STAR WARS

BOUNTY HUNTER™

LucasArts Entertainment Company LLC P.O. Box 10307 San Rafael, CA 94912

SLES-50831

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

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STAR WARS BOUNTY HUNTER

INTRODUCTION

The Galactic Republic is in peril.
In the aftermath of the Battle of Naboo,
disorder and corruption run rampant
throughout the galaxy.
Seizing upon this chaos is a mysterious and
deadly cult known as the BANDO GORA,
whose vicious attacks have nearly crippled
the galaxy's most powerful industries.
Darth Sidious, recognising this development
as a threat to his own sinister plan, has summoned
his new apprentice to discuss the matter...

The Dark Lord of the Sith tasks his
new apprentice Darth Tyranus, who was
once a Jedi Master named Count Dooku,
to eradicate the Bando Gora and
also to find an ideal specimen from whom a
powerful army can be cloned. Tyranus resolves to
accomplish both tasks with a single stroke
by placing a fantastic bounty on the head of
the Bando Gora's leader, dead or alive.
Any bounty hunter who is resourceful enough
to hunt down this rogue Dark Jedi would serve
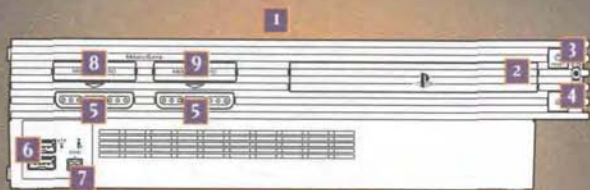as the perfect template for a clone army.
For Jango Fett, the galaxy's most
fearless and relentless bounty hunter, this hunt
for the ultimate bounty will lead to
unimaginable fortune—or certain death.
Now, the hunt begins.
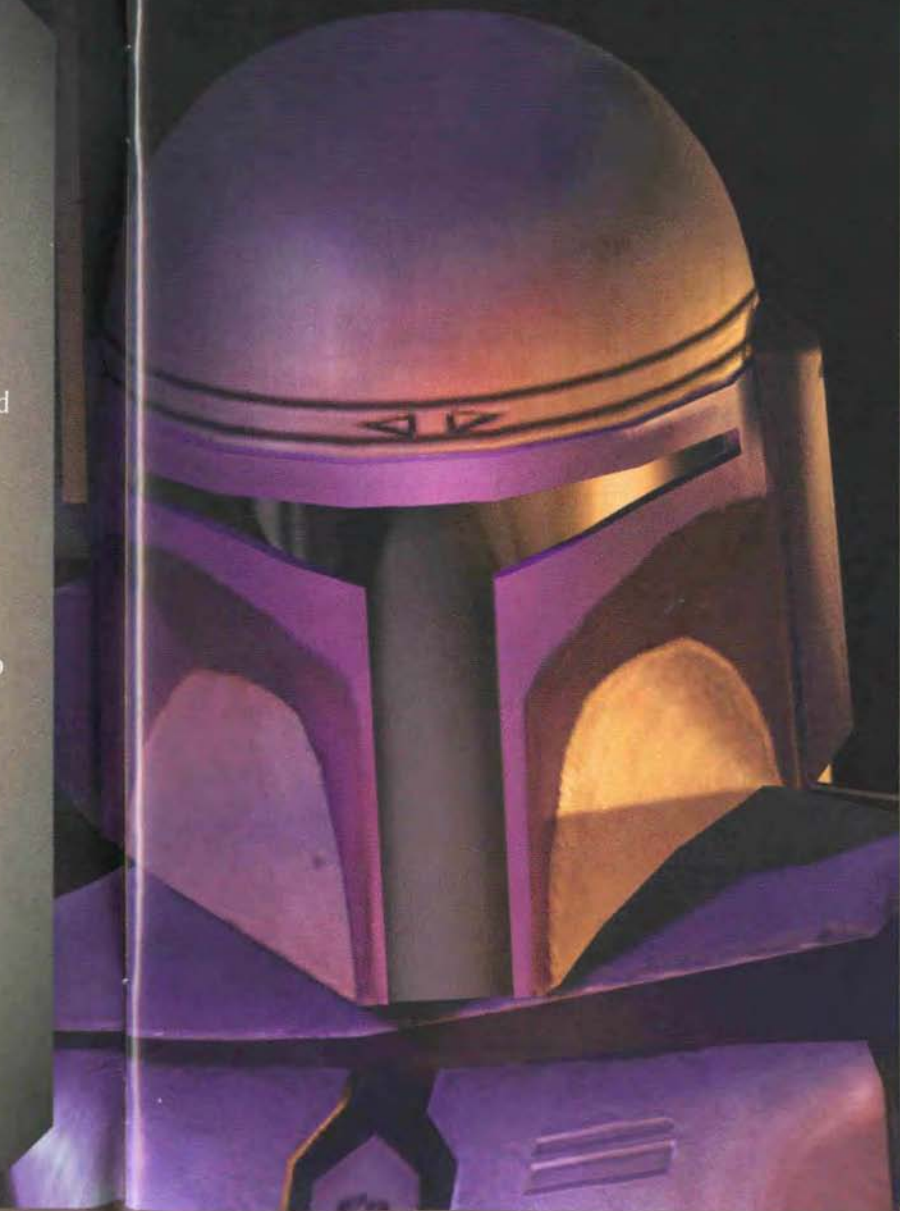
GETTING STARTED

