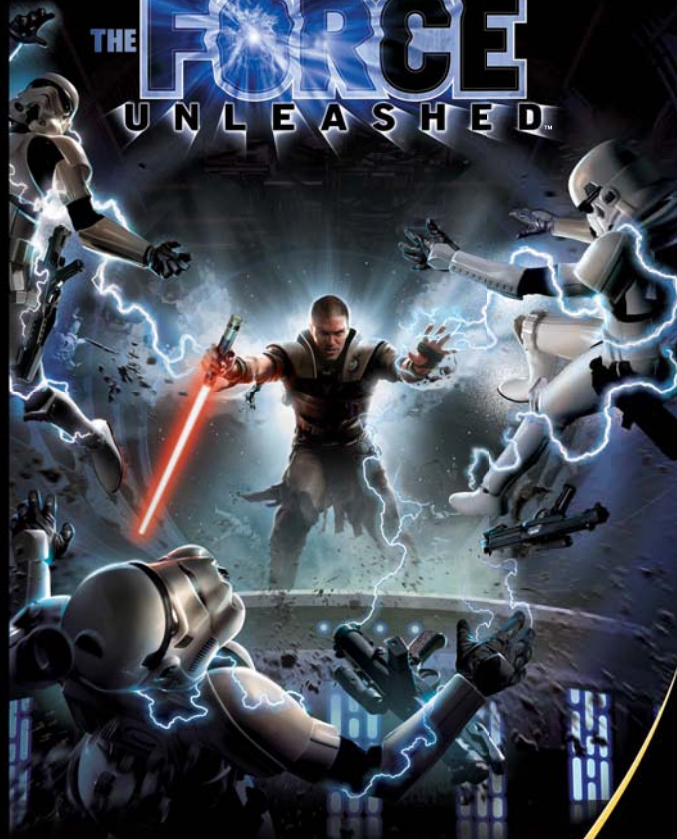


STAR WARS® THE FORCE UNLEASHED™



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3323902



KROOK
STUDIOS



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For safe use of this product, carefully read the following section of this manual and the precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

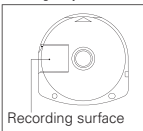
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

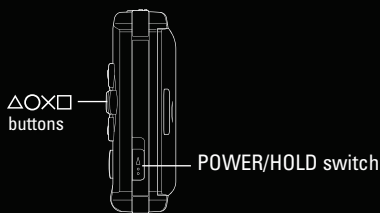
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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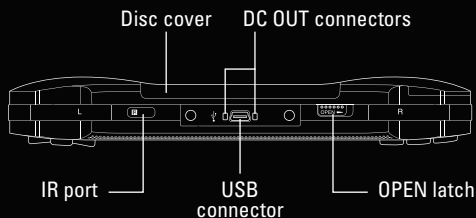
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Star Wars*®: The Force Unleashed™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

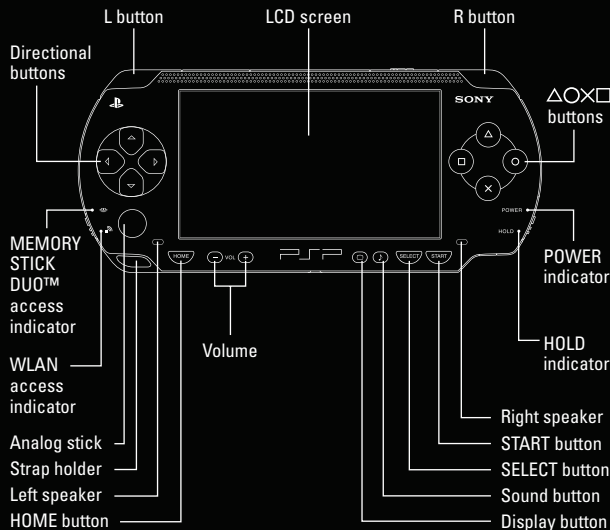
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PLAYSTATION®PORTABLE) SYSTEM CONFIGURATION



