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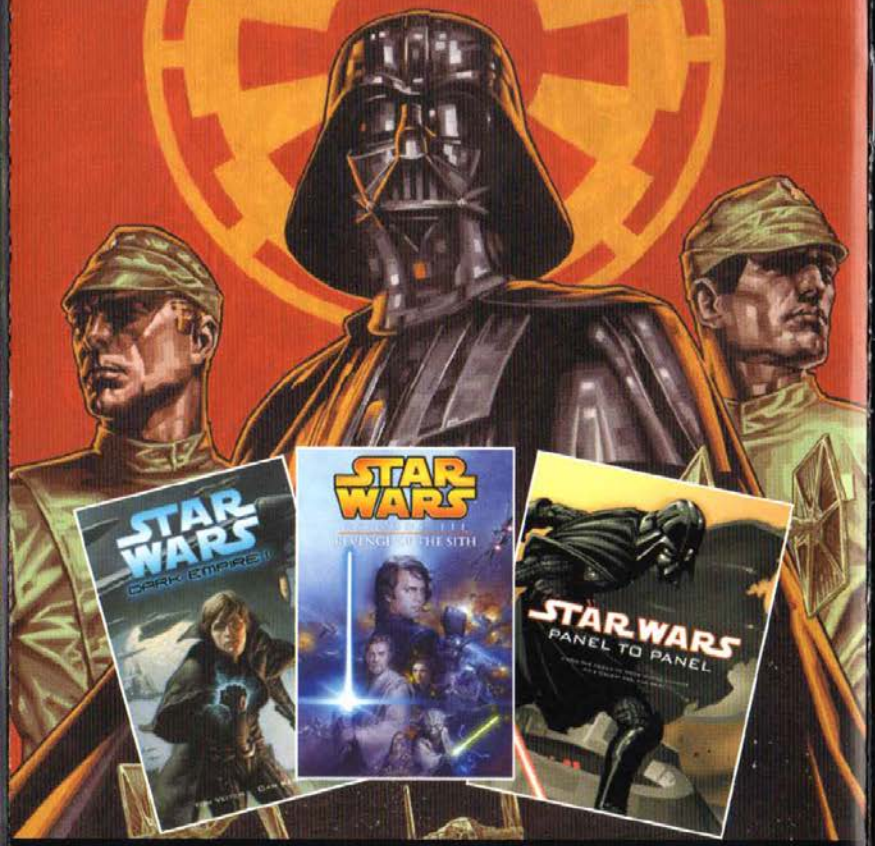

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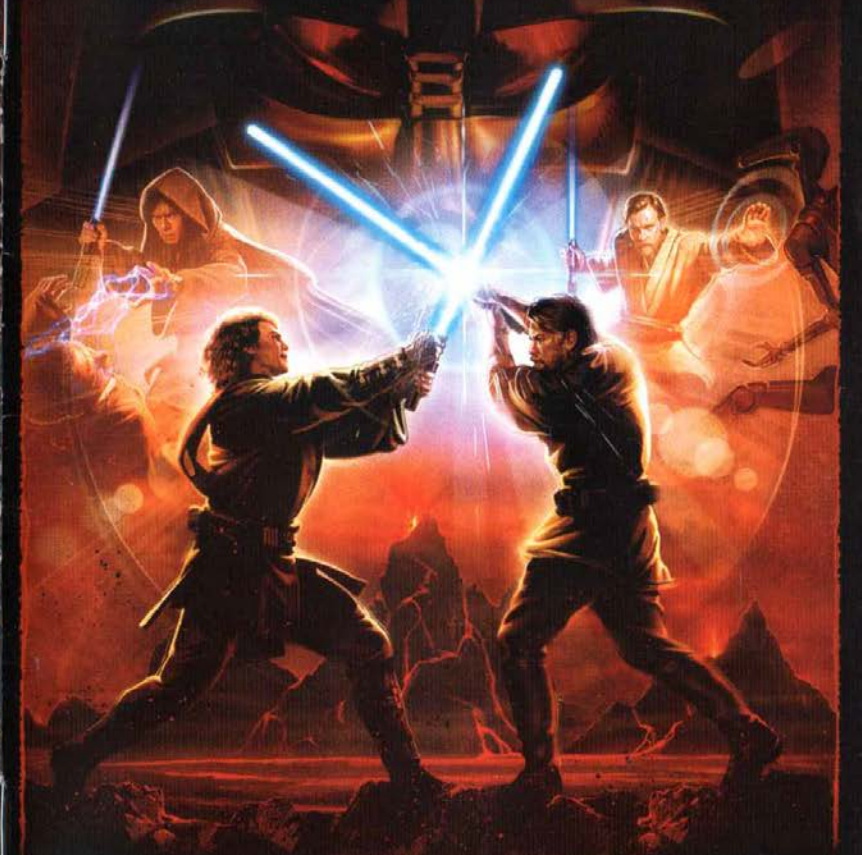
STAR WARS
EPISODE III
REVENGE OF THE SITH™



