LucasArts Entertainment Company Presents

# STAR WARS BOUNTY HUNTER™



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CONTENT RATED BY ESRB

LucasArts

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT

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

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

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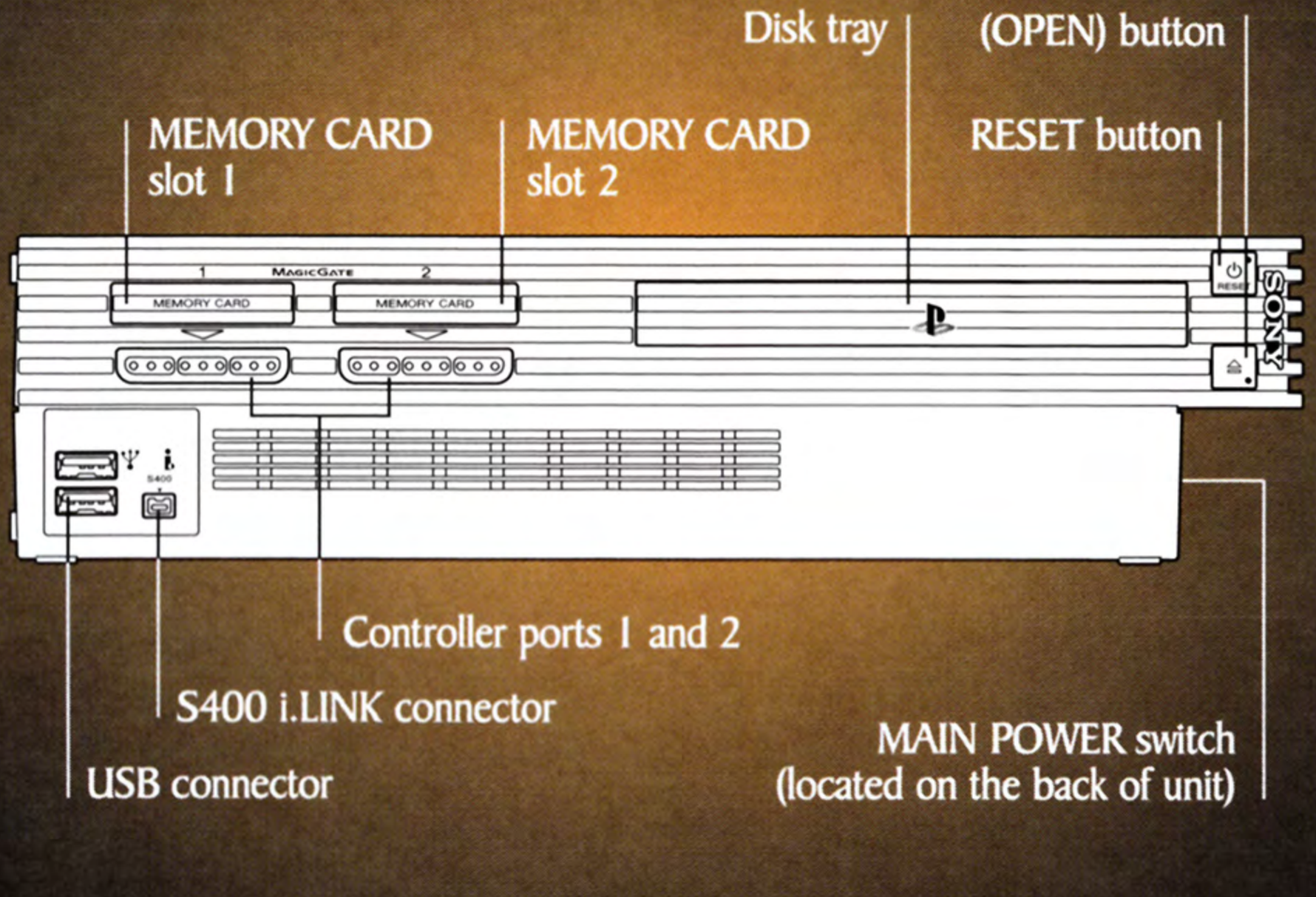