PLAYSTATION® 2
COMPUTER ENTERTAINMENT SYSTEM

1 MAIN POWER switch (located on the back of unit)	**5** Controller ports 1 and 2
	6 USB connector
2 Disk tray	**7** S400 i.LINK connector
3 RESET button	**8** MEMORY CARD slot 1
4 (OPEN) button	**9** MEMORY CARD slot 2

Star Wars Bounty Hunter™ supports the analog controller (DUALSHOCK®2) and the Memory Card (8MB) (for PlayStation®2) if you wish to save your progress.
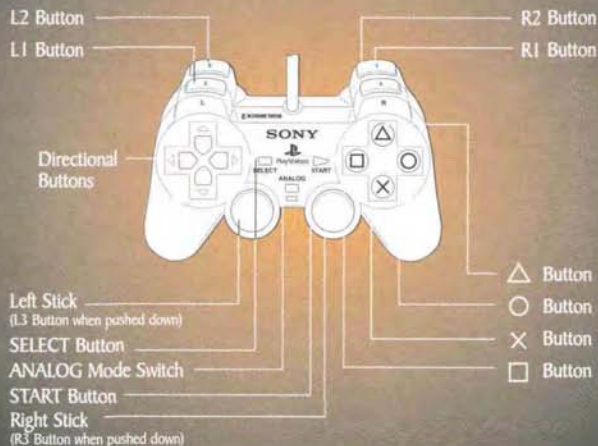
Set up the PlayStation®2 computer entertainment system according to the instructions in its instruction Manual. Attach game controllers and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the Ⓞ/RESET Button. When the Ⓞ indicator is green, press the ⏏ button and the disc tray will open. Place the *Star Wars* Bounty Hunter disc on the disc tray with the label side facing up

Press the ⏏ button again and the disc tray will close. Follow onscreen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Star Wars Bounty Hunter auto loads game data after selecting a MEMORY CARD slot with a memory card (8MB) (for PlayStation®2) inserted containing saved data .

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DEFAULT CONTROLS

DUALSHOCK®2 ANALOG
CONTROLLER CONFIGURATIONS

L1 Button	Jetpack Thrust
L2 Button	Crouch/Roll
R1 Button	Lock on to Target (press and hold)
R2 Button	Look Mode (press and hold)
Left Stick	Move Jango (or move cross hairs if ID scanner or sniper rifle is active)
Right Stick	Rotate Camera (or press up or down to zoom ID scanner or sniper rifle)
START Button	Pause Menu or Skip Cutscene
▲ **Button**	Action button (includes capturing bounty and using cutting laser)

● **Button**	Weapon Select (press and hold to pause game and bring up Weapons menu, or tap button to cycle weapons)

Directional Buttons

⬅ ➡	Quick Weapon Select (press left or right to select weapon during play)
⬆	Quick-Select the ID Scanner
■ **Button**	Fire Weapon or Mark Bounty (if ID scanner is active)
✖ **Button**	Jump (if R1 button is pressed, Jango will dodge with a somersault)

Note: *Star Wars* Bounty Hunter does not support a digital controller.

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PREPARING TO PLAY

Upon starting *Star Wars* Bounty Hunter, the game's Title screen will appear. Press the START button to continue. This is followed by the MEMORY CARD slot Selection screen. Assuming you have a memory card (8MB) (for PlayStation®2) in the PlayStation®2, select the appropriate MEMORY CARD slot by using the ← and → directional buttons. Press the ✖ button to confirm your memory card (8MB) (for PlayStation®2) selection.

