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PlayStation

NTSC U/C

PlayStation 2

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ESRB

SLUS-00297
3163502

# STAR WARS
# DARK FORCES

CUSTOM PLAYSTATION™ EDITION

LUCAS ARTS

# TABLE OF CONTENT


| | |
|---|---|
| STARTING UP | 5 |
| SAVE/RESTORE GAME | 6 |
| PASSCODES/PAUSE GAME | 7 |
| OPTIONS | 7 |
| GAME CONTROLS | 8,9,10 |
| CODED TRANSMISSIONS FROM JAN ORS TO KYLE KATARN | 11 |
| YOUR PERSONAL DATA ASSISTANT | 11 |
| THE HEADS UP DISPLAY | 12 |
| ENEMIES | 13 |
| WEAPONS AND OTHER USEFUL ITEMS | 16 |
| HINTS & TIPS | 21,22 |
| CREDITS | 23,24 |
| WARRANTY | 25 |

## CODED TRANSMISSION: JAN ORS TO MON MOTHMA

## SUBJECT: Reliability of Kyle Katarn

I understand there are questions regarding our continued use of Kyle as a freelance agent, both because of his background in Imperial service and his continued status as an occasional non-aligned mercenary rather than committing to regular service for the Alliance.

It's easy to see how certain individuals who either encountered him during his time with the Empire, or lost friends or loved ones during operations he commanded, could harbor such doubts. In fact, though, it is precisely his experience in Imperial service that has turned him solidly against the Empire, and will, I believe, eventually convince him of the necessity of the Alliance. I think you'll agree when I fill in more of his personal history.

Kyle came from Sulon, the moon of Sullust. Like many of our outworld recruits, he came from farmer stock, with a warm, close- knit family background. He adored his father, an agricultural machine salesman and mechanic with personal ties to the rural community he served. Kyle sought training at the Academy only to better follow in his father's footsteps when he returned home.

At the Academy he discovered a natural gift for cybernetics systems theory and information engineering. The time spent on his studies, extra-curricular martial arts and target-shooting classes left little time to worry about political rumors or changes in curriculum and policy, as the Empire consolidated its hold on the Academy. His quiet student existence was shattered when he received Imperial notification that a Rebel ambush had killed his parents during an Imperial rescue operation. The final blow came when the Academy refused to extend funeral leave.

At the time Kyle had no reason to doubt what was clearly an Imperial cover-up. Overwhelmed by pain and a burning hatred for the Rebels who had supposedly killed his parents, he accepted a commission in the special operations division of the Imperial Army. It was here that he learned the true face of the Empire.

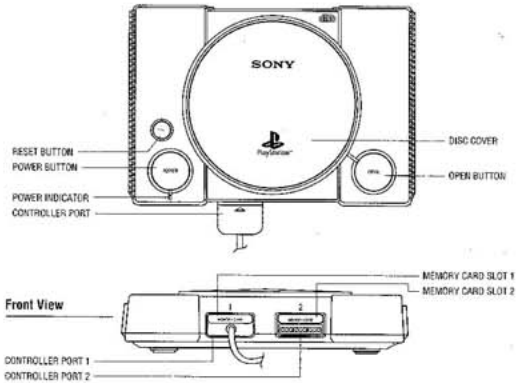
I first came to know him several years later, when I was working as a mole and double agent within the Imperial Intelligence Corps. Repeated contacts with Kyle showed me the scars he hid beneath a veneer of quiet competence, and his growing disillusion with the Army and all it represented. I saw to it that reports detailing the real story of the Imperial raid on Sullust came his way, and our friendship continued to deepen.

When my cover was blown and I was taken prisoner, Kyle ended his service in the Imperial Army by engineering my escape from torture and helping me get off the planet to a Rebel base. He joined me there a few days later on his way to the rim worlds, where, in the company of smugglers and pirates, he was to acquire the further skills of sabotage and subterfuge that have since made him so valuable to our cause.

I knew then, when we said good-bye, that he was not ready for a full commitment to the Alliance. The emotional manipulation he endured at the hands of the Empire has hardened him against causes and made the idealistic, trusting young man into a deadly efficient saboteur whose loyalty must be earned rather than bought.

