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## INTRODUCTION

The life of a starfighter pilot can be lonely. Strapped into your starship, the outside world is reduced to nothing but a crackling voice in your helmet. The laser blasts that zoom by during the heat of battle serve as a reminder that each time you take off from the hangar, you're not sure if you'll be coming back home.

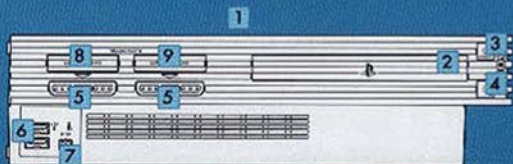
Now, a ragtag group of three pilots wants to save Naboo and the galaxy from the oppressive schemes of the Trade Federation. The only question is: Can you help them?

Join the young rookie pilot Rhys Dallows, the tough mercenary Vana Sage, and the pirate captain Nym as they band together and face off against the Trade Federation in over 14 unique missions that span three worlds.

## GETTING STARTED

### PlayStation®2 Computer Entertainment System

1. MAIN POWER Switch  
(Located on back of unit)
2. Disc Tray
3. RESET Button
4. (OPEN) Button
5. Controller Ports 1 & 2
6. USB Connector
7. S400 i.Link Connector
8. MEMORY CARD Slot 1
9. MEMORY CARD Slot 2



*Star Wars Starfighter™* supports the PlayStation®2 DUALSHOCK™ 2 analog controller and the PlayStation®2 Memory Card if you wish to save your progress.

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



TEEN  
T  
ESRB

*Star Wars®: Episode I The Phantom Menace™* Turmoil has engulfed the Galactic Republic and you have been called to set things right. Use the Force—and your wits—to overcome challenges at every turn.

#01-105 \$19.95

The Phantom Menace Strategy Guide

#18-014 \$14.95



EVERYONE  
E  
ESRB

*Star Wars®: Super Bombad Racing™* Zip through a galaxy of locales as one of eight big-headed, kart racing *Star Wars* characters in this free-for-all, wacky racing game filled with powerups, big-air jumps, and high-speed turns. Available spring-2001.

#40-55135 \$49.95



## LucasArts Games

Star Wars Classics for PlayStation® and PlayStation®2 game consoles



**Star Wars Demolition™**  
Knockdown, drag-out tournaments are held in several hazardous combat arenas throughout the *Star Wars* galaxy.

#01-114 \$29.95

*Star Wars Demolition Strategy Guide*

#18-021 \$14.95



**Star Wars®: Episode I Jedi Power Battles™**  
Choose to fight as Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, Plo Koon or Adi Gallia as you work your way through each level to take back the Theed Royal Palace in fast and furious lightsaber assaults.

#01-112 \$29.95

*Jedi Power Battles Strategy Guide*

#18-020 \$14.95



**Star Wars®: Dark Forces™**  
Behind a veil of secrecy the evil Empire is creating a doomsday army—one that, if finished, will become the final cog in the Empire's arsenal of terror and domination. It's your job to stop them.

#01-062 \$19.95



**Star Wars®: Masters of Teräs Käsi™**  
Face off in hand-to-hand combat against the mysterious Arden Lyn and her group of the most feared champions of the Galactic Empire.

#01-073 \$19.95



**Star Wars®: Rebel Assault™ II**  
Rebel ships are mysteriously disappearing from the Dreighton Nebula. It's up to you to discover the source of the problem and then to defeat this dangerous threat.

#01-061 \$19.95

## DEFAULT CONTROLS

### DUALSHOCK™ 2 Analog Controller

1. L2 Button: Brake
2. R2 Button: Boost
3. Left Analog Stick:  
Controls direction of ship's nose. Push forward to move nose down, pull back to move nose up.
4. Right Analog Stick:  
Push stick left or right to roll. R3 Button: Press down on button to auto-level ship.
5. R1 Button: Sniper View (press and hold to zoom in)
6. SELECT Button: Toggle between in-cockpit and chase-camera view.
7. START Button: Pause Menu
8. Δ Button: Target nearest opponent or opponent shooting you (press repeatedly to cycle through enemy targets)
9. O Button: Fire secondary weapon. NOTE: Press and hold to charge an advanced secondary weapon (see Pilots and Ships on page 11 for weapon details)
10. □ Button: Target ship in sight. NOTE: Press and hold to activate Sensor Targeting System, which will highlight all targets in the area. While holding down the button,



move your sight over any craft to make it the selected target.

11. L1/X Buttons: Fire primary weapon.

### WINGMATE COMMANDS

Many of the missions in *Starfighter* let you fly alongside a group of talented fighter pilots. After the fourth mission, you can communicate with wingmates using the Directional Buttons. If no wingmates are available, this interface will not appear.

#### Directional Buttons:

- 12. ⬅: "Attack my target!"
- 13. ⬆: "Protect my target!"
- 14. ➡: "Report in!"
- 15. ⬇: "Cancel order and protect me!"