While a memory card (8MB) (for PlayStation®2) is not required to play the game, it is strongly recommended so that you can save your progress. If you do not have a memory card (8MB) (for PlayStation®2) in the system, a screen will appear to indicate this fact. Press the ✖ button to continue playing the game without a memory card (8MB) (for PlayStation®2), or insert a memory card and then press the ↓ directional button and the ✖ button to return to the MEMORY CARD slot Selection screen.

SELECT GAME SCREEN

If you have chosen to use a memory card (8MB) (for PlayStation®2), the Select Game screen appears. *Star Wars* Bounty Hunter allows you to create up to eight unique player profiles. These profiles are kept updated as you progress through the game. To select a new profile, press the ↑ and ↓ directional buttons to select a save slot. Next, press the ✖ button.

If you wish, you can press the ● button to give your player profile a unique name. Pressing the ● button brings you to the Enter Name screen. Use the directional pad and the ✖ button to select the name of your game. When complete, highlight the **End** button and press the ✖ button.

Once you are back on the Select Game screen, you can press the ■ button to erase a saved game.

SELECT GAME SCREEN

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After selecting a player profile slot and renaming your game if you wish, highlight the profile you want to use. Press the ✖ button to continue to the Main menu.

MAIN MENU

On the Main Menu you can navigate between the four options by pressing the ⬆ or ⬇ directional buttons. The options, which are selected by pressing the ✖ button, are as follows: Play Game, Options, Game Stats and Bonus Items.

PLAY GAME

Star Wars Bounty Hunter spans six chapters. Once you select this option, you are taken to the Select Level screen. On this screen, you'll see the current chapter, along with a list of the levels you have unlocked in each chapter. If more than one chapter is available to play, highlight

MAIN MENU

the currently selected chapter, and then press the ⬅ or ➡ directional buttons to move between available chapters.

Once you have selected the appropriate chapter, press the ⬆

or ⬇ directional buttons to select between available levels in that chapter. If you are just starting the game, only one level will be available to play.

Each chapter's cutscenes are also available through the Select Level menu. Once they are unlocked, you can watch them at any time.

SELECT LEVEL SCREEN

After selecting the appropriate level you wish to play, press the ✖ button to load the level.

Objectives

On the Select Level screen, you will see two important pieces of information. Once you complete a level, this screen will tell you how many bounties you captured compared to the total number of bounties available. This is displayed in the Bounties column next to each level name. Secondly, the feather icon will appear next to levels where you have found the feather bonus icon in the game. Finding this feather unlocks secrets on the Bonus Items menu.

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OPTIONS

From the Options menu you can adjust game settings. Press the
↑ and ↓ directional buttons to highlight an option, and press
the ✖ button to select one of the following:

Controller Setup

Adjust the way you control Jango. Press the ↑ and ↓
directional buttons to choose between options. Once an
option is highlighted, press the ← and → directional buttons
to adjust the setting. When finished, press the ✖ button to
return to the Options menu.

• FLIP Y-AXIS: This toggles what happens when you move the
left analog stick in Look Mode. If the Y-axis is flipped, pressing
up on the left analog stick will cause Jango to look down, and
vice versa. Default is no.

• VIBRATION: Set the controller vibration on or off. Default is on.

A/V Options

Change the way you hear and see the game by adjusting these
options. Press the ↑ and ↓ directional buttons to choose
between options. Once an option is highlighted, press the ←
and → directional buttons to adjust the setting. When finished,
press the ✖ button to return to the Options menu.

• MUSIC: Adjust the slider to change the level of background music.

• SOUND FX: Move the slider to set the volume of sound
effects.

• VOICE: Select a level for the voice-overs in the game.

• QUALITY: Toggle between Mono, Stereo and Dolby sound.

• TEXT: Turn on or off captioning text that appears whenever a
voice line is spoken in the game.

• PROGRESSIVE SCAN: Turn progressive scan on or off.
In order to use the progressive scan mode, they must have a
Television that supports progressive scan and also a
Component AV Cable (for PlayStation®2) - (SCPH-10100 E).
For details on how to set up your console with the Component
AV Cable (for PlayStation®2), please refer to the instructions that
accompany the Component AV Cable (for PlayStation®2).
Using the progressive scan mode with a television that does
not support progressive scan may damage the television.

Code Setup

If you have a secret code for the game, use this option to enter
it. Once you are on the Code Setup screen, use the directional
buttons to select letters and press the ✖ button to lock in a
letter. You can also add spaces and delete characters. Select
the **End** button when you are done entering the code.

Restore Defaults

Pick this option to return the game to the default settings.