THE ULTIMATE *JEDI*® ACTION EXPERIENCE

TEEN T CONTENT RATED BY ESRB

the collective

LUCAS Arts

WARNING

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.

Never use solvents or abrasive cleaners.

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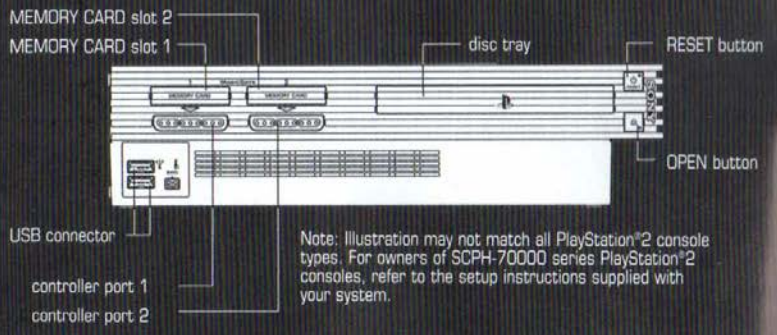
INTRODUCTION

The fires of the Clone Wars are burning throughout every corner of the galaxy. Guided by the Sith and under the direct leadership of Count Dooku, the Confederacy of Independent Systems has dealt one crippling blow after another to the Republic. Recalled from a battlefront in the Outer Rim, Obi-Wan Kenobi and Anakin Skywalker return to Coruscant to find the planet under siege. Seeking to drive the Republic into further chaos, the malicious cyborg General Grievous has infiltrated the capital and abducted Supreme Chancellor Palpatine. As the Separatist army flees Coruscant with its prize, Obi-Wan and Anakin lead an urgent rescue mission to free the captive Chancellor. The fate of the galaxy rides with them; failure could mean an end to the war... and to the Republic itself.

GETTING STARTED

Set up your 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



Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 consoles, refer to the setup instructions supplied with your system.

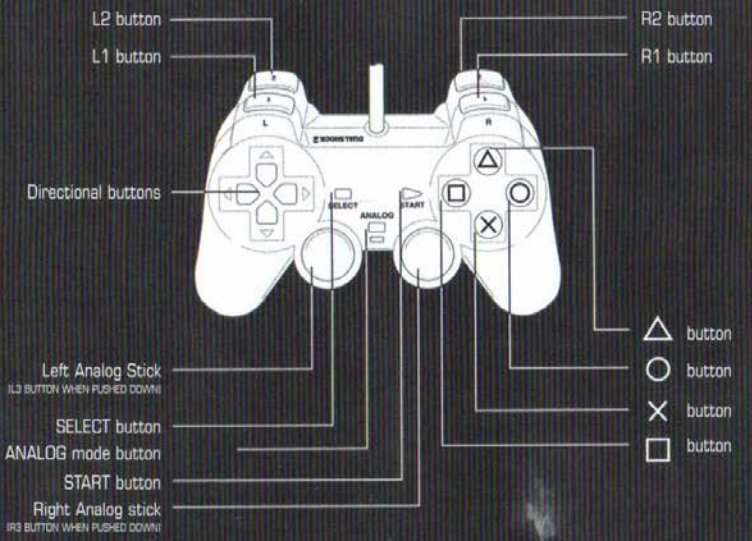
button and the disc tray will open. Place the ***Star Wars®: Episode III Revenge of the Sith***™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system.