STAR WARS
BOUNTY HUNTER™



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# GETTING STARTED

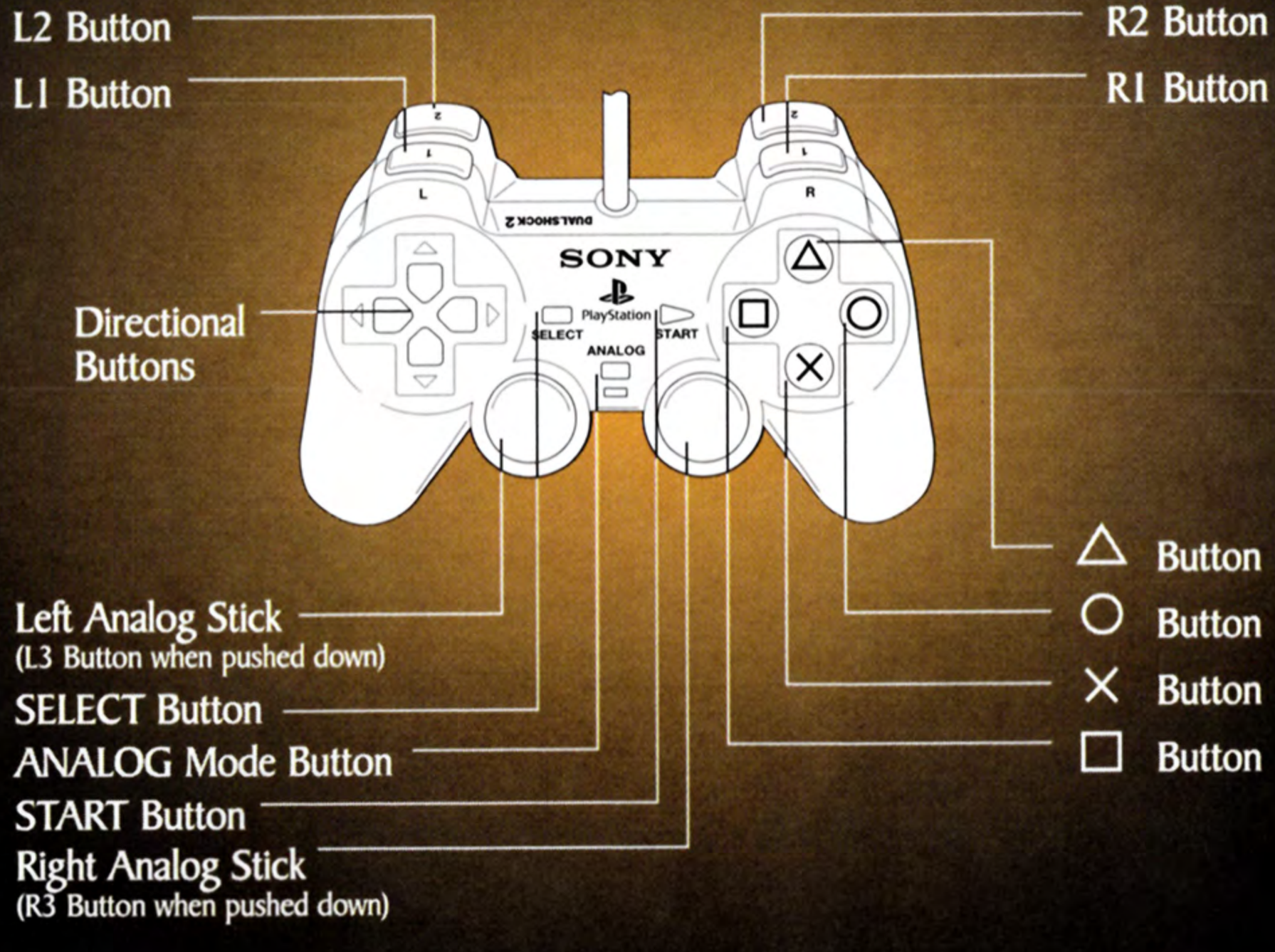
## PLAYSTATION®2 COMPUTER ENTERTAINMNT SYSTEM




Set up the PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Star Wars* Bounty Hunter™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow onscreen instructions and refer to this manual for information on using the software. ***Star Wars* Bounty Hunter** supports the PlayStation®2 DUALSHOCK®2 analog controller and the memory card (8MB) (for PlayStation®2) if you wish to save your progress.