Credits

View a list of those responsible for developing the game.

GAME STATS SCREEN

This screen indicates your current progress in the game, assuming you have a memory card (8MB) (for PlayStation®2) in the system. Visit this screen at any point to learn information about how many enemies you have killed and how far you have progressed through the game. Your Notoriety Ranking will be constantly updated as you play through the game.

BONUS ITEMS SCREEN

You will unlock bonus items as you earn credits by capturing secondary bounties, complete levels, or collect feather icons throughout the game. Visit this menu to view special bonuses, including outtakes from the game and concept art.

TYPICAL GAME SCREEN

Here's a look at the onscreen interface in *Star Wars* Bounty Hunter and what the various displays can tell you:

IN-GAME DISPLAY

1 JETPACK FUEL
When Jango uses his jetpack, this display pops out of the left and right sides of the Health Bar. It indicates the jetpack fuel level. Jango is only able to fly with his jetpack for a limited amount of time. Once the fuel is depleted, Jango will fall to the ground. The jetpack fuel will always regenerate after Jango is on the ground for a few seconds.

2 CURRENT WEAPON
If a weapon has a limited amount of ammunition, a number will indicate the available ammunition.

3 TAGGED BOUNTY POINTER
If you have tagged a bounty through the ID scanner, this orange arrow indicates the direction you should travel to find that bounty.

4 TARGETED ENEMY
This red reticle is placed over a targeted enemy.

5 ENEMY'S HEALTH
This Health Bar indicates the current health of the targeted enemy.

6 JANGO'S HEALTH
This Health Bar measures Jango's health and turns from green to red as he takes damage.

MOVES AND COMBAT

Star Wars **Bounty Hunter** is a game of action combat and quick movement. Playing in a third-person perspective, Jango Fett has a number of different moves he can perform. Most importantly, the ability to lock on to enemy targets allows Jango to perform special evasive moves. Here's an overview of how to control Jango and engage in enemy combat:

MOVING JANGO

Jango can move at three different speeds: Sneak, Walk, and Run, depending on how far the left stick is pushed forward or backward. This stick can be used in conjunction with the Lock on to Target, Jetpack Thrust, Jump and Crouch buttons for other exciting moves, like evasive diving and rolling.

MOVING THE CAMERA

You can move the in-game camera using the right stick.

TARGETING AND LOCKING ON TO ENEMIES

The game includes an advanced auto-targeting system that allows you to easily pinpoint and engage in combat with enemies. To further enhance combat, the game offers an easy way to lock on to enemy targets using the Lock on to Target button (R1 button). In addition to focusing Jango's weapons, locking on to a target effects Jango's movement. (For more information on specific moves, see Specific Moves on the next page.)

While you can fire your weapons at any time, it is often more effective to first lock on to a target before engaging in combat. Press and hold down the Lock on to Target button (R1 button) to lock on to an enemy. If you hold down the button, Jango's movements will become relative to that enemy. For instance, moving Jango left and right will now cause him to strafe instead of turn. This allows Jango to keep the enemy targeted in his sights.

Many other movement actions are also changed if Jango is locked on to a target. Remember that an enemy will remain targeted until you release the Lock on to Target button or until the enemy is killed. If you have the dual blaster pistols equipped, Jango is able to lock on to one enemy target while still auto-aiming at a second enemy.

If you wish to switch targeted enemies, release the Lock on to Target button, re-orient Jango and press the button again.

SPECIFIC MOVES

Here's an overview of the main moves Jango can use during the game. Remember that some of these moves only happen when you press the Lock on to Target button (R1 button).
NOTE: If you use evasive moves while enemies are firing at you, Jango will deflect blasts.

JUMPING
Tap the Jump button (✖ button) to make Jango jump. A quick tap results in a short hop; holding down the button results in a long jump.

CROUCHING
Press and hold the Crouch button (L2 button) to make Jango crouch. Jango can also walk while he crouches. To do this, hold down the Crouch button and press the left stick in the direction that you want Jango to sneak.

EVASIVE MOVES
(LOCK ON TO TARGET + JUMP OR ROLL)

If you are pressing the Lock on to Target button (R1 button) and press the Jump button (✖ button) or Crouch button (L1 button), Jango will perform an evasive dodge move. The direction of this move depends on which way you press the left stick. The possible combinations are as follows:

SOMERSAULTING

JUMP BUTTON + LOCK ON TO TARGET BUTTON: Jango jumps up and performs a somersault move. You can modify this dodge by pressing the left stick in the direction you want Jango to somersault.