One thing is certain. He may not totally trust the Alliance, but he will never forgive or forget what the Empire has done to him. Yes, he saved my life and is perhaps the most effective covert agent we have, but it is this hatred of the Empire that will insure his reliability to us. It is sad but true that ongoing Imperial atrocities and disregard for life continue to provide our best hope for recruits. — Jan Ors

# STARTING UP




**1.** Set up your Sony PlayStation game console according to the instructions in its Instruction Manual.

**2.** Insert the DARK FORCES™ disc and close the CD door.

Note: Make sure the PlayStation game console's power is off before inserting or removing a compact disc.

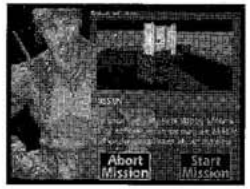
**3.** Plug in one game controller and turn the PlayStation game console ON. After a few moments, the TITLE SCREEN MAIN MENU will appear.

**4.** Press the Direction Buttons on your controller UP or DOWN to mark your selection. Then press the ✖ button to activate.

**5.** To begin a new game, select START GAME from the MAIN MENU. This will bring you to the SELECT MISSION MENU.



Highlight DIFFICULTY LEVEL and select one of the three Difficulty levels by pressing the left or right Direction Buttons. Start the game by pressing "Start". You will now see the Mission Briefing screen. This is where you get your information from your contract within the Rebellion, including the




Mission Objective and the goals you have to accomplish to complete the mission. If you're set to go, select START MISSION and press ✖.

# SAVE/RESTORE GAME:

**1.** If you want to save games, insert a memory card in the PlayStation game console before starting play. The option to save occurs whenever you finish a mission. Every time you save a game you over-write the previously saved game.

**2.** To access a saved game, select and activate RESTORE GAME from the MAIN Menu.

**3.** To access the passcode screen select NO in the RESTORE GAME MENU. The passcode menu will automatically appear when no memory card is inserted into your PlayStation game console.

# PAUSE GAME:

**1.** To pause the game, press the START button on your game controller. Use the Directional Buttons to select RETURN, RESTART, or ABORT GAME. Press START to activate the selection.

# ENTER PASSCODE:

1. To enter a passcode, select RESTORE GAME from the MAIN MENU.

2. Enter your PASSCODE by selecting the appropriate character and pressing ✖. Select DELETE to erase the last character. Select ENTER when finished entering the passcode.

3. If you have entered a valid 10 digit passcode, the game will bring you to the SELECT MENU screen. You can access missions which you have completed prior to receiving the passcode.

4. PASSCODES are provided at the MISSION ACCOMPLISHED Screen after the completion of each mission.

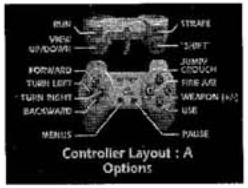
# OPTIONS:

1. Select your SOUND TYPE. Choose MONO if your PlayStation is connected to a mono TV and select STEREO if you are connected to a stereo TV.

2. Set your desired SOUND VOLUME and/or MUSIC VOLUME by using the Left/Right on the Directional Pad to slide the track thumb.

3. Select and activate a CONTROLLER LAYOUT or change the controller settings to suit your personal game play configuration.

4. Select MAIN MENU to return to the MAIN MENU.






# GAME CONTROLS

# SELECT:

1. To activate ITEMS (map, headlight, goggles, gas mask, etc.), press the SELECT button on the controller. ITEMS appear on the screen once you pick them up.

2. Select GO TO PDA to view the Personal Data Assistant (see page 12).

3. Using the Directional Buttons, move up and down to highlight the selected item; move the controller pad left and right to turn item off (red) or on (green).