# Default Controls

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

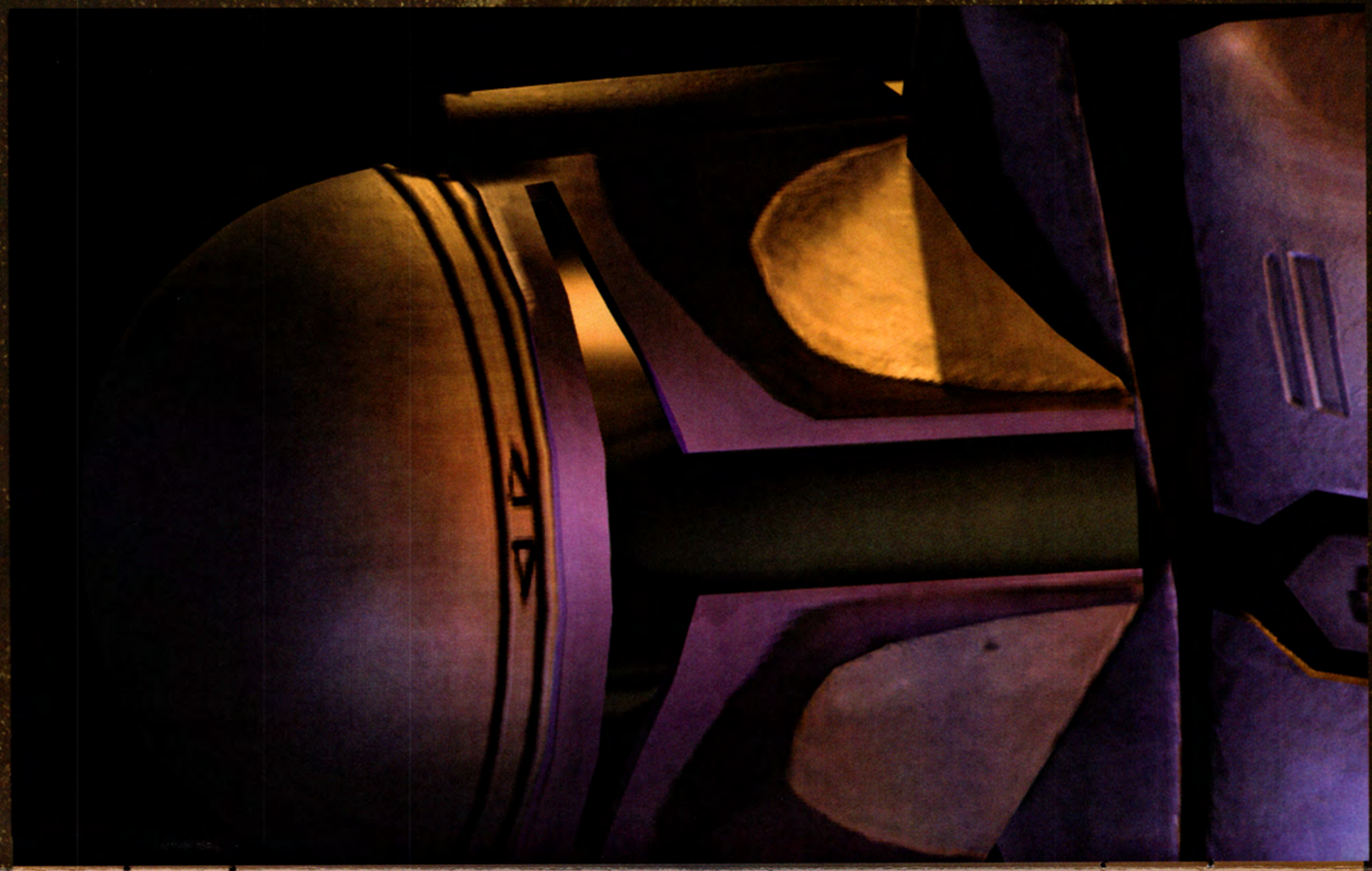



| | |
|---|---|
| **L1 Button** | Jetpack Thrust |
| **L2 Button** | Crouch/Roll |
| **R1 Button** | Lock on to Target (press and hold) |
| **R2 Button** | Look Mode (press and and hold) Also used to look through ID scanner. |
| **Left Analog Stick** | Move Jango (or move cross hairs if ID scanner or sniper rifle is active) |
| **Right Analog Stick** | Rotate Camera (or press up or down to zoom ID scanner or sniper rifle) |
| **START Button** | Pause Menu or Skip Cutscene |
| **▲ Button** | Action button (includes capturing bounty and using cutting laser) |
| **● Button** | Weapon Select (press and hold to pause game and bring up Weapons menu, or tap button to cycle weapons) |
| **Directional Buttons** | |
| ⬅ ➡ | Quick Weapon Select (press left or right to select weapon during play) |
| ⬆ | Quick-Select the ID Scanner |
| **■ Button** | Fire Weapon or Mark Bounty (if ID scanner is active) |
| **✖ Button** | Jump (if R1 button is pressed, Jango will dodge with a somersault) |

# INTRODUCTION

The Galactic Republic is in peril.
In the aftermath of the Battle of Naboo,
disorder and corruption run rampant
throughout the galaxy.
Seizing upon this chaos is a mysterious and
deadly cult known as the BANDO GORA,
whose vicious attacks have nearly crippled
the galaxy's most powerful industries.
Darth Sidious, recognizing this development
as a threat to his own sinister plan, has summoned
his new apprentice to discuss the matter...

The Dark Lord of the Sith tasks his
new apprentice Darth Tyranus, who was
once a Jedi Master named Count Dooku,
to eradicate the Bando Gora and
also to find an ideal specimen from whom a
powerful army can be cloned. Tyranus resolves to
accomplish both tasks with a single stroke
by placing a fantastic bounty on the head of
the Bando Gora's leader, dead or alive.
Any bounty hunter who is resourceful enough
to hunt down this rogue Dark Jedi would serve
as the perfect template for a clone army.
For Jango Fett, the galaxy's most
fearless and relentless bounty hunter, this hunt
for the ultimate bounty will lead to
unimaginable fortune—or certain death.
Now, the hunt begins.



# Preparing to Play

Upon starting ***Star Wars* Bounty Hunter,** the game's Title screen will appear. Press the START button to continue. This is followed by the Memory Card Selection screen. Assuming you have a memory card in the MEMORY CARD slot, select the appropriate MEMORY CARD slot by using the ⬅ and ➡ directional buttons. Press the ✖ button to confirm your memory card selection.

While a memory card is not required to play the game, it is strongly recommended so that you can save your progress. If you do not have a memory card in the MEMORY CARD slot, a screen will appear to indicate this fact. Press the ✖ button to continue playing the game without a memory card, or insert a memory card and then press the ⬇ directional button and ✖ to return to the Memory Card Selection screen.

## SELECT GAME SCREEN

If you have chosen to use a memory card, the Select Game screen appears. ***Star Wars* Bounty Hunter** allows you to create up to eight unique player profiles. These profiles are kept updated as you progress through the game. To select a new profile, press the ⬆ and ⬇ directional buttons to select a save slot. Next, press the ✖ button.

If you wish, you can press the ● button to give your player profile a unique name. Pressing the ● button brings you to the Enter Name screen. Use the directional buttons and the ✖ button to select the name of your game. When complete, highlight the **End** button and press the ✖ button.

Once you are back on the Select Game screen, you can press the ■ button to erase a saved game.

After selecting a player profile slot and renaming your game if you wish, highlight the profile you want to use. Press the ✖ button to continue to the Main menu.




Select Game Screen





## MAIN MENU

On the Main Menu you can navigate between the four options by pressing the ⬆ or ⬇ directional buttons. The options, which are selected by pressing the ✖ button, are as follows: Play Game, Options, Game Stats and Bonus Items.

### PLAY GAME




***Star Wars* Bounty Hunter** spans six chapters. Once you select this option, you are taken to the Select Level screen. On this screen, you'll see the current chapter, along with a list of the levels you have unlocked in each chapter. If more than one chapter is available to play, highlight the currently selected chapter, and then press the ⬅ or ➡ directional buttons to move between available chapters.

Once you have selected the appropriate chapter, press the ⬆ or ⬇ directional buttons to select between available levels in that

chapter. If you are just starting the game, only one level will be available to play.

Each chapter's cutscenes are also available through the Select Level menu. Once they are unlocked, you can watch them at any time.

After selecting the appropriate level you wish to play, press the ✖ button to load the level.




SELECT LEVEL SCREEN



**Objectives**

On the Select Level screen, you will see two important pieces of information. Once you complete a level, this screen will tell you how many bounties you captured compared to the total number of bounties available. This is displayed in the Bounties column next to each level name. Secondly, the feather icon will appear next to levels where you have found the feather bonus icon in the game. Finding this feather unlocks secrets on the Bonus Items menu.

## Options

From the Options menu you can adjust game settings. Press the ⬆ and ⬇ directional buttons to highlight an option, and press the ✖ button to select one of the following:

### Controller Setup

Adjust the way you control Jango. Press the ⬆ and ⬇ directional buttons to choose between options. Once an option is highlighted, press the ⬅ and ➡ directional buttons to adjust the setting. When finished, press the ✖ button to return to the Options menu.

- FLIP Y-AXIS: This toggles what happens when you move the left analog stick in Look Mode. If the Y-axis is flipped, pressing up on the left analog stick will cause Jango to look down, and vice versa. Default is no.
- VIBRATION SETTING: Set the controller vibration on or off. Default is on.