CONTROLS

MENU CONTROLS

Access Main Menu	START button
Select Menu Options	directional buttons
	analog stick
Confirm Selection	× button
Return to Previous Screen	○ button

GAME CONTROLS

Move Character	Analog Stick
Block	□ button (hold)
Dash	R button while running / jumping
	× button
Jump	× button, × button
Double Jump	□ button
Use Lightsaber	○ button, △ button
Use Force Powers	START button
Pause game/Open Pause Menu	○ button
Skip Cinematic	

A LONG TIME AGO IN A GALAXY FAR, FAR AWAY...

The galaxy is on the brink of total darkness. The evil GALACTIC EMPIRE has overthrown the Old Republic and now holds countless worlds in the grip of fear.

The Jedi Knights have been all but destroyed. Only a handful of Jedi have escaped Imperial forces, disappearing into hiding across the galaxy.

The Emperor's spies have located a Jedi Knight on the Wookiee homeworld of Kashyyyk. The Sith Lord DARTH VADER has been dispatched to destroy him....

MAIN MENU



The Main Menu will appear when you first load the game. You have the option of playing in Force Unleashed, Story Mode, or Multiplayer mode. You can also access the game Options.

FORCE UNLEASHED

Choose between playing a Historic Mission, Order 66, or Force Duel scenario. High Scores and Unlockables are available for each section as well.

STORY MODE

This icon will direct you to the Story Mode Menu. From here you can begin a new campaign or continue a previously saved campaign, or modify Options for the game.

MULTIPLAYER



Select this icon to Join or Create a Multiplayer game.

OPTIONS

Options from main menu contains sound (adjust volume of music, sfx and dialog), game (turn on / off autosave enabled, subtitles, tutorial tips), credits.

PAUSE MENU



Press the  button while playing *Star Wars®: The Force Unleashed™* to pause the game and open the Pause Menu. Use the directional buttons or analog stick to select an option and the  button to confirm your choices.

OPTIONS

Modify Music and Sound Effects volume.

FORCE POWERS

View and upgrade Force Powers.

SAVE GAME

Save your game.

CUSTOMIZE LIGHTSABER

Modify your lightsaber blade color as well as combat crystals (which can amplify saber and Force Powers).

OBJECTIVES

Describes your goal(s) for the current stage.

EXIT GAME

Quit your game and return to the Main Menu.

RETURN TO ROGUE SHADOW

Return to the bridge of the *Rogue Shadow*. Any unsaved progress in the level will be lost upon return.

THE FORCE UNLEASHED



STARTING A NEW GAME

Select Story Mode from the Main Menu to begin your journey into the Dark Side of the Force. Select START GAME and then choose any available slots marked New with your Analog Stick or directional buttons. The

game will launch into the opening sequence and you will begin your career in service to Darth Vader.

LOADING A SAVED GAME

As you progress through *Star Wars: The Force Unleashed* your game will periodically save at Checkpoints placed throughout your journey. To return to your game, enter the Title Menu and proceed to Continue Game. Save file will indicate the last place (Story or Unleashed mode) that you saved in. Additionally, the save file will indicate how many saber crystals and unlockables have been acquired. You will start in the *Rogue Shadow* even if you last saved within a level but all Holocons, saber crystals, and Force Points you acquired within the level will be retained.

SAVING THE GAME

The galaxy of *Star Wars: The Force Unleashed* is fraught with danger and hostility, even to one strong in the Dark Side of the Force. The game will periodically save at Checkpoints, both at the beginning of missions and periodically throughout the levels. If you are defeated, you will return to the most recent Checkpoint. If you choose to end your playing session, go to the Pause Menu and select Save Game, and then choose which game slot to save the game data on.

PREPARING FOR BATTLE

GAME SCREEN

HEALTH AND FORCE ENERGY BAR: These bars display your Health and Force status. The red bar on the bottom is your Health. Once the bar runs out, you are defeated. The blue bar above is your Force Energy. This bar depletes as you use your Force Powers and Advanced Force Powers. The Force Energy bar will replenish over time, but the Health bar can only be replenished by collecting Health Canisters spread throughout the level.



