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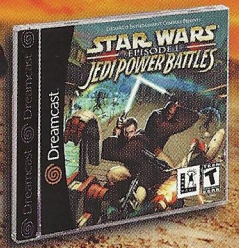

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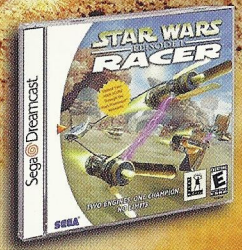

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T-23003N

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Table of Contents

Using Your Sega Dreamcast Controller	4
Sega Dreamcast Controller	4
Playing the Game	6
Player Profiles	6
Main Menu • One Player Games	6
Main Menu • Two Player Games	8
Main Menu • Multiplayer Games	8
Tournament Chart	8
Options	9
Level Select Screen	10
Vehicle Select Screen	10
The Game Screen	10
Weapons	11
Force Hits and Final Blows	13
Combat Droids and Powerups	13
Vehicle Select Icons	14
Characters	15
Saving Games	17
Credits	18
How to Contact LucasArts	22
Software License and Limited Warranty	23

Using Your Sega Dreamcast Controller

Thank you for purchasing ***Star Wars* Demolition™**. Please note that the software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

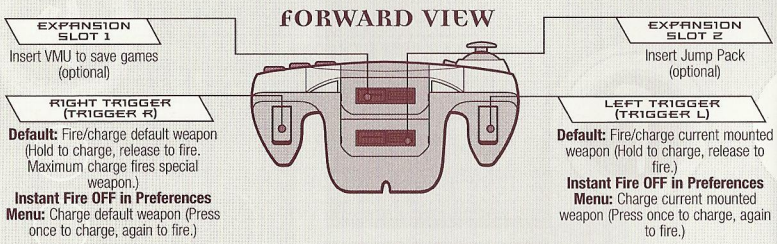
Demolition is a one- to four-player game. Before turning the Sega Dreamcast power ON, connect controllers or other peripherals (if applicable) into the Sega Dreamcast Controller Ports. Connect one controller to Control Port A. To play with more people, connect additional controllers (sold separately) to Ports B-D.

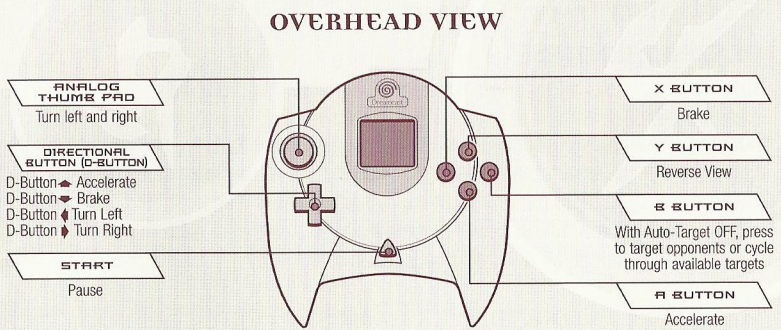
CAUTION: Never touch the Analog Thumb Pad or the Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R have been accidentally moved while turning the power ON, immediately turn the power OFF and ON, making sure not to touch the Sega Dreamcast Controller.

To reset the game and return to the Main Menu at any point during the game, simultaneously hold the **A**, **B**, **X**, **Y** and **Start** Buttons on the controller.

Sega Dreamcast Controller

The game controls are all set to their default settings. To change the control settings, see Options Menu on page 9 for details.

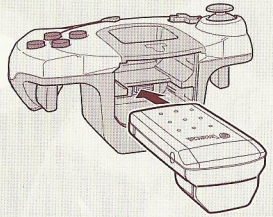




Note: Each weapon has four stages of power. See weapon descriptions on page 11 for additional details.

Sega Dreamcast Jump Pack (sold separately)

When using a Sega Dreamcast Jump Pack™, insert it into Expansion Slot 2 rather than Expansion Slot 1 of the Sega Dreamcast Controller. The Jump Pack does not lock into place in Expansion Slot 1 and may fall out during game play or otherwise inhibit game operation.



Playing the Game

Player Profiles

Note: You must have a Sega Dreamcast Visual Memory Unit (VMU) inserted to access the Player Profiles screen.

In order to keep track of your win/loss record and Tournament status, you need to create a player in one of the eight available slots. Once the profile has been created for each player, you must activate it from this menu by highlighting the appropriate profile and pressing the **A** Button. Your data will automatically be saved after each match OR at the end of the Tournament. (A VMU must be inserted to auto-save.)