### A/V Options

Change the way you hear and see the game by adjusting these options. Press the ⬆ and ⬇ directional buttons to choose between options. Once an option is highlighted, press the ⬅ and ➡ directional buttons to adjust the setting. When finished, press the ✖ button to return to the Options menu.

- MUSIC LEVEL: Adjust the slider to change the level of background music.
- SOUND FX LEVEL: Move the slider to set the volume of sound effects.
- VOICE LEVEL: Select a level for the voice-overs in the game.
- QUALITY: Toggle between Mono or Dolby Stereo sound.
- TEXT: Turn on or off captioning text that appears in the game.
- PROGRESSIVE SCAN: This mode toggles off/on between normal NTSC and progressive scan modes for TVs that support this feature. See your TV manual for details. NOTE: Keep the option off if your TV does not support progressive scan, otherwise your screen will go black.

### Code Setup

If you have a secret code for the game, use this option to enter

it. Once you are on the Code Setup screen, use the directional buttons to select letters and press the ✖ button to lock in a letter. You can also add spaces and delete characters. Select the **End** button when you are done entering the code.

**Restore Defaults**

Pick this option to return the game to the default settings.

**Credits**

View a list of those responsible for developing the game.



## Game Stats Screen

This screen indicates your current progress in the game, assuming you have a memory card in the system. Visit this screen at any point to learn information about how many enemies you have killed and how far you have progressed through the game. Your Notoriety Ranking will be constantly updated as you play through the game.

## Bonus Items Screen

You will unlock bonus items as you earn credits by capturing secondary bounties, complete levels, or collect feather icons throughout the game. Visit this menu to view special bonuses, including outtakes from the game and concept art.



# Typical Game Screen

Here's a look at the onscreen interface in ***Star Wars*** **Bounty Hunter** and what the various displays can tell you:




In-Game Display

1 **Jetpack Fuel**
When Jango uses his jetpack, this display pops out of the left and right sides of the Health Bar. It indicates the jetpack fuel level. Jango is only able to fly with his jetpack for a limited amount of time. Once the fuel is depleted, Jango will fall to the ground. The jetpack fuel will always regenerate after Jango is on the ground for a few seconds.

2 **Current Weapon**
If a weapon has a limited amount of ammunition, a number will indicate the available ammunition.

3 **Tagged Bounty Pointer**
If you have tagged a bounty through the ID scanner, this orange arrow indicates the direction you should travel to find that bounty.

4 **Targeted Enemy**
This red reticle is placed over a targeted enemy.

5 **Enemy's Health**
This Health Bar indicates the current health of the targeted enemy.

6 **Jango's Health**
This Health Bar measures Jango's health and turns from green to red as he takes damage.

# MOVES AND COMBAT

***Star Wars* Bounty Hunter** is a game of action combat and quick movement. Playing in a third-person perspective, Jango Fett has a number of different moves he can perform. Most importantly, the ability to lock on to enemy targets allows Jango to perform special evasive moves. Here's an overview of how to control Jango and engage in enemy combat:

## MOVING JANGO

Jango can move at three different speeds: Sneak, Walk, and Run, depending on how far the left analog stick is pushed forward or backward. This stick can be used in conjunction with the Lock on to Target, Jetpack Thrust, Jump and Crouch buttons for other exciting moves, like evasive diving and rolling.

## MOVING THE CAMERA

You can move the in-game camera using the right analog stick.

## TARGETING AND LOCKING ON TO ENEMIES

The game includes an advanced auto-targeting system that allows you to easily pinpoint and engage in combat with enemies. To further enhance combat, the game offers an easy way to lock on to enemy targets using the Lock on to Target button (R1 button). In addition to focusing Jango's weapons, locking on to a target affects Jango's movement. (For more information on specific moves, see Specific Moves on the next page.)

While you can fire your weapons at any time, it is often more effective to first lock on to a target before engaging in combat. Press and hold down the Lock on to Target button (R1 button) to lock on to an enemy. If you hold down the button, Jango's movements will become relative to that enemy. For instance, moving Jango left and right will now cause him to strafe instead of turn. This allows Jango to keep the enemy targeted in his sights.

Many other movement actions are also changed if Jango is locked on to a target. Remember that an enemy will remain

targeted until you release the Lock on to Target button or until the enemy is killed. If you have the dual blaster pistols equipped, Jango is able to lock on to one enemy target while still auto-aiming at a second enemy.

If you wish to switch targeted enemies, release the Lock on to Target button, reorient Jango and press the button again.

## SPECIFIC MOVES

Here's an overview of the main moves Jango can use during the game. Remember that some of these moves only happen when you press the Lock on to Target button (R1 button).

NOTE: If you use evasive moves while enemies are firing at you, Jango will deflect blasts.

### JUMPING

Tap the Jump button (✖ button) to make Jango jump. A quick tap results in a short hop; holding down the button results in a long jump.



### CROUCHING

Press and hold the Crouch button (L2 button) to make Jango crouch. Jango can also walk while he crouches. To do this, hold down the Crouch button and press the left analog stick in the direction that you want Jango to sneak.



### EVASIVE MOVES (LOCK ON TO TARGET + JUMP OR ROLL)

If you are pressing the Lock on to Target button (R1 button) and press the Jump button (✖ button) or Crouch button (L1 button), Jango will perform an evasive dodge move. The direction of this move depends on which way you press the left analog stick. The possible combinations are as follows:

## SOMERSAULTING

JUMP BUTTON + LOCK ON TO TARGET BUTTON: Jango jumps up and performs a somersault move. You can modify this dodge by pressing the left analog stick in the direction you want Jango to somersault.



## ROLLING

CROUCH BUTTON + LOCK ON TO TARGET BUTTON: Jango performs an evasive roll. Note that you must push the left analog stick in a direction to perform this evasive dodge. By continually holding the left analog stick in one direction, Jango can perform a series of these rolls.

Jango can also perform a forward evasive roll if he is running forward or backward and you press the Crouch button (L2 button).