DEFAULT CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Left Analog Stick	Move/Navigate Menus	**L1 Button**	Block/Strafe
Right Analog Stick	Force Target	**L2 Button**	Saber Throw
X	Jump	**R1 Button**	Push/Grasp
□	Fast Attack	**R2 Button**	Stun/Lightning
△	Strong Attack	**SELECT Button**	Not Used
○	Critical Attack/Interact with objects	**START Button**	Pause
Directional Buttons	Navigate Menus		

Note: All Controls mentioned in the manual refer to the default configuration.

Main Menu

Note: If no saved games have been made, the game will take you directly into the first Story Mission when you press the START Button. You must complete the first mission to save an initial profile (see AutoSave, page 6).

NEW GAME

Enter a name for the Save Game by navigating the Virtual Keyboard with the Directional Buttons and confirming your selection with the **X** Button.

LOAD GAME

Allows you to load any Save Games previously created. You then have these options:

Single Player
After selecting this, you can choose between Story Missions (see page 12) and Bonus Missions (page 14).

Multiplayer
After selecting this, you can choose between Versus mode (page 15) and Cooperative mode (page 15).

SETTINGS

Select this to access the following options:

CONTROLLER
Choose from several preset Controller configurations.

DIFFICULTY
Choose between Easy, Normal (default), or Hard.

VOLUME
Music/Effects/Dialogue volumes can be adjusted independently.

VIBRATION
Toggles controller vibration on/off.

SUBTITLES
Toggles subtitles on/off.

CODES
Secret codes can be entered here to unlock special features.

RESTORE DEFAULTS
Restores all settings to the default configuration.

FEATURES

Accesses Concept Art, Replay in-game Movies, or view the Credits.

Game Screen

1 **Hint Message** Instructions on how to perform actions or objectives appear here.

2 **Character Portrait** This changes depending on which character you are controlling.

3 **Force Meter** This meter is depleted whenever you use Force Powers. It regenerates over time. You can fully replenish the Force Meter by picking up a Force Power Surge.

4 **Health Meter** This meter decreases as you take damage. Your mission ends when it is depleted. Health can be replenished by picking up Bacta tanks; run over one to pick it up. If your health is full, the tank will not be picked up. You can also replenish health by using Force Heal (see page 9). You can fully replenish your Health Meter by picking up a Health Surge.

5 **Combat Rating** Each time you defeat an enemy, the Combat Rating is displayed. Ratings are based on how much skill you have accumulated at the moment you defeat an enemy.

6 **Skill Meter** This meter measures your skill as a Jedi in combat. You gain experience bonuses depending on how high your Skill Meter is. Additionally, when the meter is full, you gain a temporary power increase. For more information see Skill, page 13.

7 **Object Interaction Icon** If you are near an object that can be interacted with, an icon of a hand appears above the Skill Meter. For some objects, you may need to press and hold the ○ or the R1 Button to perform an action.

8 **Experience Bar** The blue bar beneath the Character Portrait tracks the amount of experience you gain throughout the level. You will be notified if you have reached the experience point limit for a particular level. After that, the bar will not increase.

9 **Subtitles** These only appear if you have subtitles toggled on (default setting is off).

10 **R2-D2 Progress Meter** Sometimes R2-D2 will need to perform a task so you can progress. This meter shows how close he is to completing his task.

PAUSE SCREEN

Press the START Button to pause. Here you have the following options:

Continue: Exit pause mode.

Objectives: Displays objectives for the current mission.

Combat Chart: Review how each action and combo attack is executed. The chart shows moves that can be unlocked by spending Experience Points. Not all moves are listed in the Combat Chart; experiment to find additional combos.

Settings: Change the controller configuration and adjust the same settings available in the Main Menu.

Restart Mission: Start the current mission from the beginning.

Quit Mission: End the current mission and return to the level select screen.