Main Menu • One Player Games

Selecting One Player allows you to choose between Battle Mode, Tournament Mode, High Stakes Mode or Hunt-a-Droid Mode.

› Battle Mode ‹

Battle Mode allows you to practice your demolition skills. Press the **A** Button to select your vehicle, the arena, and up to four opponents. Once you've chosen your vehicle, press the Directional Buttons to select each opponent for the match. Press the **A** Button to proceed. You must destroy all other vehicles to win.

› Tournament Mode ‹

A tournament is four rounds played against one enemy, then two, three, and four respectively. Arenas and enemies are chosen at random and you must destroy all enemies to proceed to the next round. In order to unlock a new vehicle, complete the tournament with at least 10,000 credits. If your are destroyed during the tournament, you can replay the round but are penalized 500 credits. You lose the tournament if you run out of credits. Earn money during the round as you destroy vehicles. BE CAREFUL! There is no saving mid-tournament. If you quit from the tournament, it must be replayed from the beginning next time you select it.

Armor Repair Cost: Before entering the next round, your vehicle must be repaired at a rate of 500 credits per full strength bar. If you do not have enough credits for vehicle armor to be fully restored, the vehicle enters the next round partially repaired.

› High Stakes Mode ‹

Each player chooses a ride and the CPU does the same. You are then presented with a "betting" screen. Here, the odds are shown and calculated based on the win-loss record of each player. Players can bet any amount of their own money on themselves (in 100-credit increments, 100-minimum bet). If the odds are against players, they can actually win more than they bet. This amount is shown as the Upside. Players each start with 1000 credits.

After each round, the split Tally Screen shows a new balance for the winner and loser. Before entering the next round, the odds are recalculated and the players can place new bets for the upcoming round. The game ends whenever one of the players reaches 10,000 credits or loses everything.

Resupplying Shields and Weapons: You are charged five credits for each point of energy. If you do not have enough credits to recharge, recharging will stop.

› Hunt-a-Droid Mode‹

Choose your vehicle and the arena. Computer-controlled droid targets will move randomly around the arena. You are scored based on the number of droids destroyed within the set time period.

MAIN MENU • TWO PLAYER GAMES

› BATTLE MODE (VERSUS OR CO-OP) ‹

This mode allows you to battle it out one-on-one, or team up against additional opponents. In Versus Mode, the game is over when one vehicle is destroyed. In Co-Op Mode, both players must survive while destroying all other opponents.

› TOURNAMENT MODE (CO-OP) ‹

A second player can join forces with Player 1 to help complete the Tournament. Both players must survive each round in order to advance.

› HIGH STAKES MODE (VERSUS) ‹

In this mode players are repeatedly pitted against one another until one of them reaches 10,000 credits or loses all of his/her credits. A player can place a bet before each battle.

› HUNT-A-DROID MODE (VERSUS) ‹

Two players can compete to destroy the most droids.

MAIN MENU • MULTIPLAYER GAMES

Three or four players compete against each other in a single battle. The last surviving contestant wins. No CPU opponents are allowed.

TOURNAMENT CHART

Indicates the Tournament status for each of the vehicles. Red=Locked, Blue=Playable, Green=Completed with an Ultimate Victory (10,000+ credits), Yellow=Completed with less than 10,000 credits.

HIGH SCORES

Shows win/loss records, High Stakes winnings and Hunt-a-Droid stats.

OPTIONS

› PREFERENCES ‹

Allows you to turn certain features on/off.

Auto-Targeting: Turn this preference off to use the **B** Button to target opponents and cycle through them.

Smart Computer: Turn in-game status text on/off.

Refill Stations On/Off: Turn weapon and shield refill stations off in every level.

Droids On/Off: Turn off to remove combat droids from the levels.

Powerups On/Off: Turn off to remove powerups from the levels.

Instant Fire On/Off: Turn on to fire weapons when you release Fire Button. Turn off to delay fire until you press Fire Button again.

› DIFFICULTY ‹

Adjust the game difficulty and weapons damage for each player.

› CONTROLS ‹

Allows you to configure the controls to your preference.

› AUDIO ‹

Adjust the music and sound effects volume, or adjust the Output Mode by choosing stereo or mono. Also, adjust the Play Mode for music for each level: Looping (play level music in a loop), Sequential (play music for each level in sequence), or Random.

› CREDITS ‹

View the names of the folks that made the game.

Note: Any changes to Options will auto-save when you return to the Main Menu.