# GAME CONTROLS

**RUN:** Holding the RUN button causes character to move rapidly

**VIEW UP/DOWN (L1):** Hold the view button (L1) while using up (look up) or down (look down). Press (L1) again to reset view

**START:** Pauses game (See page 7 for more information)

**SELECT:** Allows you to activate items and go to the PDA

**PDA:** Personal Data Assistant (see page 12 for more information)

**FIRE (Primary):** Fires selected weapon

**TOGGLE (L2):** Holding down the TOGGLE button will change the function of some other buttons

**TOGGLE + JUMP:** Crouch; release toggle button first to jump out of crouch position

**TOGGLE + FIRE (Primary):** Secondary Fire

**USE/ACTIVATE:** Pull switches, activate elevators, etc.

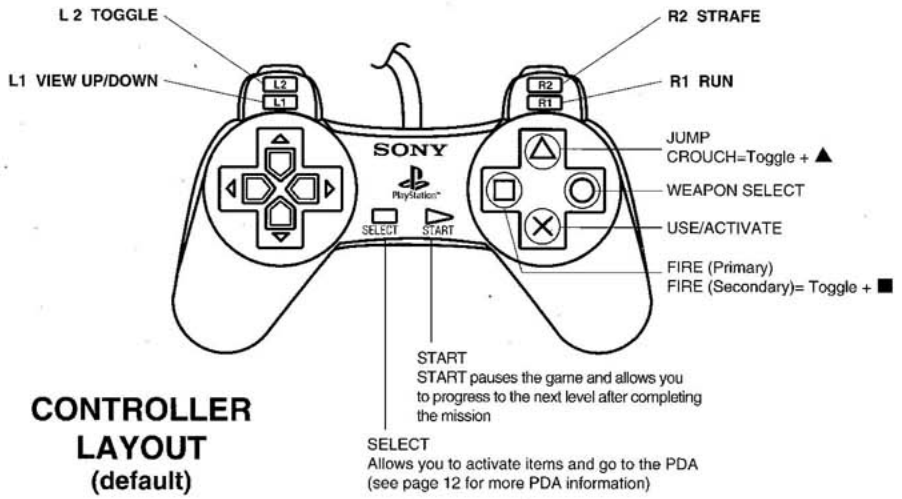
**WEAPON SELECT:** Changes selected weapon

**WEAPON SELECT + TOGGLE:** Rotates through weapons in reverse order

**STRAFE:** Holding the STRAFE button while using directional left or right button will move character from side-to-side



# GAME CONTROLS



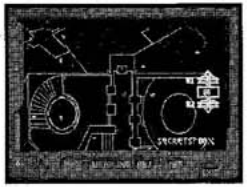

**CONTROLLER LAYOUT (default)**

## Subject: Your Personal Data Assistant.

...///442618///...We've included in your stores a modular Personal Data Assistant (PDA) for inclusion in your personal onboard system. I know you'll find this an improvement over our old data displays (we've both complained enough about them!).

The new system is a lot easier to use. Just press SELECT on your controller then choose GO TO the PDA. You will see six buttons at the bottom which, when selected, access the six PDA functions (described below). Move left or right with the Directional Buttons.

**MAP** Displays all territory you have so far explored. The up or down keys on your Direction Pad allow you to zoom in or out for close-up or overhead shots. The R1 or R2 buttons toggle you through the different floors of the building. ▲, ■, ●, ✖ moves the map.



**WEAP** (WEAPONS). Displays each weapon you are currently carrying.

**INV** (INVENTORY). Displays all non-weapon items in your inventory.

**OBJ** Displays mission objectives and percent of secret areas found.
The "bullets" to the left of each objective are filled in as you complete them. You must complete all objectives before proceeding.

**MIS** (MISSION). Displays text of your mission briefing. Scroll up and down with the Direction Buttons.

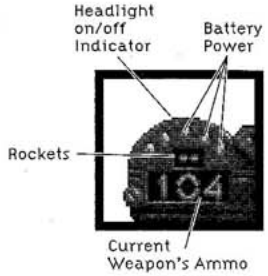
**EXIT** Use the up or down button to choose RETURN, RESTART or ABORT MISSION. Press Start to activate selection...485//24963//4845//9852//...



## Subject: The Heads Up Display

The Heads Up Display (or HUD) shows certain vital information you will want to constantly monitor. The two, green arcs on the left side show your shield status with corresponding numerical measurement below in green, and the red, oval monitors your vital signs to give you an overall health reading, also with a corresponding numerical value below in red. The red number to the right represents your "lives." (You can get more!)

