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STAR WARS JEDI KNIGHT: JEDI ACADEMY™

SWJEDIACADEMY.COM

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XBOX

LIVE online enabled

STAR WARS JEDI KNIGHT: JEDI ACADEMY™



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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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CONNECT TO XBOX LIVE

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings. NOTE: You do not need Xbox Live™ to play *Star Wars™ Jedi Knight™: Jedi Academy™*.

STEP 1: CONNECT

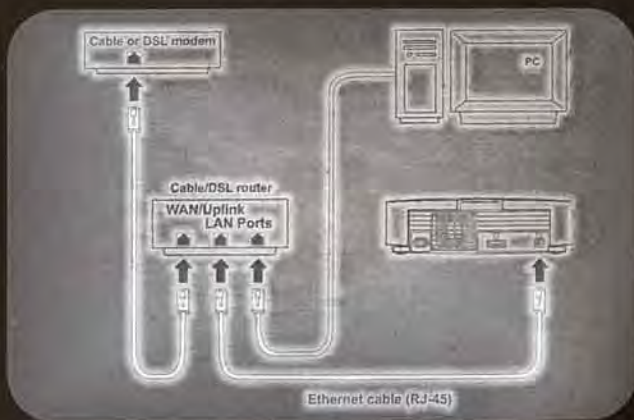
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



STEP 2: GO LIVE

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live. At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

NEED MORE HELP?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- UK Product Support Services: 0800 587 1102
- TTY (Text Telephone) users (requires special equipment for hard of hearing): 0800 587 1103

WELCOME TO THE JEDI ACADEMY

Welcome, apprentice. I am Luke Skywalker, and it is my pleasure to inform you that you have been chosen to undergo training in the ways of the Jedi at the academy on Yavin 4. You are about to embark on a long and sometimes perilous journey, one in which you will learn more about yourself than you can possibly imagine. Here, we will train you in the ways of the Force. You will learn to defend yourself with a lightsaber. You will also study diplomacy, history, and more.



Should you complete the training, you will represent the Jedi Order as a guardian of peace and justice throughout the galaxy. The path before you is arduous, and not all will be able to complete the trials that lie ahead. Know also that the path to the dark side is ever present, and the temptations are many. Be mindful of your task at hand, and let the light guide you in all your decisions. Those who are successful will enter a brand new world within themselves. May the Force be with you.

PADAWAN ORIENTATION

MAIN MENU

NEW GAME

Select to start a new game.

LOAD GAME

Select to load a previously saved game.

MULTIPLAYER

Select to begin an Xbox Live, Bot Match, Split Screen or System Link Play multiplayer game. See Multiplayer Menu, page 34, for more information.

CONTROLS

Select to adjust the controller setting. See Controls, page 6, for more information.

AUDIO/VIDEO

Select to adjust the audio and video settings. See Audio/Video, page 9, for more information.

CONTROLS

Students can customise their control settings by adjusting the following options. To highlight an option, press the directional pad **↑** and **↓**, and then press the directional pad **←** and **→** to select a new setting.

NOTE: The control settings listed throughout the manual are the default settings.

THUMBSTICKS

In addition to Default, students may select from the following:

SOUTH PAW: Optimise the left and right thumbstick for use by left-handed students.

LEGACY: Assigns Look Left and Look Right functionality on the left thumbstick, and assigns Step Left and Step Right functionality on the right thumbstick.

SP LEGACY: Assigns Look Up and Look Down functionality on the left thumbstick, and assigns Forward and Backward functionality on the right thumbstick.

INVERT AIM: Turn this option ON to flip the Y-axis for the right thumbstick.

BUTTONS

Students have their choice of the following options:

WEAPONS BIAS: Press **←** and **→** on the directional pad to cycle through available weapons, and press **↑** and **↓** on the directional pad to cycle through Force powers.

FORCE BIAS: Press **←** and **→** on the directional pad to cycle through Force power, and press **↑** and **↓** on the directional pad to cycle through available weapons.

SOUTH PAW: Optimises the button controls for use by left-handed students.

TRIGGERS: Select from Default and South Paw.

ADVANCED CONTROLS

To access the Advanced Controls menu, press the **X** button. The following adjustable options are available:

VIBRATION: Turn the vibration function ON/OFF.

AUTO LEVEL: When turned ON, the reticle will automatically level as the student moves throughout the world.

AUTO SWITCH WEAPONS: When turned ON, weapon will automatically switch when a new one is picked up.

TURN SENSITIVITY: Press the directional pad **←** or **→** to adjust the horizontal sensitivity on the right thumbstick.

LOOK SENSITIVITY: Press the directional pad **←** or **→** to adjust the vertical sensitivity on the right thumbstick.

JEDI MOVES

LEFT THUMBSTICK	Control Jedi's movement. Click to activate selected Force power.
RIGHT THUMBSTICK	Control Jedi's view. Click to crouch.
Y BUTTON	Press to Use or interact with various items. A Hand icon will appear when the Jedi is near such items.
A BUTTON	Tap to jump. When Force Jump is acquired, press and hold to jump higher.
B BUTTON	Press to change saber stance, if applicable.
X BUTTON	Toggle a Force power or weapon using the directional pad, and then press and hold the X button for 3 seconds to assign that power or weapon to the button for instant use.
DIRECTIONAL PAD	Press ↑ or ↓ to cycle through available Force powers. Press ← or → to cycle through available weapons.
LEFT TRIGGER	Alternate fire
RIGHT TRIGGER	Primary fire
BACK BUTTON	Press to access the Mission Objectives screen. Enable students to see current status of all applicable mission objectives, as well as view a moves list, Force power descriptions and weapons descriptions.
START BUTTON	Press to access the Pause Menu.
WHITE BUTTON	Toggle a Force power or weapon using the directional pad, and then press and hold the White button for 3 seconds to assign that power or weapon to the button for instant use.
BLACK BUTTON	Toggle a Force power or weapon using the directional pad, and then press and hold the Black button for 3 seconds to assign that power or weapon to the button for instant use.

FORCE POWER AND WEAPON BINDING

Students can bind a Force power or weapon to the **Black**, **White** and **X** buttons for instant use. To do so, toggle a Force power or weapon using the directional pad during gameplay. While the Force power or weapon is still onscreen, press and hold the **Black**, **White** or **X** button for 3 seconds to assign that power or weapon to the selected button.

STUDY THE SUM KNOWLEDGE
OF ALL WHO HAVE COME BEFORE YOU.



AUDIO/VIDEO

Students can customise their audio/video setting by adjusting the following options. To highlight an option, press the directional pad \uparrow and \downarrow , and then press the directional pad \leftarrow and \rightarrow to adjust the slider to the desired level or toggle a new setting.