## PLAYING THE GAME

Upon starting **Starfighter**, you will be presented with the Memory Card Screen. While a memory card is not required to play the game, it is strongly recommended. If you have two memory cards in your system, this menu will let you select which card to use. Press the **Δ** Button if you do not want to save your game to a memory card or select a memory card and press the **X** Button to continue.

If you have a previously saved game, you will be able to load it at this point by scrolling through the list of saved games and pressing the **X** Button. You can also erase a saved game on this menu by pressing the **□** Button. If this is your first time playing the game and no saved games exist, you will be asked to create a new saved game.

Once at the Main Menu, you can move between options by pressing the **⬆** or **⬇** Directional Buttons. The options, which can be selected by pressing the **X** Button, are as follows: Play, Bonus Missions, Load Game, and Options.

### Play

By moving to this option and pressing the **X** Button, you will be on your way to taking off in your starfighter. This option takes you to the Mission Selection Screen. To start a new game, you'll be prompted to choose a mission difficulty (see below).

### Mission Selection Screen

**Starfighter** includes 14 story-based missions that span three worlds as well as outer space. Each mission beyond the first is unlocked when you complete the previous mission. If you have completed more than the first mission, press the **⬆** and **⬇** Directional Buttons to select the mission you want to play. Press the **X** Button to confirm. You'll be prompted to choose a difficulty setting (Easy, Medium or Hard) using the **⬆** and **⬇** Directional Buttons. Press the **X** Button to confirm.

## THE LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away at [companystore.lucasarts.com](http://companystore.lucasarts.com). You'll find more information on all the products shown here plus many more exclusive items and great gaming deals—all with our money-back guarantee\*. So, join our alliance of satisfied customers and visit us today!

To place an order by phone, simply call us toll-free at **888.LEC.GAMES (888.532.4263)**. Operators are available Monday-Friday, 7 a.m. to 6 p.m. Pacific time. (Please note: product support is not available on this line.)

Or, download our printable order form at: [www.lucasarts.com/companystore/orderform.htm](http://www.lucasarts.com/companystore/orderform.htm) to mail-or fax your order.



### Star Wars Starfighter Strategy Guide

Valuable strategies for surviving all obstacles are provided in the official Strategy Guide for **Star Wars Starfighter**.

\$14.95 #18-022



\* see Web site for details.

## How to Contact LucasArts

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

### HINT LINE

#### U.S.

If you need a hint, you may call our automated Hint Line. This service costs 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

Our Hint Line is also available to our Canadian customers. 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.)

### WHERE TO FIND US ONLINE

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

### YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at [support.lucasarts.com](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 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-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, we also offer the option of faxing us with your technical questions at: 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

### TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company LLC  
P.O. Box 10307  
San Rafael, CA 94912  
Attn: Product Support



In addition, this interface can also be used to select and view pre-rendered cinematics. Medals earned on each mission will also be displayed as you scroll through the missions. (For more information on medals, see Bonus Missions below). As the game is loading, the objectives for the mission will be displayed along with information on how to obtain bonus medals.

## Bonus Missions

A number of bonus missions can be unlocked by obtaining certain medals throughout the game. The Menu Screen for each bonus mission indicates which medals are needed to unlock each level. Medals are obtained by achieving a certain number of bonus goals in regular game missions: one goal for bronze, two for silver, and three for gold.

## Load Game

If you have previously played the game, you can choose this option to load a saved game from a PlayStation®2 Memory Card. You can save up to eight unique games per memory card. As you progress through the game, the current level you are playing on is automatically saved along with your options settings, so long as you have a memory card in the machine and elected to save your game when you first started Starfighter.

## Options

Adjust Starfighter to your liking based on the following variables. Options settings are saved with your saved game:

**CONTROLLER SETUP:** Press the X Button to go to the Controller Setup Screen. Press the ◀ and ▶ Directional Buttons to select between the following options and press the ⬇ and ⬆ Directional Buttons to adjust each option:

**Controller Select:** Select between the four different controller configurations.

**Flip Y-Axis:** If you would like to have the up/down flight direction switched, toggle this option.

**Rumble:** Select the strength of the vibration function or turn it off.

**Joystick Sensitivity:** Select Analog Stick sensitivity.

**SOUND SETUP:** Press the **X** Button to go to the Audio Setup Screen. Press the **▲** and **▼** Directional Buttons to select between the options and press the **◆** and **◇** Directional Buttons to adjust each option:

**Music:** Adjust the volume level of music.

**Sound Effects:** Adjust the volume of sound effects.

**Voice:** Adjust the volume of in-game speech.

**Stereo/Mono:** Select between stereo and mono sound output.

**SAVE GAME:** Save your current progress and option settings.

Note that the game automatically saves your progress after completing a mission.