Each mission has several invisible check points that are automatically logged when passed so that when you die, you will continue where you left off. If you have lost all your lives, you must replay the mission from the beginning.



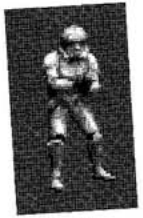

The right side of the HUD displays your battery power/ weapons status. The red light at the top is on when your head lamp is on. The green dots across the top are the battery power indicator. The large, red number displays either your power units (the equivalent of ammunition) for pistol/rifle type weapons, or the number of actual units in the case of grenades or mines (timed floor explosives). Certain accessories (such as light goggles) will cause a drain on your battery power, so use them sparingly. The smaller green number represents the number of rockets for your rocket launcher, and only appears when you use this weapon.../// +65844//465//98448512...

## Subject: Enemies

Here is the latest data on opponents you may run into at various Imperial installations. Some, such as stormtroopers, you are obviously familiar with, but the updated information may still help you out of a tight scrape. Obviously there will be a few things out there that we don't have data on yet. And, I don't have to remind you that if you disable an enemy, their weapon may be added to your personal arsenal.

## IMPERIAL TROOPS

**Stormtroopers.** You know them, you hate them —The assault soldiers of Imperial power. They're not overly clever, they're armed with only a standard issue laser rifle, but they're fanatically loyal, doggedly persistent, and the Empire seems to have an endless supply of them.


Stormtrooper

Imperial Officer

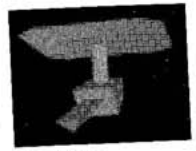
Imperial Commando

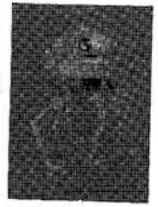
**Imperial Officers.** The average Imperial Officer prides himself on not stooping to carrying a melee weapon, but, as you well know, their accuracy with the pistol more than compensates for this.

**Imperial Commandos.** These are, of course, drawn from the Officer corps, and so have the same aversion to melee weapons. Their laser rifles give them a longer range of fire than the average Officer, and their intensive physical training means they can generally move faster as well.



## MECHANICALS


Gun Turret

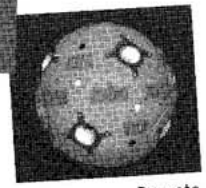

Probe Droid

**Gun Turrets.** Stationary, but capable of firing high-powered laser bolts in a complete circle.

**Probe Droids.** Do not be taken in by the slow floating movements of these nasty pieces of Imperial technology—their laser blasts pack as much punch as the standard rifle. These babies go out with a bang when disabled, so keep your distance when finishing them off.

Interrogation Droid

**Interrogation Droids.** The more deadly "cousin" of the probe droid. This comes equipped not only with a stun device for "target motivation," but with a power blast for escape-minded prisoners.


Remote

**Remotes.** These small droids carry a relatively mild laser blast, but their speed, both in straight-out acceleration and direction change, is considerable. They're mostly a painful annoyance.

## OTHERS

Bossk (a Trandoshan)

**Trandoshans.** These reptilian bounty hunters have been known to do the occasional odd job for Darth Vader in the past. Knowing Vader's obsession with efficiency, Bossk's continued existence probably means he's very good at what he does. His usual preference in weapons is a concussion rifle.

**Gran.** These scoundrels have long been attached to the court of the infamous crime boss Jabba the Hutt.

You can't miss them—they've got three eyes. They're skillful hand-to-hand fighters, but first you have to get past the thermal detonators they usually have up their sleeves.

Ree-Yees (a Gran)

Gamorrean guard

**Gamorrean guards.** These pig-like creatures are incredibly tough and skillful with primitive weaponry (like the axes they usually carry). Nothing a blaster or laser rifle can't handle. Just don't let them get too close.

**Dianoga (sewer creatures).** Long thought to be figments of the imagination of drunken maintenance workers, these all-too-real predators strike swiftly from below the surface at anything that moves, so, if you're lucky enough to spot one before it sees you, stay well back and shoot fast. It also can swim submerged and come up in your face, so keep your wits about you. Remember that your shielding can't help with the dianoga!