AUTOSAVE

Star Wars®: Episode III Revenge of the Sith™ uses an Autosave feature to save game progress at the end of each mission. Make sure a memory card (8MB)(for PlayStation®2) is inserted into MEMORY CARD slot 1. When the Autosave feature is running, do not remove memory card, controller, or reset/switch off console. Note: at least 70KB of free space is required to save game data. Your settings will be saved at the end of each mission, when your game is saved.

THE ART OF JEDI COMBAT

To succeed in combat, a Jedi must master mind, body, and saber. Below is a sampling of the many Combat Moves and Force Powers. For a complete list, refer to the Combat Chart in the in-game pause menu. More powerful moves can be unlocked by spending Experience Points at the end of a mission. For more information see Experience, page 12. The two Jedi heroes have distinct styles of combat: Obi-Wan relies more on speed and agility, while Anakin relies on strength and power. Anakin is more brash, powerful and sometimes a bit out of control. His moves involve more complex spins and saber twirls. Anakin's upgraded attacks become even more aggressive as he is consumed by the Dark side. Obi-Wan relies on a simpler, straightforward saber fighting style. He doesn't have the raw power of Anakin, so he must be more precise with his attacks and less showy.

BASIC MOVES

Note: These controls mentioned in the manual refer to the default configuration.

SABER STRIKES The □, ○, and △ Buttons each perform basic Saber attacks. Press the □ Button for a fast attack with not much power, the ○ Button for a slow but potentially lethal attack, and the △ Button for a balance of speed and power.

BLOCK As a Jedi with the ability to predict incoming blaster fire, you will automatically deflect some enemy shots. However, to deal with more powerful close range attacks, press and hold the L1 Button to block. This will also completely repel weaker blaster bolts.

STRAFE While blocking, you will automatically face the most immediate threat. Continue blocking and move the Left Analog Stick to strafe around the enemy.

COMBO ATTACKS

Experiment with various combinations of the attack buttons and movements to execute combination attacks. Here are some of the initial combos that Anakin can perform:

STANDING RAPID SLASH COMBO	□, □, □
STANDING RAPID BACK STRIKE	□, □, △
STANDING RAPID JUNG SLASH	□, △, △
RAPID SLASH COMBO	Move the Left Analog Stick toward enemy and press □, □, □

FORCE POWERS

Force powers will affect enemies or certain objects you are facing or targeting. To target an enemy, move the Right Analog Stick in the direction of the enemy or object. A blue glow will surround your target. Moving the Right Analog Stick in a different direction will change the target. The Force Powers can be upgraded to improve the range, power, and number of enemies affected by each of them.

FORCE PUSH
Quickly press the R1 Button to perform a Force Push. A wide wave of energy knocks back multiple enemies and causes damage.

FORCE GRASP
Press and hold the R1 Button to lift the target into the air, and move the Left Analog Stick in the direction you want to throw it, then release the R1 Button. You can throw enemies or objects around you. The target takes damage, along with any enemies it hits.

FORCE STUN/LIGHTNING
Press and hold the R2 Button to stun several droids (if they are clustered together). After a moment of concentration and after enough Force Power is used, the droid(s) will remain stunned for a short while and you can finish them off or deal with other threats. If the R2 Button is not held down long enough, the target will not remain stunned. If used on weak-minded humanoids, they are tricked into fighting for you for a short duration.

Eventually Anakin gains the Force Lightning ability, which replaces Force Stun. Press and hold the R2 Button to electrocute enemies, effectively stunning them and doing continuous damage. You can continue to send bolts until the enemy is defeated or your Force Meter runs out.

SABER THROW
Press the L2 Button to throw your lightsaber, damaging all enemies and objects in its path. The longer you hold down the L2 Button, the farther your lightsaber will fly. The lightsaber automatically returns to you after making a curved flight arc. This ability can also be used to destroy objects that would normally be out of reach.

FORCE HEAL
Press and hold the R3 and L3 Buttons (press and hold both the Left and Right Analog Sticks) to heal yourself using the Force. This ability uses a lot of Force Power and will drain the meter very quickly, so use it wisely.

FORCE SPEED
Move the Left Analog Stick twice in any direction to receive a temporary speed boost. While using Force Speed perform combos to create powerful attacks. This Force Power cannot be upgraded.