## JETPACK THRUST

Press the Jetpack Thrust button (L1 button) to ignite Jango's jetpack. The longer you press the button, the longer the jetpack will thrust. Beware: the jetpack's power cells deplete quickly. They automatically re-charge once you release the Jetpack Thrust button. NOTE: If Jango is falling to the ground, and the jetpack still has fuel, tap the Jetpack Thrust button to slow your descent.

While Jango is in the air, remember that you can use the left analog stick to control his movement. Keep in mind that Jango will be able to thrust higher into the air if you let him fly straight up. If you press the left analog stick while thrusting, Jango is not able to fly as high because he is using some fuel to thrust himself in a certain direction. NOTE: You can fire most of your weapons while in the air, but not the flamethrower.



## LEDGE MOVEMENT

During the game, Jango will often come into contact with ledges. If he can hang from a ledge, he will automatically grab on to it. If you are standing above a ledge and want to drop down to hang, stand near the ledge and press the Action button (▲ button).

You can shimmy along the ledge by nudging the left analog stick left or right. If possible, Jango can climb up on to a surface if you press the left analog stick up, or by pressing the Action button ▲.

Likewise, you can drop off the ledge by moving the left analog stick down. You can also press the Jump button (✖ button) to make Jango spin around 180 degrees and grab a ledge behind him. If there is no ledge behind, Jango simply spins around and drops from the ledge.



## CLIMBING LADDERS

When Jango comes into contact with a ladder, he will automatically mount the ladder and be ready to climb. Pressing up on the left analog stick makes him ascend the ladder. Likewise, down on the left analog stick makes him descend. Press Jump ( ✖ button) to leap away from the ladder.







# Playing the Game

During ***Star Wars* Bounty Hunter,** you will be asked to achieve a number of different objectives. Here's a brief overview of key things you'll want to keep in mind as you play the game:

## JANGO'S JETPACK

As you saw in the opening cutscene, Jango temporarily loses his jetpack in the Pit Fighting Arena, so he does not have access to it during the first level of the game. Don't worry—the good news is that he will acquire it again part way through the second level.

## MISSION OBJECTIVES (PAUSE MENU)

At any point during a mission, you can press the START button to bring up the Pause menu. From this menu, you can see the current mission objectives. Objectives with a red icon are not yet complete. A green icon indicates a completed objective. You do not need to complete the optional objectives to finish a level.

NOTE ON OPTIONAL OBJECTIVES: Optional objectives will list the number of bounties in that level.

The Pause menu, in addition to serving as a good reminder of your mission objectives, allows you to perform other functions as well. After pressing the START button to bring up the Pause menu, you can select between the following options by pressing the ✖ button:

- RESUME GAME: Return to the game.
- RESTART LEVEL: Restart the game level.
- QUIT GAME: Quit the game.




Pause Menu

## SCANNING FOR BOUNTIES

A large part of Jango's job in the game is to find certain bounties. In order to ID these bounties, use Jango's ID scanner. The scanner can be selected on the Weapon menu. Press the ⬅ or ➡ directional buttons (or the ● button) to cycle through weapons and select the ID scanner. Quick-select the scanner with the ⬆ directional button. To use the scanner, press and hold down the Look Mode button (R2 button). Once the scanner is in use, press the left analog stick to point the cross hairs. Press the right analog stick up or down to zoom in on specific characters. As you zoom in on a character, the scanner will provide information on whether a bounty is posted.



ID Scanner

NOTE: You are unable to fire or move Jango while the ID scanner is activated.

## MARKING A BOUNTY

If a bounty is posted for specific characters, you first need to mark them before you can claim them. When the bounty information is onscreen in the ID scanner, press the Fire button (■ button) to mark the bounty. An onscreen text box will appear to indicate the bounty has been marked. Now, when you exit the ID scanner, an orange arrow will appear onscreen to help you pinpoint the marked bounty.




Marking a Bounty

NOTE: When marking a bounty, pay attention to whether it is wanted dead or alive.



## CAPTURING AND CLAIMING A BOUNTY, DEAD OR ALIVE

If a bounty has been marked and you have tracked it down, you must capture and claim the bounty to receive your reward credits. If a bounty is wanted dead or alive, you have a choice as to how you bring it in. Note that you will often, although not always, get more credits if you bring in a bounty alive. In some cases, you will specifically be told whether the bounty is wanted dead or alive.

If the bounty is wanted alive, you must first subdue the bounty with your whipcord before he or she can be captured. To do this, select the whipcord from your Weapon menu and then fire it at the bounty. If you successfully tie up the bounty, you can now claim it.

To claim a bounty—dead or alive—walk up to the character and press the Action button (▲ button), assuming you have first marked the bounty. If the bounty is successfully captured, an onscreen text message will appear to indicate this fact. The resulting Republic credits are automatically added to Jango's account.

## USING THE LOOK MODE

The game is designed so you can play it in third-person mode with the weapons auto-aiming. You can, however, also use the Look Mode to scan the environment and manually aim weapons. To call up Look Mode, press and hold down the Look Mode button (R2 button).

Once in Look Mode, use the left analog stick to move the cross hairs around and fire your weapon. Besides being a way to precisely aim weapons, this mode is especially useful to size up an environment and look for hidden doors and passageways.

## THE ACTION BUTTON

The Action button (▲ button) is used for a variety of context-sensitive actions. These include:

- Activating switches and opening doors.
- Using Jango's gauntlet cutting laser when in close proximity (and facing) a grate or door that can be cut through.
- Claiming a bounty.
- Taking control of a stationary gun turret in the game. Press the Action button (▲ button) again to exit.







## SAVING YOUR PROGRESS

Once you complete a level, your progress will automatically be saved to the Memory Card Player Profile, if you selected one when you first started the game. Within each level, there are also a set number of checkpoints where your progress will be saved. Once you pass a checkpoint (shown as a Mandalorian knife icon onscreen), you will respawn here each time Jango dies in a level. Note that your checkpoint progress is not saved to the memory card. Therefore, if you exit a level and come back to it at a later point, Jango will restart at the beginning of the level.

