opponents or cycle through available targets.

■
Brake

✖
Accelerate

Note: Each weapon has four stages of power. See weapon descriptions on page 11 for additional details.

Reset: Reset ***Star Wars*** **Demolition** to the Title Screen at any time during game play by holding down the **SELECT** Button, then pressing and holding the **START** Button for two seconds.

Playing the Game

Player Profiles

In order to keep track of your win/loss record and Tournament status, you need to create a player in one of the eight available slots. Once the profile has been created for each player, you must activate it from this menu by highlighting the appropriate profile and pressing the ✖ Button. Your data will automatically be saved after each match OR at the end of the Tournament.

Main Menu • One Player Games

Selecting One Player allows you to choose between Battle Mode, Tournament Mode, High Stakes Mode or Hunt-a-Droid Mode.

› Battle Mode ‹

Battle Mode allows you to practice your demolition skills. Select your vehicle, the arena, and up to four opponents. Once you've chosen your vehicle, press the Directional Buttons to select each opponent for the match. Press the ✖ Button to proceed. You must destroy all other vehicles to win.

› Tournament Mode ‹

A tournament is four rounds played against one enemy, then two, three, and four respectively. Arenas and enemies are chosen at random and you must destroy all enemies to proceed to the next round. In order to unlock a new vehicle, complete

the tournament with at least 10,000 credits. If your are destroyed during the tournament, you can replay the round but are penalized 500 credits. You lose the tournament if you run out of credits. Earn money during the round as you destroy vehicles. BE CAREFUL! There is no saving mid-tournament. If you quit from the tournament, it must be replayed from the beginning next time you select it.

Armor Repair Cost: Before entering the next round, your vehicle must be repaired at a rate of 500 credits per full strength bar. If you do not have enough credits for vehicle armor to be fully restored, the vehicle enters the next round partially repaired.

› HIGH STAKES MODE ‹

Each player chooses a ride and the CPU does the same. You are then presented with a "betting" screen. Here, the odds are shown and calculated based on the win-loss record of each player. Players can bet any amount of their own money on themselves (in 100-credit increments, 100-minimum bet). If the odds are against players, they can actually win more than they bet. This amount is shown as the Upside. Players each start with 1000 credits.

After each round, the split Tally Screen shows a new balance for the winner and loser. Before entering the next round, the odds are recalculated and the players can place new bets for the upcoming round. The game ends whenever one of the players reaches 10,000 credits or loses everything.

Resupplying Shields and Weapons: You are charged five credits for each point of energy. If you do not have enough credits to recharge, recharging will stop.

› HUNT-A-DROID MODE‹

Choose your vehicle and the arena. Computer-controlled droid targets will move randomly around the arena. You are scored based on the number of droids destroyed within the set time period.

MAIN MENU • TWO PLAYER GAMES

› BATTLE MODE (VERSUS OR CO-OP) ‹

This mode allows you to battle it out one-on-one, or team up against additional opponents. In Versus Mode, the game is over when one vehicle is destroyed. In Co-Op Mode, both players must survive while destroying all other opponents.

› TOURNAMENT MODE (CO-OP) ‹

A second player can join forces with Player 1 to help complete the Tournament. Both players must survive each round in order to advance.

› HIGH STAKES MODE (VERSUS) ‹

In this mode players are repeatedly pitted against one another until one of them reaches 10,000 credits or loses all of his/her credits. A player can place a bet before each battle.

› HUNT-A-DROID MODE (VERSUS) ‹

Two players can compete to destroy the most droids.

TOURNAMENT CHART

Indicates the Tournament status for each of the vehicles. Red=Locked, Blue=Playable, Green=Completed with an Ultimate Victory (10,000+ credits), Yellow=Completed with less than 10,000 credits.

HIGH SCORES

Shows win/loss records, High Stakes winnings and Hunt-a-Droid stats.

OPTIONS

› PREFERENCES ‹

Allows you to turn certain features on/off.

Auto-Targeting: Turn this preference off to use the ● Button to target opponents and cycle through them.

Smart Computer: Turn in-game status text on/off.

Recharge Stations On/Off: Turn weapon and shield recharge stations off in every level.

Droids On/Off: Turn off to remove combat droids from the levels.