EFFECTS VOLUME: To adjust in-game effects volume.

MUSIC VOLUME: To adjust in-game music volume.

VOICE VOLUME: To adjust in-game voice volume.

BRIGHTNESS: To adjust the game's brightness.

SUBTITLES: Choose to display subtitles In Cinematics only, for All Voiceovers or None.

PLAYER SETUP

Before training can begin, all students must first customise their appearance select from the following options:

SPECIES

Choose between Human Male, Human Female, Twi'lek Female, Zabrak Female, Kel Dor Male or Rodian Male.



HEAD/TORSO/LEGS Select an appearance for each from a variety of styles, colours and choices.

COLOUR Select a clothing colour or a skin-tone colour from six choices.

After selecting an appearance, press the A button to confirm selection. To return to the Main Menu screen, press the B button.

LIGHTSABER SELECT

DO OR DO NOT. THERE IS NO TRY.

The lightsaber is the preferred weapon of the Jedi. Before entering the academy, all students are required to customise their lightsaber from the available list of options. For more information on specific types, see Lightsaber Techniques on page 16.

HILT Nine lightsaber hilts are available at the start of the game. Students should choose whichever hilt fits their personality best.



SABER COLOUR Choose from five lightsaber colours: Purple, Yellow, Blue, Orange and Green.



DIFFICULTY

Students may choose from four difficulty settings: Padawan, Jedi, Jedi Knight and Jedi Master.



MISSION

MISSION SELECT

Once a student completes the basic training course on Yavin 4, it's time to begin formal training. At the Mission Select screen, press the directional pad **↑** or **↓** to highlight a mission and press the **A** button. A Mission Brief is then displayed. To continue on with the selected mission, press the **A** button. To cancel and select another mission, press the **B** button.

After accepting a mission, students will need to select a Force power. Press the directional pad **↑** and **↓** to see a description of each available Force power, and then press the **A** button to confirm selection. Next, student must select two weapons and one explosive from the available list. Press the directional pad **←** and **→** to highlight a particular item and press the **A** button to confirm selection and begin the mission.

MISSION FAILED

If a student perishes during a mission, the following options are presented. Press the directional pad **↑** or **↓** to highlight an option, and then press the **A** button.

LOAD CHECKPOINT: Load the game starting from the last checkpoint.

LOAD SAVE GAME: Load a previously saved game.

NEW MISSION: Select to begin a new mission.

QUIT GAME: Select to go back to the Main Menu.

PAUSE MENU

During training, press the **START** button to access the Pause menu. From here students can load a saved game, save the current game, adjust the controls and audio/video settings and quit the game. Highlight a menu option by pressing the directional pad **↑** or **↓**, and then pressing the **START** button or the **A** button to confirm selection. To return to the game, press the **B** button.

YOUR EYES CAN DECEIVE YOU.
DON'T TRUST THEM.
STRETCH OUT WITH YOUR FEELINGS.
BUT BEWARE OF THE DARK SIDE.

MISSION OBJECTIVES

By pressing the **BACK** button students can access the Mission Objectives screen. Upon activation, students may then review mission objectives as well as their current arsenal of Force powers (if available), weapons and combat moves.

NOTE: Once completed, the circle next to the objective will be filled in.

Once activated, the mission objectives are displayed in the text window. Students can also access the following options, which are found at the bottom of the screen.



MOVES

WHITE button

Descriptions on how to perform acrobatic moves are displayed here.

Press the directional pad **↑** and **↓** to select between Styles and Moves, and press the directional pad **←** and **→** to select a particular style or move. Press the right thumbstick **↑** or **↓** to scroll through the text.

FORCE

Y button

See descriptions of all currently available Force powers.

Press the directional pad **←** or **→** to navigate through each and press the right thumbstick **↑** or **↓** to scroll through the text.

WEAPONS

X button

See descriptions of all currently available weapons.

Press the right thumbstick **↑** or **↓** to navigate the description in the text box, and press the directional pad **←** or **→** to select a particular weapon.

ONSCREEN INTERFACE [HUD]

One of the most valuable tools a student has is the onscreen interface, or HUD. Some students may recognise this display from previous journeys. Those who aren't as familiar with the interface should take a moment to review this lesson.



LEFT STATUS DISPLAY

This display shows a student's shield and health status. The number and bar appearing in red represent health. Full health equals 100 units. When set to Jedi Master difficulty level, full health equals 50 units. The number and bar appearing in green represents the student's personal shield strength. Shields absorb all energy-based attack damage, but do not function against damage caused by falling or being crushed.

RIGHT STATUS DISPLAY

This display shows the student's current weapon ammunition with the orange number and status bar. This display is blank if a student is using a lightsaber or other weapon that does not have ammunition. The blue status bar and number show the student's current Force power strength. These bars fade out as Force powers are used. Once depleted, students will not be able to use Force powers for a short period of time. The bars will slowly recharge when Force powers are not being used. See the Force Powers section on page 24 for more information.

LIGHTSABER COMBAT STYLE INDICATOR When wielding the lightsaber, the Right Status Display shows the Lightsaber Combat Style being used in place of the Ammo Indicator. Colours are Yellow (Medium), Blue (Fast) and Red (Strong).

NOTE: When riding a vehicle or creature, a display will appear in the lower centre of the screen displaying the vehicle or creature's health, shield level (if any), ammo level (if any) and turbo meter. The turbo meter is a small vertical bar on the left side of the HUD. When the turbo meter is green, press Alternate Attack (left trigger) to activate the turbo. Once depleted, students must wait for the bar to refill before using turbo again.

INTELLIGENT TARGETING RETICLE

The targeting reticle quickly indicates how Jedi students can interact with their environment. The reticle changes colour as it is moved over objects; the colour scheme is as follows:

RED	Indicates an active enemy or destructible object.
GREEN	Shows friendly entity.
BLUE SWIRL	Indicates that Force powers can affect this object.



A JEDI USES THE FORCE
FOR KNOWLEDGE
AND DEFENCE—NEVER
FOR ATTACK.

WORLD AND CHARACTER INTERACTION

During a mission, students should listen to non-player characters (NPCs) and interact with important objects in the environment, like doors, consoles, keypads, elevators and buttons. To do so, approach an NPC or object and press Use (Y button).

NOTE: On some missions students will need to protect allies. For instance, when working with Chewbacca, his survival will be critical to completing the mission. Certain allies may lend their assistance for a short period while they are being protected.