ROLLING

CROUCH BUTTON + LOCK ON TO TARGET BUTTON: Jango performs an evasive roll. Note that you must push the left stick in a direction to perform this evasive dodge. By continually holding the left stick in one direction, Jango can perform a series of these rolls.

Jango can also perform a forward evasive roll if he is running forward or backward and you press the Crouch button (L2 button).

JETPACK THRUST

Press the Jetpack Thrust button (L1 button) to ignite Jango's jetpack. The longer you press the button, the longer the jetpack will thrust. Beware: the jetpack's power cells deplete quickly. They automatically recharge once you release the Jetpack Thrust button. NOTE: If Jango is falling to the ground, and the jetpack still has fuel, tap the Jetpack Thrust button to slow your descent.

While Jango is in the air, remember that you can use the left analog stick to control his movement. Keep in mind that Jango will be able to thrust higher into the air if you let him fly straight up. If you press the left stick while thrusting, Jango is not able to fly as high because he is using some fuel to thrust himself in a certain direction. NOTE: You can fire most of your weapons while in the air, but not the flamethrower.

LEDGE MOVEMENT

During the game, Jango will often come into contact with ledges. If he can hang from a ledge, he will automatically grab on to it. If you are standing above a ledge and want to drop down to hang, stand near the ledge and press the Action button (▲ button).

You can shimmy along the ledge by nudging the left stick left or right. If possible, Jango can climb up on to a surface if you press the left stick up, or by pressing the Action button ▲.

Likewise, you can drop off the ledge by moving the left stick down. You can also press the Jump button (✖ button) to make Jango spin around 180 degrees and grab a ledge behind him. If there is no ledge behind, Jango simply spins around and drops from the ledge.

CLIMBING LADDERS

When Jango comes into contact with a ladder, he will automatically mount the ladder and be ready to climb. Pressing up on the left stick makes him ascend the ladder. Likewise, down on the left stick makes him descend. Press Jump (✖ button) to leap away from the ladder.

PLAYING THE GAME

During *Star Wars* **Bounty Hunter**, you will be asked to achieve a number of different objectives. Here's a brief overview of key things you'll want to keep in mind as you play the game:

JANGO'S JETPACK

As you saw in the opening cutscene, Jango temporarily loses his jetpack in the Pit Fighting Arena. Therefore, he does not have access to it during the first level of the game. Don't worry—the good news is that he will acquire it part way through the second level.

MISSION OBJECTIVES (PAUSE MENU)

At any point during a mission, you can press the START button to bring up the Pause menu. From this menu, you can see the current mission objectives. Objectives with a red icon are not yet complete. A green icon indicates a completed objective. You do not need to complete the optional objectives to finish a level. NOTE ON OPTIONAL OBJECTIVES: Optional objectives will list the number of bounties in that level.

The Pause menu, in addition to serving as a good reminder of your mission objectives, allows you to perform other functions as well. After pressing the START button to bring up the Pause menu, you can select between the following options by pressing the ✖ button:

PAUSE MENU

• RESUME GAME: Return to the game.
• RESTART LEVEL: Restart the game level.
• QUIT GAME: Quit the game.

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SCANNING FOR BOUNTIES

A large part of Jango's job in the game is to find certain bounties. In order to ID these bounties, use Jango's ID scanner. The scanner can be selected on the Weapon menu. Press the ← or → directional buttons (or the ● button) to cycle through weapons and select the ID scanner.

Quick-select the scanner with the ↑ directional button. To use the scanner, press and hold down the Look Mode button (R2 button). Once the scanner is in use, press the left stick to point the cross hairs. Press the right stick up or down to zoom in on specific

ID SCANNER

characters. As you zoom in on a character, the scanner will provide information on whether a bounty is posted.

NOTE: You are unable to fire or move Jango while the ID scanner is activated.

MARKING A BOUNTY

If a bounty is posted for specific characters, you first need to mark them before you can claim them. When the bounty information is onscreen in the ID scanner, press the Fire button (■ button) to

mark the bounty. An onscreen text box will appear to indicate the bounty has been marked. Now, when you exit the ID scanner, an orange arrow will appear onscreen to help you pinpoint the marked bounty.

NOTE: When marking a bounty, pay attention to whether it is wanted dead or alive.

MARKING A BOUNTY

CAPTURING AND CLAIMING A BOUNTY, DEAD OR ALIVE

If a bounty has been marked and you have tracked it down, you must capture and claim the bounty to receive your reward credits. If a bounty is wanted dead or alive, you have a choice as to how you bring it in. Note that you will often, although not always, get more credits if you bring in a bounty alive. In some cases, you will specifically be told whether the bounty is wanted dead or alive.