Powerups On/Off: Turn off to remove powerups from the levels.

› DIFFICULTY ‹

Adjust the game difficulty and weapons damage for each player.

› CONTROLS ‹

Allows you to configure the controls to your preference.

› AUDIO ‹

Adjust the music and sound effects volume, or adjust the Output Mode by choosing stereo or mono. Also, adjust the Play Mode for music for each level: Looping (play level music in a loop), Sequential (play music for each level in sequence), or Random.

› CREDITS ‹

View the names of the folks that made the game.

Note: Any changes to Options will auto-save when you return to the Main Menu.

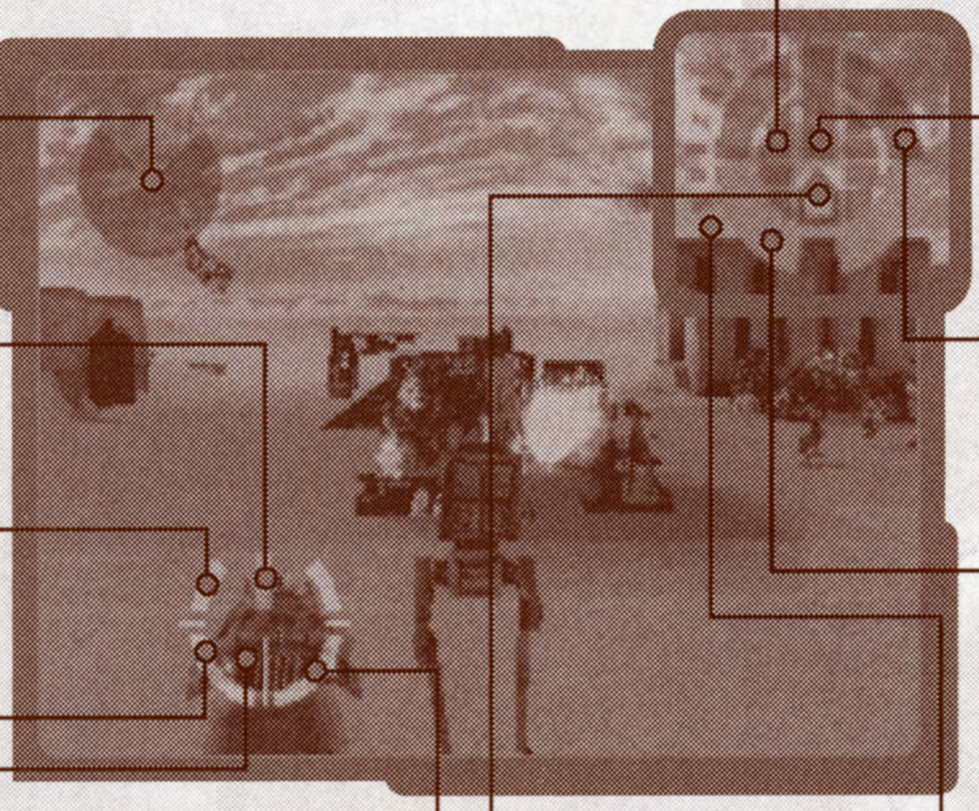
LEVEL SELECT SCREEN

Press the Directional Pad left or right and press the ✖ Button to choose the level you wish to play. When playing in High Stakes Mode, the selected level will be the first in a predetermined progression of levels.

VEHICLE SELECT SCREEN

Press the Directional Pad left or right and press the ✖ Button to choose the vehicle you wish to use.

THE GAME SCREEN



RADAR
Shows all nearby enemies

OPPONENT WEAPON POWER

OPPONENT SHIELD POWER

OPPONENT VEHICLE ARMOR

TARGETED OPPONENT

TARGETING RETICLE
Indicates which opponent is targeted.

WEAPON CHARGE LEVELS

WEAPON POWER
Remaining weapon power

SHIELD POWER
Remaining shield power

VEHICLE ARMOR
The amount of damage the vehicle can sustain before being destroyed

WEAPON 2 (MOUNTED)
See weapon descriptions on next page.

FORCE HITS MULTIPLIER
Indicates the bonus multiplier for a successful Force hit.