IMPORTANT: Some enemies, generally officers or other important characters, are carrying keys necessary to progress through a given mission. Pick up these keys by walking over the body of the fallen enemy.



THE LIGHTSABER

In the hands of a novice, the lightsaber is a clumsy tool, as much a danger to the user as to the enemy. In the hands of a Jedi Master, the lightsaber is like an artist's brush, both elegant and powerful. To learn more about how to effectively wield the lightsaber, see the following lessons.

LIGHTSABER TECHNIQUES

New students at the academy are only given the choice to use a standard lightsaber when beginning their training. As students develop their skills, other alternatives become available. The following descriptions discuss lightsaber types.

STANDARD LIGHTSABER

The use of a single lightsaber is the preferred fighting style for almost all Jedi.

DUAL LIGHTSABERS

Most Jedi have neither the skill nor the inclination to learn arcane fighting techniques, as a Jedi should not rely on combat to solve problems. Thus, even though many Jedi know of the dual-lightsaber style, few ever choose to practice it. If wielded correctly, a dual-lightsaber combatant is a very dangerous opponent, as the defender never knows which side of their body to protect.

DOUBLE-BLADED LIGHTSABER

Although the dual lightsaber technique is considered rare, rarer still is the double-bladed lightsaber technique. Besides the skill needed to successfully wield such a dangerous weapon, a lightsaber must first be created. Many have failed trying to build a double-bladed lightsaber worthy of using in combat.



A JEDI CAN FEEL THE FORCE
FLOWING THROUGH HIM.

LIGHTSABER COMBAT MOVES

The following moves can be performed by using the left thumbstick and by pressing the appropriate attack button. See Controls, page 6, for specific information on the default control scheme. Some moves require the student to use a particular lightsaber technique.

BASIC ATTACKS

FORWARD TOP-DOWN HACK	Forward + Primary Attack or Backpedal + Primary Attack
HORIZONTAL SWIPE ATTACK	Step Left + Primary Attack or Step Right + Primary Attack
DIAGONAL SLASH DOWN	Forward + Step Left + Primary Attack or Forward + Step Right + Primary Attack
DIAGONAL SLASH UP	Backpedal + Step Left + Primary Attack or Backpedal + Step Right + Primary Attack

STANDARD, DUAL AND DOUBLE-BLADED LIGHTSABER TECHNIQUES

The following moves can be performed using all lightsaber techniques.

ATTACK KATA	Simultaneously Press Primary Attack + Alternate Attack Prerequisite: None
ATTACK ENEMY ON GROUND	Forward + Primary Attack Prerequisite: None
ROLLING STAB	After a Forward Roll, press Primary Attack Prerequisite: None



STANDARD LIGHTSABER ATTACKS

The following attacks are performed using the standard lightsaber. The combat styles required are listed, as necessary.

LUNGE ATTACK (Fast)	Crouch + Forward + Primary Attack Prerequisite: None
FORCE PULL SLASH (Medium, Strong)	Force Pull + Primary Attack when enemy is relatively far away Prerequisite: Force Pull 3
FORCE PULL IMPALE (Fast)	Force Pull + Primary Attack when enemy is close Prerequisite: Force Pull 3
CARTWHEEL	Jump + simultaneously press Primary Attack + Strafe Left or Step Right Prerequisite: Force Jump 1

DUAL LIGHTSABER ATTACKS

The following attacks are performed using dual lightsabers.

TWIRL	Crouch + Forward + Primary Attack Prerequisite: None
BARRIER	Simultaneously press Primary Attack + Alternate Attack Prerequisite: None
DUAL STAB FRONT AND BACK	Primary Attack + Forward or Backpedal Prerequisite: None
DUAL STAB LEFT AND RIGHT	Primary Attack + Step Left or Step Right Prerequisite: None



DOUBLE-BLADED LIGHTSABER ATTACKS

The following attacks are performed using the double-bladed lightsaber.

BACK FLIP ATTACK	Primary Attack + Jump + Backpedal Prerequisite: None
TWIRL	Crouch + Forward + Attack Prerequisite: None
KICK	Alternate Attack + any direction Prerequisite: None
SPLIT KICK	Alternate Attack when enemies are on a student's left and right sides Prerequisite: None
SPIN KICK	Alternate Attack when surrounded by enemies Prerequisite: None
FLIP KICK	Alternate Attack when enemies are in front of and behind a student Prerequisite: None
BUTTERFLY ATTACK	Forward or Step Left or Step Right + Primary Attack + Jump Prerequisite: Force Jump 1



ACROBATIC MOVES

In addition to specific lightsaber combat techniques, students can also practice these acrobatic combat moves. NOTE: Some moves specify prerequisites that must be met before they can be performed.

JUMP UP FROM KNOCKDOWN	When knocked down, hold Jump. Prerequisite: Force Jump 1
JUMP KICK FROM KNOCKDOWN	When knocked down, hold Jump + Forward or Backpedal. Prerequisite: Force Jump 1
ROLL	While moving, press Crouch + Forward or Backpedal or Step Left or Step Right. Prerequisite: None
ROLL FROM KNOCKDOWN	When knocked down, hold Left or Right. Prerequisite: None
FORCE JUMP	Hold Jump + Forward or Backpedal or Step Left or Step Right. Prerequisite: Force Jump 1
FORCE FLIP	Hold Jump + Tap Forward or Backpedal or Step Left or Step Right. Prerequisite: Force Jump 1



BACKFLIP OFF WALL

Run toward a wall and quickly press Jump twice when near the wall.

Prerequisite: Force Jump 2

SIDE-FLIP OFF WALL

Standing next to a wall, press Jump + Step Left or Step Right, depending on the direction the student is facing.

Prerequisite: Force Jump 2

WALL-RUN

Strafe alongside a wall and press Jump; press Jump again during run to flip off wall. Press Forward or Backpedal during run to control the speed of the run.

Prerequisite: Force Jump 2

WALL-GRAB JUMP

Press Jump, and then press Jump again + the direction the wall is in.

Prerequisite: Force Jump 3

RUN UP WALL BACKFLIP

Run at a wall, tap Jump twice and hold Forward. Release Forward or press Jump at any time to push off wall.

Prerequisite: Force Jump 3

LONG JUMP

Use Force Speed, and then press Jump immediately.

Prerequisite: Force Jump 3, Force Speed 1



LIGHTSABER COMBAT STYLES

All students begin with a standard lightsaber and fight using the medium style. Over time, students can learn additional combat styles, including Fast and Strong. Once the new style is acquired, press the B button to cycle between the two.

NOTE: If using dual lightsabers or a double-bladed lightsaber, students cannot use fast or strong combat styles.