**CODE SETUP:** If you have a special code for the game, use this option to enter it. Press the **◆** and **◇** Directional Buttons to scroll through the letters on the code dial and press the **X** Button to lock in a letter. The **□** Button allows you to erase letters. The **○** Button lets you enter the code.

**RESTORE DEFAULT OPTIONS:** Select this option to return to the original settings.

At any time you can press the **△** Button to revert to the previous Option Menu or to cycle back to the Main Menu.

## Pause Menu

When playing the game, press the **START** Button at any time to bring up the Pause Menu and view all currently assigned mission goals. You can also check your current mission time. In addition, from this menu use the **▲** or **▼** Directional Buttons to quit to the Main Menu, restart the level, or simply continue with the game where you left off. Press the **X** Button to make your selection.

## HINTS AND TIPS

1. Boosting and then braking will activate the Power Slide, letting you turn rapidly while maintaining your original heading for a short time.
2. Use your brakes and Sniper View to destroy targets from afar.
3. In the *Havoc*, stay out of the blast

radius of your own bombs.

4. Use the sensor tag/nano missile combination in the *Guardian Mantis* to evade and shoot at the same time.
5. Your wingmates defend you by default, but also use them to attack or defend key targets.

## Credits

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Conducted by

John Williams

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Very Special Thanks

George Lucas

John Young

John Young

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HyperCard FLASH

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## Vana Sage



A disenchanted starfighter pilot, spy and adventurer, Vana grew up on Alderaan and left the planet at age 15 to work side by side with several bounty hunters. Her adventures took her to Naboo, where she served in the Royal Security Forces. Vana felt at home there, but also believed the government was foolish not to build a stronger military force. After Vana's requests to strengthen the military were rebuffed, she decided to leave the planet.

Since, Vana has gained a reputation for working for the highest bidder. Recently, she used her keen tactical mind to capture the alien pirate Nym for the Trade Federation. Vana is still employed by the Trade Federation, but is beginning to feel uneasy about the alliance.

### VANA'S STARFIGHTER: THE GUARDIAN MANTIS



A hyper-maneuverable ship with two top-mounted wings and a third ventral wing, the Guardian Mantis can enter a stealth mode and broke to a complete stop. An on-board astromech droid named Mod-3 is used for in-flight repairs.

**Primary Weapon:** Sensor-Guided Nano Missiles (Opponent must be targeted and tagged with the secondary weapon for the nano missiles to track.)

**Secondary Weapon:** Ion-Enabled Sensor Tags (Drains enemy shields and allows nano missiles to track targeted opponents.)

**Advanced Secondary Weapon:** Ion Encumbrance System (Completely disables ship.)

## Nym



Orphaned at an early age, Nym is a Feeorin, an alien species found on a few Outer Rim worlds. Criminals on the planet Lok raised Nym, but his meager upbringing gave him plenty of time to hone his tactical skills. Regarded as a brilliant tactician, he is a respected pirate captain. Nym is just greedy enough to keep his pirate crew in business, and often plans non-violent raids among the Core Worlds.

Nym's banditry recently became bothersome to the Trade Federation, who in turn hired Vana Sage to capture him. While Vana was able to briefly detain Nym, his crew helped him escape from the clutches of the Trade Federation. As a result, Nym is more willing than ever to put Trade Federation targets in his sights.

### NYM'S STARSHIP: THE HAVOC



The Havoc is among the most experimental and dangerous craft. The bomber was recently stolen by Nym and his crew, who then made numerous modifications to the already deadly vessel. Equipped with heavy shields and an automatic rotating turret gun, the Havoc also boasts six laser cannons and two bomb chutes.

**Primary Weapon:** Dual Triple-Laser Cannons

**Secondary Weapon:** Energy Bombs (Target using the special blue targeting sight on planetary missions.)

**Advanced Secondary Weapon:** Plasma Scourge (With an effect like napalm, this weapon can destroy multiple targets at a time.)

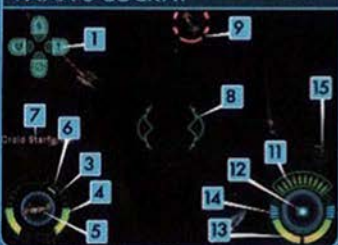
## COCKPITS

Whether you are flying through a deep canyon or far off in outer space, the cockpit game screen in *Starfighter* remains consistent. While there are slight visual interface differences between each of the three ships you pilot, most of the functionality remains the same. See next page for descriptions.

### RHYS' COCKPIT



### VANA'S COCKPIT



### NYM'S COCKPIT



1. Wingmate Command Display
2. Target Tracker
3. Target Shields
4. Target Health
5. Target
6. Target Distance
7. Target Name
8. Targeting Sight
9. Targeted Object
10. Bomb Sight (Nym's ship only)
11. Secondary Weapon Ammo Indicator
12. Objective Pointer
13. Player Health
14. Player Shields
15. Objective Critical Indicator
16. Dialogue Tracker