MAP: The map is displayed here and shows your position in the level, as well as guiding you toward the final destination of the stage or the location of mission objectives.

ENEMY HEALTH BAR: If you are confronting a Force-wielding opponent or a large group of enemies, their Health is displayed here. Their Health will deplete as he or she is successfully attacked.

STATUS BOX: This box keeps track of a few different statistics during the game. The number on the upper left portion displays your Force Point multiplier. The number underneath it displays your current Force Point total. Points are earned for any number of things, such as enemies killed. Points are deducted when you die and you must replay that area.



FORCE POWERS

Force Powers allow your character to attack from afar, leap unimaginable distances, and manipulate the Force to damage your opponents. As you defeat enemies and progress through the game you earn Force Points, which you can use to upgrade your Force Powers.

There are multiple levels of Force Power upgrades, and each has a different price in Force Points. Upgrading your Force Powers results in more efficient or stronger attacks. Upgrading can give you the ability to Force Push enemies farther, improve the power and range of your Repulse attack, or damage more enemies at the same time with Force Lightning.

You also encounter lightsaber crystals in the world that can be equipped to improve your powers. Note that not every Force Power is upgradeable, such as dash for example.

PREPARING FOR BATTLE CONT...

CORE POWERS

LIGHTSABER: As a Sith you are trained in the art of lightsaber combat and can strike with multi-hit combo chains. (□ button)

GRIP AND THROW: Lifts an enemy or object into the air, allowing you to move it around using the analog stick. A blue aura surrounds an object or enemy that you can pick up by holding the △ button. The red aura appears as you are moving something you have gripped to indicate that if you throw the gripped object, it will hit the one surrounded by the red aura. Move analog stick in direction you want to throw and release triangle.

LIGHTNING: This vicious power sends a blast of Force lightning at an enemy, dealing damage and stunning them briefly. (Press the ○ button)

FORCE PUSH: (△ button) A wave of Force energy sends the enemies you are facing flying through the air, smashing into objects and taking moderate damage. Enemies hit by this blast are also stunned for a short period of time. You will also encounter doors and obstacles that can be destroyed by holding down the △ button to charge up your attack.

DASH AND EVADE: This Force Power allows you to quickly get out of harm's way by rapidly dashing forward. You may also dash while in midair, and take evasive action by dashing to the sides or backwards. (Tap the □ button while moving with the analog stick)

SABER DEFLECT: You are able to defend yourself with a lightsaber and can even deflect blaster bolts, sending the bolt back at its shooter. (Hold □ button)

SABER THROW: Throws your saber at a target with unerring accuracy, causing damage. Once it hits, the lightsaber will return to your hand. (Hold □ button and press the □ button)

ADVANCED FORCE POWERS

Advanced Force Powers can be unlocked (through game play) and upgraded. In some cases, these powers are attack chains like Sith strike (saber, saber, push) or Sith barrage (saber, saber, saber, lightning) but these need to be unlocked before they can be triggered. You cannot hit the button sequence and perform the move if it has not been unlocked via the Story Mode. As you progress through the story and gain new abilities, new powers will be unlocked.

AERIAL SHOCK: Jump and send out a two-pronged lightning blast to deliver a strong attack on your enemies. (Press the × button then the ○ button)

AERIAL ASSAULT: Jump and blast an extra powerful Push attack – sending enemies flying back in a strong burst of energy. (Press the × button then the △ button)

REPULSE: Releases a shockwave of Force Energy in a circle around you, pushing back any enemies in its path and causing minor damage. (Hold the □ button then press the △ button)

SABER IMPALE: Throw your lightsaber and impale an enemy with the power of the Force. (Hold the △ button to activate Grab and Lift, then release the △ button and press the □ button + the □ button at the same time)

COMBAT ACTIONS



SABER LOCK

Saber Locks occur when your lightsaber collides with your opponent's lightsaber. The goal of a Saber Lock is to overpower your enemy before they overpower you. Repeatedly tap the □ button as quickly as possible to gain the advantage in the lightsaber battle. Once the Saber Lock ends, the loser will temporarily be stunned, take damage, and be vulnerable to enemy attacks.