MEDIUM LIGHTSABER COMBAT STYLE

This is the classic lightsaber combat style. The attacks are medium speed and range, inflicting a fair amount of damage. Some moves even incorporate spins, enabling the user to chain together up to five attacks. This style is the best for fighting multiple enemies.

FAST LIGHTSABER COMBAT STYLE

This style is very fast and efficient, though somewhat limited in range. The short, quick motions allow for many repeated attacks and quick follow-ups, but the damage inflicted is low due to the glancing nature of the strikes. This style is best suited for dispatching enemies while constantly moving.

STRONG LIGHTSABER COMBAT STYLE

This style uses powerful swings to break through defenses. The attacks have great range and a large windup and follow-through (leaving you open to counterattacks). If they hit, the enemy is rarely able to block the attack and may be knocked down. If an enemy has a lightsaber, it may be knocked aside. It is wise to use these attacks when fighting a lone lightsaber-wielding enemy.

LIGHTSABER BLOCKS, DEFLECTIONS AND PARRIES

Lightsaber attacks may not always be successful. Depending on the strength of the attack and the skill of the defender, attacks may be blocked, deflected or even parried. Students may only defend against an attack when their lightsaber is either in the ready pose or already in a defensive pose. If an enemy blocks or deflects an attack, the student will be able to transition to another attack quickly. If the ensuing attack is weak and the enemy's defensive skill is high, a parry is possible. In this case, the defender can knock a student's lightsaber away. As a result, the attacker will have to recover for a few seconds before another offensive or defensive lightsaber move is possible.

LIGHTSABER LOCKING

When two lightsabers lock, the combatants are stuck pushing against one another. Students must push against the other combatant by repeatedly tapping Primary Attack (right trigger) and Alternate Attack (left trigger) to win the lock. The higher the combatant's offensive lightsaber skill, the harder they can push. If a student loses the lightsaber lock and is knocked down, press and hold Jump (A button) to quickly get up.

NOTE: If a student has learned Level 3 Force Push, they can attempt to break a lightsaber lock this way. However, there is no guarantee of success, and the student may suffer an attack against them. See Force Push, page 24, for more information regarding this power.



USING THE FORCE

Most Force powers are not available when training begins. As students become more attuned to the Force, new powers will be granted, and existing powers can be strengthened.

Once acquired, students can scroll through an available list by pressing the directional pad ' and ' (default) and then pressing down on the left thumbstick to use the chosen power. Each Force power depletes energy from a student's Force Meter, which can be seen on the right-hand Status Display. When no Force powers are being used, the Force Meter recharges. Students, as well as Jedi, may also bind or assign Force powers to the **Black** button, **White** button or **X** button for immediate use (see Force Power and Weapon Binding, page 6, for more information).

NOTE: The use of Force powers may be required to solve puzzles.

FORCE POWER RANKS

Each Force power has three ranks, beginning at one, and can then be strengthened by the student as the game progresses. Generally, the higher-ranking Force powers function the same as the lower-level powers, but the effect is usually more pronounced or depletes less energy from a pupil's Force Meter. Students can access the Mission Objectives screen (**BACK** button) to receive information on available Force powers, as well as to view each power's current rank.

FORCE POWERS



FORCE PULL

Lets Jedi pull weapons and specific world objects toward himself or herself.

Level 1: Pull certain levers and objects in your targeting reticle. You can also pull one enemy toward you.

Level 2: In addition to Level 1 features, Jedi can now pull the weapon out of the hands of an enemy, provided the enemy is facing the Jedi.

Level 3: The strongest pull, Jedi can now pull multiple enemies (and their weapons) toward them.



FORCE PUSH

Enables a Jedi to shove away non-player characters (NPCs) and world objects. If NPCs are pushed into solid surfaces or off ledges, they'll take damage. Can also be used to move certain objects.

Level 1: Knocks down targets.

Level 2: Pushes back target.

Level 3: Pushes back multiple targets. Jedi can also try to Force Push out of lightsaber locks at this level. (For information, see Lightsaber Locking on page 23.)

SIZE MATTERS NOT. USE THE FORCE.



FORCE GRIP

When used, this Force power allows the Jedi to choke a living being.

Level 1: Select an enemy using the targeting reticle, and then choke the enemy until out of Force power or by releasing the left thumbstick. The enemy is immobilised but not hurt. Jedi must remain still while choking the enemy.

Level 2: Once an enemy is targeted, this level's power will choke the enemy and also raise him off the ground. Hold down the Force button to keep the enemy in the air and inflict damage. Jedi must remain still while choking the enemy.

Level 3: This is the strongest Force Grip available. It allows a Jedi to move and look around while carrying and choking an enemy.





FORCE JUMP (Hold Down the A button)

This power enables the Jedi to make a tremendous vertical leap. Tap Jump (A button) to do a normal jump, or hold down Jump to leap higher.

Level 1: Students can jump twice as high as a regular jump.

Level 2: Students can jump approximately four times as high as a regular jump.

Level 3: The highest possible vertical leap, eight times that of a regular jump.

NOTE: Hold down the left thumbstick (←, ↑, → or ↓) during the Force Jump to do a Force Flip.



FORCE SPEED

When activated, this Force power slows down the world around the Jedi, allowing him or her to gain a speed advantage over enemies.

Level 1: World is slowed to 75 percent normal speed for 10 seconds.

Level 2: World is slowed to 50 percent normal speed for 10 seconds.

Level 3: World is slowed to 25 percent normal speed for 10 seconds.

NOTE: In multiplayer games, the Force Speed effect only speeds up the Jedi's actions. It does not slow down the other players.



FORCE PROTECTION

Allows Jedi to decrease incoming damage from energy, physical, projectile, and explosive sources.

Level 1: Jedi are protected against 25 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.

Level 2: Jedi are protected against 50 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.

Level 3: Jedi are protected against 90 percent of the damage from physical and energy and projectile-based attacks, but not from Force based attacks.



FORCE SENSE

Allows Jedi to see enemies (including cloaked enemies), friendly characters, pickups and some world objects more clearly, even through walls, in the following spectra:

Enemies: Appear in red.

Friendly Characters: Appear in green.

Items and Weapon Pick-Ups: Appear in yellow

Mission Objectives and Enemies Carrying Keys: Appear in blue

Force Sense can also be used to see hidden markings and secrets needed to solve puzzles.

Level 1: Enables Jedi to see enemies. Each use is active for ten seconds, covering a small arc in a short range.

Level 2: Enables Jedi to see enemies and items. Each use is active for thirty seconds, covering a medium arc in a moderate range.