WEAPONS

Each weapon can be charged for a more powerful attack. The higher the charge, the more weapon power will be used.

STANDARD LASER CANNON

A standard issue weapon installed on most military craft. All vehicles have been modified to incorporate this weapon.

- Stage 1: Single Blast
- Stage 2: Double Blast
- Stage 3: Triple Blast
- Stage 4: Special Weapon (specific to each character/vehicle)

WEAPON DROID



Weapon droids roam each of the arenas and contain one of the four secondary weapons below. Destroy the weapon droid to reveal the weapon it carries.

CONCUSSION MISSILES



Extremely accurate, these missiles will home in on a targeted enemy.

- Stage 1: Single Missile
- Stage 2: Two Missiles (staggered, tight formation)
- Stage 3: Three Missiles (wide spread)
- Stage 4: Combo Missile (three missiles combined)

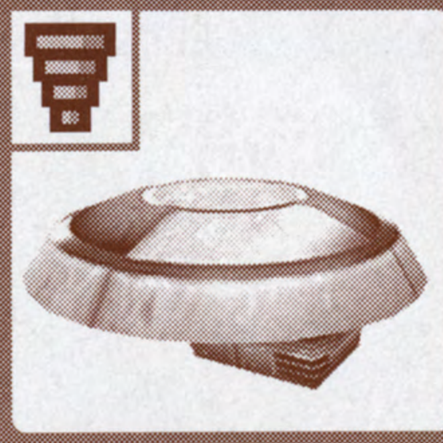
PROTON TORPEDO



Fast and powerful, this weapon will inflict massive damage, but at a great cost to your vehicle's power supply. Precise aim is required.

- Stage 1: Single Torpedo
- Stage 2: Turbo Torpedo (faster)
- Stage 3: Super Torpedo (double caliber)
- Stage 4: Proton Beam (continuous proton stream)

TRACTOR BEAM



A powerful energy beam that can stop vehicles dead in their tracks or repel them.

- Stage 1: Single Beam Trap
- Stage 2: Single Beam Repulsor
- Stage 3: Beam Area Repulse (Can repulse more than 1 vehicle)
- Stage 4: Area Blast Repulse (causes damage to all vehicles in a small radius and repulses them as well)

THERMAL DETONATOR



These fiery explosives cause massive damage to shields. Though short-range, they rarely miss the target.

- Stage 1: Thermal Detonator
- Stage 2: Grub Detonators (two burrowing detonators that pop above ground when a vehicle comes near)
- Stage 3: Strike Detonators (three detonators that spring towards a vehicle)
- Stage 4: Seismic Detonator (one large rolling detonator that tracks the nearest target)

FORCE HITS AND FINAL BLOWS

To increase the Force Hit Multiplier, you must hit a vehicle with a Stage 2 or 3 attack with your standard laser OR mounted weapon. A Force Hit will occur anytime the player uses a Stage 4 attack OR a special weapon AND there is at least one multiplier lit on the Force Hit Multiplier Meter. Beware, each time an enemy hits you with a Stage 2 or 3 attack, it will decrease your Force Hit Multiplier by one. A Final Blow can be executed AFTER a vehicle has been demolished, and BEFORE it's destroyed. A Final Blow will only occur if you hit a demolished opponent with a Stage 4 attack from your mounted weapon AND a blast from your character's special weapon.

COMBAT DROIDS AND POWERUPS

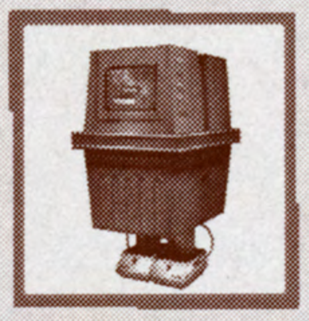
COMBAT DROIDS

Throughout each of the arenas, Jabba has placed several droids that the combatants can use to gain an advantage. The droids can be picked up by the contestant and will remain active until another droid is picked up. Droids are elusive. Search hard to find them.



› R2 DROID ‹

Will slowly repair damage to the vehicle's armor.



› POWER DROID ‹

Increases the capacity of the vehicle's energy cells. Also improves the weapon's rate of fire.