## LEVEL CONTINUES

Jango is given a limited number of level continues on each of the game's missions. Once these continues have been used up, you must restart the level from the beginning.

# WEAPONS

As you progress through the game, Jango acquires many weapons and gadgets to use against enemies. Here's an overview of what is available in the game:

## HOW TO SELECT WEAPONS

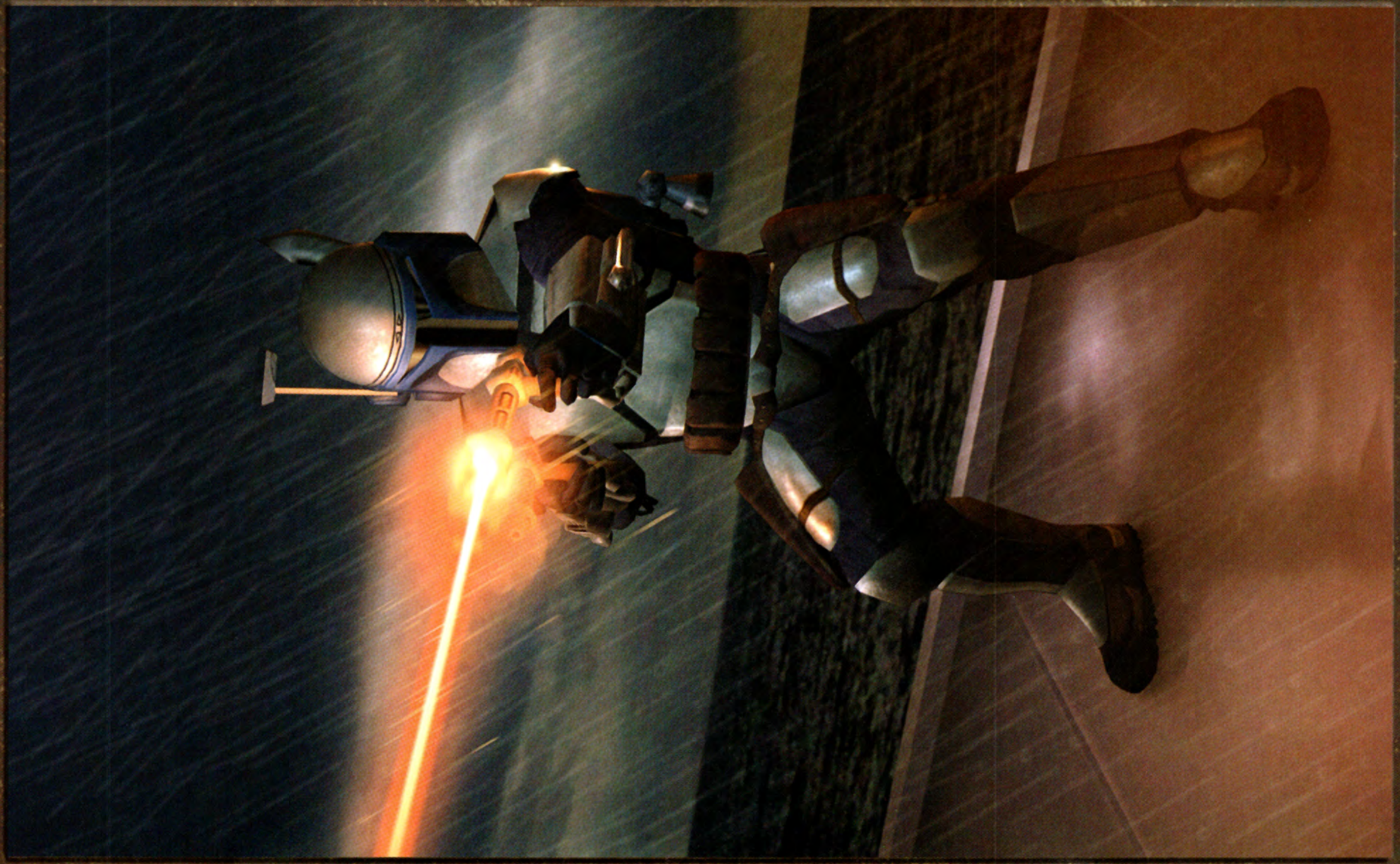
There are two ways to select weapons in the game. First, you can press the ⬅ or ➡ directional buttons at any time during the game to scroll through available weapons. Alternatively, quickly pressing the Weapon Select button (● button) will cycle through available weapons. If you wish to pause the game while selecting a weapon, press and hold down the Weapon Select button (● button). After a short moment, the game will pause and you can press the ⬅ or ➡ directional buttons to scroll between weapons. Remember that you must continue to hold down the Weapon Select button to keep the game paused. Release the Weapon Select button once you have highlighted the weapon you want.

**FISTS** No matter what, Jango can always use his fists to fight against enemies. While it may seem like using his body as a weapon is only a last resort, using Jango's fists is quite effective for short-range combat. If Jango punches an enemy from directly behind, he delivers a powerful neck chop.



**WESTAR-34 TWIN DUAL DALLORIAN ALLOY BLASTERS** This blaster pistol fires cohesive bursts of light-based energy called bolts. Jango uses two blaster pistols at once, one in each hand. When equipped, holding down the Fire button (■ button) will cause Jango to alternate between firing the left and right pistols. Jango will fire at a faster rate if you rapidly press the Fire button. These blaster pistols have unlimited ammunition.
NOTE: If the dual blaster pistols are equipped, Jango can attack two enemies at once.



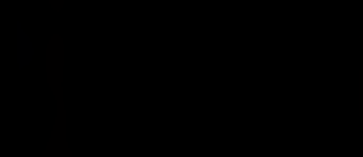


**ID SCANNER** Located on Jango's visor, this ID scanner lets Jango quickly and efficiently find bounties in a level. See Scanning for Bounties on page 20 for more information.