Level 3: Enables Jedi to see enemies, items, and the health of nearby enemies.

Each use is active for sixty seconds, covering a large arc over long range.

NOTE: Force energy does not regenerate while this power is active.



FORCE DRAIN

Allows Jedi to transfer a person's life essence to him or herself. Jedi must click and hold the left thumbstick to continue to take energy from their target.

Level 1: Jedi can drain life essence from another person and transfer it to him or herself by making direct physical contact with that person.

Level 2: Jedi can drain life essence from another person and transfer it to him or herself by making direct physical contact with the targeted character, or from a short distance away.

Level 3: Jedi can drain life essence from another person a short distance away and transfer it to him or herself by making direct physical contact with the targeted character. From a distance, multiple people can be drained at once.





FORCE ABSORB

When activated, this light side Force power will take damage from Force Push, Pull, Grip, Drain and Lightning attacks and turns that energy into Force power for the Jedi to use.

Level 1: Absorbs one-third of the Force power used by the attacker.

Level 2: Absorbs two-thirds of the Force power used by the attacker.

Level 3: Absorbs all of the Force power used by the attacker.

NOTE: Physical attacks and blast damage are not converted into Force energy.



FORCE HEAL

This power increases the student's health by converting the essence of the Force into a maximum of 25 health points.

Level 1: Jedi must stop and meditate to heal. Healing stops when a Jedi moves or fires a weapon.

Level 2: Jedi can move while healing, but not attack. Healing stops if the Jedi is hit or fires a weapon.

Level 3: Jedi can move and attack while healing, and the healing process is sped up.



JEDI MIND TRICK

To use this Force power, the Jedi needs to target the intended character they wish to influence, and then click the left thumbstick. A confirmation sound will be heard and a visual effect will appear around the enemy if they have been successfully tricked. Once affected, the character in question will be confused and ignore the Jedi, if they walk past. However, aggressive action or loud noises will alert the enemy thereby spoiling the effect. Note that the Jedi Mind Trick will not work on all enemies.

Level 1: Only one targeted enemy will be tricked for five seconds.

Level 2: Ten seconds of confusion. Jedi cause a distraction that affects all enemies nearby.

Level 3: Create a distraction OR target an enemy to become the Jedi's ally. Direct the reticle to the spot where the distraction is to occur or target an enemy.



LIGHTSABER THROW

(Pull the left trigger when using the lightsaber.)

The secondary attack for the lightsaber, this Force power enables Jedi to throw their lightsaber at enemies. It will eventually boomerang and return to the rightful owner.

Level 1: Lightsaber flies forward, covering a short range.

Level 2: Lightsaber flies out over a longer range and spins faster. Jedi can aim their throw by changing their forward direction.

Level 3: The lightsaber spins even faster and the Jedi is able to easily seek out enemies to hit by sensing them through the Force.

NOTE: It is possible for the lightsaber to be knocked out of a Jedi's control while in flight, causing the lightsaber to drop to the ground. To retrieve the lightsaber, press Primary Attack (pull right trigger). If the lightsaber is not located after an extended period of time, it will automatically return to the Jedi.



FORCE LIGHTNING

This dark side power is used to throw a devastating electrical attack against enemies. Once an enemy is targeted, click the left thumbstick to begin the Force Lightning attack.

Level 1: A quick burst of lightning emanates from the Jedi's hand, shooting straight forward.

Level 2: Click and hold the left thumbstick to shoot a continuous beam of lightning (until Force power is drained).

Level 3: Lightning shoots out in an arc, allowing it to hit multiple targets at once.





FORCE RAGE

Affords Jedi protection against damage, an increase in speed, and an increase in damage potential, all at the expense of the Jedi's health. Jedi need some recovery time after Force Rage ends.

- Level 1: The Jedi is protected against 50 percent of all damage, has stronger attacks, and cannot die. The Jedi loses a small amount of health, and must wait 10 seconds after the rage before it can be used again. Jedi must have 25 health to use this power.
- Level 2: The Jedi is protected against 75 percent of all damage, attacks 25 percent faster, has stronger attacks, and cannot die. The Jedi loses health rapidly and must wait 10 seconds after the rage before it can be used again. The Jedi must have 25 health to use this power.
- Level 3: The Jedi is protected against 90 percent of all damage, attacks 50 percent faster, has stronger attacks, and cannot die. The Jedi loses a small amount of health, and must wait 10 seconds after the rage before it can be used again. The Jedi must have 25 health to use this power.

THE FORCE WILL BE WITH YOU... ALWAYS.
DON'T UNDERESTIMATE
THE POWER OF THE FORCE!



WEAPONS

Students can pick up weapons off the ground during gameplay by running or walking over them. If you can't get close enough to an object, press Use (Y button) to grab it. Ammo packs for weapons are picked up in a similar fashion. Students can select weapons they've acquired by pressing the directional pad ← and →. They can also assign weapons to the **Black**, **White** or **X** buttons for immediate use (see Force Power and Weapon Binding on page 6 for more information.)



DL-44 HEAVY BLASTER PISTOL

Slow to fire but incredibly accurate against foes.

Primary Attack: A slow single shot

Alternate Attack: Hold down Alternate Attack (left trigger) to charge the blaster. Release button to unleash a more powerful yet less accurate shot.

Ammo Type: None



E-11 BLASTER RIFLE

The primary weapon for Imperial forces, this is a sturdy rifle that packs a powerful punch, although it is not the most accurate of weapons.

Primary Attack: Slow, highly damaging shot

Alternate Attack: Rapid-fire shots

Ammo Type: Blaster Pack



WOOKIEE BOWCASTER

It might look archaic, but this weapon fires powerful bolts of metal enveloped in energy pockets. A self-cocking attachment allows creatures weaker than Wookiees to fire them.

Primary Attack: One press fires a single accurate shot. Hold down to power up the weapon to unleash up to five bolts at once.

Alternate Attack: Unleash a reflective shot that bounces off surfaces.

Ammo Type: Power Cell



IMPERIAL HEAVY REPEATER WITH CONCUSSION LAUNCHER

A deadly and destructive projectile weapon that fires a rapid stream of metal bullets, this gun is capable of covering an entire area with deadly suppressive fire. It also features a unique Alternate Attack mode.

Primary Attack: Hold down trigger to fire a rapid succession of bolts.

Alternate Attack: Launches an energy-based explosive from an under-mounted barrel.

Ammo Type: Metallic Bolts



DESTRUCTIVE ELECTROMAGNETIC PULSE 2 (DEMP 2) GUN

This gun fires high-powered ion bursts that wipe out electrical systems. It is very effective against droids and electrical devices, although the latest version can also cause damage to living tissue.