› TACTICAL DROID ‹

Acts as a free-floating laser cannon capable of attacking the nearest enemy. This droid also causes weapons to charge faster.

POWERUPS

› CLOAKING DEVICE ‹



Renders the vehicle invisible to enemy radar for a short period.

› DEFLECTOR SHIELD ‹



Improves shields to deflect laser and blaster weapons. Has no effect on projectile weapons.

› ENERGY CONVERTER ‹



Allows your shields to absorb laser energy directly into your shield and weapon reserve, but only if they are not already full.

› SHIELD POWER GENERATORS ‹

Shield power generators can be found in different structures on each level and have a blue aura. Position the vehicle inside one of these structures to recharge shield power. In Tournament and High Stakes Modes, each point of recharged power costs five credits.

› WEAPON POWER GENERATORS ‹

Similar to the shield power generators, weapon power generators can be found in different structures on each level and have a red aura. Position the vehicle inside one of these structures to recharge weapon power. In Tournament and High Stakes Modes, each point of recharged power costs five credits.

VEHICLE SELECT ICONS

The following ratings will be displayed for each vehicle on the Choose Contestant(s) Screen. The higher the ratings, the better.



› ARMOR ‹



› TOP SPEED ‹



› SPECIAL WEAPON POWER ‹

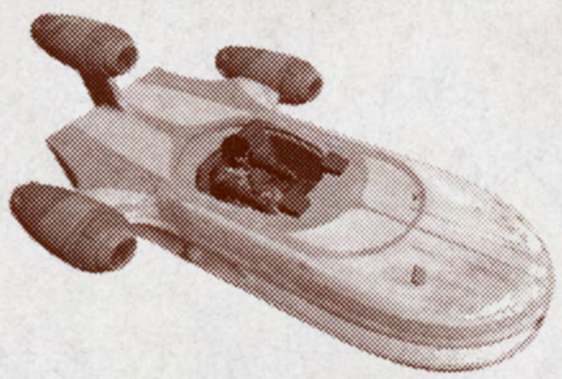
Characters

Wade Vox



Species: Human
Age: 21
Home World: Alderaan
Special Weapon: Force Attack

SoroSuub X-34 Landspeeder



Quagga



Species: Wookiee
Age: 210
Home World: Kashyyyk
Special Weapon: Turbolaser Tank Cannon

Refurbished AAT Battle Tank

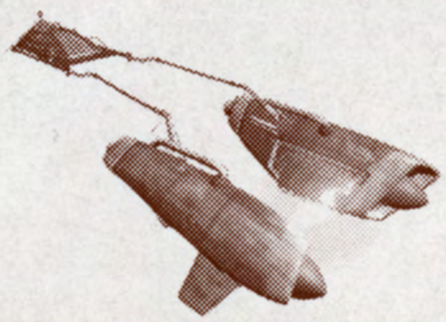


Pugwis



Species: Dug
Age: Unknown
Home World: Malastare
Special Weapon: Sonic Boom

Custom Podracer



WITTIN

Species: Jawa
Age: Unknown
Home World: Tatooine
Special Weapon: Ion Blast



Remote-Controlled STAP with Battle Droid Pilot



AURRA SING

Species: Unknown
Age: Unknown
Home World: Unknown
Special Weapon: Sniper Rifle



Custom Swoop



GENERAL OTTO

Species: Human
Age: 67
Home World: Coruscant
Special Weapon: Concussion Grenade Launcher



Imperial AT-ST



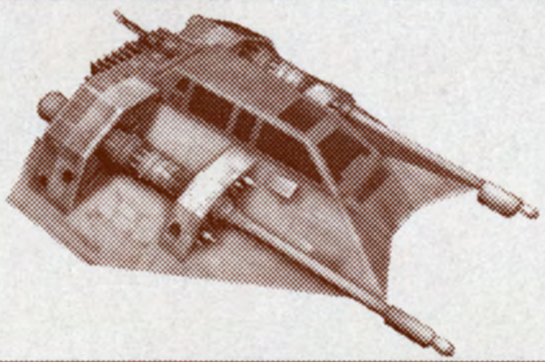
TIA & GHIA

Species: Human
Age: 18
Home World: Bestine IV
Special Weapon: Tow Cable





Modified Incom T-47 [Snowspeeder]