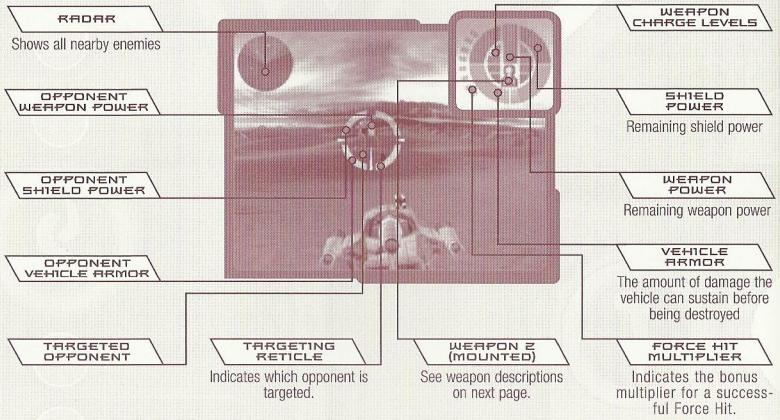
LEVEL SELECT SCREEN

Press left or right on the Analog Thumb Pad or **D** Button and press the **A** Button to choose the level you wish to play. When playing in High Stakes Mode, the selected level will be the first in a predetermined progression of levels.

VEHICLE SELECT SCREEN

Press on the Analog Thumb Pad or **D** Button left or right and press the **A** Button to choose the vehicle you wish to use.

THE GAME SCREEN



WEAPONS

Each weapon can be charged for a more powerful attack. The higher the charge, the more weapon power will be used.

STANDARD LASER CANNON

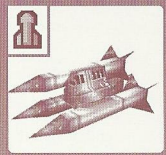
A standard issue weapon installed on most military craft. All vehicles have been modified to incorporate this weapon.

- Stage 1: Single Blast
- Stage 2: Double Blast
- Stage 3: Triple Blast
- Stage 4: Special Weapon (specific to each character/vehicle)

WEAPON DROID

Weapon droids roam each of the arenas and contain one of the four secondary weapons below. Destroy the weapon droid to reveal the weapon it carries.

CONCUSSION MISSILES



Extremely accurate, these missiles will home in on a targeted enemy.

- Stage 1: Single Missile
- Stage 2: Two Missiles (staggered, tight formation)
- Stage 3: Three Missiles (wide spread)
- Stage 4: Combo Missile (three missiles combined)

PROTON TORPEDO

Fast and powerful, this weapon will inflict massive damage, but at a great cost to your vehicle's power supply. Precise aim is required.

- Stage 1: Single Torpedo
- Stage 2: Turbo Torpedo (faster)
- Stage 3: Super Torpedo (double caliber)
- Stage 4: Proton Beam (continuous proton stream)

TRACTOR BEAM

A powerful energy beam that can stop vehicles dead in their tracks or repel them.

- Stage 1: Single Beam Trap
- Stage 2: Single Beam Repulsor
- Stage 3: Beam Area Repulse (Can repulse more than 1 vehicle)
- Stage 4: Area Blast Repulse (causes damage to all vehicles in a small radius and repulses them as well)

THERMAL DETONATOR

These fiery explosives cause massive damage to shields. Though short-range, they rarely miss the target.

- Stage 1: Thermal Detonator
- Stage 2: Grub Detonators (two burrowing detonators that pop above ground when a vehicle comes near)
- Stage 3: Strike Detonators (three detonators that spring towards a vehicle)
- Stage 4: Seismic Detonator (one large rolling detonator that tracks the nearest target)

FORCE HITS AND FINAL BLOWS

To increase the Force Hit Multiplier, you must hit a vehicle with a Stage 2 or 3 attack with your standard laser OR mounted weapon. A Force Hit will occur anytime the player uses a Stage 4 attack OR a special weapon AND there is at least one multiplier lit on the Force Hit Multiplier Meter. Beware, each time an enemy hits you with a Stage 2 or 3 attack, it will decrease your Force Hit Multiplier by one. A Final Blow can be executed AFTER a vehicle has been demolished, and BEFORE it's destroyed. A Final Blow will only occur if you hit a demolished opponent with a Stage 4 attack from your mounted weapon AND a blast from your character's special weapon.

COMBAT DROIDS AND POWERUPS

COMBAT DROIDS

Throughout each of the arenas, Jabba has placed several droids that the combatants can use to gain an advantage. The droids can be picked up by the contestant and will remain active until another droid is picked up. Droids are elusive. Search hard to find them.