Primary Attack: A single shot that stuns humans and damages droids.

Alternate Attack: Offers three charge levels, each level creates a larger expanding shell of electromagnetic energy that damages humanoids, droids and turrets.

Ammo Type: Power Cell



GOLAN ARMS FC-1 FLECHETTE WEAPON

Firing a blast of metal shards in a wide spread capable of hitting multiple targets, this weapon is the favourite of the Corporate Sector Authority's police squads. Be wary of stray shards ricocheting off surfaces, as they may prove harmful.

Primary Attack: Fire a spread of shots.

Alternate Attack: Launch two mines that bounce off surfaces. Mines will explode after a 1.5 second duration, or on contact with an enemy.

Ammo Type: Metallic Bolts



STOUKER CONCUSSION RIFLE

Fires a concussive blast, creating an explosion that spreads about 4 meters in diameter.

Primary Attack: Single shot, large explosive effect. Damages everything, including the user. Slow firing rate.

Secondary Attack: Fires an even slower beam designed to throw most targets into the air or hurl them into other enemies.

Ammo Type: Power cell



TENLOSS DISRUPTOR RIFLE

Affecting matter at the molecular level, this rifle rips apart living material with ease. It is outlawed across the galaxy.

Primary Attack: Single, fast-moving shot with a slow rate of fire.

Alternate Attack: Press to activate the weapon's scope. The longer Alternate Attack (left trigger) is held, the further the scope zooms in. Press and hold Primary Attack (right trigger) to prepare a shot. The charge indicator on the bottom of the scope lets the student know when the weapon is powered to its disintegration level, which is usually lethal to the target. Release Primary Attack (right trigger) to fire the shot. Press Alternate Attack (left trigger) to turn off the scope.

Ammo Type: Power Cell



MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM

A dangerous weapon that fires Arakyd 3T3 missiles.

Primary Attack: Fires single missiles that streak straight ahead and detonate. Alternate Attack: Target-seeking missile. Press and hold Alternate Attack (left trigger) when an enemy appears in the targeting reticle. After a short time, missile system will lock onto intended target, indicated by a full red circle. Release left trigger to fire missile.

Ammo Type: Rockets



THERMAL DETONATOR

Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it.

Primary Attack: Throws the time-delayed grenade over a short distance. It bounces, and then explodes after a few seconds.

Alternate Attack: Throws the grenade, which explodes on impact.



TRIP MINE

Best placed on walls, these trip mines come in triangular-shaped explosive casings. A laser beam is emitted from the casing and extends to the nearest parallel surface. If the beam is broken or the explosive casing fired upon, the mine detonates and damages anything in close proximity.

Primary Attack: Place the mine and activate the laser beam.

Alternate Attack: Fires a proximity device that auto-detonates after about four seconds.



DETONATION PACK

This is a small explosive pack with a remote activator. Students can place multiple detonation packs, and then explode them from a distance. Typically used to ambush enemies or blow open sealed doors.

Primary Attack: Look at surface where you want to place the detonation pack. If it can't be attached there, the detonation pack drops to the ground.

Alternate Attack: Detonate all dropped packs with remote trigger.



LIGHTSABER

Selecting the lightsaber switches the game to third-person perspective.

Primary Attack: Different slashing/swinging attacks depending on player movement. See page 17 for information on Basic Attacks. NOTE: A student's lightsaber attack is also influenced by their Lightsaber Combat Style.

Alternate Attack: If Force energy is available, the player can perform a lightsaber throw. The lightsaber will eventually return to the player's hand. Remember that this manoeuvre will drain Force power.

MULTIPLAYER MENU

Press the directional pad ↓ to highlight Multiplayer, and then press the A button to launch the Multiplayer Menu. Next, press the directional pad ↑ and ↓ to highlight one of the following options and press the A button to confirm selection.

XBOX LIVE LOBBY

Upon entering the lobby, players are presented with the following gameplay options:

QUICK MATCH

Select to find a game type (Any, Siege, FFA, CTF, Duel, Power Duel, Team FFA) without specifying gameplay criteria. If no matches are found, a prompt will pop up giving the player the opportunity to host a game (see **Host Game** for more information).

OPTIMATCH

Enables players to search for a multiplayer game by specifying exact gameplay criteria based on the following options:

GAME TYPE: Select Any, Free for All, Duel, Power Duel, Team FFA, Capture the Flag or Siege.

GAME MAP: Select Any or specify a map from the available list.

MINIMUM PLAYERS: Designate the minimum number of players.

MAXIMUM PLAYERS: Designate the maximum number of players. A dedicated server can support up to ten players; a non-dedicated server can support up to eight players (Xbox Live Host Game only).

FRIENDLY FIRE: Choose Any/ON/OFF. When set to ON, team members will be vulnerable to their teammate's attacks. When set to OFF, teammates won't be able to hurt each other; their weapons fire, Force power attacks and lightsaber attacks will only affect members of the other team.

FORCE MASTERY: Choose the level of Force power players will have, from Disabled (lowest) to Jedi Master (highest).

SABER ONLY: Choose Any/ON/OFF. Limits the games' weapon type to the lightsaber. When set to ON, all other weapons (blasters, explosives, et al) are removed from the map.

DEDICATED HOST: When enabled, the game will be hosted in a special dedicated system mode that will improve overall performance of the game. **NOTE:** You cannot play from an Xbox game system that is hosting a dedicated server. You will need to connect to the dedicated server from another Xbox game system.

HOST GAME

Enables players to host their own multiplayer game and specify all gameplay criteria.

See Basic Setup on page 36 and Advanced Rules on page 37 for a list of criteria.

FRIENDS

Instantly see all the friends that are included on your list who are currently online.

ONLINE OPTIONS

Enables players to set the following options:

VOICE: Through TV or OFF. This option will be greyed out if players are using a headset.

VOICE MASKING: ON/OFF. This option will be greyed out if players are not using a headset.

APPEAR ONLINE: NO/YES. Select NO to have your online name hidden from other players; select YES to have your online name visible to other players.

CONTROLS

Select to adjust the controller setting. See Controls, page 6, for more information.

AUDIO/VIDEO

Select to adjust the audio and video settings. See Audio/Video, page 9, for more information.

OTHER MULTIPLAYER GAMES

In addition to Xbox Live play, players can also participate in the following multiplayer variations.

BOT MATCH

Select to play a "warm up" multiplayer match where a single player battles against Bots (computer-controlled characters). See Basic Setup on page 36 and Advanced Rules on page 37 for a list of criteria.