FORCE LOCK

Force locks occur when opponents can match attacks. The lock is won by the Jedi / Sith who shows more determination to prevail. The goal is to overpower your enemy before they overpower you. The camera will pan to show the opponents struggling against each other. At this time a random button prompt will come up initiating the lock. In some cases, these locks will be multistaged and a second button will come up that you will have to tap repeatedly. Once the Force Lock ends, the loser will be stunned, take damage, and be vulnerable for several seconds.

PREPARING FOR BATTLE CONT...



FINISHING MOVES

Some enemies are stronger than others. Once you have depleted their health to a certain level, you will be prompted to begin a Finishing Move. In order to complete it, you must press specific buttons on your PSP® as they flash on-screen. Failing

to press the buttons in time or pressing the wrong button will result in the enemy regaining health. Successfully completing the Force Finisher will defeat the enemy.

ON A MISSION

COMBAT

Combat is an integral part of your quest through the galaxy. Defeating the enemies who would dare to stand against you is one of the duties of a Sith, not to mention a loyal servant of Lord Vader. Using your Force Powers and lightsaber skills in concert is the only way to make it through your mission alive.



TARGETING AURAS

In certain cases, objects/enemies will glow blue or red. When standing behind these objects, you can use Force Grip to pick up and move them or to throw them at enemies. Occasionally, large barriers that obstruct your path will initiate an on-screen prompt

to destroy them. Press and hold the Δ button (hold) until the prompt begins flashing, then release the Δ button. You can break open bulkhead doors, destroy boxes, and perform a number of other actions.



FORCE POINTS

Enemies will release blue orbs when they are defeated. These orbs will automatically float toward you, at which point they are absorbed and added into your pool of Force Points.



JEDI HOLOCRON

Hidden throughout the various missions are items called Jedi Holocrons. Collect these items to unlock concept art that can be viewed on the *Rogue Shadow*.



FORCE HOLOCRON

Hidden throughout the various missions are items called Force Holocrons. Each time you find a Force Holocron, your total amount of Force power will be increased.



HEALTH HOLOCRON

Hidden throughout the various missions are items called Health Holocrons. Each time you find a Health Holocron, your total amount of health will be increased.

ROGUE SHADOW



The *Rogue Shadow* is your base of operations in-between missions. You can converse with crewmembers, get information on missions, customize your costume and lightsaber, and launch your next mission from the bridge of the *Rogue Shadow*.

ON A MISSION CONT...

NAVIGATION COMPUTER

The Navigation Computer allows you to choose the destination for your next mission. When you have finished customizing and adjusting, select the Navi Computer and press the \times button to select your destination or \triangle to check your objectives.

CUSTOMIZE COSTUMES

PROXY can assist you in altering your gear. You will unlock various costumes during the course of the game by successfully completing missions, and can alter your appearance in this menu by pressing left or right on the Analog Stick or directional buttons.

CUSTOMIZE LIGHTSABER

In addition to altering your appearance, you can adjust your lightsaber color and powers here. As you progress through the campaign, you will discover crystals that can be used to alter the color of your lightsaber, as well as enhancing different combat powers. You will also acquire various lightsaber hilts throughout the game, allowing you to create a truly unique weapon.

FORCE POWERS

In addition to the Pause Menu, the *Rogue Shadow* allows you to upgrade your Force Powers. Spend points here to upgrade Force Powers.

EXTRAS

The Extras option found on the right side of the control panel allows you to view the Databank containing a wealth of information about everything and everybody you come across in your adventure. You can review concept art that has been unlocked by discovering Jedi Holocrons, and even enter Cheat Codes that drastically alter gameplay. Now just what might these codes be?