› R2 DROID ‹
Will slowly repair damage to the vehicle's armor.

› POWER DROID ‹
Increases the capacity of the vehicle's energy cells. Also improves the weapon's rate of fire.

› TACTICAL DROID ‹
Acts as a free-floating laser cannon capable of attacking the nearest enemy. This droid also causes weapons to charge faster.

POWERUPS

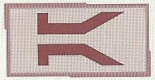
› CLOAKING DEVICE ‹

Renders the vehicle invisible to enemy radar for a short period.

› DEFLECTOR SHIELD ‹

Improves shields to deflect laser and blaster weapons. Has no effect on projectile weapons.

› ENERGY CONVERTER ‹



Allows your shields to absorb laser energy directly into your shield and weapon reserve, but only if they are not already full.

› SHIELD POWER GENERATORS ‹

Shield power generators can be found in different structures on each level and have a blue aura. Position the vehicle inside one of these structures to recharge shield power. In Tournament and High Stakes Modes, each point of recharged power costs five credits.

› WEAPON POWER GENERATORS ‹

Similar to the shield power generators, weapon power generators can be found in different structures on each level and have a red aura. Position the vehicle inside one of these structures to recharge weapon power. In Tournament and High Stakes Modes, each point of recharged power costs five credits.

VEHICLE SELECT ICONS

The following ratings will be displayed for each vehicle on the Choose Contestant(s) Screen. The higher the ratings, the better.

› ARMOR ‹

› TOP SPEED ‹

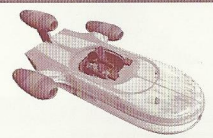
› SPECIAL WEAPON POWER ‹

CHARACTERS

WADE VOX

Species: Human
Age: 21
Home World: Alderaan
Special Weapon: Force Attack

SoroSuub X-34 Landspeeder



QUAGGA

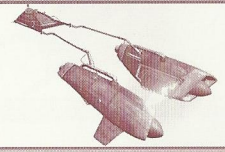
Species: Wookiee
Age: 210
Home World: Kashyyyk
Special Weapon: Turbolaser Tank Cannon

Refurbished AAT Battle Tank

PUGWIS

Species: Dug
Age: Unknown
Home World: Malastare
Special Weapon: Sonic Boom

Custom Podracer



WITTIN

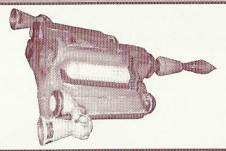
Species: Jawa
Age: Unknown
Home World: Tatooine
Special Weapon: Ion Blast

Remote-Controlled STAP with Battle Droid Pilot

BOBA FETT

Species: Human
Age: Unknown
Home World: Unknown
Special Weapon: Disintegrator

JETPACK



AURRA SING

Species: Unknown
Age: Unknown
Home World: Unknown
Special Weapon: Sniper Rifle

CUSTOM SWOOP

GENERAL OTTO

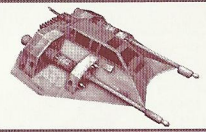
Species: Human
Age: 67
Home World: Coruscant
Special Weapon: Concussion Grenade Launcher

IMPERIAL AT-ST

TIA & GHIA

Species: Human
Age: 18
Home World: Bestine IV
Special Weapon: Tow Cable

MODIFIED INCOM T-47 [SNOWSPEEDER]



MALAKILI

Species: Human
Age: Unknown
Home World: Corellian System
Special Weapon: Grab and Throw

THE DREADED RANCOR

TAMTEL SKREEJ

Alias: Lando Calrissian
Species: Human
Age: Unknown
Home World: Unknown
Special Weapon: Skiff Deck Gun

UBRIKKIAN BANTHA II CARGO SKIFF (AKA DESERT SKIFF)

SAVING GAMES

To save games, you will need a VMU (sold separately) inserted in one of the Expansion Slots before turning on the Sega Dreamcast. **Demolition** requires 6 blocks of memory to save game files. You can save up to eight player profiles within the six blocks of memory.

WARNING: While saving a game, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller or other peripheral equipment. If the VMU falls out during gameplay, push the VMU back in place and resume playing.

CREDITS

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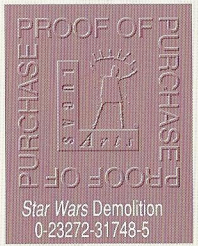

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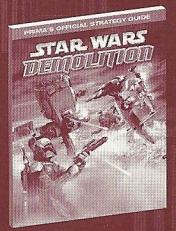

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