SPLIT SCREEN

Select to play a one-on-one match against another player on a television via a split screen. See Basic Setup on page 36 and Advanced Rules on page 37 for a list of criteria.

SYSTEM LINK PLAY

Select to join a game from an available list that is already set up or to host a game and specify all gameplay criteria. See Basic Setup on page 36 and Advanced Rules on page 37 for more information for a list of criteria.

SETUP OPTIONS

Customise select options for controls, audio, video and more.

CONTROLS

The control settings for the multiplayer games of *Star Wars Jedi Knight: Jedi Academy* are the same as those in the single-player game. See page 6 for complete information on how to adjust the available options.

AUDIO/VIDEO

The audio/video settings for the multiplayer games of *Star Wars Jedi Knight: Jedi Academy* are the same as those in the single-player game. See page 9 for complete information on how to adjust the available options. NOTE: Subtitles are not an available option for multiplayer games.

RULES

Select Rules to access detailed descriptions about each multiplayer game type, Force powers, weapons, items (such as Medpacs and BioTech Bacta Canisters) and all the moves that can be performed during gameplay (provided the Jedi meets the prerequisites).

BASIC SETUP

The following adjustable options are available when setting up a multiplayer game. NOTE: Not all options are available for all games or game types. See where noted.

GAME TYPE: Select the type of game to be played.

MAP: Select the map to battle on. Supported by all game types.

FORCE MASTERY: Choose the level of Force power players will have, from Disabled (lowest) to Jedi Master (highest). Supported by FFA, Team FFA, Duel, Power Duel and CTF.

PUBLIC SLOTS: Slots designated as Public will allow anyone to join your game as long as public slots are free. Supported by all game types (Xbox Live Host Game only).

PRIVATE SLOTS: Slots designated as Private will be reserved for people you invite through your Friends List. Supported by all game types (Xbox Live Host Game only).

NUMBER OF BOTS: Select the number of Bots to fight against. Supported by all game types except Siege.

TIME LIMIT: The number of minutes the match will last. Once the limit is reached the match will end. Whoever has the highest score (or the team with the most points) will win the match. Supported by FFA, Team FFA and CTF.

KILL LIMIT: Set number of kills required to win the match. The player that reaches that number first is the winner of the match. Supported by FFA and Team FFA.

CAPTURE LIMIT: The number of times a flag must be captured for a team to win the match. Supported by CTF only.

DUEL LIMIT: The number of successful rounds (duels) required for a player to win the match. Supported by Duel and Power Duel.

ADVANCED RULES

From the Basic Setup screen, press the X button to access the following options.

ENABLE VOTING: Setting this option to YES allows players to call for a vote to kick players off the server, change maps and game types, and more. Setting this option to NO restricts all voting. Supported by all game types (Host Game only).

AUTO MAP CYCLE: When set to YES, the server will go to the next map when a match is completed. When set to NO, the server will reset the scores, spawn players in the same map and start the match over. To change maps in this case a vote must be called. Supported by all game types.

DEDICATED HOST: When enabled, the game will be hosted in a special dedicated system mode that will improve overall performance of the game. NOTE: You cannot play from an Xbox game system that is hosting a dedicated server. You will need to connect to the dedicated server from another Xbox game system. Supported by all game types (Host Game only).

NUMBER OF BOTS: Select the number of Bots to fight against. Supported by all game types except Siege (Split Screen and System Link Play). NOTE: As players join the game, the added Bots will be replaced.

BOT SKILL: Choose how skilled the Bot opponents will be, from Initiate (lowest) to Jedi Master (highest).

SABER LOCKING: Turn locking between lightsaber combatants ON/OFF. Supported by all game types.

FRIENDLY FIRE: When set to NO, teammates won't be able to hurt each other; their weapons fire, Force powers and lightsaber attacks will only affect members of the other team. When set to YES, team members will be vulnerable to their teammate's attacks. Supported by Siege, Power Duel, Team FFA and CTF.

LIGHT/DARK TEAMS: Setting this option to YES forces the Red Team to only use the dark side of the Force and the Blue Team to use the light side of the Force. Supported by Team FFA and CTF.

NEW MULTIPLAYER GAME TYPES

SIEGE

The objective of Siege is for an attacking team to complete multiple objectives in a designated time limit while a defending team prevents them from doing so. After one match is finished, the teams switch with the new attacking team trying to complete the objectives in less time than the first team did. Two matches make up one game of Siege.

Siege maps are set up so that the defending team has a stronghold or location to defend against an attacking team. There are multiple objectives on each map, with each objective getting successively more difficult to capture.

Siege incorporates specific teams and a player-class system. Default teams are set on a per map basis. Thus, if the map is Hoth, the teams will be Rebels and Imperials (as opposed to Mercenaries and Jedi).

RULES

Upon entering a Siege game, players are required to pick a class; classes that are available depend on which team the player joins. All teams have the following class categories:

- » **ASSAULT:** An all-around offensive/defensive class. Classes that fall into this category are well armed with either weapons or Force powers, making them formidable opponents in combat.
- » **HEAVY WEAPONS:** This class specialises in extremely high and concentrated damage output. Heavy weapons classes are armed with the most destructive weapons and Force powers, including the Merr Sonn missile launcher and the Stouker concussion rifle.
- » **DEMOLITIONS:** This class specialises in wreaking havoc on destructible objectives while utilising grenade-type weapons, including trip mines, thermal detonators and det packs.
- » **SCOUT:** The scout class specialises in sniping and espionage. The Jedi version of a scout uses Mind Trick and Force Speed to confuse enemies and achieve objectives.
- » **TECH:** Tech classes have many different abilities. Most can give ammo, some can heal other players, while some versions of the class can even bypass locks allowing for easy entry into a side-door on a map.
- » **JEDI:** The Jedi classes are warriors who do not utilise conventional weapons in battle, but instead choose to use Force powers and a lightsaber to engage opponents.

NOTE: To use available items with a class that does not have any Force powers, press the directional pad ← and → (default), and then click the left thumbstick.

SCORING

Killing a member of the enemy team	+1 point
Killing yourself or a team member	-1 point
Completing an objective	+20 points
When the round is won, everyone on the winning team receives	+10 points

GAME END

Via capturing all objectives within set time limit (Attacking Team)
Via holding at least one objective within set time limit (Defending Team)

POWER DUEL

Power Duel re-creates epic lightsaber battles by pitting two opponents against a stronger opponent in a two-on-one death match. All competitors start a round with full health and their lightsabers, but the lone opponent has an edge in health and Force ability. Therefore, the teamed opponents must work together to defeat their stronger foe.