Sewer creature (dianoga)

Boba Fett

**Boba Fett.** We've both run into this joker before. His skill as a bounty hunter is legendary, as is his ruthlessness and knack for escaping tight situations. He's fast on his feet, and his jet pack adds to his mobility.

## ENVIRONMENTAL HAZARDS

As you know these missions can take an agent into areas most folks wouldn't go near. If it looks dangerous or deadly, it probably is. The best strategy in most of these situations is strict avoidance. Remember, that all the shielding in the galaxy won't protect you from a bad fall or a close encounter with



some industrial machinery. Here's a few things to watch for:

**QS100 Welding Arms.** Though not designed as weapons, these tools can be extremely dangerous, so try to keep your distance.

Mines

**Mines.** Pretty straightforward. You get too near them and they explode. Just keep your eyes open and watch the floor.

Power Generating Units

**Chemical Gas** (not pictured). The Empire is not known for its responsible handling of industrial waste. They tend to handle these hazards by simply storing gas masks somewhere in the vicinity. The trick is finding a mask.

QS100 Welding Arm

**Chemical Storage** (not pictured). Once again the Empire tends to have a surplus of industrial waste. A mask won't help you here, though.

**Power Generating Units (P.G.U.).** Keep an eye out for these during a fire fight. A stray laser can have a devastating effect (and can therefore work for or against you). These P.G.U. are often left around starship maintenance facilities.

## Subject: Weapons And Other Useful Items

You know as well as I do that the Rebellion is low on resources and most of these go straight to the front, so on this type of operation we have to scrounge what we can from the Empire. It helps, though, to know what to look for. Weapons (and the units that power them) are obvious assets, but there are other objects you might want to grab if you get the chance.

## WEAPONS

**Hand to Hand** (not pictured). I assume you're already familiar with how this works. The good thing about a left hook is that it comes with unlimited ammo. (At least as long as you're still alive!)

Modified Bryar Pistol (Blaster)

**Modified Bryar Pistol.** Compared to many Imperial weapons, the blaster is slow, since it's a single fire weapon. It makes up for this lack in a high degree of accuracy and a much stronger and more efficient single blast. Though, as with any laser weapon, its impact does diminish over distance.
AMMO: Energy unit (1 UNIT PER FIRE)

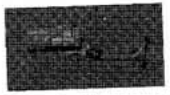
Stormtrooper Laser Rifle

**Stormtrooper Laser Rifle.** You've been on both ends of these babies often enough, so you should know the specs. Faster than the blaster, but less accurate and more than a bit spendy on the ammo. The rifle also has the same tendency to lose strength over distance. AMMO: Energy unit (2 UNITS PER FIRE)

Thermal Detonator

Jeron Fusion Cutter

**Thermal Detonator.** This grenade-type weapon has two modes of detonation—the primary (✖ button (default)) mode explodes on impact, while the secondary mode (Toggle + Fire) has a 3 second delay. The longer you hold down your firing key, the farther you will throw the detonator.



Imperial Repeater

I.M. Mines



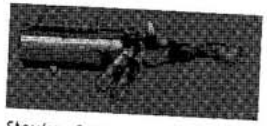
**Imperial Repeater Gun.** The primary mode of a rapid-fire weapon (✖ button) delivers one shot per fire, while the secondary mode (Toggle + Fire) delivers a cluster of three.
AMMO: Power cells (1 CELL PER FIRE, PRIMARY; 3 CELLS PER FIRE, SECONDARY)

**Jeron Fusion Cutter.** The fusion cutter is a construction tool, but can be used as a weapon in a pinch. The primary mode of operation (✖ button) fires one barrel a time in straight, 3-shot bursts, while the secondary mode (Toggle + Fire) fires all 4 barrels at once with a cone-shaped trajectory.
AMMO: Power cells (1 CELL PER FIRE, PRIMARY; 8 CELLS PER FIRE, SECONDARY)

**I.M. Mines.** The primary mode (✖ button) has a 3 second delay until detonation, so drop it and get out of the way fast! The secondary mode (Toggle + Fire) is a proximity trigger with a motion sensor. It has a 1 second delay after placement before it is armed, but then immediately detonates when there is a moving object in its activation radius. Needless to say, you don't want to hang around after these are placed.