If the bounty is wanted alive, you must first subdue the bounty with your whipcord before he or she can be captured. To do this, select the whipcord from your Weapon menu and then fire it at the bounty. If you successfully tie up the bounty, you can now claim it.

To claim a bounty—dead or alive—walk up to the character and press the Action button (▲ button), assuming you have first marked the bounty. If the bounty is successfully captured, an onscreen text message will appear to indicate this fact. The resulting Republic credits are automatically added to Jango's account.

USING THE LOOK MODE

The game is designed so you can play it in third-person mode with the weapons auto-aiming. You can, however, also use the Look Mode to scan the environment and manually aim weapons. To call up Look Mode, press and hold down the Look Mode button (R2 button).

Once in Look Mode, use the left stick to move the cross hairs around and fire your weapon. Besides being a way to precisely aim weapons, this mode is especially useful to size up an environment and look for hidden doors and passageways.

THE ACTION BUTTON

The Action button (▲ button) is used for a variety of context-sensitive actions. These include:

• Activating switches and opening doors.
• Using Jango's gauntlet cutting laser when in close proximity (and facing) a grate or door that can be cut through.
• Claiming a bounty.
• Taking control of a stationary gun turret in the game. Press the Action button (▲ button) again to exit.

SAVING YOUR PROGRESS

Once you complete a level, your progress will automatically be saved to the Player Profile, if you selected one when you first started the game. Within each level, there are also a set number of checkpoints where your progress will be temporarily saved. Once you pass a checkpoint, you will respawn here each time Jango dies in a level. Note that your checkpoint progress is not saved to the memory card (8MB) (for PlayStation®2). Therefore, if you exit a level and come back to it at a later point, Jango will start back at the beginning of the level.

LEVEL CONTINUES

Jango is given a limited number of level continues on each of the game's missions. Once these continues have been used up, you must restart the level from the beginning.

WEAPONS

As you progress through the game, Jango acquires many weapons and gadgets to use against enemies. Here's an overview of what is available in the game:

HOW TO SELECT WEAPONS

There are two ways to select weapons in the game. First, you can press the ⬅ or ➡ directional buttons at any time during the game to scroll through available weapons. Alternatively, quickly pressing the Weapon Select button (● button) will cycle through available weapons. If you wish to pause the game while selecting a weapon, press and hold down the Weapon Select button (● button). After a short moment, the game will pause and you can press the ⬅ or ➡ directional buttons to scroll between weapons. Remember that you must continue to hold down the Weapon Select button to keep the game paused. Release the Weapon Select button once you have highlighted the weapon you want.

FISTS No matter what, Jango can always use his fists to fight against enemies. While it may seem like using his body as a weapon is only a last resort, using Jango's fists is quite effective for short-range combat.

WESTAR-34 TWIN DUAL DALLORIAN ALLOY BLASTERS This blaster pistol fires cohesive bursts of light-based energy called bolts. Jango uses two blaster pistols at once, one in each hand. When equipped, holding down the Fire button (■ button) will cause Jango to alternate between firing the left and right pistols. Jango will fire at a faster rate if you rapidly press the Fire button. These blaster pistols have unlimited ammunition.
NOTE: If the dual blaster pistols are equipped, Jango can attack two enemies at once.

SOMERSAULTING

JUMP BUTTON + LOCK ON TO TARGET BUTTON: Jango jumps up and performs a somersault move. You can modify this dodge by pressing the left stick in the direction you want Jango to somersault.

ROLLING

CROUCH BUTTON + LOCK ON TO TARGET BUTTON: Jango performs an evasive roll. Note that you must push the left stick in a direction to perform this evasive dodge. By continually holding the left stick in one direction, Jango can perform a series of these rolls.

Jango can also perform a forward evasive roll if he is running forward or backward and you press the Crouch button (L2 button).

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ADDITIONAL WEAPONS

During the game, Jango can also acquire some additional weapons with limited ammunition. Once the ammunition is used up, these weapons disappear from your inventory.

HEAVY GUN This is a heavy repeating blaster rifle. It's very powerful, but fairly inaccurate due to its high rate of fire.

GRENADE LAUNCHER This weapon can quickly fire small thermal grenades at a medium range.

BLASTER RIFLE The blaster rifle is an all-purpose soldier's weapon. It fires in three-shot bursts, is fairly accurate, and packs a decent punch.