**GAUNTLET WHIPCORD (SNARE)** Shooting from Jango's forearm, his whipcord can subdue enemies. On firing, it shoots out straight with a range of 5 meters. First target an enemy and then press the Fire button (■ button) to fire the whipcord. If the cord hits an enemy, it will wrap itself around the enemy and bind him/her for a limited time.

TIP: Live bounties can escape from the whipcord. To prevent escape, use the whipcord to subdue an enemy and then quickly approach and claim the bounty. See Capturing and Claiming a Bounty, Dead or Alive on page 21 for more information.



**GAUNTLET DARTCASTER** Firing from Jango's right wrist, the toxic dart is an effective medium-range stealth weapon. It is very powerful and will almost instantly incapacitate any enemy it hits.



**GAUNTLET FLAMETHROWER** Although Jango must stand still to fire the flamethrower, it is a very powerful weapon that can be swept in a 360-degree arc. It effectively keeps back swarming enemies and can set fire to combustible objects. When you press and hold the Fire button, use the left analog stick to direct the flamethrower.



**THERMAL GRENADE** These grenades will explode on contact with any enemy. If the grenade does not hit anything after being thrown, it will automatically explode three seconds later.

NOTE: The longer you press the Fire button, the further the grenade will be thrown. Great for taking out groups of enemies, you can also use manual aim to more precisely toss a thermal grenade.



**SNIPER RIFLE** For precision at far distances, press and hold the Look Mode button (R2 button) to activate the sniper rifle's scope. Press ⬆ or ⬇ on the right analog stick to zoom the sight. Once an enemy is targeted, press the Fire button (■ button) to fire.



**JETPACK-MOUNTED MISSILE** This missile, fired out of Jango's jetpack, can seek locked targets or it can be manually guided toward enemies. To guide the missile, fire it while holding the Look Mode button (R2 button) and then use the left analog stick to guide it into your target of choice. Note that you can even fire this missile while Jango is flying, although you cannot manually steer it while flying.



**CLUSTER MISSILE** Similar to the standard jetpack missile, except when this missile is fired, it divides into three separate missiles that each seek out the nearest enemy.



**TURRET** Jango can take over manned laser turrets that are located in certain game levels. First dispatch the enemy in the turret. Then, approach the turret and hit the Action button (▲ button) to mount it. Using the left analog stick, you can now move the turret and fire at enemies. Hitting the Action button again will exit the Turret mode.



## ADDITIONAL WEAPONS

During the game, Jango can also acquire some additional weapons with limited ammunition. Once the ammunition is used up, these weapons disappear from your inventory.

**HEAVY GUN** This is a heavy repeating blaster rifle. It's very powerful, but fairly inaccurate due to its high rate of fire.



**GRENADE LAUNCHER** This weapon can quickly fire small thermal grenades at a medium range.



**BLASTER RIFLE** The blaster rifle is an all-purpose soldier's weapon. It fires in three-shot bursts, is fairly accurate, and packs a decent punch.



# Powerups and Pickups

The worlds of ***Star Wars*** **Bounty Hunter** contain many powerups and pickups that will help Jango in his search for the ultimate bounty. Look for these items throughout the game. Simply run over the item to pick it up.

## PICKUPS



**Bacta Fluid Vial**
Restores 20 percent health.



**Bacta Fluid Crate**
Fully restores health.



**Sniper Rounds**
A magazine with six rounds.



**Toxic Darts**
A clip of six toxic darts.





**Thermal Grenades (Explosive)**
Pick up three at a time.





**Missiles–Two Types: Standard (top) and Cluster (bottom)**
Found in groups of three.

## POWERUPS



**Jetpack**
Gives you enough fuel to have longer flight time, although the maximum height remains the same.



**Mandalorian Rage**
Makes Jango invulnerable for a short period of time. It also increases his rate of fire.

***Star Wars* Bounty Hunter** includes a unique cast of both friends and foes. Here are some of the key characters you will encounter.



## JANGO FETT

Jango Fett's background and exploits are mired in legend, with few verifiable facts—perhaps by design.

One such story: As a boy, Jango was orphaned when his family was caught in the cross fire between the terrifying Mandalorian Warriors and their rivals, the Death Watch, on the planet Concord Dawn. A sympathetic Mandalorian commander named Jaster Mereel took pity on Jango and made him a cadet. Soon he was traveling with the nomadic army-for-hire as they toured the galaxy looking for conflict, always in the service of the highest bidder. Over time, Jango rose through the ranks. When Jaster Mereel was killed in battle, Jango was named commander, the youngest in the long history of the notorious mercenary army.

Since ancient times, Mandalorians were brutally effective fighters, and especially so under Jango Fett's leadership. However, while fighting to suppress a popular revolt in the Galidraan system, the Mandalorians ran afoul of the Jedi Knights, who wiped out most of the mercenary army and delivered the survivors to the governor of Galidraan. Jango became a slave, but he used the next several years to regain his strength and plot his eventual escape. He exacted revenge on his captors, reclaimed his Mandalorian armor and set off on his own as a bounty hunter.

Armed with dual blasters, a missile-equipped jetpack, and a host of other deadly tools of his trade, Jango Fett is now among the most feared bounty hunters in the galaxy.

## MONTROSS



Montross, like Jango Fett, was once a Mandalorian Warrior, feared by his enemies, as well as by the men with whom he served. He was exceptionally brutal, even for a Mandalorian, and his reckless bravado often placed his comrades in danger. He was frequently at odds with his commander, Jaster Mereel, over combat tactics and his own tendencies to cause unacceptable amounts of collateral damage. He was also enraged by the attention his commander bestowed upon the daring young recruit, Jango Fett.

In a pitched battle against a rival mercenary army, Montross led a foolhardy charge, which led to Jaster Mereel's death. Banished from the Mandalorians for this costly mistake, Montross became a bounty hunter. His brutal, unorthodox methods suited his new profession well, and stories of his atrocities struck terror in the hearts of wanted fugitives who learned Montross was stalking them. He hunts mainly for sport, not money, invariably killing his prey.