FORCE ACTION ICONS

FORCE JUMP ICON
When a player can use the Force to enhance his jump to gain access to further areas of a level, a glowing icon will appear on the ground. Press and hold the X button and then release it to activate the Force Jump. The player will land at a specified location.

FORCE FOCUS ICON
At times in the game, you will need to use the Force to dramatically alter the environment to progress through a level. A glowing icon appears on the floor to highlight these situations. Press and hold the R1 Button and then release it to activate the Force Focus Event. The player will be rewarded with remarkable feats of Jedi power.

ADVANCED MOVES

When facing other Jedi, you will need to be quick and clever to succeed. Master these maneuvers to dominate your opponents.

BREAKING GRAPPLES
You can break Grapples by pressing the □ and △ Buttons simultaneously at the very beginning of the Grapple.

BREAKING OUT OF STUNS
When hit by Force Stun you can break out by quickly pressing the □ and △ Buttons simultaneously.

UNIVERSAL LAUNCHER
Move the Left Analog Stick toward your opponent and press the △ Button as the third part of a three-hit combo to launch your opponent into the air, where you can follow up with more attacks.

JUMP FOLLOW-UP
After performing the Universal Launcher, press the X Button to jump into the air after the enemy to score a free attack before the enemy can perform an Air Tech Escape.

AIR TECH ESCAPE
If you are hit by a Universal Launcher you can escape a Jump Follow-up attack by pressing the X Button in the air.

CRITICAL LUNGE STRIKE
When an enemy is at critical health press the ○ Button to perform an unblockable attack that will quickly dispatch your foe.

GET-UP ATTACKS
While lying on the ground you can keep enemies from attacking by pressing the □ and △ Button.

OFFENSIVE SHUNT
Move the Left Analog Stick toward your opponent and press the L1 button to shunt (parry) a lightsaber attack, then quickly press the □ or △ Button to perform a follow-up attack.

OFFENSIVE COUNTER SHUNTS
If your opponent traps you with an Offensive Shunt you can escape his follow-up attack. As the shunt begins press the same attack button that you think he will use.

TRAP SHUNT
While blocking, press the □ and △ B Buttons simultaneously just before being struck by a lightsaber. Note: Trap Shunts cannot be countered.

SABER LOCK
Saber Locks happen when two strong attacks collide at the same time. Rapidly press the □ and △ Buttons simultaneously for maximum pushing power.

PERFECT DEFLECTION
You can deflect blaster bolts back at the enemy for increased damage by pressing the L1 Button at the moment a bolt hits you.

SINGLE PLAYER

STORY MISSIONS

Story Missions follow the story of Anakin Skywalker and Obi-Wan Kenobi as they attempt to save the Republic from falling into chaos. Gain Experience and increase your Jedi powers as you unravel the Sith plot for galactic domination.

EXPERIENCE

Experience Points are awarded when you defeat an enemy. You gain an Experience Point bonus based on your Skill meter. The more Skill you have built up, the bigger the bonus. For more information see Skill, page 13.

Upon completion of a Story Mission, the Mission Rewards screen summarizes your performance, displaying Experience Points gained, and the number of secrets found. The character's status as a Jedi is shown in the upper right corner. As you gain experience you will progress from a Jedi, to a Jedi Knight, to a Jedi Master.

After reviewing your achievements, you are taken to the upgrading screen. Here you can spend your Experience Points to increase the effect of your Force Powers, or unlock new moves. Press the X and △ Buttons to page forward and back between Force Powers or Combat

Skills at the top of the list, and then scroll down to highlight individual powers or combat groups. Press left and right on the directional pad to add or remove Experience Points for abilities.

All abilities have three levels of advancement. The experience meter to the right must be filled for each increase in power. Partially filling a meter won't affect an ability's power.

When selecting Combat Skills, press the □ Button to see the details for each group. The level of enhancement required to unlock moves is displayed alongside. Press the □ Button again to return to the Combat Skills list.