The worlds of *Star Wars* **Bounty Hunter** contain many powerups and pickups that will help Jango in his search for the ultimate bounty. Look for these items throughout the game. Simply run over the item to pick it up.

PICKUPS

BACTA FLUID VIAL Restores 20 percent health.

THERMAL GRENADES (EXPLOSIVE) Pick up three at a time.

BACTA FLUID CRATE Fully restores health.

SNIPER ROUNDS A magazine with six rounds.

MISSILES—TWO TYPES: STANDARD (TOP) AND CLUSTER (BOTTOM) Found in groups of three.

TOXIC DARTS A clip of six toxic darts.

POWERUPS

JETPACK Gives you enough fuel to have longer flight time, although the maximum height remains the same.

MANDALORIAN RAGE Makes Jango invulnerable for a short period of time. It also increases his rate of fire.

Star Wars **Bounty Hunter** includes a unique cast of both friends and foes. Here are some of the key characters you will encounter.

JANGO FETT

Jango Fett's background and exploits are mired in legend, with few verifiable facts—perhaps by design.

One such story: As a boy, Jango was orphaned when his family was caught in the cross fire between the terrifying Mandalorian Warriors and their rivals, the Death Watch, on the planet Concord Dawn. A sympathetic Mandalorian commander named Jaster Mereel took pity on Jango and made him a cadet. Soon he was travelling with the nomadic army-for-hire as they toured the galaxy looking for conflict, always in the service of the highest bidder. Over time, Jango rose through the ranks. When Jaster Mereel was killed in battle, Jango was named commander, the youngest in the long history of the notorious mercenary army.

Since ancient times, Mandalorians were brutally effective fighters, and especially so under Jango Fett's leadership. However, while fighting to suppress a popular revolt in the Galidraan system, the Mandalorians ran afoul of the Jedi Knights, who wiped out most of the mercenary army and delivered the survivors to the governor of Galidraan. Jango became a slave, but he used the next several years to regain his strength and plot his eventual escape. He exacted revenge on his captors, reclaimed his Mandalorian armour and set off on his own as a bounty hunter.

Armed with dual blasters, a missile-equipped jetpack, and a host of other deadly tools of his trade, Jango Fett is now among the most feared bounty hunters in the galaxy.

MONTROSS

Montross, like Jango Fett, was once a Mandalorian Warrior, feared by his enemies, as well as by the men with whom he served. He was exceptionally brutal, even for a Mandalorian, and his reckless bravado often placed his comrades in danger. He was frequently at odds with his commander, Jaster Mereel, over combat tactics and his own tendencies to cause unacceptable amounts of collateral damage. He was also enraged by the attention his commander bestowed upon the daring young recruit, Jango Fett.

In a pitched battle against a rival mercenary army, Montross led a foolhardy charge, which led to Jaster Mereel's death. Banished from the Mandalorians for this costly mistake, Montross became a bounty hunter. His brutal, unorthodox methods suited his new profession well, and stories of his atrocities struck terror in the hearts of wanted fugitives who learned Montross was stalking them. He hunts mainly for sport, not money, invariably killing his prey.

KOMARI VOSA

As a young woman, Komari Vosa was an adept Padawan learner, who frequently impressed her Jedi Master with her own unique style of fighting, which included the use of two lightsabers. But beneath her soft and beautiful features, Vosa was emotionally unstable and subject to aggressive rages. During the Galidraan conflict, she single-handedly killed at least twenty Mandalorians in battle.

Ultimately, Vosa's flaring emotions led the Jedi Council to conclude she was unfit for the Jedi Trials. While the Jedi Council debated her uncertain future, and against strict orders to stay within the Jedi Temple, Vosa joined a group of Jedi sent to rescue the people of Baltizaar from a vicious attack by the Bando Gora. The mission was ill fated; in the Jedi Archives, Vosa is listed as lost and presumed dead, along with scores of others. Little did the Council know that Vosa and two Jedi were captured, not killed, by the Bando Gora. Once in captivity, Vosa killed the two Jedi—perhaps to prevent their suffering—or perhaps due to her unstable nature. Subsequently, she used her mastery of the Force to turn the tables on her captors and usurp control of the cult.

Now, from an ancient burial moon in the Bogden system, Komari Vosa commands this far-reaching, clandestine cult, intent on spreading its influence to all corners of the galaxy. With her twisted mastery of the dark side of the Force, not to mention the aid of ancient mind-altering Bando Gora toxins, Vosa has enslaved scores of unwitting followers to become her mindless assassins.