## KOMARI VOSA

As a young woman, Komari Vosa was an adept Padawan learner, who frequently impressed her Jedi Master with her own unique style of fighting, which included the use of two lightsabers. But beneath her soft and beautiful features, Vosa was emotionally unstable and subject to aggressive rages. During the Galidraan conflict, she single-handedly killed at least twenty Mandalorians in battle.

Ultimately, Vosa's flaring emotions led the Jedi Council to conclude she was unfit for the Jedi Trials. While the Jedi Council debated her uncertain future, and against strict orders to stay within the Jedi Temple, Vosa joined a group of Jedi sent to rescue the people of Baltizaar from a vicious attack by the Bando Gora. The mission was ill fated; in the Jedi Archives, Vosa is listed as lost and presumed dead, along with scores of others. Little did the Council know that Vosa and two Jedi were captured, not killed, by the Bando Gora. Once in captivity, Vosa killed the two Jedi—perhaps to prevent their suffering—or perhaps due to her unstable nature. Subsequently, she used her mastery of the Force to turn the tables on her captors and usurp control of the cult.

Now, from an ancient burial moon in the Bogden system, Komari Vosa commands this far-reaching, clandestine cult, intent on spreading its influence to all corners of the galaxy. With her twisted mastery of the dark side of the Force, not to mention the aid of ancient mind-altering Bando Gora toxins, Vosa has enslaved scores of unwitting followers to become her mindless assassins.



## COUNT DOOKU (DARTH TYRANUS)

Some time ago, Count Dooku was a formidable Jedi. As the prized pupil of Yoda, many believed that Dooku's knowledge of the Force was second only to his Master. In turn, Dooku passed on his skills to such venerable Jedi as Qui-Gon Jinn.

His extensive training, however, did not prevent Dooku from becoming disillusioned with the Jedi Council. A political idealist, he firmly believed that the Jedi were weakening their

cause by serving an institution as corrupt as the Republic. Eventually, Dooku's frustration led to him renouncing his commission to the Jedi order.

Dooku went into a self-imposed exile. During this time, he secretly became an apprentice of the mysterious Sith Lord Darth Sidious. Soon corrupted by the lure of the dark side, Dooku began to share his Master's vision of a new order for the galaxy. By Sith tradition, Dooku took on the name Darth Tyranus and became one of Sidious' most trusted allies.

Together, Sidious and Tyranus now plot to plunge the galaxy into an epic civil war, resulting in the creation of a new empire that they will rule. This plan, however, is threatened by the emergence of the Bando Gora. Dooku is well aware of the cult, as its leader is another wayward Jedi—and none other than his own former pupil, Komari Vosa.

## ZAM WESELL

While she might appear to be a beautiful female wearing a purple suit of flexible armorweave, Zam Wesell can take the form of nearly any species in the galaxy. This aspiring bounty hunter's chameleonlike ability is a closely guarded secret, but it has proved to be one of her greatest assets. Known for her devious ways, Wesell is keen to learn the ropes of bounty hunting—but she knows she has to seek out an experienced pro if she is to become one of the galaxy's best.





## ROZATTA

A female Toydarian, Rozatta owns the expansive space outpost called Outland Station, which plays host to pit fighting games, among other underworld events. Dressed in eccentric attire, perhaps to augment her less than glamorous features, Rozatta is tough and drives a hard bargain. In fact, some call her downright greedy. But she also has a maternal side, and has been known to look out for Jango Fett's best interests... as long as there is a finder's fee coming her way.

## MEEKO GHINTEE

A cheat and a totally untrustworthy alien, Meeko makes his living in the underworld of beast pit fighting games. He has been known to rig fighting beasts with remote devices so he can control them. Frequently incarcerated for such underhanded tactics, as well as other nefarious deeds, Meeko always seems to escape and return to the pit fighting arenas. Now wanted for murder, assault, larceny and a host of other charges, Meeko is one of the most wanted criminals in the entire galaxy.



# Hints and Tips

Here are some hints and tips
to help you progress through ***Star Wars* Bounty Hunter.**

Make sure to lock on to enemies using the
Lock on to Target button (R1 button).

Jango has a diverse array of weapons. However, some
aren't as effective against certain foes as others.

While locked on to a target, jumping or rolling
are effective ways to avoid enemy fire.

Make sure to use the Look Mode to check out
your surroundings. If you come to a dead end,
look around to see if you can continue
by flying up or jumping down.

Make sure you use your ID scanner
to check for characters with prices on their heads.
Bounties are everywhere!

If a bounty is wanted alive, make use of Jango's
whipcord to bring him/her in. Be sure to claim
your bound prey by approaching the bounty
and pressing the Action button.

Jango can use his cutting laser on certain
metal doors, fences and grates. Look around for
objects you may be able to cut through.

If you're in combat with multiple targets,
keep moving and perform evasive maneuvers.
Enemies have more trouble hitting a moving target.

In some situations an exit will not unlock and open
until Jango has cleared the area of enemies.

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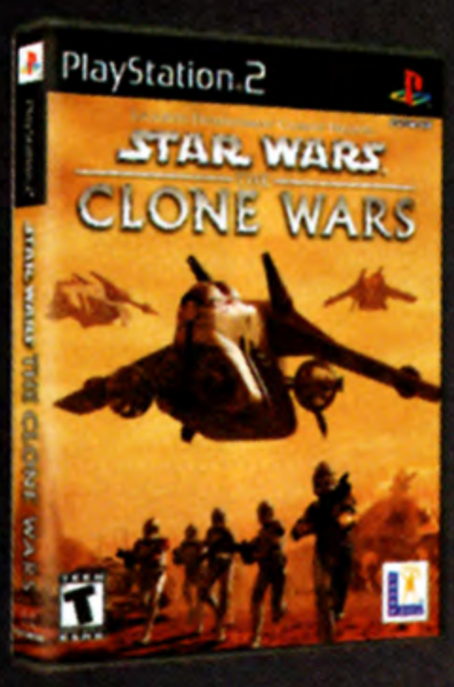

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