Any number of players can participate in Power Duel, but only three are in the arena at any given time. Remaining players observe until a match is complete. A match is completed when either side is eliminated. The loser is put at the end of the Spectator queue, and the next person or persons in line are brought in to fight the winner. If a member of the paired team is killed but the dual team wins, that player is still sent to the bottom of the list. The surviving player or players are the only ones who stay in the game.

All competitors are fully replenished with health and equipment. The winner or winners continue to compete against new opponents, scoring points until he or she is eliminated.



CLASSIC MULTIPLAYER GAME TYPES

FREE FOR ALL

Best summed up as every person for him or herself, players score points by eliminating other players, and no one can be considered an ally. Weapons and equipment are acquired in the field, unless otherwise specified on the server. Some options include whether to allow Force powers or not and the maximum Force level available.

DUEL

Duel pits two combatants in a small, enclosed arena to battle with lightsabers. Both competitors start a round with full health, their lightsabers, and a blaster pistol (server option), and must face off against one another. Any number of players can participate in Duel, but only two are in the arena at once. Remaining players observe until a match is complete; the loser is put at the end of the observer queue, and the next person in line is brought in to fight the winner. Once again, both competitors are fully replenished with health. The winner continues to compete against new opponents, scoring points until he or she is eliminated or the match limit is reached.

TEAM FREE FOR ALL

Team Free For All pits two Jedi teams against each other in a battle of supremacy. Each player scores points for eliminating opponents, but players on the same team can work together to eliminate tougher foes. All players on a team combine their scores for a single team score. Weapons and equipment are acquired in the field, unless otherwise specified on the server. Some options include whether to allow Force powers or not and the maximum Force Level available.

CAPTURE THE FLAG

In Capture The Flag, two teams compete to capture the flag of the opposing team and return it to their home base. Any member of a team can pick up the opposing team's flag. When the flag is taken, all players on the map are alerted to the event. The flag carrier must then escape from the enemy's territory and return the flag to their own base to score. If the flag carrier is eliminated, the flag is dropped at the point of elimination. If a member of the flag owner's team touches the flag, it is automatically returned to their base. If a member of the eliminated player's team picks it up, they can continue to try to return it to their home base. The flag carrier's own flag must be "home" at its base position for the carrier to score with the opposing team's flag.

AI BOTS

Star Wars Jedi Knight: Jedi Academy's Bots are computer-controlled characters meant to simulate human opponents in the multiplayer game. Some Bots use their lightsaber and attack head-on, while others tend to run around and gather every weapon before launching an offensive.

MULTIPLAYER-ONLY FORCE POWERS

The multiplayer game contains the following Force powers that aren't available in the single-player game.

TEAM HEAL

Team Heal allows the Jedi to restore a certain amount of health to allies within a certain radius of his/her body. The Jedi can restore 50 points of health to one ally, 33 points each to two allies and 25 points each to three or more allies.

Rank 1: Normal range

Rank 2: One and a half times normal range

Rank 3: Two times normal range

TEAM ENERGISE

Team Energise allows the Jedi to restore a certain amount of Force Power to allies within a certain radius of his or her body. The Jedi can restore 50 points of Force Power to one ally, 33 points each to two allies and 25 points each to three or more allies.

Rank 1: Normal range

Rank 2: One and a half times normal range

Rank 3: Two times normal range

NOTE: Some multiplayer Force powers will work slightly different from their single-player counterparts. Read the rules section in-game to find out the specifics of how a multiplayer Force power is supposed to work.

GAMEPLAY TIPS

WISDOM FOR THE SINGLE PLAYER

SHOOTING ALLIES AND OTHER "FRIENDLIES" IS A BAD IDEA.

Allies are critical to your mission. Check your fire!

EXPERIMENT WITH THE ALTERNATE ATTACKS.

Every weapon has an alternate attack accessible via the left trigger.

Being familiar with all the functions of your weapons can mean the difference between survival and a date with an interrogator droid.

ONCE YOU MASTER THE FORCE, USE IT TO YOUR ADVANTAGE.

Sometimes it's the only edge you have to conquer the overwhelming enemy forces.

REMEMBER: YOU WILL NEED TO USE FORCE POWERS TO PROGRESS THROUGH THE GAME.

Some powers, like Force Push, can be used to manipulate sliders, buttons and objects in the environment.

IF IT SEEMS LIKE YOU ARE STUCK WITH NOWHERE TO GO,

try pressing Use (Y button) on consoles, doors, and what may be buttons or levers. Also, look for air ducts or other passageways that might lead out of the area.

PAY ATTENTION TO THE COLOUR OF YOUR CROSS HAIR.

It will tip you off to how you can interact with the environment. (Allies turn the cross hairs green.)

WHEN FIGHTING A SQUAD OF IMPERIALS, TRY TO TAKE OUT THE OFFICERS and high-ranking stormtroopers first. This may cause remaining troops to panic or retreat.

USE THE JEDI MIND TRICK OFTEN TO SNEAK THROUGH AN AREA.

It allows you to momentarily avoid enemy detection.

BE SURE TO LOOK UP AND DOWN.

Students do not live in a two-dimensional world, and neither do their enemies.

YOU CAN USE FORCE SENSE

to find hidden passages and puzzle items.

DON'T FORGET TO SEARCH

officers and other fallen enemies for keys. Search them by walking over their fallen bodies.

IF YOU ARE HAVING A LOT OF TROUBLE ON A TIER MISSION,

on the Mission Fail screen you can select a new mission to play. You can always return to that mission later when you have learned new Force powers.

WISDOM FOR THE MULTIPLAYER

KEEP MOVING.

Staying put invites death. Besides, no one likes a "camper."

KNOW THE MAPS.

The player with a deep understanding of the multiplayer maps will dominate the other players.

BOTS ARE GOOD, HUMANS ARE BETTER.

Playing a multiplayer game with Bots can be fun, but even the best Bot AI can't compare to the unpredictable and infinitely adaptable nature of real people.

ADJUST YOUR PLAYING STYLE AND FORCE POWERS TO THE GAME

type and maps you're playing. The way you play Free-for-All should differ slightly from how you play the team-based Capture the Flag.

REMEMBER, YOU'RE PLAYING WITH OTHER PEOPLE.

Try to conduct yourself in a non-offensive manner. Profanity is offensive and can ruin other players' experiences with the game.

ON SIEGE MAPS, KNOW YOUR OBJECTIVES.

Learning the objectives of a siege map should be your first aim as a new player. Be sure you know where each objective is, and what is to be done with the objective so you know how to best defend or attack each of your team's goals.



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