COUNT DOOKU (DARTH TYRANUS)

Some time ago, Count Dooku was a formidable Jedi. As the prized pupil of Yoda, many believed that Dooku's knowledge of the Force was second only to his Master. In turn, Dooku passed on his skills to such venerable Jedi as Qui-Gon Jinn.

His extensive training, however, did not prevent Dooku from becoming disillusioned with the Jedi Council. A political idealist, he firmly believed that the Jedi were weakening

their cause by serving an institution as corrupt as the Republic. Eventually, Dooku's frustration led to him renouncing his commission to the Jedi order.

Dooku went into a self-imposed exile. During this time, he secretly became an apprentice of the mysterious Sith Lord Darth Sidious. Soon corrupted by the lure of the dark side, Dooku began to share his Master's vision of a new order for the galaxy. By Sith tradition, Dooku took on the name Darth Tyranus and became one of Sidious' most trusted allies.

Together, Sidious and Tyranus now plot to plunge the galaxy into an epic civil war, resulting in the creation of a new empire that they will rule. This plan, however, is threatened by the emergence of the Bando Gora. Dooku is well aware of the cult, as its leader is another wayward Jedi—and none other than his own former pupil, Komari Vosa.

ZAM WESELL

While she might appear to be a beautiful female wearing a purple suit of flexible armourweave, Zam Wesell can take the form of nearly any species in the galaxy. This aspiring bounty hunter's chameleonlike ability is a closely guarded secret, but it has proved to be one of her greatest assets. Known for her devious ways, Wesell is keen to learn the ropes of bounty hunting—but she knows she has to seek out an experienced pro if she is to become one of the galaxy's best.

ROZATTA

A female Toydarian, Rozatta owns the expansive space outpost called Outland Station, which plays host to pit fighting games, among other underworld events. Dressed in eccentric attire, perhaps to augment her less than glamourous features, Rozatta is tough and drives a hard bargain. In fact, some call her downright greedy. But she also has a maternal side, and has been known to look out for Jango Fett's best interests... as long as there is a finder's fee coming her way.

MEEKO GHINTEE

A cheat and a totally untrustworthy alien, Meeko makes his living in the underworld of beast pit fighting games. He has been known to rig fighting beasts with remote devices so he can control them. Frequently incarcerated for such underhanded tactics, as well as other nefarious deeds, Meeko always seems to escape and return to the pit fighting arenas. Now wanted for murder, assault, larceny and a host of other charges, Meeko is one of the most wanted criminals in the entire galaxy.

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HINTS AND TIPS

Here are some hints and tips to help you progress through *Star Wars* Bounty Hunter.

MAKE SURE TO LOCK ON TO ENEMIES USING THE LOCK ON TO TARGET BUTTON (R1 BUTTON).

THERE'S A REASON JANGO HAS SUCH A DIVERSE GROUP OF WEAPONS. SOME WEAPONS HAVE DIFFERENT EFFECTS ON DIFFERENT ENEMIES.

WHILE LOCKED ON TO A TARGET, JUMPING OR ROLLING ARE EFFECTIVE WAYS TO AVOID ENEMY FIRE.

MAKE SURE TO USE THE LOOK MODE TO CHECK OUT YOUR SURROUNDINGS. IF YOU COME TO A DEAD END, LOOK AROUND TO SEE IF YOU CAN CONTINUE BY FLYING UP OR JUMPING DOWN.

MAKE SURE YOU USE YOUR ID SCANNER TO CHECK FOR CHARACTERS WITH PRICES ON THEIR HEADS. BOUNTIES ARE EVERYWHERE!

IF A BOUNTY IS WANTED ALIVE, MAKE USE OF JANGO'S WHIPCORD TO BRING HIM/HER IN. BE SURE TO CLAIM YOUR BOUND PREY BY APPROACHING THE BOUNTY AND PRESSING THE ACTION BUTTON.

JANGO CAN USE HIS CUTTING LASER ON CERTAIN METAL DOORS, FENCES AND GRATES. LOOK AROUND FOR OBJECTS YOU MAY BE ABLE TO CUT THROUGH.

IF YOU'RE IN COMBAT WITH MULTIPLE TARGETS, KEEP MOVING AND PERFORM EVASIVE MANOEUVERS. ENEMIES HAVE MORE TROUBLE HITTING A MOVING TARGET.

IN SOME SITUATIONS AN EXIT WILL NOT UNLOCK AND OPEN UNTIL JANGO HAS CLEARED THE AREA OF ENEMIES.

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