FORCE UNLEASHED

FORCE DUEL

This mode will allow you to battle against one, two, and finally three opponents by using Force Powers as well as your lightsaber skills. Choose your character and then you're ready to begin your battle. Should you succeed and push your opponent to the brink of death, you must complete a combo finisher to kill them. If you win, you will be moved on to a new battle with a different opponent. You may retry the battle to pick up on the last opponent you were defeated by.

ORDER 66

The Force-wielding player is fighting against Order 66, Palpatine's directive to eliminate the Jedi order. Palpatine's warriors are elite and able to exterminate any Force wielder. As before, you must select your character before beginning battle. This time, you must defeat waves of attacking soldiers before dueling a final character with Force Powers. The red dots on the map are enemy soldiers. Losing at this point will display a statistics screen.

HISTORIC MISSION

In Historic Missions, unleash powers you have never seen in the classic movies. Your character depends on the location you choose for your mission. A brief scenario plays, and then you are given instructions on what to do for the mission. While some missions involve just one battle, others have several parts to them. Whether you fail your mission or complete it, you are shown a screen ranking your statistics.

MULTIPLAYER

There are 3 multiplayer modes:

Force Frenzy: 2–4 players can match their knowledge of the Force against each other in a winner take all match.

Rule the Galaxy: 2–4 players must work their way to a place of interest and defend it against oncoming opponents. The player who holds this area the longest can claim victory.

Force Out: 2–4 players must dominate an arena by blowing opponents past designated boundaries. Initially, this mode is unavailable. (It is unlocked as you progress through the unleashed modes.)

MODES

JOIN GAME

This mode scans for network games that you can join.

CREATE GAME

Here, you can create your own game in the Force Unleashed Game Room. Choose one of three different scenarios. After that, choose your Location, Time Limit, Ousted/Kill, Pickups, and Characters.



MULTIPLAYER CONT...

MULTIPLAYER SCENARIOS

FORCE FRENZY

Up to four players can battle on six different worlds to prove who is the most powerful Jedi or Sith. The host of the game may set the winning conditions. For a timed game, the host may set the time limit from thirty seconds to an unlimited amount of time. In order to play a score based game, the host is able to set the kill limit between five and an unlimited amount of points (time and kill limit cannot both be set to unlimited). The first player to reach the selected score, or the player with the most points at the end of the time limit, wins the match.

RULE THE GALAXY

King of the Hill, players must race to the platform signified with a red dot on the minimap and remain in the immediate area, battling other players who dare to occupy the platform for themselves. Points are accumulated when a single player occupies the platform. When alone, a timer next to the player's name will start to count up, and will stop if another player jumps up on the platform or if they ever get knocked off the platform. The player with the most amount of time accumulated at the end of the game wins. The time limit ranges from thirty seconds to ten minutes.

FORCE OUT

Initially this mode is locked. To find out how to unlock this mode, go to the unlockables section of the Force Unleashed modes (or complete the Order 66 game mode).

POWER-UPS

Double Damage: When picking up the red Holocron, a red aura will surround the player. This is the dark rage Force Power which gives the player's saber attacks double damage. If a player does a Force Power, dark rage will be deactivated. Usually this is a power that must be activated (L+ square); picking up this Holocron will make it happen whether you have the power or not.

Unlimited Force: Collecting the blue Force symbol will give the character an unlimited amount of Force Energy for a limited period of time.

Invulnerability: Collecting the green health symbol makes the character invulnerable to damage for a limited period of time.

HOW TO CONTACT LUCASARTS

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at <http://support.lucasarts.com>. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

LucasArts Company Store

Visit our secure online store at <http://store.lucasarts.com>. The Company Store offers a complete selection of LucasArts games, hint books and logo gear.

Product Support Mailing Address

LucasArts P.O. Box 29908
San Francisco, CA 94129
ATTN: Product Support

You can also reach us by mail at:

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Darth Vader's Secret Apprentice
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Juno Eclipse
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