SKILL

Skill accumulates in the curved meter above your character's portrait. Skill builds up when you attack an enemy. You gain Skill even if the enemy blocks your attack, but at a reduced rate. You lose Skill if you don't attack anything for several seconds, take damage, or block attacks. So the best way to build Skill is to be on the offensive as much as possible. The Combat Rating is based on how much Skill you have when you defeat an enemy:

- Low Skill achieves a Fair rating and no Experience Bonus.
- Medium Skill achieves a Good rating and a 150% Experience Bonus.
- High Skill achieves an Impressive rating and a 200% Experience Bonus.

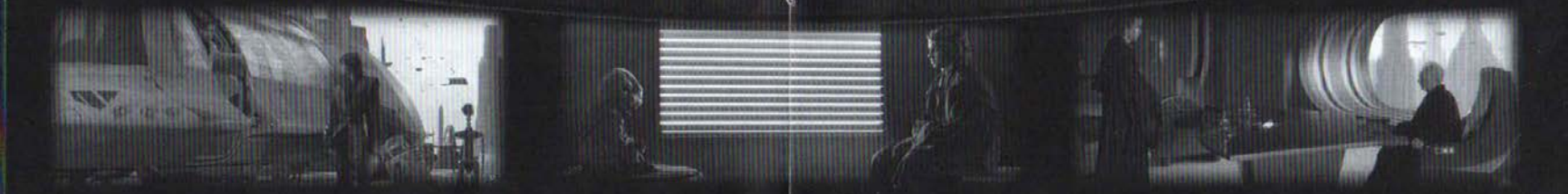
If you manage to fill the Skill meter completely you will have proven that the Force is with you. For a short time you will do increased damage and no enemies can block your attacks. In addition, all enemies destroyed gain the Masterful rating and earn a 300% Experience Bonus. Picking up a Saber Crystal will automatically fill your Skill meter and produce the same bonus.

CONTEXTUAL ACTIONS

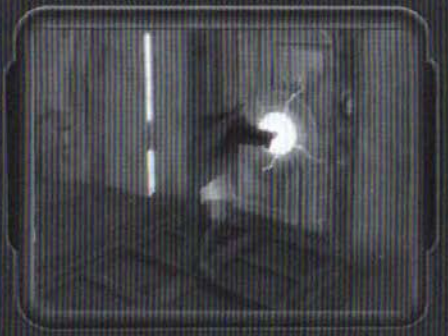
At certain points in Story Missions, you may need to perform a special action to overcome obstacles. A hint message will appear at the top of the screen indicating how to perform the action.

LIGHTSABER CUTTING AND PLUNGING

Doors and panels in the game can be cut open using your lightsaber. To do this, press and hold the ○ Button while moving the Left Analog Stick in the direction of the cut. Once successful, your character will remove



the door or panel to gain access to what is behind. You can destroy some doors by plunging your lightsaber into the center and melting it. This action is controlled the same as the Saber Cut.



BLASTER CANNONS

At certain points in the game you will have to man a blaster cannon to proceed. Press the ○ Button to jump into the gunner seat. Aim the cannon with the Left Analog Stick. Press and hold the □ Button or the R1 Button for low power, fast firing shots. Press the △ Button or press and hold the L1 button to fire a single charged up shot. Both types of shots cause heat to build up in the cannon. The heat meter is located in the lower right corner of the screen. If the meter gets close to full, the cannon will overheat and will not be able to fire for a few seconds as it cools off. The cannon does not protect you from taking damage.

BONUS MISSIONS

Bonus Missions are unlocked when certain Story Missions are completed. In Bonus Missions, you take on the role of different characters and are thrown into an arena where waves of enemies attack constantly. The object may be to last as long as you can, or to defeat a certain number of enemies. When the mission is over, a screen displays time elapsed and the number of kills.

MULTIPLAYER

VERSUS MODE

Two players battle head-to-head, or one player versus a computer-controlled opponent, to prove who has mastery of the Jedi arts. Select your character, choose an arena, set the number of rounds, and fight for bragging rights.

COOPERATIVE MODE

This mode works like Single Player Bonus Missions, but two players (or one player and a computer-controlled teammate) work together. Be careful! The mission ends if only one of you falls.

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