Packered Mortar Gun

**Packered Mortar Gun.** The mortar gun lobs shells that explode on impact.
AMMO: Shells (1 SHELL PER FIRE)



Stouker Concussion Rifle

**Stouker Concussion Rifle.** Fires compressed bullets of ionized air that explode in shock waves.
AMMO: Power cells (4 CELLS PER FIRE)

**Shielding.** We're listing this under weapons because its primary use is in battle. The shield we have provided you acts as protection against energy-based weapons. It doesn't protect against direct physical assaults (a punch to the jaw, for instance) or falling from heights. AMMO: Shield units.

## OTHER ITEMS

| ITEM | | USE |
|---|---|---|
| **Key** | | Opens doors |
| **Head lamp** | | Personal lighting (req. battery) |
| **Infra-red goggles** | | Illuminates heat (req. battery) |
| **Ice Cleats** | | Traction on ice |
| **Air Mask** | | Filters contaminated air (req. battery) |
| **Battery** | | Powers headlight, airmask, and infra-red goggles |
| **Shield units** | | Powers personal shield |
| **Energy units** | | Ammo for various weapons (see WEAPONS above) |
| **Power cells** | | Ammo for various weapons (see WEAPONS above) |



| ITEM | | USE |
|---|---|---|
| **Shells** | | Ammo for Mortar Gun |
| **Med kit** | | Health Boost |

## BONUS POWER UPS

| POWER UP | | EFFECT |
|---|---|---|
| **Shield Supercharge** | | Invincible shielding |
| **Revive** | | Full charge health & shield |
| **Weapon Supercharge** | | Doubles weapon fire rate |
| **Life** | | One (1) extra life |

# CODED TRANSMISSIONS FROM JAN ORS TO KYLE KATARN

...///051532065///13265031///1511616//168616//6546546///...../61164//.../654987 1/...You asked me for a few tips for training Alliance information recovery agents, and here's what I came up with...

**1.** Fighting your way through Imperial installations can be disorienting as well as dangerous. Consult your mission briefings to refresh your memory and compare your surroundings to your map to make sure you're not doubling back.

**2.** Examine your surroundings carefully. Relatively subtle changes in wall texture or indentations or extrusions may indicate a door to a secret room. Treat suspected doors as you would a regular door. [△ button]

**3.** Combat situations aren't the only place where ducking or crouching are useful. You can sometimes use this for low passages or partially raised gates as well.

**4.** When cornered by Imperial forces, don't forget the possibility of windows as a quick exit.

**5.** Speaking of quick exits, many Imperial buildings have low walls along the edge of balconies that can be jumped, as well as ledges that can be jumped onto and then traveled. It doesn't hurt to look down and make sure where you're putting your feet.

**6.** Acquire as much ammo as possible, but if you find yourself running low, look for secret ammo rooms or switch to another gun that uses different ammo. (Your blaster is always a reliable backup.)

**7.** Shield and health packs also need to be stockpiled, and these, too, may be found in secret rooms. If you notice you're running low, don't run into a new area until you've stocked up.

**8.** For some reason, new agents seem to forget the possibility that enemies above or below you can be picked off by shooting up or down. Explosives often work well here.



**9.** Explosives can be occasionally used to take out walls or other barriers. It's certainly worth trying if you have a decent supply of explosives and your objective seems blocked.

**10.** A few combat and movement tips: (Some of these may seem obvious, but the obvious is easy to forget in a firefight.)

**a.** Don't let foolish courage prevent you from running away from a fight if your health is running low. The point is to achieve your objective and get home alive.

**b.** Running can also help you effect a longer jump. Keep running until the last moment, then jump.

**c.** Crouching or staying in dark areas when your enemy is in the light can throw off their aim. Bear in mind that keeping your head light on eliminates your darkness advantage.

**11.** To crouch and jump at the same time, hold toggle + jump; to crouch and then jump, release the toggle button first.

Well, that's about it. I'm sure you'll develop your own strategies. Remember to rely on your brain before your blaster.

— Jan Ors