MALAKILI

Species: Human
Age: Unknown
Home World: Corellian System
Special Weapon: Grab and Throw



THE DREADED RANCOR

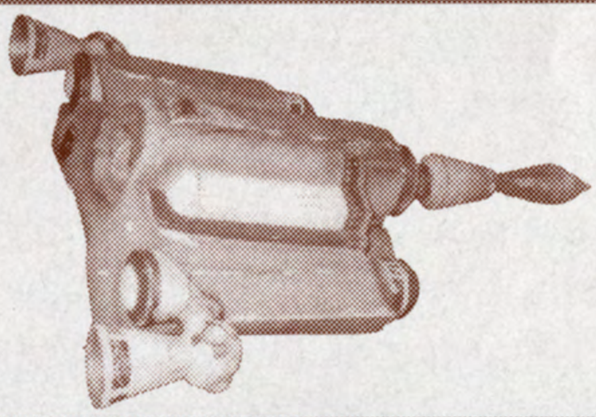


BOBA FETT

Species: Human
Age: Unknown
Home World: Unknown
Special Weapon: Disintegrator



JETPACK

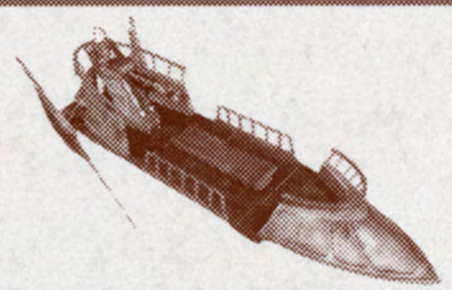


TAMTEL SKREEJ

Alias: Lando Calrissian
Species: Human
Age: Unknown
Home World: Unknown
Special Weapon: Skiff Deck Gun



UBRIKKIAN BANTHA II CARGO SKIFF (AKA DESERT SKIFF)



HOW TO CONTACT LUCASARTS

LucasArts can 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 95 cents 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 **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live hint operator is also available from this number. Hint Line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday–Friday. (Average call length is three minutes.)

Canada In Canada this service costs $1.25 (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, 8:30 a.m. to 5:00 p.m., Monday–Friday (Pacific Standard Time). (Average call length is three minutes.)

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Visit the LucasArts Web site at **support.lucasarts.com** to access the Technical Support area. 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 at **www.lucasarts.com/support**. Yoda's Help Desk offers solutions to technical issues based on information you provide. 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 asistance 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–Thursday 8:45 a.m.–5:30 p.m. and on Friday 8:45 a.m.–4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.–1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, you can fax us 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

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San Rafael, CA 94912
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Bib Fortuna	Tom Kane
Boba Fett	Tom Kane
Ghia	Grey Delisle
Tamtel Skreej	Kevin Michael Richardson
Jabba	Clint Bajakian
Wade Vox	Holt McCallany
General Otto	Tom Kane
Jabba's Announcer	Grey Delisle
Lobot	Tom Kane
Boushh	Clint Bajakian
Malakili	Jess Harnell
Pugwis	Kevin Michael Richardson
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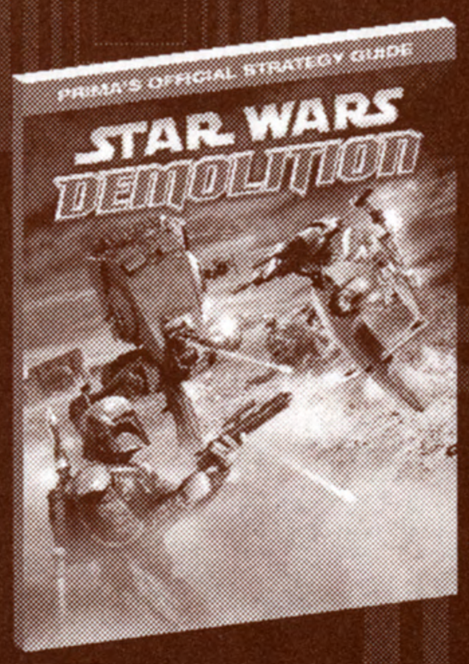


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